

BulletL

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

BulletL

1.1 BulletL

Prozeduren

CloseEngine	GetGlyphMap	ObtainInfoA
OpenEngine	ReleaseInfoA	SetInfoA

Konstanten

bulletName

Variablen

bulletBase bulletVersion

1.2 TMP:Modula-2/BulletL.def

```
DEFINITION MODULE BulletL {"bullet.library", 38};
(* 04-Sep-92/bp *)

FROM SYSTEM IMPORT
  ADR, ADDRESS, LONGSET;
IMPORT
  R,
  d:BulletD;

CONST
  bulletName="bullet.library";
VAR
  bulletVersion:INTEGER;
  bulletBase:d. BulletBasePtr ;

PROCEDURE CloseEngine(glyphEngine{R.A0}:d. GlyphEnginePtr ); CODE -36;
PROCEDURE GetGlyphMap(
  glyphEngine{R.A0}:d. GlyphEnginePtr ;
  glyphCode{R.D0}:LONGINT;
```

```
VAR glyphMap{R.A1}:d. GlyphPtr ):LONGCARD; CODE -60;
PROCEDURE ObtainInfoA(
  glyphEngine{R.A0}:d. GlyphEnginePtr ;
  tagList{R.A1}:ADDRESS):LONGCARD; CODE -48;
PROCEDURE OpenEngine():d. GlyphEnginePtr ; CODE -30;
PROCEDURE ReleaseInfoA(
  glyphEngine{R.A0}:d. GlyphEnginePtr ;
  tagList{R.A1}:ADDRESS):LONGCARD; CODE -54;
PROCEDURE SetInfoA(
  glyphEngine{R.A0}:d. GlyphEnginePtr ;
  tagList{R.A1}:ADDRESS):LONGCARD; CODE -42;

END BulletL.lib38
```