

in

COLLABORATORS

	<i>TITLE :</i> in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 ModuleInformation

```
ShowModule v1.10 (c) 1992 $#%!
now showing: "graphics/displayinfo.m"
NOTE: don't use this output in your code, use the module instead.
```

```
(----) OBJECT vecinfo
(  0)   qh:qh (or ARRAY OF qh)
( 16)   vec:LONG
( 20)   data:LONG
( 24)   type:INT
( 26)   pad[3]:ARRAY OF INT
( 32)   reserved[2]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=40 */

(----) OBJECT nameinfo
(  0)   qh:qh (or ARRAY OF qh)
( 16)   name[32]:ARRAY OF CHAR
( 48)   reserved[2]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=56 */

(----) OBJECT monitorinfo
(  0)   qh:qh (or ARRAY OF qh)
( 16)   mspc:PTR TO monitorspec
( 20)   viewposition:tpoint (or ARRAY OF tpoint)
( 24)   viewresolution:tpoint (or ARRAY OF tpoint)
( 28)   viewpositionrange:rectangle (or ARRAY OF rectangle)
( 36)   totalrows:INT
( 38)   totalcolorclocks:INT
( 40)   minrow:INT
( 42)   compatibility:INT
( 44)   pad[32]:ARRAY OF CHAR
( 76)   mousetick:tpoint (or ARRAY OF tpoint)
( 80)   defaultviewposition:tpoint (or ARRAY OF tpoint)
( 84)   preferredmodeid:LONG
( 88)   reserved[2]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=96 */

(----) OBJECT dimensioninfo
(  0)   qh:qh (or ARRAY OF qh)
```

```
( 16)    maxdepth:INT
( 18)    minrasterwidth:INT
( 20)    minrasterheight:INT
( 22)    maxrasterwidth:INT
( 24)    maxrasterheight:INT
( 26)    nominal:rectangle (or ARRAY OF rectangle)
( 34)    maxoscan:rectangle (or ARRAY OF rectangle)
( 42)    videooscan:rectangle (or ARRAY OF rectangle)
( 50)    txtoscan:rectangle (or ARRAY OF rectangle)
( 58)    stdoscan:rectangle (or ARRAY OF rectangle)
( 66)    pad[14]:ARRAY OF CHAR
( 80)    reserved[2]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=88 */
```

```
(----) OBJECT displayinfo
(  0)    qh:qh (or ARRAY OF qh)
( 16)    notavailable:INT
( 18)    propertyflags:LONG
( 22)    resolution:tpoint (or ARRAY OF tpoint)
( 26)    pixelspeed:INT
( 28)    numstdsprites:INT
( 30)    paletterange:INT
( 32)    spriteresolution:tpoint (or ARRAY OF tpoint)
( 36)    pad[4]:ARRAY OF CHAR
( 40)    redbits:CHAR
( 41)    greenbits:CHAR
( 42)    bluebits:CHAR
( 43)    pad2a:CHAR
( 44)    pad2b[4]:ARRAY OF CHAR
( 48)    reserved[2]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=56 */
```

```
(----) OBJECT qh
(  0)    structid:LONG
(  4)    displayid:LONG
(  8)    skipid:LONG
( 12)    length:LONG
(----) ENDOBJECT      /* SIZEOF=16 */
```

```
CONST DIFP_IS_DBUFFER=$100000,
      MCOMPAT_MIXED=0,
      DIFP_IS_SCANDBL=$20000,
      DIFP_IS_EXTRAHALFBRITE=$1000,
      DIFP_IS_SPRITES_CHNG_PRI=$80000,
      DIFP_IS_SPRITES_ATT=$2000,
      DIFP_IS_GENLOCK=$80,
      DI_AVAIL_NOTWITHGENLOCK=4,
      DIFP_IS_BEAMSYNC=$800,
      DIFP_IS_HAM=8,
      DTAG_DIMS=$80001000,
      DIFP_IS_SPRITES=$40,
      DIFP_IS_SPRITES_CHNG_BASE=$40000,
      DIFP_IS_AA=$10000,
      DI_AVAIL_NOCHIPS=1,
      DIFP_IS_DRAGGABLE=$200,
      DIFP_IS_FOREIGN=$800000000,
      DIFP_IS_PF2PRI=4,
```

```
DISPLAYNAMELEN=$20,  
DTAG_VEC=$80004000,  
DIPF_IS_DUALPF=2,  
DIPF_IS_LACE=1,  
DIPF_IS_SPRITES_CHNG_RES=$4000,  
DIPF_IS_PANELLED=$400,  
DTAG_MNTR=$80002000,  
DIPF_IS_ECS=16,  
DI_AVAIL_NOMONITOR=2,  
MCOMPAT_SELF=1,  
DIPF_IS_PROGBEAM=$200000,  
MCOMPAT_NOBODY=-1,  
DTAG_DISP=$80000000,  
DIPF_IS_PAL=$20,  
DIPF_IS_SPRITES_BORDER=$8000,  
DTAG_NAME=$80003000,  
DIPF_IS_WB=$100
```