IncludeXREF

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

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Chapter 1

IncludeXREF

1.1 2.0 IncludeXREF: G

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        +0x0008 intuition/gadgetclass.h: *182
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        +0x0004 intuition/gadgetclass.h: *203
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gpi_IEvent       pointer to struct InputEvent in struct gpInput
        +0x0008 intuition/gadgetclass.h: *204
gpi_Mouse        struct (no tag) (size 0x0004 bytes) in struct gpInput
        +0x0010 intuition/gadgetclass.h: *209
gpi_Termination pointer to long int in struct gpInput
        +0x000c intuition/gadgetclass.h: *205
gpr_GInfo        pointer to struct GadgetInfo in struct gpRender
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gpr_RPort        pointer to struct RastPort in struct gpRender
        +0x0008 intuition/gadgetclass.h: *191
gpr_Redraw       long int in struct gpRender
        +0x000c intuition/gadgetclass.h: *192
gpt_Keys         unsigned short int in struct GamePortTrigger
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        +0x0002 devices/gameport.h: *40
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        +0x0004 devices/gameport.h: *41
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gs_Head          struct List(size 0x000e bytes) in struct Layer_Info
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GACT_ACTIVEGADGET #define 0x4000 = 0x00004000  intuition/intuition.h: *385
GACT_ALTKEYMAP   #define 0x1000 = 0x00001000  intuition/intuition.h: *372
GACT_BOOLEXTEND  #define 0x2000 = 0x00002000  intuition/intuition.h: *365
GACT_BORDERSNIFF #define 0x8000 = 0x00008000  intuition/intuition.h: *362
GACT_BOTTOMBORDER #define 0x0080 = 0x00000080  intuition/intuition.h: *361
GACT_ENDGADGET   #define 0x0004 = 0x00000004  intuition/intuition.h: *342
GACT_FOLLOWMOUSE #define 0x0008 = 0x00000008  intuition/intuition.h: *352
GACT_IMMEDIATE   #define 0x0002 = 0x00000002  intuition/intuition.h: *336
GACT_LEFTBORDER  #define 0x0020 = 0x00000020  intuition/intuition.h: *359
GACT_LONGINT     #define 0x0800 = 0x00000800  intuition/intuition.h: *371
GACT_RELVERIFY   #define 0x0001 = 0x00000001  intuition/intuition.h: *330
GACT_RIGHTBORDER #define 0x0010 = 0x00000010  intuition/intuition.h: *358
GACT_STRINGCENTER #define 0x0200 = 0x00000200  intuition/intuition.h: *369
GACT_STRINGEXTEND #define 0x2000 = 0x00002000  intuition/intuition.h: *373
GACT_STRINGLEFT  #define 0x0000 = 0x00000000  intuition/intuition.h: *368
GACT_STRINGRIGHT #define 0x0400 = 0x00000400  intuition/intuition.h: *370
GACT_TOGGLESELECT #define 0x0100 = 0x00000100  intuition/intuition.h: *364
GACT_TOPBORDER   #define 0x0040 = 0x00000040  intuition/intuition.h: *360
GADGBACKFILL     #define 0x0001 = 0x00000001  workbench/workbench.h: *111
GADGDISABLED     #define GFLG_DISABLED = 0x00000100
                 intuition/iobsolete.h: *60
GADGET0002       #define GTYP_GADGET0002 = 0x00000002
                 intuition/iobsolete.h: *105
GADGETCLASS      #define "gadgetclass"  intuition/classusr.h: *47
GADGETCOUNT      #define 8 = 0x00000008  intuition/intuitionbase.h: *46
GADGETDOWN       #define IDCMP_GADGETDOWN = 0x00000020
                 intuition/iobsolete.h: *119
GADGETTYPE       #define GTYP_GADGETTYPE = 0x0000fc00
                 intuition/iobsolete.h: *91
GADGETUP         #define IDCMP_GADGETUP = 0x00000040
                 intuition/iobsolete.h: *120
GADGET_BOX       macro (1 argument)   intuition/imageclass.h: *28
GADGHBOX         #define GFLG_GADGHBOX = 0x00000001
                 intuition/iobsolete.h: *51
GADGHCOMP        #define GFLG_GADGHCOMP = 0x00000000
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                        intuition/iobsolete.h: *50
GADGHIGHBITS            #define GFLG_GADGHIGHBITS = 0x00000003
                        intuition/iobsolete.h: *49
GADGHIMAGE              #define GFLG_GADGHIMAGE = 0x00000002
                        intuition/iobsolete.h: *52
GADGHNONE               #define GFLG_GADGHNONE = 0x00000003
                        intuition/iobsolete.h: *53
GADGIMAGE               #define GFLG_GADGIMAGE = 0x00000004
                        intuition/iobsolete.h: *54
GADGIMMEDIATE           #define GACT_IMMEDIATE = 0x00000002
                        intuition/iobsolete.h: *70
GADTOOLBIT              #define (0x8000) = 0x00008000  libraries/gadtools.h: *55
GADTOOLMASK             #define (~GADTOOLBIT) = 0xffff7fff  libraries/gadtools.h: *57
GA_BORDER               #define GA_Border = 0x8003000b  intuition/iobsolete.h: *190
GA_BOTTOMBORDER         #define GA_BottomBorder = 0x8003001b
                        intuition/iobsolete.h: *205
GA_Border               #define (GA_Dummy + 0x000B) = 0x8003000b
                        intuition/gadgetclass.h: *44
GA_BottomBorder         #define (GA_Dummy + 0x001B) = 0x8003001b
                        intuition/gadgetclass.h: *60
GA_DISABLED             #define GA_Disabled = 0x8003000e  intuition/iobsolete.h: *193
GA_DRAWINFO             #define GA_DrawInfo = 0x80030021  intuition/iobsolete.h: *211
GA_Disabled             #define (GA_Dummy + 0x000E) = 0x8003000e
                        intuition/gadgetclass.h: *47
GA_DrawInfo             #define (GA_Dummy + 0x0021) = 0x80030021
                        intuition/gadgetclass.h: *79
GA_Dummy                #define (TAG_USER +0x30000) = 0x80030000
                        intuition/gadgetclass.h: *33
GA_ENDGADGET            #define GA_EndGadget = 0x80030014
                        intuition/iobsolete.h: *198
GA_EndGadget            #define (GA_Dummy + 0x0014) = 0x80030014
                        intuition/gadgetclass.h: *53
GA_FOLLOWMOUSE          #define GA_FollowMouse = 0x80030017
                        intuition/iobsolete.h: *201
GA_FollowMouse          #define (GA_Dummy + 0x0017) = 0x80030017
                        intuition/gadgetclass.h: *56
GA_GZZGADGET            #define GA_GZZGadget = 0x8003000f
                        intuition/iobsolete.h: *194
GA_GZZGadget            #define (GA_Dummy + 0x000F) = 0x8003000f
                        intuition/gadgetclass.h: *48
GA_HEIGHT               #define GA_Height = 0x80030007  intuition/iobsolete.h: *186
GA_HIGHLIGHT            #define GA_Highlight = 0x8003000d
                        intuition/iobsolete.h: *192
GA_Height               #define (GA_Dummy + 0x0007) = 0x80030007
                        intuition/gadgetclass.h: *40
GA_Highlight            #define (GA_Dummy + 0x000D) = 0x8003000d
                        intuition/gadgetclass.h: *46
GA_ID                   #define (GA_Dummy + 0x0010) = 0x80030010
                        intuition/gadgetclass.h: *49
GA_IMAGE                #define GA_Image = 0x8003000a  intuition/iobsolete.h: *189
GA_IMMEDIATE            #define GA_Immediate = 0x80030015
                        intuition/iobsolete.h: *199
GA_INTUITEXT            #define GA_IntuiText = 0x80030022
                        intuition/iobsolete.h: *212
GA_Image                #define (GA_Dummy + 0x000A) = 0x8003000a
                        intuition/gadgetclass.h: *43
GA_Immediate            #define (GA_Dummy + 0x0015) = 0x80030015
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                         intuition/gadgetclass.h: *54
GA_IntuiText             #define (GA_Dummy + 0x0022) = 0x80030022
                         intuition/gadgetclass.h: *85
GA_LABELIMAGE            #define GA_LabelImage = 0x80030023
                         intuition/iobsolete.h: *213
GA_LEFT                  #define GA_Left = 0x80030001   intuition/iobsolete.h: *180
GA_LEFTBORDER            #define GA_LeftBorder = 0x80030019
                         intuition/iobsolete.h: *203
GA_LabelImage            #define (GA_Dummy + 0x0023) = 0x80030023
                         intuition/gadgetclass.h: *88
GA_Left                  #define (GA_Dummy + 0x0001) = 0x80030001
                         intuition/gadgetclass.h: *34
GA_LeftBorder            #define (GA_Dummy + 0x0019) = 0x80030019
                         intuition/gadgetclass.h: *58
GA_NEXT                  #define GA_Next = 0x80030020   intuition/iobsolete.h: *210
GA_Next                  #define (GA_Dummy + 0x0020) = 0x80030020
                         intuition/gadgetclass.h: *76
GA_PREVIOUS              #define GA_Previous = 0x8003001f   intuition/iobsolete.h: *209
GA_Previous              #define (GA_Dummy + 0x001F) = 0x8003001f
                         intuition/gadgetclass.h: *69
GA_RELBOTTOM             #define GA_RelBottom = 0x80030004
                         intuition/iobsolete.h: *183
GA_RELHEIGHT             #define GA_RelHeight = 0x80030008
                         intuition/iobsolete.h: *187
GA_RELRIGHT              #define GA_RelRight = 0x80030002   intuition/iobsolete.h: *181
GA_RELVERIFY             #define GA_RelVerify = 0x80030016
                         intuition/iobsolete.h: *200
GA_RELWIDTH              #define GA_RelWidth = 0x80030006   intuition/iobsolete.h: *185
GA_RIGHTBORDER           #define GA_RightBorder = 0x80030018
                         intuition/iobsolete.h: *202
GA_RelBottom             #define (GA_Dummy + 0x0004) = 0x80030004
                         intuition/gadgetclass.h: *37
GA_RelHeight             #define (GA_Dummy + 0x0008) = 0x80030008
                         intuition/gadgetclass.h: *41
GA_RelRight              #define (GA_Dummy + 0x0002) = 0x80030002
                         intuition/gadgetclass.h: *35
GA_RelVerify             #define (GA_Dummy + 0x0016) = 0x80030016
                         intuition/gadgetclass.h: *55
GA_RelWidth              #define (GA_Dummy + 0x0006) = 0x80030006
                         intuition/gadgetclass.h: *39
GA_RightBorder           #define (GA_Dummy + 0x0018) = 0x80030018
                         intuition/gadgetclass.h: *57
GA_SELECTED              #define GA_Selected = 0x80030013   intuition/iobsolete.h: *197
GA_SELECTRENDER          #define GA_SelectRender = 0x8003000c
                         intuition/iobsolete.h: *191
GA_SPECIALINFO           #define GA_SpecialInfo = 0x80030012
                         intuition/iobsolete.h: *196
GA_SYSGADGET             #define GA_SysGadget = 0x8003001d
                         intuition/iobsolete.h: *207
GA_SYSGTYPE              #define GA_SysGType = 0x8003001e   intuition/iobsolete.h: *208
GA_SelectRender          #define (GA_Dummy + 0x000C) = 0x8003000c
                         intuition/gadgetclass.h: *45
GA_Selected              #define (GA_Dummy + 0x0013) = 0x80030013
                         intuition/gadgetclass.h: *52
GA_SpecialInfo           #define (GA_Dummy + 0x0012) = 0x80030012
                         intuition/gadgetclass.h: *51
GA_SysGType              #define (GA_Dummy + 0x001E) = 0x8003001e
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                        intuition/gadgetclass.h: *66
GA_SysGadget            #define (GA_Dummy + 0x001D) = 0x8003001d
                        intuition/gadgetclass.h: *64
GA_TEXT                 #define GA_Text = 0x80030009  intuition/iobsolete.h: *188
GA_TOGGLESELECT         #define GA_ToggleSelect = 0x8003001c
                        intuition/iobsolete.h: *206
GA_TOP                  #define GA_Top = 0x80030003  intuition/iobsolete.h: *182
GA_TOPBORDER            #define GA_TopBorder = 0x8003001a
                        intuition/iobsolete.h: *204
GA_TabCycle             #define (GA_Dummy + 0x0024) = 0x80030024
                        intuition/gadgetclass.h: *93
GA_Text                 #define (GA_Dummy + 0x0009) = 0x80030009
                        intuition/gadgetclass.h: *42
GA_ToggleSelect         #define (GA_Dummy + 0x001C) = 0x8003001c
                        intuition/gadgetclass.h: *61
GA_Top                  #define (GA_Dummy + 0x0003) = 0x80030003
                        intuition/gadgetclass.h: *36
GA_TopBorder            #define (GA_Dummy + 0x001A) = 0x8003001a
                        intuition/gadgetclass.h: *59
GA_USERDATA             #define GA_UserData = 0x80030011  intuition/iobsolete.h: *195
GA_UserData             #define (GA_Dummy + 0x0011) = 0x80030011
                        intuition/gadgetclass.h: *50
GA_WIDTH                #define GA_Width = 0x80030005  intuition/iobsolete.h: *184
GA_Width                #define (GA_Dummy + 0x0005) = 0x80030005
                        intuition/gadgetclass.h: *38
GELGONE                 #define 0x0400 = 0x00000400  graphics/gels.h: *29
GENERIC_KIND            #define 0 = 0x00000000  libraries/gadtools.h: *34
GENLOC                  #define 2 = 0x00000002  graphics/gfxbase.h: *96
GENLOCK_AUDIO           #define 0x0100 = 0x00000100  graphics/view.h: *95
GENLOCK_VIDEO           #define 0x0002 = 0x00000002  graphics/view.h: *90
GFLG_DISABLED           #define 0x0100 = 0x00000100  intuition/intuition.h: *297
GFLG_GADGHBOX           #define 0x0001 = 0x00000001  intuition/intuition.h: *269
GFLG_GADGHCOMP          #define 0x0000 = 0x00000000  intuition/intuition.h: *268
GFLG_GADGHIGHBITS #define 0x0003 = 0x00000003  intuition/intuition.h: *267
GFLG_GADGHIMAGE         #define 0x0002 = 0x00000002  intuition/intuition.h: *270
GFLG_GADGHNONE          #define 0x0003 = 0x00000003  intuition/intuition.h: *271
GFLG_GADGIMAGE          #define 0x0004 = 0x00000004  intuition/intuition.h: *276
GFLG_LABELIMAGE         #define 0x2000 = 0x00002000  intuition/intuition.h: *310
GFLG_LABELITEXT         #define 0x0000 = 0x00000000  intuition/intuition.h: *308
GFLG_LABELMASK          #define 0x3000 = 0x00003000  intuition/intuition.h: *307
GFLG_LABELSTRING        #define 0x1000 = 0x00001000  intuition/intuition.h: *309
GFLG_RELBOTTOM          #define 0x0008 = 0x00000008  intuition/intuition.h: *286
GFLG_RELHEIGHT          #define 0x0040 = 0x00000040  intuition/intuition.h: *289
GFLG_RELRIGHT           #define 0x0010 = 0x00000010  intuition/intuition.h: *287
GFLG_RELWIDTH           #define 0x0020 = 0x00000020  intuition/intuition.h: *288
GFLG_SELECTED           #define 0x0080 = 0x00000080  intuition/intuition.h: *291
GFLG_STRINGEXTEND #define 0x0400 = 0x00000400  intuition/intuition.h: *323
GFLG_TABCYCLE           #define 0x0200 = 0x00000200  intuition/intuition.h: *315
GFXB_BIG_BLITS          #define 0 = 0x00000000  graphics/gfxbase.h: *103
GFXB_HR_AGNUS           #define 0 = 0x00000000  graphics/gfxbase.h: *104
GFXB_HR_DENISE          #define 1 = 0x00000001  graphics/gfxbase.h: *105
GFXF_BIG_BLITS          #define 1 = 0x00000001  graphics/gfxbase.h: *107
GFXF_HR_AGNUS           #define 1 = 0x00000001  graphics/gfxbase.h: *108
GFXF_HR_DENISE          #define 2 = 0x00000002  graphics/gfxbase.h: *109
GIMMEZEROZERO           #define WFLG_GIMMEZEROZERO = 0x00000400
                        intuition/iobsolete.h: *158
GLOBAL                  #define extern  exec/types.h: *20
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GLOBALSZ          #define 200 = 0x000000c8  rexx/storage.h: *185, 188
GMR_GADGETHIT     #define (0x00000004) = 0x00000004
                  intuition/gadgetclass.h: *185
GMR_MEACTIVE      #define (0) = 0x00000000  intuition/gadgetclass.h: *217
GMR_NEXTACTIVE    #define (1 << 4) = 0x00000010  intuition/gadgetclass.h: *227
GMR_NOREUSE       #define (1 << 1) = 0x00000002  intuition/gadgetclass.h: *218
GMR_PREVACTIVE    #define (1 << 5) = 0x00000020  intuition/gadgetclass.h: *228
GMR_REUSE         #define (1 << 2) = 0x00000004  intuition/gadgetclass.h: *219
GMR_VERIFY        #define (1 << 3) = 0x00000008  intuition/gadgetclass.h: *220
GM_Dummy          #define (-1) = 0xffffffff  intuition/gadgetclass.h: *164
GM_GOACTIVE       #define (2) = 0x00000002  intuition/gadgetclass.h: *169
GM_GOINACTIVE     #define (4) = 0x00000004  intuition/gadgetclass.h: *171
GM_HANDLEINPUT    #define (3) = 0x00000003  intuition/gadgetclass.h: *170
GM_HITTEST        #define (0) = 0x00000000  intuition/gadgetclass.h: *167
GM_RENDER         #define (1) = 0x00000001  intuition/gadgetclass.h: *168
GPCT_ABSJOYSTICK  #define 3 = 0x00000003  devices/gameport.h: *51
GPCT_ALLOCATED    #define -1 = 0xffffffff  devices/gameport.h: *46
GPCT_MOUSE        #define 1 = 0x00000001  devices/gameport.h: *49
GPCT_NOCONTROLLER #define 0 = 0x00000000  devices/gameport.h: *47
GPCT_RELJOYSTICK  #define 2 = 0x00000002  devices/gameport.h: *50
GPDERR_SETCTYPE   #define 1 = 0x00000001  devices/gameport.h: *55
GPD_ASKCTYPE      #define (CMD_NONSTD+1) = 0x0000000a  devices/gameport.h: *25
GPD_ASKTRIGGER    #define (CMD_NONSTD+3) = 0x0000000c  devices/gameport.h: *27
GPD_READEVENT     #define (CMD_NONSTD+0) = 0x00000009  devices/gameport.h: *24
GPD_SETCTYPE      #define (CMD_NONSTD+2) = 0x0000000b  devices/gameport.h: *26
GPD_SETTRIGGER    #define (CMD_NONSTD+4) = 0x0000000d  devices/gameport.h: *28
GPTB_DOWNKEYS     #define 0 = 0x00000000  devices/gameport.h: *33
GPTB_UPKEYS       #define 1 = 0x00000001  devices/gameport.h: *35
GPTF_DOWNKEYS     #define (1<<0) = 0x00000001  devices/gameport.h: *34
GPTF_UPKEYS       #define (1<<1) = 0x00000002  devices/gameport.h: *36
GRAPHICSNAME      #define "graphics.library"  graphics/gfxbase.h: *111
GRAPHICS_CLIP_H   #define  graphics/clip.h: *2, 1
                  intuition/screens.h: 23
GRAPHICS_COLLIDE_H #define  graphics/collide.h: *2
GRAPHICS_COPPER_H #define  graphics/copper.h: *2, 1
GRAPHICS_DISPLAYINFO_H #define  graphics/displayinfo.h: *2
GRAPHICS_DISPLAY_H #define  graphics/display.h: *2
GRAPHICS_GELS_H   #define  graphics/gels.h: *2
GRAPHICS_GFXBASE_H #define  graphics/gfxbase.h: *2
GRAPHICS_GFXMACROS_H #define  graphics/gfxmacros.h: *2
GRAPHICS_GFXNODES_H #define  graphics/gfxnodes.h: *2, 1
                  graphics/monitor.h: 19
GRAPHICS_GFX_H    #define  graphics/gfx.h: *2, 1
                  graphics/clip.h: 19
                  graphics/view.h: 21
                  graphics/monitor.h: 23
                  graphics/rastport.h: 19
                  graphics/text.h: 19
                  intuition/screens.h: 19
                  graphics/displayinfo.h: 19
                  graphics/regions.h: 19
GRAPHICS_GRAPHINT_H #define  graphics/graphint.h: *2
GRAPHICS_LAYERS_H #define  graphics/layers.h: *2, 1
                  intuition/screens.h: 35
GRAPHICS_MONITOR_H #define  graphics/monitor.h: *2, 1
                  graphics/displayinfo.h: 23
GRAPHICS_RASTPORT_H #define  graphics/rastport.h: *2, 1
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                    intuition/screens.h: 31
                    graphics/gfxmacros.h: 19
GRAPHICS_REGIONS_H #define  graphics/regions.h: *2
GRAPHICS_SCALE_H #define  graphics/scale.h: *2
GRAPHICS_SPRITE_H #define  graphics/sprite.h: *2
GRAPHICS_TEXT_H  #define  graphics/text.h: *2, 1
                    libraries/asl.h: 40
                    libraries/diskfont.h: 24
GRAPHICS_VIDEOCONTROL_H #define  graphics/videocontrol.h: *2
GRAPHICS_VIEW_H  #define  graphics/view.h: *2, 1
                    intuition/screens.h: 27
GREDRAW_REDRAW   #define (1) = 0x00000001  intuition/gadgetclass.h: *197
GREDRAW_TOGGLE   #define (0) = 0x00000000  intuition/gadgetclass.h: *198
GREDRAW_UPDATE   #define (2) = 0x00000002  intuition/gadgetclass.h: *196
GRELBOTTOM       #define GFLG_RELBOTTOM = 0x00000008
                    intuition/iobsolete.h: *55
GRELHEIGHT       #define GFLG_RELHEIGHT = 0x00000040
                    intuition/iobsolete.h: *58
GRELRIGHT        #define GFLG_RELRIGHT = 0x00000010
                    intuition/iobsolete.h: *56
GRELWIDTH        #define GFLG_RELWIDTH = 0x00000020
                    intuition/iobsolete.h: *57
GREY_SCALE2      #define 0x1000 = 0x00001000  intuition/preferences.h: *260
GROUPGCLASS      #define "groupgclass"  intuition/classusr.h: *52
GTBB_Recessed    #define GT_TagBase+51 = 0x80080033
                    libraries/gadtools.h: *246
GTCB_Checked     #define GT_TagBase+4 = 0x80080004  libraries/gadtools.h: *195
GTCY_Active      #define GT_TagBase+15 = 0x8008000f
                    libraries/gadtools.h: *213
GTCY_Labels      #define GT_TagBase+14 = 0x8008000e
                    libraries/gadtools.h: *212
GTIN_MaxChars    #define GT_TagBase+48 = 0x80080030
                    libraries/gadtools.h: *241
GTIN_Number      #define GT_TagBase+47 = 0x8008002f
                    libraries/gadtools.h: *240
GTLV_Labels      #define GT_TagBase+6 = 0x80080006  libraries/gadtools.h: *198
GTLV_ReadOnly    #define GT_TagBase+7 = 0x80080007  libraries/gadtools.h: *200
GTLV_ScrollWidth #define GT_TagBase+8 = 0x80080008  libraries/gadtools.h: *201
GTLV_Selected    #define GT_TagBase+54 = 0x80080036
                    libraries/gadtools.h: *254
GTLV_ShowSelected #define GT_TagBase+53 = 0x80080035
                    libraries/gadtools.h: *252
GTLV_Top         #define GT_TagBase+5 = 0x80080005  libraries/gadtools.h: *197
GTMENUITEM_USERDATA macro (1 argument)   libraries/gadtools.h: *173
GTMENU_INVALID   #define 0x00000002 = 0x00000002  libraries/gadtools.h: *181
GTMENU_NOMEM     #define 0x00000003 = 0x00000003  libraries/gadtools.h: *182
GTMENU_TRIMMED   #define 0x00000001 = 0x00000001  libraries/gadtools.h: *180
GTMENU_USERDATA macro (1 argument)   libraries/gadtools.h: *172
GTMN_FrontPen    #define GT_TagBase+50 = 0x80080032
                    libraries/gadtools.h: *244
GTMN_FullMenu    #define GT_TagBase+62 = 0x8008003e
                    libraries/gadtools.h: *274
GTMN_Menu        #define GT_TagBase+60 = 0x8008003c
                    libraries/gadtools.h: *267
GTMN_SecondaryError #define GT_TagBase+63 = 0x8008003f
                    libraries/gadtools.h: *276
GTMN_TextAttr    #define GT_TagBase+49 = 0x80080031
```

```
                          libraries/gadtools.h: *243
GTMX_Active       #define GT_TagBase+10 = 0x8008000a
                          libraries/gadtools.h: *204
GTMX_Labels       #define GT_TagBase+9 = 0x80080009   libraries/gadtools.h: *203
GTMX_Spacing      #define GT_TagBase+61 = 0x8008003d
                          libraries/gadtools.h: *270
GTNM_Border       #define GT_TagBase+58 = 0x8008003a
                          libraries/gadtools.h: *261
GTNM_Number       #define GT_TagBase+13 = 0x8008000d
                          libraries/gadtools.h: *210
GTNW_Active       #define GTCY_Active = 0x8008000f   libraries/gadtools.h: *289
GTNW_Labels       #define GTCY_Labels = 0x8008000e   libraries/gadtools.h: *288
GTPA_Color        #define GT_TagBase+17 = 0x80080011
                          libraries/gadtools.h: *216
GTPA_ColorOffset  #define GT_TagBase+18 = 0x80080012
                          libraries/gadtools.h: *217
GTPA_Depth        #define GT_TagBase+16 = 0x80080010
                          libraries/gadtools.h: *215
GTPA_IndicatorHeight #define GT_TagBase+20 = 0x80080014
                          libraries/gadtools.h: *219
GTPA_IndicatorWidth #define GT_TagBase+19 = 0x80080013
                          libraries/gadtools.h: *218
GTSC_Arrows       #define GT_TagBase+59 = 0x8008003b
                          libraries/gadtools.h: *264
GTSC_Overlap      #define GT_TagBase+24 = 0x80080018
                          libraries/gadtools.h: *224
GTSC_Top          #define GT_TagBase+21 = 0x80080015
                          libraries/gadtools.h: *221
GTSC_Total        #define GT_TagBase+22 = 0x80080016
                          libraries/gadtools.h: *222
GTSC_Visible      #define GT_TagBase+23 = 0x80080017
                          libraries/gadtools.h: *223
GTSL_DispFunc     #define GT_TagBase+44 = 0x8008002c
                          libraries/gadtools.h: *235
GTSL_Level        #define GT_TagBase+40 = 0x80080028
                          libraries/gadtools.h: *230
GTSL_LevelFormat  #define GT_TagBase+42 = 0x8008002a
                          libraries/gadtools.h: *232
GTSL_LevelPlace   #define GT_TagBase+43 = 0x8008002b
                          libraries/gadtools.h: *233
GTSL_Max          #define GT_TagBase+39 = 0x80080027
                          libraries/gadtools.h: *229
GTSL_MaxLevelLen  #define GT_TagBase+41 = 0x80080029
                          libraries/gadtools.h: *231
GTSL_Min          #define GT_TagBase+38 = 0x80080026
                          libraries/gadtools.h: *228
GTST_MaxChars     #define GT_TagBase+46 = 0x8008002e
                          libraries/gadtools.h: *238
GTST_String       #define GT_TagBase+45 = 0x8008002d
                          libraries/gadtools.h: *237
GTTX_Border       #define GT_TagBase+57 = 0x80080039
                          libraries/gadtools.h: *259
GTTX_CopyText     #define GT_TagBase+12 = 0x8008000c
                          libraries/gadtools.h: *208
GTTX_Text         #define GT_TagBase+11 = 0x8008000b
                          libraries/gadtools.h: *206
GTVI_NWTags       #define GT_TagBase+2 = 0x80080002   libraries/gadtools.h: *191
```

```
GTVI_NewWindow     #define GT_TagBase+1 = 0x80080001  libraries/gadtools.h: *190
GTYPEMASK          #define GTYP_GTYPEMASK = 0x00000007
                   intuition/iobsolete.h: *109
GTYP_BOOLGADGET    #define 0x0001 = 0x00000001  intuition/intuition.h: *410
GTYP_CLOSE         #define 0x0080 = 0x00000080  intuition/intuition.h: *408
GTYP_CUSTOMGADGET  #define 0x0005 = 0x00000005  intuition/intuition.h: *414
GTYP_GADGET0002    #define 0x0002 = 0x00000002  intuition/intuition.h: *411
GTYP_GADGETTYPE    #define 0xFC00 = 0x0000fc00  intuition/intuition.h: *395
GTYP_GTYPEMASK     #define 0x0007 = 0x00000007  intuition/intuition.h: *415
GTYP_GZZGADGET     #define 0x2000 = 0x00002000  intuition/intuition.h: *398
GTYP_PROPGADGET    #define 0x0003 = 0x00000003  intuition/intuition.h: *412
GTYP_REQGADGET     #define 0x1000 = 0x00001000  intuition/intuition.h: *399
GTYP_SCRGADGET     #define 0x4000 = 0x00004000  intuition/intuition.h: *397
GTYP_SDOWNBACK     #define 0x0070 = 0x00000070  intuition/intuition.h: *407
GTYP_SDRAGGING     #define 0x0030 = 0x00000030  intuition/intuition.h: *403
GTYP_SIZING        #define 0x0010 = 0x00000010  intuition/intuition.h: *401
GTYP_STRGADGET     #define 0x0004 = 0x00000004  intuition/intuition.h: *413
GTYP_SUPFRONT      #define 0x0050 = 0x00000050  intuition/intuition.h: *405
GTYP_SYSGADGET     #define 0x8000 = 0x00008000  intuition/intuition.h: *396
GTYP_WDOWNBACK     #define 0x0060 = 0x00000060  intuition/intuition.h: *406
GTYP_WDRAGGING     #define 0x0020 = 0x00000020  intuition/intuition.h: *402
GTYP_WUPFRONT      #define 0x0040 = 0x00000040  intuition/intuition.h: *404
GT_Private0        #define GT_TagBase+3 = 0x80080003  libraries/gadtools.h: *193
GT_Reserved0       #define GT_TagBase+55 = 0x80080037
                   libraries/gadtools.h: *255
GT_Reserved1       #define GT_TagBase+56 = 0x80080038
                   libraries/gadtools.h: *256
GT_TagBase         #define TAG_USER + 0x80000 = 0x80080000
                   libraries/gadtools.h: *188
GT_Underscore      #define GT_TagBase+64 = 0x80080040
                   libraries/gadtools.h: *279
GT_VisualInfo      #define GT_TagBase+52 = 0x80080034
                   libraries/gadtools.h: *248
GVB_BINARY_VAR     #define 10 = 0x0000000a  dos/var.h: *53
GVB_GLOBAL_ONLY    #define 8 = 0x00000008  dos/var.h: *49
GVB_LOCAL_ONLY     #define 9 = 0x00000009  dos/var.h: *51
GVF_BINARY_VAR     #define 0x400 = 0x00000400  dos/var.h: *54
GVF_GLOBAL_ONLY    #define 0x100 = 0x00000100  dos/var.h: *50
GVF_LOCAL_ONLY     #define 0x200 = 0x00000200  dos/var.h: *52
GZZGADGET          #define GTYP_GZZGADGET = 0x00002000
                   intuition/iobsolete.h: *94
GZZHeight          short int in struct Window +0x0072 intuition/intuition.h: *881
GZZMouseX          short int in struct Window +0x006c intuition/intuition.h: *875
GZZMouseY          short int in struct Window +0x006e intuition/intuition.h: *876
GZZWidth           short int in struct Window +0x0070 intuition/intuition.h: *880
Gadget             structure tag
    size 0x002c intuition/intuition.h: *153, 216, 218, 841, 990,
                        1052
                   intuition/screens.h: 135, 324, 354
                   intuition/sghooks.h: 35
                   workbench/workbench.h: 65
Gadget             pointer to struct Gadget in struct SGWork
        +0x0000 intuition/sghooks.h: *35
GadgetID           unsigned short int in struct Gadget
        +0x0026 intuition/intuition.h: *260
GadgetInfo         structure tag size 0x003a intuition/cghooks.h: *27
                   intuition/classusr.h: 81, 91
```

```
                    intuition/gadgetclass.h: 178, 190, 203, 233
                    intuition/sghooks.h: 49
GadgetInfo        pointer to struct GadgetInfo in struct SGWork
        +0x0026 intuition/sghooks.h: *49
GadgetRender      pointer to void in struct Gadget
        +0x0012 intuition/intuition.h: *233
GadgetText        pointer to struct IntuiText in struct Gadget
        +0x001a intuition/intuition.h: *240
GadgetType        unsigned short int in struct Gadget
        +0x0010 intuition/intuition.h: *227
Gadgets           pointer to struct Gadget in struct NewScreen
        +0x0018 intuition/screens.h: *324
Gadgets           pointer to struct Gadget in struct ExtNewScreen
        +0x0018 intuition/screens.h: *354
GamePortTrigger structure tag size 0x0008 devices/gameport.h: *38
GelsInfo          structure tag size 0x0026 graphics/rastport.h: *41, 63
GelsInfo          pointer to struct GelsInfo in struct RastPort
        +0x0014 graphics/rastport.h: *63
GfxBase           structure tag size 0x01a6 graphics/gfxbase.h: *25
Green             unsigned short int in struct ColorSpec
        +0x0004 intuition/intuition.h: *1244
```

1.2   2.0 IncludeXREF: H

```
h_Data            pointer to void in struct Hook +0x0010 utility/hooks.h: *28
h_Entry           pointer to function returning unsigned long int in struct
                    Hook
        +0x0008 utility/hooks.h: *26
h_MinNode         struct MinNode(size 0x0008 bytes) in struct Hook
        +0x0000 utility/hooks.h: *25
h_SubEntry        pointer to function returning unsigned long int in struct
                    Hook
        +0x000c utility/hooks.h: *27
hash_table        pointer to long int in struct GfxBase
        +0x015a graphics/gfxbase.h: *76
hblank            struct AnalogSignalInterval(size 0x0004 bytes) in struct
                    SpecialMonitor
        +0x002a graphics/monitor.h: *150
hbstop            unsigned short int in struct Custom
        +0x01c6 hardware/custom.h: *126
hbstrt            unsigned short int in struct Custom
        +0x01c4 hardware/custom.h: *125
hcenter           unsigned short int in struct Custom
        +0x01e2 hardware/custom.h: *140
hedley            array [8] of unsigned long int in struct GfxBase
        +0x00f4 graphics/gfxbase.h: *70
hedley_count      short int in struct GfxBase +0x0154 graphics/gfxbase.h: *73
hedley_flags      unsigned short int in struct GfxBase
        +0x0156 graphics/gfxbase.h: *74
hedley_hint       unsigned char in struct GfxBase
        +0x0162 graphics/gfxbase.h: *79
hedley_hint2      unsigned char in struct GfxBase
        +0x0163 graphics/gfxbase.h: *80
hedley_sprites    array [8] of unsigned long int in struct GfxBase
        +0x0114 graphics/gfxbase.h: *71
```

```
hedley_sprites1 array [8] of unsigned long int in struct GfxBase
        +0x0134 graphics/gfxbase.h: *72
hedley_tmp        short int in struct GfxBase +0x0158 graphics/gfxbase.h: *75
height            unsigned char in struct mouth_rb
        +0x0059 devices/narrator.h: *131
height            unsigned short int in struct SimpleSprite
        +0x0004 graphics/sprite.h: *24
hhposr            unsigned short int in struct Custom
        +0x01da hardware/custom.h: *136
hhposw            unsigned short int in struct Custom
        +0x01d8 hardware/custom.h: *135
hifillPen         #define FILLPEN = 0x00000005  intuition/iobsolete.h: *266
hifilltextPen     #define FILLTEXTPEN = 0x00000006  intuition/iobsolete.h: *267
hilighttextPen    #define HIGHLIGHTTEXTPEN = 0x00000008
                  intuition/iobsolete.h: *269
hour              unsigned short int in struct ClockData
        +0x0004 utility/date.h: *22
hsstop            unsigned short int in struct Custom
        +0x01c2 hardware/custom.h: *124
hsstrt            unsigned short int in struct Custom
        +0x01de hardware/custom.h: *138
hsync             struct AnalogSignalInterval(size 0x0004 bytes) in struct
                  SpecialMonitor
        +0x0032 graphics/monitor.h: *152
htotal            unsigned short int in struct Custom
        +0x01c0 hardware/custom.h: *123
HALFTONE_DITHERING #define 0x0200 = 0x00000200  intuition/preferences.h: *256
HAM               #define 0x0800 = 0x00000800  graphics/view.h: *97
HAMLACE_KEY       #define 0x00000804 = 0x00000804  graphics/displayinfo.h: *162
HAM_KEY           #define 0x00000800 = 0x00000800  graphics/displayinfo.h: *158
HARDWARE_ADKBITS_H #define  hardware/adkbits.h: *2
HARDWARE_BLIT_H   #define  hardware/blit.h: *2
HARDWARE_CIA_H    #define  hardware/cia.h: *2
HARDWARE_CUSTOM_H #define  hardware/custom.h: *2, 1
HARDWARE_DMABITS_H #define  hardware/dmabits.h: *2
HARDWARE_INTBITS_H #define  hardware/intbits.h: *2
HASZOOM           #define WFLG_HASZOOM = 0x20000000
                  intuition/iobsolete.h: *172
HD_SCSICMD        #define 28 = 0x0000001c  devices/scsidisk.h: *68
HFERR_BadStatus   #define 45 = 0x0000002d  devices/scsidisk.h: *114
HFERR_DMA         #define 41 = 0x00000029  devices/scsidisk.h: *110
HFERR_NoBoard     #define 50 = 0x00000032  devices/scsidisk.h: *117
HFERR_Parity      #define 43 = 0x0000002b  devices/scsidisk.h: *112
HFERR_Phase       #define 42 = 0x0000002a  devices/scsidisk.h: *111
HFERR_SelTimeout  #define 44 = 0x0000002c  devices/scsidisk.h: *113
HFERR_SelfUnit    #define 40 = 0x00000028  devices/scsidisk.h: *109
HIGHBOX           #define 0x0080 = 0x00000080  intuition/intuition.h: *128
HIGHCOMP          #define 0x0040 = 0x00000040  intuition/intuition.h: *127
HIGHFLAGS         #define 0x00C0 = 0x000000c0  intuition/intuition.h: *125
HIGHIMAGE         #define 0x0000 = 0x00000000  intuition/intuition.h: *126
HIGHITEM          #define 0x2000 = 0x00002000  intuition/intuition.h: *136
HIGHLIGHTTEXTPEN  #define (0x0008) = 0x00000008  intuition/screens.h: *90
HIGHNONE          #define 0x00C0 = 0x000000c0  intuition/intuition.h: *129
HIRES             #define 0x8000 = 0x00008000  graphics/view.h: *101
HIRESDPF2_KEY     #define 0x00008440 = 0x00008440  graphics/displayinfo.h: *170
HIRESDPF_KEY      #define 0x00008400 = 0x00008400  graphics/displayinfo.h: *164
HIRESGADGET       #define 0 = 0x00000000  intuition/intuitionbase.h: *43
```

```
HIRESLACEDPF2_KEY #define 0x00008444 = 0x00008444
                  graphics/displayinfo.h: *173
HIRESLACEDPF_KEY  #define 0x00008404 = 0x00008404  graphics/displayinfo.h: *167
HIRESLACE_KEY     #define 0x00008004 = 0x00008004  graphics/displayinfo.h: *160
HIRESPICK         #define 0x0000 = 0x00000000  intuition/intuitionbase.h: *36
HIRES_KEY         #define 0x00008000 = 0x00008000  graphics/displayinfo.h: *156
HOLDNMODIFY       #define 0x800 = 0x00000800  graphics/display.h: *23
HP_LASERJET       #define 0x0B = 0x0000000b  intuition/preferences.h: *204
HP_LASERJET_PLUS  #define 0x0C = 0x0000000c  intuition/preferences.h: *205
HPotRes           unsigned short int in struct PropInfo
        +0x000e intuition/intuition.h: *490
HSIZEBITS         #define 6 = 0x00000006  hardware/blit.h: *15
HSIZEMASK         #define 0x3f = 0x0000003f  hardware/blit.h: *17
HSYNCTRUE         #define 0x0001 = 0x00000001  hardware/custom.h: *159
HUNK_BREAK        #define 1014 = 0x000003f6  dos/doshunks.h: *31
HUNK_BSS          #define 1003 = 0x000003eb  dos/doshunks.h: *20
HUNK_CODE         #define 1001 = 0x000003e9  dos/doshunks.h: *18
HUNK_DATA         #define 1002 = 0x000003ea  dos/doshunks.h: *19
HUNK_DEBUG        #define 1009 = 0x000003f1  dos/doshunks.h: *26
HUNK_DREL16       #define 1016 = 0x000003f8  dos/doshunks.h: *34
HUNK_DREL32       #define 1015 = 0x000003f7  dos/doshunks.h: *33
HUNK_DREL8        #define 1017 = 0x000003f9  dos/doshunks.h: *35
HUNK_END          #define 1010 = 0x000003f2  dos/doshunks.h: *27
HUNK_EXT          #define 1007 = 0x000003ef  dos/doshunks.h: *24
HUNK_HEADER       #define 1011 = 0x000003f3  dos/doshunks.h: *28
HUNK_INDEX        #define 1019 = 0x000003fb  dos/doshunks.h: *38
HUNK_LIB          #define 1018 = 0x000003fa  dos/doshunks.h: *37
HUNK_NAME         #define 1000 = 0x000003e8  dos/doshunks.h: *17
HUNK_OVERLAY      #define 1013 = 0x000003f5  dos/doshunks.h: *30
HUNK_RELOC16      #define 1005 = 0x000003ed  dos/doshunks.h: *22
HUNK_RELOC32      #define 1004 = 0x000003ec  dos/doshunks.h: *21
HUNK_RELOC8       #define 1006 = 0x000003ee  dos/doshunks.h: *23
HUNK_SYMBOL       #define 1008 = 0x000003f0  dos/doshunks.h: *25
HUNK_UNIT         #define 999 = 0x000003e7  dos/doshunks.h: *16
HWAITPOS          #define u3.u4.u2.HWaitPos  graphics/copper.h: *51
HWaitPos          short int in union (no tag)  +0x0000 graphics/copper.h: *41
HeadComp          pointer to struct AnimComp in struct AnimOb
        +0x0024 graphics/gels.h: *222
HeadOb            pointer to struct AnimOb in struct AnimComp
        +0x001e graphics/gels.h: *195
Header            struct QueryHeader(size 0x0010 bytes) in struct DisplayInfo
        +0x0000 graphics/displayinfo.h: *52
Header            struct QueryHeader(size 0x0010 bytes) in struct DimensionInfo
        +0x0000 graphics/displayinfo.h: *94
Header            struct QueryHeader(size 0x0010 bytes) in struct MonitorInfo
        +0x0000 graphics/displayinfo.h: *111
Header            struct QueryHeader(size 0x0010 bytes) in struct NameInfo
        +0x0000 graphics/displayinfo.h: *134
Height            short int in struct Layer +0x0088 graphics/clip.h: *57
Height            short int in struct Menu +0x000a intuition/intuition.h: *66
Height            short int in struct MenuItem
        +0x000a intuition/intuition.h: *94
Height            short int in struct Requester
        +0x000a intuition/intuition.h: *150
Height            short int in struct Gadget +0x000a intuition/intuition.h: *221
Height            short int in struct Image +0x0006 intuition/intuition.h: *624
Height            short int in struct IBox +0x0006 intuition/intuition.h: *787
```

```
Height            short int in struct Window +0x000a intuition/intuition.h: *800
Height            short int in struct NewWindow
        +0x0006 intuition/intuition.h: *977
Height            short int in struct ExtNewWindow
        +0x0006 intuition/intuition.h: *1047
Height            short int in struct Screen +0x000e intuition/screens.h: *104
Height            short int in struct NewScreen
        +0x0006 intuition/screens.h: *312
Height            short int in struct ExtNewScreen
        +0x0006 intuition/screens.h: *348
Height            short int in struct VSprite +0x001a graphics/gels.h: *98
Height            short int in struct (no tag)
        +0x0002 intuition/imageclass.h: *166
Height            short int in struct (no tag)
        +0x0002 intuition/imageclass.h: *183
Height            short int in struct (no tag)
        +0x0002 intuition/imageclass.h: *198
HitMask           short int in struct VSprite +0x0022 graphics/gels.h: *103
Hook              structure tag size 0x0014 utility/hooks.h: *24
                  graphics/clip.h: 53
                  dos/exall.h: 63
                  intuition/classes.h: 29
                  intuition/sghooks.h: 27
HorizBody         unsigned short int in struct PropInfo
        +0x0006 intuition/intuition.h: *484
HorizPot          unsigned short int in struct PropInfo
        +0x0002 intuition/intuition.h: *464
```

1.3   2.0 IncludeXREF: I

```
id_BytesPerBlock long int in struct InfoData +0x0014 dos/dos.h: *125
id_DiskState     long int in struct InfoData +0x0008 dos/dos.h: *122
id_DiskType      long int in struct InfoData +0x0018 dos/dos.h: *126
id_InUse         long int in struct InfoData +0x0020 dos/dos.h: *128
id_NumBlocks     long int in struct InfoData +0x000c dos/dos.h: *123
id_NumBlocksUsed long int in struct InfoData +0x0010 dos/dos.h: *124
id_NumSoftErrors long int in struct InfoData +0x0000 dos/dos.h: *120
id_UnitNumber    long int in struct InfoData +0x0004 dos/dos.h: *121
id_VolumeNode    long int in struct InfoData +0x001c dos/dos.h: *127
ie_Class         unsigned char in struct InputEvent
        +0x0004 devices/inputevent.h: *201
ie_Code          unsigned short int in struct InputEvent
        +0x0006 devices/inputevent.h: *203
ie_EventAddress  #define ie_position.ie_addr  devices/inputevent.h: *223
ie_NextEvent     pointer to struct InputEvent in struct InputEvent
        +0x0000 devices/inputevent.h: *200
ie_Prev1DownCode #define ie_position.ie_dead.ie_prev1DownCode
                  devices/inputevent.h: *224
ie_Prev1DownQual #define ie_position.ie_dead.ie_prev1DownQual
                  devices/inputevent.h: *225
ie_Prev2DownCode #define ie_position.ie_dead.ie_prev2DownCode
                  devices/inputevent.h: *226
ie_Prev2DownQual #define ie_position.ie_dead.ie_prev2DownQual
                  devices/inputevent.h: *227
ie_Qualifier     unsigned short int in struct InputEvent
```

```
        +0x0008 devices/inputevent.h: *204
ie_SubClass     unsigned char in struct InputEvent
        +0x0005 devices/inputevent.h: *202
ie_TimeStamp    struct timeval(size 0x0008 bytes) in struct InputEvent
        +0x000e devices/inputevent.h: *218
ie_X            #define ie_position.ie_xy.ie_x  devices/inputevent.h: *221
ie_Y            #define ie_position.ie_xy.ie_y  devices/inputevent.h: *222
ie_addr         pointer to void in union (no tag)
        +0x0000 devices/inputevent.h: *210
ie_dead         struct (no tag) (size 0x0004 bytes) in union (no tag)
        +0x0000 devices/inputevent.h: *216
ie_position     union (no tag) (size 0x0004 bytes) in struct InputEvent
        +0x000a devices/inputevent.h: *217
ie_prev1DownCode unsigned char in struct (no tag)
        +0x0000 devices/inputevent.h: *212
ie_prev1DownQual unsigned char in struct (no tag)
        +0x0001 devices/inputevent.h: *213
ie_prev2DownCode unsigned char in struct (no tag)
        +0x0002 devices/inputevent.h: *214
ie_prev2DownQual unsigned char in struct (no tag)
        +0x0003 devices/inputevent.h: *215
ie_x            short int in struct (no tag)
        +0x0000 devices/inputevent.h: *207
ie_xy           struct (no tag) (size 0x0004 bytes) in union (no tag)
        +0x0000 devices/inputevent.h: *209
ie_y            short int in struct (no tag)
        +0x0002 devices/inputevent.h: *208
iepp_Position   struct (no tag) (size 0x0004 bytes) in struct IEPointerPixel
        +0x0004 devices/inputevent.h: *93
iepp_Screen     pointer to struct Screen in struct IEPointerPixel
        +0x0000 devices/inputevent.h: *89
iept_Pressure   short int in struct IEPointerTablet
        +0x0008 devices/inputevent.h: *118
iept_Range      struct (no tag) (size 0x0004 bytes) in struct IEPointerTablet
        +0x0000 devices/inputevent.h: *112
iept_Value      struct (no tag) (size 0x0004 bytes) in struct IEPointerTablet
        +0x0004 devices/inputevent.h: *116
iff_Depth       long int in struct IFFHandle +0x0008 libraries/iffparse.h: *38
iff_Flags       unsigned long int in struct IFFHandle
        +0x0004 libraries/iffparse.h: *37
iff_Stream      unsigned long int in struct IFFHandle
        +0x0000 libraries/iffparse.h: *36
impDraw         structure tag size 0x0018 intuition/imageclass.h: *152
impErase        structure tag (size 0x0010 bytes)in struct impErase
                intuition/imageclass.h: *172
impFrameBox     structure tag size 0x0014 intuition/imageclass.h: *139
impHitTest      structure tag (size 0x000c bytes)in struct impHitTest
                intuition/imageclass.h: *188
imp_ContentsBox pointer to struct IBox in struct impFrameBox
        +0x0004 intuition/imageclass.h: *141
imp_Dimensions  struct (no tag) (size 0x0004 bytes) in struct impDraw
        +0x0014 intuition/imageclass.h: *167
imp_Dimensions  struct (no tag) (size 0x0004 bytes) in struct impErase
        +0x000c intuition/imageclass.h: *184
imp_Dimensions  struct (no tag) (size 0x0004 bytes) in struct impHitTest
        +0x0008 intuition/imageclass.h: *199
imp_DrInfo      pointer to struct DrawInfo in struct impFrameBox
```

```
           +0x000c intuition/imageclass.h: *143
imp_DrInfo      pointer to struct DrawInfo in struct impDraw
           +0x0010 intuition/imageclass.h: *161
imp_FrameBox    pointer to struct IBox in struct impFrameBox
           +0x0008 intuition/imageclass.h: *142
imp_FrameFlags  unsigned long int in struct impFrameBox
           +0x0010 intuition/imageclass.h: *144
imp_Offset      struct (no tag) (size 0x0004 bytes) in struct impDraw
           +0x0008 intuition/imageclass.h: *158
imp_Offset      struct (no tag) (size 0x0004 bytes) in struct impErase
           +0x0008 intuition/imageclass.h: *178
imp_Point       struct (no tag) (size 0x0004 bytes) in struct impHitTest
           +0x0004 intuition/imageclass.h: *193
imp_RPort       pointer to struct RastPort in struct impDraw
           +0x0004 intuition/imageclass.h: *154
imp_RPort       pointer to struct RastPort in struct impErase
           +0x0004 intuition/imageclass.h: *174
imp_State       unsigned long int in struct impDraw
           +0x000c intuition/imageclass.h: *160
intena          unsigned short int in struct Custom
           +0x009a hardware/custom.h: *94
intenar         unsigned short int in struct Custom
           +0x001c hardware/custom.h: *42
intreq          unsigned short int in struct Custom
           +0x009c hardware/custom.h: *95
intreqr         unsigned short int in struct Custom
           +0x001e hardware/custom.h: *43
io_Actual       unsigned long int in struct IOStdReq +0x0020 exec/io.h: *36
io_Actual       unsigned long int in struct IOClipReq
           +0x0020 devices/clipboard.h: *50
io_Baud         unsigned long int in struct IOExtSer
           +0x003c devices/serial.h: *65
io_BrkTime      unsigned long int in struct IOExtSer
           +0x0040 devices/serial.h: *66
io_ClipID       long int in struct IOClipReq +0x0030 devices/clipboard.h: *54
io_ColorMap     pointer to struct ColorMap in struct IODRPReq
           +0x0024 devices/printer.h: *164
io_Command      unsigned short int in struct IORequest +0x001c exec/io.h: *24
io_Command      unsigned short int in struct IOStdReq +0x001c exec/io.h: *33
io_Command      unsigned short int in struct IOClipReq
           +0x001c devices/clipboard.h: *47
io_Command      unsigned short int in struct IOPrtCmdReq
           +0x001c devices/printer.h: *146
io_Command      unsigned short int in struct IODRPReq
           +0x001c devices/printer.h: *160
io_CtlChar      unsigned long int in struct IOExtSer
           +0x0030 devices/serial.h: *62
io_Data         pointer to void in struct IOStdReq +0x0028 exec/io.h: *38
io_Data         pointer to unsigned char in struct IOClipReq
           +0x0028 devices/clipboard.h: *52
io_DestCols     long int in struct IODRPReq +0x0034 devices/printer.h: *170
io_DestRows     long int in struct IODRPReq +0x0038 devices/printer.h: *171
io_Device       pointer to struct Device in struct IORequest
           +0x0014 exec/io.h: *22
io_Device       pointer to struct Device in struct IOStdReq
           +0x0014 exec/io.h: *31
io_Device       pointer to struct Device in struct IOClipReq
```

```
        +0x0014 devices/clipboard.h: *45
io_Device       pointer to struct Device in struct IOPrtCmdReq
        +0x0014 devices/printer.h: *144
io_Device       pointer to struct Device in struct IODRPReq
        +0x0014 devices/printer.h: *158
io_Error        char in struct IORequest +0x001f exec/io.h: *26
io_Error        char in struct IOStdReq +0x001f exec/io.h: *35
io_Error        char in struct IOClipReq +0x001f devices/clipboard.h: *49
io_Error        char in struct IOPrtCmdReq +0x001f devices/printer.h: *148
io_Error        char in struct IODRPReq +0x001f devices/printer.h: *162
io_ExtFlags     unsigned long int in struct IOExtSer
        +0x0038 devices/serial.h: *64
io_Flags        unsigned char in struct IORequest +0x001e exec/io.h: *25
io_Flags        unsigned char in struct IOStdReq +0x001e exec/io.h: *34
io_Flags        unsigned char in struct IOClipReq
        +0x001e devices/clipboard.h: *48
io_Flags        unsigned char in struct IOPrtCmdReq
        +0x001e devices/printer.h: *147
io_Flags        unsigned char in struct IODRPReq
        +0x001e devices/printer.h: *161
io_Length       unsigned long int in struct IOStdReq +0x0024 exec/io.h: *37
io_Length       unsigned long int in struct IOClipReq
        +0x0024 devices/clipboard.h: *51
io_Message      struct Message(size 0x0014 bytes) in struct IORequest
        +0x0000 exec/io.h: *21
io_Message      struct Message(size 0x0014 bytes) in struct IOStdReq
        +0x0000 exec/io.h: *30
io_Message      struct Message(size 0x0014 bytes) in struct IOClipReq
        +0x0000 devices/clipboard.h: *44
io_Message      struct Message(size 0x0014 bytes) in struct IOPrtCmdReq
        +0x0000 devices/printer.h: *143
io_Message      struct Message(size 0x0014 bytes) in struct IODRPReq
        +0x0000 devices/printer.h: *157
io_Modes        unsigned long int in struct IODRPReq
        +0x0028 devices/printer.h: *165
io_Offset       unsigned long int in struct IOStdReq +0x002c exec/io.h: *39
io_Offset       unsigned long int in struct IOClipReq
        +0x002c devices/clipboard.h: *53
io_PExtFlags    unsigned long int in struct IOExtPar
        +0x0030 devices/parallel.h: *52
io_PTermArray   struct IOPArray(size 0x0008 bytes) in struct IOExtPar
        +0x0036 devices/parallel.h: *55
io_ParFlags     unsigned char in struct IOExtPar
        +0x0035 devices/parallel.h: *54
io_Parm0        unsigned char in struct IOPrtCmdReq
        +0x0022 devices/printer.h: *150
io_Parm1        unsigned char in struct IOPrtCmdReq
        +0x0023 devices/printer.h: *151
io_Parm2        unsigned char in struct IOPrtCmdReq
        +0x0024 devices/printer.h: *152
io_Parm3        unsigned char in struct IOPrtCmdReq
        +0x0025 devices/printer.h: *153
io_PrtCommand   unsigned short int in struct IOPrtCmdReq
        +0x0020 devices/printer.h: *149
io_RBufLen      unsigned long int in struct IOExtSer
        +0x0034 devices/serial.h: *63
io_RastPort     pointer to struct RastPort in struct IODRPReq
```

```
              +0x0020 devices/printer.h: *163
io_ReadLen      unsigned char in struct IOExtSer +0x004c devices/serial.h: *68
io_SerFlags     unsigned char in struct IOExtSer +0x004f devices/serial.h: *71
io_Special      unsigned short int in struct IODRPReq
              +0x003c devices/printer.h: *172
io_SrcHeight    unsigned short int in struct IODRPReq
              +0x0032 devices/printer.h: *169
io_SrcWidth     unsigned short int in struct IODRPReq
              +0x0030 devices/printer.h: *168
io_SrcX         unsigned short int in struct IODRPReq
              +0x002c devices/printer.h: *166
io_SrcY         unsigned short int in struct IODRPReq
              +0x002e devices/printer.h: *167
io_Status       unsigned char in struct IOExtPar
              +0x0034 devices/parallel.h: *53
io_Status       unsigned short int in struct IOExtSer
              +0x0050 devices/serial.h: *72
io_StopBits     unsigned char in struct IOExtSer +0x004e devices/serial.h: *70
io_TermArray    struct IOTArray(size 0x0008 bytes) in struct IOExtSer
              +0x0044 devices/serial.h: *67
io_Unit         pointer to struct Unit in struct IORequest
              +0x0018 exec/io.h: *23
io_Unit         pointer to struct Unit in struct IOStdReq
              +0x0018 exec/io.h: *32
io_Unit         pointer to struct ClipboardUnitPartial in struct IOClipReq
              +0x0018 devices/clipboard.h: *46
io_Unit         pointer to struct Unit in struct IOPrtCmdReq
              +0x0018 devices/printer.h: *145
io_Unit         pointer to struct Unit in struct IODRPReq
              +0x0018 devices/printer.h: *159
io_WriteLen     unsigned char in struct IOExtSer +0x004d devices/serial.h: *69
ioa_AllocKey    short int in struct IOAudio +0x0020 devices/audio.h: *49
ioa_Cycles      unsigned short int in struct IOAudio
              +0x002e devices/audio.h: *54
ioa_Data        pointer to unsigned char in struct IOAudio
              +0x0022 devices/audio.h: *50
ioa_Length      unsigned long int in struct IOAudio
              +0x0026 devices/audio.h: *51
ioa_Period      unsigned short int in struct IOAudio
              +0x002a devices/audio.h: *52
ioa_Request     struct IORequest(size 0x0020 bytes) in struct IOAudio
              +0x0000 devices/audio.h: *48
ioa_Volume      unsigned short int in struct IOAudio
              +0x002c devices/audio.h: *53
ioa_WriteMsg    struct Message(size 0x0014 bytes) in struct IOAudio
              +0x0030 devices/audio.h: *55
iobArea         array [204] of char in struct IoBuff
              +0x0034 rexx/rexxio.h: *32
iobBct          long int in struct IoBuff +0x0030 rexx/rexxio.h: *31
iobDFH          long int in struct IoBuff +0x0028 rexx/rexxio.h: *29
iobLock         pointer to void in struct IoBuff +0x002c rexx/rexxio.h: *30
iobNode         struct RexxRsrc(size 0x0020 bytes) in struct IoBuff
              +0x0000 rexx/rexxio.h: *26
iobRct          long int in struct IoBuff +0x0024 rexx/rexxio.h: *28
iobRpt          pointer to void in struct IoBuff +0x0020 rexx/rexxio.h: *27
iotd_Count      unsigned long int in struct IOExtTD
              +0x0030 devices/trackdisk.h: *121
```

```
iotd_Req          struct IOStdReq(size 0x0030 bytes) in struct IOExtTD
        +0x0000 devices/trackdisk.h: *120
iotd_SecLabel     unsigned long int in struct IOExtTD
        +0x0034 devices/trackdisk.h: *122
is_Code           pointer to function returning void in struct Interrupt
        +0x0012 exec/interrupts.h: *27
is_Data           pointer to void in struct Interrupt
        +0x000e exec/interrupts.h: *26
is_Node           struct Node(size 0x000e bytes) in struct Interrupt
        +0x0000 exec/interrupts.h: *25
is_Node           struct Node(size 0x000e bytes) in struct Isrvstr
        +0x0000 graphics/graphint.h: *22
itof              macro (1 argument)   libraries/mathffp.h: *33
                  libraries/mathieeedp.h: *33
iv_Code           pointer to function returning void in struct IntVector
        +0x0004 exec/interrupts.h: *33
iv_Data           pointer to void in struct IntVector
        +0x0000 exec/interrupts.h: *32
iv_Node           pointer to struct Node in struct IntVector
        +0x0008 exec/interrupts.h: *34
ix_Class          unsigned char in struct InputXpression
        +0x0001 libraries/commodities.h: *175
ix_Code           unsigned short int in struct InputXpression
        +0x0002 libraries/commodities.h: *177
ix_CodeMask       unsigned short int in struct InputXpression
        +0x0004 libraries/commodities.h: *179
ix_QualMask       unsigned short int in struct InputXpression
        +0x0008 libraries/commodities.h: *185
ix_QualSame       unsigned short int in struct InputXpression
        +0x000a libraries/commodities.h: *189
ix_Qualifier      unsigned short int in struct InputXpression
        +0x0006 libraries/commodities.h: *183
ix_Version        unsigned char in struct InputXpression
        +0x0000 libraries/commodities.h: *174
IA_APATSIZE       #define IA_APatSize = 0x80020011  intuition/iobsolete.h: *246
IA_APATTERN       #define IA_APattern = 0x80020010  intuition/iobsolete.h: *245
IA_APatSize       #define (IA_Dummy + 0x11) = 0x80020011
                  intuition/imageclass.h: *63
IA_APattern       #define (IA_Dummy + 0x10) = 0x80020010
                  intuition/imageclass.h: *62
IA_BGPEN          #define IA_BGPen = 0x80020006  intuition/iobsolete.h: *240
IA_BGPen          #define (IA_Dummy + 0x06) = 0x80020006
                  intuition/imageclass.h: *41
IA_DATA           #define IA_Data = 0x80020007  intuition/iobsolete.h: *241
IA_DOUBLEEMBOSS   #define IA_DoubleEmboss = 0x80020016
                  intuition/iobsolete.h: *251
IA_Data           #define (IA_Dummy + 0x07) = 0x80020007
                  intuition/imageclass.h: *43
IA_DoubleEmboss   #define (IA_Dummy + 0x16) = 0x80020016
                  intuition/imageclass.h: *68
IA_Dummy          #define (TAG_USER + 0x20000) = 0x80020000
                  intuition/imageclass.h: *34
IA_EDGESONLY      #define IA_EdgesOnly = 0x80020017
                  intuition/iobsolete.h: *252
IA_EdgesOnly      #define (IA_Dummy + 0x17) = 0x80020017
                  intuition/imageclass.h: *69
IA_FGPEN          #define IA_FGPen = 0x80020005  intuition/iobsolete.h: *239
```

```
IA_FGPen            #define (IA_Dummy + 0x05) = 0x80020005
                    intuition/imageclass.h: *39
IA_FONT             #define IA_Font = 0x80020013  intuition/iobsolete.h: *248
IA_Font             #define (IA_Dummy + 0x13) = 0x80020013
                    intuition/imageclass.h: *65
IA_HEIGHT           #define IA_Height = 0x80020004  intuition/iobsolete.h: *238
IA_HIGHLIGHTPEN     #define IA_HighlightPen = 0x8002000a
                    intuition/iobsolete.h: *254
IA_Height           #define (IA_Dummy + 0x04) = 0x80020004
                    intuition/imageclass.h: *38
IA_HighlightPen     #define (IA_Dummy + 0x0A) = 0x8002000a
                    intuition/imageclass.h: *86
IA_LEFT             #define IA_Left = 0x80020001  intuition/iobsolete.h: *235
IA_LINEWIDTH        #define IA_LineWidth = 0x80020008
                    intuition/iobsolete.h: *242
IA_Left             #define (IA_Dummy + 0x01) = 0x80020001
                    intuition/imageclass.h: *35
IA_LineWidth        #define (IA_Dummy + 0x08) = 0x80020008
                    intuition/imageclass.h: *47
IA_MODE             #define IA_Mode = 0x80020012  intuition/iobsolete.h: *247
IA_Mode             #define (IA_Dummy + 0x12) = 0x80020012
                    intuition/imageclass.h: *64
IA_OUTLINE          #define IA_Outline = 0x80020014  intuition/iobsolete.h: *249
IA_Outline          #define (IA_Dummy + 0x14) = 0x80020014
                    intuition/imageclass.h: *66
IA_PENS             #define IA_Pens = 0x8002000e  intuition/iobsolete.h: *243
IA_Pens             #define (IA_Dummy + 0x0E) = 0x8002000e
                    intuition/imageclass.h: *48
IA_RECESSED         #define IA_Recessed = 0x80020015  intuition/iobsolete.h: *250
IA_RESOLUTION       #define IA_Resolution = 0x8002000f
                    intuition/iobsolete.h: *244
IA_Recessed         #define (IA_Dummy + 0x15) = 0x80020015
                    intuition/imageclass.h: *67
IA_Resolution       #define (IA_Dummy + 0x0F) = 0x8002000f
                    intuition/imageclass.h: *55
IA_SHADOWPEN        #define IA_ShadowPen = 0x80020009
                    intuition/iobsolete.h: *253
IA_ShadowPen        #define (IA_Dummy + 0x09) = 0x80020009
                    intuition/imageclass.h: *85
IA_TOP              #define IA_Top = 0x80020002  intuition/iobsolete.h: *236
IA_Top              #define (IA_Dummy + 0x02) = 0x80020002
                    intuition/imageclass.h: *36
IA_WIDTH            #define IA_Width = 0x80020003  intuition/iobsolete.h: *237
IA_Width            #define (IA_Dummy + 0x03) = 0x80020003
                    intuition/imageclass.h: *37
IAddress            pointer to void in struct IntuiMessage
            +0x001c intuition/intuition.h: *695
IBox                structure tag size 0x0008 intuition/intuition.h: *783
                    intuition/cghooks.h: 49, 72, 73
                    intuition/imageclass.h: 141, 142
ICA_Dummy           #define (TAG_USER+0x40000L) = 0x80040000
                    intuition/icclass.h: *28
ICA_MAP             #define (ICA_Dummy + 2) = 0x80040002
                    intuition/icclass.h: *31
ICA_TARGET          #define (ICA_Dummy + 1) = 0x80040001
                    intuition/icclass.h: *29
ICCLASS             #define "icclass"  intuition/classusr.h: *53
```

```
ICM_CHECKLOOP      #define (0x0404L) = 0x00000404   intuition/icclass.h: *23
ICM_CLEARLOOP      #define (0x0403L) = 0x00000403   intuition/icclass.h: *22
ICM_Dummy          #define (0x0401L) = 0x00000401   intuition/icclass.h: *20
ICM_SETLOOP        #define (0x0402L) = 0x00000402   intuition/icclass.h: *21
ICONNAME           #define "icon.library"  workbench/icon.h: *15
ICSPECIAL_CODE     #define (ICA_Dummy + 3) = 0x80040003
                   intuition/icclass.h: *33
ICTARGET_IDCMP     #define (~0L) = 0xffffffff  intuition/icclass.h: *48
IClass             structure tag size 0x0034 intuition/classes.h: *28, 31, 70
IDCMPFlags         unsigned long int in struct Window
        +0x0052 intuition/intuition.h: *855
IDCMPFlags         unsigned long int in struct NewWindow
        +0x000a intuition/intuition.h: *981
IDCMPFlags         unsigned long int in struct ExtNewWindow
        +0x000a intuition/intuition.h: *1050
IDCMPUPDATE        #define IDCMP_IDCMPUPDATE = 0x00800000
                   intuition/iobsolete.h: *137
IDCMPWindow        pointer to struct Window in struct IntuiMessage
        +0x002c intuition/intuition.h: *713
IDCMP_ACTIVEWINDOW #define 0x00040000 = 0x00040000
                   intuition/intuition.h: *742
IDCMP_CHANGEWINDOW #define 0x02000000 = 0x02000000
                   intuition/intuition.h: *752
IDCMP_CLOSEWINDOW #define 0x00000200 = 0x00000200  intuition/intuition.h: *733
IDCMP_DELTAMOVE    #define 0x00100000 = 0x00100000  intuition/intuition.h: *744
IDCMP_DISKINSERTED #define 0x00008000 = 0x00008000
                   intuition/intuition.h: *739
IDCMP_DISKREMOVED #define 0x00010000 = 0x00010000  intuition/intuition.h: *740
IDCMP_GADGETDOWN #define 0x00000020 = 0x00000020  intuition/intuition.h: *729
IDCMP_GADGETUP     #define 0x00000040 = 0x00000040  intuition/intuition.h: *730
IDCMP_IDCMPUPDATE #define 0x00800000 = 0x00800000  intuition/intuition.h: *748
IDCMP_INACTIVEWINDOW #define 0x00080000 = 0x00080000
                   intuition/intuition.h: *743
IDCMP_INTUITICKS #define 0x00400000 = 0x00400000  intuition/intuition.h: *746
IDCMP_LONELYMESSAGE #define 0x80000000 = 0x80000000
                   intuition/intuition.h: *761
IDCMP_MENUHELP     #define 0x01000000 = 0x01000000  intuition/intuition.h: *750
IDCMP_MENUPICK     #define 0x00000100 = 0x00000100  intuition/intuition.h: *732
IDCMP_MENUVERIFY #define 0x00002000 = 0x00002000  intuition/intuition.h: *737
IDCMP_MOUSEBUTTONS #define 0x00000008 = 0x00000008
                   intuition/intuition.h: *727
IDCMP_MOUSEMOVE    #define 0x00000010 = 0x00000010  intuition/intuition.h: *728
IDCMP_NEWPREFS     #define 0x00004000 = 0x00004000  intuition/intuition.h: *738
IDCMP_NEWSIZE      #define 0x00000002 = 0x00000002  intuition/intuition.h: *725
IDCMP_RAWKEY       #define 0x00000400 = 0x00000400  intuition/intuition.h: *734
IDCMP_REFRESHWINDOW #define 0x00000004 = 0x00000004
                   intuition/intuition.h: *726
IDCMP_REQCLEAR     #define 0x00001000 = 0x00001000  intuition/intuition.h: *736
IDCMP_REQSET       #define 0x00000080 = 0x00000080  intuition/intuition.h: *731
IDCMP_REQVERIFY    #define 0x00000800 = 0x00000800  intuition/intuition.h: *735
IDCMP_SIZEVERIFY #define 0x00000001 = 0x00000001  intuition/intuition.h: *724
IDCMP_VANILLAKEY #define 0x00200000 = 0x00200000  intuition/intuition.h: *745
IDCMP_WBENCHMESSAGE #define 0x00020000 = 0x00020000
                   intuition/intuition.h: *741
IDNAME_BADBLOCK    #define 0x42414442 = 0x42414442  devices/hardblocks.h: *125
IDNAME_FILESYSHEADER #define 0x46534844 = 0x46534844
                   devices/hardblocks.h: *182
```

```
IDNAME_LOADSEG    #define 0x4C534547 = 0x4c534547  devices/hardblocks.h: *195
IDNAME_PARTITION #define 0x50415254 = 0x50415254  devices/hardblocks.h: *144
IDNAME_RIGIDDISK #define 0x5244534B = 0x5244534b  devices/hardblocks.h: *92
IDNestCnt         char in struct ExecBase +0x0126 exec/execbase.h: *70
IDS_BUSY          #define (3L) = 0x00000003  intuition/imageclass.h: *129
IDS_DISABLED      #define (2L) = 0x00000002  intuition/imageclass.h: *128
IDS_INACTIVEDISABLED #define (7L) = 0x00000007  intuition/imageclass.h: *133
IDS_INACTIVENORMAL #define (5L) = 0x00000005  intuition/imageclass.h: *131
IDS_INACTIVESELECTED #define (6L) = 0x00000006  intuition/imageclass.h: *132
IDS_INDETERMINANT #define IDS_INDETERMINATE = 0x00000004
                 intuition/imageclass.h: *136
IDS_INDETERMINATE #define (4L) = 0x00000004  intuition/imageclass.h: *130
IDS_NORMAL        #define (0L) = 0x00000000  intuition/imageclass.h: *126
IDS_SELECTED      #define (1L) = 0x00000001  intuition/imageclass.h: *127
ID_CAT            #define MAKE_ID('C','A','T',' ') = 0x43415420
                 libraries/iffparse.h: *150
ID_DOS_DISK       #define (0x444F5300L) = 0x444f5300  dos/dos.h: *140
ID_FFS_DISK       #define (0x444F5301L) = 0x444f5301  dos/dos.h: *141
ID_FORM           #define MAKE_ID('F','O','R','M') = 0x464f524d
                 libraries/iffparse.h: *148
ID_KICKSTART_DISK #define (0x4B49434BL) = 0x4b49434b  dos/dos.h: *143
ID_LIST           #define MAKE_ID('L','I','S','T') = 0x4c495354
                 libraries/iffparse.h: *149
ID_MSDOS_DISK     #define (0x4d534400L) = 0x4d534400  dos/dos.h: *144
ID_NOT_REALLY_DOS #define (0x4E444F53L) = 0x4e444f53  dos/dos.h: *142
ID_NO_DISK_PRESENT #define (-1) = 0xffffffff  dos/dos.h: *138
ID_NULL           #define MAKE_ID(' ',' ',' ',' ') = 0x20202020
                 libraries/iffparse.h: *152
ID_PROP           #define MAKE_ID('P','R','O','P') = 0x50524f50
                 libraries/iffparse.h: *151
ID_UNREADABLE_DISK #define (0x42414400L) = 0x42414400  dos/dos.h: *139
ID_VALIDATED      #define 82 = 0x00000052  dos/dos.h: *135
ID_VALIDATING     #define 81 = 0x00000051  dos/dos.h: *134
ID_WRITE_PROTECTED #define 80 = 0x00000050  dos/dos.h: *133
IECLASS_ACTIVEWINDOW #define 0x11 = 0x00000011  devices/inputevent.h: *55
IECLASS_CHANGEWINDOW #define 0x15 = 0x00000015  devices/inputevent.h: *63
IECLASS_CLOSEWINDOW #define 0x0B = 0x0000000b  devices/inputevent.h: *43
IECLASS_DISKINSERTED #define 0x10 = 0x00000010  devices/inputevent.h: *53
IECLASS_DISKREMOVED #define 0x0F = 0x0000000f  devices/inputevent.h: *51
IECLASS_EVENT     #define 0x03 = 0x00000003  devices/inputevent.h: *29
IECLASS_GADGETDOWN #define 0x07 = 0x00000007  devices/inputevent.h: *35
IECLASS_GADGETUP  #define 0x08 = 0x00000008  devices/inputevent.h: *37
IECLASS_INACTIVEWINDOW #define 0x12 = 0x00000012  devices/inputevent.h: *57
IECLASS_MAX       #define 0x15 = 0x00000015  devices/inputevent.h: *66
                 devices/conunit.h: 99
IECLASS_MENUHELP  #define 0x14 = 0x00000014  devices/inputevent.h: *61
IECLASS_MENULIST  #define 0x0A = 0x0000000a  devices/inputevent.h: *41
IECLASS_NEWPOINTERPOS #define 0x13 = 0x00000013  devices/inputevent.h: *59
IECLASS_NEWPREFS  #define 0x0E = 0x0000000e  devices/inputevent.h: *49
IECLASS_NULL      #define 0x00 = 0x00000000  devices/inputevent.h: *23
IECLASS_POINTERPOS #define 0x04 = 0x00000004  devices/inputevent.h: *31
IECLASS_RAWKEY    #define 0x01 = 0x00000001  devices/inputevent.h: *25
IECLASS_RAWMOUSE  #define 0x02 = 0x00000002  devices/inputevent.h: *27
IECLASS_REFRESHWINDOW #define 0x0D = 0x0000000d  devices/inputevent.h: *47
IECLASS_REQUESTER #define 0x09 = 0x00000009  devices/inputevent.h: *39
IECLASS_SIZEWINDOW #define 0x0C = 0x0000000c  devices/inputevent.h: *45
IECLASS_TIMER     #define 0x06 = 0x00000006  devices/inputevent.h: *33
```

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IECODE_ASCII_DEL #define 0x7F = 0x0000007f  devices/inputevent.h: *136
IECODE_ASCII_FIRST #define 0x20 = 0x00000020  devices/inputevent.h: *134
IECODE_ASCII_LAST #define 0x7E = 0x0000007e  devices/inputevent.h: *135
IECODE_C0_FIRST  #define 0x00 = 0x00000000  devices/inputevent.h: *132
IECODE_C0_LAST   #define 0x1F = 0x0000001f  devices/inputevent.h: *133
IECODE_C1_FIRST  #define 0x80 = 0x00000080  devices/inputevent.h: *137
IECODE_C1_LAST   #define 0x9F = 0x0000009f  devices/inputevent.h: *138
IECODE_COMM_CODE_FIRST #define 0x78 = 0x00000078  devices/inputevent.h: *128
IECODE_COMM_CODE_LAST #define 0x7F = 0x0000007f  devices/inputevent.h: *129
IECODE_KEY_CODE_FIRST #define 0x00 = 0x00000000  devices/inputevent.h: *126
IECODE_KEY_CODE_LAST #define 0x77 = 0x00000077  devices/inputevent.h: *127
IECODE_LATIN1_FIRST #define 0xA0 = 0x000000a0  devices/inputevent.h: *139
IECODE_LATIN1_LAST #define 0xFF = 0x000000ff  devices/inputevent.h: *140
IECODE_LBUTTON   #define 0x68 = 0x00000068  devices/inputevent.h: *143
IECODE_MBUTTON   #define 0x6A = 0x0000006a  devices/inputevent.h: *145
IECODE_NEWACTIVE #define 0x01 = 0x00000001  devices/inputevent.h: *149
IECODE_NEWSIZE   #define 0x02 = 0x00000002  devices/inputevent.h: *150
IECODE_NOBUTTON  #define 0xFF = 0x000000ff  devices/inputevent.h: *146
IECODE_RBUTTON   #define 0x69 = 0x00000069  devices/inputevent.h: *144
IECODE_REFRESH   #define 0x03 = 0x00000003  devices/inputevent.h: *151
IECODE_REQCLEAR  #define 0x00 = 0x00000000  devices/inputevent.h: *158
IECODE_REQSET    #define 0x01 = 0x00000001  devices/inputevent.h: *156
IECODE_UP_PREFIX #define 0x80 = 0x00000080  devices/inputevent.h: *125
IEEEDPACos       function returning "LONG"   libraries/mathieeedp.h: *57
IEEEDPASin       function returning "LONG"   libraries/mathieeedp.h: *58
IEEEDPAbs        function returning "LONG"   libraries/mathieeedp.h: *70
IEEEDPAdd        function returning "LONG"   libraries/mathieeedp.h: *72
IEEEDPAtan       function returning "LONG"   libraries/mathieeedp.h: *56
IEEEDPCeil       function returning "LONG"   libraries/mathieeedp.h: *77
IEEEDPCos        function returning "LONG"   libraries/mathieeedp.h: *57
IEEEDPCosh       function returning "LONG"   libraries/mathieeedp.h: *63
IEEEDPDiv        function returning "LONG"   libraries/mathieeedp.h: *75
IEEEDPExp        function returning "LONG"   libraries/mathieeedp.h: *59
IEEEDPFieee      function returning "LONG"   libraries/mathieeedp.h: *65
IEEEDPFloor      function returning "LONG"   libraries/mathieeedp.h: *76
IEEEDPFlt        function returning "LONG"   libraries/mathieeedp.h: *69
IEEEDPLog        function returning "LONG"   libraries/mathieeedp.h: *59
IEEEDPLog10      function returning "LONG"   libraries/mathieeedp.h: *61
IEEEDPMul        function returning "LONG"   libraries/mathieeedp.h: *74
IEEEDPNeg        function returning "LONG"   libraries/mathieeedp.h: *71
IEEEDPPow        function returning "LONG"   libraries/mathieeedp.h: *61
IEEEDPSin        function returning "LONG"   libraries/mathieeedp.h: *58
IEEEDPSincos     function returning "LONG"   libraries/mathieeedp.h: *62
IEEEDPSinh       function returning "LONG"   libraries/mathieeedp.h: *63
IEEEDPSqrt       function returning "LONG"   libraries/mathieeedp.h: *60
IEEEDPSub        function returning "LONG"   libraries/mathieeedp.h: *73
IEEEDPTan        function returning "LONG"   libraries/mathieeedp.h: *56
IEEEDPTanh       function returning "LONG"   libraries/mathieeedp.h: *63
IEEEDPTieee      function returning "LONG"   libraries/mathieeedp.h: *64
IEPointerPixel   structure tag size 0x0008 devices/inputevent.h: *88
IEPointerTablet structure tag (size 0x000a bytes)in struct IEPointerTablet
                 devices/inputevent.h: *108
IEQUALIFIERB_CAPSLOCK #define 2 = 0x00000002  devices/inputevent.h: *182
IEQUALIFIERB_CONTROL #define 3 = 0x00000003  devices/inputevent.h: *183
IEQUALIFIERB_INTERRUPT #define 10 = 0x0000000a  devices/inputevent.h: *190
IEQUALIFIERB_LALT #define 4 = 0x00000004  devices/inputevent.h: *184
IEQUALIFIERB_LCOMMAND #define 6 = 0x00000006  devices/inputevent.h: *186
```

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IEQUALIFIERB_LEFTBUTTON #define 14 = 0x0000000e  devices/inputevent.h: *194
IEQUALIFIERB_LSHIFT #define 0 = 0x00000000  devices/inputevent.h: *180
IEQUALIFIERB_MIDBUTTON #define 12 = 0x0000000c  devices/inputevent.h: *192
IEQUALIFIERB_MULTIBROADCAST #define 11 = 0x0000000b
                  devices/inputevent.h: *191
IEQUALIFIERB_NUMERICPAD #define 8 = 0x00000008  devices/inputevent.h: *188
IEQUALIFIERB_RALT #define 5 = 0x00000005  devices/inputevent.h: *185
IEQUALIFIERB_RBUTTON #define 13 = 0x0000000d  devices/inputevent.h: *193
IEQUALIFIERB_RCOMMAND #define 7 = 0x00000007  devices/inputevent.h: *187
IEQUALIFIERB_RELATIVEMOUSE #define 15 = 0x0000000f  devices/inputevent.h: *195
IEQUALIFIERB_REPEAT #define 9 = 0x00000009  devices/inputevent.h: *189
IEQUALIFIERB_RSHIFT #define 1 = 0x00000001  devices/inputevent.h: *181
IEQUALIFIER_CAPSLOCK #define 0x0004 = 0x00000004  devices/inputevent.h: *165
IEQUALIFIER_CONTROL #define 0x0008 = 0x00000008  devices/inputevent.h: *166
IEQUALIFIER_INTERRUPT #define 0x0400 = 0x00000400  devices/inputevent.h: *173
IEQUALIFIER_LALT #define 0x0010 = 0x00000010  devices/inputevent.h: *167
IEQUALIFIER_LCOMMAND #define 0x0040 = 0x00000040  devices/inputevent.h: *169
IEQUALIFIER_LEFTBUTTON #define 0x4000 = 0x00004000  devices/inputevent.h: *177
IEQUALIFIER_LSHIFT #define 0x0001 = 0x00000001  devices/inputevent.h: *163
IEQUALIFIER_MIDBUTTON #define 0x1000 = 0x00001000  devices/inputevent.h: *175
IEQUALIFIER_MULTIBROADCAST #define 0x0800 = 0x00000800
                  devices/inputevent.h: *174
IEQUALIFIER_NUMERICPAD #define 0x0100 = 0x00000100  devices/inputevent.h: *171
IEQUALIFIER_RALT #define 0x0020 = 0x00000020  devices/inputevent.h: *168
IEQUALIFIER_RBUTTON #define 0x2000 = 0x00002000  devices/inputevent.h: *176
IEQUALIFIER_RCOMMAND #define 0x0080 = 0x00000080  devices/inputevent.h: *170
IEQUALIFIER_RELATIVEMOUSE #define 0x8000 = 0x00008000
                  devices/inputevent.h: *178
IEQUALIFIER_REPEAT #define 0x0200 = 0x00000200  devices/inputevent.h: *172
IEQUALIFIER_RSHIFT #define 0x0002 = 0x00000002  devices/inputevent.h: *164
IESUBCLASS_COMPATIBLE #define 0x00 = 0x00000000  devices/inputevent.h: *72
IESUBCLASS_PIXEL #define 0x01 = 0x00000001  devices/inputevent.h: *74
IESUBCLASS_TABLET #define 0x02 = 0x00000002  devices/inputevent.h: *76
IEvent          pointer to struct InputEvent in struct SGWork
        +0x0014 intuition/sghooks.h: *42
IFFCMD_CLEANUP   #define 1 = 0x00000001  libraries/iffparse.h: *189
IFFCMD_ENTRY     #define 5 = 0x00000005  libraries/iffparse.h: *193
IFFCMD_EXIT      #define 6 = 0x00000006  libraries/iffparse.h: *194
IFFCMD_INIT      #define 0 = 0x00000000  libraries/iffparse.h: *188
IFFCMD_PURGELCI  #define 7 = 0x00000007  libraries/iffparse.h: *195
IFFCMD_READ      #define 2 = 0x00000002  libraries/iffparse.h: *190
IFFCMD_SEEK      #define 4 = 0x00000004  libraries/iffparse.h: *192
IFFCMD_WRITE     #define 3 = 0x00000003  libraries/iffparse.h: *191
IFFERR_EOC       #define -2L = 0xfffffffe  libraries/iffparse.h: *130
IFFERR_EOF       #define -1L = 0xffffffff  libraries/iffparse.h: *129
IFFERR_MANGLED   #define -8L = 0xfffffff8  libraries/iffparse.h: *136
IFFERR_NOHOOK    #define -11L = 0xfffffff5  libraries/iffparse.h: *139
IFFERR_NOMEM     #define -4L = 0xfffffffc  libraries/iffparse.h: *132
IFFERR_NOSCOPE   #define -3L = 0xfffffffd  libraries/iffparse.h: *131
IFFERR_NOTIFF    #define -10L = 0xfffffff6  libraries/iffparse.h: *138
IFFERR_READ      #define -5L = 0xfffffffb  libraries/iffparse.h: *133
IFFERR_SEEK      #define -7L = 0xfffffff9  libraries/iffparse.h: *135
IFFERR_SYNTAX    #define -9L = 0xfffffff7  libraries/iffparse.h: *137
IFFERR_WRITE     #define -6L = 0xfffffffa  libraries/iffparse.h: *134
IFFF_FSEEK       #define (1L<<1) = 0x00000002  libraries/iffparse.h: *48
IFFF_READ        #define 0L = 0x00000000  libraries/iffparse.h: *45
IFFF_RESERVED    #define 0xFFFF0000L = 0xffff0000  libraries/iffparse.h: *50
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IFFF_RSEEK        #define (1L<<2) = 0x00000004  libraries/iffparse.h: *49
IFFF_RWBITS       #define (IFFF_READ | IFFF_WRITE) = 0x00000001
                  libraries/iffparse.h: *47
IFFF_WRITE        #define 1L = 0x00000001  libraries/iffparse.h: *46
IFFHandle         structure tag size 0x000c libraries/iffparse.h: *35
IFFLCI_COLLECTION #define MAKE_ID('c','o','l','l') = 0x636f6c6c
                  libraries/iffparse.h: *158
IFFLCI_ENTRYHANDLER #define MAKE_ID('e','n','h','d') = 0x656e6864
                  libraries/iffparse.h: *159
IFFLCI_EXITHANDLER #define MAKE_ID('e','x','h','d') = 0x65786864
                  libraries/iffparse.h: *160
IFFLCI_PROP       #define MAKE_ID('p','r','o','p') = 0x70726f70
                  libraries/iffparse.h: *157
IFFPARSE_RAWSTEP  #define 2L = 0x00000002  libraries/iffparse.h: *167
IFFPARSE_SCAN     #define 0L = 0x00000000  libraries/iffparse.h: *165
IFFPARSE_STEP     #define 1L = 0x00000001  libraries/iffparse.h: *166
IFFSCC_CLEANUP    #define IFFCMD_CLEANUP = 0x00000001
                  libraries/iffparse.h: *199
IFFSCC_INIT       #define IFFCMD_INIT = 0x00000000  libraries/iffparse.h: *198
IFFSCC_READ       #define IFFCMD_READ = 0x00000002  libraries/iffparse.h: *200
IFFSCC_SEEK       #define IFFCMD_SEEK = 0x00000004  libraries/iffparse.h: *202
IFFSCC_WRITE      #define IFFCMD_WRITE = 0x00000003  libraries/iffparse.h: *201
IFFSIZE_UNKNOWN   #define -1L = 0xffffffff  libraries/iffparse.h: *182
IFFSLI_PROP       #define 3L = 0x00000003  libraries/iffparse.h: *174
IFFSLI_ROOT       #define 1L = 0x00000001  libraries/iffparse.h: *172
IFFSLI_TOP        #define 2L = 0x00000002  libraries/iffparse.h: *173
IFFStreamCmd      structure tag size 0x000c libraries/iffparse.h: *56
IFF_IFFPARSE_H    #define  libraries/iffparse.h: *2
IFF_RETURN2CLIENT #define -12L = 0xfffffff4  libraries/iffparse.h: *140
IFont             pointer to struct TextFont in struct Window
        +0x0080 intuition/intuition.h: *895
IGNORE_DIMENSIONS #define 0x0000 = 0x00000000  intuition/preferences.h: *247
IMAGECLASS        #define "imageclass"  intuition/classusr.h: *43
IMAGE_ATTRIBUTES  #define (IA_Dummy) = 0x80020000  intuition/iobsolete.h: *234
IMAGE_NEGATIVE    #define 0x01 = 0x00000001  intuition/preferences.h: *173
IMAGE_POSITIVE    #define 0x00 = 0x00000000  intuition/preferences.h: *172
IMPORT            #define extern  exec/types.h: *21
IM_BGPEN          macro (1 argument)  intuition/imageclass.h: *31
IM_BOX            macro (1 argument)  intuition/imageclass.h: *29
IM_DRAW           #define 0x202L = 0x00000202  intuition/imageclass.h: *115
IM_DRAWFRAME      #define 0x206L = 0x00000206  intuition/imageclass.h: *120
IM_ERASE          #define 0x204L = 0x00000204  intuition/imageclass.h: *117
IM_ERASEFRAME     #define 0x209L = 0x00000209  intuition/imageclass.h: *123
IM_FGPEN          macro (1 argument)  intuition/imageclass.h: *30
IM_FRAMEBOX       #define 0x207L = 0x00000207  intuition/imageclass.h: *121
IM_HITFRAME       #define 0x208L = 0x00000208  intuition/imageclass.h: *122
IM_HITTEST        #define 0x203L = 0x00000203  intuition/imageclass.h: *116
IM_ITEM           #define (NM_ITEM | MENU_IMAGE) = 0x00000082
                  libraries/gadtools.h: *140
IM_MOVE           #define 0x205L = 0x00000205  intuition/imageclass.h: *118
IM_SUB            #define (NM_SUB | MENU_IMAGE) = 0x00000083
                  libraries/gadtools.h: *141
INACTIVEWINDOW    #define IDCMP_INACTIVEWINDOW = 0x00080000
                  intuition/iobsolete.h: *133
INCLUDE_VERSION   #define 36 = 0x00000024  exec/types.h: *17
IND_ADDHANDLER    #define (CMD_NONSTD+0) = 0x00000009  devices/input.h: *19
IND_REMHANDLER    #define (CMD_NONSTD+1) = 0x0000000a  devices/input.h: *20
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IND_SETMPORT      #define (CMD_NONSTD+5) = 0x0000000e  devices/input.h: *24
IND_SETMTRIG      #define (CMD_NONSTD+7) = 0x00000010  devices/input.h: *26
IND_SETMTYPE      #define (CMD_NONSTD+6) = 0x0000000f  devices/input.h: *25
IND_SETPERIOD     #define (CMD_NONSTD+4) = 0x0000000d  devices/input.h: *23
IND_SETTHRESH     #define (CMD_NONSTD+3) = 0x0000000c  devices/input.h: *22
IND_WRITEEVENT    #define (CMD_NONSTD+2) = 0x0000000b  devices/input.h: *21
INITBYTE          macro (2 arguments)  exec/initializers.h: *17
INITLONG          macro (2 arguments)  exec/initializers.h: *21
INITSTRUCT        macro (4 arguments)  exec/initializers.h: *25
INITWORD          macro (2 arguments)  exec/initializers.h: *18
INREQUEST         #define WFLG_INREQUEST = 0x00004000
                  intuition/iobsolete.h: *162
INST_DATA         macro (2 arguments)  intuition/classes.h: *48
INTB_AUD0         #define (7) = 0x00000007  hardware/intbits.h: *25
INTB_AUD1         #define (8) = 0x00000008  hardware/intbits.h: *24
INTB_AUD2         #define (9) = 0x00000009  hardware/intbits.h: *23
INTB_AUD3         #define (10) = 0x0000000a  hardware/intbits.h: *22
INTB_BLIT         #define (6) = 0x00000006  hardware/intbits.h: *26
INTB_COPER        #define (4) = 0x00000004  hardware/intbits.h: *28
INTB_DSKBLK       #define (1) = 0x00000001  hardware/intbits.h: *31
INTB_DSKSYNC      #define (12) = 0x0000000c  hardware/intbits.h: *20
INTB_EXTER        #define (13) = 0x0000000d  hardware/intbits.h: *19
INTB_INTEN        #define (14) = 0x0000000e  hardware/intbits.h: *18
INTB_NMI          #define 15 = 0x0000000f  exec/interrupts.h: *46
INTB_PORTS        #define (3) = 0x00000003  hardware/intbits.h: *29
INTB_RBF          #define (11) = 0x0000000b  hardware/intbits.h: *21
INTB_SETCLR       #define (15) = 0x0000000f  hardware/intbits.h: *15
INTB_SOFTINT      #define (2) = 0x00000002  hardware/intbits.h: *30
INTB_TBE          #define (0) = 0x00000000  hardware/intbits.h: *32
INTB_VERTB        #define (5) = 0x00000005  hardware/intbits.h: *27
INTEGERIDCMP      #define (IDCMP_GADGETUP) = 0x00000040
                  libraries/gadtools.h: *68
INTEGER_KIND      #define 3 = 0x00000003  libraries/gadtools.h: *37
INTEGER_SCALING   #define 0x0100 = 0x00000100  intuition/preferences.h: *253
INTERHEIGHT       #define 4 = 0x00000004  libraries/gadtools.h: *88
INTERLACE         #define 4 = 0x00000004  graphics/display.h: *24
INTERWIDTH        #define 8 = 0x00000008  libraries/gadtools.h: *87
INTF_AUD0         #define (1<<7) = 0x00000080  hardware/intbits.h: *44
INTF_AUD1         #define (1<<8) = 0x00000100  hardware/intbits.h: *43
INTF_AUD2         #define (1<<9) = 0x00000200  hardware/intbits.h: *42
INTF_AUD3         #define (1<<10) = 0x00000400  hardware/intbits.h: *41
INTF_BLIT         #define (1<<6) = 0x00000040  hardware/intbits.h: *45
INTF_COPER        #define (1<<4) = 0x00000010  hardware/intbits.h: *47
INTF_DSKBLK       #define (1<<1) = 0x00000002  hardware/intbits.h: *50
INTF_DSKSYNC      #define (1<<12) = 0x00001000  hardware/intbits.h: *39
INTF_EXTER        #define (1<<13) = 0x00002000  hardware/intbits.h: *38
INTF_INTEN        #define (1<<14) = 0x00004000  hardware/intbits.h: *37
INTF_NMI          #define (1<<15) = 0x00008000  exec/interrupts.h: *47
INTF_PORTS        #define (1<<3) = 0x00000008  hardware/intbits.h: *48
INTF_RBF          #define (1<<11) = 0x00000800  hardware/intbits.h: *40
INTF_SETCLR       #define (1<<15) = 0x00008000  hardware/intbits.h: *36
INTF_SOFTINT      #define (1<<2) = 0x00000004  hardware/intbits.h: *49
INTF_TBE          #define (1<<0) = 0x00000001  hardware/intbits.h: *51
INTF_VERTB        #define (1<<5) = 0x00000020  hardware/intbits.h: *46
INTUITICKS        #define IDCMP_INTUITICKS = 0x00400000
                  intuition/iobsolete.h: *136
INTUITION_CGHOOKS_H #define 1 = 0x00000001  intuition/cghooks.h: *2
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INTUITION_CLASSES_H #define 1 = 0x00000001  intuition/classes.h: *2
INTUITION_CLASSUSR_H #define 1 = 0x00000001  intuition/classusr.h: *2, 1
INTUITION_GADGETCLASS_H #define 1 = 0x00000001  intuition/gadgetclass.h: *2
INTUITION_ICCLASS_H #define  intuition/icclass.h: *2
INTUITION_IMAGECLASS_H #define TRUE = 0x00000001  intuition/imageclass.h: *2
INTUITION_INTUITIONBASE_H #define 1 = 0x00000001
                 intuition/intuitionbase.h: *2
INTUITION_INTUITION_H #define TRUE = 0x00000001  intuition/intuition.h: *2, 1
                 intuition/iobsolete.h: 38
                 intuition/cghooks.h: 19
                 intuition/gadgetclass.h: 19
                 intuition/intuitionbase.h: 23
                 libraries/gadtools.h: 25
                 workbench/workbench.h: 31
INTUITION_IOBSOLETE_H #define  intuition/iobsolete.h: *2, 1
                 intuition/intuition.h: 1357
                 intuition/gadgetclass.h: 244
                 intuition/imageclass.h: 203
INTUITION_PREFERENCES_H #define TRUE = 0x00000001
                 intuition/preferences.h: *2, 1
INTUITION_SCREENS_H #define TRUE = 0x00000001  intuition/screens.h: *2, 1
INTUITION_SGHOOKS_H #define TRUE = 0x00000001  intuition/sghooks.h: *2
INVALID_ID        #define ~0 = 0xffffffff  graphics/displayinfo.h: *141
INVERSVID         #define 4 = 0x00000004  graphics/rastport.h: *97
IOAudio           structure tag size 0x0044 devices/audio.h: *47
IOB_QUICK         #define 0 = 0x00000000  exec/io.h: *47
IOClipReq         structure tag size 0x0034 devices/clipboard.h: *43
                 libraries/iffparse.h: 117
IODRPReq          structure tag size 0x003e devices/printer.h: *156
IOERR_ABORTED     #define (-2) = 0xfffffffe  exec/errors.h: *16
IOERR_BADADDRESS  #define (-5) = 0xfffffffb  exec/errors.h: *19
IOERR_BADLENGTH   #define (-4) = 0xfffffffc  exec/errors.h: *18
IOERR_NOCMD       #define (-3) = 0xfffffffd  exec/errors.h: *17
IOERR_OPENFAIL    #define (-1) = 0xffffffff  exec/errors.h: *15
IOERR_SELFTEST    #define (-7) = 0xfffffff9  exec/errors.h: *21
IOERR_UNITBUSY    #define (-6) = 0xfffffffa  exec/errors.h: *20
IOExtPar          structure tag size 0x003e devices/parallel.h: *29
                 devices/prtbase.h: 76, 84
IOExtSer          structure tag size 0x0052 devices/serial.h: *38
                 devices/prtbase.h: 77, 85
IOExtTD           structure tag size 0x0038 devices/trackdisk.h: *119
IOF_QUICK         #define (1<<0) = 0x00000001  exec/io.h: *48
IOPARB_ABORT      #define 5 = 0x00000005  devices/parallel.h: *75
IOPARB_ACTIVE     #define 4 = 0x00000004  devices/parallel.h: *77
IOPARB_QUEUED     #define 6 = 0x00000006  devices/parallel.h: *73
IOPARF_ABORT      #define (1<<5) = 0x00000020  devices/parallel.h: *76
IOPARF_ACTIVE     #define (1<<4) = 0x00000010  devices/parallel.h: *78
IOPARF_QUEUED     #define (1<<6) = 0x00000040  devices/parallel.h: *74
IOPArray          structure tag size 0x0008 devices/parallel.h: *19, 55
IOPTB_PAPEROUT    #define 1 = 0x00000001  devices/parallel.h: *85
IOPTB_PARBUSY     #define 0 = 0x00000000  devices/parallel.h: *87
IOPTB_PARSEL      #define 2 = 0x00000002  devices/parallel.h: *81
IOPTB_RWDIR       #define 3 = 0x00000003  devices/parallel.h: *79
IOPTF_PAPEROUT    #define (1<<1) = 0x00000002  devices/parallel.h: *86
IOPTF_PARBUSY     #define (1<<0) = 0x00000001  devices/parallel.h: *88
IOPTF_PARSEL      #define (1<<2) = 0x00000004  devices/parallel.h: *84
IOPTF_RWDIR       #define (1<<3) = 0x00000008  devices/parallel.h: *80
```

```
IOPar           struct IOStdReq(size 0x0030 bytes) in struct IOExtPar
        +0x0000 devices/parallel.h: *30
IOPrtCmdReq     structure tag size 0x0026 devices/printer.h: *142
IORequest       structure tag size 0x0020 exec/io.h: *20
                devices/audio.h: 48
                devices/timer.h: 38
IOSer           struct IOStdReq(size 0x0030 bytes) in struct IOExtSer
        +0x0000 devices/serial.h: *39
IOStdReq        structure tag size 0x0030 exec/io.h: *29
                devices/narrator.h: 94
                devices/parallel.h: 30
                devices/serial.h: 39
                devices/trackdisk.h: 120
IOTArray        structure tag size 0x0008 devices/serial.h: *22, 67
IOTDB_INDEXSYNC #define 4 = 0x00000004  devices/trackdisk.h: *173
IOTDB_WORDSYNC  #define 5 = 0x00000005  devices/trackdisk.h: *179
IOTDF_INDEXSYNC #define (1<<4) = 0x00000010  devices/trackdisk.h: *174
IOTDF_WORDSYNC  #define (1<<5) = 0x00000020  devices/trackdisk.h: *180
IO_STATB_OVERRUN #define 8 = 0x00000008  devices/serial.h: *126
IO_STATB_READBREAK #define 10 = 0x0000000a  devices/serial.h: *122
IO_STATB_WROTEBREAK #define 9 = 0x00000009  devices/serial.h: *124
IO_STATB_XOFFREAD #define 12 = 0x0000000c  devices/serial.h: *118
IO_STATB_XOFFWRITE #define 11 = 0x0000000b  devices/serial.h: *120
IO_STATF_OVERRUN #define (1<<8) = 0x00000100  devices/serial.h: *127
IO_STATF_READBREAK #define (1<<10) = 0x00000400  devices/serial.h: *123
IO_STATF_WROTEBREAK #define (1<<9) = 0x00000200  devices/serial.h: *125
IO_STATF_XOFFREAD #define (1<<12) = 0x00001000  devices/serial.h: *119
IO_STATF_XOFFWRITE #define (1<<11) = 0x00000800  devices/serial.h: *121
ISDRAWN         #define 0x1000 = 0x00001000  intuition/intuition.h: *135
ISGRTRX         #define 4 = 0x00000004  graphics/clip.h: *85
ISGRTRY         #define 8 = 0x00000008  graphics/clip.h: *86
ISLESSX         #define 1 = 0x00000001  graphics/clip.h: *83
ISLESSY         #define 2 = 0x00000002  graphics/clip.h: *84
ITEMENABLED     #define 0x0010 = 0x00000010  intuition/intuition.h: *122
ITEMNUM         macro (1 argument)  intuition/intuition.h: *1267
ITEMTEXT        #define 0x0002 = 0x00000002  intuition/intuition.h: *119
ITEM_EQUAL      #define -2 = 0xfffffffe  dos/dos.h: *230
ITEM_ERROR      #define -1 = 0xffffffff  dos/dos.h: *231
ITEM_NOTHING    #define 0 = 0x00000000  dos/dos.h: *232
ITEM_QUOTED     #define 2 = 0x00000002  dos/dos.h: *234
ITEM_UNQUOTED   #define 1 = 0x00000001  dos/dos.h: *233
IText           pointer to unsigned char in struct IntuiText
        +0x000c intuition/intuition.h: *577
ITextFont       pointer to struct TextAttr in struct IntuiText
        +0x0008 intuition/intuition.h: *576
IVALUE          macro (1 argument)  rexx/storage.h: *51
IX              "LONG"  libraries/commodities.h: *192
IXSYM_ALT       #define 4 = 0x00000004  libraries/commodities.h: *197
IXSYM_ALTMASK   #define (IEQUALIFIER_LALT | IEQUALIFIER_RALT) = 0x00000030
                libraries/commodities.h: *202
IXSYM_CAPS      #define 2 = 0x00000002  libraries/commodities.h: *196
IXSYM_CAPSMASK  #define (IXSYM_SHIFTMASK | IEQUALIFIER_CAPSLOCK) = 0x00000007
                libraries/commodities.h: *201
IXSYM_SHIFT     #define 1 = 0x00000001  libraries/commodities.h: *195
IXSYM_SHIFTMASK #define (IEQUALIFIER_LSHIFT | IEQUALIFIER_RSHIFT) = 0x00000003
                libraries/commodities.h: *200
IX_NORMALQUALS  #define 0x7FFF;  libraries/commodities.h: *204
```

```
IX_VERSION        #define 2 = 0x00000002  libraries/commodities.h: *171
IdleCount         unsigned long int in struct ExecBase
        +0x0118 exec/execbase.h: *65
Image             structure tag
     size 0x0014 intuition/intuition.h: *174, 619, 666, 865, 996,
                         1054
ImageBMap         pointer to struct BitMap in struct Requester
        +0x0044 intuition/intuition.h: *171
ImageData         pointer to unsigned short int in struct Image
        +0x000a intuition/intuition.h: *626
ImageData         pointer to short int in struct VSprite
        +0x0024 graphics/gels.h: *105
ImageShadow       pointer to short int in struct Bob
        +0x0006 graphics/gels.h: *148
InfoData          structure tag size 0x0024 dos/dos.h: *119
InitAnimate       macro (1 argument)   graphics/gels.h: *246
InitialModes      unsigned long int in struct StringExtend
        +0x0008 intuition/sghooks.h: *26
InputEvent        structure tag size 0x0016 devices/inputevent.h: *199, 200
                  intuition/gadgetclass.h: 204
                  intuition/sghooks.h: 42
InputXpression    structure tag size 0x000c libraries/commodities.h: *173, 192
IntVector         structure tag size 0x000c exec/interrupts.h: *31
                  exec/execbase.h: 59
IntVects          array [16] of struct IntVector(size 0x000c bytes) in struct
                  ExecBase
        +0x0054 exec/execbase.h: *59
Interrupt         structure tag size 0x0016 exec/interrupts.h: *24
                  graphics/gfxbase.h: 36
                  resources/disk.h: 45, 46, 47, 59, 60, 61
IntrList          struct List(size 0x000e bytes) in struct ExecBase
        +0x016c exec/execbase.h: *89
IntuiMessage      structure tag
     size 0x0034 intuition/intuition.h: *677, 716, 857
IntuiText         structure tag
     size 0x0014 intuition/intuition.h: *155, 240, 570, 578
IntuitionBase     structure tag size 0x0050 intuition/intuitionbase.h: *68
IoBuff            structure tag size 0x0100 rexx/rexxio.h: *25
Iptr              pointer to struct Isrvstr in struct Isrvstr
        +0x000e graphics/graphint.h: *23
IsListEmpty       macro (1 argument)  exec/lists.h: *53
IsMsgPortEmpty    macro (1 argument)   exec/lists.h: *56
Isrvstr           structure tag size 0x001e graphics/graphint.h: *20, 23
ItemFill          pointer to void in struct MenuItem
        +0x0012 intuition/intuition.h: *99
```