

**GraphicsL**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> GraphicsL		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 22, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# GraphicsL

### 1.1 GraphicsL

#### Prozeduren

AddAnimOb	AddBob	AddFont
AddVSprite	AllocRaster	AndRectRegion
AndRegionRegion	Animate	AreaDraw
AreaEllipse	AreaEnd	AreaMove
AskFont	AskSoftStyle	←
AttemptLockLayerRom		
BitMapScale	BltBitMap	BltBitMapRastPort
BltClear	BltMaskBitMapRastPort	BltPattern
BltTemplate	CBump	CINIT
CMove	CWait	ChangeSprite
ClearEOL	ClearRectRegion	ClearRegion
ClearScreen	ClipBlit	CloseFont
CloseMonitor	CopySBitMap	DisownBlitter
DisposeRegion	DoCollision	Draw
DrawEllipse	DrawGList	EraseRect
ExtendFont	FindDisplayInfo	Flood
FontExtent	FreeColorMap	FreeCopList
FreeCprList	FreeGBuffers	FreeRaster
FreeSprite	FreeVPortCopLists	GetColorMap
GetDisplayInfoData	GetGBuffers	GetRGB4
GetSprite	GetVPMODEID	GfxAssociate
GfxFree	GfxLookUp	GfxNew
InitArea	InitBitMap	InitGMasks
InitGels	InitMasks	InitRastPort
InitTmpRas	InitVPort	InitView
LoadRGB4	LoadView	LockLayerRom
MakeVPort	ModeNotAvailable	Move
MoveSprite	MrgCop	NewRegion
NextDisplayInfo	OpenFont	OpenMonitor
OrRectRegion	OrRegionRegion	OwnBlitter
PolyDraw	QBSBlit	QBlit
ReadPixel	ReadPixelArray8	ReadPixelLine8
RectFill	RemFont	RemIBob
RemVSprite	ScalerDiv	ScrollRaster
ScrollVPort	SetAPen	SetBPen
SetCollision	SetDrMd	SetFont

SetRGB4	SetRGB4CM	SetRast
SetSoftStyle	SortGLList	StripFont
SyncSBitMap	Text	TextExtent
TextFit	TextLength	UCopperListInit
UnlockLayerRom	VBeamPos	VideoControl
WaitBOVP	WaitBlit	WaitTOF
WeighTAMatch	WritePixel	WritePixelArray8
WritePixelLine8	XorRectRegion	XorRegionRegion

#### Konstanten

graphicsMinVersion	graphicsName
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#### Variablen

graphicsBase	graphicsVersion
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## 1.2 TMP:Modula-2/GraphicsL.def

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DEFINITION MODULE GraphicsL{"graphics.library",33};
(* 13-Apr-1992/cn *)

FROM SYSTEM IMPORT ADDRESS,BITSET,BYTE, LONGSET,WORD;

FROM Hardware IMPORT
  BltnodePtr ;

FROM UtilityD IMPORT
  TagItemPtr ;

IMPORT
  d:GraphicsD,R;

VAR
  graphicsVersion:INTEGER;
  graphicsBase:d. GfxBasePtr ;

CONST
  graphicsMinVersion=33;
  graphicsName="graphics.library";

PROCEDURE  AddAnimOb (
  anOb{R.A0}:d. AnimObPtr ;
  VAR anKey{R.A1}:d. AnimObPtr ;
  rp{R.A2}:d. RastPortPtr ); CODE -156;

PROCEDURE  AddBob (
  Bob {R.A0}:d. BobPtr ;
  rp{R.A1}:d. RastPortPtr ); CODE -96;

PROCEDURE  AddFont (textFont{R.A1}:d. TextFontPtr ); CODE -480;

PROCEDURE  AddVSprite (
  vs{R.A0}:d. VSpritePtr ;

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rp{R.A1}:d. RastPortPtr ); CODE -102;

PROCEDURE AllocRaster (
width{R.D0}:CARDINAL;
height{R.D1}:CARDINAL):ADDRESS; CODE -492;

PROCEDURE AndRectRegion (
region{R.A0}:d. RegionPtr ;
rectangle{R.A1}:d. RectanglePtr ); CODE -504;

PROCEDURE AndRegionRegion (
region1{R.A0}:d. RegionPtr ;
region2{R.A1}:d. RegionPtr ):BOOLEAN; CODE -624;

PROCEDURE Animate (
VAR anKey{R.A0}:d. AnimObPtr ;
rp{R.A1}:d. RastPortPtr ); CODE -162;

PROCEDURE AreaDraw (
rp{R.A1}:d. RastPortPtr ;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -258;

PROCEDURE AreaEllipse (
rp{R.A1}:d. RastPortPtr ;
cX{R.D0}:INTEGER;
cY{R.D1}:INTEGER;
a{R.D2}:INTEGER;
b{R.D3}:INTEGER):BOOLEAN; CODE -186;

PROCEDURE AreaEnd (rp{R.A1}:d. RastPortPtr ):BOOLEAN; CODE -264;

PROCEDURE AreaMove (
rp{R.A1}:d. RastPortPtr ;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -252;

PROCEDURE AskFont (
rp{R.A1}:d. RastPortPtr ;
textAttr{R.A0}:d. TextAttrPtr ); CODE -474;

PROCEDURE AskSoftStyle (
rp{R.A1}:d. RastPortPtr ):d. FontStyleSet ; CODE -84;

PROCEDURE AttemptLockLayerRom (
layer{R.A5}:d. LayerPtr ):BOOLEAN; CODE -654;

PROCEDURE(*36*) BitMapScale (
VAR bitScaleArgs{R.A0}:d. BitScaleArgs ); CODE -678;

PROCEDURE BltBitMap (
srcBitMap{R.A0}:d. BitMapPtr ;
srcX{R.D0}:INTEGER;
srcY{R.D1}:INTEGER;
dstBitMap{R.A1}:d. BitMapPtr ;
dstX{R.D2}:INTEGER;
dstY{R.D3}:INTEGER;
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    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER;
    minterm{R.D6}:SHORTCARD;
    mask{R.D7}:SHORTCARD;
    tempA{R.A2}:ADDRESS):LONGCARD; CODE -30;

PROCEDURE BltBitMapRastPort (
    srcbm{R.A0}:d. BitMapPtr ;
    srcX{R.D0}:INTEGER;
    srcY{R.D1}:INTEGER;
    destRp{R.A1}:d. RastPortPtr ;
    destX{R.D2}:INTEGER;
    destY{R.D3}:INTEGER;
    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER;
    minterm{R.D6}:SHORTCARD); CODE -606;

PROCEDURE BltClear (
    memBlock{R.A1}:ADDRESS;
    bytecount{R.D0}:LONGCARD;
    flags{R.D1}:LONGSET); CODE -300;

PROCEDURE BltMaskBitMapRastPort (
    srcbm{R.A0}:d. BitMapPtr ;
    srcX{R.D0}:INTEGER;
    srcY{R.D1}:INTEGER;
    destRp{R.A1}:d. RastPortPtr ;
    destX{R.D2}:INTEGER;
    destY{R.D3}:INTEGER;
    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER;
    minterm{R.D6}:BYTE;
    bltmask{R.A2}:ADDRESS); CODE -636;

PROCEDURE BltPattern (
    rp{R.A1}:d. RastPortPtr ;
    mask{R.A0}:ADDRESS;
    xl{R.D0}:INTEGER;
    yl{R.D1}:INTEGER;
    maxX{R.D2}:INTEGER;
    maxY{R.D3}:INTEGER;
    bytecnt{R.D4}:INTEGER); CODE -312;

PROCEDURE BltTemplate (
    srcTemplate{R.A0}:ADDRESS;
    srcX{R.D0}:INTEGER;
    srcMod{R.D1}:INTEGER;
    rp{R.A1}:d. RastPortPtr ;
    dstX{R.D2}:INTEGER;
    dstY{R.D3}:INTEGER;
    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER); CODE -36;

PROCEDURE CBump (c{R.A1}:d. UCopListPtr ); CODE -366;

PROCEDURE ChangeSprite (
    vp{R.A0}:d. ViewPortPtr ;
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s{R.A1}:d. SimpleSpritePtr ;
newdata{R.A2}:ADDRESS); CODE -420;

PROCEDURE CINIT (
    copperList{R.A0}:d. UCopListPtr ;
    num{R.D0}:LONGINT):d. CopListPtr ; CODE -594;
(*
    CINIT ist in C ein Makro dass die Funktion UCopperListInit aufruft.
    Hier ist CINIT so definiert, dass es identisch zu UCopperListInit
    ist.
*)

PROCEDURE ClearEOL (rp{R.A1}:d. RastPortPtr ); CODE -42;

PROCEDURE ClearRectRegion (
    region{R.A0}:d. RegionPtr ;
    rectangle{R.A1}:d. RectanglePtr ):BOOLEAN; CODE -522;

PROCEDURE ClearRegion (region{R.A0}:d. RegionPtr ); CODE -528;

PROCEDURE ClearScreen (rp{R.A1}:d. RastPortPtr ); CODE -48;

PROCEDURE ClipBlit (
    src{R.A0}:d. RastPortPtr ;
    srcX{R.D0}:INTEGER;
    srcY{R.D1}:INTEGER;
    dest{R.A1}:d. RastPortPtr ;
    destX{R.D2}:INTEGER;
    destY{R.D3}:INTEGER;
    xSize{R.D4}:INTEGER;
    ySize{R.D5}:INTEGER;
    minterm{R.D6}:SHORTCARD); CODE -552;

PROCEDURE CloseFont (font{R.A1}:d. TextFontPtr ); CODE -78;

PROCEDURE (*36*) CloseMonitor (
    monitorSpec{R.A0}:d. MonitorSpecPtr ):BOOLEAN; CODE -720;

PROCEDURE CMove (
    c{R.A1}:d. UCopListPtr ;
    a{R.D0}:ADDRESS;
    v{R.D1}:INTEGER); CODE -372;

PROCEDURE CopySBitMap (layer{R.A0}:d. LayerPtr ); CODE -450;

PROCEDURE CWait (
    c{R.A1}:d. UCopListPtr ;
    v{R.D0}:INTEGER;
    h{R.D1}:INTEGER); CODE -378;

PROCEDURE DisownBlitter (); CODE -462;

PROCEDURE DisposeRegion (region{R.A0}:d. RegionPtr ); CODE -534;

PROCEDURE DoCollision (rp{R.A1}:d. RastPortPtr ); CODE -108;

PROCEDURE Draw (
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rp{R.A1}:d. RastPortPtr ;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER); CODE -246;

PROCEDURE DrawEllipse (
rp{R.A1}:d. RastPortPtr ;
cX{R.D0}:INTEGER;
cY{R.D1}:INTEGER;
a{R.D2}:INTEGER;
b{R.D3}:INTEGER); CODE -180;

PROCEDURE DrawGList (
rp{R.A1}:d. RastPortPtr ;
vp{R.A0}:d. ViewPortPtr ); CODE -114;

PROCEDURE (*36*) EraseRect (
rp{R.A1}:d. RastPortPtr ;
xMin{R.D0}:INTEGER;
yMin{R.D1}:INTEGER;
xMax{R.D2}:INTEGER;
yMax{R.D3}:INTEGER); CODE -810;

PROCEDURE (*36*) ExtendFont (
font{R.A0}:d. TextFontPtr ;
fontTags{R.A1}: TagItemPtr ); LONGCARD; CODE -816;

PROCEDURE (*36*) FindDisplayInfo (
dispID{R.D0}:LONGCARD):d. DisplayInfoHandle ; CODE -726;

PROCEDURE Flood (
rp{R.A1}:d. RastPortPtr ;
mode{R.D2}:LONGCARD;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -330;

PROCEDURE (*36*) FontExtent (
font{R.A0}:d. TextFontPtr ;
VAR fontExtent{R.A1}:d. TextExtent ); CODE -762;

PROCEDURE FreeColorMap (colorMap{R.A0}:d. ColorMapPtr ); CODE -576;

PROCEDURE FreeCopList (coplist{R.A0}:d. CopListPtr ); CODE -546;

PROCEDURE FreeCprList (cprlist{R.A0}:d. CprlistPtr ); CODE -564;

PROCEDURE FreeGBuffers (
anOb{R.A0}:d. AnimObPtr ;
rp{R.A1}:d. RastPortPtr ;
db{R.D0}:BOOLEAN); CODE -600;

PROCEDURE FreeRaster (
p{R.A0}:ADDRESS;
width{R.D0}:CARDINAL;
height{R.D1}:CARDINAL); CODE -498;

PROCEDURE FreeSprite (pick{R.D0}:INTEGER); CODE -414;
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PROCEDURE FreeVPortCopLists (vp{R.A0}:d. ViewPortPtr ); CODE -540;

PROCEDURE GetColorMap (
    entries{R.D0}:LONGINT):d. ColorMapPtr ; CODE -570;

PROCEDURE(*36*) GetDisplayInfoData (
    handle{R.A0}:d. DisplayInfoHandle ;
    buf{R.A1}:ADDRESS;
    size{R.D0}:LONGCARD;
    tagID{R.D1}:LONGCARD;
    displayID{R.D2}:LONGCARD):LONGCARD; CODE -756;

PROCEDURE GetGBuffers (
    anOb{R.A0}:d. AnimObPtr ;
    rp{R.A1}:d. RastPortPtr ;
    db{R.D0}:BOOLEAN):BOOLEAN; CODE -168;

PROCEDURE GetRGB4 (
    colorMap{R.A0}:d. ColorMapPtr ;
    entry{R.D0}:LONGINT):LONGINT; CODE -582;

PROCEDURE GetSprite (
    sprite{R.A0}:d. SimpleSpritePtr ;
    pick{R.D0}:INTEGER):INTEGER; CODE -408;

PROCEDURE(*36*) GetVPMODEID (
    vp{R.A0}:d. ViewPortPtr ):LONGCARD; CODE -792;

PROCEDURE(*36*) GfxAssociate (
    associateNode{R.A0}:ADDRESS;
    gfxNodePtr{R.A1}:ADDRESS); CODE -672;

PROCEDURE(*36*) GfxFree (gfxNodePtr{R.A0}:ADDRESS); CODE -666;

PROCEDURE(*36*) GfxLookUp(
    associateNode{R.A0}:ADDRESS):ADDRESS; CODE -702;

PROCEDURE(*36*) GfxNew (gfxNodeType{R.D0}:LONGCARD):ADDRESS; CODE -660;

PROCEDURE InitArea (
    VAR areainfo{R.A0}:d. AreaInfo ;
    buffer{R.A1}:ADDRESS;
    maxvectors{R.D0}:INTEGER); CODE -282;

PROCEDURE InitBitMap (
    VAR bm{R.A0}:d. BitMap ;
    depth{R.D0}:INTEGER;
    width{R.D1}:LONGCARD;
    height{R.D2}:LONGCARD); CODE -390;

PROCEDURE InitGels (
    head{R.A0}:d. VSpritePtr ;
    tail{R.A1}:d. VSpritePtr ;
    gInfo{R.A2}:d. GelsInfoPtr ); CODE -120;

PROCEDURE InitGMasks (anOb{R.A0}:d. AnimObPtr ); CODE -174;
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PROCEDURE InitMasks (vs{R.A0}:d. VSpritePtr ); CODE -126;

PROCEDURE InitRastPort (VAR rp{R.A1}:d. RastPort ); CODE -198;

PROCEDURE InitTmpRas (
    VAR tmpRas{R.A0}:d. TmpRas ;
    buffer{R.A1}:ADDRESS;
    size{R.D0}:LONGINT); CODE -468;

PROCEDURE InitView (VAR view{R.A1}:d. View ); CODE -360;

PROCEDURE InitVPort (VAR vp{R.A0}:d. ViewPort ); CODE -204;

PROCEDURE LoadRGB4 (
    vp{R.A0}:d. ViewPortPtr ;
    colors{R.A1}:ADDRESS;
    count{R.D0}:INTEGER); CODE -192;

PROCEDURE LoadView (view{R.A1}:d. ViewPtr ); CODE -222;

PROCEDURE LockLayerRom (layer{R.A5}:d. LayerPtr ); CODE -432;

PROCEDURE MakeVPort (
    view{R.A0}:d. ViewPtr ;
    viewport{R.A1}:d. ViewPortPtr ); CODE -216;

PROCEDURE(*36*) ModeNotAvailable (
    modeID{R.D0}:LONGCARD):LONGCARD; CODE -798;

PROCEDURE Move (
    rp{R.A1}:d. RastPortPtr ;
    x{R.D0}:INTEGER;
    y{R.D1}:INTEGER); CODE -240;

PROCEDURE MoveSprite (
    vp{R.A0}:d. ViewPortPtr ;
    sprite{R.A1}:d. SimpleSpritePtr ;
    x{R.D0}:INTEGER;
    y{R.D1}:INTEGER); CODE -426;

PROCEDURE MrgCop (view{R.A1}:d. ViewPtr ); CODE -210;

PROCEDURE NewRegion ():d. RegionPtr ; CODE -516;

PROCEDURE(*36*) NextDisplayInfo (
    displayID{R.D0}:LONGCARD):LONGCARD; CODE -732;

PROCEDURE OpenFont (
    textAttr{R.A0}:d. TextAttrPtr ):d. TextFontPtr ; CODE -72;

PROCEDURE(*36*) OpenMonitor (
    monitorName{R.A1}:ADDRESS;
    displayID{R.D0}:LONGCARD):d. MonitorSpecPtr ; CODE -714;

PROCEDURE OrRectRegion (
    region{R.A0}:d. RegionPtr ;
    rectangle{R.A1}:d. RectanglePtr ):BOOLEAN; CODE -510;
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PROCEDURE OrRegionRegion (
    region1{R.A0}:d. RegionPtr ;
    region2{R.A1}:d. RegionPtr ):BOOLEAN; CODE -612;

PROCEDURE OwnBlitter (); CODE -456;

PROCEDURE PolyDraw (
    rp{R.A1}:d. RastPortPtr ;
    count{R.D0}:INTEGER;
    array{R.A0}:ADDRESS); CODE -336;

PROCEDURE QBlit (bp{R.A1}: BltnodePtr ); CODE -276;

PROCEDURE QBSBlit (bsp{R.A1}: BltnodePtr ); CODE -294;

PROCEDURE ReadPixel (
    rp{R.A1}:d. RastPortPtr ;
    x{R.D0}:INTEGER;
    y{R.D1}:INTEGER):LONGINT; CODE -318;

PROCEDURE(*36*) ReadPixelArray8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    xstop{R.D2}:CARDINAL;
    ystop{R.D3}:CARDINAL;
    array{R.A2}:ADDRESS;
    temprp{R.A1}:d. RastPortPtr ):LONGINT; CODE -780;

PROCEDURE(*36*) ReadPixelLine8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    width{R.D2}:CARDINAL;
    array{R.A2}:ADDRESS;
    tempRP{R.A1}:d. RastPortPtr ):LONGINT; CODE -768;

PROCEDURE RectFill (
    rp{R.A1}:d. RastPortPtr ;
    xMin{R.D0}:INTEGER;
    yMin{R.D1}:INTEGER;
    xMax{R.D2}:INTEGER;
    yMax{R.D3}:INTEGER); CODE -306;

PROCEDURE RemFont (textFont{R.A1}:d. TextFontPtr ); CODE -486;

PROCEDURE RemIBob (
    bob{R.A0}:d. BobPtr ;
    rp{R.A1}:d. RastPortPtr ;
    vp{R.A2}:d. ViewPortPtr ); CODE -132;

PROCEDURE RemVSprite (vs{R.A0}:d. VSpritePtr ); CODE -138;

PROCEDURE(*36*) ScalerDiv (
    factor{R.D0}:CARDINAL;
    numerator{R.D1}:CARDINAL;
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denominator{R.D2}:CARDINAL):CARDINAL; CODE -684;

```
PROCEDURE ScrollRaster (  
    rp{R.A1}:d. RastPortPtr ;  
    dx{R.D0}:INTEGER;  
    dy{R.D1}:INTEGER;  
    xMin{R.D2}:INTEGER;  
    yMin{R.D3}:INTEGER;  
    xMax{R.D4}:INTEGER;  
    yMax{R.D5}:INTEGER); CODE -396;  
  
PROCEDURE ScrollVPort (vp{R.A0}:d. ViewPortPtr ); CODE -588;  
  
PROCEDURE SetAPen (  
    rp{R.A1}:d. RastPortPtr ;  
    pen{R.D0}:CARDINAL); CODE -342;  
  
PROCEDURE SetBPen (  
    rp{R.A1}:d. RastPortPtr ;  
    pen{R.D0}:CARDINAL); CODE -348;  
  
PROCEDURE SetCollision (  
    num{R.D0}:LONGCARD;  
    routine{R.A0}:ADDRESS;  
    gInfo{R.A1}:d. GelsInfoPtr ); CODE -144;  
  
PROCEDURE SetDrMd (  
    rp{R.A1}:d. RastPortPtr ;  
    mode{R.D0}:d. DrawModeSet ); CODE -354;  
  
PROCEDURE SetFont (  
    rp{R.A1}:d. RastPortPtr ;  
    font{R.A0}:d. TextFontPtr ); CODE -66;  
  
PROCEDURE SetRast (  
    rp{R.A1}:d. RastPortPtr ;  
    pen{R.D0}:CARDINAL); CODE -234;  
  
PROCEDURE SetRGB4 (  
    vp{R.A0}:d. ViewPortPtr ;  
    n{R.D0}:CARDINAL;  
    r{R.D1}:CARDINAL;  
    g{R.D2}:CARDINAL;  
    b{R.D3}:CARDINAL); CODE -288;  
  
PROCEDURE SetRGB4CM (  
    cm{R.A0}:d. ColorMapPtr ;  
    n{R.D0}:CARDINAL;  
    r{R.D1}:CARDINAL;  
    g{R.D2}:CARDINAL;  
    b{R.D3}:CARDINAL); CODE -630;  
  
PROCEDURE SetSoftStyle (  
    rp{R.A1}:d. RastPortPtr ;  
    style{R.D0}:d. FontStyleSet ;  
    enable{R.D1}:d. FontStyleSet ):d. FontStyleSet ; CODE -90;
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PROCEDURE SortGLList (rp{R.A1}:d. RastPortPtr ); CODE -150;

PROCEDURE(*36*) StripFont (font{R.A0}:d. TextFontPtr ); CODE -822;

PROCEDURE SyncSBitMap (layer{R.A0}:d. LayerPtr ); CODE -444;

PROCEDURE Text (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    count{R.D0}:LONGINT); CODE -60;

PROCEDURE(*36*) TextExtent (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    count{R.D0}:INTEGER;
    VAR textExtent{R.A2}:d. TextExtent ); CODE -690;

PROCEDURE(*36*) TextFit (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    strLen{R.D0}:CARDINAL;
    VAR textExtent{R.A2}:d. TextExtent ;
    constrainingExtent{R.A3}:d. TextExtentPtr ;
    strDirection{R.D1}:INTEGER;
    constrainBitWidth{R.D2}:CARDINAL;
    constrainBitHeight{R.D3}:CARDINAL):LONGCARD; CODE -696;

PROCEDURE TextLength (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    count{R.D0}:INTEGER):INTEGER; CODE -54;

PROCEDURE UCopperListInit (
    copperList{R.A0}:d. UCopListPtr ;
    num{R.D0}:LONGINT):d. CopListPtr ; CODE -594;

PROCEDURE UnlockLayerRom (layer{R.A5}:d. LayerPtr ); CODE -438;

PROCEDURE VBeamPos ():LONGINT; CODE -384;

PROCEDURE(*36*) VideoControl (
    VAR colorMap{R.A0}:d. ColorMap ;
    tagarray{R.A1}: TagItemPtr ):BOOLEAN; CODE -708;

PROCEDURE WaitBlit (); CODE -228;

PROCEDURE WaitBOVP (vp{R.A0}:d. ViewPortPtr ); CODE -402;

PROCEDURE WaitTOF (); CODE -270;

PROCEDURE(*36*) WeighTAMatch (
    reqTextAttr{R.A0}:d. TTextAttrPtr ;
    targetTextAttr{R.A1}:d. TTextAttrPtr ;
    targetTags{R.A2}: TagItemPtr ):CARDINAL; CODE -804;

PROCEDURE WritePixel (
    rp{R.A1}:d. RastPortPtr ;
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x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -324;

PROCEDURE(*36*) WritePixelArray8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    xstop{R.D2}:CARDINAL;
    ystop{R.D3}:CARDINAL;
    array{R.A2}:ADDRESS;
    temprp{R.A1}:d. RastPortPtr ):LONGINT; CODE -786;

PROCEDURE(*36*) WritePixelLine8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    width{R.D2}:CARDINAL;
    array{R.A2}:ADDRESS;
    tempRP{R.A1}:d. RastPortPtr ):LONGINT; CODE -774;

PROCEDURE XorRectRegion (
    region{R.A0}:d. RegionPtr ;
    rectangle{R.A1}:d. RectanglePtr ):BOOLEAN; CODE -558;

PROCEDURE XorRegionRegion (
    region1{R.A0}:d. RegionPtr ;
    region2{R.A1}:d. RegionPtr ):BOOLEAN; CODE -618;

END GraphicsL.lib33
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