

index

Bruce Brown

Copyright © Copyright 1993 Realsoft OY, Vilppula, Finland

COLLABORATORS

	<i>TITLE :</i> index		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Bruce Brown	August 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	index	1
1.1	Index	1
1.2	a	2
1.3	b	2
1.4	c	3
1.5	d	4
1.6	e	4
1.7	f	5
1.8	g	6
1.9	h	6
1.10	i	6
1.11	j	7
1.12	k	7
1.13	l	7
1.14	m	7
1.15	n	9
1.16	o	9
1.17	p	9
1.18	q	10
1.19	r	10
1.20	s	11
1.21	t	12
1.22	u	12
1.23	v	12
1.24	w	13
1.25	x	13
1.26	y	13
1.27	z	13
1.28	misc	13

Chapter 1

index

1.1 Index

Real 3D Feature Index

A

N

B

O

C

P

D

Q

E

R

F

S

G

T

H

U

I

V

J

W

K

X

L

Y

M

Z

Miscellaneous

[Return to List of Contents](#)

1.2 a

INDEX - A

ABS PATH	Custom RPL Animation Method
ACOS	RPL kernel word
AGAIN	" " "
AND	" " "
Animation	RPL Animation specific words
Animation	Animation System description
ARexx	RPL ARexx words
ASIN	RPL kernel word
ASPEC	RPL animation word
ATAN	RPL kernel word
ATTRIBUTES	Animation method
Attributes	RPL object data

1.3 b

INDEX - B

B.	RPL kernel word
B@	" " "
BAND	" " "
BBS	Real 3D Bulletin Board list

BEGIN	RPL kernel word
BNOT	" " "
BOR	" " "
Built-in Animation Methods	Description of standard Animation methods
Bump	Material handler
BUSY_CANCEL	RPL miscellaneous word
BUSY_CLOSE	" " "
BUSY_OPEN	" " "
BUSY_UPDATE	" " "
BXOR	RPL kernel word

1.4 c

INDEX - C

CAT	RPL kernel word
CHAIN	Custom RPL Animation method
COLLISION	Animation method
Color	Material handler
Color Problems	Wireframe visibility
Common Material Properties	Materials properties description
CONSTANT	RPL kernel word
CONTROL CURVES	Animation method
COS	RPL kernel word
CPY	" " "
Creating the interface library	Developer information
CREATION	Animation method
CREATION TAGS	RPL object data
Custom Animation Methods	RPL Animation methods
Custom Display library interface	Developer information
Custom Display user interface	" "
Custom Tools	Tools created with RPL
C_AIMPOINT	RPL object creation word
C_ATTRIB	" " " "
C_CONE	" " " "
C_COORDSYS	" " " "

C_CUBE	"	"	"	"
C_CUTCONE	"	"	"	"
C_CUTPOLYMID	"	"	"	"
C_CUTPYRAMID	"	"	"	"
C_CYLINDER	"	"	"	"
C_ELLIPSE	"	"	"	"
C_ELLIPSEG	"	"	"	"
C_ELLIPSOID	"	"	"	"
C_GROUP	"	"	"	"
C_HYPERBOL	"	"	"	"
C_LEVEL	"	"	"	"
C_LINE	"	"	"	"
C_LINK	"	"	"	"
C_MESH	"	"	"	"
C_OFFSET	"	"	"	"
C_POLYGON	"	"	"	"
C_POLYHEDRON	"	"	"	"
C_POLYMID	"	"	"	"
C_PYRAMID	"	"	"	"
C_RECTANGLE	"	"	"	"
C_TRISET	"	"	"	"
C_VIEWPOINT	"	"	"	"

1.5 d

INDEX - D

Data Types	RPL Data types
DATABASE	RPL data structure
Default Key Bindings	Keyboard Hotkey definitions
DEPTH	RPL kernel word
DIRECTED FORCE	Animation method
DIRECTION	Animation method
Display Driver Interface	Developer information
DO	RPL kernel word
DROP	" " "
DUP	" " "

1.6 e

INDEX - E

ELSE	RPL kernel word
EMIT	" " "
EMPLATE	RPL byte storage word

ENDIF	RPL kernel word
Environments	Saving Project settings
ERROR	" " "
Errors in the manual	Manual corrections
ERR_INSTALL	RPL word
ERR_REMOVE	" "
EVAL	RPL kernel word
Evaluable Objects	Primitives as parameters for Animation methods
Example code	Developer information
EXECUTE	RPL kernel word
EXIT	" " "
EXP	" " "

1.7 f

INDEX - F

F.	RPL kernel word
F!	" " "
F+	" " "
F-	" " "
F*	" " "
F/	" " "
F<	" " "
F<=	" " "
F<>	" " "
F=	" " "
F>	" " "
F>=	" " "
F>I	" " "
F@	" " "
FCONSTANT	" " "
FIL_LOAD	RPL file I/O word
FIL_SAVE	" " " "
FMOD	RPL kernel word
FontLoader	Custom RPL font loader tool
FORGET	RPL kernel word
Formulas	Formula evaluation with RPL
FRICITION	Animation method

FVARIABLE RPL kernel word
 [fStAngle fEnAngle] RPL sector angles

1.8 g

INDEX - G

General notes Developer information
 GEOMETRY RPL object data
 GET_FILE RPL user interface word
 GET_FLT " " " "
 GET_KEY " " " "
 GET_STR " " " "
 GET_VECT " " " "
 GETVSTACK RPL vector word

1.9 h

INDEX - H

H. RPL kernel word
 HAM8 Screens How to use AGA screen modes

1.10 i

INDEX - I

I RPL kernel word
 I>F " " "
 iColor RPL object color word
 IF RPL kernel word
 Index Material handler
 Information not in the manual Last minute changes
 INHERIT RPL miscellaneous word
 INSIDE_FREE RPL inside/outside test word
 INSIDE_PREP RPL inside/outside test word
 INSIDE_TEST RPL inside/outside test word
 INT COLLISION Animation method

INV KINEMATIC " "

1.11 j

INDEX - J

J RPL kernel word

1.12 k

INDEX - K

K RPL kernel word

Kernel Words List of RPL kernel words

Key Frame Editing Editing Key Frame Animations

KeyFramer Custom RPL animation tool

1.13 l

INDEX - L

LEAVE RPL kernel word

Links Bi-directional Links

Loading Examples PAL/NTSC project considerations

LOAD RPL kernel word

LOG " " "

LOG10 " " "

LOOP " " "

1.14 m

INDEX - M

Mapping Material handler

Materials Material Editor window

MATERIALS RPL material specific words

Material Data Developer information

Material Handlers Material Handler descriptions

Material Variables	Material variables information
Material Window	External Material Class Options
MAT_CREATE	RPL material specific word
MAT_DELETE	" " " "
MAT_FIND	" " " "
MAT_LOCK	" " " "
Measuring window	How to use the measuring system
MEM_ALLOC	RPL miscellaneous word
MEM_FREE	" " "
MENU	RPL Miscellaneous word
Menu List	All Menus & their RPL numbers
MeshToSph	Custom RPL Tool
Miscellaneous Words	RPL miscellaneous words
MOD	RPL kernel word
ModifyACs	Custom RPL tool
ModifyCOGs	" " "
MODIFY FLAGS	RPL modification flags
ModifyNL	Custom RPL tool
MORPHING	Animation method
MORPHING CLOSED	" "
MORPHING OPEN	" "
MOVE & DIR	" "
MTH_CREATE	RPL animation specific word
MTH_DELETE	" " " "
MTH_FIND	" " " "
M_ALPHA	RPL modification word
M_COLOR	" " "
M_COPY	" " "
M_CUT	" " "
M_DELETE	" " "
M_DUPLICATE	" " "
M_EXTEND	" " "
M_MIRROR	" " "
M_MOVE	" " "
M_MOVECOG	" " "
M_NAME	" " "
M_PASTE	" " "
M_ROTATE	" " "
M_SHEAR	" " "
M_SIZE2D	" " "
M_SIZE3D	" " "
M_STRETCH	" " "

M_SWAP " " "

1.15 n

INDEX - N

NEW FEATURES New RPL features in V2.40
 NOISE Animation method
 NOT RPL kernel word

1.16 o

INDEX - O

O. RPL kernel word
 Object Creation List of RPL object creation words
 Object Data Developer information
 Object Manipulation List of RPL Object manipulation words
 Object Modification " " " " modification "
 OR RPL kernel word
 OVER " " "
 O_CREATAG RPL object specific word
 O_CURRENT " " " "
 O_DELETE " " " "
 O_DERIV " " " "
 O_EVAL " " " "
 O_FIND " " " "
 O_FINDTAG " " " "
 O_FINDWILD " " " "
 O_GETCUR " " " "
 O_GETNEXT " " " "
 O_GETPAR " " " "
 O_GETPREV " " " "
 O_GETSEL " " " "
 O_GETSUB " " " "
 O_LOCK " " " "
 O_PROP " " " "
 O_SCAN " " " "
 O_SELECT " " " "

1.17 p

INDEX - P

PATH Animation method
 Periodic Evaluation Repeating Motion cycles
 PICK RPL kernel word
 PLAY RPL animation specific word
 POW RPL kernel word
 Procedural Materials Procedural materials information
 PROCESSOR Animation method
 PUTS RPL kernel word

1.18 q

INDEX - Q

QUIT RPL kernel word

1.19 r

INDEX - R

R0 RPL kernel word
 R> " " "
 RADIAL FORCE Animation method
 RANDOM RPL kernel word
 RAY_FREE RPL miscellaneous word
 RAY_INTERS " " "
 RAY_PREP " " "
 RDEPTH RPL kernel word
 Real 3D Binary File Format Developer information
 Real 3D Display Driver Interface Developer information
 Real 3D File I/O List of RPL file I/O words
 Real 3D Programming Language RPL language description
 REFRESH RPL miscellaneous word
 RENDER " " "
 Rendering Settings Description of rendering settings

REPEAT	RPL kernel word
ROLL	" " "
ROT	" " "
ROTATION	Animation method
ROT_COORD	RPL miscellaneous word
RPL Changes	RPL changes in Version 2.47
RPL	Animation method
RPL	Description of RPL programming language
RPL Stack Problems	RPL 'Stack Full' solution
RPL Variables	Description of Animation RPL words
RX	RPL ARexx word
RX_RC	" " "
RX_RESULT	" " "
RX_SETCLIP	" " "

1.20 s

INDEX - S

S0	RPL kernel word
Scope	Materials handler
SCR_SAVE	RPL miscellaneous word
SIMPLE SKELETON	Animation method
SIN	RPL kernel word
SIZE	Animation method
SKELETON	" "
Skeletons	V2.4 Compatibility with earlier versions
SPRINTF	RPL kernel word
SQRT	" " "
STRETCH	Animation method
STRING	RPL kernel word
SWAP	" " "
SWEEP	Animation method
SYSTEM	RPL miscellaneous word

1.21 t

INDEX - T

Tags	Tag description
TAN	RPL kernel word
TANGENT FORCE	Animation method
Tools	Custom RPL tools description
Tool Types	Workbench icon tool types
TRANSFORM	Animation method

1.22 u

INDEX - U

UNTIL	RPL kernel word
User Interface	User interface RPL words

1.23 v

INDEX - V

V!	RPL vector operation word
V.	" " " "
V.40 changes	Developer information
V@	RPL vector operation word
VADD	" " " "
VARIABLE	RPL kernel word
Variables	List of material variables
VCONSTANT	RPL vector operation word
VCROS	" " " "
VDOT	" " " "
Vector Operations	List of RPL vector operation words
Version Data	Developer information
VLEN	RPL vector operation word
VLIST	RPL kernel word
VMUL	RPL vector operation word
VNORM	" " " "
VSUB	" " " "

VARIABLE " " " "

1.24 w

INDEX - W

W!	RPL kernel word
W@	" " "
WAVE	Animation method
WEIRD FORCE	Custom RPL Animation Method
wFreeType	RPL point evaluation word
wGeomFlags	RPL freeform geometry word
WHILE	RPL kernel word
WND_ADDR	RPL miscellaneous word
WND_LOCK	" " "
WND_OPEN	" " "
WND_SENDRMSG	" " "

1.25 x

INDEX - X

XOR	RPL kernel word
-----	-----------------

1.26 y

INDEX - Y

No Entries

1.27 z

INDEX - Z

No Entries

1.28 misc

INDEX - MISC

	RPL kernel word		
!	"	"	"
&	"	"	"
("	"	"
)	"	"	"
*	"	"	"
+	"	"	"
+LOOP	"	"	"
-	"	"	"
.	"	"	"
.S	"	"	"
/	"	"	"
:	"	"	"
;	"	"	"
<	"	"	"
<>	"	"	"
<=	"	"	"
=	"	"	"
>	"	"	"
>=	"	"	"
>R	"	"	"
>RAD	"	"	"
?&	"	"	"
?DUP	"	"	"
?ELSE	"	"	"
?ENDIF	"	"	"
?IF	"	"	"
@	"	"	"