

IncludeXREF

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	IncludeXREF	1
1.1	2.0 IncludeXREF: D	1
1.2	2.0 IncludeXREF: E	14
1.3	2.0 IncludeXREF: F	24

Chapter 1

IncludeXREF

1.1 2.0 IncludeXREF: D

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da_BootPoint      unsigned short int in struct DiagArea
                   +0x0006 libraries/configregs.h: *242
da_Config         unsigned char in struct DiagArea
                   +0x0000 libraries/configregs.h: *238
da_DiagPoint      unsigned short int in struct DiagArea
                   +0x0004 libraries/configregs.h: *241
da_Flags          unsigned char in struct DiagArea
                   +0x0001 libraries/configregs.h: *239
da_Name           unsigned short int in struct DiagArea
                   +0x0008 libraries/configregs.h: *243
da_Reserved01     unsigned short int in struct DiagArea
                   +0x000a libraries/configregs.h: *247
da_Reserved02     unsigned short int in struct DiagArea
                   +0x000c libraries/configregs.h: *248
da_Size           unsigned short int in struct DiagArea
                   +0x0002 libraries/configregs.h: *240
dat_Flags         unsigned char in struct DateTime +0x000d dos/datetime.h: *30
dat_Format        unsigned char in struct DateTime +0x000c dos/datetime.h: *29
dat_Stamp         struct DateStamp(size 0x000c bytes) in struct DateTime
                   +0x0000 dos/datetime.h: *28
dat_StrDate       pointer to unsigned char in struct DateTime
                   +0x0012 dos/datetime.h: *32
dat_StrDay        pointer to unsigned char in struct DateTime
                   +0x000e dos/datetime.h: *31
dat_StrTime       pointer to unsigned char in struct DateTime
                   +0x0016 dos/datetime.h: *33
dataa            unsigned short int in struct SpriteDef
                   +0x0004 hardware/custom.h: *119
datab            unsigned short int in struct SpriteDef
                   +0x0006 hardware/custom.h: *120
dbf              function returning "LONG"    libraries/mathffp.h: *78
dd_CmdBytes       pointer to void in struct DeviceData
                   +0x002e devices/prtbase.h: *56
dd_CmdVectors     pointer to void in struct DeviceData
                   +0x002a devices/prtbase.h: *55
dd_CurrentX       long int in struct OldDrawerData
                   +0x0030 workbench/workbench.h: *46
dd_CurrentX       long int in struct DrawerData

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+0x0030 workbench/workbench.h: *54
dd_CurrentY    long int in struct OldDrawerData
+0x0034 workbench/workbench.h: *47
dd_CurrentY    long int in struct DrawerData
+0x0034 workbench/workbench.h: *55
dd_Device      struct Library(size 0x0022 bytes) in struct DeviceData
+0x0000 devices/prtbase.h: *52
dd_ExecBase    pointer to void in struct DeviceData
+0x0026 devices/prtbase.h: *54
dd_Flags       unsigned long int in struct DrawerData
+0x0038 workbench/workbench.h: *56
dd_Library     struct Library(size 0x0022 bytes) in struct Device
+0x0000 exec/devices.h: *27
dd_NewWindow   struct NewWindow(size 0x0030 bytes) in struct OldDrawerData
+0x0000 workbench/workbench.h: *45
dd_NewWindow   struct NewWindow(size 0x0030 bytes) in struct DrawerData
+0x0000 workbench/workbench.h: *53
dd_NumCommands unsigned short int in struct DeviceData
+0x0032 devices/prtbase.h: *57
dd_Segment     pointer to void in struct DeviceData
+0x0022 devices/prtbase.h: *53
dd_ViewModes   unsigned short int in struct DrawerData
+0x003c workbench/workbench.h: *57
ddfstop        unsigned short int in struct Custom
+0x0094 hardware/custom.h: *91
ddfstrt        unsigned short int in struct Custom
+0x0092 hardware/custom.h: *90
de_Baud        unsigned long int in struct DosEnvec
+0x0044 dos/filehandler.h: *49
de_BlocksPerTrack unsigned long int in struct DosEnvec
+0x0014 dos/filehandler.h: *35
de_BootBlocks  unsigned long int in struct DosEnvec
+0x004c dos/filehandler.h: *51
de_BootPri     long int in struct DosEnvec +0x003c dos/filehandler.h: *45
de_BufMemType  unsigned long int in struct DosEnvec
+0x0030 dos/filehandler.h: *42
de_Control     unsigned long int in struct DosEnvec
+0x0048 dos/filehandler.h: *50
de_DosType     unsigned long int in struct DosEnvec
+0x0040 dos/filehandler.h: *46
de_HighCyl     unsigned long int in struct DosEnvec
+0x0028 dos/filehandler.h: *40
de_Interleave  unsigned long int in struct DosEnvec
+0x0020 dos/filehandler.h: *38
de_LowCyl      unsigned long int in struct DosEnvec
+0x0024 dos/filehandler.h: *39
de_Mask        unsigned long int in struct DosEnvec
+0x0038 dos/filehandler.h: *44
de_MaxTransfer unsigned long int in struct DosEnvec
+0x0034 dos/filehandler.h: *43
de_NumBuffers  unsigned long int in struct DosEnvec
+0x002c dos/filehandler.h: *41
de_PreAlloc    unsigned long int in struct DosEnvec
+0x001c dos/filehandler.h: *37
de_Reserved    unsigned long int in struct DosEnvec
+0x0018 dos/filehandler.h: *36
de_SecOrg      unsigned long int in struct DosEnvec

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+0x0008 dos/filehandler.h: *32
de_SectorPerBlock unsigned long int in struct DosEnvec
+0x0010 dos/filehandler.h: *34
de_SizeBlock      unsigned long int in struct DosEnvec
+0x0004 dos/filehandler.h: *31
de_Surfaces       unsigned long int in struct DosEnvec
+0x000c dos/filehandler.h: *33
de_TableSize      unsigned long int in struct DosEnvec
+0x0000 dos/filehandler.h: *30
default_monitor pointer to struct MonitorSpec in struct GfxBase
+0x018e graphics/gfxbase.h: *87
deniseid          unsigned short int in struct Custom
+0x007c hardware/custom.h: *81
detailPen         #define DETAILPEN = 0x00000000 intuition/iobsolete.h: *261
dfh_DF            struct Node(size 0x000e bytes) in struct DiskFontHeader
+0x0000 libraries/diskfont.h: *72
dfh_FileID        unsigned short int in struct DiskFontHeader
+0x000e libraries/diskfont.h: *73
dfh_Name          array [32] of char in struct DiskFontHeader
+0x0016 libraries/diskfont.h: *76
dfh_Revision      unsigned short int in struct DiskFontHeader
+0x0010 libraries/diskfont.h: *74
dfh_Segment       long int in struct DiskFontHeader
+0x0012 libraries/diskfont.h: *75
dfh_TF            struct TextFont(size 0x0034 bytes) in struct DiskFontHeader
+0x0036 libraries/diskfont.h: *77
dfh_TagList       #define dfh_Segment libraries/diskfont.h: *82
dg_BufMemType     unsigned long int in struct DriveGeometry
+0x0018 devices/trackdisk.h: *144
dg_CylSectors     unsigned long int in struct DriveGeometry
+0x000c devices/trackdisk.h: *141
dg_Cylinders      unsigned long int in struct DriveGeometry
+0x0008 devices/trackdisk.h: *140
dg_DeviceType     unsigned char in struct DriveGeometry
+0x001c devices/trackdisk.h: *146
dg_Flags          unsigned char in struct DriveGeometry
+0x001d devices/trackdisk.h: *147
dg_Heads          unsigned long int in struct DriveGeometry
+0x0010 devices/trackdisk.h: *142
dg_Reserved       unsigned short int in struct DriveGeometry
+0x001e devices/trackdisk.h: *148
dg_SectorSize     unsigned long int in struct DriveGeometry
+0x0000 devices/trackdisk.h: *138
dg_TotalSectors   unsigned long int in struct DriveGeometry
+0x0004 devices/trackdisk.h: *139
dg_TrackSectors   unsigned long int in struct DriveGeometry
+0x0014 devices/trackdisk.h: *143
di_DevInfo        long int in struct DosInfo +0x0004 dos/dosextens.h: *277
di_DevLock        struct SignalSemaphore(size 0x002e bytes) in struct DosInfo
+0x0014 dos/dosextens.h: *281
di_Devices        long int in struct DosInfo +0x0008 dos/dosextens.h: *278
di_EntryLock      struct SignalSemaphore(size 0x002e bytes) in struct DosInfo
+0x0042 dos/dosextens.h: *282
di_Handlers       long int in struct DosInfo +0x000c dos/dosextens.h: *279
di_McName         long int in struct DosInfo +0x0000 dos/dosextens.h: *275
di_NetHand        pointer to void in struct DosInfo
+0x0010 dos/dosextens.h: *280

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di_ResList      #define di_McName  dos/dosextens.h: *276
diagstrt        array [4] of unsigned short int in struct copinit
                +0x000c graphics/copper.h: *96
diwhigh         unsigned short int in struct Custom
                +0x01e4 hardware/custom.h: *141
diwstart        array [4] of unsigned short int in struct copinit
                +0x0004 graphics/copper.h: *95
diwstop         unsigned short int in struct Custom
                +0x0090 hardware/custom.h: *89
diwstrt         unsigned short int in struct Custom
                +0x008e hardware/custom.h: *88
dl_A2           long int in struct DosLibrary +0x002a dos/dosextens.h: *232
dl_A5           long int in struct DosLibrary +0x002e dos/dosextens.h: *233
dl_A6           long int in struct DosLibrary +0x0032 dos/dosextens.h: *234
dl_DiskType     long int in struct DeviceList +0x0020 dos/dosextens.h: *338
dl_Errors       pointer to struct ErrorString in struct DosLibrary
                +0x0036 dos/dosextens.h: *235
dl_GV           pointer to void in struct DosLibrary
                +0x0026 dos/dosextens.h: *231
dl_Lock         long int in struct DeviceList +0x000c dos/dosextens.h: *335
dl_LockList     long int in struct DeviceList +0x001c dos/dosextens.h: *337
dl_Name         long int in struct DeviceList +0x0028 dos/dosextens.h: *340
dl_Next         long int in struct DeviceList +0x0000 dos/dosextens.h: *332
dl_Root         pointer to struct RootNode in struct DosLibrary
                +0x0022 dos/dosextens.h: *230
dl_Task         pointer to struct MsgPort in struct DeviceList
                +0x0008 dos/dosextens.h: *334
dl_TimeReq      pointer to struct timerequest in struct DosLibrary
                +0x003a dos/dosextens.h: *236
dl_Type         long int in struct DeviceList +0x0004 dos/dosextens.h: *333
dl_UtilityBase  pointer to struct Library in struct DosLibrary
                +0x003e dos/dosextens.h: *237
dl_VolumeDate   struct DateStamp(size 0x000c bytes) in struct DeviceList
                +0x0010 dos/dosextens.h: *336
dl_lib          struct Library(size 0x0022 bytes) in struct DosLibrary
                +0x0000 dos/dosextens.h: *229
dl_unused      long int in struct DeviceList +0x0024 dos/dosextens.h: *339
dmacon         unsigned short int in struct Custom
                +0x0096 hardware/custom.h: *92
dmaconr        unsigned short int in struct Custom
                +0x0002 hardware/custom.h: *29
dn_GlobalVec    long int in struct DeviceNode +0x0024 dos/filehandler.h: *114
dn_Handler     long int in struct DeviceNode +0x0010 dos/filehandler.h: *108
dn_Lock        long int in struct DeviceNode +0x000c dos/filehandler.h: *107
dn_Name        long int in struct DeviceNode +0x0028 dos/filehandler.h: *122
dn_Next        long int in struct DeviceNode +0x0000 dos/filehandler.h: *102
dn_Priority     long int in struct DeviceNode +0x0018 dos/filehandler.h: *110
dn_SegList     long int in struct DeviceNode +0x0020 dos/filehandler.h: *112
dn_StackSize   unsigned long int in struct DeviceNode
                +0x0014 dos/filehandler.h: *109
dn_Startup     long int in struct DeviceNode +0x001c dos/filehandler.h: *111
dn_Task        pointer to struct MsgPort in struct DeviceNode
                +0x0008 dos/filehandler.h: *104
dn_Type        unsigned long int in struct DeviceNode
                +0x0004 dos/filehandler.h: *103
do_CurrentX     long int in struct DiskObject
                +0x003a workbench/workbench.h: *69

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do_CurrentY      long int in struct DiskObject
                  +0x003e workbench/workbench.h: *70
do_DefaultTool   pointer to char in struct DiskObject
                  +0x0032 workbench/workbench.h: *67
do_DrawerData    pointer to struct DrawerData in struct DiskObject
                  +0x0042 workbench/workbench.h: *71
do_Gadget        struct Gadget(size 0x002c bytes) in struct DiskObject
                  +0x0004 workbench/workbench.h: *65
do_Magic         unsigned short int in struct DiskObject
                  +0x0000 workbench/workbench.h: *63
do_StackSize     long int in struct DiskObject
                  +0x004a workbench/workbench.h: *73
do_ToolTypes     pointer to pointer to char in struct DiskObject
                  +0x0036 workbench/workbench.h: *68
do_ToolWindow    pointer to char in struct DiskObject
                  +0x0046 workbench/workbench.h: *72
do_Type          unsigned char in struct DiskObject
                  +0x0030 workbench/workbench.h: *66
do_Version       unsigned short int in struct DiskObject
                  +0x0002 workbench/workbench.h: *64
do_monitor       pointer to function returning int in struct SpecialMonitor
                  +0x001a graphics/monitor.h: *146
dol_AssignName   pointer to unsigned char in struct (no tag)
                  +0x0000 dos/dosextens.h: *385
dol_DiskType     long int in struct (no tag) +0x0010 dos/dosextens.h: *381
dol_GlobVec      long int in struct (no tag) +0x0014 dos/dosextens.h: *373
dol_Handler      long int in struct (no tag) +0x0000 dos/dosextens.h: *368
dol_List         pointer to struct AssignList in struct (no tag)
                  +0x0004 dos/dosextens.h: *386
dol_Lock         long int in struct DosList +0x000c dos/dosextens.h: *365
dol_LockList     long int in struct (no tag) +0x000c dos/dosextens.h: *380
dol_Name         long int in struct DosList +0x0028 dos/dosextens.h: *391
dol_Next         long int in struct DosList +0x0000 dos/dosextens.h: *362
dol_Priority     long int in struct (no tag) +0x0008 dos/dosextens.h: *370
dol_SegList      long int in struct (no tag) +0x0010 dos/dosextens.h: *372
dol_StackSize    long int in struct (no tag) +0x0004 dos/dosextens.h: *369
dol_Startup      unsigned long int in struct (no tag)
                  +0x000c dos/dosextens.h: *371
dol_Task         pointer to struct MsgPort in struct DosList
                  +0x0008 dos/dosextens.h: *364
dol_Type         long int in struct DosList +0x0004 dos/dosextens.h: *363
dol_VolumeDate   struct DateStamp(size 0x000c bytes) in struct (no tag)
                  +0x0000 dos/dosextens.h: *379
dol_assign       struct (no tag) (size 0x0008 bytes) in union (no tag)
                  +0x0000 dos/dosextens.h: *387
dol_handler      struct (no tag) (size 0x0018 bytes) in union (no tag)
                  +0x0000 dos/dosextens.h: *376
dol_misc         union (no tag) (size 0x0018 bytes) in struct DosList
                  +0x0010 dos/dosextens.h: *389
dol_volume       struct (no tag) (size 0x0014 bytes) in union (no tag)
                  +0x0000 dos/dosextens.h: *382
dp_Action        #define dp_Type dos/dosextens.h: *124
dp_Arg1         long int in struct DosPacket +0x0014 dos/dosextens.h: *128
dp_Arg2         long int in struct DosPacket +0x0018 dos/dosextens.h: *129
dp_Arg3         long int in struct DosPacket +0x001c dos/dosextens.h: *130
dp_Arg4         long int in struct DosPacket +0x0020 dos/dosextens.h: *131
dp_Arg5         long int in struct DosPacket +0x0024 dos/dosextens.h: *132

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dp_Arg6      long int in struct DosPacket +0x0028 dos/dosextens.h: *133
dp_Arg7      long int in struct DosPacket +0x002c dos/dosextens.h: *134
dp_BufAddr   #define dp_Arg1  dos/dosextens.h: *127
dp_Link      pointer to struct Message in struct DosPacket
              +0x0000 dos/dosextens.h: *111
dp_Port      pointer to struct MsgPort in struct DosPacket
              +0x0004 dos/dosextens.h: *112
dp_Res1      long int in struct DosPacket +0x000c dos/dosextens.h: *117
dp_Res2      long int in struct DosPacket +0x0010 dos/dosextens.h: *121
dp_Status    #define dp_Res1  dos/dosextens.h: *125
dp_Status2   #define dp_Res2  dos/dosextens.h: *126
dp_Type      long int in struct DosPacket +0x0008 dos/dosextens.h: *114
dr_CiaResource pointer to struct Library in struct DiscResource
              +0x002c resources/disk.h: *56
dr_CurrTask  pointer to struct Task in struct DiscResource
              +0x0090 resources/disk.h: *62
dr_Current   pointer to struct DiscResourceUnit in struct DiscResource
              +0x0022 resources/disk.h: *52
dr_DiscBlock struct Interrupt(size 0x0016 bytes) in struct DiscResource
              +0x004e resources/disk.h: *59
dr_DiscSync  struct Interrupt(size 0x0016 bytes) in struct DiscResource
              +0x0064 resources/disk.h: *60
dr_Flags     unsigned char in struct DiscResource
              +0x0026 resources/disk.h: *53
dr_Index     struct Interrupt(size 0x0016 bytes) in struct DiscResource
              +0x007a resources/disk.h: *61
dr_Library   struct Library(size 0x0022 bytes) in struct DiscResource
              +0x0000 resources/disk.h: *51
dr_SysLib    pointer to struct Library in struct DiscResource
              +0x0028 resources/disk.h: *55
dr_UnitID    array [4] of unsigned long int in struct DiscResource
              +0x0030 resources/disk.h: *57
dr_Waiting   struct List(size 0x000e bytes) in struct DiscResource
              +0x0040 resources/disk.h: *58
dr_pad       unsigned char in struct DiscResource
              +0x0027 resources/disk.h: *54
dri_Depth    unsigned short int in struct DrawInfo
              +0x000c intuition/screens.h: *68
dri_Flags    unsigned long int in struct DrawInfo
              +0x0012 intuition/screens.h: *75
dri_Font     pointer to struct TextFont in struct DrawInfo
              +0x0008 intuition/screens.h: *67
dri_NumPens  unsigned short int in struct DrawInfo
              +0x0002 intuition/screens.h: *64
dri_Pens     pointer to unsigned short int in struct DrawInfo
              +0x0004 intuition/screens.h: *65
dri_Reserved array [7] of unsigned long int in struct DrawInfo
              +0x0016 intuition/screens.h: *76
dri_Resolution struct (no tag) (size 0x0004 bytes) in struct DrawInfo
              +0x000e intuition/screens.h: *73
dri_Version  unsigned short int in struct DrawInfo
              +0x0000 intuition/screens.h: *63
dru_DiscBlock struct Interrupt(size 0x0016 bytes) in struct
              DiscResourceUnit
              +0x0014 resources/disk.h: *45
dru_DiscSync struct Interrupt(size 0x0016 bytes) in struct
              DiscResourceUnit

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+0x002a resources/disk.h: *46
dru_Index      struct Interrupt(size 0x0016 bytes) in struct
               DiscResourceUnit
+0x0040 resources/disk.h: *47
dru_Message    struct Message(size 0x0014 bytes) in struct DiscResourceUnit
+0x0000 resources/disk.h: *44
ds_Days        long int in struct DateStamp +0x0000 dos/dos.h: *55
ds_Minute      long int in struct DateStamp +0x0004 dos/dos.h: *56
ds_Tick        long int in struct DateStamp +0x0008 dos/dos.h: *57
dskbytr        unsigned short int in struct Custom
+0x001a hardware/custom.h: *41
dskdat         unsigned short int in struct Custom
+0x0026 hardware/custom.h: *46
dskdatr        unsigned short int in struct Custom
+0x0008 hardware/custom.h: *32
dsklen         unsigned short int in struct Custom
+0x0024 hardware/custom.h: *45
dskpt          pointer to void in struct Custom
+0x0020 hardware/custom.h: *44
dsksync        unsigned short int in struct Custom
+0x007e hardware/custom.h: *82
dummy          char in struct RastPort +0x001f graphics/rastport.h: *71
dvi_GlobVec     long int in struct DevInfo +0x0024 dos/dosextens.h: *355
dvi_Handler     long int in struct DevInfo +0x0010 dos/dosextens.h: *350
dvi_Lock        long int in struct DevInfo +0x000c dos/dosextens.h: *349
dvi_Name        long int in struct DevInfo +0x0028 dos/dosextens.h: *356
dvi_Next        long int in struct DevInfo +0x0000 dos/dosextens.h: *346
dvi_Priority    long int in struct DevInfo +0x0018 dos/dosextens.h: *352
dvi_SegList     long int in struct DevInfo +0x0020 dos/dosextens.h: *354
dvi_StackSize   long int in struct DevInfo +0x0014 dos/dosextens.h: *351
dvi_Startup     long int in struct DevInfo +0x001c dos/dosextens.h: *353
dvi_Task        pointer to void in struct DevInfo
+0x0008 dos/dosextens.h: *348
dvi_Type        long int in struct DevInfo +0x0004 dos/dosextens.h: *347
dvp_DevNode     pointer to struct DosList in struct DevProc
+0x000c dos/dosextens.h: *414
dvp_Flags       unsigned long int in struct DevProc
+0x0008 dos/dosextens.h: *413
dvp_Lock        long int in struct DevProc +0x0004 dos/dosextens.h: *412
dvp_Port        pointer to struct MsgPort in struct DevProc
+0x0000 dos/dosextens.h: *411
DAC_BINDTIME    #define 0x20 = 0x00000020 libraries/configregs.h: *264
DAC_BOOTTIME    #define 0x30 = 0x00000030 libraries/configregs.h: *260
DAC_BUSWIDTH    #define 0xC0 = 0x000000c0 libraries/configregs.h: *255
DAC_BYTEWIDE    #define 0x40 = 0x00000040 libraries/configregs.h: *257
DAC_CONFIGTIME  #define 0x10 = 0x00000010 libraries/configregs.h: *262
DAC_NEVER       #define 0x00 = 0x00000000 libraries/configregs.h: *261
DAC_NIBBLEWIDE  #define 0x00 = 0x00000000 libraries/configregs.h: *256
DAC_WORDWIDE    #define 0x80 = 0x00000080 libraries/configregs.h: *258
DBLPF          #define 0x400 = 0x00000400 graphics/display.h: *22
DBUFFER         #define 0x04 = 0x00000004 graphics/rastport.h: *103
DBufPacket      structure tag size 0x000c graphics/gels.h: *160, 230
DBuffer         pointer to struct DBufPacket in struct Bob
+0x001a graphics/gels.h: *160
DDB_AllBit      #define 3 = 0x00000003 dos/dosasl.h: *113
DDB_Completed   #define 2 = 0x00000002 dos/dosasl.h: *111
DDB_ExaminedBit #define 1 = 0x00000001 dos/dosasl.h: *109

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DDB_PatternBit      #define 0 = 0x00000000  dos/dosasl.h: *107
DDB_Single          #define 4 = 0x00000004  dos/dosasl.h: *115
DDF_AllBit          #define 8 = 0x00000008  dos/dosasl.h: *114
DDF_Completed       #define 4 = 0x00000004  dos/dosasl.h: *112
DDF_ExaminedBit     #define 2 = 0x00000002  dos/dosasl.h: *110
DDF_PatternBit      #define 1 = 0x00000001  dos/dosasl.h: *108
DDF_Single          #define 16 = 0x00000010  dos/dosasl.h: *116
DEADEND_ALERT       #define 0x80000000 = 0x80000000  intuition/intuition.h: *1312
DEFARTIC            #define 100 = 0x00000064  devices/narrator.h: *70
DEFAULTMOUSEQUEUE   #define (5) = 0x00000005  intuition/intuition.h: *960
DEFAULT_MONITOR_ID  #define 0x00000000 = 0x00000000
                    graphics/displayinfo.h: *147
DEFAULT_MONITOR_NAME #define "default.monitor"  graphics/monitor.h: *65
DEFCENTRAL          #define 0 = 0x00000000  devices/narrator.h: *71
DEFERREFRESH        #define 0x8000 = 0x00008000  intuition/intuition.h: *206
DEFFOENTHUS         #define 32 = 0x00000020  devices/narrator.h: *73
DEFFOPERT           #define 0 = 0x00000000  devices/narrator.h: *72
DEFFREQ             #define 22200 = 0x000056b8  devices/narrator.h: *62
DEFMODE             #define NATURALF0 = 0x00000000  devices/narrator.h: *69
DEFPITCH            #define 110 = 0x0000006e  devices/narrator.h: *59
DEFPRIORITY         #define 100 = 0x00000064  devices/narrator.h: *74
DEFRATE             #define 150 = 0x00000096  devices/narrator.h: *60
DEFSEX              #define MALE = 0x00000000  devices/narrator.h: *68
DEFVOL              #define 64 = 0x00000040  devices/narrator.h: *61
DELTAMOVE           #define IDCMP_DELTAMOVE = 0x00100000
                    intuition/iobsolete.h: *134
DEPTHIMAGE          #define (0x00L) = 0x00000000  intuition/imageclass.h: *101
DEST                #define 0x100 = 0x00000100  hardware/blit.h: *58
DESTADDR            #define u3.u4.u1.DestAddr  graphics/copper.h: *50
DESTDATA            #define u3.u4.u2.DestData  graphics/copper.h: *52
DETAILPEN           #define (0x0000) = 0x00000000  intuition/screens.h: *82
DEVICES_AUDIO_H     #define  devices/audio.h: *2
DEVICES_BOOTBLOCK_H #define  devices/bootblock.h: *2
DEVICES_CIA_H       #define 1 = 0x00000001  resources/cia.h: *2
DEVICES_CLIPBOARD_H #define  devices/clipboard.h: *2
                    libraries/iffparse.h: 25
DEVICES_CONSOLE_H   #define  devices/console.h: *2
                    devices/conunit.h: 23
DEVICES_CONUNIT_H   #define  devices/conunit.h: *2
DEVICES_GAMEPORT_H  #define  devices/gameport.h: *2
DEVICES_HARDBLOCKS_H #define  devices/hardblocks.h: *2
DEVICES_INPUTEVENT_H #define  devices/inputevent.h: *2, 1
                    intuition/intuition.h: 47
DEVICES_INPUT_H     #define  devices/input.h: *2
DEVICES_KEYBOARD_H  #define  devices/keyboard.h: *2
DEVICES_KEYMAP_H    #define  devices/keymap.h: *2, 1
DEVICES_NARRATOR_H  #define  devices/narrator.h: *2
DEVICES_PARALLEL_H  #define  devices/parallel.h: *2
                    devices/prtbase.h: 34
DEVICES_PRINTER_H   #define  devices/prtbase.h: *2
DEVICES_PRTBASE_H   #define  devices/prtbase.h: *2
DEVICES_PRTGFX_H    #define  devices/prtgfx.h: *2
DEVICES_SCSIDISK_H  #define  devices/scsidisk.h: *2
DEVICES_SERIAL_H    #define  devices/serial.h: *2, 1
DEVICES_TIMER_H     #define 1 = 0x00000001  devices/timer.h: *2, 1
                    devices/prtbase.h: 40
                    dos/dosexpens.h: 27
```

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        intuition/preferences.h: 19
DEVICES_TRACKDISK_H #define devices/trackdisk.h: *2
DEV_ABORTIO         #define (-36) = 0xffffffffdc exec/io.h: *44
DEV_BEGINIO         #define (-30) = 0xffffffffe2 exec/io.h: *43
DE_BAUD             #define 17 = 0x000000011 dos/filehandler.h: *78
DE_BLKSPERTRACK     #define 5 = 0x000000005 dos/filehandler.h: *62
DE_BOOTBLOCKS       #define 19 = 0x000000013 dos/filehandler.h: *80
DE_BOOTPRI          #define 15 = 0x00000000f dos/filehandler.h: *74
DE_BUFMEMTYPE       #define 12 = 0x00000000c dos/filehandler.h: *71
DE_CONTROL          #define 18 = 0x000000012 dos/filehandler.h: *79
DE_DOSTYPE          #define 16 = 0x000000010 dos/filehandler.h: *77
DE_INTERLEAVE       #define 8 = 0x000000008 dos/filehandler.h: *65
DE_LOWCYL           #define 9 = 0x000000009 dos/filehandler.h: *66
DE_MASK             #define 14 = 0x00000000e dos/filehandler.h: *73
DE_MAXTRANSFER      #define 13 = 0x00000000d dos/filehandler.h: *72
DE_MEMBUFTYPE       #define 12 = 0x00000000c dos/filehandler.h: *69
DE_NUMBUFFERS       #define 11 = 0x00000000b dos/filehandler.h: *68
DE_NUMHEADS         #define 3 = 0x000000003 dos/filehandler.h: *60
DE_PREFAC           #define 7 = 0x000000007 dos/filehandler.h: *64
DE_RESERVEDBLKS     #define 6 = 0x000000006 dos/filehandler.h: *63
DE_SECORG           #define 2 = 0x000000002 dos/filehandler.h: *59
DE_SECSPERBLK       #define 4 = 0x000000004 dos/filehandler.h: *61
DE_SIZEBLOCK        #define 1 = 0x000000001 dos/filehandler.h: *58
DE_TABLESIZE        #define 0 = 0x000000000 dos/filehandler.h: *57
DE_UPPERCYL         #define 10 = 0x00000000a dos/filehandler.h: *67
DFH_ID              #define 0x0f80 = 0x000000f80 libraries/diskfont.h: *61
DFTCH_MASK          #define 0xFF = 0x0000000ff graphics/display.h: *37
DGB_REMOVABLE       #define 0 = 0x000000000 devices/trackdisk.h: *165
DGF_REMOVABLE       #define 1 = 0x000000001 devices/trackdisk.h: *166
DG_CDROM            #define 5 = 0x000000005 devices/trackdisk.h: *157
DG_COMMUNICATION     #define 9 = 0x000000009 devices/trackdisk.h: *161
DG_DIRECT_ACCESS    #define 0 = 0x000000000 devices/trackdisk.h: *152
DG_MEDIUM_CHANGER   #define 8 = 0x000000008 devices/trackdisk.h: *160
DG_OPTICAL_DISK     #define 7 = 0x000000007 devices/trackdisk.h: *159
DG_PRINTER          #define 2 = 0x000000002 devices/trackdisk.h: *154
DG_PROCESSOR        #define 3 = 0x000000003 devices/trackdisk.h: *155
DG_SCANNER          #define 6 = 0x000000006 devices/trackdisk.h: *158
DG_SEQUENTIAL_ACCESS #define 1 = 0x000000001 devices/trackdisk.h: *153
DG_UNKNOWN          #define 31 = 0x00000001f devices/trackdisk.h: *162
DG_WORM             #define 4 = 0x000000004 devices/trackdisk.h: *156
DHeight            short int in struct ViewPort +0x001a graphics/view.h: *50
DIAB_630            #define 0x04 = 0x000000004 intuition/preferences.h: *196
DIAB_ADV_D25        #define 0x05 = 0x000000005 intuition/preferences.h: *197
DIAB_C_150          #define 0x06 = 0x000000006 intuition/preferences.h: *198
DIMENSIONS_MASK     #define (BOUNDED_DIMENSIONS|ABSOLUTE_DIMENSIONS|
                        PIXEL_DIMENSIONS|MULTIPLY_DIMENSIONS) = 0x000000f0
                        intuition/preferences.h: *265
DIPF_IS_BEAMSYNC    #define 0x00000800 = 0x00000800 graphics/displayinfo.h: *88
DIPF_IS_DRAGGABLE   #define 0x00000200 = 0x00000200 graphics/displayinfo.h: *86
DIPF_IS_DUALPF      #define 0x00000002 = 0x00000002 graphics/displayinfo.h: *73
DIPF_IS_ECS         #define 0x00000010 = 0x00000010 graphics/displayinfo.h: *80
DIPF_IS_EXTRAHALFBRITE #define 0x00001000 = 0x00001000
                        graphics/displayinfo.h: *90
DIPF_IS_GENLOCK     #define 0x00000080 = 0x00000080 graphics/displayinfo.h: *83
DIPF_IS_HAM         #define 0x00000008 = 0x00000008 graphics/displayinfo.h: *75
DIPF_IS_LACE        #define 0x00000001 = 0x00000001 graphics/displayinfo.h: *72
DIPF_IS_PAL         #define 0x00000020 = 0x00000020 graphics/displayinfo.h: *81

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DIPF_IS_PANNELLED #define 0x00000400 = 0x00000400 graphics/displayinfo.h: *87
DIPF_IS_PF2PRI    #define 0x00000004 = 0x00000004 graphics/displayinfo.h: *74
DIPF_IS_SPRITES   #define 0x00000040 = 0x00000040 graphics/displayinfo.h: *82
DIPF_IS_WB        #define 0x00000100 = 0x00000100 graphics/displayinfo.h: *85
DISKINSERTED      #define IDCMP_DISKINSERTED = 0x00008000
                  intuition/iobsolete.h: *129
DISKNAME          #define "disk.resource" resources/disk.h: *102
DISKREMOVED       #define IDCMP_DISKREMOVED = 0x00010000
                  intuition/iobsolete.h: *130
DISPLAYDUAL       #define 0x0040 = 0x00000040 hardware/custom.h: *153
DISPLAYNAMELEN    #define 32 = 0x00000020 graphics/displayinfo.h: *130, 135
DISPLAYPAL        #define 0x0020 = 0x00000020 hardware/custom.h: *154
DITHERING_MASK    #define (HALFTONE_DITHERING|FLOYD_DITHERING) = 0x00000600
                  intuition/preferences.h: *266
DIW_HORIZ_POS     #define 0x7F = 0x0000007f graphics/display.h: *32
DIW_VRTCL_POS     #define 0x1FF = 0x000001ff graphics/display.h: *33
DIW_VRTCL_POS_SHIFT #define 7 = 0x00000007 graphics/display.h: *34
DI_AVAIL_NOCHIPS  #define 0x0001 = 0x00000001 graphics/displayinfo.h: *66
DI_AVAIL_NOMONITOR #define 0x0002 = 0x00000002 graphics/displayinfo.h: *67
DI_AVAIL_NOTWITHGENLOCK #define 0x0004 = 0x00000004
                  graphics/displayinfo.h: *68
DLT_DEVICE        #define 0 = 0x00000000 dos/dosextens.h: *402
DLT_DIRECTORY     #define 1 = 0x00000001 dos/dosextens.h: *403
DLT_LATE          #define 3 = 0x00000003 dos/dosextens.h: *405
DLT_NONBINDING    #define 4 = 0x00000004 dos/dosextens.h: *406
DLT_PRIVATE       #define -1 = 0xffffffff dos/dosextens.h: *407
DLT_VOLUME        #define 2 = 0x00000002 dos/dosextens.h: *404
DMAB_AUD0         #define 0 = 0x00000000 hardware/dmabits.h: *37
DMAB_AUD1         #define 1 = 0x00000001 hardware/dmabits.h: *38
DMAB_AUD2         #define 2 = 0x00000002 hardware/dmabits.h: *39
DMAB_AUD3         #define 3 = 0x00000003 hardware/dmabits.h: *40
DMAB_BLITHOG      #define 10 = 0x0000000a hardware/dmabits.h: *47
DMAB_BLITTER      #define 6 = 0x00000006 hardware/dmabits.h: *43
DMAB_BLTDONE      #define 14 = 0x0000000e hardware/dmabits.h: *48
DMAB_BLTNZERO     #define 13 = 0x0000000d hardware/dmabits.h: *49
DMAB_COPPER       #define 7 = 0x00000007 hardware/dmabits.h: *44
DMAB_DISK         #define 4 = 0x00000004 hardware/dmabits.h: *41
DMAB_MASTER       #define 9 = 0x00000009 hardware/dmabits.h: *46
DMAB_RASTER       #define 8 = 0x00000008 hardware/dmabits.h: *45
DMAB_SETCLR       #define 15 = 0x0000000f hardware/dmabits.h: *36
DMAB_SPRITE       #define 5 = 0x00000005 hardware/dmabits.h: *42
DMAF_ALL          #define 0x01FF = 0x000001ff hardware/dmabits.h: *29
DMAF_AUD0         #define 0x0001 = 0x00000001 hardware/dmabits.h: *18
DMAF_AUD1         #define 0x0002 = 0x00000002 hardware/dmabits.h: *19
DMAF_AUD2         #define 0x0004 = 0x00000004 hardware/dmabits.h: *20
DMAF_AUD3         #define 0x0008 = 0x00000008 hardware/dmabits.h: *21
DMAF_AUDIO        #define 0x000F = 0x0000000f hardware/dmabits.h: *17
DMAF_BLITHOG      #define 0x0400 = 0x00000400 hardware/dmabits.h: *28
DMAF_BLITTER      #define 0x0040 = 0x00000040 hardware/dmabits.h: *24
DMAF_BLTDONE      #define 0x4000 = 0x00004000 hardware/dmabits.h: *33
DMAF_BLTNZERO     #define 0x2000 = 0x00002000 hardware/dmabits.h: *34
DMAF_COPPER       #define 0x0080 = 0x00000080 hardware/dmabits.h: *25
DMAF_DISK         #define 0x0010 = 0x00000010 hardware/dmabits.h: *22
DMAF_MASTER       #define 0x0200 = 0x00000200 hardware/dmabits.h: *27
DMAF_RASTER       #define 0x0100 = 0x00000100 hardware/dmabits.h: *26
DMAF_SETCLR       #define 0x8000 = 0x00008000 hardware/dmabits.h: *16
DMAF_SPRITE       #define 0x0020 = 0x00000020 hardware/dmabits.h: *23

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DMODECOUNT      #define 0x0002 = 0x00000002  intuition/intuitionbase.h: *35
DMRequest         pointer to struct Requester in struct Window
                  +0x0028 intuition/intuition.h: *815
DOSFALSE          #define (0L) = 0x00000000  dos/dos.h: *25
DOSNAME           #define "dos.library"  dos/dos.h: *20
DOSTRUE           #define (-1L) = 0xffffffff  dos/dos.h: *24
DOS_CLI           #define 4 = 0x00000004  dos/dos.h: *241
DOS_DATETIME_H    #define  dos/datetime.h: *2
DOS_DOSASL_H      #define  dos/dosasl.h: *2
DOS_DOEXTENS_H    #define  dos/dosextens.h: *2, 1
DOS_DOSHUNKS_H    #define  dos/doshunks.h: *2
DOS_DOSTAGS_H     #define  dos/dostags.h: *2
DOS_DOS_H         #define  dos/dos.h: *2, 1
                  dos/filehandler.h: 19
                  dos/record.h: 17
                  dos/datetime.h: 17
                  dos/dosasl.h: 25
                  libraries/dos.h: 15
                  resources/filesysres.h: 21
DOS_EXALLCONTROL  #define 1 = 0x00000001  dos/dos.h: *238
DOS_EXALL_H       #define  dos/exall.h: *2
DOS_FIB           #define 2 = 0x00000002  dos/dos.h: *239
DOS_FILEHANDLE    #define 0 = 0x00000000  dos/dos.h: *237
DOS_FILEHANDLER_H #define  dos/filehandler.h: *2
                  libraries/filehandler.h: 15
DOS_NOTIFY_H      #define  dos/notify.h: *2
DOS_RDARGS        #define 5 = 0x00000005  dos/dos.h: *242
DOS_RDARGS_H      #define  dos/rdargs.h: *2
DOS_RECORD_H      #define  dos/record.h: *2
DOS_STDIO_H       #define  dos/stdio.h: *2
DOS_STDPKT        #define 3 = 0x00000003  dos/dos.h: *240
DOS_VAR_H         #define  dos/var.h: *2
DOUBLE            typedef double  exec/types.h: *65
DOWNBACKGADGET    #define 1 = 0x00000001  intuition/intuitionbase.h: *48
DOWNIMAGE         #define (0x0DL) = 0x0000000d  intuition/imageclass.h: *109
DPB_DEAD          #define 3 = 0x00000003  devices/keymap.h: *70
DPB_MOD           #define 0 = 0x00000000  devices/keymap.h: *68
DPF_DEAD          #define 0x08 = 0x00000008  devices/keymap.h: *71
DPF_MOD           #define 0x01 = 0x00000001  devices/keymap.h: *69
DP_2DFACSHIFT     #define 4 = 0x00000004  devices/keymap.h: *74
DP_2DINDEXMASK    #define 0x0f = 0x0000000f  devices/keymap.h: *73
DRAFT             #define 0x000 = 0x00000000  intuition/preferences.h: *164
DRAGGADGET        #define 4 = 0x00000004  intuition/intuitionbase.h: *51
DRAWERDATAFILESIZE #define (sizeof(struct DrawerData)) = 0x0000003e
                  workbench/workbench.h: *60
DRB_ACTIVE        #define 7 = 0x00000007  resources/disk.h: *70
DRB_ALLOC0        #define 0 = 0x00000000  resources/disk.h: *66
DRB_ALLOC1        #define 1 = 0x00000001  resources/disk.h: *67
DRB_ALLOC2        #define 2 = 0x00000002  resources/disk.h: *68
DRB_ALLOC3        #define 3 = 0x00000003  resources/disk.h: *69
DRF_ACTIVE        #define (1<<7) = 0x00000080  resources/disk.h: *76
DRF_ALLOC0        #define (1<<0) = 0x00000001  resources/disk.h: *72
DRF_ALLOC1        #define (1<<1) = 0x00000002  resources/disk.h: *73
DRF_ALLOC2        #define (1<<2) = 0x00000004  resources/disk.h: *74
DRF_ALLOC3        #define (1<<3) = 0x00000008  resources/disk.h: *75
DRIF_NEWLOOK      #define 0x00000001 = 0x00000001  intuition/screens.h: *79
DRIVE3_5          #define 1 = 0x00000001  devices/trackdisk.h: *203

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DRIVE3_5_150RPM #define 3 = 0x00000003  devices/trackdisk.h: *205
DRIVE5_25       #define 2 = 0x00000002  devices/trackdisk.h: *204
DRI_VERSION     #define (1) = 0x00000001  intuition/screens.h: *59
DRT_150RPM     #define (0xAAAAAAAA) = 0xaaaaaaaa  resources/disk.h: *123
DRT_37422D2S   #define (0x55555555) = 0x55555555  resources/disk.h: *121
DRT_AMIGA      #define (0x00000000) = 0x00000000  resources/disk.h: *120
DRT_EMPTY      #define (0xFFFFFFFF) = 0xffffffff  resources/disk.h: *122
DR_ALLOCUNIT    #define (LIB_BASE - 0*LIB_VECTSIZE) = 0xffffffffa
                resources/disk.h: *105
DR_FREEUNIT     #define (LIB_BASE - 1*LIB_VECTSIZE) = 0xffffffff4
                resources/disk.h: *106
DR_GETUNIT      #define (LIB_BASE - 2*LIB_VECTSIZE) = 0xffffffffee
                resources/disk.h: *107
DR_GETUNITID    #define (LIB_BASE - 4*LIB_VECTSIZE) = 0xffffffffe2
                resources/disk.h: *109
DR_GIVEUNIT     #define (LIB_BASE - 3*LIB_VECTSIZE) = 0xffffffffe8
                resources/disk.h: *108
DR_LASTCOMM     #define (DR_READUNITID) = 0xffffffffdc  resources/disk.h: *112
DR_READUNITID   #define (LIB_BASE - 5*LIB_VECTSIZE) = 0xffffffffdc
                resources/disk.h: *110
DSKDMAOFF      #define 0x4000 = 0x00004000  resources/disk.h: *87
DSR_CPR        #define 6 = 0x00000006  devices/console.h: *86
DTAG_DIMS      #define 0x80001000 = 0x80001000  graphics/displayinfo.h: *38
DTAG_DISP      #define 0x80000000 = 0x80000000  graphics/displayinfo.h: *37
DTAG_MNTR      #define 0x80002000 = 0x80002000  graphics/displayinfo.h: *39
DTAG_NAME      #define 0x80003000 = 0x80003000  graphics/displayinfo.h: *40
DTB_FUTURE     #define 1 = 0x00000001  dos/datetime.h: *43
DTB_SUBST      #define 0 = 0x00000000  dos/datetime.h: *41
DTF_FUTURE     #define 2 = 0x00000002  dos/datetime.h: *44
DTF_SUBST      #define 1 = 0x00000001  dos/datetime.h: *42
DT_DEV         #define 0L = 0x00000000  rexx/rexxio.h: *73
DT_DIR         #define 1L = 0x00000001  rexx/rexxio.h: *74
DT_VOL         #define 2L = 0x00000002  rexx/rexxio.h: *75
DUALPF        #define 0x0400 = 0x00000400  graphics/view.h: *96
DVPB_ASSIGN    #define 1 = 0x00000001  dos/dosextens.h: *420
DVPB_UNLOCK    #define 0 = 0x00000000  dos/dosextens.h: *418
DVPF_ASSIGN    #define (1L << DVPB_ASSIGN) = 0x00000002
                dos/dosextens.h: *421
DVPF_UNLOCK    #define (1L << DVPB_UNLOCK) = 0x00000001
                dos/dosextens.h: *419
DWidth         short int in struct ViewPort +0x0018 graphics/view.h: *50
DamageList     pointer to struct Region in struct Layer
                +0x009c graphics/clip.h: *60
DateStamp      structure tag size 0x000c dos/dos.h: *54, 72
                dos/dosextens.h: 247, 336, 379
                dos/datetime.h: 28
DateTime       structure tag size 0x001a dos/datetime.h: *27
Debug          char in struct GfxBase +0x00a1 graphics/gfxbase.h: *41
DebugData      pointer to void in struct ExecBase
                +0x0046 exec/execline.h: *51
DebugEntry     pointer to void in struct ExecBase
                +0x0042 exec/execline.h: *50
DefaultFont    pointer to struct TextFont in struct GfxBase
                +0x009a graphics/gfxbase.h: *38
DefaultTitle   pointer to unsigned char in struct Screen
                +0x001a intuition/screens.h: *111
DefaultTitle   pointer to unsigned char in struct NewScreen

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+0x0014 intuition/screens.h: *322
DefaultTitle    pointer to unsigned char in struct ExtNewScreen
+0x0014 intuition/screens.h: *353
DeniseMaxDisplayColumn unsigned short int in struct MonitorSpec
+0x0026 graphics/monitor.h: *35
DeniseMinDisplayColumn unsigned short int in struct MonitorSpec
+0x0052 graphics/monitor.h: *48
Depth           unsigned char in struct BitMap +0x0005 graphics/gfx.h: *53
Depth           short int in struct Image +0x0008 intuition/intuition.h: *625
Depth           short int in struct NewScreen
+0x0008 intuition/screens.h: *312
Depth           short int in struct ExtNewScreen
+0x0008 intuition/screens.h: *348
Depth           short int in struct VSprite +0x001e graphics/gels.h: *100
Descendant      pointer to struct Window in struct Window
+0x0046 intuition/intuition.h: *844
DestAddr        short int in union (no tag) +0x0000 graphics/copper.h: *37
DestData        short int in union (no tag) +0x0000 graphics/copper.h: *42
DetailPen       unsigned char in struct Window
+0x0062 intuition/intuition.h: *859
DetailPen       unsigned char in struct NewWindow
+0x0008 intuition/intuition.h: *979
DetailPen       unsigned char in struct ExtNewWindow
+0x0008 intuition/intuition.h: *1049
DetailPen       unsigned char in struct Screen
+0x014a intuition/screens.h: *137
DetailPen       unsigned char in struct NewScreen
+0x000a intuition/screens.h: *314
DetailPen       unsigned char in struct ExtNewScreen
+0x000a intuition/screens.h: *349
DetailPen       unsigned char in struct (no tag)
+0x0000 intuition/cghooks.h: *53
DevInfo         structure tag size 0x002c dos/dosextens.h: *345
DevProc         structure tag size 0x0010 dos/dosextens.h: *410
Device          structure tag size 0x0022 exec/devices.h: *26
                exec/io.h: 22, 31
                devices/clipboard.h: 45
                devices/printer.h: 144, 158
DeviceData      structure tag size 0x0034 devices/prtbase.h: *51, 66
DeviceList      struct List(size 0x000e bytes) in struct ExecBase
+0x015e exec/exebase.h: *88
DeviceList      structure tag size 0x002c dos/dosextens.h: *331
DeviceNode      structure tag size 0x002c dos/filehandler.h: *101
DiagArea        structure tag size 0x000e libraries/configregs.h: *237
DimensionInfo   structure tag size 0x0058 graphics/displayinfo.h: *92
DiscResource    structure tag size 0x0094 resources/disk.h: *50
DiscResourceUnit structure tag size 0x0056 resources/disk.h: *43, 52
DiskFontHeader  structure tag size 0x006a libraries/diskfont.h: *64
DiskObject      structure tag size 0x004e workbench/workbench.h: *62
DispCount       unsigned long int in struct ExecBase
+0x011c exec/exebase.h: *66
DispCount       short int in struct StringInfo
+0x0012 intuition/intuition.h: *536
DispPos         short int in struct StringInfo
+0x000c intuition/intuition.h: *531
DisplayClip     struct Rectangle(size 0x0008 bytes) in struct ViewPortExtra
+0x001c graphics/view.h: *83

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DisplayCompatible unsigned long int in struct MonitorSpec
 +0x0054 graphics/monitor.h: *49
 DisplayFlags unsigned short int in struct GfxBase
 +0x00ce graphics/gfxbase.h: *53
 DisplayID unsigned long int in struct QueryHeader
 +0x0004 graphics/displayinfo.h: *45
 DisplayInfo structure tag size 0x0030 graphics/displayinfo.h: *50
 DisplayInfoDataBase struct List(size 0x000e bytes) in struct MonitorSpec
 +0x0058 graphics/monitor.h: *50
 DisplayInfoDataBase pointer to void in struct GfxBase
 +0x0196 graphics/gfxbase.h: *89
 DisplayInfoDataBaseSemaphore struct SignalSemaphore(size 0x002e bytes) in
 struct MonitorSpec
 +0x0066 graphics/monitor.h: *51
 DisplayInfoHandle "APTR" graphics/displayinfo.h: *33
 DosEnvec structure tag size 0x0050 dos/filehandler.h: *29
 DosInfo structure tag size 0x0070 dos/dosextens.h: *274
 DosLibrary structure tag size 0x0042 dos/dosextens.h: *228
 DosList structure tag size 0x002c dos/dosextens.h: *361, 414
 DosPacket structure tag size 0x0030 dos/dosextens.h: *110, 143
 DoubleClick struct timeval(size 0x0008 bytes) in struct Preferences
 +0x0014 intuition/preferences.h: *58
 DrawCircle macro (4 arguments) graphics/gfxmacros.h: *43
 DrawInfo structure tag (size 0x0032 bytes) in struct impDraw
 intuition/screens.h: *61
 intuition/cghooks.h: 61
 intuition/imageclass.h: 143, 161
 DrawMode char in struct RastPort +0x001c graphics/rastport.h: *68
 DrawMode unsigned char in struct IntuiText
 +0x0002 intuition/intuition.h: *573
 DrawMode unsigned char in struct Border
 +0x0006 intuition/intuition.h: *602
 DrawPath pointer to struct VSprite in struct VSprite
 +0x0008 graphics/gels.h: *81
 DrawerData structure tag size 0x003e workbench/workbench.h: *52, 71
 DriveGeometry structure tag size 0x0020 devices/trackdisk.h: *137
 DspIns pointer to struct CopList in struct ViewPort
 +0x0008 graphics/view.h: *46
 DxOffset short int in struct ViewPort +0x001c graphics/view.h: *51
 DxOffset short int in struct View +0x000e graphics/view.h: *63
 DyOffset short int in struct CopList +0x0020 graphics/copper.h: *74
 DyOffset short int in struct ViewPort +0x001e graphics/view.h: *51
 DyOffset short int in struct View +0x000c graphics/view.h: *63

1.2 2.0 IncludeXREF: E

eac_Entries unsigned long int in struct ExAllControl
 +0x0000 dos/exall.h: *60
 eac_LastKey unsigned long int in struct ExAllControl
 +0x0004 dos/exall.h: *61
 eac_MatchFunc pointer to struct Hook in struct ExAllControl
 +0x000c dos/exall.h: *63
 eac_MatchString pointer to unsigned char in struct ExAllControl
 +0x0008 dos/exall.h: *62
 eb_Private01 unsigned char in struct ExpansionBase

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+0x0023 libraries/expansionbase.h: *50
eb_Private02    unsigned long int in struct ExpansionBase
+0x0024 libraries/expansionbase.h: *51
eb_Private03    unsigned long int in struct ExpansionBase
+0x0028 libraries/expansionbase.h: *52
eb_Private04    struct CurrentBinding(size 0x0010 bytes) in struct
ExpansionBase
+0x002c libraries/expansionbase.h: *53
eb_Private05    struct List(size 0x000e bytes) in struct ExpansionBase
+0x003c libraries/expansionbase.h: *54
ec_BaseAddress  unsigned char in struct ExpansionControl
+0x0002 libraries/configregs.h: *74
ec_Interrupt    unsigned char in struct ExpansionControl
+0x0000 libraries/configregs.h: *72
ec_Reserved14   unsigned char in struct ExpansionControl
+0x0004 libraries/configregs.h: *76
ec_Reserved15   unsigned char in struct ExpansionControl
+0x0005 libraries/configregs.h: *77
ec_Reserved16   unsigned char in struct ExpansionControl
+0x0006 libraries/configregs.h: *78
ec_Reserved17   unsigned char in struct ExpansionControl
+0x0007 libraries/configregs.h: *79
ec_Reserved18   unsigned char in struct ExpansionControl
+0x0008 libraries/configregs.h: *80
ec_Reserved19   unsigned char in struct ExpansionControl
+0x0009 libraries/configregs.h: *81
ec_Reserved1a   unsigned char in struct ExpansionControl
+0x000a libraries/configregs.h: *82
ec_Reserved1b   unsigned char in struct ExpansionControl
+0x000b libraries/configregs.h: *83
ec_Reserved1c   unsigned char in struct ExpansionControl
+0x000c libraries/configregs.h: *84
ec_Reserved1d   unsigned char in struct ExpansionControl
+0x000d libraries/configregs.h: *85
ec_Reserved1e   unsigned char in struct ExpansionControl
+0x000e libraries/configregs.h: *86
ec_Reserved1f   unsigned char in struct ExpansionControl
+0x000f libraries/configregs.h: *87
ec_Shutup       unsigned char in struct ExpansionControl
+0x0003 libraries/configregs.h: *75
ec_Z3_HighBase  unsigned char in struct ExpansionControl
+0x0001 libraries/configregs.h: *73
ed_Comment      pointer to unsigned char in struct ExAllData
+0x0020 dos/exall.h: *46
ed_Days         unsigned long int in struct ExAllData +0x0014 dos/exall.h: *43
ed_Mins         unsigned long int in struct ExAllData +0x0018 dos/exall.h: *44
ed_Name         pointer to unsigned char in struct ExAllData
+0x0004 dos/exall.h: *39
ed_Next         pointer to struct ExAllData in struct ExAllData
+0x0000 dos/exall.h: *38
ed_Prot         unsigned long int in struct ExAllData +0x0010 dos/exall.h: *42
ed_Size         unsigned long int in struct ExAllData +0x000c dos/exall.h: *41
ed_Ticks        unsigned long int in struct ExAllData +0x001c dos/exall.h: *45
ed_Type         long int in struct ExAllData +0x0008 dos/exall.h: *40
er_Flags        unsigned char in struct ExpansionRom
+0x0002 libraries/configregs.h: *51
er_InitDiagVec  unsigned short int in struct ExpansionRom

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+0x000a libraries/configregs.h: *55
er_Manufacturer unsigned short int in struct ExpansionRom
+0x0004 libraries/configregs.h: *53
er_Product      unsigned char in struct ExpansionRom
+0x0001 libraries/configregs.h: *50
er_Reserved03   unsigned char in struct ExpansionRom
+0x0003 libraries/configregs.h: *52
er_Reserved0c   unsigned char in struct ExpansionRom
+0x000c libraries/configregs.h: *56
er_Reserved0d   unsigned char in struct ExpansionRom
+0x000d libraries/configregs.h: *57
er_Reserved0e   unsigned char in struct ExpansionRom
+0x000e libraries/configregs.h: *58
er_Reserved0f   unsigned char in struct ExpansionRom
+0x000f libraries/configregs.h: *59
er_SerialNumber unsigned long int in struct ExpansionRom
+0x0006 libraries/configregs.h: *54
er_Type         unsigned char in struct ExpansionRom
+0x0000 libraries/configregs.h: *49
es_Flags        unsigned long int in struct EasyStruct
+0x0004 intuition/intuition.h: *1253
es_GadgetFormat pointer to unsigned char in struct EasyStruct
+0x0010 intuition/intuition.h: *1256
es_StructSize   unsigned long int in struct EasyStruct
+0x0000 intuition/intuition.h: *1252
es_TextFormat   pointer to unsigned char in struct EasyStruct
+0x000c intuition/intuition.h: *1255
es_Title        pointer to unsigned char in struct EasyStruct
+0x0008 intuition/intuition.h: *1254
estr_Nums       pointer to long int in struct ErrorString
+0x0000 dos/dosextens.h: *219
estr_Strings    pointer to unsigned char in struct ErrorString
+0x0004 dos/dosextens.h: *220
ev_hi           unsigned long int in struct EClockVal
+0x0000 devices/timer.h: *33
ev_lo           unsigned long int in struct EClockVal
+0x0004 devices/timer.h: *34
ex_CacheControl unsigned long int in struct ExecBase
+0x023c exec/execbase.h: *137
ex_EClockFrequency unsigned long int in struct ExecBase
+0x0238 exec/execbase.h: *136
ex_MMULock      pointer to void in struct ExecBase
+0x0258 exec/execbase.h: *144
ex_Pad0         unsigned short int in struct ExecBase
+0x022e exec/execbase.h: *128
ex_PoolThreshold unsigned long int in struct ExecBase
+0x0248 exec/execbase.h: *141
ex_PublicPool   struct MinList(size 0x000c bytes) in struct ExecBase
+0x024c exec/execbase.h: *142
ex_PuddleSize   unsigned long int in struct ExecBase
+0x0244 exec/execbase.h: *140
ex_RamLibPrivate pointer to void in struct ExecBase
+0x0234 exec/execbase.h: *130
ex_Reserved     array [12] of unsigned char in struct ExecBase
+0x025c exec/execbase.h: *146
ex_Reserved0    unsigned long int in struct ExecBase
+0x0230 exec/execbase.h: *129
```

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ex_TaskID      unsigned long int in struct ExecBase
               +0x0240 exec/execbase.h: *138
exp            #define IEEEDEPExp  libraries/mathffp.h: *45
               libraries/mathieeedp.h: *45
ext_size       unsigned char in struct Preferences
               +0x00e7 intuition/preferences.h: *127
E             #define ((float) 2.718281828459045)  libraries/mathffp.h: *22
               libraries/mathieeedp.h: 22
EBB_BADMEM     #define 2 = 0x00000002  libraries/expansionbase.h: *72
EBB_CLOGGED    #define 0 = 0x00000000  libraries/expansionbase.h: *68
EBB_DOSFLAG    #define 3 = 0x00000003  libraries/expansionbase.h: *74
EBB_KICKBACK33 #define 4 = 0x00000004  libraries/expansionbase.h: *76
EBB_KICKBACK36 #define 5 = 0x00000005  libraries/expansionbase.h: *78
EBB_SHORTMEM   #define 1 = 0x00000001  libraries/expansionbase.h: *70
EBB_SILENTSTART #define 6 = 0x00000006  libraries/expansionbase.h: *83
EBF_BADMEM     #define (1<<2) = 0x00000004  libraries/expansionbase.h: *73
EBF_CLOGGED    #define (1<<0) = 0x00000001  libraries/expansionbase.h: *69
EBF_DOSFLAG    #define (1<<3) = 0x00000008  libraries/expansionbase.h: *75
EBF_KICKBACK33 #define (1<<4) = 0x00000010  libraries/expansionbase.h: *77
EBF_KICKBACK36 #define (1<<5) = 0x00000020  libraries/expansionbase.h: *79
EBF_SHORTMEM   #define (1<<1) = 0x00000002  libraries/expansionbase.h: *71
EBF_SILENTSTART #define (1<<6) = 0x00000040  libraries/expansionbase.h: *84
ECIB_INT2PEND  #define 4 = 0x00000004  libraries/configregs.h: *175
ECIB_INT6PEND  #define 5 = 0x00000005  libraries/configregs.h: *176
ECIB_INT7PEND  #define 6 = 0x00000006  libraries/configregs.h: *177
ECIB_INTENA    #define 1 = 0x00000001  libraries/configregs.h: *173
ECIB_INTERRUPTING #define 7 = 0x00000007  libraries/configregs.h: *178
ECIB_RESET     #define 3 = 0x00000003  libraries/configregs.h: *174
ECIF_INT2PEND  #define (1<<4) = 0x00000010  libraries/configregs.h: *182
ECIF_INT6PEND  #define (1<<5) = 0x00000020  libraries/configregs.h: *183
ECIF_INT7PEND  #define (1<<6) = 0x00000040  libraries/configregs.h: *184
ECIF_INTENA    #define (1<<1) = 0x00000002  libraries/configregs.h: *180
ECIF_INTERRUPTING #define (1<<7) = 0x00000080  libraries/configregs.h: *185
ECIF_RESET     #define (1<<3) = 0x00000008  libraries/configregs.h: *181
ECOFFSET      macro (1 argument)  libraries/configregs.h: *205
ECS_SPECIFIC   #define graphics/view.h: *15
               hardware/custom.h: 144
EC_MEMADDR     macro (1 argument)  libraries/configregs.h: *200
EClockVal      structure tag size 0x0008 devices/timer.h: *32
ED_COMMENT     #define 6 = 0x00000006  dos/exall.h: *31
ED_DATE        #define 5 = 0x00000005  dos/exall.h: *30
ED_NAME        #define 1 = 0x00000001  dos/exall.h: *26
ED_PROTECTION  #define 4 = 0x00000004  dos/exall.h: *29
ED_SIZE        #define 3 = 0x00000003  dos/exall.h: *28
ED_TYPE        #define 2 = 0x00000002  dos/exall.h: *27
EE_BADMEM      #define 44 = 0x0000002c  libraries/expansionbase.h: *65
EE_LASTBOARD   #define 40 = 0x00000028  libraries/expansionbase.h: *61
EE_NOBOARD     #define 43 = 0x0000002b  libraries/expansionbase.h: *64
EE_NOEXPANSION #define 41 = 0x00000029  libraries/expansionbase.h: *62
EE_NOMEMORY    #define 42 = 0x0000002a  libraries/expansionbase.h: *63
EE_OK          #define 0 = 0x00000000  libraries/expansionbase.h: *60
EIGHT_LPI      #define 0x200 = 0x00000200  intuition/preferences.h: *169
ELITE          #define 0x400 = 0x00000400  intuition/preferences.h: *160
ENDGADGET      #define GACT_ENDGADGET = 0x00000004
               intuition/iobsolete.h: *71
EO_BADFORMAT   #define (0x0009) = 0x00000009  intuition/sghooks.h: *81
EO_BIGCHANGE   #define (0x000A) = 0x0000000a  intuition/sghooks.h: *83

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EO_CLEAR          #define (0x000C) = 0x0000000c intuition/sghooks.h: *87
EO_DELBACKWARD    #define (0x0002) = 0x00000002 intuition/sghooks.h: *67
EO_DELFORWARD     #define (0x0003) = 0x00000003 intuition/sghooks.h: *69
EO_ENTER          #define (0x0005) = 0x00000005 intuition/sghooks.h: *73
EO_INSERTCHAR     #define (0x0008) = 0x00000008 intuition/sghooks.h: *79
EO_MOVECURSOR     #define (0x0004) = 0x00000004 intuition/sghooks.h: *71
EO_NOOP           #define (0x0001) = 0x00000001 intuition/sghooks.h: *65
EO_REPLACECHAR    #define (0x0007) = 0x00000007 intuition/sghooks.h: *77
EO_RESET          #define (0x0006) = 0x00000006 intuition/sghooks.h: *75
EO_SPECIAL        #define (0x000D) = 0x0000000d intuition/sghooks.h: *89
EO_UNDO           #define (0x000B) = 0x0000000b intuition/sghooks.h: *85
EPSON             #define 0x07 = 0x00000007 intuition/preferences.h: *199
EPSON_JX_80       #define 0x08 = 0x00000008 intuition/preferences.h: *200
ERFB_EXTENDED     #define 5 = 0x00000005 libraries/configregs.h: *160
ERFB_MEMSPACE     #define 7 = 0x00000007 libraries/configregs.h: *154
ERFB_NOSHUTUP     #define 6 = 0x00000006 libraries/configregs.h: *157
ERFB_ZORRO_III    #define 4 = 0x00000004 libraries/configregs.h: *164
ERFF_EXTENDED     #define (1<<5) = 0x00000020 libraries/configregs.h: *159
ERFF_MEMSPACE     #define (1<<7) = 0x00000080 libraries/configregs.h: *153
ERFF_NOSHUTUP     #define (1<<6) = 0x00000040 libraries/configregs.h: *156
ERFF_ZORRO_III    #define (1<<4) = 0x00000010 libraries/configregs.h: *163
EROFFSET          macro (1 argument) libraries/configregs.h: *203
ERR10_001         #define (ERRC_MSG+1) = 0x00000001 rexx/errors.h: *16
ERR10_002         #define (ERRC_MSG+2) = 0x00000002 rexx/errors.h: *17
ERR10_003         #define (ERRC_MSG+3) = 0x00000003 rexx/errors.h: *18
ERR10_004         #define (ERRC_MSG+4) = 0x00000004 rexx/errors.h: *19
ERR10_005         #define (ERRC_MSG+5) = 0x00000005 rexx/errors.h: *20
ERR10_006         #define (ERRC_MSG+6) = 0x00000006 rexx/errors.h: *21
ERR10_007         #define (ERRC_MSG+7) = 0x00000007 rexx/errors.h: *22
ERR10_008         #define (ERRC_MSG+8) = 0x00000008 rexx/errors.h: *23
ERR10_009         #define (ERRC_MSG+9) = 0x00000009 rexx/errors.h: *24
ERR10_010         #define (ERRC_MSG+10) = 0x0000000a rexx/errors.h: *26
ERR10_011         #define (ERRC_MSG+11) = 0x0000000b rexx/errors.h: *27
ERR10_012         #define (ERRC_MSG+12) = 0x0000000c rexx/errors.h: *28
ERR10_013         #define (ERRC_MSG+13) = 0x0000000d rexx/errors.h: *29
ERR10_014         #define (ERRC_MSG+14) = 0x0000000e rexx/errors.h: *30
ERR10_015         #define (ERRC_MSG+15) = 0x0000000f rexx/errors.h: *31
ERR10_016         #define (ERRC_MSG+16) = 0x00000010 rexx/errors.h: *32
ERR10_017         #define (ERRC_MSG+17) = 0x00000011 rexx/errors.h: *33
ERR10_018         #define (ERRC_MSG+18) = 0x00000012 rexx/errors.h: *34
ERR10_019         #define (ERRC_MSG+19) = 0x00000013 rexx/errors.h: *35
ERR10_020         #define (ERRC_MSG+20) = 0x00000014 rexx/errors.h: *37
ERR10_021         #define (ERRC_MSG+21) = 0x00000015 rexx/errors.h: *38
ERR10_022         #define (ERRC_MSG+22) = 0x00000016 rexx/errors.h: *39
ERR10_023         #define (ERRC_MSG+23) = 0x00000017 rexx/errors.h: *40
ERR10_024         #define (ERRC_MSG+24) = 0x00000018 rexx/errors.h: *41
ERR10_025         #define (ERRC_MSG+25) = 0x00000019 rexx/errors.h: *42
ERR10_026         #define (ERRC_MSG+26) = 0x0000001a rexx/errors.h: *43
ERR10_027         #define (ERRC_MSG+27) = 0x0000001b rexx/errors.h: *44
ERR10_028         #define (ERRC_MSG+28) = 0x0000001c rexx/errors.h: *45
ERR10_029         #define (ERRC_MSG+29) = 0x0000001d rexx/errors.h: *46
ERR10_030         #define (ERRC_MSG+30) = 0x0000001e rexx/errors.h: *48
ERR10_031         #define (ERRC_MSG+31) = 0x0000001f rexx/errors.h: *49
ERR10_032         #define (ERRC_MSG+32) = 0x00000020 rexx/errors.h: *50
ERR10_033         #define (ERRC_MSG+33) = 0x00000021 rexx/errors.h: *51
ERR10_034         #define (ERRC_MSG+34) = 0x00000022 rexx/errors.h: *52
ERR10_035         #define (ERRC_MSG+35) = 0x00000023 rexx/errors.h: *53

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ERR10_036      #define (ERRC_MSG+36) = 0x00000024 rexx/errors.h: *54
ERR10_037      #define (ERRC_MSG+37) = 0x00000025 rexx/errors.h: *55
ERR10_038      #define (ERRC_MSG+38) = 0x00000026 rexx/errors.h: *56
ERR10_039      #define (ERRC_MSG+39) = 0x00000027 rexx/errors.h: *57
ERR10_040      #define (ERRC_MSG+40) = 0x00000028 rexx/errors.h: *59
ERR10_041      #define (ERRC_MSG+41) = 0x00000029 rexx/errors.h: *60
ERR10_042      #define (ERRC_MSG+42) = 0x0000002a rexx/errors.h: *61
ERR10_043      #define (ERRC_MSG+43) = 0x0000002b rexx/errors.h: *62
ERR10_044      #define (ERRC_MSG+44) = 0x0000002c rexx/errors.h: *63
ERR10_045      #define (ERRC_MSG+45) = 0x0000002d rexx/errors.h: *64
ERR10_046      #define (ERRC_MSG+46) = 0x0000002e rexx/errors.h: *65
ERR10_047      #define (ERRC_MSG+47) = 0x0000002f rexx/errors.h: *66
ERR10_048      #define (ERRC_MSG+48) = 0x00000030 rexx/errors.h: *67
ERRC_MSG       #define 0 = 0x00000000 rexx/errors.h: *15
ERROR_ACTION_NOT_KNOWN #define 209 = 0x000000d1 dos/dos.h: *165
ERROR_BAD_HUNK   #define 235 = 0x000000eb dos/dos.h: *187
ERROR_BAD_NUMBER #define 115 = 0x00000073 dos/dos.h: *150
ERROR_BAD_STREAM_NAME #define 206 = 0x000000ce dos/dos.h: *163
ERROR_BAD_TEMPLATE #define 114 = 0x00000072 dos/dos.h: *149
ERROR_BREAK      #define 304 = 0x00000130 dos/dosasl.h: *149
ERROR_BUFFER_OVERFLOW #define 303 = 0x0000012f dos/dosasl.h: *148
ERROR_COMMENT_TOO_BIG #define 220 = 0x000000dc dos/dos.h: *176
ERROR_DELETE_PROTECTED #define 222 = 0x000000de dos/dos.h: *178
ERROR_DEVICE_NOT_MOUNTED #define 218 = 0x000000da dos/dos.h: *174
ERROR_DIRECTORY_NOT_EMPTY #define 216 = 0x000000d8 dos/dos.h: *172
ERROR_DIR_NOT_FOUND #define 204 = 0x000000cc dos/dos.h: *161
ERROR_DISK_FULL  #define 221 = 0x000000dd dos/dos.h: *177
ERROR_DISK_NOT_VALIDATED #define 213 = 0x000000d5 dos/dos.h: *169
ERROR_DISK_WRITE_PROTECTED #define 214 = 0x000000d6 dos/dos.h: *170
ERROR_FILE_NOT_OBJECT #define 121 = 0x00000079 dos/dos.h: *156
ERROR_INVALID_COMPONENT_NAME #define 210 = 0x000000d2 dos/dos.h: *166
ERROR_INVALID_LOCK #define 211 = 0x000000d3 dos/dos.h: *167
ERROR_INVALID_RESIDENT_LIBRARY #define 122 = 0x0000007a dos/dos.h: *157
ERROR_IS_SOFT_LINK #define 233 = 0x000000e9 dos/dos.h: *185
ERROR_KEY_NEEDS_ARG #define 117 = 0x00000075 dos/dos.h: *152
ERROR_LINE_TOO_LONG #define 120 = 0x00000078 dos/dos.h: *155
ERROR_LOCK_COLLISION #define 241 = 0x000000f1 dos/dos.h: *190
ERROR_LOCK_TIMEOUT #define 242 = 0x000000f2 dos/dos.h: *191
ERROR_NOT_A_DOS_DISK #define 225 = 0x000000e1 dos/dos.h: *181
ERROR_NOT_EXECUTABLE #define 305 = 0x00000131 dos/dosasl.h: *150
ERROR_NOT_IMPLEMENTED #define 236 = 0x000000ec dos/dos.h: *188
ERROR_NO_DEFAULT_DIR #define 201 = 0x000000c9 dos/dos.h: *158
ERROR_NO_DISK     #define 226 = 0x000000e2 dos/dos.h: *182
ERROR_NO_FREE_STORE #define 103 = 0x00000067 dos/dos.h: *147
ERROR_NO_MORE_ENTRIES #define 232 = 0x000000e8 dos/dos.h: *183
ERROR_OBJECT_EXISTS #define 203 = 0x000000cb dos/dos.h: *160
ERROR_OBJECT_IN_USE #define 202 = 0x000000ca dos/dos.h: *159
ERROR_OBJECT_LINKED #define 234 = 0x000000ea dos/dos.h: *186
ERROR_OBJECT_NOT_FOUND #define 205 = 0x000000cd dos/dos.h: *162
ERROR_OBJECT_TOO_LARGE #define 207 = 0x000000cf dos/dos.h: *164
ERROR_OBJECT_WRONG_TYPE #define 212 = 0x000000d4 dos/dos.h: *168
ERROR_READ_PROTECTED #define 224 = 0x000000e0 dos/dos.h: *180
ERROR_RECORD_NOT_LOCKED #define 240 = 0x000000f0 dos/dos.h: *189
ERROR_RENAME_ACROSS_DEVICES #define 215 = 0x000000d7 dos/dos.h: *171
ERROR_REQUIRED_ARG_MISSING #define 116 = 0x00000074 dos/dos.h: *151
ERROR_SEEK_ERROR #define 219 = 0x000000db dos/dos.h: *175
ERROR_TASK_TABLE_FULL #define 105 = 0x00000069 dos/dos.h: *148
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ERROR_TOO_MANY_ARGS #define 118 = 0x00000076 dos/dos.h: *153
ERROR_TOO_MANY_LEVELS #define 217 = 0x000000d9 dos/dos.h: *173
ERROR_UNLOCK_ERROR #define 243 = 0x000000f3 dos/dos.h: *192
ERROR_UNMATCHED_QUOTES #define 119 = 0x00000077 dos/dos.h: *154
ERROR_WRITE_PROTECTED #define 223 = 0x000000df dos/dos.h: *179
ERTB_CHAINEDCONFIG #define 3 = 0x00000003 libraries/configregs.h: *138
ERTB_DIAGVALID #define 4 = 0x00000004 libraries/configregs.h: *137
ERTB_MEMLIST #define 5 = 0x00000005 libraries/configregs.h: *136
ERTF_CHAINEDCONFIG #define (1<<3) = 0x00000008 libraries/configregs.h: *142
ERTF_DIAGVALID #define (1<<4) = 0x00000010 libraries/configregs.h: *141
ERTF_MEMLIST #define (1<<5) = 0x00000020 libraries/configregs.h: *140
ERT_MEMBIT #define 0 = 0x00000000 libraries/configregs.h: *146
ERT_MEMMASK #define 0x07 ;Bits 2-0 libraries/configregs.h: *145
ERT_MEMNEEDED macro (1 argument) libraries/configregs.h: *191
ERT_MEMSIZE #define 3 = 0x00000003 libraries/configregs.h: *147
ERT_NEWBOARD #define 0xc0 = 0x000000c0 libraries/configregs.h: *131
ERT_SLOTSNEEDED macro (1 argument) libraries/configregs.h: *195
ERT_TYPEBIT #define 6 = 0x00000006 libraries/configregs.h: *129
ERT_TYPEMASK #define 0xc0 ;Bits 7-6 libraries/configregs.h: *128
ERT_TYPESIZE #define 2 = 0x00000002 libraries/configregs.h: *130
ERT_Z3_SSBIT #define 0 = 0x00000000 libraries/configregs.h: *167
ERT_Z3_SSMASK #define 0x0F = 0x0000000f libraries/configregs.h: *166
ERT_Z3_SSSIZE #define 4 = 0x00000004 libraries/configregs.h: *168
ERT_ZORROII #define ERT_NEWBOARD = 0x000000c0
libraries/configregs.h: *132
ERT_ZORROIII #define 0x80 = 0x00000080 libraries/configregs.h: *133
ETD_CLEAR #define (CMD_CLEAR|TDF_EXTCOM) = 0x00008005
devices/trackdisk.h: *109
ETD_FORMAT #define (TD_FORMAT|TDF_EXTCOM) = 0x0000800b
devices/trackdisk.h: *107
ETD_MOTOR #define (TD_MOTOR|TDF_EXTCOM) = 0x00008009
devices/trackdisk.h: *105
ETD_RAWREAD #define (TD_RAWREAD|TDF_EXTCOM) = 0x00008010
devices/trackdisk.h: *110
ETD_RAWWRITE #define (TD_RAWWRITE|TDF_EXTCOM) = 0x00008011
devices/trackdisk.h: *111
ETD_READ #define (CMD_READ|TDF_EXTCOM) = 0x00008002
devices/trackdisk.h: *104
ETD_SEEK #define (TD_SEEK|TDF_EXTCOM) = 0x0000800a
devices/trackdisk.h: *106
ETD_UPDATE #define (CMD_UPDATE|TDF_EXTCOM) = 0x00008004
devices/trackdisk.h: *108
ETD_WRITE #define (CMD_WRITE|TDF_EXTCOM) = 0x00008003
devices/trackdisk.h: *103
EVENTMAX #define 10 = 0x0000000a intuition/intuitionbase.h: *39
EXAMINE_BIT #define 2 = 0x00000002 dos/dosasl.h: *140
EXCLUSIVE_LOCK #define -1 = 0xffffffff dos/dos.h: *51
EXEC_ALERTS_H #define exec/alerts.h: *2, 1
EXEC_DEVICES_H #define exec/devices.h: *2, 1
devices/trackdisk.h: 22
EXEC_ERRORS_H #define exec/errors.h: *2, 1
EXEC_EXECBASE_H #define exec/execbase.h: *2, 1
EXEC_EXEC_H #define exec/exec.h: *2
EXEC_INITIALIZERS_H #define exec/initializers.h: *2, 1
EXEC_INTERRUPTS_H #define exec/interrupts.h: *2, 1
exec/execbase.h: 19
graphics/gfxbase.h: 21

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intuition/intuitionbase.h: 28
resources/disk.h: 27
EXEC_IO_H    #define  exec/io.h: *2, 1(2)
              devices/audio.h: 15
              devices/console.h: 19
              devices/gameport.h: 19
              devices/input.h: 15
              devices/keyboard.h: 15
              devices/narrator.h: 17
              devices/parallel.h: 15
              devices/serial.h: 15
              devices/trackedisk.h: 18
EXEC_LIBRARIES_H #define  exec/libraries.h: *2, 1(2)
                  exec/execbase.h: 23
                  devices/prtbase.h: 27
                  dos/dosextens.h: 21
                  dos/dosasl.h: 17
                  graphics/gfxbase.h: 18
                  intuition/intuitionbase.h: 19
                  libraries/asl.h: 24
                  libraries/expansionbase.h: 19
                  libraries/mathlibrary.h: 17
                  resources/disk.h: 31
                  resources/misc.h: 19
                  rexx/storage.h: 31
EXEC_LISTS_H  #define  exec/lists.h: *2, 1(2)
                exec/tasks.h: 19
                exec/interrupts.h: 19
                exec/semaphores.h: 19
                exec/execbase.h: 15
                devices/clipboard.h: 21
                devices/keymap.h: 19
                devices/prtbase.h: 21
                devices/prtbase.h: 21
                graphics/layers.h: 15
                dos/dosasl.h: 21
                graphics/gfxbase.h: 15
                libraries/asl.h: 20
                libraries/diskfont.h: 21
                libraries/iffparse.h: 19
                resources/disk.h: 19
                resources/filesysres.h: 18
                rexx/storage.h: 23
                workbench/workbench.h: 23
EXEC_MEMORY_H #define  exec/memory.h: *2, 1
EXEC_NODES_H  #define  exec/nodes.h: *2, 1(2)
                exec/ports.h: 15
                exec/lists.h: 15
                exec/tasks.h: 15
                exec/memory.h: 15
                exec/interrupts.h: 15
                exec/semaphores.h: 15
                devices/clipboard.h: 18
                devices/keymap.h: 16
                devices/prtbase.h: 19
                devices/prtbase.h: 18
                utility/hooks.h: 19
```

```
graphics/gfxnodes.h: 15
dos/rdargs.h: 21
dos/var.h: 18
graphics/graphint.h: 15
libraries/configvars.h: 18
libraries/diskfont.h: 18
libraries/mathresource.h: 17
resources/filesysres.h: 15
rexx/storage.h: 19
workbench/workbench.h: 19
EXEC_PORTS_H #define exec/ports.h: *2, 1(2)
exec/semaphores.h: 23
exec/io.h: 15
devices/clipboard.h: 24
devices/conunit.h: 19
devices/printer.h: 27
devices/prtbase.h: 24
dos/dosextens.h: 18
graphics/text.h: 15
intuition/intuition.h: 43
dos/filehandler.h: 15
dos/notify.h: 21
workbench/startup.h: 19
libraries/iffparse.h: 22
resources/disk.h: 23
rexx/storage.h: 27
EXEC_RESIDENT_H #define exec/resident.h: *2, 1
EXEC_SEMAPHORES_H #define exec/semaphores.h: *2, 1
dos/dosextens.h: 24
graphics/clip.h: 22
graphics/monitor.h: 15
graphics/layers.h: 19
libraries/expansionbase.h: 23
EXEC_TASKS_H #define exec/tasks.h: *2, 1(2)
exec/semaphores.h: 27
exec/execbase.h: 27
devices/prtbase.h: 30
dos/dosextens.h: 15
dos/notify.h: 25
workbench/workbench.h: 27
EXEC_TYPES_H #define exec/types.h: *2
exec/resident.h: 15
devices/prtgfx.h: 15
devices/scsidisk.h: 16
devices/bootblock.h: 15
devices/clipboard.h: 15
devices/console.h: 15
devices/conunit.h: 15
devices/gameport.h: 15
devices/hardblocks.h: 15
devices/printer.h: 15
devices/prtbase.h: 15
dos/dos.h: 15
intuition/intuition.h: 15
graphics/gfx.h: 15
graphics/clip.h: 15
utility/hooks.h: 15
```

```

graphics/view.h: 17
graphics/copper.h: 15
hardware/custom.h: 15
graphics/rastport.h: 15
utility/tagitem.h: 15
intuition/screens.h: 15
intuition/preferences.h: 15
dos/exall.h: 17
dos/notify.h: 17
dos/rdargs.h: 17
graphics/displayinfo.h: 15
graphics/gels.h: 15
graphics/gfxmacros.h: 15
graphics/regions.h: 15
graphics/scale.h: 15
graphics/sprite.h: 15
graphics/videocontrol.h: 15
hardware/cia.h: 16
intuition/cghooks.h: 15
intuition/gadgetclass.h: 15
intuition/intuitionbase.h: 15
intuition/sghooks.h: 15
libraries/asl.h: 16
workbench/startup.h: 15
libraries/commodities.h: 16
libraries/configregs.h: 16
libraries/configvars.h: 14
libraries/diskfont.h: 15
libraries/expansionbase.h: 15
libraries/gadtools.h: 17
libraries/iffparse.h: 16
resources/disk.h: 15
resources/misc.h: 15
rexx/storage.h: 15
workbench/workbench.h: 15
EXPANSIONNAME      #define "expansion.library"  libraries/expansion.h: *15
EXTENDED_MODE      #define 0x1000 = 0x00001000  graphics/view.h: *98
EXTEND_VSTRUCT      #define 0x1000 = 0x00001000  graphics/view.h: *86
EXTRAHALFBRITE_LACE_KEY #define 0x00000084 = 0x00000084
                    graphics/displayinfo.h: *176
EXTRAHALFBRITE_KEY  #define 0x00000080 = 0x00000080
                    graphics/displayinfo.h: *175
EXTRA_HALFBRITE     #define 0x0080 = 0x00000080  graphics/view.h: *94
EXT_ABS             #define 2 = 0x00000002  dos/doshunks.h: *43
EXT_COMMON          #define 130 = 0x00000082  dos/doshunks.h: *46
EXT_DEF             #define 1 = 0x00000001  dos/doshunks.h: *42
EXT_DEXT16          #define 134 = 0x00000086  dos/doshunks.h: *50
EXT_DEXT32          #define 133 = 0x00000085  dos/doshunks.h: *49
EXT_DEXT8           #define 135 = 0x00000087  dos/doshunks.h: *51
EXT_REF16           #define 131 = 0x00000083  dos/doshunks.h: *47
EXT_REF32           #define 129 = 0x00000081  dos/doshunks.h: *45
EXT_REF8            #define 132 = 0x00000084  dos/doshunks.h: *48
EXT_RES             #define 3 = 0x00000003  dos/doshunks.h: *44
EXT_SYMB            #define 0 = 0x00000000  dos/doshunks.h: *41
EZ3_CONFIGAREA      #define 0x40000000 = 0x40000000  libraries/configregs.h: *119
EZ3_CONFIGAREAEND   #define 0x7FFFFFFF = 0x7fffffff
                    libraries/configregs.h: *120

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EZ3_EXPANSIONBASE #define 0xff000000 = 0xff000000
                    libraries/configregs.h: *110
EZ3_SIZEGRANULARITY #define 0x00080000 = 0x00080000
                    libraries/configregs.h: *121
E_EXPANSIONBASE #define 0x00e80000 = 0x00e80000 libraries/configregs.h: *109
E_EXPANSIONSIZE #define 0x00080000 = 0x00080000 libraries/configregs.h: *112
E_EXPANSIONSLOTS #define 8 = 0x00000008 libraries/configregs.h: *113
E_MEMORYBASE #define 0x00200000 = 0x00200000 libraries/configregs.h: *115
E_MEMORYSIZE #define 0x00800000 = 0x00800000 libraries/configregs.h: *116
E_MEMORYSLOTS #define 128 = 0x00000080 libraries/configregs.h: *117
E_SLOTMASK #define 0xffff = 0x0000ffff libraries/configregs.h: *103
E_SLOTSHIFT #define 16 = 0x00000010 libraries/configregs.h: *104
E_SLOTSIZE #define 0x10000 = 0x00010000 libraries/configregs.h: *102
EasyStruct structure tag size 0x0014 intuition/intuition.h: *1251
EditHook pointer to struct Hook in struct StringExtend
        +0x000c intuition/sghooks.h: *27
EditOp unsigned short int in struct SGWork
        +0x002a intuition/sghooks.h: *50
Elapsed unsigned short int in struct ExecBase
        +0x0122 exec/execbase.h: *68
EnableCLI short int in struct Preferences
        +0x007c intuition/preferences.h: *80
ErrorString structure tag size 0x0008 dos/dosextens.h: *218, 235
ExAllControl structure tag size 0x0010 dos/exall.h: *59
ExAllData structure tag size 0x0024 dos/exall.h: *37, 38
ExecBase structure tag size 0x0268 exec/execbase.h: *36
ExecBase pointer to unsigned long int in struct GfxBase
        +0x01a2 graphics/gfxbase.h: *92
ExecMessage struct Message(size 0x0014 bytes) in struct IntuiMessage
        +0x0000 intuition/intuition.h: *679
ExpansionBase structure tag size 0x0058 libraries/expansionbase.h: *46
ExpansionControl structure tag size 0x0010 libraries/configregs.h: *71
ExpansionRom structure tag size 0x0010 libraries/configregs.h: *48
                    libraries/configvars.h: 36
ExtData pointer to unsigned char in struct Window
        +0x0074 intuition/intuition.h: *883
ExtData pointer to unsigned char in struct Screen
        +0x0152 intuition/screens.h: *147
ExtNewScreen structure tag size 0x0024 intuition/screens.h: *346
ExtNewWindow structure tag size 0x0034 intuition/intuition.h: *1044
ExtendedModes unsigned char in struct ViewPort +0x0023 graphics/view.h: *54
ExtendedNode structure tag size 0x0018 graphics/gfxnodes.h: *19
                    graphics/monitor.h: 29, 144
                    graphics/view.h: 72, 81
Extension pointer to struct StringExtend in struct StringInfo
        +0x0018 intuition/intuition.h: *546
Extension pointer to struct TagItem in struct ExtNewWindow
        +0x0030 intuition/intuition.h: *1082
Extension pointer to struct TagItem in struct ExtNewScreen
        +0x0020 intuition/screens.h: *357

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1.3 2.0 IncludeXREF: F

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fabs #define IEEEEDPabs libraries/mathffp.h: *35
      libraries/mathieeeep.h: *35

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fatten_count      char in struct Layer_Info +0x005a graphics/layers.h: *44
fc_FileName       array [256] of char in struct FontContents
                  +0x0000 libraries/diskfont.h: *31
fc_Flags          unsigned char in struct FontContents
                  +0x0103 libraries/diskfont.h: *34
fc_Style          unsigned char in struct FontContents
                  +0x0102 libraries/diskfont.h: *33
fc_YSize          unsigned short int in struct FontContents
                  +0x0100 libraries/diskfont.h: *32
fch_FileID        unsigned short int in struct FontContentsHeader
                  +0x0000 libraries/diskfont.h: *55
fch_NumEntries    unsigned short int in struct FontContentsHeader
                  +0x0002 libraries/diskfont.h: *56
fh_Arg1           #define fh_Args dos/dosextens.h: *104
fh_Arg2           long int in struct FileHandle +0x0028 dos/dosextens.h: *105
fh_Args           long int in struct FileHandle +0x0024 dos/dosextens.h: *103
fh_Buf            long int in struct FileHandle +0x000c dos/dosextens.h: *96
fh_End            long int in struct FileHandle +0x0014 dos/dosextens.h: *98
fh_Func1          #define fh_Funcs dos/dosextens.h: *100
fh_Func2          long int in struct FileHandle +0x001c dos/dosextens.h: *101
fh_Func3          long int in struct FileHandle +0x0020 dos/dosextens.h: *102
fh_Funcs          long int in struct FileHandle +0x0018 dos/dosextens.h: *99
fh_Link           pointer to struct Message in struct FileHandle
                  +0x0000 dos/dosextens.h: *92
fh_Port           pointer to struct MsgPort in struct FileHandle
                  +0x0004 dos/dosextens.h: *93
fh_Pos            long int in struct FileHandle +0x0010 dos/dosextens.h: *97
fh_Type           pointer to struct MsgPort in struct FileHandle
                  +0x0008 dos/dosextens.h: *94
fhb_ChkSum        long int in struct FileSysHeaderBlock
                  +0x0008 devices/hardblocks.h: *155
fhb_DosType       unsigned long int in struct FileSysHeaderBlock
                  +0x0020 devices/hardblocks.h: *160
fhb_Flags         unsigned long int in struct FileSysHeaderBlock
                  +0x0014 devices/hardblocks.h: *158
fhb_GlobalVec     long int in struct FileSysHeaderBlock
                  +0x004c devices/hardblocks.h: *177
fhb_Handler       unsigned long int in struct FileSysHeaderBlock
                  +0x0038 devices/hardblocks.h: *170
fhb_HostID        unsigned long int in struct FileSysHeaderBlock
                  +0x000c devices/hardblocks.h: *156
fhb_ID            unsigned long int in struct FileSysHeaderBlock
                  +0x0000 devices/hardblocks.h: *153
fhb_Lock          unsigned long int in struct FileSysHeaderBlock
                  +0x0034 devices/hardblocks.h: *169
fhb_Next          unsigned long int in struct FileSysHeaderBlock
                  +0x0010 devices/hardblocks.h: *157
fhb_PatchFlags    unsigned long int in struct FileSysHeaderBlock
                  +0x0028 devices/hardblocks.h: *163
fhb_Priority      long int in struct FileSysHeaderBlock
                  +0x0040 devices/hardblocks.h: *172
fhb_Reserved1     array [2] of unsigned long int in struct FileSysHeaderBlock
                  +0x0018 devices/hardblocks.h: *159
fhb_Reserved2     array [23] of unsigned long int in struct FileSysHeaderBlock
                  +0x0050 devices/hardblocks.h: *178
fhb_Reserved3     array [21] of unsigned long int in struct FileSysHeaderBlock
                  +0x00ac devices/hardblocks.h: *179

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fhb_SegListBlocks long int in struct FileSysHeaderBlock
+0x0048 devices/hardblocks.h: *174
fhb_StackSize unsigned long int in struct FileSysHeaderBlock
+0x003c devices/hardblocks.h: *171
fhb_Startup long int in struct FileSysHeaderBlock
+0x0044 devices/hardblocks.h: *173
fhb_SummedLongs unsigned long int in struct FileSysHeaderBlock
+0x0004 devices/hardblocks.h: *154
fhb_Task unsigned long int in struct FileSysHeaderBlock
+0x0030 devices/hardblocks.h: *168
fhb_Type unsigned long int in struct FileSysHeaderBlock
+0x002c devices/hardblocks.h: *167
fhb_Version unsigned long int in struct FileSysHeaderBlock
+0x0024 devices/hardblocks.h: *162
fib_Comment array [80] of char in struct FileInfoBlock
+0x0090 dos/dos.h: *73
fib_Date struct DateStamp(size 0x000c bytes) in struct FileInfoBlock
+0x0084 dos/dos.h: *72
fib_DirEntryType long int in struct FileInfoBlock +0x0004 dos/dos.h: *65
fib_DiskKey long int in struct FileInfoBlock +0x0000 dos/dos.h: *64
fib_EntryType long int in struct FileInfoBlock +0x0078 dos/dos.h: *69
fib_FileName array [108] of char in struct FileInfoBlock
+0x0008 dos/dos.h: *67
fib_NumBlocks long int in struct FileInfoBlock +0x0080 dos/dos.h: *71
fib_Protection long int in struct FileInfoBlock +0x0074 dos/dos.h: *68
fib_Reserved array [36] of char in struct FileInfoBlock
+0x00e0 dos/dos.h: *74
fib_Size long int in struct FileInfoBlock +0x007c dos/dos.h: *70
firstBlissObj pointer to void in struct GelsInfo
+0x001e graphics/rastport.h: *53
fl_Access long int in struct FileLock +0x0008 dos/dosextens.h: *446
fl_Key long int in struct FileLock +0x0004 dos/dosextens.h: *445
fl_Link long int in struct FileLock +0x0000 dos/dosextens.h: *444
fl_MemList struct List(size 0x000e bytes) in struct FreeList
+0x0002 workbench/workbench.h: *85
fl_NumFree short int in struct FreeList
+0x0000 workbench/workbench.h: *84
fl_Task pointer to struct MsgPort in struct FileLock
+0x000c dos/dosextens.h: *447
fl_Volume long int in struct FileLock +0x0010 dos/dosextens.h: *448
flags unsigned char in struct narrator_rb
+0x0045 devices/narrator.h: *106
floor #define IEEEEDPFloor libraries/mathffp.h: *36
libraries/mathieeedp.h: *36
fo_Attr struct TextAttr(size 0x0008 bytes) in struct FontRequester
+0x0008 libraries/asl.h: *148
fo_BackPen unsigned char in struct FontRequester
+0x0011 libraries/asl.h: *150
fo_DrawMode unsigned char in struct FontRequester
+0x0012 libraries/asl.h: *151
fo_FrontPen unsigned char in struct FontRequester
+0x0010 libraries/asl.h: *149
fo_Reserved1 array [2] of pointer to void in struct FontRequester
+0x0000 libraries/asl.h: *147
fo_UserData pointer to void in struct FontRequester
+0x0014 libraries/asl.h: *152
front pointer to struct Layer in struct Layer

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+0x0000 graphics/clip.h: *36
fse_DosType      unsigned long int in struct FileSysEntry
+0x000e resources/filesysres.h: *36
fse_GlobalVec    long int in struct FileSysEntry
+0x003a resources/filesysres.h: *50
fse_Handler      long int in struct FileSysEntry
+0x0026 resources/filesysres.h: *45
fse_Lock         long int in struct FileSysEntry
+0x0022 resources/filesysres.h: *44
fse_Node         struct Node(size 0x000e bytes) in struct FileSysEntry
+0x0000 resources/filesysres.h: *34
fse_PatchFlags   unsigned long int in struct FileSysEntry
+0x0016 resources/filesysres.h: *38
fse_Priority     long int in struct FileSysEntry
+0x002e resources/filesysres.h: *47
fse_SegList      long int in struct FileSysEntry
+0x0036 resources/filesysres.h: *49
fse_StackSize    unsigned long int in struct FileSysEntry
+0x002a resources/filesysres.h: *46
fse_Startup      long int in struct FileSysEntry
+0x0032 resources/filesysres.h: *48
fse_Task         unsigned long int in struct FileSysEntry
+0x001e resources/filesysres.h: *43
fse_Type         unsigned long int in struct FileSysEntry
+0x001a resources/filesysres.h: *42
fse_Version      unsigned long int in struct FileSysEntry
+0x0012 resources/filesysres.h: *37
fsr_Creator      pointer to char in struct FileSysResource
+0x000e resources/filesysres.h: *29
fsr_FileSysEntries struct List(size 0x000e bytes) in struct FileSysResource
+0x0012 resources/filesysres.h: *30
fsr_Node         struct Node(size 0x000e bytes) in struct FileSysResource
+0x0000 resources/filesysres.h: *28
fssm_Device      long int in struct FileSysStartupMsg
+0x0004 dos/filehandler.h: *88
fssm_Environ     long int in struct FileSysStartupMsg
+0x0008 dos/filehandler.h: *89
fssm_Flags       unsigned long int in struct FileSysStartupMsg
+0x000c dos/filehandler.h: *90
fssm_Unit        unsigned long int in struct FileSysStartupMsg
+0x0000 dos/filehandler.h: *87
function         pointer to function returning int in struct bltnode
+0x0004 hardware/blit.h: *93
F0enthusiasm     unsigned char in struct narrator_rb
+0x0046 devices/narrator.h: *107
F0perturb        unsigned char in struct narrator_rb
+0x0047 devices/narrator.h: *108
F1adj            char in struct narrator_rb +0x0048 devices/narrator.h: *109
F2adj            char in struct narrator_rb +0x0049 devices/narrator.h: *110
F3adj            char in struct narrator_rb +0x004a devices/narrator.h: *111
FALSE            #define 0 = 0x00000000 exec/types.h: *73
FANFOLD          #define 0x00 = 0x00000000 intuition/preferences.h: *155
FAULT_MAX        #define 82 = 0x00000052 dos/dos.h: *98
FCH_ID           #define 0x0f00 = 0x00000f00 libraries/diskfont.h: *51
FEMALE           #define 1 = 0x00000001 devices/narrator.h: *64
FIBB_ARCHIVE     #define 4 = 0x00000004 dos/dos.h: *82
FIBB_DELETE      #define 0 = 0x00000000 dos/dos.h: *86

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FIBB_EXECUTE      #define 1 = 0x00000001  dos/dos.h: *85
FIBB_PURE         #define 5 = 0x00000005  dos/dos.h: *81
FIBB_READ         #define 3 = 0x00000003  dos/dos.h: *83
FIBB_SCRIPT       #define 6 = 0x00000006  dos/dos.h: *80
FIBB_WRITE        #define 2 = 0x00000002  dos/dos.h: *84
FIBF_ARCHIVE      #define (1<<FIBB_ARCHIVE) = 0x00000010  dos/dos.h: *89
FIBF_DELETE       #define (1<<FIBB_DELETE) = 0x00000001  dos/dos.h: *93
FIBF_EXECUTE      #define (1<<FIBB_EXECUTE) = 0x00000002  dos/dos.h: *92
FIBF_PURE         #define (1<<FIBB_PURE) = 0x00000020  dos/dos.h: *88
FIBF_READ         #define (1<<FIBB_READ) = 0x00000008  dos/dos.h: *90
FIBF_SCRIPT       #define (1<<FIBB_SCRIPT) = 0x00000040  dos/dos.h: *87
FIBF_WRITE        #define (1<<FIBB_WRITE) = 0x00000004  dos/dos.h: *91
FIL1B_MATCHDIRS   #define 1L = 0x00000001  libraries/asl.h: *132
FIL1B_NOFILES     #define 0L = 0x00000000  libraries/asl.h: *131
FIL1F_MATCHDIRS   #define (1L << FIL1B_MATCHDIRS) = 0x00000002
libraries/asl.h: *135
FIL1F_NOFILES     #define (1L << FIL1B_NOFILES) = 0x00000001
libraries/asl.h: *134
FILB_DOMSGFUNC    #define 6L = 0x00000006  libraries/asl.h: *110
FILB_DOWILDFUNC   #define 7L = 0x00000007  libraries/asl.h: *108
FILB_MULTISELECT  #define 3L = 0x00000003  libraries/asl.h: *114
FILB_NEWIDCMP     #define 4L = 0x00000004  libraries/asl.h: *113
FILB_PATGAD       #define 0L = 0x00000000  libraries/asl.h: *116
FILB_SAVE         #define 5L = 0x00000005  libraries/asl.h: *112
FILENAME_SIZE     #define 30 = 0x0000001e
intuition/preferences.h: *28, 84, 112
FILE_DOMSGFUNC    #define (1L << FILB_DOMSGFUNC) = 0x00000040
libraries/asl.h: *120
FILE_DOWILDFUNC   #define (1L << FILB_DOWILDFUNC) = 0x00000080
libraries/asl.h: *119
FILE_MULTISELECT  #define (1L << FILB_MULTISELECT) = 0x00000008
libraries/asl.h: *124
FILE_NEWIDCMP     #define (1L << FILB_NEWIDCMP) = 0x00000010
libraries/asl.h: *123
FILE_PATGAD       #define (1L << FILB_PATGAD) = 0x00000001
libraries/asl.h: *125
FILE_SAVE         #define (1L << FILB_SAVE) = 0x00000020  libraries/asl.h: *122
FILLPEN          #define (0x0005) = 0x00000005  intuition/screens.h: *87
FILLRECTCLASS     #define "fillrectclass"  intuition/classusr.h: *46
FILLTEXTPEN       #define (0x0006) = 0x00000006  intuition/screens.h: *88
FILL_CARRYIN      #define 0x4 = 0x00000004  hardware/blit.h: *70
FILL_OR           #define 0x8 = 0x00000008  hardware/blit.h: *68
FILL_XOR          #define 0x10 = 0x00000010  hardware/blit.h: *69
FINE             #define 0x800 = 0x00000800  intuition/preferences.h: *161
FLOAT            typedef float  exec/types.h: *64
FLOYD_DITHERING  #define 0x0400 = 0x00000400  intuition/preferences.h: *257
FOLLOWMOUSE       #define GACT_FOLLOWMOUSE = 0x00000008
intuition/iobsolete.h: *72
FONB_BACKCOLOR    #define 1 = 0x00000001  libraries/asl.h: *160
FONB_DOMSGFUNC    #define 6 = 0x00000006  libraries/asl.h: *165
FONB_DOWILDFUNC   #define 7 = 0x00000007  libraries/asl.h: *167
FONB_DRAWMODE     #define 3 = 0x00000003  libraries/asl.h: *162
FONB_FIXEDWIDTH   #define 4 = 0x00000004  libraries/asl.h: *163
FONB_FRONTCOLOR   #define 0 = 0x00000000  libraries/asl.h: *159
FONB_NEWIDCMP     #define 5 = 0x00000005  libraries/asl.h: *164
FONB_STYLES       #define 2 = 0x00000002  libraries/asl.h: *161
FONF_BACKCOLOR    #define (1L << FONB_BACKCOLOR) = 0x00000002

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libraries/asl.h: *170
FONF_DOMSGFUNC #define (1L << FONB_DOMSGFUNC) = 0x00000040
libraries/asl.h: *175
FONF_DOWILDFUNC #define (1L << FONB_DOWILDFUNC) = 0x00000080
libraries/asl.h: *176
FONF_DRAWMODE #define (1L << FONB_DRAWMODE) = 0x00000008
libraries/asl.h: *172
FONF_FIXEDWIDTH #define (1L << FONB_FIXEDWIDTH) = 0x00000010
libraries/asl.h: *173
FONF_FRONTCOLOR #define (1L << FONB_FRONTCOLOR) = 0x00000001
libraries/asl.h: *169
FONF_NEWIDCMP #define (1L << FONB_NEWIDCMP) = 0x00000020
libraries/asl.h: *174
FONF_STYLES #define (1L << FONB_STYLES) = 0x00000004
libraries/asl.h: *171
FOREVER #define for(;;) intuition/intuition.h: *1292
FORMAT_CDN #define 3 = 0x00000003 dos/datetime.h: *53
FORMAT_DOS #define 0 = 0x00000000 dos/datetime.h: *50
FORMAT_INT #define 1 = 0x00000001 dos/datetime.h: *51
FORMAT_MAX #define FORMAT_CDN = 0x00000003 dos/datetime.h: *54
FORMAT_USA #define 2 = 0x00000002 dos/datetime.h: *52
FPB_DESIGNED #define 6 = 0x00000006 graphics/text.h: *56
FPB_DISKFONT #define 1 = 0x00000001 graphics/text.h: *46
FPB_PROPORTIONAL #define 5 = 0x00000005 graphics/text.h: *54
FPB_REMOVED #define 7 = 0x00000007 graphics/text.h: *63
FPB_REVPATH #define 2 = 0x00000002 graphics/text.h: *48
FPB_ROMFONT #define 0 = 0x00000000 graphics/text.h: *44
FPB_TALLDOT #define 3 = 0x00000003 graphics/text.h: *50
FPB_WIDEDOT #define 4 = 0x00000004 graphics/text.h: *52
FPF_DESIGNED #define 0x40 = 0x00000040 graphics/text.h: *61
FPF_DISKFONT #define 0x02 = 0x00000002 graphics/text.h: *47
FPF_PROPORTIONAL #define 0x20 = 0x00000020 graphics/text.h: *55
FPF_REMOVED #define (1<<7) = 0x00000080 graphics/text.h: *64
FPF_REVPATH #define 0x04 = 0x00000004 graphics/text.h: *49
FPF_ROMFONT #define 0x01 = 0x00000001 graphics/text.h: *45
FPF_TALLDOT #define 0x08 = 0x00000008 graphics/text.h: *51
FPF_WIDEDOT #define 0x10 = 0x00000010 graphics/text.h: *53
FPHALF #define ((double) 0.5) libraries/mathffp.h: *28
libraries/mathieedp.h: *29
FPONE #define ((double) 1.0) libraries/mathffp.h: *27
libraries/mathieedp.h: *28
FPTEN #define ((double) 10.0) libraries/mathffp.h: *26
libraries/mathieedp.h: *27
FPZERO #define ((double) 0.0) libraries/mathffp.h: *29
libraries/mathieedp.h: *30
FRAMEF_SPECIFY #define (1<<0) = 0x00000001 intuition/imageclass.h: *149
FRAMEICLASS #define "frameiclass" intuition/classusr.h: *44
FRBUTTONCLASS #define "frbuttonclass" intuition/classusr.h: *51
FREEHORIZ #define 0x0002 = 0x00000002 intuition/intuition.h: *504
FREEVERT #define 0x0004 = 0x00000004 intuition/intuition.h: *505
FROM_MONITOR #define 1 = 0x00000001 graphics/monitor.h: *57
FRST_DOT #define 0x01 = 0x00000001 graphics/rastport.h: *100
FSB_BOLD #define 1 = 0x00000001 graphics/text.h: *31
FSB_COLORFONT #define 6 = 0x00000006 graphics/text.h: *38
FSB_EXTENDED #define 3 = 0x00000003 graphics/text.h: *35
FSB_ITALIC #define 2 = 0x00000002 graphics/text.h: *33
FSB_TAGGED #define 7 = 0x00000007 graphics/text.h: *40

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FSB_UNDERLINED    #define 0 = 0x00000000    graphics/text.h: *29
FSF_BOLD          #define 0x02 = 0x00000002    graphics/text.h: *32
FSF_COLORFONT     #define 0x40 = 0x00000040    graphics/text.h: *39
FSF_EXTENDED      #define 0x08 = 0x00000008    graphics/text.h: *36
FSF_ITALIC        #define 0x04 = 0x00000004    graphics/text.h: *34
FSF_TAGGED        #define 0x80 = 0x00000080    graphics/text.h: *41
FSF_UNDERLINED    #define 0x01 = 0x00000001    graphics/text.h: *30
FSRNAME           #define "FileSystem.resource" resources/filesysres.h: *25
FS_NORMAL         #define 0 = 0x00000000    graphics/text.h: *28
FULLMENUNUM      macro (3 arguments)    intuition/intuition.h: *1275
FgPen             char in struct RastPort +0x0019 graphics/rastport.h: *65
FileHandle        structure tag size 0x002c dos/dosextens.h: *91
FileInfoBlock     structure tag size 0x0104 dos/dos.h: *63
                  dos/dosasl.h: 65, 102
FileLock          structure tag size 0x0014 dos/dosextens.h: *443
FileRequester     structure tag size 0x0038 libraries/asl.h: *65
FileSysEntry      structure tag size 0x003e resources/filesysres.h: *33
FileSysHeaderBlock structure tag size 0x0100 devices/hardblocks.h: *152
FileSysResource   structure tag size 0x0020 resources/filesysres.h: *27
FileSysStartupMsg structure tag size 0x0010 dos/filehandler.h: *86
FirstCopList      pointer to struct CopList in struct UCopList
                  +0x0004 graphics/copper.h: *86
FirstGadget       pointer to struct Gadget in struct Window
                  +0x003e intuition/intuition.h: *841
FirstGadget       pointer to struct Gadget in struct NewWindow
                  +0x0012 intuition/intuition.h: *990
FirstGadget       pointer to struct Gadget in struct ExtNewWindow
                  +0x0012 intuition/intuition.h: *1052
FirstGadget       pointer to struct Gadget in struct Screen
                  +0x0146 intuition/screens.h: *135
FirstItem         pointer to struct MenuItem in struct Menu
                  +0x0012 intuition/intuition.h: *69
FirstRequest      pointer to struct Requester in struct Window
                  +0x0024 intuition/intuition.h: *813
FirstScreen       pointer to struct Screen in struct IntuitionBase
                  +0x003c intuition/intuitionbase.h: *80
FirstWindow       pointer to struct Window in struct Screen
                  +0x0004 intuition/screens.h: *101
FirstX            short int in struct AreaInfo +0x0014 graphics/rastport.h: *31
FirstY            short int in struct AreaInfo +0x0016 graphics/rastport.h: *31
FlagPtr           pointer to char in struct AreaInfo
                  +0x000c graphics/rastport.h: *28
FlagTbl           pointer to char in struct AreaInfo
                  +0x0008 graphics/rastport.h: *27
Flags             unsigned char in struct BitMap +0x0004 graphics/gfx.h: *52
Flags            unsigned short int in struct Layer
                  +0x001e graphics/clip.h: *42
Flags            unsigned char in struct ColorMap +0x0000 graphics/view.h: *116
Flags            unsigned char in struct GelsInfo
                  +0x0001 graphics/rastport.h: *45
Flags            unsigned short int in struct RastPort
                  +0x0020 graphics/rastport.h: *72
Flags            unsigned short int in struct Layer_Info
                  +0x0058 graphics/layers.h: *43
Flags            unsigned short int in struct Menu
                  +0x000c intuition/intuition.h: *67
Flags            unsigned short int in struct MenuItem

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+0x000c intuition/intuition.h: *95
Flags      unsigned short int in struct Requester
+0x001c intuition/intuition.h: *156
Flags      unsigned short int in struct Gadget
+0x000c intuition/intuition.h: *223
Flags      unsigned short int in struct BoolInfo
+0x0000 intuition/intuition.h: *430
Flags      unsigned short int in struct PropInfo
+0x0000 intuition/intuition.h: *454
Flags      unsigned long int in struct Window
+0x0018 intuition/intuition.h: *807
Flags      unsigned long int in struct NewWindow
+0x000e intuition/intuition.h: *983
Flags      unsigned long int in struct ExtNewWindow
+0x000e intuition/intuition.h: *1051
Flags      unsigned short int in struct Screen
+0x0014 intuition/screens.h: *108
Flags      short int in struct VSprite +0x0014 graphics/gels.h: *90
Flags      short int in struct Bob +0x0000 graphics/gels.h: *142
Flags      short int in struct AnimComp +0x0000 graphics/gels.h: *170
Flags      unsigned short int in struct GfxBase
+0x00a8 graphics/gfxbase.h: *46
Flags      unsigned long int in struct IntuitionBase
+0x0040 intuition/intuitionbase.h: *82
Flags      unsigned char in struct ExpansionBase
+0x0022 libraries/expansionbase.h: *49
Font       pointer to struct TextFont in struct RastPort
+0x0034 graphics/rastport.h: *78
Font       pointer to struct TextAttr in struct Screen
+0x0028 intuition/screens.h: *124
Font       pointer to struct TextAttr in struct NewScreen
+0x0010 intuition/screens.h: *320
Font       pointer to struct TextAttr in struct ExtNewScreen
+0x0010 intuition/screens.h: *352
Font       pointer to struct TextFont in struct StringExtend
+0x0000 intuition/sghooks.h: *21
FontContents      structure tag size 0x0104 libraries/diskfont.h: *30
FontContentsHeader structure tag size 0x0004 libraries/diskfont.h: *54
FontHeight        char in struct Preferences
+0x0000 intuition/preferences.h: *47
FontRequester     structure tag size 0x0018 libraries/asl.h: *146
FreeClipRects     struct MinList(size 0x000c bytes) in struct Layer_Info
+0x000c graphics/layers.h: *39
FreeList          structure tag size 0x0010 workbench/workbench.h: *83
FrontPen          unsigned char in struct IntuiText
+0x0000 intuition/intuition.h: *572
FrontPen          unsigned char in struct Border
+0x0004 intuition/intuition.h: *601

```
