

This file gives an overview of all 3D RenderLib for Windows' functions.

## FUNCTION OVERVIEW

<b>RLib_AddExclusionID</b>	<b>Adds a structure-ID to the exclusion ID-set associated with a viewport.</b>
<b>RLib_AddExclusionName</b>	<b>Adds a structure-name to the exclusion name-set associated with a viewport.</b>
<b>RLib_AddInclusionID</b>	<b>Adds a structure-ID to the inclusion ID-set associated with a viewport.</b>
<b>RLib_AddInclusionName</b>	<b>Adds a structure-name to the inclusion name-set associated with a viewport.</b>
<b>RLib_AddLamp</b>	<b>Adds a lamp to a viewport.</b>
<b>RLib_BringDisplayToTop</b>	<b>Brings the display's window to the top of a stack of overlapping windows. In addition, it activates the window.</b>
<b>RLib_ClearBuffer</b>	<b>Clears the memory bitmap.</b>
<b>RLib_ClearDisplay</b>	<b>Clears the display and all viewports in it.</b>
<b>RLib_ClearDisplayID</b>	<b>Clears the display's ID. i.e. makes it zero.</b>
<b>RLib_ClearDisplayName</b>	<b>Clears the display's name.</b>
<b>RLib_ClearExclusionIDSet</b>	<b>Removes all entries from the exclusion ID-set associated with a viewport.</b>
<b>RLib_ClearExclusionNameSet</b>	<b>Removes all entries from the exclusion name-set associated with a viewport.</b>
<b>RLib_ClearFileMainStructure</b>	<b>Clears the file-main bucket in a session's global structure table (GST).</b>
<b>RLib_ClearGlobalMatrix</b>	<b>Clears a viewport's global-matrix.</b>
<b>RLib_ClearInclusionIDSet</b>	<b>Removes all entries from the inclusion ID-set associated with a viewport.</b>
<b>RLib_ClearInclusionNameSet</b>	<b>Removes all entries from the inclusion name-set associated with a viewport.</b>
<b>RLib_ClearLampID</b>	<b>Clears a lamp's ID. i.e. makes it zero.</b>
<b>RLib_ClearLampName</b>	<b>Clears a lamp's name.</b>
<b>RLib_ClearMatrix</b>	<b>Clears a matrix, i.e. makes it the identity matrix.</b>
<b>RLib_ClearStructure</b>	<b>Clears a structure, i.e. deletes all elements in it.</b>
<b>RLib_ClearStructureID</b>	<b>Clears the structure's ID. i.e. makes it zero.</b>
<b>RLib_ClearStructureName</b>	<b>Clears a structure's name.</b>
<b>RLib_ClearViewport</b>	<b>Clears a viewport.</b>
<b>RLib_ClearViewportID</b>	<b>Clears the Viewport's ID. i.e. makes it zero.</b>
<b>RLib_ClearViewportName</b>	<b>Clears the viewport's name.</b>
<b>RLib_ClearViewportStructure</b>	<b>Removes the association between a structure and a viewport.</b>

<b>RLib_CloseAllSessions</b>	Closes all open sessions and structures.
<b>RLib_CloseAllStructures</b>	Closes all open structures in a session.
<b>RLib_CloseDisplay</b>	Closes a display.
<b>RLib_CloseLamp</b>	Closes a lamp.
<b>RLib_CloseLib</b>	Closes 3D RenderLib for further use.
<b>RLib_CloseSession</b>	Closes a session.
<b>RLib_CloseStructure</b>	Closes a structure.
<b>RLib_CloseViewport</b>	Closes a viewport.
<b>RLib_CompactAllNops</b>	Compacts the NOPS of all structures in a session.
<b>RLib_CompactAllStructures</b>	Compacts the NOPS of all elements in all structures in a session.
<b>RLib_CompactGST</b>	Compacts the GST of a session.
<b>RLib_CompactNops</b>	Compacts the NOPS of a structure.
<b>RLib_CompactSession</b>	Compacts a session, i.e. compacts the element-NOPS of all elements in all structures; compacts the structure-NOPS of all structures and compacts the session's GST.
<b>RLib_CompactStructure</b>	Compacts a structure, i.e. compacts the element-NOPS of all elements in a structure and adds it to the structure-NOPS.
<b>RLib_Concatenate</b>	Concatenates two transformation matrices to give a net transformation matrix.
<b>RLib_CopyElement</b>	Copies the current element of StructureA after the current element of structureB.
<b>RLib_CopyMatrix</b>	Copies a matrix.
<b>RLib_CopyStructure</b>	Copies all elements of a structure, to another structure.
<b>RLib_CopyViewportLamps</b>	Copies the lamps used in one Viewport to another.
<b>RLib_CopyViewportSettings</b>	Copies Viewport settings from one viewport to another.
<b>RLib_CreateDirectionLamp</b>	Creates a lamp with a direction only.
<b>RLib_CreateDisplay</b>	Creates a display.
<b>RLib_CreatePointLamp</b>	Creates a point-lamp at a specific position, radiating light equally in all directions.
<b>RLib_CreateSession</b>	Creates a session.
<b>RLib_CreateStructure</b>	Creates a structure.
<b>RLib_CreateViewport</b>	Creates a viewport in a display.
<b>RLib_CreateWarnLamp</b>	Creates a lamp with Warn-light controls.
<b>RLib_CreateWireFrameDisplay</b>	Creates a wireframe-display.
<b>RLib_DecrementElementIndex</b>	Decrements a structure's element-index with the specified amount.
<b>RLib_DeleteAllDisplays</b>	Deletes all displays and viewports.
<b>RLib_DeleteAllLamps</b>	Deletes all lamps.
<b>RLib_DeleteAllViewports</b>	Deletes all viewports in a display.
<b>RLib_DeleteDisplay</b>	Deletes a display.
<b>RLib_DeleteElement</b>	Deletes the current element of a structure.

<b>RLib_DeleteLamp</b>	Deletes a lamp.
<b>RLib_DeleteStructure</b>	Deletes a structure.
<b>RLib_DeleteViewport</b>	Deletes a viewport.
<b>RLib_ExcludeAllElements</b>	Clears the viewport's element-mask.
<b>RLib_ExcludeElement</b>	Excludes the specified element from processing.
<b>RLib_GetCallMatrix</b>	Retrieves the matrix used by a <b>RLib_ET_CALL_STRUCTURE</b> , <b>RLib_ET_CALL_NAMED_STRUCTURE</b> , <b>RLib_ET_CALL_STRUC_EXT</b> or <b>RLib_ET_CALL_NAMED_STRUC_EXT</b> element.
<b>RLib_GetCallNamedStructure</b>	Retrieves all data contained in a <b>RLib_ET_CALL_NAMED_STRUCTURE</b> element.
<b>RLib_GetCallNamedStructure_ext</b>	Retrieves all data contained in a <b>RLib_ET_CALL_NAMED_STRUC_EXT</b> element.
<b>RLib_GetCallStructure</b>	Retrieves all data contained in a <b>RLib_ET_CALL_STRUCTURE</b> element.
<b>RLib_GetCallStructure_ext</b>	Retrieves all data contained in a <b>RLib_ET_CALL_STRUC_EXT</b> element.
<b>RLib_GetEdgeColor</b>	Retrieves the color contained in a <b>RLib_ET_EDGECOLOR</b> element.
<b>RLib_GetEdgeFlag</b>	Retrieves the flag contained in a <b>RLib_ET_EDGEFLAG</b> element.
<b>RLib_GetElementContents</b>	Retrieves the characteristics of the current element in the specified structure. This includes, for instance, the element-type.
<b>RLib_GetElementCount</b>	Returns the number of elements currently in the specified structure.
<b>RLib_GetFillColor</b>	Retrieves the color contained in a <b>RLib_ET_FILLCOLOR</b> element.
<b>RLib_GetFlatPolygons</b>	Retrieves all data contained in a <b>RLib_ET_FLATPOLYGONS</b> element.
<b>RLib_GetFlatPolygonSet</b>	Retrieves all data contained in a <b>RLib_ET_FLATPOLYGON_SET</b> element.
<b>RLib_GetFlatSquares</b>	Retrieves all data contained in a <b>RLib_ET_FLATSQUARES</b> element.
<b>RLib_GetFlatTriangles</b>	Retrieves all data contained in a <b>RLib_ET_FLATTRIANGLES</b> element.
<b>RLib_GetGSTSize</b>	Returns a session's Global Structure Table (GST) size.
<b>RLib_GetLabel</b>	Retrieves the label-name contained in a <b>RLib_ET_LABEL</b> element.
<b>RLib_GetLineColor</b>	Retrieves the color contained in a <b>RLib_ET_LINECOLOR</b> element.
<b>RLib_GetLocalMatrix</b>	Retrieves a structure's local-matrix.
<b>RLib_GetMaxGSTEntry</b>	Retrieves the largest GST-entry used by a structure.
<b>RLib_GetPolygons</b>	Retrieves all data contained in a <b>RLib_ET_POLYGONS</b> element.
<b>RLib_GetPolygonSet</b>	Retrieves all data contained in a <b>RLib_ET_POLYGON_SET</b> element.

<b>RLib_GetPolyline</b>	Retrieves all data contained in a <b>RLib_ET_POLYLINE</b> element.
<b>RLib_GetPolylineSet</b>	Retrieves all data contained in a <b>RLib_ET_POLYLINE_SET</b> element.
<b>RLib_GetSmoothPolygonSet_vn</b>	Retrieves all data contained in a <b>RLib_ET_SMOOTHPOLYGON_SET_VN</b> element.
<b>RLib_GetSmoothPolygons_vn</b>	Retrieves all data contained in a <b>RLib_ET_SMOOTHPOLYGONS_VN</b> element.
<b>RLib_GetSmoothSquares_vn</b>	Retrieves all data contained in a <b>RLib_ET_SMOOTHSQUARES_VN</b> element.
<b>RLib_GetSmoothTriangles_vn</b>	Retrieves all data contained in a <b>RLib_ET_SMOOTHTRIANGLES_VN</b> element.
<b>RLib_GetSquares</b>	Retrieves all data contained in a <b>RLib_ET_SQUARES</b> element.
<b>RLib_GetStructureCount</b>	Returns the number of structures in a session.
<b>RLib_GetStructureGSTEntry</b>	Returns a structure's global structure table (GST) entry.
<b>RLib_GetStructureID</b>	Returns a structure's ID.
<b>RLib_GetStructureIDGSTEntry</b>	Returns a structure's global table structure table (GST) entry, by using the structure's ID.
<b>RLib_GetStructureMask</b>	Returns a structure's mask.
<b>RLib_GetStructureName</b>	Retrieves a structure's name.
<b>RLib_GetStructureNameGSTEntry</b>	Returns a structure's global table structure table (GST) entry, by using the structure's name.
<b>RLib_GetStructureValue</b>	Returns a structure's value.
<b>RLib_GetSurfaceParams</b>	Retrieves the surface-parameters contained in a <b>RLib_ET_SURFACEPARAMS</b> element.
<b>RLib_GetTriangles</b>	Retrieves all data contained in a <b>RLib_ET_TRIANGLES</b> element.
<b>RLib_GotoLabel</b>	Searches the structure for a <b>RLib_ET_LABEL</b> element containing the specified label-name.
<b>RLib_IncludeAllElements</b>	Sets all bits in the viewport's element-mask.
<b>RLib_IncludeElement</b>	Includes the specified element for processing.
<b>RLib_IncrementElementIndex</b>	Increments a structure's element-index with the specified amount.
<b>RLib_InqAmbientColor</b>	Retrieves a viewport's current ambient-color.
<b>RLib_InqAmbientIntensity</b>	Returns a viewport's current ambient-intensity.
<b>RLib_InqBackClippingPlane</b>	Returns a viewport's current back clipping-plane distance.
<b>RLib_InqCameraDirection</b>	Retrieves the camera's direction.
<b>RLib_InqCameraFocus</b>	Retrieves the camera's focus.
<b>RLib_InqCameraFocusFlag</b>	Returns the camera's focus-flag.

<b>RLib_InqCameraPosition</b>	Retrieves the camera's position.
<b>RLib_InqCameraRotation</b>	Returns the camera's rotation.
<b>RLib_InqDefaultFreeGSTEntries</b>	Returns the default number of GST entries.
<b>RLib_InqDisplay</b>	Returns the display identifier the viewport is in.
<b>RLib_InqDisplayBackgroundColor</b>	Retrieves a display's background-color.
<b>RLib_InqDisplayBase</b>	Returns the base.
<b>RLib_InqDisplayhWnd</b>	Returns the display identifier that owns the window identified by hWnd.
<b>RLib_InqDisplayID</b>	Returns a display's ID.
<b>RLib_InqDisplayName</b>	Retrieves a display's name.
<b>RLib_InqDisplayOpenCount</b>	Returns a display's current open-count.
<b>RLib_InqDoubleBufferFlag</b>	Returns a viewport's doublebuffer-flag.
<b>RLib_InqDoubleSidedFlag</b>	Returns a viewport's doublesided-flag.
<b>RLib_InqEdgeColor</b>	Retrieves a viewport's current edge-color.
<b>RLib_InqEdgeFlag</b>	Returns a viewport's current edge-flag.
<b>RLib_InqElementIndex</b>	Returns a structure's current element-index.
<b>RLib_InqElementPadding</b>	Returns a session's current element-padding.
<b>RLib_InqExclusionMask</b>	Returns a viewport's exclusion-mask.
<b>RLib_InqExclusionRange</b>	Retrieves a viewport's exclusion-range.
<b>RLib_InqFillColor</b>	Retrieves a viewport's current fill-color.
<b>RLib_InqFrontClippingPlane</b>	Returns a viewport's current front clipping-plane distance.
<b>RLib_InqGlobalMatrix</b>	Retrieves a viewport's global-matrix.
<b>RLib_InqGSTPadding</b>	Returns a session's GST-padding.
<b>RLib_InqHWND</b>	Returns the handle, identifying the window owned by a display.
<b>RLib_InqInclusionMask</b>	Returns a viewport's inclusion-mask.
<b>RLib_InqInclusionRange</b>	Retrieves a viewport's inclusion-range.
<b>RLib_InqLampBase</b>	Returns the base.
<b>RLib_InqLampColor</b>	Retrieves a lamp's color.
<b>RLib_InqLampDirection</b>	Retrieves a lamp's direction.
<b>RLib_InqLampFocus</b>	Retrieves a lamp's focus.
<b>RLib_InqLampFocusFlag</b>	Returns a lamp's focus-flag.
<b>RLib_InqLampID</b>	Returns a lamp's ID.
<b>RLib_InqLampIntensity</b>	Retrieves a lamp's intensity.
<b>RLib_InqLampName</b>	Retrieves a lamp's name.
<b>RLib_InqLampOpenCount</b>	Returns a lamp's current open-count.
<b>RLib_InqLampPosition</b>	Retrieves a lamp's position.
<b>RLib_InqLampType</b>	Returns a lamp's type.
<b>RLib_InqLineColor</b>	Retrieves a viewport's current line-color.
<b>RLib_InqPermitRenderingFlag</b>	Returns a display's current permit-rendering flag.
<b>RLib_InqProjectionType</b>	Returns a viewport's current projection-type.
<b>RLib_InqRenderMode</b>	Returns a viewport's current render-mode.
<b>RLib_InqSession</b>	Returns the session identifier a structure is in.
<b>RLib_InqSessionBase</b>	Returns the base.
<b>RLib_InqSessionOpenCount</b>	Returns a session's current open-count.

<b>RLib_InqStructureOpenCount</b>	Returns a structure's current open-count.
<b>RLib_InqStructurePadding</b>	Returns a session's structure-padding.
<b>RLib_InqSurfaceParams</b>	Retrieves a viewport's current surface-parameters.
<b>RLib_InqTransparentFlag</b>	Returns a viewport's current transparent-flag.
<b>RLib_InqViewportBackgroundColor</b>	Retrieves a viewport's background-color.
<b>RLib_InqViewportDimensions</b>	Retrieves a viewport's dimensions.
<b>RLib_InqViewportID</b>	Returns a viewport's ID.
<b>RLib_InqViewportName</b>	Retrieves a viewport's name.
<b>RLib_InqViewportOpenCount</b>	Returns a viewport's current open-count.
<b>RLib_InqViewportStructure</b>	Returns a viewport's associated structure.
<b>RLib_InqViewWindow</b>	Retrieves a viewport's current view-window characteristics.
<b>RLib_InqWarnLampAngle</b>	Returns a Warn-lamp's maximum angle.
<b>RLib_InqWarnLampExp</b>	Returns a Warn-lamp's exponent.
<b>RLib_InqWireFrameColor</b>	Retrieves a display's current wireframe-color.
<b>RLib_InqZBufferValue</b>	Returns a viewport's Z-buffer value.
<b>RLib_MoveDisplay</b>	Moves the display's window to the specified position on the screen.
<b>RLib_Normalize</b>	Normalizes a vector.
<b>RLib_OpenDisplay</b>	Returns the identifier of the display with the specified ID.
<b>RLib_OpenFileMainStructure</b>	Opens a session's file-main structure.
<b>RLib_OpenGSTEntry</b>	Opens a structure by specifying its GST-entry.
<b>RLib_OpenLamp</b>	Returns the identifier of the lamp with the specified ID.
<b>RLib_OpenLib</b>	Opens RenderLib.
<b>RLib_OpenNamedDisplay</b>	Returns the identifier of the display with the specified name.
<b>RLib_OpenNamedLamp</b>	Returns the identifier of the lamp with the specified name.
<b>RLib_OpenNamedStructure</b>	Opens a structure by specifying its name.
<b>RLib_OpenNamedViewport</b>	Returns the identifier of the viewport with the specified name.
<b>RLib_OpenSession</b>	Returns the identifier of the session with the specified name.
<b>RLib_OpenStructure</b>	Opens a structure by specifying its ID.
<b>RLib_OpenViewport</b>	Returns the identifier of the viewport with the specified ID.
<b>RLib_PutCallMatrix</b>	Inserts the specifies matrix into a <b>RLib_ET_CALL_STRUCTURE</b> , <b>RLib_ET_CALL_NAMED_STRUCTURE</b> , <b>RLib_ET_CALL_STRUC_EXT</b> or <b>RLib_ET_CALL_NAMED_STRUC_EXT</b> element.
<b>RLib_PutCallNamedStructure</b>	Inserts a <b>RLib_ET_CALL_NAMED_STRUCTURE</b>

<b>Rlib_PutCallNamedStructure_ext</b>	element. Inserts a <b>Rlib_ET_CALL_NAMED_STRUC_EXT</b> element.
<b>Rlib_PutCallNamedStructure_fwd</b>	Combines a <b>Rlib_CreateStructure</b> , <b>Rlib_PutStructureName</b> and <b>Rlib_PutCallNamedStructure</b> call.
<b>Rlib_PutCallStructure</b>	Inserts a <b>Rlib_ET_CALL_STRUCTURE</b> element.
<b>Rlib_PutCallStructure_ext</b>	Inserts a <b>Rlib_ET_CALL_STRUC_EXT</b> element.
<b>Rlib_PutCallStructure_fwd</b>	Combines a <b>Rlib_CreateStructure</b> , <b>Rlib_PutStructureID</b> and <b>Rlib_PutCallStructure</b> call.
<b>Rlib_PutEdgeColor</b>	Inserts a <b>Rlib_ET_EDGECOLOR</b> element.
<b>Rlib_PutEdgeFlag</b>	Inserts a <b>Rlib_ET_EDGEFLAG</b> element.
<b>Rlib_PutFileMainStructure</b>	Makes the specified structure the file-main structure.
<b>Rlib_PutFillColor</b>	Inserts a <b>Rlib_ET_FILLCOLOR</b> element.
<b>Rlib_PutFlatPolygons</b>	Inserts a <b>Rlib_ET_FLATPOLYGONS</b> element.
<b>Rlib_PutFlatPolygonSet</b>	Inserts a <b>Rlib_ET_FLATPOLYGON_SET</b> element.
<b>Rlib_PutFlatSquares</b>	Inserts a <b>Rlib_ET_FLATSQUARES</b> element.
<b>Rlib_PutFlatTriangles</b>	Inserts a <b>Rlib_ET_FLATTRIANGLES</b> element.
<b>Rlib_PutLabel</b>	Inserts a <b>Rlib_ET_LABEL</b> element.
<b>Rlib_PutLineColor</b>	Inserts a <b>Rlib_ET_LINECOLOR</b> element.
<b>Rlib_PutLocalMatrix</b>	Makes the specified matrix a structure's local-matrix.
<b>Rlib_PutPolygons</b>	Inserts a <b>Rlib_ET_POLYGONS</b> element.
<b>Rlib_PutPolygonSet</b>	Inserts a <b>Rlib_ET_POLYGON_SET</b> element.
<b>Rlib_PutPolyline</b>	Inserts a <b>Rlib_ET_POLYLINE</b> element.
<b>Rlib_PutPolylineSet</b>	Inserts a <b>Rlib_ET_POLYLINE_SET</b> element.
<b>Rlib_PutSmoothPolygonSet_vn</b>	Inserts a <b>Rlib_ET_SMOOTHPOLYGON_SET_VN</b> element.
<b>Rlib_PutSmoothPolygons_vn</b>	Inserts a <b>Rlib_ET_SMOOTHPOLYGONS_VN</b> element.
<b>Rlib_PutSmoothSquares_vn</b>	Inserts a <b>Rlib_ET_SMOOTHSQUARES_VN</b> element.
<b>Rlib_PutSmoothTriangles_vn</b>	Inserts a <b>Rlib_ET_SMOOTHTRIANGLES_VN</b> element.

<b>RLib_PutSquares</b>	element.
<b>RLib_PutStructureID</b>	Inserts a <b>RLib_ET_SQUARES</b> element.
<b>RLib_PutStructureMask</b>	Sets a structure's ID.
<b>RLib_PutStructureName</b>	Sets a structure's mask.
<b>RLib_PutStructureValue</b>	Sets a structure's name.
<b>RLib_PutSurfaceParams</b>	Sets a structure's value.
<b>RLib_PutTriangles</b>	Inserts a <b>RLib_ET_SURFACEPARAMS</b> element.
<b>RLib_RefreshDisplay</b>	Inserts a <b>RLib_ET_TRIANGLES</b> element.
<b>RLib_RefreshViewport</b>	Clears the specified display, and refreshes all viewports in it.
<b>RLib_RemoveAllLamps</b>	Clears the specified viewport and renders the structure associated with this viewport.
<b>RLib_RemoveExclusionID</b>	Removes a viewport's lamps.
<b>RLib_RemoveExclusionName</b>	Removes a structure-ID from the exclusion ID-set associated with a viewport.
<b>RLib_RemoveInclusionID</b>	Removes a name from the exclusion name-set associated with a viewport.
<b>RLib_RemoveInclusionName</b>	Removes a structure-ID from the inclusion ID-set associated with a viewport.
<b>RLib_RemoveLamp</b>	Removes a structure-name from the inclusion name-set associated with a viewport.
<b>RLib_RenderFlatPolygons</b>	Removes a lamp from a viewport.
<b>RLib_RenderFlatPolygonSet</b>	Renders a collection of flatpolygon-primitives in a viewport.
<b>RLib_RenderFlatSquares</b>	Renders a flatpolygonset-primitive in a viewport.
<b>RLib_RenderFlatTriangles</b>	Renders a collection of flatsquare-primitives in a viewport.
<b>RLib_RenderPolygons</b>	Renders a collection of flattriangle-primitives in a viewport.
<b>RLib_RenderPolygonSet</b>	Renders a collection of polygon-primitives in a viewport.
<b>RLib_RenderPolyline</b>	Renders a polygonset-primitive in a viewport.
<b>RLib_RenderPolylineSet</b>	Draws a polyline-primitive in a viewport.
<b>RLib_RenderSmoothPolygonSet_vn</b>	Draws a polylinset-primitive in a viewport.
<b>RLib_RenderSmoothPolygons_vn</b>	Renders a smoothpolygonset-primitive in a viewport.
<b>RLib_RenderSmoothSquares_vn</b>	Renders a collection of smoothpolygon-primitives in a viewport.
<b>RLib_RenderSmoothTriangles_vn</b>	Renders a collection of smoothsquare-primitives in a viewport.
<b>RLib_RenderSquares</b>	Renders a collection of smoothtriangle-primitives in a viewport.
	Renders a collection of square-



<b>RLib_RenderStructure</b>	primitives in a viewport. Renders a structure in a viewport.
<b>RLib_RenderTriangles</b>	Renders a collection of triangle-primitives in a viewport.
<b>RLib_RotateMatrix</b>	Calculates a transformation matrix describing a rotation.
<b>RLib_SaveDisplay</b>	Saves the contents of a display in a Windows bitmap (.bmp) file.
<b>RLib_SaveViewport</b>	Saves the contents of a viewport in a Windows bitmap (.bmp) file.
<b>RLib_ScaleMatrix</b>	Calculates a transformation matrix describing a scaling.
<b>RLib_SetAmbientColor</b>	Sets a viewport's ambient-color.
<b>RLib_SetAmbientIntensity</b>	Sets a viewport's ambient-intensity.
<b>RLib_SetBackClippingPlane</b>	Sets a viewport's back clipping-plane distance.
<b>RLib_SetCameraDirection</b>	Sets the camera's direction.
<b>RLib_SetCameraFocus</b>	Sets the camera's focus.
<b>RLib_SetCameraFocusFlag</b>	Sets the camera's focus-flag.
<b>RLib_SetCameraPosition</b>	Sets the camera's position.
<b>RLib_SetCameraRotation</b>	Sets the camera's rotation.
<b>RLib_SetDefaultFreeGSTEntries</b>	Sets the default number of GST entries.
<b>RLib_SetDisplayBackgroundColor</b>	Sets a display's background-color.
<b>RLib_SetDisplayID</b>	Sets a display's ID.
<b>RLib_SetDisplayName</b>	Sets a display's name.
<b>RLib_SetDoubleBufferFlag</b>	Sets a viewport's doublebuffer-flag.
<b>RLib_SetDoubleSidedFlag</b>	Sets a viewport's doublesided-flag.
<b>RLib_SetEdgeColor</b>	Sets a viewport's edge-color.
<b>RLib_SetEdgeFlag</b>	Sets a viewport's edge-flag.
<b>RLib_SetElementIndex</b>	Sets a structure's current element-index.
<b>RLib_SetElementPadding</b>	Sets a session's element-padding.
<b>RLib_SetExclusionMask</b>	Sets a viewport's exclusion-mask.
<b>RLib_SetExclusionRange</b>	Sets a viewport's exclusion-range.
<b>RLib_SetFillColor</b>	Sets a viewport's fill-color.
<b>RLib_SetFrontClippingPlane</b>	Sets a viewport's front clipping-plane distance.
<b>RLib_SetGlobalMatrix</b>	Sets a viewport's global-matrix.
<b>RLib_SetGSTPadding</b>	Sets a session's GST-padding.
<b>RLib_SetInclusionMask</b>	Sets a viewport's inclusion-mask.
<b>RLib_SetInclusionRange</b>	Sets a viewport's inclusion-range.
<b>RLib_SetLampColor</b>	Sets a lamp's color.
<b>RLib_SetLampDirection</b>	Sets a lamp's direction.
<b>RLib_SetLampFocus</b>	Sets a lamp's focus.
<b>RLib_SetLampFocusFlag</b>	Sets a lamp's focus-flag.
<b>RLib_SetLampID</b>	Sets a lamp's ID.
<b>RLib_SetLampIntensity</b>	Sets a lamp's intensity.
<b>RLib_SetLampName</b>	Sets a lamp's name.
<b>RLib_SetLampPosition</b>	Sets a lamp's position.
<b>RLib_SetLineColor</b>	Sets a viewport's current line-color.
<b>RLib_SetPermitRenderingFlag</b>	Sets a display's permit-rendering flag.
<b>RLib_SetProjectionType</b>	Sets a viewport's projection-type.
<b>RLib_SetRenderMode</b>	Sets a viewport's render-mode.
<b>RLib_SetStructurePadding</b>	Sets a session's structure-padding.
<b>RLib_SetSurfaceParams</b>	Sets a viewport's surface-parameters.
<b>RLib_SetTransparentFlag</b>	Sets a viewport's transparent-flag.

<b>RLib_SetViewportBackgroundColor</b>	Sets a viewport's current background-color.
<b>RLib_SetViewportDimensions</b>	Sets a viewport's dimensions.
<b>RLib_SetViewportID</b>	Sets a viewport's ID.
<b>RLib_SetViewportName</b>	Sets a viewport's name.
<b>RLib_SetViewportStructure</b>	Sets a viewport's associated structure.
<b>RLib_SetViewWindow</b>	Sets a viewport's view-window characteristics.
<b>RLib_SetWarnLampAngle</b>	Sets a Warn-lamp's maximum angle.
<b>RLib_SetWarnLampExp</b>	Sets a Warn-lamp's exponent.
<b>RLib_SetWireFrameColor</b>	Sets a display's wireframe-color.
<b>RLib_SetZBufferValue</b>	Sets a viewport's Z-buffer value.
<b>RLib_SwitchBuffer</b>	Copies the memory bitmap to the screen.
<b>RLib_TCO_WM_PAINT</b>	'Takes Care Of' the WM_PAINT message received by the window callback function of a display.
<b>RLib_TCO_WM_PALETTECHANGED</b>	'Takes Care Of' the WM_PALETTECHANGED message received by the window callback function of a display.
<b>RLib_TCO_WM_QUERYNEWPALETTE</b>	'Takes Care Of' the WM_QUERYNEWPALETTE message received by the window callback function of a display.
<b>RLib_TranslateMatrix</b>	Calculates a transformation matrix describing a Translation.
<b>RLib_Wait</b>	Yields control to other applications until the WM_QUIT message is received.