IncludeXREF

COLLABORATORS			
	TITLE : IncludeXREF		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

IncludeXREF

1.1   2.0 IncludeXREF: J

```
joy0dat         unsigned short int in struct Custom
        +0x000a hardware/custom.h: *33
joy1dat         unsigned short int in struct Custom
        +0x000c hardware/custom.h: *34
joytest         unsigned short int in struct Custom
        +0x0036 hardware/custom.h: *54
jump            array [4] of unsigned short int in struct copinit
        +0x0064 graphics/copper.h: *101
JAM1            #define 0 = 0x00000000  graphics/rastport.h: *94
JAM2            #define 1 = 0x00000001  graphics/rastport.h: *95
JazzX           short int in struct Menu +0x0016 intuition/intuition.h: *72
JazzY           short int in struct Menu +0x0018 intuition/intuition.h: *72
```

1.2   2.0 IncludeXREF: K

```
km_HiCapsable    pointer to unsigned char in struct KeyMap
        +0x0018 devices/keymap.h: *30
km_HiKeyMap      pointer to unsigned long int in struct KeyMap
        +0x0014 devices/keymap.h: *29
km_HiKeyMapTypes pointer to unsigned char in struct KeyMap
        +0x0010 devices/keymap.h: *28
km_HiRepeatable pointer to unsigned char in struct KeyMap
        +0x001c devices/keymap.h: *31
km_LoCapsable    pointer to unsigned char in struct KeyMap
        +0x0008 devices/keymap.h: *26
km_LoKeyMap      pointer to unsigned long int in struct KeyMap
        +0x0004 devices/keymap.h: *25
km_LoKeyMapTypes pointer to unsigned char in struct KeyMap
        +0x0000 devices/keymap.h: *24
km_LoRepeatable pointer to unsigned char in struct KeyMap
        +0x000c devices/keymap.h: *27
kn_KeyMap        struct KeyMap(size 0x0020 bytes) in struct KeyMapNode
        +0x000e devices/keymap.h: *36
kn_Node          struct Node(size 0x000e bytes) in struct KeyMapNode
        +0x0000 devices/keymap.h: *35
```

```
kr_List          struct List(size 0x000e bytes) in struct KeyMapResource
        +0x000e devices/keymap.h: *42
kr_Node          struct Node(size 0x000e bytes) in struct KeyMapResource
        +0x0000 devices/keymap.h: *41
KBD_ADDRESETHANDLER #define (CMD_NONSTD+2) = 0x0000000b
                devices/keyboard.h: *21
KBD_READEVENT    #define (CMD_NONSTD+0) = 0x00000009  devices/keyboard.h: *19
KBD_READMATRIX   #define (CMD_NONSTD+1) = 0x0000000a  devices/keyboard.h: *20
KBD_REMRESETHANDLER #define (CMD_NONSTD+3) = 0x0000000c
                devices/keyboard.h: *22
KBD_RESETHANDLERDONE #define (CMD_NONSTD+4) = 0x0000000d
                devices/keyboard.h: *23
KCB_ALT          #define 1 = 0x00000001  devices/keymap.h: *50
KCB_CONTROL      #define 2 = 0x00000002  devices/keymap.h: *52
KCB_DEAD         #define 5 = 0x00000005  devices/keymap.h: *57
KCB_DOWNUP       #define 3 = 0x00000003  devices/keymap.h: *54
KCB_NOP          #define 7 = 0x00000007  devices/keymap.h: *63
KCB_SHIFT        #define 0 = 0x00000000  devices/keymap.h: *48
KCB_STRING       #define 6 = 0x00000006  devices/keymap.h: *60
KCF_ALT          #define 0x02 = 0x00000002  devices/keymap.h: *51
KCF_CONTROL      #define 0x04 = 0x00000004  devices/keymap.h: *53
KCF_DEAD         #define 0x20 = 0x00000020  devices/keymap.h: *58
KCF_DOWNUP       #define 0x08 = 0x00000008  devices/keymap.h: *55
KCF_NOP          #define 0x80 = 0x00000080  devices/keymap.h: *64
KCF_SHIFT        #define 0x01 = 0x00000001  devices/keymap.h: *49
KCF_STRING       #define 0x40 = 0x00000040  devices/keymap.h: *61
KC_NOQUAL        #define 0 = 0x00000000  devices/keymap.h: *46
KC_VANILLA       #define 7 = 0x00000007  devices/keymap.h: *47
KEEPNUM          #define (NSF_STRING | NSF_SOURCE | NSF_NUMBER | NSF_BINARY) =
                0x0000009a
                rexx/storage.h: *79
KEEPSTR          #define (NSF_STRING | NSF_SOURCE | NSF_NOTNUM) = 0x00000086
                rexx/storage.h: *78
KEYCODE_B        #define 0x35 = 0x00000035  intuition/intuition.h: *1350
KEYCODE_GREATER  #define 0x39 = 0x00000039  intuition/intuition.h: *1354
KEYCODE_LESS     #define 0x38 = 0x00000038  intuition/intuition.h: *1353
KEYCODE_M        #define 0x37 = 0x00000037  intuition/intuition.h: *1352
KEYCODE_N        #define 0x36 = 0x00000036  intuition/intuition.h: *1351
KEYCODE_Q        #define 0x10 = 0x00000010  intuition/intuition.h: *1346
KEYCODE_V        #define 0x34 = 0x00000034  intuition/intuition.h: *1349
KEYCODE_X        #define 0x32 = 0x00000032  intuition/intuition.h: *1348
KEYCODE_Z        #define 0x31 = 0x00000031  intuition/intuition.h: *1347
KNOBHIT          #define 0x0100 = 0x00000100  intuition/intuition.h: *507
KNOBHMIN         #define 6 = 0x00000006  intuition/intuition.h: *512
KNOBVMIN         #define 4 = 0x00000004  intuition/intuition.h: *513
KeyMap           structure tag size 0x0020 devices/keymap.h: *23, 36
                devices/conunit.h: 76
                intuition/intuition.h: 560
KeyMapNode       structure tag size 0x002e devices/keymap.h: *34
KeyMapResource   structure tag size 0x001c devices/keymap.h: *40
KeyRptDelay      struct timeval(size 0x0008 bytes) in struct Preferences
        +0x000c intuition/preferences.h: *57
KeyRptSpeed      struct timeval(size 0x0008 bytes) in struct Preferences
        +0x0004 intuition/preferences.h: *56
KickCheckSum     pointer to void in struct ExecBase
        +0x022a exec/execbase.h: *124
KickMemPtr       pointer to void in struct ExecBase
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        +0x0222 exec/execbase.h: *122
KickTagPtr      pointer to void in struct ExecBase
        +0x0226 exec/execbase.h: *123
```

1.3 2.0 IncludeXREF: L

```
l_pad           unsigned char in struct List +0x000d exec/lists.h: *27
lastBlissObj    pointer to void in struct GelsInfo
        +0x0022 graphics/rastport.h: *53
lastColor       pointer to pointer to short int in struct GelsInfo
        +0x000e graphics/rastport.h: *50
lci_ID          unsigned long int in struct LocalContextItem
        +0x0008 libraries/iffparse.h: *85
lci_Ident       unsigned long int in struct LocalContextItem
        +0x0010 libraries/iffparse.h: *87
lci_Node        struct MinNode(size 0x0008 bytes) in struct LocalContextItem
        +0x0000 libraries/iffparse.h: *84
lci_Type        unsigned long int in struct LocalContextItem
        +0x000c libraries/iffparse.h: *86
leftmost        short int in struct GelsInfo +0x0016 graphics/rastport.h: *52
lh_Flags        #define lib_Flags  exec/libraries.h: *55
lh_Head         pointer to struct Node in struct List
        +0x0000 exec/lists.h: *23
lh_IdString     #define lib_IdString  exec/libraries.h: *61
lh_NegSize      #define lib_NegSize  exec/libraries.h: *57
lh_Node         #define lib_Node  exec/libraries.h: *54
lh_OpenCnt      #define lib_OpenCnt  exec/libraries.h: *63
lh_PosSize      #define lib_PosSize  exec/libraries.h: *60
lh_Revision     #define lib_Revision  exec/libraries.h: *60
lh_Sum          #define lib_Sum  exec/libraries.h: *62
lh_Tail         pointer to struct Node in struct List
        +0x0004 exec/lists.h: *24
lh_TailPred     pointer to struct Node in struct List
        +0x0008 exec/lists.h: *25
lh_Type         unsigned char in struct List +0x000c exec/lists.h: *26
lh_Version      #define lib_Version  exec/libraries.h: *59
lh_pad          #define lib_pad  exec/libraries.h: *56
lib_Flags       unsigned char in struct Library +0x000e exec/libraries.h: *36
lib_IdString    pointer to void in struct Library
        +0x0018 exec/libraries.h: *42
lib_NegSize     unsigned short int in struct Library
        +0x0010 exec/libraries.h: *38
lib_Node        struct Node(size 0x000e bytes) in struct Library
        +0x0000 exec/libraries.h: *35
lib_OpenCnt     unsigned short int in struct Library
        +0x0020 exec/libraries.h: *44
lib_PosSize     unsigned short int in struct Library
        +0x0012 exec/libraries.h: *39
lib_Revision    unsigned short int in struct Library
        +0x0016 exec/libraries.h: *41
lib_Sum         unsigned long int in struct Library
        +0x001c exec/libraries.h: *43
lib_Version     unsigned short int in struct Library
        +0x0014 exec/libraries.h: *40
lib_pad         unsigned char in struct Library +0x000f exec/libraries.h: *37
```

```
linpatcnt        char in struct RastPort +0x001e graphics/rastport.h: *70
ln_Name          pointer to char in struct Node +0x000a exec/nodes.h: *29
ln_Pred          pointer to struct Node in struct Node
        +0x0004 exec/nodes.h: *26
ln_Pri           char in struct Node +0x0009 exec/nodes.h: *28
ln_Succ          pointer to struct Node in struct Node
        +0x0000 exec/nodes.h: *25
ln_Type          unsigned char in struct Node +0x0008 exec/nodes.h: *27
lobs             pointer to struct Layer in struct ClipRect
        +0x0008 graphics/clip.h: *68
log              #define IEEEDPLog  libraries/mathffp.h: *47
                 libraries/mathieeedp.h: *47
log10            #define IEEEDPLog10  libraries/mathffp.h: *48
                 libraries/mathieeedp.h: *48
longreserved     array [2] of unsigned long int in struct RastPort
        +0x0046 graphics/rastport.h: *86
longreserved     long int in struct Layer_Info +0x0054 graphics/layers.h: *42
lsb_ChkSum       long int in struct LoadSegBlock
        +0x0008 devices/hardblocks.h: *188
lsb_HostID       unsigned long int in struct LoadSegBlock
        +0x000c devices/hardblocks.h: *189
lsb_ID           unsigned long int in struct LoadSegBlock
        +0x0000 devices/hardblocks.h: *186
lsb_LoadData     array [123] of unsigned long int in struct LoadSegBlock
        +0x0014 devices/hardblocks.h: *191
lsb_Next         unsigned long int in struct LoadSegBlock
        +0x0010 devices/hardblocks.h: *190
lsb_SummedLongs unsigned long int in struct LoadSegBlock
        +0x0004 devices/hardblocks.h: *187
lv_Flags         unsigned short int in struct LocalVar +0x000e dos/var.h: *29
lv_Len           unsigned long int in struct LocalVar +0x0014 dos/var.h: *31
lv_Node          struct Node(size 0x000e bytes) in struct LocalVar
        +0x0000 dos/var.h: *28
lv_Value         pointer to unsigned char in struct LocalVar
        +0x0010 dos/var.h: *30
LABELIMAGE       #define GFLG_LABELIMAGE = 0x00002000
                 intuition/iobsolete.h: *64
LABELITEXT       #define GFLG_LABELITEXT = 0x00000000
                 intuition/iobsolete.h: *62
LABELMASK        #define GFLG_LABELMASK = 0x00003000
                 intuition/iobsolete.h: *61
LABELSTRING      #define GFLG_LABELSTRING = 0x00001000
                 intuition/iobsolete.h: *63
LACE             #define 0x0004 = 0x00000004  graphics/view.h: *91
LACEWB           #define (1<< 0) = 0x00000001  intuition/preferences.h: *133
LAYERBACKDROP    #define 0x40 = 0x00000040  graphics/layers.h: *27
LAYERREFRESH     #define 0x80 = 0x00000080  graphics/layers.h: *28
LAYERSIMPLE      #define 1 = 0x00000001  graphics/layers.h: *23
LAYERSMART       #define 2 = 0x00000002  graphics/layers.h: *24
LAYERSUPER       #define 4 = 0x00000004  graphics/layers.h: *25
LAYERUPDATING    #define 0x10 = 0x00000010  graphics/layers.h: *26
LAYER_CLIPRECTS_LOST #define 0x100 = 0x00000100  graphics/layers.h: *29
LAYOUTA_Dummy    #define (TAG_USER + 0x38000) = 0x80038000
                 intuition/gadgetclass.h: *151
LAYOUTA_LAYOUTOBJ #define LAYOUTA_LayoutObj = 0x80038001
                 intuition/iobsolete.h: *225
LAYOUTA_LayoutObj #define (LAYOUTA_Dummy + 0x0001) = 0x80038001
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                    intuition/gadgetclass.h: *152
LAYOUTA_ORIENTATION #define LAYOUTA_Orientation = 0x80038003
                    intuition/iobsolete.h: *227
LAYOUTA_Orientation #define (LAYOUTA_Dummy + 0x0003) = 0x80038003
                    intuition/gadgetclass.h: *154
LAYOUTA_SPACING     #define LAYOUTA_Spacing = 0x80038002
                    intuition/iobsolete.h: *226
LAYOUTA_Spacing     #define (LAYOUTA_Dummy + 0x0002) = 0x80038002
                    intuition/gadgetclass.h: *153
LCMptr              pointer to unsigned short int in struct GfxBase
          +0x00e4 graphics/gfxbase.h: *64
LDB_ASSIGNS         #define 4 = 0x00000004  dos/dosextens.h: *428
LDB_DEVICES         #define 2 = 0x00000002  dos/dosextens.h: *424
LDB_ENTRY           #define 5 = 0x00000005  dos/dosextens.h: *430
LDB_READ            #define 0 = 0x00000000  dos/dosextens.h: *434
LDB_VOLUMES         #define 3 = 0x00000003  dos/dosextens.h: *426
LDB_WRITE           #define 1 = 0x00000001  dos/dosextens.h: *436
LDF_ALL             #define (LDF_DEVICES|LDF_VOLUMES|LDF_ASSIGNS) = 0x0000001c
                    dos/dosextens.h: *440
LDF_ASSIGNS         #define (1L << LDB_ASSIGNS) = 0x00000010
                    dos/dosextens.h: *429
LDF_DEVICES         #define (1L << LDB_DEVICES) = 0x00000004
                    dos/dosextens.h: *425
LDF_ENTRY           #define (1L << LDB_ENTRY) = 0x00000020  dos/dosextens.h: *431
LDF_READ            #define (1L << LDB_READ) = 0x00000001  dos/dosextens.h: *435
LDF_VOLUMES         #define (1L << LDB_VOLUMES) = 0x00000008
                    dos/dosextens.h: *427
LDF_WRITE           #define (1L << LDB_WRITE) = 0x00000002  dos/dosextens.h: *437
LEFTBORDER          #define GACT_LEFTBORDER = 0x00000020
                    intuition/iobsolete.h: *74
LEFTHIT             #define 4 = 0x00000004  graphics/collide.h: *34
LEFTIMAGE           #define (0x0AL) = 0x0000000a  intuition/imageclass.h: *106
LEN_DATSTRING       #define 16 = 0x00000010  dos/datetime.h: *37
LETTER              #define 0x100 = 0x00000100  intuition/preferences.h: *165
LIBF_CHANGED        #define (1<<1) = 0x00000002  exec/libraries.h: *49
LIBF_DELEXP         #define (1<<3) = 0x00000008  exec/libraries.h: *51
LIBF_SUMMING        #define (1<<0) = 0x00000001  exec/libraries.h: *48
LIBF_SUMUSED        #define (1<<2) = 0x00000004  exec/libraries.h: *50
LIBRARIES_ASL_H     #define 1 = 0x00000001  libraries/asl.h: *2
LIBRARIES_COMMODITIES_H #define  libraries/commodities.h: *2
LIBRARIES_CONFIGREGS_H #define  libraries/configregs.h: *2
                    libraries/configvars.h: 22
LIBRARIES_CONFIGVARS_H #define  libraries/configvars.h: *2
                    libraries/expansionbase.h: 27
LIBRARIES_DISKFONT_H #define  libraries/diskfont.h: *2
LIBRARIES_DOSEXTENS_H #define  libraries/dosextens.h: *2, 1
LIBRARIES_DOS_H     #define  libraries/dos.h: *2, 1
LIBRARIES_EXPANSIONBASE_H #define  libraries/expansionbase.h: *2
LIBRARIES_EXPANSION_H #define  libraries/expansion.h: *2
LIBRARIES_FILEHANDLER_H #define  libraries/filehandler.h: *2
LIBRARIES_GADTOOLS_H #define  libraries/gadtools.h: *2
LIBRARIES_MATHFFP_H #define 1 = 0x00000001  libraries/mathffp.h: *2
LIBRARIES_MATHIEEEDP_H #define  libraries/mathieeedp.h: *2
LIBRARIES_MATHLIBRARY_H #define  libraries/mathlibrary.h: *2
LIBRARIES_TRANSLATOR_H #define  libraries/translator.h: *2
LIBRARY_MINIMUM     #define 33 = 0x00000021  exec/types.h: *85
LIB_BASE            #define (-LIB_VECTSIZE) = 0xfffffffa  exec/libraries.h: *22
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LIB_CLOSE          #define (-12) = 0xfffffff4  exec/libraries.h: *28
LIB_EXPUNGE        #define (-18) = 0xffffffee  exec/libraries.h: *29
LIB_EXTFUNC        #define (-24) = 0xffffffe8  exec/libraries.h: *30
LIB_NONSTD         #define (LIB_USERDEF) = 0xffffffe2  exec/libraries.h: *24
LIB_OPEN           #define (-6) = 0xfffffffa  exec/libraries.h: *27
LIB_RESERVED       #define 4 = 0x00000004  exec/libraries.h: *21
LIB_USERDEF        #define (LIB_BASE-(LIB_RESERVED*LIB_VECTSIZE)) = 0xffffffe2
                   exec/libraries.h: *23
LIB_VECTSIZE       #define 6 = 0x00000006  exec/libraries.h: *20
LINEMODE           #define 0x1 = 0x00000001  hardware/blit.h: *67
LINK_HARD          #define 0 = 0x00000000  dos/dos.h: *226
LINK_SOFT          #define 1 = 0x00000001  dos/dos.h: *227
LISTVIEWIDCMP      #define (IDCMP_GADGETUP | IDCMP_GADGETDOWN | IDCMP_MOUSEMOVE
                   | ARROWIDCMP) = 0x00400078
                   libraries/gadtools.h: *70
LISTVIEW_KIND      #define 4 = 0x00000004  libraries/gadtools.h: *38
LLOFFSET           macro (1 argument)   rexx/rexxio.h: *51
LLVERS             macro (1 argument)   rexx/rexxio.h: *52
LMN_REGION         #define -1 = 0xffffffff  graphics/layers.h: *32
LOCK_DIFFERENT     #define -1 = 0xffffffff  dos/dos.h: *219
LOCK_SAME          #define 0 = 0x00000000  dos/dos.h: *217
LOCK_SAME_HANDLER #define 1 = 0x00000001  dos/dos.h: *218
LOFCprList         pointer to struct cprlist in struct View
        +0x0004 graphics/view.h: *61
LOFlist            pointer to unsigned short int in struct GfxBase
        +0x0032 graphics/gfxbase.h: *32
LOG10              #define ((double) 2.302585092994046)
                   libraries/mathffp.h: *24
                   libraries/mathieeedp.h: *26
LOLDIS             #define 0x0800 = 0x00000800  hardware/custom.h: *148
LONELYMESSAGE      #define IDCMP_LONELYMESSAGE = 0x80000000
                   intuition/iobsolete.h: *140
LONG               long int  exec/types.h: *38
LONGBITS           unsigned long int  exec/types.h: *40
LONGINT            #define GACT_LONGINT = 0x00000800  intuition/iobsolete.h: *83
LORESDPF2_KEY      #define 0x00000440 = 0x00000440  graphics/displayinfo.h: *169
LORESDPF_KEY       #define 0x00000400 = 0x00000400  graphics/displayinfo.h: *163
LORESLACEDPF2_KEY #define 0x00000444 = 0x00000444
                   graphics/displayinfo.h: *172
LORESLACEDPF_KEY #define 0x00000404 = 0x00000404  graphics/displayinfo.h: *166
LORESLACE_KEY      #define 0x00000004 = 0x00000004  graphics/displayinfo.h: *159
LORES_KEY          #define 0x00000000 = 0x00000000  graphics/displayinfo.h: *155
LORIENT_HORIZ      #define 1 = 0x00000001  intuition/gadgetclass.h: *158
LORIENT_NONE       #define 0 = 0x00000000  intuition/gadgetclass.h: *157
LORIENT_VERT       #define 2 = 0x00000002  intuition/gadgetclass.h: *159
LOWCHECKWIDTH      #define 13 = 0x0000000d  intuition/intuition.h: *1302
LOWCOMMWIDTH       #define 16 = 0x00000010  intuition/intuition.h: *1303
LOWRESGADGET       #define 1 = 0x00000001  intuition/intuitionbase.h: *44
LOWRESPICK         #define 0x0001 = 0x00000001  intuition/intuitionbase.h: *37
LVB_IGNORE         #define 7 = 0x00000007  dos/var.h: *43
LVF_IGNORE         #define 0x80 = 0x00000080  dos/var.h: *44
LV_ALIAS           #define 1 = 0x00000001  dos/var.h: *41
LV_VAR             #define 0 = 0x00000000  dos/var.h: *40
LW_RESERVED        #define 1 = 0x00000001  intuition/preferences.h: *134
LaceWB             unsigned char in struct Preferences
        +0x00b9 intuition/preferences.h: *110
LastAlert          array [4] of long int in struct ExecBase
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```
              +0x0202 exec/execbase.h: *99
LastChanceMemory pointer to struct SignalSemaphore in struct GfxBase
              +0x00e0 graphics/gfxbase.h: *63
Layer          structure tag size 0x00a0 graphics/clip.h: *34, 36, 68
               graphics/rastport.h: 58
               graphics/layers.h: 36, 37
               intuition/intuition.h: 161, 890
               intuition/screens.h: 145
               intuition/cghooks.h: 38
Layer          pointer to struct Layer in struct RastPort
              +0x0000 graphics/rastport.h: *58
LayerInfo      pointer to struct Layer_Info in struct Layer
              +0x0044 graphics/clip.h: *51
LayerInfo      struct Layer_Info(size 0x0066 bytes) in struct Screen
              +0x00e0 intuition/screens.h: *130
LayerInfo_extra pointer to void in struct Layer_Info
              +0x0062 graphics/layers.h: *48
LayerInfo_extra_size unsigned short int in struct Layer_Info
              +0x005c graphics/layers.h: *46
Layer_Info     structure tag size 0x0066 graphics/clip.h: *51
               graphics/layers.h: 34
               intuition/screens.h: 130
Left           short int in struct IBox +0x0000 intuition/intuition.h: *784
LeftBorder     unsigned short int in struct PropInfo
              +0x0012 intuition/intuition.h: *491
LeftEdge       short int in struct Menu +0x0004 intuition/intuition.h: *65
LeftEdge       short int in struct MenuItem
              +0x0004 intuition/intuition.h: *93
LeftEdge       short int in struct Requester
              +0x0004 intuition/intuition.h: *149
LeftEdge       short int in struct Gadget +0x0004 intuition/intuition.h: *220
LeftEdge       short int in struct IntuiText
              +0x0004 intuition/intuition.h: *574
LeftEdge       short int in struct Border +0x0000 intuition/intuition.h: *600
LeftEdge       short int in struct Image +0x0000 intuition/intuition.h: *621
LeftEdge       short int in struct Window +0x0004 intuition/intuition.h: *799
LeftEdge       short int in struct NewWindow
              +0x0000 intuition/intuition.h: *976
LeftEdge       short int in struct ExtNewWindow
              +0x0000 intuition/intuition.h: *1046
LeftEdge       short int in struct Screen +0x0008 intuition/screens.h: *103
LeftEdge       short int in struct NewScreen
              +0x0000 intuition/screens.h: *312
LeftEdge       short int in struct ExtNewScreen
              +0x0000 intuition/screens.h: *348
Length         unsigned long int in struct QueryHeader
              +0x000c graphics/displayinfo.h: *47
LibList        struct List(size 0x000e bytes) in struct ExecBase
              +0x017a exec/execbase.h: *90
LibNode        struct Library(size 0x0022 bytes) in struct ExecBase
              +0x0000 exec/execbase.h: *37
LibNode        struct Library(size 0x0022 bytes) in struct GfxBase
              +0x0000 graphics/gfxbase.h: *27
LibNode        struct Library(size 0x0022 bytes) in struct IntuitionBase
              +0x0000 intuition/intuitionbase.h: *70
LibNode        struct Library(size 0x0022 bytes) in struct ExpansionBase
              +0x0000 libraries/expansionbase.h: *48
```

```
Library           structure tag size 0x0022 exec/libraries.h: *34
                  exec/devices.h: 27
                  exec/execbase.h: 37
                  dos/dosextens.h: 229, 237
                  devices/prtbase.h: 52
                  graphics/gfxbase.h: 27
                  intuition/intuitionbase.h: 70
                  libraries/expansionbase.h: 48
                  libraries/mathlibrary.h: 23
                  resources/disk.h: 51, 55, 56
                  rexx/rxslib.h: 27
LinePtrn          unsigned short int in struct RastPort
        +0x0022 graphics/rastport.h: *73
List              structure tag size 0x000e exec/lists.h: *22
                  exec/tasks.h: 47
                  exec/ports.h: 35
                  exec/interrupts.h: 39
                  exec/execbase.h: 86, 87, 88, 89, 90, 91, 92, 93,
                          114
                  devices/keymap.h: 42
                  graphics/monitor.h: 50
                  graphics/layers.h: 41
                  graphics/gfxbase.h: 37, 50, 52, 86
                  intuition/classusr.h: 119
                  libraries/expansionbase.h: 54, 55
                  resources/disk.h: 58
                  resources/filesysres.h: 30
                  rexx/storage.h: 201, 202, 203, 204, 205
                  rexx/rexxio.h: 67
                  rexx/rxslib.h: 58, 60, 62, 64, 66
                  workbench/workbench.h: 85
LoadSegBlock      structure tag size 0x0200 devices/hardblocks.h: *185
LocalContextItem structure tag size 0x0014 libraries/iffparse.h: *83
LocalVar          structure tag size 0x0018 dos/var.h: *27
Lock              struct SignalSemaphore(size 0x002e bytes) in struct Layer
        +0x0048 graphics/clip.h: *52
Lock              struct SignalSemaphore(size 0x002e bytes) in struct
                  Layer_Info
        +0x0018 graphics/layers.h: *40
LockLayersCount char in struct Layer_Info +0x005b graphics/layers.h: *45
LongInt           long int in struct StringInfo
        +0x001c intuition/intuition.h: *553
LongInt           long int in struct SGWork +0x0022 intuition/sghooks.h: *47
LowMemChkSum      short int in struct ExecBase +0x0024 exec/execbase.h: *42
```

1.4   2.0 IncludeXREF: M

```
mc_Bytes          unsigned long int in struct MemChunk
        +0x0004 exec/memory.h: *24
mc_Next           pointer to struct MemChunk in struct MemChunk
        +0x0000 exec/memory.h: *23
mday              unsigned short int in struct ClockData
        +0x0006 utility/date.h: *23
me_Addr           #define me_Un.meu_Addr  exec/memory.h: *52
me_Length         unsigned long int in struct MemEntry
```

```
           +0x0004 exec/memory.h: *47
me_Reqs          #define me_Un.meu_Reqs  exec/memory.h: *51
me_Un            union (no tag) (size 0x0004 bytes) in struct MemEntry
           +0x0000 exec/memory.h: *46
me_un            #define me_Un  exec/memory.h: *50
message          struct IOStdReq(size 0x0030 bytes) in struct narrator_rb
           +0x0000 devices/narrator.h: *94
meu_Addr         pointer to void in union (no tag)  +0x0000 exec/memory.h: *45
meu_Reqs         unsigned long int in union (no tag)
           +0x0000 exec/memory.h: *44
mh_Attributes    unsigned short int in struct MemHeader
           +0x000e exec/memory.h: *32
mh_First         pointer to struct MemChunk in struct MemHeader
           +0x0010 exec/memory.h: *33
mh_Free          unsigned long int in struct MemHeader
           +0x001c exec/memory.h: *36
mh_Lower         pointer to void in struct MemHeader +0x0014 exec/memory.h: *34
mh_Node          struct Node(size 0x000e bytes) in struct MemHeader
           +0x0000 exec/memory.h: *31
mh_Upper         pointer to void in struct MemHeader +0x0018 exec/memory.h: *35
min              unsigned short int in struct ClockData
           +0x0002 utility/date.h: *21
min_row          unsigned short int in struct MonitorSpec
           +0x002a graphics/monitor.h: *37
minterms         array [8] of unsigned char in struct RastPort
           +0x0028 graphics/rastport.h: *75
ml_ME            array [1] of struct MemEntry(size 0x0008 bytes) in struct
                 MemList
           +0x0010 exec/memory.h: *61
ml_Node          struct Node(size 0x000e bytes) in struct MemList
           +0x0000 exec/memory.h: *59
ml_NumEntries    unsigned short int in struct MemList
           +0x000e exec/memory.h: *60
ml_me            #define ml_ME  exec/memory.h: *64
mlh_Head         pointer to struct MinNode in struct MinList
           +0x0000 exec/lists.h: *34
mlh_Tail         pointer to struct MinNode in struct MinList
           +0x0004 exec/lists.h: *35
mlh_TailPred     pointer to struct MinNode in struct MinList
           +0x0008 exec/lists.h: *36
mln_Pred         pointer to struct MinNode in struct MinNode
           +0x0004 exec/nodes.h: *35
mln_Succ         pointer to struct MinNode in struct MinNode
           +0x0000 exec/nodes.h: *34
mn_Length        unsigned short int in struct Message +0x0012 exec/ports.h: *52
mn_Node          struct Node(size 0x000e bytes) in struct Message
           +0x0000 exec/ports.h: *50
mn_ReplyPort     pointer to struct MsgPort in struct Message
           +0x000e exec/ports.h: *51
mode             unsigned short int in struct narrator_rb
           +0x0034 devices/narrator.h: *97
monitor_id       unsigned short int in struct GfxBase
           +0x00f2 graphics/gfxbase.h: *69
month            unsigned short int in struct ClockData
           +0x0008 utility/date.h: *24
mouth_rb         structure tag size 0x005c devices/narrator.h: *128
mouths           unsigned char in struct narrator_rb
```

```
              +0x0042 devices/narrator.h: *103
mp_Flags          unsigned char in struct MsgPort +0x000e exec/ports.h: *32
mp_MsgList        struct List(size 0x000e bytes) in struct MsgPort
              +0x0014 exec/ports.h: *35
mp_Node           struct Node(size 0x000e bytes) in struct MsgPort
              +0x0000 exec/ports.h: *31
mp_SigBit         unsigned char in struct MsgPort +0x000f exec/ports.h: *33
mp_SigTask        pointer to void in struct MsgPort +0x0010 exec/ports.h: *34
mp_SoftInt        #define mp_SigTask  exec/ports.h: *38
ms_Flags          unsigned short int in struct MonitorSpec
              +0x0018 graphics/monitor.h: *30
ms_LegalView      struct Rectangle(size 0x0008 bytes) in struct MonitorSpec
              +0x0042 graphics/monitor.h: *45
ms_Node           struct ExtendedNode(size 0x0018 bytes) in struct MonitorSpec
              +0x0000 graphics/monitor.h: *29
ms_OpenCount      unsigned short int in struct MonitorSpec
              +0x0030 graphics/monitor.h: *39
ms_Special        pointer to struct SpecialMonitor in struct MonitorSpec
              +0x002c graphics/monitor.h: *38
ms_maxoscan       pointer to function returning long int in struct MonitorSpec
              +0x004a graphics/monitor.h: *46
ms_reserved00     unsigned long int in struct MonitorSpec
              +0x0094 graphics/monitor.h: *52
ms_reserved01     unsigned long int in struct MonitorSpec
              +0x0098 graphics/monitor.h: *53
ms_scale          pointer to function returning long int in struct MonitorSpec
              +0x003a graphics/monitor.h: *42
ms_transform      pointer to function returning long int in struct MonitorSpec
              +0x0032 graphics/monitor.h: *40
ms_translate      pointer to function returning long int in struct MonitorSpec
              +0x0036 graphics/monitor.h: *41
ms_videoscan      pointer to function returning long int in struct MonitorSpec
              +0x004e graphics/monitor.h: *47
ms_xoffset        unsigned short int in struct MonitorSpec
              +0x003e graphics/monitor.h: *43
ms_yoffset        unsigned short int in struct MonitorSpec
              +0x0040 graphics/monitor.h: *44
MAKE_ID           macro (4 arguments)   libraries/iffparse.h: *143
MALE              #define 0 = 0x00000000  devices/narrator.h: *63
MANUALF0          #define 2 = 0x00000002  devices/narrator.h: *67
MATHIEEERESOURCEF_DBLBAS #define (1<<0) = 0x00000001
                  libraries/mathresource.h: *49
MATHIEEERESOURCEF_DBLTRANS #define (1<<1) = 0x00000002
                  libraries/mathresource.h: *50
MATHIEEERESOURCEF_EXTBAS #define (1<<4) = 0x00000010
                  libraries/mathresource.h: *53
MATHIEEERESOURCEF_EXTTRANS #define (1<<5) = 0x00000020
                  libraries/mathresource.h: *54
MATHIEEERESOURCEF_SGLBAS #define (1<<2) = 0x00000004
                  libraries/mathresource.h: *51
MATHIEEERESOURCEF_SGLTRANS #define (1<<3) = 0x00000008
                  libraries/mathresource.h: *52
MAX               macro (2 arguments)   clib/macros.h: *15
MAXBODY           #define 0xFFFF = 0x0000ffff  intuition/intuition.h: *514
MAXBYTESPERROW    #define 4096 = 0x00001000  hardware/blit.h: *25
MAXCENT           #define 100 = 0x00000064  devices/narrator.h: *88
MAXFONTMATCHWEIGHT #define 32767 = 0x00007fff  graphics/text.h: *87
```

```
MAXFONTNAME        #define 32 = 0x00000020  libraries/diskfont.h: *62, 76
MAXFONTPATH        #define 256 = 0x00000100  libraries/diskfont.h: *28, 31, 38
MAXFREQ            #define 28000 = 0x00006d60  devices/narrator.h: *84
MAXINT             #define 0x7FFFFFFF = 0x7fffffff  dos/dos.h: *45
MAXPITCH           #define 320 = 0x00000140  devices/narrator.h: *82
MAXPOT             #define 0xFFFF = 0x0000ffff  intuition/intuition.h: *515
MAXPUBSCREENNAME   #define (139) = 0x0000008b  intuition/screens.h: *394
MAXRATE            #define 400 = 0x00000190  devices/narrator.h: *80
MAXRMARG           #define 15 = 0x0000000f  rexx/storage.h: *121
MAXTABS            #define 80 = 0x00000050  devices/conunit.h: *52, 78
MAXVOL             #define 64 = 0x00000040  devices/narrator.h: *86
MAX_MULTIARGS      #define 128 = 0x00000080  dos/rdargs.h: *124
MAX_TEMPLATE_ITEMS #define 100 = 0x00000064  dos/rdargs.h: *117
MCOMPAT_MIXED      #define 0 = 0x00000000  graphics/displayinfo.h: *126
MCOMPAT_NOBODY     #define -1 = 0xffffffff  graphics/displayinfo.h: *128
MCOMPAT_SELF       #define 1 = 0x00000001  graphics/displayinfo.h: *127
MEMCLEAR           #define (1L << 16) = 0x00010000  rexx/storage.h: *221
MEMF_24BITDMA      #define (1L<<9) = 0x00000200  exec/memory.h: *75
MEMF_ANY           #define (0L) = 0x00000000  exec/memory.h: *70
MEMF_CHIP          #define (1L<<1) = 0x00000002  exec/memory.h: *72
MEMF_CLEAR         #define (1L<<16) = 0x00010000  exec/memory.h: *77
MEMF_FAST          #define (1L<<2) = 0x00000004  exec/memory.h: *73
MEMF_LARGEST       #define (1L<<17) = 0x00020000  exec/memory.h: *78
MEMF_LOCAL         #define (1L<<8) = 0x00000100  exec/memory.h: *74
MEMF_PUBLIC        #define (1L<<0) = 0x00000001  exec/memory.h: *71
MEMF_REVERSE       #define (1L<<18) = 0x00040000  exec/memory.h: *79
MEMF_TOTAL         #define (1L<<19) = 0x00080000  exec/memory.h: *80
MEMMASK            #define 0xFFFFFFF0 = 0xfffffff0  rexx/storage.h: *218
MEMQUANT           #define 16L = 0x00000010  rexx/storage.h: *217
MEMQUICK           #define (1L << 0 ) = 0x00000001  rexx/storage.h: *220
MEM_BLOCKMASK      #define (MEM_BLOCKSIZE-1) = 0x00000007  exec/memory.h: *83
MEM_BLOCKSIZE      #define 8L = 0x00000008  exec/memory.h: *82
MENUCANCEL         #define 0x0002 = 0x00000002  intuition/intuition.h: *767
MENUDOWN           #define (IECODE_RBUTTON) = 0x00000069
                   intuition/intuition.h: *1333
MENUENABLED        #define 0x0001 = 0x00000001  intuition/intuition.h: *77
MENUHELP           #define IDCMP_MENUHELP = 0x01000000
                   intuition/iobsolete.h: *138
MENUHOT            #define 0x0001 = 0x00000001  intuition/intuition.h: *766
MENUNULL           #define 0xFFFF = 0x0000ffff  intuition/intuition.h: *1288
MENUNUM            macro (1 argument)   intuition/intuition.h: *1266
MENUPICK           #define IDCMP_MENUPICK = 0x00000100
                   intuition/iobsolete.h: *122
MENUSTATE          #define WFLG_MENUSTATE = 0x00008000
                   intuition/iobsolete.h: *163
MENUTOGGLE         #define 0x0008 = 0x00000008  intuition/intuition.h: *121
MENUTOGGLED        #define 0x4000 = 0x00004000  intuition/intuition.h: *137
MENUUP             #define (IECODE_RBUTTON | IECODE_UP_PREFIX) = 0x000000e9
                   intuition/intuition.h: *1332
MENUVERIFY         #define IDCMP_MENUVERIFY = 0x00002000
                   intuition/iobsolete.h: *127
MENUWAITING        #define 0x0003 = 0x00000003  intuition/intuition.h: *768
MENU_IMAGE         #define 128 = 0x00000080  libraries/gadtools.h: *139
MENU_USERDATA      macro (1 argument)   libraries/gadtools.h: *176
MIDDLEDOWN         #define (IECODE_MBUTTON) = 0x0000006a
                   intuition/intuition.h: *1334
MIDDLEUP           #define (IECODE_MBUTTON | IECODE_UP_PREFIX) = 0x000000ea
```

```
                       intuition/intuition.h: *1335
MIDRAWN               #define 0x0100 = 0x00000100   intuition/intuition.h: *80
MIN                   macro (2 arguments)   clib/macros.h: *16
MINBYTESPERROW        #define 128 = 0x00000080   hardware/blit.h: *24
MINCENT               #define 0 = 0x00000000   devices/narrator.h: *87
MINFREQ               #define 5000 = 0x00001388   devices/narrator.h: *83
MININT                #define 0x80000000 = 0x80000000   dos/dos.h: *46
MINPITCH              #define 65 = 0x00000041   devices/narrator.h: *81
MINRATE               #define 40 = 0x00000028   devices/narrator.h: *79
MINVOL                #define 0 = 0x00000000   devices/narrator.h: *85
MIN_NTSC_ROW          #define 21 = 0x00000015   graphics/monitor.h: *80
MIN_PAL_ROW           #define 29 = 0x0000001d   graphics/monitor.h: *81
MIN_VGA70_ROW         #define 35 = 0x00000023   graphics/monitor.h: *111
MIN_VGA_ROW           #define 29 = 0x0000001d   graphics/monitor.h: *96
MISCNAME              #define "misc.resource"   resources/misc.h: *43
MKBADDR               macro (1 argument)   dos/dos.h: *113
MODELCLASS            #define "modelclass"   intuition/classusr.h: *54
MODE_640              #define 0x8000 = 0x00008000   graphics/display.h: *16
MODE_NEWFILE          #define 1006 = 0x000003ee   dos/dos.h: *31
MODE_OLDFILE          #define 1005 = 0x000003ed   dos/dos.h: *29
MODE_READWRITE        #define 1004 = 0x000003ec   dos/dos.h: *33
MONITOR_ID_MASK       #define 0xFFFF1000 = 0xffff1000   graphics/displayinfo.h: *145
MONITOR_SPEC_TYPE     #define 4 = 0x00000004   graphics/gfxnodes.h: *36
MOUSEBUTTONS          #define IDCMP_MOUSEBUTTONS = 0x00000008
                       intuition/iobsolete.h: *117
MOUSEMOVE             #define IDCMP_MOUSEMOVE = 0x00000010
                       intuition/iobsolete.h: *118
MOUSE_ACCEL           #define (1<<15) = 0x00008000   intuition/preferences.h: *138
MR_ALLOCMISCRESOURCE  #define (LIB_BASE) = 0xfffffffa   resources/misc.h: *40
MR_FREEMISCRESOURCE   #define (LIB_BASE-LIB_VECTSIZE) = 0xfffffff4
                       resources/misc.h: *41
MR_PARALLELBITS       #define 3 = 0x00000003   resources/misc.h: *35
MR_PARALLELPORT       #define 2 = 0x00000002   resources/misc.h: *33
MR_SERIALBITS         #define 1 = 0x00000001   resources/misc.h: *31
MR_SERIALPORT         #define 0 = 0x00000000   resources/misc.h: *30
MTYPE_APPICON         #define 8 = 0x00000008   workbench/workbench.h: *99
MTYPE_APPMENUITEM     #define 9 = 0x00000009   workbench/workbench.h: *100
MTYPE_APPWINDOW       #define 7 = 0x00000007   workbench/workbench.h: *98
MTYPE_CLOSEDOWN       #define 5 = 0x00000005   workbench/workbench.h: *96
MTYPE_COPYEXIT        #define 10 = 0x0000000a   workbench/workbench.h: *101
MTYPE_DISKCHANGE      #define 3 = 0x00000003   workbench/workbench.h: *94
MTYPE_ICONPUT         #define 11 = 0x0000000b   workbench/workbench.h: *102
MTYPE_IOPROC          #define 6 = 0x00000006   workbench/workbench.h: *97
MTYPE_PSTD            #define 1 = 0x00000001   workbench/workbench.h: *92
MTYPE_TIMER           #define 4 = 0x00000004   workbench/workbench.h: *95
MTYPE_TOOLEXIT        #define 2 = 0x00000002   workbench/workbench.h: *93
MULTIPLY_DIMENSIONS   #define 0x0080 = 0x00000080   intuition/preferences.h: *251
MUSTDRAW              #define 0x0008 = 0x00000008   graphics/gels.h: *25
MXIDCMP               #define (IDCMP_GADGETDOWN) = 0x00000020
                       libraries/gadtools.h: *72
MXIMAGE               #define (0x0FL) = 0x0000000f   intuition/imageclass.h: *111
MX_KIND               #define 5 = 0x00000005   libraries/gadtools.h: *39
M_ASM                 #define ">1"   devices/console.h: *99
M_AWM                 #define "?7"   devices/console.h: *100
M_LNM                 #define 20 = 0x00000014   devices/console.h: *98
                       devices/conunit.h: 98
Mask                  unsigned char in struct RastPort
```

```
        +0x0018 graphics/rastport.h: *64
Mask           pointer to unsigned short int in struct BoolInfo
        +0x0002 intuition/intuition.h: *431
MathIEEEBase     structure tag size 0x003c libraries/mathlibrary.h: *21
MathIEEEBase_LibNode struct Library(size 0x0022 bytes) in struct MathIEEEBase
        +0x0000 libraries/mathlibrary.h: *23
MathIEEEBase_TaskCloseLib pointer to function returning int in struct
                MathIEEEBase
        +0x0038 libraries/mathlibrary.h: *26
MathIEEEBase_TaskOpenLib pointer to function returning int in struct
                MathIEEEBase
        +0x0034 libraries/mathlibrary.h: *25
MathIEEEBase_reserved array [18] of unsigned char in struct MathIEEEBase
        +0x0022 libraries/mathlibrary.h: *24
MathIEEEResource structure tag size 0x002c libraries/mathresource.h: *35
MathIEEEResource_BaseAddr pointer to unsigned short int in struct
                MathIEEEResource
        +0x0010 libraries/mathresource.h: *39
MathIEEEResource_DblBasInit pointer to function returning void in struct
                MathIEEEResource
        +0x0014 libraries/mathresource.h: *40
MathIEEEResource_DblTransInit pointer to function returning void in struct
                MathIEEEResource
        +0x0018 libraries/mathresource.h: *41
MathIEEEResource_ExtBasInit pointer to function returning void in struct
                MathIEEEResource
        +0x0024 libraries/mathresource.h: *44
MathIEEEResource_ExtTransInit pointer to function returning void in struct
                MathIEEEResource
        +0x0028 libraries/mathresource.h: *45
MathIEEEResource_Flags unsigned short int in struct MathIEEEResource
        +0x000e libraries/mathresource.h: *38
MathIEEEResource_Node struct Node(size 0x000e bytes) in struct
                MathIEEEResource
        +0x0000 libraries/mathresource.h: *37
MathIEEEResource_SglBasInit pointer to function returning void in struct
                MathIEEEResource
        +0x001c libraries/mathresource.h: *42
MathIEEEResource_SglTransInit pointer to function returning void in struct
                MathIEEEResource
        +0x0020 libraries/mathresource.h: *43
MaxChars         short int in struct StringInfo
        +0x000a intuition/intuition.h: *530
MaxCount         short int in struct cprlist +0x0008 graphics/copper.h: *60
MaxCount         short int in struct CopList +0x001e graphics/copper.h: *73
MaxCount         short int in struct AreaInfo +0x0012 graphics/rastport.h: *30
MaxDepth         unsigned short int in struct DimensionInfo
        +0x0010 graphics/displayinfo.h: *95
MaxDisplayColumn unsigned short int in struct GfxBase
        +0x00d6 graphics/gfxbase.h: *57
MaxDisplayRow    unsigned short int in struct GfxBase
        +0x00d4 graphics/gfxbase.h: *56
MaxExtMem        pointer to void in struct ExecBase
        +0x004e exec/execbase.h: *53
MaxHeight        unsigned short int in struct Window
        +0x0016 intuition/intuition.h: *805
MaxHeight        unsigned short int in struct NewWindow
```

```
              +0x002c intuition/intuition.h: *1026
MaxHeight       unsigned short int in struct ExtNewWindow
              +0x002c intuition/intuition.h: *1061
MaxLocMem       unsigned long int in struct ExecBase
              +0x003e exec/execbase.h: *49
MaxOScan        struct Rectangle(size 0x0008 bytes) in struct DimensionInfo
              +0x0022 graphics/displayinfo.h: *101
MaxRasterHeight unsigned short int in struct DimensionInfo
              +0x0018 graphics/displayinfo.h: *99
MaxRasterWidth  unsigned short int in struct DimensionInfo
              +0x0016 graphics/displayinfo.h: *98
MaxWidth        unsigned short int in struct Window
              +0x0014 intuition/intuition.h: *805
MaxWidth        unsigned short int in struct NewWindow
              +0x002a intuition/intuition.h: *1026
MaxWidth        unsigned short int in struct ExtNewWindow
              +0x002a intuition/intuition.h: *1061
MaxX            short int in struct Rectangle +0x0004 graphics/gfx.h: *32
MaxX            long int in struct Rect32 +0x0008 graphics/gfx.h: *38
MaxY            short int in struct Rectangle +0x0006 graphics/gfx.h: *32
MaxY            long int in struct Rect32 +0x000c graphics/gfx.h: *38
MeMask          short int in struct VSprite +0x0020 graphics/gels.h: *102
MemChunk        structure tag size 0x0008 exec/memory.h: *22, 23, 33
MemEntry        structure tag size 0x0008 exec/memory.h: *42, 61
MemHeader       structure tag size 0x0020 exec/memory.h: *30
MemList         structure tag size 0x0018 exec/memory.h: *58
MemList         struct List(size 0x000e bytes) in struct ExecBase
              +0x0142 exec/execbase.h: *86
Memory          pointer to unsigned char in struct Remember
              +0x0008 intuition/intuition.h: *1235
Menu            structure tag size 0x001e intuition/intuition.h: *62, 64, 809
MenuHBorder     char in struct Screen +0x0022 intuition/screens.h: *121
MenuItem        structure tag
      size 0x0022 intuition/intuition.h: *69, 90, 92, 108
MenuName        pointer to char in struct Menu
              +0x000e intuition/intuition.h: *68
MenuStrip       pointer to struct Menu in struct Window
              +0x001c intuition/intuition.h: *809
MenuVBorder     char in struct Screen +0x0021 intuition/screens.h: *121
Message         structure tag size 0x0014 exec/ports.h: *49
                exec/io.h: 21, 30
                devices/audio.h: 55
                devices/clipboard.h: 44, 60
                devices/printer.h: 143, 157
                dos/dosextens.h: 92, 111, 142
                graphics/text.h: 92
                intuition/intuition.h: 679
                dos/notify.h: 42
                workbench/startup.h: 28
                resources/disk.h: 44
                rexx/storage.h: 100
                workbench/workbench.h: 127
MessageKey      pointer to struct IntuiMessage in struct Window
              +0x005e intuition/intuition.h: *857
MethodID        unsigned long int in struct (no tag)
              +0x0000 intuition/classusr.h: *32
MethodID        unsigned long int in struct opSet
```

```
          +0x0000 intuition/classusr.h: *79
MethodID        unsigned long int in struct opUpdate
          +0x0000 intuition/classusr.h: *89
MethodID        unsigned long int in struct opGet
          +0x0000 intuition/classusr.h: *109
MethodID        unsigned long int in struct opAddTail
          +0x0000 intuition/classusr.h: *118
MethodID        unsigned long int in struct opMember
          +0x0000 intuition/classusr.h: *125
MethodID        unsigned long int in struct gpHitTest
          +0x0000 intuition/gadgetclass.h: *177
MethodID        unsigned long int in struct gpRender
          +0x0000 intuition/gadgetclass.h: *189
MethodID        unsigned long int in struct gpInput
          +0x0000 intuition/gadgetclass.h: *202
MethodID        unsigned long int in struct gpGoInactive
          +0x0000 intuition/gadgetclass.h: *232
MethodID        unsigned long int in struct impFrameBox
          +0x0000 intuition/imageclass.h: *140
MethodID        unsigned long int in struct impDraw
          +0x0000 intuition/imageclass.h: *153
MethodID        unsigned long int in struct impErase
          +0x0000 intuition/imageclass.h: *173
MethodID        unsigned long int in struct impHitTest
          +0x0000 intuition/imageclass.h: *189
Micros          unsigned long int in struct IntuiMessage
          +0x0028 intuition/intuition.h: *708
Micros          unsigned long int in struct IntuitionBase
          +0x004c intuition/intuitionbase.h: *87
MicrosPerLine   unsigned short int in struct GfxBase
          +0x00e8 graphics/gfxbase.h: *65
MinDisplayColumn unsigned short int in struct GfxBase
          +0x00ea graphics/gfxbase.h: *66
MinHeight       short int in struct Window +0x0012 intuition/intuition.h: *804
MinHeight       short int in struct NewWindow
          +0x0028 intuition/intuition.h: *1025
MinHeight       short int in struct ExtNewWindow
          +0x0028 intuition/intuition.h: *1060
MinList         structure tag size 0x000c exec/lists.h: *33
                exec/semaphores.h: 44
                exec/execbase.h: 142
                dos/dosextens.h: 65, 251
                graphics/layers.h: 39
MinNode         structure tag size 0x0008 exec/nodes.h: *33, 34, 35
                exec/lists.h: 34, 35, 36
                exec/semaphores.h: 36
                dos/dosextens.h: 265
                utility/hooks.h: 25
                intuition/classes.h: 69
                libraries/iffparse.h: 70, 84
MinRasterHeight unsigned short int in struct DimensionInfo
          +0x0014 graphics/displayinfo.h: *97
MinRasterWidth  unsigned short int in struct DimensionInfo
          +0x0012 graphics/displayinfo.h: *96
MinRow          unsigned short int in struct MonitorInfo
          +0x0028 graphics/displayinfo.h: *118
MinWidth        short int in struct Window +0x0010 intuition/intuition.h: *804
```

```
MinWidth          short int in struct NewWindow
        +0x0026 intuition/intuition.h: *1025
MinWidth          short int in struct ExtNewWindow
        +0x0026 intuition/intuition.h: *1060
MinX              short int in struct Rectangle +0x0000 graphics/gfx.h: *31
MinX              long int in struct Rect32 +0x0000 graphics/gfx.h: *37
MinY              short int in struct Rectangle +0x0002 graphics/gfx.h: *31
MinY              long int in struct Rect32 +0x0004 graphics/gfx.h: *37
Modes             unsigned short int in struct ViewPort
        +0x0020 graphics/view.h: *52
Modes             unsigned short int in struct View +0x0010 graphics/view.h: *65
Modes             unsigned short int in struct GfxBase
        +0x009e graphics/gfxbase.h: *39
Modes             unsigned long int in struct SGWork
        +0x0010 intuition/sghooks.h: *39
Monitor           pointer to struct MonitorSpec in struct ViewExtra
        +0x001c graphics/view.h: *74
MonitorInfo       structure tag size 0x0058 graphics/displayinfo.h: *109
MonitorList       struct List(size 0x000e bytes) in struct GfxBase
        +0x0180 graphics/gfxbase.h: *86
MonitorListSemaphore pointer to struct SignalSemaphore in struct GfxBase
        +0x0192 graphics/gfxbase.h: *88
MonitorSpec       structure tag size 0x009c graphics/monitor.h: *27
                  graphics/view.h: 74
                  graphics/displayinfo.h: 112
                  graphics/gfxbase.h: 85, 87
MoreFlags         unsigned long int in struct Window
        +0x0084 intuition/intuition.h: *901
MountList         struct List(size 0x000e bytes) in struct ExpansionBase
        +0x004a libraries/expansionbase.h: *55
MouseX            short int in struct IntuiMessage
        +0x0020 intuition/intuition.h: *703
MouseX            short int in struct Window +0x000e intuition/intuition.h: *802
MouseX            short int in struct Screen +0x0012 intuition/screens.h: *106
MouseX            short int in struct IntuitionBase
        +0x0046 intuition/intuitionbase.h: *83
MouseY            short int in struct IntuiMessage
        +0x0022 intuition/intuition.h: *703
MouseY            short int in struct Window +0x000c intuition/intuition.h: *802
MouseY            short int in struct Screen +0x0010 intuition/screens.h: *106
MouseY            short int in struct IntuitionBase
        +0x0044 intuition/intuitionbase.h: *83
Msg               pointer to "UBYTE"  intuition/classusr.h: *34
MsgPort           structure tag size 0x0022 exec/ports.h: *30, 51
                  exec/devices.h: 34
                  exec/semaphores.h: 55
                  devices/conunit.h: 56
                  dos/dosextens.h: 41, 93, 94, 112, 253, 267, 334,
                             364, 411, 447
                  graphics/text.h: 126
                  intuition/intuition.h: 856
                  devices/prtbase.h: 67, 92
                  dos/filehandler.h: 104
                  dos/notify.h: 62, 76
                  workbench/startup.h: 29
                  libraries/commodities.h: 57
                  libraries/iffparse.h: 118, 119
```

```
                    rexx/storage.h: 108, 189
                    rexx/rexxio.h: 66
                    rexx/rxslib.h: 55
Mspc               pointer to struct MonitorSpec in struct MonitorInfo
        +0x0010 graphics/displayinfo.h: *112
MutualExclude      long int in struct MenuItem +0x000e intuition/intuition.h: *97
MutualExclude      long int in struct Gadget +0x001e intuition/intuition.h: *253
```

1.5   2.0 IncludeXREF: N

```
n                  struct ExtendedNode(size 0x0018 bytes) in struct ViewExtra
        +0x0000 graphics/view.h: *72
n                  struct ExtendedNode(size 0x0018 bytes) in struct
                    ViewPortExtra
        +0x0000 graphics/view.h: *81
n                  pointer to struct bltnode in struct bltnode
        +0x0000 hardware/blit.h: *92
narrator_rb        structure tag size 0x0058 devices/narrator.h: *93, 129
nb_Descr           pointer to char in struct NewBroker
        +0x000a libraries/commodities.h: *52
nb_Flags           short int in struct NewBroker
        +0x0010 libraries/commodities.h: *54
nb_Name            pointer to char in struct NewBroker
        +0x0002 libraries/commodities.h: *50
nb_Port            pointer to struct MsgPort in struct NewBroker
        +0x0014 libraries/commodities.h: *57
nb_Pri             char in struct NewBroker +0x0012 libraries/commodities.h: *55
nb_ReservedChannel short int in struct NewBroker
        +0x0018 libraries/commodities.h: *58
nb_Title           pointer to char in struct NewBroker
        +0x0006 libraries/commodities.h: *51
nb_Unique          short int in struct NewBroker
        +0x000e libraries/commodities.h: *53
nb_Version         char in struct NewBroker +0x0000 libraries/commodities.h: *49
nextLine           pointer to short int in struct GelsInfo
        +0x000a graphics/rastport.h: *48
ng_Flags           unsigned long int in struct NewGadget
        +0x0012 libraries/gadtools.h: *101
ng_GadgetID        unsigned short int in struct NewGadget
        +0x0010 libraries/gadtools.h: *100
ng_GadgetText      pointer to unsigned char in struct NewGadget
        +0x0008 libraries/gadtools.h: *98
ng_Height          short int in struct NewGadget
        +0x0006 libraries/gadtools.h: *97
ng_LeftEdge        short int in struct NewGadget
        +0x0000 libraries/gadtools.h: *96
ng_TextAttr        pointer to struct TextAttr in struct NewGadget
        +0x000c libraries/gadtools.h: *99
ng_TopEdge         short int in struct NewGadget
        +0x0002 libraries/gadtools.h: *96
ng_UserData        pointer to void in struct NewGadget
        +0x001a libraries/gadtools.h: *103
ng_VisualInfo      pointer to void in struct NewGadget
        +0x0016 libraries/gadtools.h: *102
ng_Width           short int in struct NewGadget
```

```
             +0x0004 libraries/gadtools.h: *97
nm_Class        unsigned long int in struct NotifyMessage
             +0x0014 dos/notify.h: *43
nm_Code         unsigned short int in struct NotifyMessage
             +0x0018 dos/notify.h: *44
nm_CommKey      pointer to unsigned char in struct NewMenu
             +0x0006 libraries/gadtools.h: *127
nm_DoNotTouch   unsigned long int in struct NotifyMessage
             +0x001e dos/notify.h: *46
nm_DoNotTouch2  unsigned long int in struct NotifyMessage
             +0x0022 dos/notify.h: *47
nm_ExecMessage  struct Message(size 0x0014 bytes) in struct NotifyMessage
             +0x0000 dos/notify.h: *42
nm_Flags        unsigned short int in struct NewMenu
             +0x000a libraries/gadtools.h: *128
nm_Label        pointer to unsigned char in struct NewMenu
             +0x0002 libraries/gadtools.h: *126
nm_MutualExclude long int in struct NewMenu +0x000c libraries/gadtools.h: *129
nm_NReq         pointer to struct NotifyRequest in struct NotifyMessage
             +0x001a dos/notify.h: *45
nm_Type         unsigned char in struct NewMenu
             +0x0000 libraries/gadtools.h: *125
nm_UserData     pointer to void in struct NewMenu
             +0x0010 libraries/gadtools.h: *130
nm_masks        unsigned short int in struct narrator_rb
             +0x003c devices/narrator.h: *100
norm_hblank     array [2] of unsigned short int in struct copinit
             +0x0058 graphics/copper.h: *99
nr_Flags        unsigned long int in struct NotifyRequest
             +0x000c dos/notify.h: *57
nr_FullName     pointer to unsigned char in struct NotifyRequest
             +0x0004 dos/notify.h: *55
nr_Handler      pointer to struct MsgPort in struct NotifyRequest
             +0x002c dos/notify.h: *76
nr_Msg          struct (no tag) (size 0x0004 bytes) in union (no tag)
             +0x0000 dos/notify.h: *63
nr_MsgCount     unsigned long int in struct NotifyRequest
             +0x0028 dos/notify.h: *75
nr_Name         pointer to unsigned char in struct NotifyRequest
             +0x0000 dos/notify.h: *54
nr_Port         pointer to struct MsgPort in struct (no tag)
             +0x0000 dos/notify.h: *62
nr_Reserved     array [4] of unsigned long int in struct NotifyRequest
             +0x0018 dos/notify.h: *72
nr_Signal       struct (no tag) (size 0x0008 bytes) in union (no tag)
             +0x0000 dos/notify.h: *69
nr_SignalNum    unsigned char in struct (no tag)  +0x0004 dos/notify.h: *67
nr_Task         pointer to struct Task in struct (no tag)
             +0x0000 dos/notify.h: *66
nr_UserData     unsigned long int in struct NotifyRequest
             +0x0008 dos/notify.h: *56
nr_pad          array [3] of unsigned char in struct (no tag)
             +0x0005 dos/notify.h: *68
nr_stuff        union (no tag) (size 0x0008 bytes) in struct NotifyRequest
             +0x0010 dos/notify.h: *70
nreserved       array [4] of unsigned long int in struct GfxBase
             +0x0164 graphics/gfxbase.h: *81
```

```
ns_Buff          array [8] of char in struct NexxStr
        +0x0008 rexx/storage.h: *47
ns_Flags         unsigned char in struct NexxStr +0x0006 rexx/storage.h: *45
ns_Hash          unsigned char in struct NexxStr +0x0007 rexx/storage.h: *46
ns_Ivalue        long int in struct NexxStr +0x0000 rexx/storage.h: *43
ns_Length        unsigned short int in struct NexxStr
        +0x0004 rexx/storage.h: *44
num              unsigned short int in struct SimpleSprite
        +0x000a graphics/sprite.h: *26
numDrIPens       #define NUMDRIPENS = 0x00000009  intuition/iobsolete.h: *270
numchan          unsigned char in struct narrator_rb
        +0x0044 devices/narrator.h: *105
nxtlist          pointer to struct CopListin union (no tag)
        +0x0000 graphics/copper.h: *31
NABC             #define 0x8 = 0x00000008  hardware/blit.h: *36
NABNC            #define 0x4 = 0x00000004  hardware/blit.h: *37
NANBC            #define 0x2 = 0x00000002  hardware/blit.h: *38
NANBNC           #define 0x1 = 0x00000001  hardware/blit.h: *39
NATURALF0        #define 0 = 0x00000000  devices/narrator.h: *65
NBU_DUPLICATE    #define 0 = 0x00000000  libraries/commodities.h: *62
NBU_NOTIFY       #define 2 = 0x00000002  libraries/commodities.h: *64
NBU_UNIQUE       #define 1 = 0x00000001  libraries/commodities.h: *63
NB_VERSION       #define 5 = 0x00000005  libraries/commodities.h: *46
NDB_NEWIORB      #define 0 = 0x00000000  devices/narrator.h: *24
NDB_SYLSYNC      #define 2 = 0x00000002  devices/narrator.h: *26
NDB_WORDSYNC     #define 1 = 0x00000001  devices/narrator.h: *25
NDF_NEWIORB      #define (1 << NDB_NEWIORB) = 0x00000001
                 devices/narrator.h: *29
NDF_SYLSYNC      #define (1 << NDB_SYLSYNC) = 0x00000004
                 devices/narrator.h: *31
NDF_WORDSYNC     #define (1 << NDB_WORDSYNC) = 0x00000002
                 devices/narrator.h: *30
ND_CantAlloc     #define -6 = 0xfffffffa  devices/narrator.h: *41
ND_CentPhonErr   #define -28 = 0xffffffe4  devices/narrator.h: *53
ND_DCentErr      #define -27 = 0xffffffe5  devices/narrator.h: *52
ND_Expunged      #define -9 = 0xfffffff7  devices/narrator.h: *44
ND_FreqErr       #define -25 = 0xffffffe7  devices/narrator.h: *50
ND_MakeBad       #define -4 = 0xfffffffc  devices/narrator.h: *39
ND_ModeErr       #define -24 = 0xffffffe8  devices/narrator.h: *49
ND_NoAudLib      #define -3 = 0xfffffffd  devices/narrator.h: *38
ND_NoMem         #define -2 = 0xfffffffe  devices/narrator.h: *37
ND_NoWrite       #define -8 = 0xfffffff8  devices/narrator.h: *43
ND_PhonErr       #define -20 = 0xffffffec  devices/narrator.h: *45
ND_PitchErr      #define -22 = 0xffffffea  devices/narrator.h: *47
ND_RateErr       #define -21 = 0xffffffeb  devices/narrator.h: *46
ND_SexErr        #define -23 = 0xffffffe9  devices/narrator.h: *48
ND_Unimpl        #define -7 = 0xfffffff9  devices/narrator.h: *42
ND_UnitErr       #define -5 = 0xfffffffb  devices/narrator.h: *40
ND_VolErr        #define -26 = 0xffffffe6  devices/narrator.h: *51
NEWLAYERINFO_CALLED #define 1 = 0x00000001  graphics/layers.h: *51
NEWLOCKS         #define  graphics/clip.h: *32
NEWPREFS         #define IDCMP_NEWPREFS = 0x00004000
                 intuition/iobsolete.h: *128
NEWSIZE          #define IDCMP_NEWSIZE = 0x00000002
                 intuition/iobsolete.h: *115
NG_HIGHLABEL     #define 0x0020 = 0x00000020  libraries/gadtools.h: *117
NM_BARLABEL      #define ((STRPTR)-1)  libraries/gadtools.h: *144
```

```
NM_END              #define 0 = 0x00000000  libraries/gadtools.h: *137
NM_FLAGMASK         #define (~(COMMSEQ | ITEMTEXT | HIGHFLAGS)) = 0xffffff39
                    libraries/gadtools.h: *157
NM_ITEM             #define 2 = 0x00000002  libraries/gadtools.h: *135
NM_ITEMDISABLED     #define ITEMENABLED = 0x00000010  libraries/gadtools.h: *153
NM_MENUDISABLED     #define MENUENABLED = 0x00000001  libraries/gadtools.h: *152
NM_SUB              #define 3 = 0x00000003  libraries/gadtools.h: *136
NM_TITLE            #define 1 = 0x00000001  libraries/gadtools.h: *134
NOCAREREFRESH       #define WFLG_NOCAREREFRESH = 0x00020000
                    intuition/iobsolete.h: *165
NOCROSSFILL         #define 0x20 = 0x00000020  graphics/rastport.h: *108
NOISYREQ            #define 0x0004 = 0x00000004  intuition/intuition.h: *188
NOITEM              #define 0x003F = 0x0000003f  intuition/intuition.h: *1286
NOMENU              #define 0x001F = 0x0000001f  intuition/intuition.h: *1285
NOREQBACKFILL       #define 0x0040 = 0x00000040  intuition/intuition.h: *198
NOSUB               #define 0x001F = 0x0000001f  intuition/intuition.h: *1287
NOT                 #define !  intuition/intuition.h: *1294
NOTIFY_CLASS        #define 0x40000000 = 0x40000000  dos/notify.h: *33
NOTIFY_CODE         #define 0x1234 = 0x00001234  dos/notify.h: *36
NO_ICON_POSITION    #define (0x80000000) = 0x80000000
                    workbench/workbench.h: *116
NP_Arguments        #define (NP_Dummy + 21) = 0x800003fd  dos/dostags.h: *89
NP_Cli              #define (NP_Dummy + 18) = 0x800003fa  dos/dostags.h: *82
NP_CloseError       #define (NP_Dummy + 9) = 0x800003f1  dos/dostags.h: *63
NP_CloseInput       #define (NP_Dummy + 6) = 0x800003ee  dos/dostags.h: *55
NP_CloseOutput      #define (NP_Dummy + 7) = 0x800003ef  dos/dostags.h: *58
NP_CommandName      #define (NP_Dummy + 20) = 0x800003fc  dos/dostags.h: *87
NP_ConsoleTask      #define (NP_Dummy + 14) = 0x800003f6  dos/dostags.h: *74
NP_CopyVars         #define (NP_Dummy + 17) = 0x800003f9  dos/dostags.h: *80
NP_CurrentDir       #define (NP_Dummy + 10) = 0x800003f2  dos/dostags.h: *66
NP_Dummy            #define (TAG_USER + 1000) = 0x800003e8  dos/dostags.h: *42
NP_Entry            #define (NP_Dummy + 3) = 0x800003eb  dos/dostags.h: *48
NP_Error            #define (NP_Dummy + 8) = 0x800003f0  dos/dostags.h: *61
NP_ExitCode         #define (NP_Dummy + 24) = 0x80000400  dos/dostags.h: *105
NP_ExitData         #define (NP_Dummy + 25) = 0x80000401  dos/dostags.h: *107
NP_FreeSeglist      #define (NP_Dummy + 2) = 0x800003ea  dos/dostags.h: *45
NP_HomeDir          #define (NP_Dummy + 16) = 0x800003f8  dos/dostags.h: *78
NP_Input            #define (NP_Dummy + 4) = 0x800003ec  dos/dostags.h: *51
NP_Name             #define (NP_Dummy + 12) = 0x800003f4  dos/dostags.h: *70
NP_NotifyOnDeath    #define (NP_Dummy + 22) = 0x800003fe  dos/dostags.h: *98
NP_Output           #define (NP_Dummy + 5) = 0x800003ed  dos/dostags.h: *53
NP_Path             #define (NP_Dummy + 19) = 0x800003fb  dos/dostags.h: *84
NP_Priority         #define (NP_Dummy + 13) = 0x800003f5  dos/dostags.h: *72
NP_Seglist          #define (NP_Dummy + 1) = 0x800003e9  dos/dostags.h: *43
NP_StackSize        #define (NP_Dummy + 11) = 0x800003f3  dos/dostags.h: *68
NP_Synchronous      #define (NP_Dummy + 23) = 0x800003ff  dos/dostags.h: *101
NP_WindowPtr        #define (NP_Dummy + 15) = 0x800003f7  dos/dostags.h: *76
NRB_MAGIC           #define 31 = 0x0000001f  dos/notify.h: *94
NRB_NOTIFY_INITIAL  #define 4 = 0x00000004  dos/notify.h: *92
NRB_SEND_MESSAGE    #define 0 = 0x00000000  dos/notify.h: *89
NRB_SEND_SIGNAL     #define 1 = 0x00000001  dos/notify.h: *90
NRB_WAIT_REPLY      #define 3 = 0x00000003  dos/notify.h: *91
NRF_MAGIC           #define 0x80000000 = 0x80000000  dos/notify.h: *86
NRF_NOTIFY_INITIAL  #define 16 = 0x00000010  dos/notify.h: *83
NRF_SEND_MESSAGE    #define 1 = 0x00000001  dos/notify.h: *80
NRF_SEND_SIGNAL     #define 2 = 0x00000002  dos/notify.h: *81
NRF_WAIT_REPLY      #define 8 = 0x00000008  dos/notify.h: *82
```

```
NR_HANDLER_FLAGS #define 0xffff0000 = 0xffff0000  dos/notify.h: *97
NSB_BINARY       #define 4 = 0x00000004  rexx/storage.h: *58
NSB_EXT          #define 6 = 0x00000006  rexx/storage.h: *60
NSB_FLOAT        #define 5 = 0x00000005  rexx/storage.h: *59
NSB_KEEP         #define 0 = 0x00000000  rexx/storage.h: *54
NSB_NOTNUM       #define 2 = 0x00000002  rexx/storage.h: *56
NSB_NUMBER       #define 3 = 0x00000003  rexx/storage.h: *57
NSB_SOURCE       #define 7 = 0x00000007  rexx/storage.h: *61
NSB_STRING       #define 1 = 0x00000001  rexx/storage.h: *55
NSF_ALPHA        #define (NSF_NOTNUM | NSF_STRING) = 0x00000006
                 rexx/storage.h: *76
NSF_BINARY       #define (1 << NSB_BINARY) = 0x00000010  rexx/storage.h: *68
NSF_DPNUM        #define (NSF_NUMBER | NSF_FLOAT) = 0x00000028
                 rexx/storage.h: *75
NSF_EXT          #define (1 << NSB_EXT ) = 0x00000040  rexx/storage.h: *70
NSF_FLOAT        #define (1 << NSB_FLOAT ) = 0x00000020  rexx/storage.h: *69
NSF_INTNUM       #define (NSF_NUMBER | NSF_BINARY | NSF_STRING) = 0x0000001a
                 rexx/storage.h: *74
NSF_KEEP         #define (1 << NSB_KEEP ) = 0x00000001  rexx/storage.h: *64
NSF_NOTNUM       #define (1 << NSB_NOTNUM) = 0x00000004  rexx/storage.h: *66
NSF_NUMBER       #define (1 << NSB_NUMBER) = 0x00000008  rexx/storage.h: *67
NSF_OWNED        #define (NSF_SOURCE | NSF_EXT | NSF_KEEP) = 0x000000c1
                 rexx/storage.h: *77
NSF_SOURCE       #define (1 << NSB_SOURCE) = 0x00000080  rexx/storage.h: *71
NSF_STRING       #define (1 << NSB_STRING) = 0x00000002  rexx/storage.h: *65
NSTAG_EXT_VPMODE #define (TAG_USER | 1) = 0x80000001
                 intuition/screens.h: *290
NS_EXTENDED      #define 0x1000 = 0x00001000  intuition/screens.h: *179
NTSC             #define 1 = 0x00000001  graphics/gfxbase.h: *95
NTSC_MONITOR_ID  #define 0x00011000 = 0x00011000  graphics/displayinfo.h: *148
NTSC_MONITOR_NAME #define "ntsc.monitor"  graphics/monitor.h: *66
NT_BOOTNODE      #define 16 = 0x00000010  exec/nodes.h: *61
NT_DEATHMESSAGE  #define 19 = 0x00000013  exec/nodes.h: *64
NT_DEVICE        #define 3 = 0x00000003  exec/nodes.h: *48
NT_EXTENDED      #define 255 = 0x000000ff  exec/nodes.h: *67
NT_FONT          #define 12 = 0x0000000c  exec/nodes.h: *57
NT_FREEMSG       #define 6 = 0x00000006  exec/nodes.h: *51
NT_GRAPHICS      #define 18 = 0x00000012  exec/nodes.h: *63
NT_INTERRUPT     #define 2 = 0x00000002  exec/nodes.h: *47
NT_KICKMEM       #define 17 = 0x00000011  exec/nodes.h: *62
NT_LIBRARY       #define 9 = 0x00000009  exec/nodes.h: *54
NT_MEMORY        #define 10 = 0x0000000a  exec/nodes.h: *55
NT_MESSAGE       #define 5 = 0x00000005  exec/nodes.h: *50
NT_MSGPORT       #define 4 = 0x00000004  exec/nodes.h: *49
NT_PROCESS       #define 13 = 0x0000000d  exec/nodes.h: *58
NT_REPLYMSG      #define 7 = 0x00000007  exec/nodes.h: *52
NT_RESOURCE      #define 8 = 0x00000008  exec/nodes.h: *53
NT_SEMAPHORE     #define 14 = 0x0000000e  exec/nodes.h: *59
NT_SIGNALSEM     #define 15 = 0x0000000f  exec/nodes.h: *60
NT_SOFTINT       #define 11 = 0x0000000b  exec/nodes.h: *56
NT_TASK          #define 1 = 0x00000001  exec/nodes.h: *46
NT_UNKNOWN       #define 0 = 0x00000000  exec/nodes.h: *45
NT_USER          #define 254 = 0x000000fe  exec/nodes.h: *66
NULL             #define 0L = 0x00000000  exec/types.h: *76
NULL_IX          macro (1 argument)  libraries/commodities.h: *207
NUMBERIDCMP      #define (NULL) = 0x00000000  libraries/gadtools.h: *73
NUMBER_KIND      #define 6 = 0x00000006  libraries/gadtools.h: *40
```

```
NUMDRIPENS          #define (0x0009) = 0x00000009  intuition/screens.h: *92
NUMSECS             #define 11 = 0x0000000b  devices/trackdisk.h: *40
NUMUNITS            #define 4 = 0x00000004  devices/trackdisk.h: *41
NUM_KINDS           #define 14 = 0x0000000e  libraries/gadtools.h: *49
NWAYIDCMP           #define CYCLEIDCMP = 0x00000040  libraries/gadtools.h: *287
NWAY_KIND           #define CYCLE_KIND = 0x00000007  libraries/gadtools.h: *286
NW_EXTENDED         #define WFLG_NW_EXTENDED = 0x00040000
                    intuition/iobsolete.h: *169
NXADDLEN            #define 9 = 0x00000009  rexx/storage.h: *50
NXTLIST             #define u3.nxtlist  graphics/copper.h: *48
N_TRACTOR           #define 0x20 = 0x00000020  intuition/preferences.h: *187
Name                array [32] of unsigned char in struct NameInfo
        +0x0010 graphics/displayinfo.h: *135
NameInfo            structure tag size 0x0038 graphics/displayinfo.h: *132
NewBroker           structure tag size 0x001a libraries/commodities.h: *48
NewGadget           structure tag size 0x001e libraries/gadtools.h: *94
NewMenu             structure tag size 0x0014 libraries/gadtools.h: *123
NewScreen           structure tag size 0x0020 intuition/screens.h: *310
NewWindow           structure tag size 0x0030 intuition/intuition.h: *974
                    workbench/workbench.h: 45, 53
Next                pointer to struct ClipRect in struct ClipRect
        +0x0000 graphics/clip.h: *66
Next                pointer to struct cprlist in struct cprlist
        +0x0000 graphics/copper.h: *58
Next                pointer to struct CopList in struct CopList
        +0x0000 graphics/copper.h: *65
Next                pointer to struct UCopList in struct UCopList
        +0x0000 graphics/copper.h: *85
Next                pointer to struct ViewPort in struct ViewPort
        +0x0000 graphics/view.h: *43
Next                pointer to struct RasInfo in struct RasInfo
        +0x0000 graphics/view.h: *109
Next                pointer to struct RegionRectangle in struct RegionRectangle
        +0x0000 graphics/regions.h: *25
NextBorder          pointer to struct Border in struct Border
        +0x000c intuition/intuition.h: *605
NextComp            pointer to struct AnimComp in struct AnimComp
        +0x0006 graphics/gels.h: *183
NextGadget          pointer to struct Gadget in struct Gadget
        +0x0000 intuition/intuition.h: *218
NextImage           pointer to struct Image in struct Image
        +0x0010 intuition/intuition.h: *666
NextItem            pointer to struct MenuItem in struct MenuItem
        +0x0000 intuition/intuition.h: *92
NextMenu            pointer to struct Menu in struct Menu
        +0x0000 intuition/intuition.h: *64
NextOb              pointer to struct AnimOb in struct AnimOb
        +0x0000 graphics/gels.h: *203
NextRemember        pointer to struct Remember in struct Remember
        +0x0000 intuition/intuition.h: *1233
NextScreen          pointer to struct Screen in struct Screen
        +0x0000 intuition/screens.h: *100
NextSelect          unsigned short int in struct MenuItem
        +0x0020 intuition/intuition.h: *113
NextSeq             pointer to struct AnimComp in struct AnimComp
        +0x000e graphics/gels.h: *187
NextText            pointer to struct IntuiText in struct IntuiText
```

```
         +0x0010 intuition/intuition.h: *578
NextVSprite        pointer to struct VSprite in struct VSprite
         +0x0000 graphics/gels.h: *74
NextWindow         pointer to struct Window in struct Window
         +0x0000 intuition/intuition.h: *797
NexxStr            structure tag size 0x0010 rexx/storage.h: *42
                   rexx/rxslib.h: 37, 38, 39, 40, 41, 42, 43, 44
Node               structure tag size 0x000e exec/nodes.h: *24, 25, 26
                   exec/libraries.h: 35
                   exec/lists.h: 23, 24, 25
                   exec/tasks.h: 27
                   exec/ports.h: 31, 50
                   exec/memory.h: 31, 59
                   exec/interrupts.h: 25, 34
                   exec/semaphores.h: 42
                   devices/clipboard.h: 37
                   devices/keymap.h: 35, 41
                   graphics/gfxnodes.h: 20, 21
                   intuition/screens.h: 383
                   dos/var.h: 28
                   graphics/graphint.h: 22
                   libraries/configvars.h: 33
                   libraries/diskfont.h: 72
                   libraries/expansionbase.h: 37
                   libraries/mathresource.h: 37
                   resources/filesysres.h: 28, 34
                   rexx/storage.h: 163
Nominal            struct Rectangle(size 0x0008 bytes) in struct DimensionInfo
         +0x001a graphics/displayinfo.h: *100
NormalDPMX         unsigned short int in struct GfxBase
         +0x00dc graphics/gfxbase.h: *61
NormalDPMY         unsigned short int in struct GfxBase
         +0x00de graphics/gfxbase.h: *62
NormalDisplayColumns unsigned short int in struct GfxBase
         +0x00da graphics/gfxbase.h: *59
NormalDisplayInfo pointer to void in struct ColorMap
         +0x0018 graphics/view.h: *126
NormalDisplayRows unsigned short int in struct GfxBase
         +0x00d8 graphics/gfxbase.h: *58
NotAvailable       unsigned short int in struct DisplayInfo
         +0x0010 graphics/displayinfo.h: *53
NotifyMessage      structure tag size 0x0026 dos/notify.h: *41
NotifyRequest      structure tag size 0x0030 dos/notify.h: *45, 53
NumChars           short int in struct StringInfo
         +0x0010 intuition/intuition.h: *535
NumChars           short int in struct SGWork +0x001c intuition/sghooks.h: *45
NumStdSprites      unsigned short int in struct DisplayInfo
         +0x001c graphics/displayinfo.h: *57
```

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_OBJ               macro (1 argument)   intuition/classes.h: *74
_OBJECT            macro (1 argument)   intuition/classes.h: *80
_Object            structure tag size 0x000c intuition/classes.h: *68
o_Class            pointer to struct IClass in struct _Object
```

```
              +0x0008 intuition/classes.h: *70
o_Node            struct MinNode(size 0x0008 bytes) in struct _Object
              +0x0000 intuition/classes.h: *69
obs               pointer to struct ClipRect in struct Layer_Info
              +0x0008 graphics/layers.h: *38
opAddMember       #define opMember   intuition/classusr.h: *123
opAddTail         structure tag size 0x0008 intuition/classusr.h: *117
opGet             structure tag size 0x000c intuition/classusr.h: *108
opMember          structure tag size 0x0008 intuition/classusr.h: *124
opSet             structure tag size 0x000c intuition/classusr.h: *78
opUpdate          structure tag size 0x0010 intuition/classusr.h: *88
opam_Object       pointer to unsigned long int in struct opMember
              +0x0004 intuition/classusr.h: *126
opat_List         pointer to struct List in struct opAddTail
              +0x0004 intuition/classusr.h: *119
opg_AttrID        unsigned long int in struct opGet
              +0x0004 intuition/classusr.h: *110
opg_Storage       pointer to unsigned long int in struct opGet
              +0x0008 intuition/classusr.h: *111
ops_AttrList      pointer to struct TagItem in struct opSet
              +0x0004 intuition/classusr.h: *80
ops_GInfo         pointer to struct GadgetInfo in struct opSet
              +0x0008 intuition/classusr.h: *81
opu_AttrList      pointer to struct TagItem in struct opUpdate
              +0x0004 intuition/classusr.h: *90
opu_Flags         unsigned long int in struct opUpdate
              +0x000c intuition/classusr.h: *95
opu_GInfo         pointer to struct GadgetInfo in struct opUpdate
              +0x0008 intuition/classusr.h: *91
OCLASS            macro (1 argument)   intuition/classes.h: *83
OCTANT1           #define 16 = 0x00000010  hardware/blit.h: *87
OCTANT2           #define 0 = 0x00000000  hardware/blit.h: *86
OCTANT3           #define 8 = 0x00000008  hardware/blit.h: *85
OCTANT4           #define 20 = 0x00000014  hardware/blit.h: *84
OCTANT5           #define 28 = 0x0000001c  hardware/blit.h: *83
OCTANT6           #define 12 = 0x0000000c  hardware/blit.h: *82
OCTANT7           #define 4 = 0x00000004  hardware/blit.h: *81
OCTANT8           #define 24 = 0x00000018  hardware/blit.h: *80
OFFSET            macro (2 arguments)   exec/initializers.h: *16
OFFSET_BEGINING   #define OFFSET_BEGINNING = 0xffffffff  dos/dos.h: *40
OFFSET_BEGINNING  #define -1 = 0xffffffff  dos/dos.h: *36
OFFSET_CURRENT    #define 0 = 0x00000000  dos/dos.h: *37
OFFSET_END        #define 1 = 0x00000001  dos/dos.h: *38
OFF_DISPLAY       #define custom.dmacon = BITCLR|DMAF_RASTER;
                  graphics/gfxmacros.h: *24
OFF_SPRITE        #define custom.dmacon = BITCLR|DMAF_SPRITE;
                  graphics/gfxmacros.h: *26
OFF_VBLANK        #define custom.intena = BITCLR|INTF_VERTB;
                  graphics/gfxmacros.h: *29
OKABORT           #define 0x0004 = 0x00000004  intuition/intuition.h: *774
OKCANCEL          #define MENUCANCEL = 0x00000002  intuition/intuition.h: *775
OKIMATE_20        #define 0x09 = 0x00000009  intuition/preferences.h: *201
OKOK              #define MENUHOT = 0x00000001  intuition/intuition.h: *773
OLDDRAWERDATAFILESIZE #define (sizeof(struct OldDrawerData)) = 0x00000038
                  workbench/workbench.h: *50
OM_ADDMEMBER      #define (0x109) = 0x00000109  intuition/classusr.h: *72
OM_ADDTAIL        #define (0x105) = 0x00000105  intuition/classusr.h: *68
```

```
OM_DISPOSE        #define (0x102) = 0x00000102  intuition/classusr.h: *65
OM_Dummy          #define (0x100) = 0x00000100  intuition/classusr.h: *63
OM_GET            #define (0x104) = 0x00000104  intuition/classusr.h: *67
OM_NEW            #define (0x101) = 0x00000101  intuition/classusr.h: *64
OM_NOTIFY         #define (0x107) = 0x00000107  intuition/classusr.h: *70
OM_REMMEMBER      #define (0x10A) = 0x0000010a  intuition/classusr.h: *73
OM_REMOVE         #define (0x106) = 0x00000106  intuition/classusr.h: *69
OM_SET            #define (0x103) = 0x00000103  intuition/classusr.h: *66
OM_UPDATE         #define (0x108) = 0x00000108  intuition/classusr.h: *71
ONEDOT            #define 0x2 = 0x00000002  hardware/blit.h: *71
ONE_DOT           #define 0x02 = 0x00000002  graphics/rastport.h: *101
ON_DISPLAY        #define custom.dmacon = BITSET|DMAF_RASTER;
                  graphics/gfxmacros.h: *23
ON_SPRITE         #define custom.dmacon = BITSET|DMAF_SPRITE;
                  graphics/gfxmacros.h: *25
ON_VBLANK         #define custom.intena = BITSET|INTF_VERTB;
                  graphics/gfxmacros.h: *28
OPUF_INTERIM      #define (1<<0) = 0x00000001  intuition/classusr.h: *105
ORDERED_DITHERING #define 0x0000 = 0x00000000  intuition/preferences.h: *255
OSCAN_MAX         #define (3) = 0x00000003  intuition/screens.h: *366
OSCAN_STANDARD    #define (2) = 0x00000002  intuition/screens.h: *365
OSCAN_TEXT        #define (1) = 0x00000001  intuition/screens.h: *364
OSCAN_VIDEO       #define (4) = 0x00000004  intuition/screens.h: *367
OSERR_NOCHIPMEM   #define (4) = 0x00000004  intuition/screens.h: *300
OSERR_NOCHIPS     #define (2) = 0x00000002  intuition/screens.h: *298
OSERR_NOMEM       #define (3) = 0x00000003  intuition/screens.h: *299
OSERR_NOMONITOR   #define (1) = 0x00000001  intuition/screens.h: *297
OSERR_PUBNOTUNIQUE #define (5) = 0x00000005  intuition/screens.h: *301
OSERR_UNKNOWNMODE #define (6) = 0x00000006  intuition/screens.h: *302
OTHER_REFRESH     #define WFLG_OTHER_REFRESH = 0x000000c0
                  intuition/iobsolete.h: *155
OUTSTEP           #define 0x2000 = 0x00002000  graphics/gels.h: *43
OVERLAY           #define 0x0004 = 0x00000004  graphics/gels.h: *24
OVFLAG            #define 0x20 = 0x00000020  hardware/blit.h: *72
Object            typedef ULONG  intuition/classusr.h: *21, 126
OldDrawerData     structure tag size 0x0038 workbench/workbench.h: *44
OldX              short int in struct VSprite +0x0012 graphics/gels.h: *87
OldY              short int in struct VSprite +0x0010 graphics/gels.h: *87
OlderRequest      pointer to struct Requester in struct Requester
      +0x0000 intuition/intuition.h: *148
OpCode            short int in struct CopIns +0x0000 graphics/copper.h: *28
```