IncludeXREF

COLLABORATORS			
	TITLE : IncludeXREF		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		March 28, 2025	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

IncludeXREF

1.1   2.0 IncludeXREF: A

```
a2024_sync_raster pointer to long int in struct GfxBase
        +0x0174 graphics/gfxbase.h: *82
aBMS            #define 63 = 0x0000003f  devices/printer.h: *125
aCAM            #define 66 = 0x00000042  devices/printer.h: *128
aDEN1           #define 26 = 0x0000001a  devices/printer.h: *67
aDEN2           #define 25 = 0x00000019  devices/printer.h: *66
aDEN3           #define 24 = 0x00000018  devices/printer.h: *65
aDEN4           #define 23 = 0x00000017  devices/printer.h: *64
aDEN5           #define 22 = 0x00000016  devices/printer.h: *63
aDEN6           #define 21 = 0x00000015  devices/printer.h: *62
aEXTEND         #define 75 = 0x0000004b  devices/printer.h: *138
aFNT0           #define 34 = 0x00000022  devices/printer.h: *77
aFNT1           #define 35 = 0x00000023  devices/printer.h: *78
aFNT10          #define 44 = 0x0000002c  devices/printer.h: *87
aFNT2           #define 36 = 0x00000024  devices/printer.h: *79
aFNT3           #define 37 = 0x00000025  devices/printer.h: *80
aFNT4           #define 38 = 0x00000026  devices/printer.h: *81
aFNT5           #define 39 = 0x00000027  devices/printer.h: *82
aFNT6           #define 40 = 0x00000028  devices/printer.h: *83
aFNT7           #define 41 = 0x00000029  devices/printer.h: *84
aFNT8           #define 42 = 0x0000002a  devices/printer.h: *85
aFNT9           #define 43 = 0x0000002b  devices/printer.h: *86
aHTS            #define 67 = 0x00000043  devices/printer.h: *130
aIND            #define 2 = 0x00000002  devices/printer.h: *40
aJFY0           #define 52 = 0x00000034  devices/printer.h: *112
aJFY1           #define 54 = 0x00000036  devices/printer.h: *114
aJFY3           #define 53 = 0x00000035  devices/printer.h: *113
aJFY5           #define 49 = 0x00000031  devices/printer.h: *109
aJFY6           #define 51 = 0x00000033  devices/printer.h: *111
aJFY7           #define 50 = 0x00000032  devices/printer.h: *110
aLMS            #define 60 = 0x0000003c  devices/printer.h: *122
aNEL            #define 3 = 0x00000003  devices/printer.h: *41
aPERF           #define 58 = 0x0000003a  devices/printer.h: *119
aPERF0          #define 59 = 0x0000003b  devices/printer.h: *120
aPLD            #define 33 = 0x00000021  devices/printer.h: *75
aPLU            #define 32 = 0x00000020  devices/printer.h: *74
aPROP0          #define 47 = 0x0000002f  devices/printer.h: *107
aPROP1          #define 46 = 0x0000002e  devices/printer.h: *106
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aPROP2          #define 45 = 0x0000002d   devices/printer.h: *105
aRAW            #define 76 = 0x0000004c   devices/printer.h: *140
aRI             #define 4 = 0x00000004   devices/printer.h: *42
aRIN            #define 1 = 0x00000001   devices/printer.h: *39
aRIS            #define 0 = 0x00000000   devices/printer.h: *38
aRMS            #define 61 = 0x0000003d   devices/printer.h: *123
aSBC            #define 13 = 0x0000000d   devices/printer.h: *52
aSFC            #define 12 = 0x0000000c   devices/printer.h: *51
aSGR0           #define 5 = 0x00000005   devices/printer.h: *44
aSGR1           #define 10 = 0x0000000a   devices/printer.h: *49
aSGR22          #define 11 = 0x0000000b   devices/printer.h: *50
aSGR23          #define 7 = 0x00000007   devices/printer.h: *46
aSGR24          #define 9 = 0x00000009   devices/printer.h: *48
aSGR3           #define 6 = 0x00000006   devices/printer.h: *45
aSGR4           #define 8 = 0x00000008   devices/printer.h: *47
aSHORP0         #define 14 = 0x0000000e   devices/printer.h: *54
aSHORP1         #define 16 = 0x00000010   devices/printer.h: *56
aSHORP2         #define 15 = 0x0000000f   devices/printer.h: *55
aSHORP3         #define 18 = 0x00000012   devices/printer.h: *58
aSHORP4         #define 17 = 0x00000011   devices/printer.h: *57
aSHORP5         #define 20 = 0x00000014   devices/printer.h: *60
aSHORP6         #define 19 = 0x00000013   devices/printer.h: *59
aSLPP           #define 57 = 0x00000039   devices/printer.h: *118
aSLRM           #define 65 = 0x00000041   devices/printer.h: *127
aSTBM           #define 64 = 0x00000040   devices/printer.h: *126
aSUS0           #define 31 = 0x0000001f   devices/printer.h: *73
aSUS1           #define 28 = 0x0000001c   devices/printer.h: *70
aSUS2           #define 27 = 0x0000001b   devices/printer.h: *69
aSUS3           #define 30 = 0x0000001e   devices/printer.h: *72
aSUS4           #define 29 = 0x0000001d   devices/printer.h: *71
aTBC0           #define 69 = 0x00000045   devices/printer.h: *132
aTBC1           #define 71 = 0x00000047   devices/printer.h: *134
aTBC3           #define 70 = 0x00000046   devices/printer.h: *133
aTBC4           #define 72 = 0x00000048   devices/printer.h: *135
aTBCALL         #define 73 = 0x00000049   devices/printer.h: *136
aTBSALL         #define 74 = 0x0000004a   devices/printer.h: *137
aTMS            #define 62 = 0x0000003e   devices/printer.h: *124
aTSS            #define 48 = 0x00000030   devices/printer.h: *108
aVERP0          #define 55 = 0x00000037   devices/printer.h: *116
aVERP1          #define 56 = 0x00000038   devices/printer.h: *117
aVTS            #define 68 = 0x00000044   devices/printer.h: *131
abs             function returning "LONG"   libraries/mathffp.h: *64
ac_dat          unsigned short int in struct AudChannel
        +0x000a hardware/custom.h: *102
ac_len          unsigned short int in struct AudChannel
        +0x0004 hardware/custom.h: *99
ac_pad          array [2] of unsigned short int in struct AudChannel
        +0x000c hardware/custom.h: *103
ac_per          unsigned short int in struct AudChannel
        +0x0006 hardware/custom.h: *100
ac_ptr          pointer to unsigned short int in struct AudChannel
        +0x0000 hardware/custom.h: *98
ac_vol          unsigned short int in struct AudChannel
        +0x0008 hardware/custom.h: *101
acos            #define IEEEDPAcos   libraries/mathffp.h: *42
                libraries/mathieeedp.h: *42
adkcon          unsigned short int in struct Custom
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             +0x009e hardware/custom.h: *96
adkconr         unsigned short int in struct Custom
             +0x0010 hardware/custom.h: *36
af_Attr         struct TextAttr(size 0x0008 bytes) in struct AvailFonts
             +0x0002 libraries/diskfont.h: *97
af_Type         unsigned short int in struct AvailFonts
             +0x0000 libraries/diskfont.h: *96
afh_NumEntries  unsigned short int in struct AvailFontsHeader
             +0x0000 libraries/diskfont.h: *106
afp             function returning "LONG"   libraries/mathffp.h: *78
ai_PRIVATE      pointer to void in struct AppIcon
             +0x0000 workbench/workbench.h: *147
al_Lock         long int in struct AssignList +0x0004 dos/dosextens.h: *398
al_Next         pointer to struct AssignList in struct AssignList
             +0x0000 dos/dosextens.h: *397
am_ArgList      pointer to struct WBArg in struct AppMessage
             +0x0022 workbench/workbench.h: *132
am_Class        unsigned short int in struct AppMessage
             +0x0028 workbench/workbench.h: *134
am_ID           unsigned long int in struct AppMessage
             +0x001a workbench/workbench.h: *130
am_Message      struct Message(size 0x0014 bytes) in struct AppMessage
             +0x0000 workbench/workbench.h: *127
am_Micros       unsigned long int in struct AppMessage
             +0x0032 workbench/workbench.h: *138
am_MouseX       short int in struct AppMessage
             +0x002a workbench/workbench.h: *135
am_MouseY       short int in struct AppMessage
             +0x002c workbench/workbench.h: *136
am_NumArgs      long int in struct AppMessage
             +0x001e workbench/workbench.h: *131
am_Reserved     array [8] of unsigned long int in struct AppMessage
             +0x0036 workbench/workbench.h: *139
am_Seconds      unsigned long int in struct AppMessage
             +0x002e workbench/workbench.h: *137
am_Type         unsigned short int in struct AppMessage
             +0x0014 workbench/workbench.h: *128
am_UserData     unsigned long int in struct AppMessage
             +0x0016 workbench/workbench.h: *129
am_Version      unsigned short int in struct AppMessage
             +0x0026 workbench/workbench.h: *133
ami_PRIVATE     pointer to void in struct AppMenuItem
             +0x0000 workbench/workbench.h: *148
an_Child        pointer to struct AChain in struct AChain
             +0x0000 dos/dosasl.h: *99
an_Flags        char in struct AChain +0x0110 dos/dosasl.h: *103
an_Info         struct FileInfoBlock(size 0x0104 bytes) in struct AChain
             +0x000c dos/dosasl.h: *102
an_Lock         long int in struct AChain +0x0008 dos/dosasl.h: *101
an_Parent       pointer to struct AChain in struct AChain
             +0x0004 dos/dosasl.h: *100
an_String       array [1] of unsigned char in struct AChain
             +0x0111 dos/dosasl.h: *104
ap_Base         pointer to struct AChain in struct AnchorPath
             +0x0000 dos/dosasl.h: *55
ap_BreakBits    long int in struct AnchorPath +0x0008 dos/dosasl.h: *59
ap_Buf          array [1] of unsigned char in struct AnchorPath
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           +0x0118 dos/dosasl.h: *66
ap_Current       #define ap_Last  dos/dosasl.h: *58
ap_First         #define ap_Base  dos/dosasl.h: *56
ap_Flags         char in struct AnchorPath +0x0010 dos/dosasl.h: *61
ap_FoundBreak    long int in struct AnchorPath +0x000c dos/dosasl.h: *60
ap_Info          struct FileInfoBlock(size 0x0104 bytes) in struct AnchorPath
           +0x0014 dos/dosasl.h: *65
ap_Last          pointer to struct AChain in struct AnchorPath
           +0x0004 dos/dosasl.h: *57
ap_Length        #define ap_Flags  dos/dosasl.h: *64
ap_Reserved      char in struct AnchorPath +0x0011 dos/dosasl.h: *62
ap_Strlen        short int in struct AnchorPath +0x0012 dos/dosasl.h: *63
articulate       unsigned char in struct narrator_rb
           +0x004e devices/narrator.h: *115
asi_Start        unsigned short int in struct AnalogSignalInterval
           +0x0000 graphics/monitor.h: *138
asi_Stop         unsigned short int in struct AnalogSignalInterval
           +0x0002 graphics/monitor.h: *139
asin             #define IEEEDPAsin  libraries/mathffp.h: *44
                 libraries/mathieeedp.h: *44
atan             #define IEEEDPAtan  libraries/mathffp.h: *40
                 libraries/mathieeedp.h: *40
aud              array [4] of struct AudChannel(size 0x0010 bytes) in struct
                 Custom
           +0x00a0 hardware/custom.h: *104
aw_PRIVATE       pointer to void in struct AppWindow
           +0x0000 workbench/workbench.h: *146
A1adj            char in struct narrator_rb +0x004b devices/narrator.h: *112
A2024FIFTEENHERTZ_KEY #define 0x00049000 = 0x00049000
                 graphics/displayinfo.h: *210
A2024TENHERTZ_KEY #define 0x00041000 = 0x00041000
                 graphics/displayinfo.h: *209
A2024_MONITOR_ID #define 0x00041000 = 0x00041000  graphics/displayinfo.h: *207
A2adj            char in struct narrator_rb +0x004c devices/narrator.h: *113
A3adj            char in struct narrator_rb +0x004d devices/narrator.h: *114
ABC              #define 0x80 = 0x00000080  hardware/blit.h: *32
ABNC             #define 0x40 = 0x00000040  hardware/blit.h: *33
ABORT_BUSY       #define 288 = 0x00000120  dos/dosextens.h: *460
ABORT_DISK_ERROR #define 296 = 0x00000128  dos/dosextens.h: *459
ABS              macro (1 argument)   clib/macros.h: *17
ABSOLUTE_DIMENSIONS #define 0x0020 = 0x00000020  intuition/preferences.h: *249
ACCESS_READ      #define -2 = 0xfffffffe  dos/dos.h: *50
ACCESS_WRITE     #define -1 = 0xffffffff  dos/dos.h: *52
ACTION_ADD_NOTIFY #define 4097 = 0x00001001  dos/dosextens.h: *211
ACTION_CHANGE_MODE #define 1028 = 0x00000404  dos/dosextens.h: *201
ACTION_CHANGE_SIGNAL #define 995 = 0x000003e3  dos/dosextens.h: *193
ACTION_COPY_DIR  #define 19 = 0x00000013  dos/dosextens.h: *162
ACTION_COPY_DIR_FH #define 1030 = 0x00000406  dos/dosextens.h: *203
ACTION_CREATE_DIR #define 22 = 0x00000016  dos/dosextens.h: *165
ACTION_CURRENT_VOLUME #define 7 = 0x00000007  dos/dosextens.h: *153
ACTION_DELETE_OBJECT #define 16 = 0x00000010  dos/dosextens.h: *159
ACTION_DIE       #define 5 = 0x00000005  dos/dosextens.h: *151
ACTION_DISK_CHANGE #define 33 = 0x00000021  dos/dosextens.h: *176
ACTION_DISK_INFO #define 25 = 0x00000019  dos/dosextens.h: *168
ACTION_DISK_TYPE #define 32 = 0x00000020  dos/dosextens.h: *175
ACTION_END       #define 1007 = 0x000003ef  dos/dosextens.h: *187
ACTION_EVENT     #define 6 = 0x00000006  dos/dosextens.h: *152
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ACTION_EXAMINE_ALL #define 1033 = 0x00000409  dos/dosextens.h: *205
ACTION_EXAMINE_FH #define 1034 = 0x0000040a  dos/dosextens.h: *206
ACTION_EXAMINE_NEXT #define 24 = 0x00000018  dos/dosextens.h: *167
ACTION_EXAMINE_OBJECT #define 23 = 0x00000017  dos/dosextens.h: *166
ACTION_FH_FROM_LOCK #define 1026 = 0x00000402  dos/dosextens.h: *199
ACTION_FINDINPUT #define 1005 = 0x000003ed  dos/dosextens.h: *185
ACTION_FINDOUTPUT #define 1006 = 0x000003ee  dos/dosextens.h: *186
ACTION_FINDUPDATE #define 1004 = 0x000003ec  dos/dosextens.h: *184
ACTION_FLUSH      #define 27 = 0x0000001b  dos/dosextens.h: *170
ACTION_FORMAT     #define 1020 = 0x000003fc  dos/dosextens.h: *194
ACTION_FREE_LOCK #define 15 = 0x0000000f  dos/dosextens.h: *158
ACTION_FREE_RECORD #define 2009 = 0x000007d9  dos/dosextens.h: *209
ACTION_GET_BLOCK #define 2 = 0x00000002  dos/dosextens.h: *149
ACTION_INFO       #define 26 = 0x0000001a  dos/dosextens.h: *169
ACTION_INHIBIT    #define 31 = 0x0000001f  dos/dosextens.h: *174
ACTION_IS_FILESYSTEM #define 1027 = 0x00000403  dos/dosextens.h: *200
ACTION_LOCATE_OBJECT #define 8 = 0x00000008  dos/dosextens.h: *154
ACTION_LOCK_RECORD #define 2008 = 0x000007d8  dos/dosextens.h: *208
ACTION_MAKE_LINK #define 1021 = 0x000003fd  dos/dosextens.h: *195
ACTION_MORE_CACHE #define 18 = 0x00000012  dos/dosextens.h: *161
ACTION_NIL        #define 0 = 0x00000000  dos/dosextens.h: *147
ACTION_PARENT     #define 29 = 0x0000001d  dos/dosextens.h: *172
ACTION_PARENT_FH #define 1031 = 0x00000407  dos/dosextens.h: *204
ACTION_QUEUE      #define 2003L = 0x000007d3  rexx/rexxio.h: *81
ACTION_READ       #define 'R' = 0x00000052  dos/dosextens.h: *157
ACTION_READ_LINK #define 1024 = 0x00000400  dos/dosextens.h: *198
ACTION_READ_RETURN #define 1001 = 0x000003e9  dos/dosextens.h: *181
ACTION_REMOVE_NOTIFY #define 4098 = 0x00001002  dos/dosextens.h: *212
ACTION_RENAME_DISK #define 9 = 0x00000009  dos/dosextens.h: *155
ACTION_RENAME_OBJECT #define 17 = 0x00000011  dos/dosextens.h: *160
ACTION_SAME_LOCK #define 40 = 0x00000028  dos/dosextens.h: *192
ACTION_SCREEN_MODE #define 994 = 0x000003e2  dos/dosextens.h: *179
ACTION_SEEK       #define 1008 = 0x000003f0  dos/dosextens.h: *183
ACTION_SET_COMMENT #define 28 = 0x0000001c  dos/dosextens.h: *171
ACTION_SET_DATE   #define 34 = 0x00000022  dos/dosextens.h: *177
ACTION_SET_FILE_SIZE #define 1022 = 0x000003fe  dos/dosextens.h: *188
ACTION_SET_MAP    #define 4 = 0x00000004  dos/dosextens.h: *150
ACTION_SET_PROTECT #define 21 = 0x00000015  dos/dosextens.h: *164
ACTION_STACK      #define 2002L = 0x000007d2  rexx/rexxio.h: *80
ACTION_STARTUP    #define 0 = 0x00000000  dos/dosextens.h: *148
ACTION_TIMER      #define 30 = 0x0000001e  dos/dosextens.h: *173
ACTION_WAIT_CHAR #define 20 = 0x00000014  dos/dosextens.h: *163
ACTION_WRITE      #define 'W' = 0x00000057  dos/dosextens.h: *156
ACTION_WRITE_PROTECT #define 1023 = 0x000003ff  dos/dosextens.h: *189
ACTION_WRITE_RETURN #define 1002 = 0x000003ea  dos/dosextens.h: *182
ACTIVATE          #define WFLG_ACTIVATE = 0x00001000
                  intuition/iobsolete.h: *160
ACTIVEGADGET      #define GACT_ACTIVEGADGET = 0x00004000
                  intuition/iobsolete.h: *86
ACTIVEWINDOW      #define IDCMP_ACTIVEWINDOW = 0x00040000
                  intuition/iobsolete.h: *132
AChain            structure tag size 0x0112 dos/dosasl.h: *55, 57, 98, 99, 100
ADALLOC_MAXPREC  #define 127 = 0x0000007f  devices/audio.h: *24
ADALLOC_MINPREC  #define -128 = 0xffffff80  devices/audio.h: *23
ADCMD_ALLOCATE   #define 32 = 0x00000020  devices/audio.h: *32
ADCMD_FINISH     #define (CMD_NONSTD+2) = 0x0000000b  devices/audio.h: *28
ADCMD_FREE       #define (CMD_NONSTD+0) = 0x00000009  devices/audio.h: *26
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ADCMD_LOCK          #define (CMD_NONSTD+4) = 0x0000000d  devices/audio.h: *30
ADCMD_PERVOL        #define (CMD_NONSTD+3) = 0x0000000c  devices/audio.h: *29
ADCMD_SETPREC       #define (CMD_NONSTD+1) = 0x0000000a  devices/audio.h: *27
ADCMD_WAITCYCLE     #define (CMD_NONSTD+5) = 0x0000000e  devices/audio.h: *31
ADHARD_CHANNELS     #define 4 = 0x00000004  devices/audio.h: *21
ADIOB_NOWAIT        #define 6 = 0x00000006  devices/audio.h: *38
ADIOB_PERVOL        #define 4 = 0x00000004  devices/audio.h: *34
ADIOB_SYNCCYCLE     #define 5 = 0x00000005  devices/audio.h: *36
ADIOB_WRITEMESSAGE  #define 7 = 0x00000007  devices/audio.h: *40
ADIOERR_ALLOCFAILED #define −11 = 0xfffffff5  devices/audio.h: *44
ADIOERR_CHANNELSTOLEN #define −12 = 0xfffffff4  devices/audio.h: *45
ADIOERR_NOALLOCATION #define −10 = 0xfffffff6  devices/audio.h: *43
ADIOF_NOWAIT        #define (1<<6) = 0x00000040  devices/audio.h: *39
ADIOF_PERVOL        #define (1<<4) = 0x00000010  devices/audio.h: *35
ADIOF_SYNCCYCLE     #define (1<<5) = 0x00000020  devices/audio.h: *37
ADIOF_WRITEMESSAGE  #define (1<<7) = 0x00000080  devices/audio.h: *41
ADKB_FAST           #define 8 = 0x00000008  hardware/adkbits.h: *22
ADKB_MFMPREC        #define 12 = 0x0000000c  hardware/adkbits.h: *18
ADKB_MSBSYNC        #define 9 = 0x00000009  hardware/adkbits.h: *21
ADKB_PRECOMP0       #define 13 = 0x0000000d  hardware/adkbits.h: *17
ADKB_PRECOMP1       #define 14 = 0x0000000e  hardware/adkbits.h: *16
ADKB_SETCLR         #define 15 = 0x0000000f  hardware/adkbits.h: *15
ADKB_UARTBRK        #define 11 = 0x0000000b  hardware/adkbits.h: *19
ADKB_USE0P1         #define 4 = 0x00000004  hardware/adkbits.h: *26
ADKB_USE0V1         #define 0 = 0x00000000  hardware/adkbits.h: *30
ADKB_USE1P2         #define 5 = 0x00000005  hardware/adkbits.h: *25
ADKB_USE1V2         #define 1 = 0x00000001  hardware/adkbits.h: *29
ADKB_USE2P3         #define 6 = 0x00000006  hardware/adkbits.h: *24
ADKB_USE2V3         #define 2 = 0x00000002  hardware/adkbits.h: *28
ADKB_USE3PN         #define 7 = 0x00000007  hardware/adkbits.h: *23
ADKB_USE3VN         #define 3 = 0x00000003  hardware/adkbits.h: *27
ADKB_WORDSYNC       #define 10 = 0x0000000a  hardware/adkbits.h: *20
ADKF_FAST           #define (1<<8) = 0x00000100  hardware/adkbits.h: *39
ADKF_MFMPREC        #define (1<<12) = 0x00001000  hardware/adkbits.h: *35
ADKF_MSBSYNC        #define (1<<9) = 0x00000200  hardware/adkbits.h: *38
ADKF_PRE000NS       #define 0 = 0x00000000  hardware/adkbits.h: *49
ADKF_PRE140NS       #define (ADKF_PRECOMP0) = 0x00002000  hardware/adkbits.h: *50
ADKF_PRE280NS       #define (ADKF_PRECOMP1) = 0x00004000  hardware/adkbits.h: *51
ADKF_PRE560NS       #define (ADKF_PRECOMP0|ADKF_PRECOMP1) = 0x00006000
                    hardware/adkbits.h: *52
ADKF_PRECOMP0       #define (1<<13) = 0x00002000  hardware/adkbits.h: *34
ADKF_PRECOMP1       #define (1<<14) = 0x00004000  hardware/adkbits.h: *33
ADKF_SETCLR         #define (1<<15) = 0x00008000  hardware/adkbits.h: *32
ADKF_UARTBRK        #define (1<<11) = 0x00000800  hardware/adkbits.h: *36
ADKF_USE0P1         #define (1<<4) = 0x00000010  hardware/adkbits.h: *43
ADKF_USE0V1         #define (1<<0) = 0x00000001  hardware/adkbits.h: *47
ADKF_USE1P2         #define (1<<5) = 0x00000020  hardware/adkbits.h: *42
ADKF_USE1V2         #define (1<<1) = 0x00000002  hardware/adkbits.h: *46
ADKF_USE2P3         #define (1<<6) = 0x00000040  hardware/adkbits.h: *41
ADKF_USE2V3         #define (1<<2) = 0x00000004  hardware/adkbits.h: *45
ADKF_USE3PN         #define (1<<7) = 0x00000080  hardware/adkbits.h: *40
ADKF_USE3VN         #define (1<<3) = 0x00000008  hardware/adkbits.h: *44
ADKF_WORDSYNC       #define (1<<10) = 0x00000400  hardware/adkbits.h: *37
ADNB_STARTPROC      #define 0 = 0x00000000  libraries/expansion.h: *18
ADNF_STARTPROC      #define (1L<<0) = 0x00000001  libraries/expansion.h: *19
ADO_CommFileLen     #define (ADO_Dummy + 4) = 0x800007d4  dos/dostags.h: *132
ADO_CommNameLen     #define (ADO_Dummy + 3) = 0x800007d3  dos/dostags.h: *130
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ADO_DirLen         #define (ADO_Dummy + 2) = 0x800007d2  dos/dostags.h: *128
ADO_Dummy          #define (TAG_USER + 2000) = 0x800007d0  dos/dostags.h: *115
ADO_FH_Mode        #define (ADO_Dummy + 1) = 0x800007d1  dos/dostags.h: *116
ADO_PromptLen      #define (ADO_Dummy + 5) = 0x800007d5  dos/dostags.h: *134
AFB_68010          #define 0 = 0x00000000  exec/execbase.h: *153
AFB_68020          #define 1 = 0x00000001  exec/execbase.h: *154
AFB_68030          #define 2 = 0x00000002  exec/execbase.h: *155
AFB_68040          #define 3 = 0x00000003  exec/execbase.h: *156
AFB_68881          #define 4 = 0x00000004  exec/execbase.h: *157
AFB_68882          #define 5 = 0x00000005  exec/execbase.h: *158
AFB_DISK           #define 1 = 0x00000001  libraries/diskfont.h: *87
AFB_MEMORY         #define 0 = 0x00000000  libraries/diskfont.h: *85
AFB_SCALED         #define 2 = 0x00000002  libraries/diskfont.h: *89
AFB_TAGGED         #define 16 = 0x00000010  libraries/diskfont.h: *92
AFF_68010          #define (1L<<0) = 0x00000001  exec/execbase.h: *160
AFF_68020          #define (1L<<1) = 0x00000002  exec/execbase.h: *161
AFF_68030          #define (1L<<2) = 0x00000004  exec/execbase.h: *162
AFF_68040          #define (1L<<3) = 0x00000008  exec/execbase.h: *163
AFF_68881          #define (1L<<4) = 0x00000010  exec/execbase.h: *164
AFF_68882          #define (1L<<5) = 0x00000020  exec/execbase.h: *165
AFF_DISK           #define 0x0002 = 0x00000002  libraries/diskfont.h: *88
AFF_MEMORY         #define 0x0001 = 0x00000001  libraries/diskfont.h: *86
AFF_SCALED         #define 0x0004 = 0x00000004  libraries/diskfont.h: *90
AFF_TAGGED         #define 0x10000L = 0x00010000  libraries/diskfont.h: *93
AFbias             char in struct narrator_rb +0x0055 devices/narrator.h: *119
AGNUS              #define  graphics/gfx.h: *22, 23
AG_BadParm         #define 0x00080000 = 0x00080000  exec/alerts.h: *53
AG_CloseDev        #define 0x000A0000 = 0x000a0000  exec/alerts.h: *55
AG_CloseLib        #define 0x00090000 = 0x00090000  exec/alerts.h: *54
AG_IOError         #define 0x00060000 = 0x00060000  exec/alerts.h: *51
AG_MakeLib         #define 0x00020000 = 0x00020000  exec/alerts.h: *47
AG_NoMemory        #define 0x00010000 = 0x00010000  exec/alerts.h: *46
AG_NoSignal        #define 0x00070000 = 0x00070000  exec/alerts.h: *52
AG_OpenDev         #define 0x00040000 = 0x00040000  exec/alerts.h: *49
AG_OpenLib         #define 0x00030000 = 0x00030000  exec/alerts.h: *48
AG_OpenRes         #define 0x00050000 = 0x00050000  exec/alerts.h: *50
AG_ProcCreate      #define 0x000B0000 = 0x000b0000  exec/alerts.h: *56
ALERTLAYERSNOMEM   #define 0x83010000 = 0x83010000  graphics/layers.h: *52
ALERT_TYPE         #define 0x80000000 = 0x80000000  intuition/intuition.h: *1310
ALPHA_P_101        #define 0x01 = 0x00000001  intuition/preferences.h: *193
ALTKEYMAP          #define GACT_ALTKEYMAP = 0x00001000
                   intuition/iobsolete.h: *84
ALTLEFT            #define (IEQUALIFIER_LALT) = 0x00000010
                   intuition/intuition.h: *1336
ALTRIGHT           #define (IEQUALIFIER_RALT) = 0x00000020
                   intuition/intuition.h: *1337
AMIGAKEYS          #define (AMIGALEFT | AMIGARIGHT) = 0x000000c0
                   intuition/intuition.h: *1340
AMIGALEFT          #define (IEQUALIFIER_LCOMMAND) = 0x00000040
                   intuition/intuition.h: *1338
AMIGARIGHT         #define (IEQUALIFIER_RCOMMAND) = 0x00000080
                   intuition/intuition.h: *1339
AM_VERSION         #define 1 = 0x00000001  workbench/workbench.h: *124
ANBC               #define 0x20 = 0x00000020  hardware/blit.h: *34
ANBNC              #define 0x10 = 0x00000010  hardware/blit.h: *35
ANFRACSIZE         #define 6 = 0x00000006  graphics/gels.h: *46
ANIMHALF           #define 0x0020 = 0x00000020  graphics/gels.h: *47
```

```
ANTI_ALIAS        #define 0x0800 = 0x00000800  intuition/preferences.h: *259
AN_AddSWGadget    #define 0x8401000A = 0x8401000a  exec/alerts.h: *151
AN_AsyncPkt       #define 0x07000004 = 0x07000004  exec/alerts.h: *166
AN_AudioDev       #define 0x10000000 = 0x10000000  exec/alerts.h: *193
AN_BadChkSum      #define 0x07000009 = 0x07000009  exec/alerts.h: *171
AN_BadExpansionFree #define 0x0A000001 = 0x0a000001  exec/alerts.h: *187
AN_BadFreeAddr    #define 0x0100000F = 0x0100000f  exec/alerts.h: *116
AN_BadGadget      #define 0x04000001 = 0x04000001  exec/alerts.h: *142
AN_BadInitFunc    #define 0x0700000D = 0x0700000d  exec/alerts.h: *175
AN_BadMessage     #define 0x8400000D = 0x8400000d  exec/alerts.h: *154
AN_BadOverlay     #define 0x0700000C = 0x0700000c  exec/alerts.h: *174
AN_BadSegList     #define 0x08000001 = 0x08000001  exec/alerts.h: *180
AN_BadState       #define 0x8400000C = 0x8400000c  exec/alerts.h: *153
AN_BaseChkSum     #define 0x01000002 = 0x01000002  exec/alerts.h: *100
AN_BitMap         #define 0x07000007 = 0x07000007  exec/alerts.h: *169
AN_BltBitMap      #define 0x8201000A = 0x8201000a  exec/alerts.h: *125
AN_BogusExcpt     #define 0x8100000A = 0x8100000a  exec/alerts.h: *109
AN_BootError      #define 0x30000001 = 0x30000001  exec/alerts.h: *228
AN_BootStrap      #define 0x30000000 = 0x30000000  exec/alerts.h: *227
AN_CIARsrc        #define 0x20000000 = 0x20000000  exec/alerts.h: *216
AN_ConsoleDev     #define 0x11000000 = 0x11000000  exec/alerts.h: *196
AN_CreatePort     #define 0x84010002 = 0x84010002  exec/alerts.h: *143
AN_DOSLib         #define 0x07000000 = 0x07000000  exec/alerts.h: *162
AN_DRHasDisk      #define 0x21000001 = 0x21000001  exec/alerts.h: *220
AN_DRIntNoAct     #define 0x21000002 = 0x21000002  exec/alerts.h: *221
AN_DiskBlkSeq     #define 0x07000006 = 0x07000006  exec/alerts.h: *168
AN_DiskCopy       #define 0x32000000 = 0x32000000  exec/alerts.h: *252
AN_DiskError      #define 0x0700000A = 0x0700000a  exec/alerts.h: *172
AN_DiskRsrc       #define 0x21000000 = 0x21000000  exec/alerts.h: *219
AN_DiskfontLib    #define 0x0B000000 = 0x0b000000  exec/alerts.h: *190
AN_EndTask        #define 0x07000002 = 0x07000002  exec/alerts.h: *164
AN_ExcptVect      #define 0x01000001 = 0x01000001  exec/alerts.h: *99
AN_ExecLib        #define 0x01000000 = 0x01000000  exec/alerts.h: *98
AN_ExpansionLib   #define 0x0A000000 = 0x0a000000  exec/alerts.h: *186
AN_FileReclosed   #define 0x0700000E = 0x0700000e  exec/alerts.h: *176
AN_FreeTwice      #define 0x01000009 = 0x01000009  exec/alerts.h: *108
AN_FreeVec        #define 0x07000005 = 0x07000005  exec/alerts.h: *167
AN_GadTools       #define 0x33000000 = 0x33000000  exec/alerts.h: *255
AN_GadgetType     #define 0x84000001 = 0x84000001  exec/alerts.h: *141
AN_GamePortDev    #define 0x12000000 = 0x12000000  exec/alerts.h: *200
AN_GfxFreeError   #define 0x0200000D = 0x0200000d  exec/alerts.h: *129
AN_GfxNewError    #define 0x0200000C = 0x0200000c  exec/alerts.h: *128
AN_GfxNoLCM       #define 0x82011234 = 0x82011234  exec/alerts.h: *131
AN_GfxNoMem       #define 0x82010000 = 0x82010000  exec/alerts.h: *120
AN_GfxNoMemMspc   #define 0x82010001 = 0x82010001  exec/alerts.h: *121
AN_GraphicsLib    #define 0x02000000 = 0x02000000  exec/alerts.h: *119
AN_IOAfterClose   #define 0x0100000D = 0x0100000d  exec/alerts.h: *113
AN_IOUsedTwice    #define 0x0100000B = 0x0100000b  exec/alerts.h: *110
AN_IconLib        #define 0x09000000 = 0x09000000  exec/alerts.h: *183
AN_InitAPtr       #define 0x01000007 = 0x01000007  exec/alerts.h: *105
AN_IntrMem        #define 0x81000006 = 0x81000006  exec/alerts.h: *104
AN_Intuition      #define 0x04000000 = 0x04000000  exec/alerts.h: *140
AN_ItemAlloc      #define 0x04010003 = 0x04010003  exec/alerts.h: *144
AN_ItemBoxTop     #define 0x84000006 = 0x84000006  exec/alerts.h: *147
AN_KeyFree        #define 0x07000008 = 0x07000008  exec/alerts.h: *170
AN_KeyRange       #define 0x0700000B = 0x0700000b  exec/alerts.h: *173
AN_KeyboardDev    #define 0x13000000 = 0x13000000  exec/alerts.h: *203
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AN_LayersLib       #define 0x03000000 = 0x03000000  exec/alerts.h: *136
AN_LayersNoMem     #define 0x83010000 = 0x83010000  exec/alerts.h: *137
AN_LibChkSum       #define 0x01000003 = 0x01000003  exec/alerts.h: *101
AN_LongFrame       #define 0x82010006 = 0x82010006  exec/alerts.h: *122
AN_MakeVPort       #define 0x82010030 = 0x82010030  exec/alerts.h: *127
AN_MathLib         #define 0x05000000 = 0x05000000  exec/alerts.h: *159
AN_MemCorrupt      #define 0x81000005 = 0x81000005  exec/alerts.h: *103
AN_MemoryInsane    #define 0x0100000C = 0x0100000c  exec/alerts.h: *112
AN_MiscRsrc        #define 0x22000000 = 0x22000000  exec/alerts.h: *224
AN_NoConsole       #define 0x8400000F = 0x8400000f  exec/alerts.h: *156
AN_NoFonts         #define 0xB1000001 = 0xb1000001  exec/alerts.h: *232
AN_NoWindow        #define 0x11000001 = 0x11000001  exec/alerts.h: *197
AN_ObsoleteFont    #define 0x02000401 = 0x02000401  exec/alerts.h: *133
AN_OpenScreen      #define 0x84010007 = 0x84010007  exec/alerts.h: *148
AN_OpenScrnRast    #define 0x84010008 = 0x84010008  exec/alerts.h: *149
AN_OpenWindow      #define 0x8401000B = 0x8401000b  exec/alerts.h: *152
AN_PlaneAlloc      #define 0x84010005 = 0x84010005  exec/alerts.h: *146
AN_QPktFail        #define 0x07000003 = 0x07000003  exec/alerts.h: *165
AN_RAMLib          #define 0x08000000 = 0x08000000  exec/alerts.h: *179
AN_RegionMemory    #define 0x8201000B = 0x8201000b  exec/alerts.h: *126
AN_SemCorrupt      #define 0x01000008 = 0x01000008  exec/alerts.h: *107
AN_ShortFrame      #define 0x82010007 = 0x82010007  exec/alerts.h: *123
AN_StackProbe      #define 0x0100000E = 0x0100000e  exec/alerts.h: *114
AN_StartMem        #define 0x07010001 = 0x07010001  exec/alerts.h: *163
AN_SubAlloc        #define 0x04010004 = 0x04010004  exec/alerts.h: *145
AN_SysScrnType     #define 0x84000009 = 0x84000009  exec/alerts.h: *150
AN_TDCalibSeek     #define 0x14000001 = 0x14000001  exec/alerts.h: *207
AN_TDDelay         #define 0x14000002 = 0x14000002  exec/alerts.h: *208
AN_TMBadReq        #define 0x15000001 = 0x15000001  exec/alerts.h: *212
AN_TMBadSupply     #define 0x15000002 = 0x15000002  exec/alerts.h: *213
AN_TextTmpRas      #define 0x02010009 = 0x02010009  exec/alerts.h: *124
AN_TimerDev        #define 0x15000000 = 0x15000000  exec/alerts.h: *211
AN_TrackDiskDev    #define 0x14000000 = 0x14000000  exec/alerts.h: *206
AN_Unknown         #define 0x35000000 = 0x35000000  exec/alerts.h: *261
AN_UtilityLib      #define 0x34000000 = 0x34000000  exec/alerts.h: *258
AN_WBAddToolMenuItem #define 0xB1010008 = 0xb1010008  exec/alerts.h: *241
AN_WBBadIOMsg      #define 0x31000003 = 0x31000003  exec/alerts.h: *235
AN_WBBadStartupMsg1 #define 0x31000001 = 0x31000001  exec/alerts.h: *233
AN_WBBadStartupMsg2 #define 0x31000002 = 0x31000002  exec/alerts.h: *234
AN_WBCreateWBMenusCreateMenus1 #define 0xB1010005 = 0xb1010005
                   exec/alerts.h: *238
AN_WBCreateWBMenusCreateMenus2 #define 0xB1010006 = 0xb1010006
                   exec/alerts.h: *239
AN_WBInitLayerDemon #define 0xB101000B = 0xb101000b  exec/alerts.h: *244
AN_WBInitPotionAllocDrawer #define 0xB1010004 = 0xb1010004
                   exec/alerts.h: *237
AN_WBInitScreenAndWindows1 #define 0xB101000D = 0xb101000d
                   exec/alerts.h: *246
AN_WBInitScreenAndWindows2 #define 0xB101000E = 0xb101000e
                   exec/alerts.h: *247
AN_WBInitScreenAndWindows3 #define 0xB101000F = 0xb101000f
                   exec/alerts.h: *248
AN_WBLayoutWBMenusLayoutMenus #define 0xB1010007 = 0xb1010007
                   exec/alerts.h: *240
AN_WBMAlloc        #define 0xB1010010 = 0xb1010010  exec/alerts.h: *249
AN_WBReLayoutToolMenu #define 0xB1010009 = 0xb1010009  exec/alerts.h: *242
AN_WBinitTimer     #define 0xB101000A = 0xb101000a  exec/alerts.h: *243
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AN_WBinitWbGels    #define 0xB101000C = 0xb101000c  exec/alerts.h: *245
AN_WeirdEcho       #define 0x8400000E = 0x8400000e  exec/alerts.h: *155
AN_Workbench       #define 0x31000000 = 0x31000000  exec/alerts.h: *231
AO_AudioDev        #define 0x00008010 = 0x00008010  exec/alerts.h: *72
AO_BootStrap       #define 0x00008030 = 0x00008030  exec/alerts.h: *83
AO_CIARsrc         #define 0x00008020 = 0x00008020  exec/alerts.h: *79
AO_ConsoleDev      #define 0x00008011 = 0x00008011  exec/alerts.h: *73
AO_DOSLib          #define 0x00008007 = 0x00008007  exec/alerts.h: *65
AO_DiskCopy        #define 0x00008032 = 0x00008032  exec/alerts.h: *85
AO_DiskRsrc        #define 0x00008021 = 0x00008021  exec/alerts.h: *80
AO_DiskfontLib     #define 0x0000800B = 0x0000800b  exec/alerts.h: *69
AO_ExecLib         #define 0x00008001 = 0x00008001  exec/alerts.h: *60
AO_ExpansionLib    #define 0x0000800A = 0x0000800a  exec/alerts.h: *68
AO_GadTools        #define 0x00008033 = 0x00008033  exec/alerts.h: *86
AO_GamePortDev     #define 0x00008012 = 0x00008012  exec/alerts.h: *74
AO_GraphicsLib     #define 0x00008002 = 0x00008002  exec/alerts.h: *61
AO_IconLib         #define 0x00008009 = 0x00008009  exec/alerts.h: *67
AO_Intuition       #define 0x00008004 = 0x00008004  exec/alerts.h: *63
AO_KeyboardDev     #define 0x00008013 = 0x00008013  exec/alerts.h: *75
AO_LayersLib       #define 0x00008003 = 0x00008003  exec/alerts.h: *62
AO_MathLib         #define 0x00008005 = 0x00008005  exec/alerts.h: *64
AO_MiscRsrc        #define 0x00008022 = 0x00008022  exec/alerts.h: *81
AO_RAMLib          #define 0x00008008 = 0x00008008  exec/alerts.h: *66
AO_TimerDev        #define 0x00008015 = 0x00008015  exec/alerts.h: *77
AO_TrackDiskDev    #define 0x00008014 = 0x00008014  exec/alerts.h: *76
AO_Unknown         #define 0x00008035 = 0x00008035  exec/alerts.h: *87
AO_UtilityLib      #define 0x0000800C = 0x0000800c  exec/alerts.h: *70
AO_Workbench       #define 0x00008031 = 0x00008031  exec/alerts.h: *84
AOlPen             char in struct RastPort +0x001b graphics/rastport.h: *67
APB_DIDDIR         #define 3 = 0x00000003  dos/dosasl.h: *85
APB_DODIR          #define 2 = 0x00000002  dos/dosasl.h: *80
APB_DODOT          #define 5 = 0x00000005  dos/dosasl.h: *91
APB_DOWILD         #define 0 = 0x00000000  dos/dosasl.h: *71
APB_DirChanged     #define 6 = 0x00000006  dos/dosasl.h: *94
APB_ITSWILD        #define 1 = 0x00000001  dos/dosasl.h: *74
APB_NOMEMERR       #define 4 = 0x00000004  dos/dosasl.h: *88
APF_DIDDIR         #define 8 = 0x00000008  dos/dosasl.h: *86
APF_DODIR          #define 4 = 0x00000004  dos/dosasl.h: *81
APF_DODOT          #define 32 = 0x00000020  dos/dosasl.h: *92
APF_DOWILD         #define 1 = 0x00000001  dos/dosasl.h: *72
APF_DirChanged     #define 64 = 0x00000040  dos/dosasl.h: *95
APF_ITSWILD        #define 2 = 0x00000002  dos/dosasl.h: *75
APF_NOMEMERR       #define 16 = 0x00000010  dos/dosasl.h: *89
APTR               typedef pointer to void  exec/types.h: *36
APTR_TYPEDEF       #define  exec/types.h: *35
AREAOUTLINE        #define 0x08 = 0x00000008  graphics/rastport.h: *107
ARG0               macro (1 argument)  rexx/storage.h: *117
ARG1               macro (1 argument)  rexx/storage.h: *118
ARG2               macro (1 argument)  rexx/storage.h: *119
ARROWIDCMP         #define (IDCMP_GADGETUP | IDCMP_GADGETDOWN | IDCMP_INTUITICKS
                   | IDCMP_MOUSEBUTTONS) = 0x00400068
                   libraries/gadtools.h: *64
ASHIFTSHIFT        #define 12 = 0x0000000c  hardware/blit.h: *63
ASL_BackPen        #define ASL_Dummy+15 = 0x8008000f  libraries/asl.h: *210
ASL_CancelText     #define ASL_Dummy+19 = 0x80080013  libraries/asl.h: *215
ASL_Dir            #define ASL_Dummy+9 = 0x80080009  libraries/asl.h: *202
ASL_Dummy          #define (TAG_USER + 0x80000) = 0x80080000
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                        libraries/asl.h: *190
ASL_ExtFlags1       #define ASL_Dummy+22 = 0x80080016   libraries/asl.h: *219
ASL_File            #define ASL_Dummy+8 = 0x80080008   libraries/asl.h: *201
ASL_FileRequest     #define 0 = 0x00000000   libraries/asl.h: *183
ASL_FontFlags       #define ASL_Dummy+13 = 0x8008000d   libraries/asl.h: *208
ASL_FontHeight      #define ASL_Dummy+11 = 0x8008000b   libraries/asl.h: *206
ASL_FontName        #define ASL_Dummy+10 = 0x8008000a   libraries/asl.h: *205
ASL_FontRequest     #define 1 = 0x00000001   libraries/asl.h: *184
ASL_FontStyles      #define ASL_Dummy+12 = 0x8008000c   libraries/asl.h: *207
ASL_FrontPen        #define ASL_Dummy+14 = 0x8008000e   libraries/asl.h: *209
ASL_FuncFlags       #define ASL_Dummy+20 = 0x80080014   libraries/asl.h: *216
ASL_Hail            #define ASL_Dummy+1 = 0x80080001   libraries/asl.h: *192
ASL_Height          #define ASL_Dummy+6 = 0x80080006   libraries/asl.h: *197
ASL_HookFunc        #define ASL_Dummy+7 = 0x80080007   libraries/asl.h: *198
ASL_LeftEdge        #define ASL_Dummy+3 = 0x80080003   libraries/asl.h: *194
ASL_MaxHeight       #define ASL_Dummy+17 = 0x80080011   libraries/asl.h: *212
ASL_MinHeight       #define ASL_Dummy+16 = 0x80080010   libraries/asl.h: *211
ASL_ModeList        #define ASL_Dummy+21 = 0x80080015   libraries/asl.h: *218
ASL_OKText          #define ASL_Dummy+18 = 0x80080012   libraries/asl.h: *214
ASL_Pattern         #define ASL_FontName = 0x8008000a   libraries/asl.h: *221
ASL_TopEdge         #define ASL_Dummy+4 = 0x80080004   libraries/asl.h: *195
ASL_Width           #define ASL_Dummy+5 = 0x80080005   libraries/asl.h: *196
ASL_Window          #define ASL_Dummy+2 = 0x80080002   libraries/asl.h: *193
ASPECT_HORIZ        #define 0x00 = 0x00000000   intuition/preferences.h: *176
ASPECT_VERT         #define 0x01 = 0x00000001   intuition/preferences.h: *177
AT_DeadEnd          #define 0x80000000 = 0x80000000   exec/alerts.h: *41
AT_Recovery         #define 0x00000000 = 0x00000000   exec/alerts.h: *42
AUDIONAME           #define "audio.device"   devices/audio.h: *19
AUL                 #define 0x4 = 0x00000004   hardware/blit.h: *78
AUTOBACKPEN         #define 1 = 0x00000001   intuition/intuition.h: *1321
AUTODRAWMODE        #define JAM2 = 0x00000001   intuition/intuition.h: *1322
AUTOFRONTPEN        #define 0 = 0x00000000   intuition/intuition.h: *1320
AUTOITEXTFONT       #define NULL = 0x00000000   intuition/intuition.h: *1325
AUTOKNOB            #define 0x0001 = 0x00000001   intuition/intuition.h: *497
AUTOLEFTEDGE        #define 6 = 0x00000006   intuition/intuition.h: *1323
AUTONEXTTEXT        #define NULL = 0x00000000   intuition/intuition.h: *1326
AUTOSCROLL          #define 0x4000 = 0x00004000   intuition/screens.h: *182
AUTOTOPEDGE         #define 3 = 0x00000003   intuition/intuition.h: *1324
AUserExt            short int in struct AnimOb +0x0028 graphics/gels.h: *225
AUserStuff          #define WORD   graphics/gels.h: *64, 224
AVbias              char in struct narrator_rb +0x0054 devices/narrator.h: *118
A_OR_B              #define ABC|ANBC|NABC | ABNC|ANBNC|NABNC = 0x000000fc
                    hardware/blit.h: *42
A_OR_C              #define ABC|NABC|ABNC | ANBC|NANBC|ANBNC = 0x000000fa
                    hardware/blit.h: *43
A_TO_D              #define ABC|ANBC|ABNC|ANBNC = 0x000000f0
                    hardware/blit.h: *45
A_XOR_C             #define NABC|ABNC | NANBC|ANBNC = 0x0000005a
                    hardware/blit.h: *44
ActiView            pointer to struct View in struct GfxBase
        +0x0022 graphics/gfxbase.h: *28
ActiViewCprSemaphore pointer to struct SignalSemaphore in struct GfxBase
        +0x019a graphics/gfxbase.h: *90
Actions             unsigned long int in struct SGWork
        +0x001e intuition/sghooks.h: *46
Activation          unsigned short int in struct Gadget
        +0x000e intuition/intuition.h: *225
```

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ActivePens        array [2] of unsigned char in struct StringExtend
        +0x0006 intuition/sghooks.h: *23
ActiveScreen      pointer to struct Screen in struct IntuitionBase
        +0x0038 intuition/intuitionbase.h: *75
ActiveWindow      pointer to struct Window in struct IntuitionBase
        +0x0034 intuition/intuitionbase.h: *74
After             pointer to struct Bob in struct Bob
        +0x000e graphics/gels.h: *154
AlertData         pointer to void in struct ExecBase
        +0x004a exec/execbase.h: *52
AlgoStyle         unsigned char in struct RastPort
        +0x0038 graphics/rastport.h: *79
AltKeyMap         pointer to struct KeyMap in struct StringInfo
        +0x0020 intuition/intuition.h: *560
AnOldX            short int in struct AnimOb +0x000e graphics/gels.h: *208
AnOldY            short int in struct AnimOb +0x000c graphics/gels.h: *208
AnX               short int in struct AnimOb +0x0012 graphics/gels.h: *211
AnY               short int in struct AnimOb +0x0010 graphics/gels.h: *211
AnalogSignalInterval structure tag
      size 0x0004 graphics/monitor.h: *136, 150, 151, 152, 153
AnchorPath        structure tag size 0x0119 dos/dosasl.h: *54
AnimBob           pointer to struct Bob in struct AnimComp
        +0x0022 graphics/gels.h: *197
AnimCRoutine      pointer to function returning short int in struct AnimComp
        +0x0016 graphics/gels.h: *190
AnimComp          structure tag
      size 0x0026 graphics/gels.h: *158, 165, 183, 184, 187, 188,
                          222
AnimORoutine      pointer to function returning short int in struct AnimOb
        +0x0020 graphics/gels.h: *219
AnimOb            structure tag size 0x002a graphics/gels.h: *195, 200, 203
AppIcon           structure tag size 0x0004 workbench/workbench.h: *147
AppMenuItem       structure tag size 0x0004 workbench/workbench.h: *148
AppMessage        structure tag size 0x0056 workbench/workbench.h: *126
AppWindow         structure tag size 0x0004 workbench/workbench.h: *146
AreaCircle        macro (4 arguments)   graphics/gfxmacros.h: *44
AreaInfo          structure tag size 0x0018 graphics/rastport.h: *23, 62
AreaInfo          pointer to struct AreaInfo in struct RastPort
        +0x0010 graphics/rastport.h: *62
AreaPtSz          char in struct RastPort +0x001d graphics/rastport.h: *69
AreaPtrn          pointer to unsigned short int in struct RastPort
        +0x0008 graphics/rastport.h: *60
AslName           #define "asl.library"  libraries/asl.h: *50
AssignList        structure tag size 0x0008 dos/dosextens.h: *386, 396, 397
AttnFlags         unsigned short int in struct ExecBase
        +0x0128 exec/execbase.h: *73
AttnResched       unsigned short int in struct ExecBase
        +0x012a exec/execbase.h: *75
AudChannel        structure tag (size 0x0010 bytes)in struct Custom
                  hardware/custom.h: *97
AvailFonts        structure tag size 0x000a libraries/diskfont.h: *95
AvailFontsHeader  structure tag size 0x0002 libraries/diskfont.h: *105
```

1.2   2.0 IncludeXREF: B

```
back              pointer to struct Layer in struct Layer
        +0x0004 graphics/clip.h: *36
backgroundPen     #define BACKGROUNDPEN = 0x00000007
                  intuition/iobsolete.h: *268
bb_chksum         long int in struct BootBlock +0x0004 devices/bootblock.h: *21
bb_dosblock       long int in struct BootBlock +0x0008 devices/bootblock.h: *22
bb_id             array [4] of unsigned char in struct BootBlock
        +0x0000 devices/bootblock.h: *20
bbb_BlockPairs    array [61] of struct BadBlockEntry(size 0x0008 bytes) in
                  struct BadBlockBlock
        +0x0018 devices/hardblocks.h: *121
bbb_ChkSum        long int in struct BadBlockBlock
        +0x0008 devices/hardblocks.h: *117
bbb_HostID        unsigned long int in struct BadBlockBlock
        +0x000c devices/hardblocks.h: *118
bbb_ID            unsigned long int in struct BadBlockBlock
        +0x0000 devices/hardblocks.h: *115
bbb_Next          unsigned long int in struct BadBlockBlock
        +0x0010 devices/hardblocks.h: *119
bbb_Reserved      unsigned long int in struct BadBlockBlock
        +0x0014 devices/hardblocks.h: *120
bbb_SummedLongs   unsigned long int in struct BadBlockBlock
        +0x0004 devices/hardblocks.h: *116
bbe_BadBlock      unsigned long int in struct BadBlockEntry
        +0x0000 devices/hardblocks.h: *110
bbe_GoodBlock     unsigned long int in struct BadBlockEntry
        +0x0004 devices/hardblocks.h: *111
beamcon0          unsigned short int in struct Custom
        +0x01dc hardware/custom.h: *137
beamsync          short int in struct bltnode +0x000c hardware/blit.h: *96
blitbuff          pointer to short int in struct Layer_Info
        +0x005e graphics/layers.h: *47
blitsize          short int in struct bltnode +0x000a hardware/blit.h: *95
blitter           pointer to long int in struct GfxBase
        +0x002e graphics/gfxbase.h: *31
blockPen          #define BLOCKPEN = 0x00000001  intuition/iobsolete.h: *262
bltadat           unsigned short int in struct Custom
        +0x0074 hardware/custom.h: *79
bltafwm           unsigned short int in struct Custom
        +0x0044 hardware/custom.h: *61
bltalwm           unsigned short int in struct Custom
        +0x0046 hardware/custom.h: *62
bltamod           unsigned short int in struct Custom
        +0x0064 hardware/custom.h: *74
bltapt            pointer to void in struct Custom
        +0x0050 hardware/custom.h: *65
bltbdat           unsigned short int in struct Custom
        +0x0072 hardware/custom.h: *78
bltbmod           unsigned short int in struct Custom
        +0x0062 hardware/custom.h: *73
bltbpt            pointer to void in struct Custom
        +0x004c hardware/custom.h: *64
bltcdat           unsigned short int in struct Custom
        +0x0070 hardware/custom.h: *77
bltcmod           unsigned short int in struct Custom
        +0x0060 hardware/custom.h: *72
```

```
bltcon0         unsigned short int in struct Custom
        +0x0040 hardware/custom.h: *59
bltcon0l        unsigned char in struct Custom +0x005b hardware/custom.h: *69
bltcon1         unsigned short int in struct Custom
        +0x0042 hardware/custom.h: *60
bltcpt          pointer to void in struct Custom
        +0x0048 hardware/custom.h: *63
bltddat         unsigned short int in struct Custom
        +0x0000 hardware/custom.h: *28
bltdmod         unsigned short int in struct Custom
        +0x0066 hardware/custom.h: *75
bltdpt          pointer to void in struct Custom
        +0x0054 hardware/custom.h: *66
blthd           pointer to struct bltnode in struct GfxBase
        +0x003a graphics/gfxbase.h: *34
bltnode         structure tag size 0x0012 graphics/gfxbase.h: *34, 35
                hardware/blit.h: 90, 92
bltsize         unsigned short int in struct Custom
        +0x0058 hardware/custom.h: *67
bltsizh         unsigned short int in struct Custom
        +0x005e hardware/custom.h: *71
bltsizv         unsigned short int in struct Custom
        +0x005c hardware/custom.h: *70
bltsrv          struct Interrupt(size 0x0016 bytes) in struct GfxBase
        +0x0076 graphics/gfxbase.h: *36
blttl           pointer to struct bltnode in struct GfxBase
        +0x003e graphics/gfxbase.h: *34
bn_DeviceNode   pointer to void in struct BootNode
        +0x0010 libraries/expansionbase.h: *39
bn_Flags        unsigned short int in struct BootNode
        +0x000e libraries/expansionbase.h: *38
bn_Node         struct Node(size 0x000e bytes) in struct BootNode
        +0x0000 libraries/expansionbase.h: *37
bottommost      short int in struct GelsInfo +0x001c graphics/rastport.h: *52
bounds          struct Rectangle(size 0x0008 bytes) in struct Layer
        +0x0010 graphics/clip.h: *39
bounds          struct Rectangle(size 0x0008 bytes) in struct ClipRect
        +0x0010 graphics/clip.h: *70
bounds          struct Rectangle(size 0x0008 bytes) in struct RegionRectangle
        +0x0008 graphics/regions.h: *26
bounds          struct Rectangle(size 0x0008 bytes) in struct Region
        +0x0000 graphics/regions.h: *31
bpl1mod         unsigned short int in struct Custom
        +0x0108 hardware/custom.h: *110
bpl2mod         unsigned short int in struct Custom
        +0x010a hardware/custom.h: *111
bplcon0         unsigned short int in struct Custom
        +0x0100 hardware/custom.h: *106
bplcon1         unsigned short int in struct Custom
        +0x0102 hardware/custom.h: *107
bplcon2         unsigned short int in struct Custom
        +0x0104 hardware/custom.h: *108
bplcon3         unsigned short int in struct Custom
        +0x0106 hardware/custom.h: *109
bpldat          array [8] of unsigned short int in struct Custom
        +0x0110 hardware/custom.h: *114
bplhmod         unsigned short int in struct Custom
```

```
          +0x010c hardware/custom.h: *112
bplhstop        unsigned short int in struct Custom
          +0x01d6 hardware/custom.h: *134
bplhstrt        unsigned short int in struct Custom
          +0x01d4 hardware/custom.h: *133
bplpt           array [8] of pointer to void in struct Custom
          +0x00e0 hardware/custom.h: *105
bsa_DestBitMap  pointer to struct BitMap in struct BitScaleArgs
          +0x001c graphics/scale.h: *27
bsa_DestHeight  unsigned short int in struct BitScaleArgs
          +0x0012 graphics/scale.h: *24
bsa_DestWidth   unsigned short int in struct BitScaleArgs
          +0x0010 graphics/scale.h: *24
bsa_DestX       unsigned short int in struct BitScaleArgs
          +0x000c graphics/scale.h: *23
bsa_DestY       unsigned short int in struct BitScaleArgs
          +0x000e graphics/scale.h: *23
bsa_Flags       unsigned long int in struct BitScaleArgs
          +0x0020 graphics/scale.h: *28
bsa_Reserved1   long int in struct BitScaleArgs +0x0028 graphics/scale.h: *30
bsa_Reserved2   long int in struct BitScaleArgs +0x002c graphics/scale.h: *31
bsa_SrcBitMap   pointer to struct BitMap in struct BitScaleArgs
          +0x0018 graphics/scale.h: *26
bsa_SrcHeight   unsigned short int in struct BitScaleArgs
          +0x0006 graphics/scale.h: *21
bsa_SrcWidth    unsigned short int in struct BitScaleArgs
          +0x0004 graphics/scale.h: *21
bsa_SrcX        unsigned short int in struct BitScaleArgs
          +0x0000 graphics/scale.h: *20
bsa_SrcY        unsigned short int in struct BitScaleArgs
          +0x0002 graphics/scale.h: *20
bsa_XDDA        unsigned short int in struct BitScaleArgs
          +0x0024 graphics/scale.h: *29
bsa_XDestFactor unsigned short int in struct BitScaleArgs
          +0x0014 graphics/scale.h: *25
bsa_XSrcFactor  unsigned short int in struct BitScaleArgs
          +0x0008 graphics/scale.h: *22
bsa_YDDA        unsigned short int in struct BitScaleArgs
          +0x0026 graphics/scale.h: *29
bsa_YDestFactor unsigned short int in struct BitScaleArgs
          +0x0016 graphics/scale.h: *25
bsa_YSrcFactor  unsigned short int in struct BitScaleArgs
          +0x000a graphics/scale.h: *22
bsblthd         pointer to struct bltnode in struct GfxBase
          +0x0042 graphics/gfxbase.h: *35
bsblttl         pointer to struct bltnode in struct GfxBase
          +0x0046 graphics/gfxbase.h: *35
bytereserved    unsigned char in struct GfxBase
          +0x00a7 graphics/gfxbase.h: *45
B2BOBBER        #define 2 = 0x00000002  graphics/gels.h: *253
B2NORM          #define 0 = 0x00000000  graphics/gels.h: *251
B2SWAP          #define 1 = 0x00000001  graphics/gels.h: *252
BACKDROP        #define WFLG_BACKDROP = 0x00000100
                intuition/iobsolete.h: *156
BACKGROUNDPEN   #define (0x0007) = 0x00000007  intuition/screens.h: *89
BACKSAVED       #define 0x0100 = 0x00000100  graphics/gels.h: *27
BADDR           macro (1 argument)   dos/dos.h: *110
```

```
BASEOBJECT        macro (1 argument)   intuition/classes.h: *77
BATTCLOCKNAME     #define "battclock.resource"  resources/battclock.h: *15
BATTMEMNAME       #define "battmem.resource"  resources/battmem.h: *15
BATTMEM_AMIGA_AMNESIA_ADDR #define 0 = 0x00000000
                  resources/battmembitsamiga.h: *32
BATTMEM_AMIGA_AMNESIA_LEN #define 1 = 0x00000001
                  resources/battmembitsamiga.h: *33
BATTMEM_SCSI_HOST_ID_ADDR #define 65 = 0x00000041
                  resources/battmembitsshared.h: *44
BATTMEM_SCSI_HOST_ID_LEN #define 3 = 0x00000003
                  resources/battmembitsshared.h: *45
BATTMEM_SCSI_LUNS_ADDR #define 2 = 0x00000002
                  resources/battmembitsamiga.h: *61
BATTMEM_SCSI_LUNS_LEN #define 1 = 0x00000001
                  resources/battmembitsamiga.h: *62
BATTMEM_SCSI_SYNC_XFER_ADDR #define 68 = 0x00000044
                  resources/battmembitsshared.h: *58
BATTMEM_SCSI_SYNC_XFER_LEN #define 1 = 0x00000001
                  resources/battmembitsshared.h: *59
BATTMEM_SCSI_TIMEOUT_ADDR #define 1 = 0x00000001
                  resources/battmembitsamiga.h: *47
BATTMEM_SCSI_TIMEOUT_LEN #define 1 = 0x00000001
                  resources/battmembitsamiga.h: *48
BATTMEM_SHARED_AMNESIA_ADDR #define 64 = 0x00000040
                  resources/battmembitsshared.h: *32
BATTMEM_SHARED_AMNESIA_LEN #define 1 = 0x00000001
                  resources/battmembitsshared.h: *33
BAUD_110          #define 0x00 = 0x00000000  intuition/preferences.h: *145
BAUD_1200         #define 0x02 = 0x00000002  intuition/preferences.h: *147
BAUD_19200        #define 0x06 = 0x00000006  intuition/preferences.h: *151
BAUD_2400         #define 0x03 = 0x00000003  intuition/preferences.h: *148
BAUD_300          #define 0x01 = 0x00000001  intuition/preferences.h: *146
BAUD_4800         #define 0x04 = 0x00000004  intuition/preferences.h: *149
BAUD_9600         #define 0x05 = 0x00000005  intuition/preferences.h: *150
BAUD_MIDI         #define 0x07 = 0x00000007  intuition/preferences.h: *152
BBID_DOS          #define { 'D', 'O', 'S', '\0' }  devices/bootblock.h: *27
BBID_KICK         #define { 'K', 'I', 'C', 'K' }  devices/bootblock.h: *28
BBNAME_DOS        #define 0x444F5300 = 0x444f5300  devices/bootblock.h: *30
BBNAME_KICK       #define 0x4B49434B = 0x4b49434b  devices/bootblock.h: *31
BC0B_DEST         #define 8 = 0x00000008  hardware/blit.h: *47
BC0B_SRCA         #define 11 = 0x0000000b  hardware/blit.h: *50
BC0B_SRCB         #define 10 = 0x0000000a  hardware/blit.h: *49
BC0B_SRCC         #define 9 = 0x00000009  hardware/blit.h: *48
BC0F_DEST         #define 0x100 = 0x00000100  hardware/blit.h: *51
BC0F_SRCA         #define 0x800 = 0x00000800  hardware/blit.h: *54
BC0F_SRCB         #define 0x400 = 0x00000400  hardware/blit.h: *53
BC0F_SRCC         #define 0x200 = 0x00000200  hardware/blit.h: *52
BC1F_DESC         #define 2 = 0x00000002  hardware/blit.h: *56
BDRAWN            #define 0x0200 = 0x00000200  graphics/gels.h: *39
BEEPING           #define 0x0020 = 0x00000020  intuition/screens.h: *167
BITCLR            #define 0 = 0x00000000  graphics/gfx.h: *20
BITSET            #define 0x8000 = 0x00008000  graphics/gfx.h: *19
BITSPERBYTE       #define 8 = 0x00000008  dos/dos.h: *42
BITSPERLONG       #define 32 = 0x00000020  dos/dos.h: *44
BLITMSG_FAULT     #define 4 = 0x00000004  graphics/gfxbase.h: *100
BLITREVERSE       #define 0x2 = 0x00000002  hardware/blit.h: *74
BLOCKPEN          #define (0x0001) = 0x00000001  intuition/screens.h: *83
```

```
BNDRYOFF          macro (1 argument)  graphics/gfxmacros.h: *36
BOBISCOMP         #define 0x0002 = 0x00000002  graphics/gels.h: *36
BOBNIX            #define 0x0800 = 0x00000800  graphics/gels.h: *41
BOBSAWAY          #define 0x0400 = 0x00000400  graphics/gels.h: *40
BOBUPDATE         #define 0x0200 = 0x00000200  graphics/gels.h: *28
BOOL              typedef short  exec/types.h: *66
BOOLEXTEND        #define GACT_BOOLEXTEND = 0x00002000
                  intuition/iobsolete.h: *79
BOOLGADGET        #define GTYP_BOOLGADGET = 0x00000001
                  intuition/iobsolete.h: *104
BOOLMASK          #define 0x0001 = 0x00000001  intuition/intuition.h: *444
BOOTSECTS         #define 2 = 0x00000002  devices/bootblock.h: *25
BORDERHIT         #define 0 = 0x00000000  graphics/collide.h: *23
BORDERLESS        #define WFLG_BORDERLESS = 0x00000800
                  intuition/iobsolete.h: *159
BORDERSNIFF       #define GACT_BORDERSNIFF = 0x00008000
                  intuition/iobsolete.h: *77
BORDER_BLANKING   #define 0x04 = 0x00000004  graphics/view.h: *142
BORDER_NOTRANSPARENCY #define 0x08 = 0x00000008  graphics/view.h: *143
BOTTOMBORDER      #define GACT_BOTTOMBORDER = 0x00000080
                  intuition/iobsolete.h: *76
BOTTOMHIT         #define 2 = 0x00000002  graphics/collide.h: *33
BOUNDED_DIMENSIONS #define 0x0010 = 0x00000010  intuition/preferences.h: *248
BPLCON2_ZDBPEN    #define (1<<11) = 0x00000800  hardware/custom.h: *166
BPLCON2_ZDBPSEL0  #define (1<<12) = 0x00001000  hardware/custom.h: *167
BPLCON2_ZDBPSEL1  #define (1<<13) = 0x00002000  hardware/custom.h: *168
BPLCON2_ZDBPSEL2  #define (1<<14) = 0x00004000  hardware/custom.h: *169
BPLCON2_ZDCTEN    #define (1<<10) = 0x00000400  hardware/custom.h: *165
BPLCON3_BRDNBLNK #define (1<<5) = 0x00000020  hardware/custom.h: *176
BPLCON3_BRDNTRAN #define (1<<4) = 0x00000010  hardware/custom.h: *175
BPLCON3_EXTBLKZD #define (1<<1) = 0x00000002  hardware/custom.h: *173
BPLCON3_EXTBLNKEN #define (1<<0) = 0x00000001  hardware/custom.h: *172
BPLCON3_ZDCLKEN  #define (1<<2) = 0x00000004  hardware/custom.h: *174
BPTR              typedef long  dos/dos.h: *102
BROADCAST_BEAMCON #define ( LOLDIS | CSBLANK ) = 0x00000808
                  graphics/monitor.h: *132
BROADCAST_HBSTOP #define 0x27 = 0x00000027  graphics/monitor.h: *127
BROADCAST_HBSTRT #define 0x01 = 0x00000001  graphics/monitor.h: *124
BROADCAST_HSSTOP #define 0x17 = 0x00000017  graphics/monitor.h: *126
BROADCAST_HSSTRT #define 0x06 = 0x00000006  graphics/monitor.h: *125
BROADCAST_VBSTOP #define 0x1C40 = 0x00001c40  graphics/monitor.h: *131
BROADCAST_VBSTRT #define 0x0000 = 0x00000000  graphics/monitor.h: *128
BROADCAST_VSSTOP #define 0x054C = 0x0000054c  graphics/monitor.h: *130
BROADCAST_VSSTRT #define 0x02A6 = 0x000002a6  graphics/monitor.h: *129
BROTHER_15XL      #define 0x02 = 0x00000002  intuition/preferences.h: *194
BSHIFTSHIFT       #define 12 = 0x0000000c  hardware/blit.h: *64
BSTR              typedef long  dos/dos.h: *103
BUF_FULL          #define 1 = 0x00000001  dos/stdio.h: *28
BUF_LINE          #define 0 = 0x00000000  dos/stdio.h: *27
BUF_NONE          #define 2 = 0x00000002  dos/stdio.h: *29
BUSERFLAGS        #define 0x00FF = 0x000000ff  graphics/gels.h: *34
BUTTONGCLASS      #define "buttongclass"  intuition/classusr.h: *50
BUTTONIDCMP       #define (IDCMP_GADGETUP) = 0x00000040
                  libraries/gadtools.h: *66
BUTTON_KIND       #define 1 = 0x00000001  libraries/gadtools.h: *35
BUserExt          short int in struct Bob +0x001e graphics/gels.h: *162
BUserStuff        #define WORD  graphics/gels.h: *59, 162
```

```
BWAITING          #define 0x0100 = 0x00000100  graphics/gels.h: *38
BYTE              char  exec/types.h: *45
BYTEBITS          unsigned char  exec/types.h: *50
BYTEMASK          #define 0xFF = 0x000000ff  exec/types.h: *80
BYTESPERLONG      #define 4 = 0x00000004  dos/dos.h: *43
BackFill          pointer to struct Hook in struct Layer
        +0x0076 graphics/clip.h: *53
BackFill          unsigned char in struct Requester
        +0x001e intuition/intuition.h: *159
BackPen           unsigned char in struct IntuiText
        +0x0001 intuition/intuition.h: *572
BackPen           unsigned char in struct Border
        +0x0005 intuition/intuition.h: *601
BadBlockBlock     structure tag size 0x0200 devices/hardblocks.h: *114
BadBlockEntry     structure tag size 0x0008 devices/hardblocks.h: *109, 121
BarHBorder        char in struct Screen +0x0020 intuition/screens.h: *121
BarHeight         char in struct Screen +0x001e intuition/screens.h: *121
BarLayer          pointer to struct Layer in struct Screen
        +0x014e intuition/screens.h: *145
BarVBorder        char in struct Screen +0x001f intuition/screens.h: *121
BaudRate          unsigned short int in struct Preferences
        +0x0002 intuition/preferences.h: *53
BeamCon0          unsigned short int in struct MonitorSpec
        +0x0028 graphics/monitor.h: *36
BeamSync          short int in struct GfxBase +0x00a2 graphics/gfxbase.h: *42
BeatX             short int in struct Menu +0x001a intuition/intuition.h: *72
BeatY             short int in struct Menu +0x001c intuition/intuition.h: *72
Before            pointer to struct Bob in struct Bob
        +0x000a graphics/gels.h: *153
BgPen             char in struct RastPort +0x001a graphics/rastport.h: *66
BitMap            structure tag size 0x0028 graphics/gfx.h: *48
                  graphics/clip.h: 43, 69
                  graphics/view.h: 110
                  graphics/rastport.h: 59
                  intuition/intuition.h: 171, 1011, 1058
                  intuition/screens.h: 129, 332, 355
                  graphics/scale.h: 26, 27
BitMap            pointer to struct BitMap in struct ClipRect
        +0x000c graphics/clip.h: *69
BitMap            pointer to struct BitMap in struct RasInfo
        +0x0004 graphics/view.h: *110
BitMap            pointer to struct BitMap in struct RastPort
        +0x0004 graphics/rastport.h: *59
BitMap            pointer to struct BitMap in struct NewWindow
        +0x0022 intuition/intuition.h: *1011
BitMap            pointer to struct BitMap in struct ExtNewWindow
        +0x0022 intuition/intuition.h: *1058
BitMap            struct BitMap(size 0x0028 bytes) in struct Screen
        +0x00b8 intuition/screens.h: *129
BitScaleArgs      structure tag size 0x0030 graphics/scale.h: *19
BlitLock          short int in struct GfxBase +0x00aa graphics/gfxbase.h: *47
BlitNest          short int in struct GfxBase +0x00ac graphics/gfxbase.h: *48
BlitOwner         pointer to struct Task in struct GfxBase
        +0x00bc graphics/gfxbase.h: *51
BlitWaitQ         struct List(size 0x000e bytes) in struct GfxBase
        +0x00ae graphics/gfxbase.h: *50
BlockPen          unsigned char in struct Window
```

```
               +0x0063 intuition/intuition.h: *859
BlockPen        unsigned char in struct NewWindow
               +0x0009 intuition/intuition.h: *979
BlockPen        unsigned char in struct ExtNewWindow
               +0x0009 intuition/intuition.h: *1049
BlockPen        unsigned char in struct Screen
               +0x014b intuition/screens.h: *137
BlockPen        unsigned char in struct NewScreen
               +0x000b intuition/screens.h: *314
BlockPen        unsigned char in struct ExtNewScreen
               +0x000b intuition/screens.h: *349
BlockPen        unsigned char in struct (no tag)
               +0x0001 intuition/cghooks.h: *54
Blue            unsigned short int in struct ColorSpec
               +0x0006 intuition/intuition.h: *1245
Bob             structure tag
        size 0x0020 graphics/gels.h: *116, 136, 153, 154, 197
BobComp         pointer to struct AnimComp in struct Bob
               +0x0016 graphics/gels.h: *158
BobVSprite      pointer to struct VSprite in struct Bob
               +0x0012 graphics/gels.h: *156
BoolInfo        structure tag size 0x000a intuition/intuition.h: *428
BootBlock       structure tag size 0x000c devices/bootblock.h: *19
BootNode        structure tag size 0x0014 libraries/expansionbase.h: *35
Border          structure tag
        size 0x0010 intuition/intuition.h: *154, 598, 605
BorderBottom    char in struct Window +0x0039 intuition/intuition.h: *832
BorderLeft      char in struct Window +0x0036 intuition/intuition.h: *832
BorderLine      pointer to short int in struct VSprite
               +0x0028 graphics/gels.h: *110
BorderRPort     pointer to struct RastPort in struct Window
               +0x003a intuition/intuition.h: *833
BorderRight     char in struct Window +0x0038 intuition/intuition.h: *832
BorderTop       char in struct Window +0x0037 intuition/intuition.h: *832
BufBuffer       pointer to short int in struct DBufPacket
               +0x0008 graphics/gels.h: *237
BufPath         pointer to struct VSprite in struct DBufPacket
               +0x0004 graphics/gels.h: *233
BufX            short int in struct DBufPacket +0x0002 graphics/gels.h: *232
BufY            short int in struct DBufPacket +0x0000 graphics/gels.h: *232
Buffer          pointer to unsigned char in struct StringInfo
               +0x0000 intuition/intuition.h: *527
BufferPos       short int in struct StringInfo
               +0x0008 intuition/intuition.h: *529
BufferPos       short int in struct SGWork +0x001a intuition/sghooks.h: *44
BytesPerRow     unsigned short int in struct BitMap
               +0x0000 graphics/gfx.h: *50
```

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_cliprects      pointer to struct ClipRect in struct Layer
               +0x0040 graphics/clip.h: *50
_CopList        pointer to struct CopList in struct CopList
               +0x0004 graphics/copper.h: *66
cb_ConfigDev    pointer to struct ConfigDev in struct CurrentBinding
```

```
               +0x0000 libraries/configvars.h: *59
cb_FileName      pointer to unsigned char in struct CurrentBinding
               +0x0004 libraries/configvars.h: *60
cb_ProductString pointer to unsigned char in struct CurrentBinding
               +0x0008 libraries/configvars.h: *61
cb_ToolTypes     pointer to pointer to unsigned char in struct CurrentBinding
               +0x000c libraries/configvars.h: *62
cbh_CBport       struct MsgPort(size 0x0022 bytes) in struct ClipboardHandle
               +0x0034 libraries/iffparse.h: *118
cbh_Req          struct IOClipReq(size 0x0034 bytes) in struct ClipboardHandle
               +0x0000 libraries/iffparse.h: *117
cbh_SatisfyPort struct MsgPort(size 0x0022 bytes) in struct ClipboardHandle
               +0x0056 libraries/iffparse.h: *119
ccode            pointer to function returning int in struct Isrvstr
               +0x0016 graphics/graphint.h: *25
cd_BoardAddr     pointer to void in struct ConfigDev
               +0x0020 libraries/configvars.h: *37
cd_BoardSize     unsigned long int in struct ConfigDev
               +0x0024 libraries/configvars.h: *38
cd_Driver        pointer to void in struct ConfigDev
               +0x002c libraries/configvars.h: *41
cd_Flags         unsigned char in struct ConfigDev
               +0x000e libraries/configvars.h: *34
cd_NextCD        pointer to struct ConfigDev in struct ConfigDev
               +0x0030 libraries/configvars.h: *42
cd_Node          struct Node(size 0x000e bytes) in struct ConfigDev
               +0x0000 libraries/configvars.h: *33
cd_Pad           unsigned char in struct ConfigDev
               +0x000f libraries/configvars.h: *35
cd_Rom           struct ExpansionRom(size 0x0010 bytes) in struct ConfigDev
               +0x0010 libraries/configvars.h: *36
cd_SlotAddr      unsigned short int in struct ConfigDev
               +0x0028 libraries/configvars.h: *39
cd_SlotSize      unsigned short int in struct ConfigDev
               +0x002a libraries/configvars.h: *40
cd_Unused        array [4] of unsigned long int in struct ConfigDev
               +0x0034 libraries/configvars.h: *43
ceil             #define IEEEDPCeil  libraries/mathffp.h: *37
                 libraries/mathieeedp.h: *37
centphon         pointer to char in struct narrator_rb
               +0x0050 devices/narrator.h: *117
centralize       unsigned char in struct narrator_rb
               +0x004f devices/narrator.h: *116
cfc_ColorTable   pointer to unsigned short int in struct ColorFontColors
               +0x0004 graphics/text.h: *148
cfc_Count        unsigned short int in struct ColorFontColors
               +0x0002 graphics/text.h: *147
cfc_Reserved     unsigned short int in struct ColorFontColors
               +0x0000 graphics/text.h: *146
ch_masks         pointer to unsigned char in struct narrator_rb
               +0x0038 devices/narrator.h: *99
chanmask         unsigned char in struct narrator_rb
               +0x0043 devices/narrator.h: *104
check_lp         pointer to struct Layer in struct Layer_Info
               +0x0004 graphics/layers.h: *37
chm_ChangeCmd    long int in struct ClipHookMsg
               +0x0004 devices/clipboard.h: *67
```

```
chm_ClipID        long int in struct ClipHookMsg
        +0x0008 devices/clipboard.h: *69
chm_Type          unsigned long int in struct ClipHookMsg
        +0x0000 devices/clipboard.h: *66
ci_Data           pointer to unsigned char in struct CollectionItem
        +0x0008 libraries/iffparse.h: *108
ci_Next           pointer to struct CollectionItem in struct CollectionItem
        +0x0000 libraries/iffparse.h: *106
ci_Size           long int in struct CollectionItem
        +0x0004 libraries/iffparse.h: *107
cia               pointer to long int in struct GfxBase
        +0x002a graphics/gfxbase.h: *30
ciacra            unsigned char in struct CIA +0x0e00 hardware/cia.h: *60
ciacrb            unsigned char in struct CIA +0x0f00 hardware/cia.h: *62
ciaddra           unsigned char in struct CIA +0x0200 hardware/cia.h: *36
ciaddrb           unsigned char in struct CIA +0x0300 hardware/cia.h: *38
ciaicr            unsigned char in struct CIA +0x0d00 hardware/cia.h: *58
ciapra            unsigned char in struct CIA +0x0000 hardware/cia.h: *32
ciaprb            unsigned char in struct CIA +0x0100 hardware/cia.h: *34
ciasdr            unsigned char in struct CIA +0x0c00 hardware/cia.h: *56
ciatahi           unsigned char in struct CIA +0x0500 hardware/cia.h: *42
ciatalo           unsigned char in struct CIA +0x0400 hardware/cia.h: *40
ciatbhi           unsigned char in struct CIA +0x0700 hardware/cia.h: *46
ciatblo           unsigned char in struct CIA +0x0600 hardware/cia.h: *44
ciatodhi          unsigned char in struct CIA +0x0a00 hardware/cia.h: *52
ciatodlow         unsigned char in struct CIA +0x0800 hardware/cia.h: *48
ciatodmid         unsigned char in struct CIA +0x0900 hardware/cia.h: *50
cl_Dispatcher     struct Hook(size 0x0014 bytes) in struct IClass
        +0x0000 intuition/classes.h: *29
cl_Flags          unsigned long int in struct IClass
        +0x0030 intuition/classes.h: *43
cl_ID             pointer to unsigned char in struct IClass
        +0x001c intuition/classes.h: *32
cl_InstOffset     unsigned short int in struct IClass
        +0x0020 intuition/classes.h: *35
cl_InstSize       unsigned short int in struct IClass
        +0x0022 intuition/classes.h: *36
cl_ObjectCount    unsigned long int in struct IClass
        +0x002c intuition/classes.h: *41
cl_Reserved       unsigned long int in struct IClass
        +0x0014 intuition/classes.h: *30
cl_SubclassCount  unsigned long int in struct IClass
        +0x0028 intuition/classes.h: *39
cl_Super          pointer to struct IClass in struct IClass
        +0x0018 intuition/classes.h: *31
cl_UserData       unsigned long int in struct IClass
        +0x0024 intuition/classes.h: *38
cleanup           pointer to function returning int in struct bltnode
        +0x000e hardware/blit.h: *97
cli_Background    long int in struct CommandLineInterface
        +0x002c dos/dosextens.h: *315
cli_CommandDir    long int in struct CommandLineInterface
        +0x0008 dos/dosextens.h: *306
cli_CommandFile   long int in struct CommandLineInterface
        +0x0024 dos/dosextens.h: *313
cli_CommandName   long int in struct CommandLineInterface
        +0x0010 dos/dosextens.h: *308
```

```
cli_CurrentInput long int in struct CommandLineInterface
        +0x0020 dos/dosextens.h: *312
cli_CurrentOutput long int in struct CommandLineInterface
        +0x0030 dos/dosextens.h: *316
cli_DefaultStack long int in struct CommandLineInterface
        +0x0034 dos/dosextens.h: *317
cli_FailLevel    long int in struct CommandLineInterface
        +0x0014 dos/dosextens.h: *309
cli_Interactive long int in struct CommandLineInterface
        +0x0028 dos/dosextens.h: *314
cli_Module       long int in struct CommandLineInterface
        +0x003c dos/dosextens.h: *319
cli_Prompt       long int in struct CommandLineInterface
        +0x0018 dos/dosextens.h: *310
cli_Result2      long int in struct CommandLineInterface
        +0x0000 dos/dosextens.h: *304
cli_ReturnCode   long int in struct CommandLineInterface
        +0x000c dos/dosextens.h: *307
cli_SetName      long int in struct CommandLineInterface
        +0x0004 dos/dosextens.h: *305
cli_StandardInput long int in struct CommandLineInterface
        +0x001c dos/dosextens.h: *311
cli_StandardOutput long int in struct CommandLineInterface
        +0x0038 dos/dosextens.h: *318
clxcon           unsigned short int in struct Custom
        +0x0098 hardware/custom.h: *93
clxdat           unsigned short int in struct Custom
        +0x000e hardware/custom.h: *35
cm_batch_items   pointer to struct TagItem in struct ColorMap
        +0x0020 graphics/view.h: *128
cm_vp            pointer to struct ViewPort in struct ColorMap
        +0x0014 graphics/view.h: *125
cm_vpe           pointer to struct ViewPortExtra in struct ColorMap
        +0x0008 graphics/view.h: *120
cn_ID            long int in struct ContextNode
        +0x0008 libraries/iffparse.h: *71
cn_Node          struct MinNode(size 0x0008 bytes) in struct ContextNode
        +0x0000 libraries/iffparse.h: *70
cn_Scan          long int in struct ContextNode
        +0x0014 libraries/iffparse.h: *74
cn_Size          long int in struct ContextNode
        +0x0010 libraries/iffparse.h: *73
cn_Type          long int in struct ContextNode
        +0x000c libraries/iffparse.h: *72
code             pointer to function returning int in struct Isrvstr
        +0x0012 graphics/graphint.h: *24
collHandler      pointer to struct collTable in struct GelsInfo
        +0x0012 graphics/rastport.h: *51
collPtrs         array [16] of pointer to function returning int in struct
                 collTable
        +0x0000 graphics/gels.h: *260
collTable        structure tag size 0x0040 graphics/rastport.h: *51
                 graphics/gels.h: 258
color            array [32] of unsigned short int in struct Custom
        +0x0180 hardware/custom.h: *122
color0           unsigned short int in struct Preferences
        +0x006e intuition/preferences.h: *70
```

```
color1          unsigned short int in struct Preferences
        +0x0070 intuition/preferences.h: *71
color17         unsigned short int in struct Preferences
        +0x0066 intuition/preferences.h: *64
color18         unsigned short int in struct Preferences
        +0x0068 intuition/preferences.h: *65
color19         unsigned short int in struct Preferences
        +0x006a intuition/preferences.h: *66
color2          unsigned short int in struct Preferences
        +0x0072 intuition/preferences.h: *72
color3          unsigned short int in struct Preferences
        +0x0074 intuition/preferences.h: *73
colorByte       array [4] of unsigned char in union colorEntry
        +0x0000 devices/prtgfx.h: *30
colorEntry      union tag
     size 0x0004 devices/prtgfx.h: *28, 40, 41, 42, 43, 44
colorLong       unsigned long int in union colorEntry
        +0x0000 devices/prtgfx.h: *29
colorSByte      array [4] of char in union colorEntry
        +0x0000 devices/prtgfx.h: *31
control_delta_ntsc short int in struct GfxBase +0x017a graphics/gfxbase.h: *84
control_delta_pal short int in struct GfxBase +0x0178 graphics/gfxbase.h: *83
cop1lc          unsigned long int in struct Custom
        +0x0080 hardware/custom.h: *83
cop2lc          unsigned long int in struct Custom
        +0x0084 hardware/custom.h: *84
copcon          unsigned short int in struct Custom
        +0x002e hardware/custom.h: *50
copinit         structure tag size 0x0078 graphics/copper.h: *92
                graphics/gfxbase.h: 29
copinit         pointer to struct copinit in struct GfxBase
        +0x0026 graphics/gfxbase.h: *29
copins          unsigned short int in struct Custom
        +0x008c hardware/custom.h: *87
copjmp1         unsigned short int in struct Custom
        +0x0088 hardware/custom.h: *85
copjmp2         unsigned short int in struct Custom
        +0x008a hardware/custom.h: *86
cos             #define IEEEDPCos  libraries/mathffp.h: *41
                libraries/mathieeedp.h: *41
cosh            #define IEEEDPCosh  libraries/mathffp.h: *52
                libraries/mathieeedp.h: *52
cp_x            short int in struct RastPort +0x0024 graphics/rastport.h: *74
cp_y            short int in struct RastPort +0x0026 graphics/rastport.h: *74
cpl_Array       pointer to pointer to struct MsgPort in struct CliProcList
        +0x000c dos/dosextens.h: *267
cpl_First       long int in struct CliProcList +0x0008 dos/dosextens.h: *266
cpl_Node        struct MinNode(size 0x0008 bytes) in struct CliProcList
        +0x0000 dos/dosextens.h: *265
cprlist         structure tag size 0x000a graphics/copper.h: *56, 58
                graphics/view.h: 61, 62
cr              pointer to struct ClipRect in struct Layer
        +0x0030 graphics/clip.h: *48
cr2             pointer to struct ClipRect in struct Layer
        +0x0034 graphics/clip.h: *48
crb_reserved    array [5] of unsigned char in struct GfxBase
        +0x00ed graphics/gfxbase.h: *68
```

```
crnew           pointer to struct ClipRect in struct Layer
        +0x0038 graphics/clip.h: *48
ctf_CharData    array [8] of pointer to void in struct ColorTextFont
        +0x0040 graphics/text.h: *162
ctf_ColorFontColors pointer to struct ColorFontColors in struct ColorTextFont
        +0x003c graphics/text.h: *161
ctf_Depth       unsigned char in struct ColorTextFont
        +0x0036 graphics/text.h: *155
ctf_FgColor     unsigned char in struct ColorTextFont
        +0x0037 graphics/text.h: *156
ctf_Flags       unsigned short int in struct ColorTextFont
        +0x0034 graphics/text.h: *154
ctf_High        unsigned char in struct ColorTextFont
        +0x0039 graphics/text.h: *158
ctf_Low         unsigned char in struct ColorTextFont
        +0x0038 graphics/text.h: *157
ctf_PlaneOnOff  unsigned char in struct ColorTextFont
        +0x003b graphics/text.h: *160
ctf_PlanePick   unsigned char in struct ColorTextFont
        +0x003a graphics/text.h: *159
ctf_TF          struct TextFont(size 0x0034 bytes) in struct ColorTextFont
        +0x0000 graphics/text.h: *153
ctl             unsigned short int in struct SpriteDef
        +0x0002 hardware/custom.h: *118
cu_AOLPen       char in struct ConUnit +0x0105 devices/conunit.h: *84
cu_AlgoStyle    unsigned char in struct ConUnit +0x0118 devices/conunit.h: *90
cu_BgPen        char in struct ConUnit +0x0104 devices/conunit.h: *83
cu_DrawMode     char in struct ConUnit +0x0106 devices/conunit.h: *85
cu_FgPen        char in struct ConUnit +0x0103 devices/conunit.h: *82
cu_Font         pointer to struct TextFont in struct ConUnit
        +0x0114 devices/conunit.h: *89
cu_KeyMapStruct struct KeyMap(size 0x0020 bytes) in struct ConUnit
        +0x0042 devices/conunit.h: *76
cu_MP           struct MsgPort(size 0x0022 bytes) in struct ConUnit
        +0x0000 devices/conunit.h: *56
cu_Mask         char in struct ConUnit +0x0102 devices/conunit.h: *81
cu_Minterms     array [8] of unsigned char in struct ConUnit
        +0x010c devices/conunit.h: *88
cu_Modes        array [3] of unsigned char in struct ConUnit
        +0x0122 devices/conunit.h: *98
cu_Node         struct Node(size 0x000e bytes) in struct ClipboardUnitPartial
        +0x0000 devices/clipboard.h: *37
cu_Obsolete1    char in struct ConUnit +0x0107 devices/conunit.h: *86
cu_Obsolete2    pointer to void in struct ConUnit
        +0x0108 devices/conunit.h: *87
cu_RawEvents    array [3] of unsigned char in struct ConUnit
        +0x0125 devices/conunit.h: *99
cu_TabStops     array [80] of unsigned short int in struct ConUnit
        +0x0062 devices/conunit.h: *78
cu_TxBaseline   unsigned short int in struct ConUnit
        +0x011e devices/conunit.h: *94
cu_TxFlags      unsigned char in struct ConUnit +0x0119 devices/conunit.h: *91
cu_TxHeight     unsigned short int in struct ConUnit
        +0x011a devices/conunit.h: *92
cu_TxSpacing    short int in struct ConUnit +0x0120 devices/conunit.h: *95
cu_TxWidth      unsigned short int in struct ConUnit
        +0x011c devices/conunit.h: *93
```

```
cu_UnitNum       unsigned long int in struct ClipboardUnitPartial
        +0x000e devices/clipboard.h: *38
cu_Window        pointer to struct Window in struct ConUnit
        +0x0022 devices/conunit.h: *58
cu_XCCP          short int in struct ConUnit +0x003e devices/conunit.h: *71
cu_XCP           short int in struct ConUnit +0x0026 devices/conunit.h: *59
cu_XMax          short int in struct ConUnit +0x002a devices/conunit.h: *61
cu_XMinShrink    short int in struct ConUnit +0x003a devices/conunit.h: *69
cu_XRExtant      short int in struct ConUnit +0x0036 devices/conunit.h: *67
cu_XROrigin      short int in struct ConUnit +0x0032 devices/conunit.h: *65
cu_XRSize        short int in struct ConUnit +0x002e devices/conunit.h: *63
cu_YCCP          short int in struct ConUnit +0x0040 devices/conunit.h: *72
cu_YCP           short int in struct ConUnit +0x0028 devices/conunit.h: *60
cu_YMax          short int in struct ConUnit +0x002c devices/conunit.h: *62
cu_YMinShrink    short int in struct ConUnit +0x003c devices/conunit.h: *70
cu_YRExtant      short int in struct ConUnit +0x0038 devices/conunit.h: *68
cu_YROrigin      short int in struct ConUnit +0x0034 devices/conunit.h: *66
cu_YRSize        short int in struct ConUnit +0x0030 devices/conunit.h: *64
current_monitor pointer to struct MonitorSpec in struct GfxBase
        +0x017c graphics/gfxbase.h: *85
current_tot_cclks unsigned short int in struct GfxBase
        +0x0160 graphics/gfxbase.h: *78
current_tot_rows unsigned short int in struct GfxBase
        +0x015e graphics/gfxbase.h: *77
CACRF_ClearD     #define (1L<<11) = 0x00000800  exec/execbase.h: *179
CACRF_ClearI     #define (1L<<3) = 0x00000008  exec/execbase.h: *175
CACRF_CopyBack   #define (1L<<31) = 0x80000000  exec/execbase.h: *183
CACRF_DBE        #define (1L<<12) = 0x00001000  exec/execbase.h: *180
CACRF_EnableD    #define (1L<<8) = 0x00000100  exec/execbase.h: *177
CACRF_EnableI    #define (1L<<0) = 0x00000001  exec/execbase.h: *173
CACRF_FreezeD    #define (1L<<9) = 0x00000200  exec/execbase.h: *178
CACRF_FreezeI    #define (1L<<1) = 0x00000002  exec/execbase.h: *174
CACRF_IBE        #define (1L<<4) = 0x00000010  exec/execbase.h: *176
CACRF_WriteAllocate #define (1L<<13) = 0x00002000  exec/execbase.h: *182
CBD_CHANGEHOOK   #define (CMD_NONSTD+3) = 0x0000000c  devices/clipboard.h: *31
CBD_CURRENTREADID #define (CMD_NONSTD+1) = 0x0000000a
                 devices/clipboard.h: *29
CBD_CURRENTWRITEID #define (CMD_NONSTD+2) = 0x0000000b
                 devices/clipboard.h: *30
CBD_DESCRLEN     #define 40 = 0x00000028  libraries/commodities.h: *38
CBD_NAMELEN      #define 24 = 0x00000018  libraries/commodities.h: *36
CBD_POST         #define (CMD_NONSTD+0) = 0x00000009  devices/clipboard.h: *28
CBD_TITLELEN     #define 40 = 0x00000028  libraries/commodities.h: *37
CBERR_DUP        #define 2 = 0x00000002  libraries/commodities.h: *43
CBERR_OBSOLETEID #define 1 = 0x00000001  devices/clipboard.h: *33
CBERR_OK         #define 0 = 0x00000000  libraries/commodities.h: *41
CBERR_SYSERR     #define 1 = 0x00000001  libraries/commodities.h: *42
CBERR_VERSION    #define 3 = 0x00000003  libraries/commodities.h: *44
CBM_MPS1000      #define 0x03 = 0x00000003  intuition/preferences.h: *195
CDB_BADMEMORY    #define 2 = 0x00000002  libraries/configvars.h: *49
CDB_CONFIGME     #define 1 = 0x00000001  libraries/configvars.h: *48
CDB_SHUTUP       #define 0 = 0x00000000  libraries/configvars.h: *47
CDF_BADMEMORY    #define 0x04 = 0x00000004  libraries/configvars.h: *53
CDF_CONFIGME     #define 0x02 = 0x00000002  libraries/configvars.h: *52
CDF_SHUTUP       #define 0x01 = 0x00000001  libraries/configvars.h: *51
CD_ASKDEFAULTKEYMAP #define (CMD_NONSTD+2) = 0x0000000b
                 devices/console.h: *26
```

```
CD_ASKKEYMAP        #define (CMD_NONSTD+0) = 0x00000009  devices/console.h: *24
CD_SETDEFAULTKEYMAP #define (CMD_NONSTD+3) = 0x0000000c
                    devices/console.h: *27
CD_SETKEYMAP        #define (CMD_NONSTD+1) = 0x0000000a  devices/console.h: *25
CEND                macro (1 argument)   graphics/gfxmacros.h: *41
CENTER_IMAGE        #define 0x0008 = 0x00000008  intuition/preferences.h: *245
CHANGEWINDOW        #define IDCMP_CHANGEWINDOW = 0x02000000
                    intuition/iobsolete.h: *139
CHANGE_FH           #define 1 = 0x00000001  dos/dos.h: *223
CHANGE_LOCK         #define 0 = 0x00000000  dos/dos.h: *222
CHECKBOXIDCMP       #define (IDCMP_GADGETUP) = 0x00000040
                    libraries/gadtools.h: *67
CHECKBOX_KIND       #define 2 = 0x00000002  libraries/gadtools.h: *36
CHECKED             #define 0x0100 = 0x00000100  intuition/intuition.h: *132
CHECKIMAGE          #define (0x0EL) = 0x0000000e  intuition/imageclass.h: *110
CHECKIT             #define 0x0001 = 0x00000001  intuition/intuition.h: *118
CHECKWIDTH          #define 19 = 0x00000013  intuition/intuition.h: *1300
CHeight             unsigned short int in struct PropInfo
        +0x000c intuition/intuition.h: *489
CIA                 structure tag size 0x0f01 hardware/cia.h: *31
CIAANAME            #define "ciaa.resource"  resources/cia.h: *15
CIABNAME            #define "ciab.resource"  resources/cia.h: *16
CIAB_COMCD          #define (5) = 0x00000005  hardware/cia.h: *149
CIAB_COMCTS         #define (4) = 0x00000004  hardware/cia.h: *150
CIAB_COMDSR         #define (3) = 0x00000003  hardware/cia.h: *151
CIAB_COMDTR         #define (7) = 0x00000007  hardware/cia.h: *147
CIAB_COMRTS         #define (6) = 0x00000006  hardware/cia.h: *148
CIAB_DSKCHANGE      #define (2) = 0x00000002  hardware/cia.h: *140
CIAB_DSKDIREC       #define (1) = 0x00000001  hardware/cia.h: *163
CIAB_DSKMOTOR       #define (7) = 0x00000007  hardware/cia.h: *157
CIAB_DSKPROT        #define (3) = 0x00000003  hardware/cia.h: *139
CIAB_DSKRDY         #define (5) = 0x00000005  hardware/cia.h: *137
CIAB_DSKSEL0        #define (3) = 0x00000003  hardware/cia.h: *161
CIAB_DSKSEL1        #define (4) = 0x00000004  hardware/cia.h: *160
CIAB_DSKSEL2        #define (5) = 0x00000005  hardware/cia.h: *159
CIAB_DSKSEL3        #define (6) = 0x00000006  hardware/cia.h: *158
CIAB_DSKSIDE        #define (2) = 0x00000002  hardware/cia.h: *162
CIAB_DSKSTEP        #define (0) = 0x00000000  hardware/cia.h: *164
CIAB_DSKTRACK0      #define (4) = 0x00000004  hardware/cia.h: *138
CIAB_GAMEPORT0      #define (6) = 0x00000006  hardware/cia.h: *136
CIAB_GAMEPORT1      #define (7) = 0x00000007  hardware/cia.h: *135
CIAB_LED            #define (1) = 0x00000001  hardware/cia.h: *141
CIAB_OVERLAY        #define (0) = 0x00000000  hardware/cia.h: *142
CIAB_PRTRBUSY       #define (0) = 0x00000000  hardware/cia.h: *154
CIAB_PRTRPOUT       #define (1) = 0x00000001  hardware/cia.h: *153
CIAB_PRTRSEL        #define (2) = 0x00000002  hardware/cia.h: *152
CIACRAB_INMODE      #define 5 = 0x00000005  hardware/cia.h: *81
CIACRAB_LOAD        #define 4 = 0x00000004  hardware/cia.h: *80
CIACRAB_OUTMODE     #define 2 = 0x00000002  hardware/cia.h: *78
CIACRAB_PBON        #define 1 = 0x00000001  hardware/cia.h: *77
CIACRAB_RUNMODE     #define 3 = 0x00000003  hardware/cia.h: *79
CIACRAB_SPMODE      #define 6 = 0x00000006  hardware/cia.h: *82
CIACRAB_START       #define 0 = 0x00000000  hardware/cia.h: *76
CIACRAB_TODIN       #define 7 = 0x00000007  hardware/cia.h: *83
CIACRAF_INMODE      #define (1<<CIACRAB_INMODE) = 0x00000020
                    hardware/cia.h: *110
CIACRAF_LOAD        #define (1<<CIACRAB_LOAD) = 0x00000010  hardware/cia.h: *109
```

```
CIACRAF_OUTMODE    #define (1<<CIACRAB_OUTMODE) = 0x00000004
                   hardware/cia.h: *107
CIACRAF_PBON       #define (1<<CIACRAB_PBON) = 0x00000002  hardware/cia.h: *106
CIACRAF_RUNMODE    #define (1<<CIACRAB_RUNMODE) = 0x00000008
                   hardware/cia.h: *108
CIACRAF_SPMODE     #define (1<<CIACRAB_SPMODE) = 0x00000040
                   hardware/cia.h: *111
CIACRAF_START      #define (1<<CIACRAB_START) = 0x00000001  hardware/cia.h: *105
CIACRAF_TODIN      #define (1<<CIACRAB_TODIN) = 0x00000080  hardware/cia.h: *112
CIACRBB_ALARM      #define 7 = 0x00000007  hardware/cia.h: *93
CIACRBB_INMODE0    #define 5 = 0x00000005  hardware/cia.h: *91
CIACRBB_INMODE1    #define 6 = 0x00000006  hardware/cia.h: *92
CIACRBB_LOAD       #define 4 = 0x00000004  hardware/cia.h: *90
CIACRBB_OUTMODE    #define 2 = 0x00000002  hardware/cia.h: *88
CIACRBB_PBON       #define 1 = 0x00000001  hardware/cia.h: *87
CIACRBB_RUNMODE    #define 3 = 0x00000003  hardware/cia.h: *89
CIACRBB_START      #define 0 = 0x00000000  hardware/cia.h: *86
CIACRBF_ALARM      #define (1<<CIACRBB_ALARM) = 0x00000080  hardware/cia.h: *122
CIACRBF_INMODE0    #define (1<<CIACRBB_INMODE0) = 0x00000020
                   hardware/cia.h: *120
CIACRBF_INMODE1    #define (1<<CIACRBB_INMODE1) = 0x00000040
                   hardware/cia.h: *121
CIACRBF_IN_CNT     #define (CIACRBF_INMODE0) = 0x00000020  hardware/cia.h: *126
CIACRBF_IN_CNT_TA #define (CIACRBF_INMODE0|CIACRBF_INMODE1) = 0x00000060
                   hardware/cia.h: *128
CIACRBF_IN_PHI2    #define 0 = 0x00000000  hardware/cia.h: *125
CIACRBF_IN_TA      #define (CIACRBF_INMODE1) = 0x00000040  hardware/cia.h: *127
CIACRBF_LOAD       #define (1<<CIACRBB_LOAD) = 0x00000010  hardware/cia.h: *119
CIACRBF_OUTMODE    #define (1<<CIACRBB_OUTMODE) = 0x00000004
                   hardware/cia.h: *117
CIACRBF_PBON       #define (1<<CIACRBB_PBON) = 0x00000002  hardware/cia.h: *116
CIACRBF_RUNMODE    #define (1<<CIACRBB_RUNMODE) = 0x00000008
                   hardware/cia.h: *118
CIACRBF_START      #define (1<<CIACRBB_START) = 0x00000001  hardware/cia.h: *115
CIAF_COMCD         #define (1<<5) = 0x00000020  hardware/cia.h: *181
CIAF_COMCTS        #define (1<<4) = 0x00000010  hardware/cia.h: *182
CIAF_COMDSR        #define (1<<3) = 0x00000008  hardware/cia.h: *183
CIAF_COMDTR        #define (1<<7) = 0x00000080  hardware/cia.h: *179
CIAF_COMRTS        #define (1<<6) = 0x00000040  hardware/cia.h: *180
CIAF_DSKCHANGE     #define (1<<2) = 0x00000004  hardware/cia.h: *172
CIAF_DSKDIREC      #define (1<<1) = 0x00000002  hardware/cia.h: *195
CIAF_DSKMOTOR      #define (1<<7) = 0x00000080  hardware/cia.h: *189
CIAF_DSKPROT       #define (1<<3) = 0x00000008  hardware/cia.h: *171
CIAF_DSKRDY        #define (1<<5) = 0x00000020  hardware/cia.h: *169
CIAF_DSKSEL0       #define (1<<3) = 0x00000008  hardware/cia.h: *193
CIAF_DSKSEL1       #define (1<<4) = 0x00000010  hardware/cia.h: *192
CIAF_DSKSEL2       #define (1<<5) = 0x00000020  hardware/cia.h: *191
CIAF_DSKSEL3       #define (1<<6) = 0x00000040  hardware/cia.h: *190
CIAF_DSKSIDE       #define (1<<2) = 0x00000004  hardware/cia.h: *194
CIAF_DSKSTEP       #define (1<<0) = 0x00000001  hardware/cia.h: *196
CIAF_DSKTRACK0     #define (1<<4) = 0x00000010  hardware/cia.h: *170
CIAF_GAMEPORT0     #define (1<<6) = 0x00000040  hardware/cia.h: *168
CIAF_GAMEPORT1     #define (1<<7) = 0x00000080  hardware/cia.h: *167
CIAF_LED           #define (1<<1) = 0x00000002  hardware/cia.h: *173
CIAF_OVERLAY       #define (1<<0) = 0x00000001  hardware/cia.h: *174
CIAF_PRTRBUSY      #define (1<<0) = 0x00000001  hardware/cia.h: *186
CIAF_PRTRPOUT      #define (1<<1) = 0x00000002  hardware/cia.h: *185
```

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CIAF_PRTRSEL      #define (1<<2) = 0x00000004   hardware/cia.h: *184
CIAICRB_ALRM      #define 2 = 0x00000002   hardware/cia.h: *69
CIAICRB_FLG       #define 4 = 0x00000004   hardware/cia.h: *71
CIAICRB_IR        #define 7 = 0x00000007   hardware/cia.h: *72
CIAICRB_SETCLR    #define 7 = 0x00000007   hardware/cia.h: *73
CIAICRB_SP        #define 3 = 0x00000003   hardware/cia.h: *70
CIAICRB_TA        #define 0 = 0x00000000   hardware/cia.h: *67
CIAICRB_TB        #define 1 = 0x00000001   hardware/cia.h: *68
CIAICRF_ALRM      #define (1<<CIAICRB_ALRM) = 0x00000004   hardware/cia.h: *98
CIAICRF_FLG       #define (1<<CIAICRB_FLG) = 0x00000010   hardware/cia.h: *100
CIAICRF_IR        #define (1<<CIAICRB_IR) = 0x00000080   hardware/cia.h: *101
CIAICRF_SETCLR    #define (1<<CIAICRB_SETCLR) = 0x00000080
                  hardware/cia.h: *102
CIAICRF_SP        #define (1<<CIAICRB_SP) = 0x00000008   hardware/cia.h: *99
CIAICRF_TA        #define (1<<CIAICRB_TA) = 0x00000001   hardware/cia.h: *96
CIAICRF_TB        #define (1<<CIAICRB_TB) = 0x00000002   hardware/cia.h: *97
CINIT             macro (2 arguments)   graphics/gfxmacros.h: *38
CLEANME           #define CLEANUP = 0x00000040   hardware/blit.h: *102
CLEANUP           #define 0x40 = 0x00000040   hardware/blit.h: *101
CLF_INLIST        #define 0x00000001 = 0x00000001   intuition/classes.h: *44
CLIB_MACROS_H     #define   clib/macros.h: *2
CLOSE             #define GTYP_CLOSE = 0x00000080   intuition/iobsolete.h: *103
CLOSEGADGET       #define 3 = 0x00000003   intuition/intuitionbase.h: *50
CLOSEIMAGE        #define (0x03L) = 0x00000003   intuition/imageclass.h: *104
CLOSEWINDOW       #define IDCMP_CLOSEWINDOW = 0x00000200
                  intuition/iobsolete.h: *123
CLVALUE           macro (1 argument)   rexx/rexxio.h: *58
CLeft             short int in struct StringInfo
        +0x0014 intuition/intuition.h: *537
CMDE_NOBROKER     #define (-1) = 0xffffffff   libraries/commodities.h: *137
CMDE_NOMEM        #define (-3) = 0xfffffffd   libraries/commodities.h: *139
CMDE_NOPORT       #define (-2) = 0xfffffffe   libraries/commodities.h: *138
CMDE_OK           #define (0) = 0x00000000   libraries/commodities.h: *136
CMD_CLEAR         #define 5 = 0x00000005   exec/io.h: *56
CMD_DISABLED      #define -999 = 0xfffffc19   dos/dosextens.h: *297
CMD_FLUSH         #define 8 = 0x00000008   exec/io.h: *59
CMD_INTERNAL      #define -2 = 0xfffffffe   dos/dosextens.h: *296
CMD_INVALID       #define 0 = 0x00000000   exec/io.h: *51
CMD_NONSTD        #define 9 = 0x00000009   exec/io.h: *61
CMD_READ          #define 2 = 0x00000002   exec/io.h: *53
CMD_RESET         #define 1 = 0x00000001   exec/io.h: *52
CMD_START         #define 7 = 0x00000007   exec/io.h: *58
CMD_STOP          #define 6 = 0x00000006   exec/io.h: *57
CMD_SYSTEM        #define -1 = 0xffffffff   dos/dosextens.h: *295
CMD_UPDATE        #define 4 = 0x00000004   exec/io.h: *55
CMD_WRITE         #define 3 = 0x00000003   exec/io.h: *54
CMOVE             macro (3 arguments)   graphics/gfxmacros.h: *39
COERR_BADFILTER   #define 4 = 0x00000004   libraries/commodities.h: *163
COERR_BADTYPE     #define 8 = 0x00000008   libraries/commodities.h: *164
COERR_ISNULL      #define 1 = 0x00000001   libraries/commodities.h: *161
COERR_NULLATTACH  #define 2 = 0x00000002   libraries/commodities.h: *162
COF_SHOW_HIDE     #define 4 = 0x00000004   libraries/commodities.h: *67
COLORMAP_TRANSPARENCY #define 0x01 = 0x00000001   graphics/view.h: *140
COLORMAP_TYPE_V1_2 #define 0x00 = 0x00000000   graphics/view.h: *135
COLORMAP_TYPE_V1_4 #define 0x01 = 0x00000001   graphics/view.h: *136
COLORMAP_TYPE_V36 #define COLORMAP_TYPE_V1_4 = 0x00000001
                  graphics/view.h: *137
```

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COLORON             #define 0x0200 = 0x00000200  graphics/display.h: *21
COLORPLANE_TRANSPARENCY #define 0x02 = 0x00000002  graphics/view.h: *141
COMMSEQ             #define 0x0004 = 0x00000004  intuition/intuition.h: *120
COMMWIDTH           #define 27 = 0x0000001b  intuition/intuition.h: *1301
COMPLEMENT          #define 2 = 0x00000002  graphics/rastport.h: *96
COMPLEX_BIT         #define 1 = 0x00000001  dos/dosasl.h: *139
CONFLAG_DEFAULT     #define 0 = 0x00000000  devices/conunit.h: *46
CONFLAG_NODRAW_ON_NEWSIZE #define 1 = 0x00000001  devices/conunit.h: *47
CONU_CHARMAP        #define 1 = 0x00000001  devices/conunit.h: *41
CONU_LIBRARY        #define -1 = 0xffffffff  devices/conunit.h: *36
CONU_SNIPMAP        #define 3 = 0x00000003  devices/conunit.h: *42
CONU_STANDARD       #define 0 = 0x00000000  devices/conunit.h: *37
COPPER_MOVE         #define 0 = 0x00000000  graphics/copper.h: *19
COPPER_WAIT         #define 1 = 0x00000001  graphics/copper.h: *20
CORRECT_BLUE        #define 0x0004 = 0x00000004  intuition/preferences.h: *243
CORRECT_GREEN       #define 0x0002 = 0x00000002  intuition/preferences.h: *242
CORRECT_RED         #define 0x0001 = 0x00000001  intuition/preferences.h: *241
CORRECT_RGB_MASK #define (CORRECT_RED|CORRECT_GREEN|CORRECT_BLUE) = 0x00000007
                 intuition/preferences.h: *264
COUNT               short int  exec/types.h: *58
CPRNXTBUF           #define 2 = 0x00000002  graphics/copper.h: *21
CPR_NT_LOF          #define 0x8000 = 0x00008000  graphics/copper.h: *22
CPR_NT_SHT          #define 0x4000 = 0x00004000  graphics/copper.h: *23
CPR_NT_SYS          #define 0x2000 = 0x00002000  graphics/copper.h: *24
CPTR                typedef ULONG  exec/types.h: *60
CR_NEEDS_NO_CONCEALED_RASTERS #define 1 = 0x00000001  graphics/clip.h: *79
CR_NEEDS_NO_LAYERBLIT_DAMAGE #define 2 = 0x00000002  graphics/clip.h: *80
CSBLANK             #define 0x0008 = 0x00000008  hardware/custom.h: *156
CSCBLANKEN          #define 0x0400 = 0x00000400  hardware/custom.h: *149
CSYNCTRUE           #define 0x0004 = 0x00000004  hardware/custom.h: *157
CS_Buffer           pointer to unsigned char in struct CSource
        +0x0000 dos/rdargs.h: *64
CS_CurChr           long int in struct CSource +0x0008 dos/rdargs.h: *66
CS_Length           long int in struct CSource +0x0004 dos/rdargs.h: *65
CSource             structure tag size 0x000c dos/rdargs.h: *63, 98
CTB_ALPHA           #define 2 = 0x00000002  rexx/rxslib.h: *91
CTB_DIGIT           #define 1 = 0x00000001  rexx/rxslib.h: *90
CTB_LOWER           #define 7 = 0x00000007  rexx/rxslib.h: *96
CTB_MAPCOLOR        #define 0 = 0x00000000  graphics/text.h: *141
CTB_REXXOPR         #define 4 = 0x00000004  rexx/rxslib.h: *93
CTB_REXXSPC         #define 5 = 0x00000005  rexx/rxslib.h: *94
CTB_REXXSYM         #define 3 = 0x00000003  rexx/rxslib.h: *92
CTB_SPACE           #define 0 = 0x00000000  rexx/rxslib.h: *89
CTB_UPPER           #define 6 = 0x00000006  rexx/rxslib.h: *95
CTC_HCLRTAB         #define 2 = 0x00000002  devices/console.h: *90
CTC_HCLRTABSALL     #define 5 = 0x00000005  devices/console.h: *91
CTC_HSETTAB         #define 0 = 0x00000000  devices/console.h: *89
CTF_ALPHA           #define (1 << CTB_ALPHA) = 0x00000004  rexx/rxslib.h: *101
CTF_DIGIT           #define (1 << CTB_DIGIT) = 0x00000002  rexx/rxslib.h: *100
CTF_LOWER           #define (1 << CTB_LOWER) = 0x00000080  rexx/rxslib.h: *106
CTF_MAPCOLOR        #define 0x0001 = 0x00000001  graphics/text.h: *142
CTF_REXXOPR         #define (1 << CTB_REXXOPR) = 0x00000010  rexx/rxslib.h: *103
CTF_REXXSPC         #define (1 << CTB_REXXSPC) = 0x00000020  rexx/rxslib.h: *104
CTF_REXXSYM         #define (1 << CTB_REXXSYM) = 0x00000008  rexx/rxslib.h: *102
CTF_SPACE           #define (1 << CTB_SPACE) = 0x00000001  rexx/rxslib.h: *99
CTF_UPPER           #define (1 << CTB_UPPER) = 0x00000040  rexx/rxslib.h: *105
CT_ANTIALIAS        #define 0x0004 = 0x00000004  graphics/text.h: *139
```

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CT_COLORFONT      #define 0x0001 = 0x00000001  graphics/text.h: *136
CT_COLORMASK      #define 0x000F = 0x0000000f  graphics/text.h: *135
CT_GREYFONT       #define 0x0002 = 0x00000002  graphics/text.h: *137
CTop              short int in struct StringInfo
        +0x0016 intuition/intuition.h: *537
CURSORDOWN        #define 0x4D = 0x0000004d  intuition/intuition.h: *1345
CURSORLEFT        #define 0x4F = 0x0000004f  intuition/intuition.h: *1343
CURSORRIGHT       #define 0x4E = 0x0000004e  intuition/intuition.h: *1344
CURSORUP          #define 0x4C = 0x0000004c  intuition/intuition.h: *1342
CUSTOM            #define 0x40 = 0x00000040  intuition/preferences.h: *189
CUSTOMBITMAP      #define 0x0040 = 0x00000040  intuition/screens.h: *169
CUSTOMGADGET      #define GTYP_CUSTOMGADGET = 0x00000005
                  intuition/iobsolete.h: *108
CUSTOMIMAGEDEPTH #define (-1) = 0xffffffff  intuition/imageclass.h: *24
CUSTOMSCREEN      #define 0x000F = 0x0000000f  intuition/screens.h: *163
CUSTOM_HOOK       macro (1 argument)   intuition/cghooks.h: *79
CUSTOM_NAME       #define 0x00 = 0x00000000  intuition/preferences.h: *192
CWAIT             macro (3 arguments)   graphics/gfxmacros.h: *40
CWidth            unsigned short int in struct PropInfo
        +0x000a intuition/intuition.h: *488
CXCMD_APPEAR      #define (19) = 0x00000013  libraries/commodities.h: *126
CXCMD_DISABLE     #define (15) = 0x0000000f  libraries/commodities.h: *124
CXCMD_DISAPPEAR   #define (21) = 0x00000015  libraries/commodities.h: *127
CXCMD_ENABLE      #define (17) = 0x00000011  libraries/commodities.h: *125
CXCMD_KILL        #define (23) = 0x00000017  libraries/commodities.h: *128
CXCMD_LIST_CHG    #define (27) = 0x0000001b  libraries/commodities.h: *132
CXCMD_UNIQUE      #define (25) = 0x00000019  libraries/commodities.h: *131
CXM_COMMAND       #define (1 << 6) = 0x00000040  libraries/commodities.h: *121
CXM_IEVENT        #define (1 << 5) = 0x00000020  libraries/commodities.h: *113
CXM_UNIQUE        #define (1 << 4) = 0x00000010  libraries/commodities.h: *99
CX_BROKER         #define 6 = 0x00000006  libraries/commodities.h: *91
CX_CUSTOM         #define 8 = 0x00000008  libraries/commodities.h: *93
CX_DEBUG          #define 7 = 0x00000007  libraries/commodities.h: *92
CX_FILTER         #define 1 = 0x00000001  libraries/commodities.h: *86
CX_INVALID        #define 0 = 0x00000000  libraries/commodities.h: *85
CX_SEND           #define 3 = 0x00000003  libraries/commodities.h: *88
CX_SIGNAL         #define 4 = 0x00000004  libraries/commodities.h: *89
CX_TRANSLATE      #define 5 = 0x00000005  libraries/commodities.h: *90
CX_TYPEFILTER     #define 2 = 0x00000002  libraries/commodities.h: *87
CX_ZERO           #define 9 = 0x00000009  libraries/commodities.h: *94
CYCLEIDCMP        #define (IDCMP_GADGETUP) = 0x00000040
                  libraries/gadtools.h: *74
CYCLE_KIND        #define 7 = 0x00000007  libraries/gadtools.h: *41
Carg              int in struct Isrvstr +0x001a graphics/graphint.h: *26
CheckMark         pointer to struct Image in struct Window
        +0x0064 intuition/intuition.h: *865
CheckMark         pointer to struct Image in struct NewWindow
        +0x0016 intuition/intuition.h: *996
CheckMark         pointer to struct Image in struct ExtNewWindow
        +0x0016 intuition/intuition.h: *1054
ChipRevBits0      unsigned char in struct GfxBase
        +0x00ec graphics/gfxbase.h: *67
ChkBase           unsigned long int in struct ExecBase
        +0x0026 exec/execbase.h: *43
ChkSum            unsigned short int in struct ExecBase
        +0x0052 exec/execbase.h: *55
Class             unsigned long int in struct IntuiMessage
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              +0x0014 intuition/intuition.h: *684
Class            "UBYTE"  intuition/classes.h: *45
ClassID          pointer to "UBYTE"  intuition/classusr.h: *23
                 intuition/classes.h: 32
ClearPath        pointer to struct VSprite in struct VSprite
        +0x000c graphics/gels.h: *82
CliProcList      structure tag size 0x0010 dos/dosextens.h: *264
ClipHookMsg      structure tag size 0x000c devices/clipboard.h: *65
ClipRect         structure tag
    size 0x0024 graphics/clip.h: *37, 44, 48, 49, 50, 64, 66, 67,
                              71
                 graphics/layers.h: 38
ClipRect         pointer to struct ClipRect in struct Layer
        +0x0008 graphics/clip.h: *37
ClipRegion       pointer to struct Region in struct Layer
        +0x007e graphics/clip.h: *55
ClipboardHandle structure tag size 0x0078 libraries/iffparse.h: *116
ClipboardUnitPartial structure tag size 0x0012 devices/clipboard.h: *36, 46
Clock            long int in struct AnimOb +0x0008 graphics/gels.h: *206
ClockData        structure tag size 0x000e utility/date.h: *18
ClrIns           pointer to struct CopList in struct ViewPort
        +0x0010 graphics/view.h: *48
Code             unsigned short int in struct IntuiMessage
        +0x0018 intuition/intuition.h: *687
Code             unsigned short int in struct SGWork
        +0x0018 intuition/sghooks.h: *43
CoerceDisplayInfo pointer to void in struct ColorMap
        +0x001c graphics/view.h: *127
ColdCapture      pointer to void in struct ExecBase
        +0x002a exec/execbase.h: *44
CollMask         pointer to short int in struct VSprite
        +0x002c graphics/gels.h: *111
CollectionItem   structure tag size 0x000c libraries/iffparse.h: *105, 106
ColorFontColors structure tag size 0x0008 graphics/text.h: *145, 161
ColorIndex       short int in struct ColorSpec
        +0x0000 intuition/intuition.h: *1242
ColorMap         structure tag size 0x0028 devices/printer.h: *164
                 graphics/view.h: 44, 114
ColorMap         pointer to struct ColorMap in struct ViewPort
        +0x0004 graphics/view.h: *44
ColorSpec        structure tag size 0x0008 intuition/intuition.h: *1241
ColorTable       pointer to void in struct ColorMap
        +0x0004 graphics/view.h: *119
ColorTextFont    structure tag size 0x0060 graphics/text.h: *152
ColumnSizeChange char in struct Preferences
        +0x00d9 intuition/preferences.h: *115
Command          char in struct MenuItem +0x001a intuition/intuition.h: *106
CommandLineInterface structure tag size 0x0040 dos/dosextens.h: *303
Compatibility    short int in struct MonitorInfo
        +0x002a graphics/displayinfo.h: *119
ConUnit          structure tag size 0x0128 devices/conunit.h: *55
ConfigDev        structure tag size 0x0044 libraries/configvars.h: *32, 42, 59
ContextNode      structure tag size 0x0018 libraries/iffparse.h: *69
CoolCapture      pointer to void in struct ExecBase
        +0x002e exec/execbase.h: *45
CopIns           structure tag size 0x0006 graphics/copper.h: *26, 68, 69
CopIns           pointer to struct CopIns in struct CopList
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        +0x000c graphics/copper.h: *68
CopLStart       pointer to unsigned short int in struct CopList
        +0x0014 graphics/copper.h: *70
CopList         structure tag
    size 0x0022 graphics/copper.h: *31, 63, 65, 66, 86, 87
                graphics/view.h: 46, 47, 48
CopList         pointer to struct CopList in struct UCopList
        +0x0008 graphics/copper.h: *87
CopPtr          pointer to struct CopIns in struct CopList
        +0x0010 graphics/copper.h: *69
CopSStart       pointer to unsigned short int in struct CopList
        +0x0018 graphics/copper.h: *71
Count           short int in struct CopList +0x001c graphics/copper.h: *72
Count           unsigned short int in struct ColorMap
        +0x0002 graphics/view.h: *118
Count           short int in struct AreaInfo +0x0010 graphics/rastport.h: *29
Count           char in struct Border +0x0007 intuition/intuition.h: *603
CurrentBinding  structure tag size 0x0010 libraries/configvars.h: *58
                libraries/expansionbase.h: 53
Custom          structure tag size 0x01e6 hardware/custom.h: *27
CustomBitMap    pointer to struct BitMap in struct NewScreen
        +0x001c intuition/screens.h: *332
CustomBitMap    pointer to struct BitMap in struct ExtNewScreen
        +0x001c intuition/screens.h: *355
CxCustom        macro (2 arguments)  libraries/commodities.h: *29
CxDebug         macro (1 argument)   libraries/commodities.h: *28
CxFilter        macro (1 argument)   libraries/commodities.h: *23
CxMsg           "LONG"  libraries/commodities.h: *76
CxObj           "LONG"  libraries/commodities.h: *75
CxSender        macro (2 arguments)  libraries/commodities.h: *25
CxSignal        macro (2 arguments)  libraries/commodities.h: *26
CxTranslate     macro (1 argument)   libraries/commodities.h: *27
CxTypeFilter    macro (1 argument)   libraries/commodities.h: *24
```