

in

COLLABORATORS

	<i>TITLE :</i> in		
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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 ModuleInformation

ShowModule v1.10 (c) 1992 \$#%!
now showing: "graphics/view.m"
NOTE: don't use this output in your code, use the module instead.

```
(----) OBJECT dbuinfo
(  0)  link1:LONG
(  4)  count1:LONG
(  8)  safemessage:mn (or ARRAY OF mn)
( 28)  userdata1:LONG
( 32)  link2:LONG
( 36)  count2:LONG
( 40)  dispmessage:mn (or ARRAY OF mn)
( 60)  userdata2:LONG
( 64)  matchlong:LONG
( 68)  copptr1:LONG
( 72)  copptr2:LONG
( 76)  copptr3:LONG
( 80)  beampos1:INT
( 82)  beampos2:INT
(----) ENDOBJECT      /* SIZEOF=84 */

(----) OBJECT rasinfo
(  0)  next:PTR TO rasinfo
(  4)  bitmap:PTR TO bitmap
(  8)  rxoffset:INT
( 10)  ryoffset:INT
(----) ENDOBJECT      /* SIZEOF=12 */

(----) OBJECT viewportextra
(  0)  xln:xln (or ARRAY OF xln)
( 24)  viewport:PTR TO viewport
( 28)  displayclip:rectangle (or ARRAY OF rectangle)
( 36)  vectable:LONG
( 40)  driverdata[2]:ARRAY OF LONG
( 48)  flags:INT
( 50)  origin:tpoint (or ARRAY OF tpoint)
( 58)  cop1ptr:LONG
( 62)  cop2ptr:LONG
```

```
(----) ENDOBJECT      /* SIZEOF=66 */

(----) OBJECT viewextra
(  0)  xln:xln (or ARRAY OF xln)
( 24)  view:PTR TO view
( 28)  monitor:PTR TO monitorspec
( 32)  topline:INT
(----) ENDOBJECT      /* SIZEOF=34 */

(----) OBJECT view
(  0)  viewport:PTR TO viewport
(  4)  lofcprlist:PTR TO cprlist
(  8)  shfcprlist:PTR TO cprlist
( 12)  dyoffset:INT
( 14)  dxoffset:INT
( 16)  modes:INT
(----) ENDOBJECT      /* SIZEOF=18 */

(----) OBJECT viewport
(  0)  next:PTR TO viewport
(  4)  colormap:PTR TO colormap
(  8)  dspins:PTR TO coplist
( 12)  sprins:PTR TO coplist
( 16)  clrins:PTR TO coplist
( 20)  ucopins:PTR TO ucoplist
( 24)  dwidth:INT
( 26)  dheight:INT
( 28)  dxoffset:INT
( 30)  dyoffset:INT
( 32)  modes:INT
( 34)  spritepriorities:CHAR
( 35)  extendedmodes:CHAR
( 36)  rasinfo:PTR TO rasinfo
(----) ENDOBJECT      /* SIZEOF=40 */

(----) OBJECT paletteextra
(  0)  semaphore:ss (or ARRAY OF ss)
( 46)  firstfree:INT
( 48)  nfree:INT
( 50)  firstshared:INT
( 52)  nshared:INT
( 54)  refcnt:LONG
( 58)  alloclist:LONG
( 62)  viewport:PTR TO viewport
( 66)  sharablecolors:INT
(----) ENDOBJECT      /* SIZEOF=68 */

(----) OBJECT colormap
(  0)  flags:CHAR
(  1)  type:CHAR
(  2)  count:INT
(  4)  colortable:LONG
(  8)  vpe:PTR TO viewportextra
( 12)  lowcolorbits:LONG
( 16)  transparencyplane:CHAR
( 17)  spriteresolution:CHAR
( 18)  spriteresdefault:CHAR
```

```
( 19)  auxflags:CHAR
( 20)  vp:PTR TO viewport
( 24)  normaldisplayinfo:LONG
( 28)  coercedisplayinfo:LONG
( 32)  batch_items:PTR TO tagitem
( 36)  vpmodeid:LONG
( 40)  palextra:PTR TO paletteextra
( 44)  spritebase_even:INT
( 46)  spritebase_odd:INT
( 48)  bp_0_base:INT
( 50)  bp_1_base:INT
(----) ENDOBJECT      /* SIZEOF=52 */
```

```
CONST CMAB_NO_COLOR_LOAD=2,
      CMAF_NO_COLOR_LOAD=4,
      COLORMAP_TYPE_V36=1,
      COLORMAP_TYPE_V39=2,
      V_EXTRA_HALFBRITE=$80,
      VPB_A2024=6,
      VPF_A2024=$40,
      BORDER_BLANKING=4,
      MVP_NO_DISPLAY=4,
      PRECISION_ICON=16,
      COLORMAP_TYPE_V1_2=0,
      COLORMAP_TYPE_V1_4=1,
      VPB_TENHZ=4,
      VPF_TENHZ=16,
      MCOP_NO_MEM=1,
      MVP_NO_MEM=1,
      CMAB_NO_INTERMED_UPDATE=1,
      CMAF_NO_INTERMED_UPDATE=2,
      SPRITERESN_70NS=2,
      V_HAM=$800,
      CM_TRANSPARENYPLANE=16,
      V_PFBA=$40,
      BORDER_SPRITES=$40,
      V_SPRITES=$4000,
      MVP_NO_VPE=2,
      PRECISION_IMAGE=0,
      V_VP_HIDE=$2000,
      CMAB_DUALPF_DISABLE=8,
      CMAF_DUALPF_DISABLE=3,
      EXTEND_VSTRUCT=$1000,
      CMB_BRDNTRAN=3,
      CMF_BRDNTRAN=8,
      GENLOCK_AUDIO=$100,
      SPRITERESN_DEFAULT=-1,
      PRECISION_GUI=$20,
      VPXF_STRADDLES_256=16,
      VPXB_STRADDLES_256=4,
      PENB_NO_SETCOLOR=1,
      PENF_NO_SETCOLOR=2,
      PEN_NO_SETCOLOR=2,
      V_DUALPF=$400,
      V_LACE=4,
      SPRITERESN_35NS=3,
      PRECISION_EXACT=-1,
```

```
PENB_EXCLUSIVE=0,  
PENF_EXCLUSIVE=1,  
PEN_EXCLUSIVE=1,  
MVP_NO_DSPINS=3,  
CMAB_FULLPALETTE=0,  
CMAF_FULLPALETTE=1,  
CMB_BRDRBLNK=2,  
CMF_BRDRBLNK=4,  
V_EXTENDED_MODE=$1000,  
MVP_OFF_BOTTOM=5,  
VIDEOCONTROL_BATCH=16,  
SPRITERESN_ECS=0,  
CMB_CPTRANS=1,  
CMB_CMTRANS=0,  
CMF_CPTRANS=2,  
CMF_CMTRANS=1,  
BORDER_NOTTRANSPARENCY=8,  
COLORPLANE_TRANSPARENCY=2,  
COLORMAP_TRANSPARENCY=1,  
OBP_FAILIFBAD=$84000001,  
GENLOCK_VIDEO=2,  
V_HIRES=$8000,  
V_SUPERHIRES=$20,  
V_DOUBLESCAN=8,  
VPXF_STRADDLES_512=$20,  
VPXB_STRADDLES_512=5,  
VPXF_FREE_ME=1,  
VPXB_FREE_ME=0,  
VPXF_VP_LAST=2,  
VPXB_VP_LAST=1,  
CMB_BRDRSPRT=6,  
CMF_BRDRSPRT=$40,  
USER_COPPER_CLIP=$20,  
OBP_PRECISION=$84000000,  
MCOP_NOP=2,  
MCOP_OK=0,  
MVP_OK=0,  
SPRITERESN_140NS=1
```