

autodoc

COLLABORATORS

	<i>TITLE :</i> autodoc		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

autodoc

1.1 Autodoc

```
( ``. _ . ' Help Guide ' . _ . ' )
```

```
graphics.library quick autodocs  
Adjusted for use with Smgmw  
Converted using QACD  
163 functions  
Content:
```

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AllocDBufInfo()  
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SetRGB4CM()
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Text()
TextExtent()
TextFit()
TextLength()
UnlockLayerRom()
VBeamPos()
VideoControl()
WaitBlit()
WaitBOVP()
WaitTOF()

```
WriteChunkyPixels()  
WritePixel()  
WritePixelArray8()  
WritePixelLine8()  
XorRectRegion()  
XorRegionRegion()
```

1.2 AddVSprite()

```
NAME      : AddVSprite  
FUNCTION  : Add a VSprite to the current gel list  
SYNOPSIS  : AddVSprite(vs, rp)  
           -102    A0  A1
```

1.3 AllocBitMap()

```
NAME      : AllocBitMap  
FUNCTION  : Allocate a bitmap and attach bitplanes to it  
SYNOPSIS  : bitmap=AllocBitMap(sizeX,sizeY,depth,flags,friend_bitmap)  
           -918    d0    d1    d2    d3    a0
```

1.4 AllocDBufInfo()

```
NAME      : AllocDBufInfo  
FUNCTION  : Allocate structure for multi-buffered animation  
SYNOPSIS  : AllocDBufInfo(vp)  
           -966    a0
```

1.5 AllocRaster()

```
NAME      : AllocRaster  
FUNCTION  : Allocate space for a bitplane  
SYNOPSIS  : planePtr=AllocRaster(width,height)  
           d0    -492    d0    d1
```

1.6 AllocSpriteDataA()

NAME : AllocSpriteDataA
FUNCTION : allocate sprite data and convert from a bitmap
SYNOPSIS : SpritePtr=AllocSpriteDataA(bitmap,taglist)
 d0 -1020 a2 a1

1.7 AndRectRegion()

NAME : AndRectRegion
FUNCTION : Perform 2d AND operation of rectangle with region,
 leaving result in region
SYNOPSIS : AndRectRegion(region,rectangle)
 -504 a0 a1

1.8 AndRegionRegion()

NAME : AndRegionRegion
FUNCTION : Perform 2d AND operation of one region with second region,
 leaving result in second region
SYNOPSIS : status=AndRegionRegion(region1,region2)
 d0 -624 a0 a1

1.9 Animate()

NAME : Animate
FUNCTION : Processes every AnimOb in the current animation list
SYNOPSIS : Animate(anKey,rp)
 -162 A0 A1

1.10 (macro)

NAME : AreaCircle (macro)
FUNCTION : add a circle to areainfo list for areafill
SYNOPSIS : error=AreaCircle(rp,cx,cy,radius)
 D0 A1 D0 D1 D2

1.11 AreaDraw()

NAME : AreaDraw
FUNCTION : Add a point to a list of end points for areafill
SYNOPSIS : error=AreaDraw(rp,x ,y)
 d0 -258 A1 D0 D1

1.12 AreaEllipse()

NAME : AreaEllipse
FUNCTION : add a ellipse to areainfo list for areafill
SYNOPSIS : error=AreaEllipse(rp,cx,cy,a ,b)
 d0 -186 a1 d0 d1 d2 d3

1.13 AreaEnd()

NAME : AreaEnd
FUNCTION : Process table of vectors and ellipses and produce areafill
SYNOPSIS : error=AreaEnd(rp)
 d0 -264 A1

1.14 AreaMove()

NAME : AreaMove
FUNCTION : Define a new starting point for a new shape in the vector list
SYNOPSIS : error= AreaMove(rp,x ,y)
 d0 -252 a1 d0 d1

1.15 AskFont()

NAME : AskFont
FUNCTION : get the text attributes of the current font
SYNOPSIS : AskFont(rp,textAttr)
 -474 A1 A0

1.16 AskSoftStyle()

NAME : AskSoftStyle
FUNCTION : Get the soft style bits of the current font
SYNOPSIS : enable=AskSoftStyle(rp)
 D0 -84 A1

1.17 AttachPalExtra()

NAME : AttachPalExtra
FUNCTION : Allocate and attach a palette sharing structure to a colormap
SYNOPSIS : status=AttachPalExtra(cm, vp)
 -834 a0 a1

1.18 AttemptLockLayerRom()

NAME : AttemptLockLayerRom
FUNCTION : Attempt to Lock Layer structure by ROM code
SYNOPSIS : gotit=AttemptLockLayerRom(layer)
 d0 -654 a5

1.19 BestModeIDA()

NAME : BestModeIDA
FUNCTION : calculate the best ModeID with given parameters
SYNOPSIS : ID=BestModeIDA(TagItems)
 d0 -1050 a0

1.20 BitMapScale()

NAME : BitMapScale
FUNCTION : Perform raster scaling on a bit map
SYNOPSIS : BitMapScale(bitScaleArgs)
 -678 A0

1.21 BltBitMap()

NAME : BltBitMap
FUNCTION : Move a rectangular region of bits in a BitMap
SYNOPSIS : planeCnt=BltBitMap(SrcBitMap, SrcX, SrcY, DstBitMap, DstX, DstY, SizeX,
 D0 -30 A0 D0 D1 A1 D2 D3 D4

```

SizeY,Minterm,Mask,TempA)
D5      D6      D7      A2

```

1.22 BltBitMapRastPort()

```

NAME      : BltBitMapRastPort
FUNCTION  : Blit from source bitmap to destination rastport
SYNOPSIS  : error=BltBitMapRastPort (srcbm,srcx,srcy,destrp,destX,destY,
      D0          -606          A0   D0   D1   A1   D2   D3
      sizeX,sizeY,minterm)
      D4   D5   D6

```

1.23 BltClear()

```

NAME      : BltClear
FUNCTION  : Clear a block of memory words to zero
SYNOPSIS  : BltClear(memBlock,bytecount,flags)
      -300      a1      d0      d1

```

1.24 BltMaskBitMapRastPort()

```

NAME      : BltMaskBitMapRastPort
FUNCTION  : blit from source bitmap to destination rastport with masking
      of source image
SYNOPSIS  : BltMaskBitMapRastPort (srcbm,srcx,srcy,destrp,destX,destY,sizeX,
      -636          A0   D0   D1   A1   D2   D3   D4
      sizeY,minterm,bltmask)
      D5   D6   A2

```

1.25 BltPattern()

```

NAME      : BltPattern
FUNCTION  : Using standard drawing rules for areafill,blit through a mask
SYNOPSIS  : BltPattern(rp,mask,xl,yl,maxx,maxy,bytecnt)
      -312      a1, a0 d0 d1 d2 d3 d4

```

1.26 BltTemplate()

NAME : BltTemplate
FUNCTION : Cookie cut a shape in a rectangle to the RastPort
SYNOPSIS : BltTemplate (SrcTemplate, SrcX, SrcMod, rp, DstX, DstY,
 -36 A0 D0 D1 A1 D2 D3
 SizeX, SizeY)
 D4 D5

1.27 CalcIVG()

NAME : CalcIVG
FUNCTION : Calculate the number of blank lines above a ViewPort
SYNOPSIS : count=CalcIVG (View, ViewPort)
 D0 -828 A0 A1

1.28 CBump()

NAME : CBump
FUNCTION : increment user copper list pointer
SYNOPSIS : CBump (c)
 -366 a1

1.29 (macro)

NAME : CEND (macro)
FUNCTION : Terminate user copper list
SYNOPSIS : CEND (c)

1.30 ChangeExtSpriteA()

NAME : ChangeExtSpriteA
FUNCTION : Change the sprite image pointer
SYNOPSIS : ChangeExtSpriteA (vp, oldsprite, newsprite, tags)
 -1026 a0 a1 a2 a3

1.31 ChangeSprite()

NAME : ChangeSprite
FUNCTION : Change the sprite image pointer
SYNOPSIS : ChangeSprite (vp, s , newdata)
 -420 a0 a1 a2

1.32 ChangeVPBitMap()

NAME : ChangeVPBitMap
FUNCTION : change display memory address for multi-buffered animation
SYNOPSIS : ChangeVPBitMap(vp,bm,db)
 -942 a0 a1 a2

1.33 (macro)

NAME : CINIT (macro)
FUNCTION : Initialize user copperlist to accept intermediate user
 copper instructions
SYNOPSIS : cl=CINIT(ucl,n)
 a0 d0

1.34 ClearEOL()

NAME : ClearEOL
FUNCTION : Clear from current position to end of line
SYNOPSIS : ClearEOL(rp)
 -42 A1

1.35 ClearRectRegion()

NAME : ClearRectRegion
FUNCTION : Perform 2d CLEAR operation of rectangle with region,
 leaving result in region
SYNOPSIS : status=ClearRectRegion(region,rectangle)
 d0 -522 a0 a1

1.36 ClearRegion()

NAME : ClearRegion
FUNCTION : Remove all rectangles from region
SYNOPSIS : ClearRegion(region)
 -528 a0

1.37 ClearScreen()

NAME : ClearScreen
FUNCTION : Clear from current position to end of RastPort
SYNOPSIS : ClearScreen(rp)
 -48 A1

1.38 ClipBlit()

NAME : ClipBlit
FUNCTION : Calls BltBitMap() after accounting for windows
SYNOPSIS : ClipBlit(Src, SrcX, SrcY, Dest, DestX, DestY, XSize, YSize, Minterm)
 -552 A0 D0 D1 A1 D2 D3 D4 D5 D6

1.39 CloseFont()

NAME : CloseFont
FUNCTION : Release a pointer to a system font
SYNOPSIS : CloseFont(font)
 -78 A1

1.40 CloseMonitor()

NAME : CloseMonitor
FUNCTION : close a MonitorSpec
SYNOPSIS : error=CloseMonitor(monitor_spec)
 D0 -720 A0

1.41 CMOVE()

NAME : CMOVE
FUNCTION : append copper move instruction to user copper list
SYNOPSIS : CMOVE(c , a , v)
 -372 a1 d0 d1

1.42 CoerceMode()

NAME : CoerceMode
FUNCTION : calculate ViewPort mode coercion
SYNOPSIS : ID=CoerceMode(RealViewPort,MonitorID,Flags)
 d0 -936 a0 d0 d1

1.43 CopySBitMap()

NAME : CopySBitMap
FUNCTION : Synchronize Layer window with contents of Super BitMap
SYNOPSIS : CopySBitMap(layer)
 -450 a0

1.44 CWAIT()

NAME : CWAIT
FUNCTION : Append copper wait instruction to user copper list
SYNOPSIS : CWAIT(c ,v ,h)
 -378 a1 d0 d1

1.45 DisownBlitter()

NAME : DisownBlitter
FUNCTION : return blitter to free state
SYNOPSIS : DisownBlitter()
 -462

1.46 DisposeRegion()

NAME : DisposeRegion
FUNCTION : Return all space for this region to free memory pool
SYNOPSIS : DisposeRegion(region)
 -534 A0

1.47 DoCollision()

NAME : DoCollision
FUNCTION : Test every gel in gel list for collisions
SYNOPSIS : DoCollision(rp)
 -108 A1

1.48 Draw()

NAME : Draw
FUNCTION : Draw a line between the current pen position and the
new x,y position
SYNOPSIS : Draw(rp,x ,y)
-246 a1 d0 d1

1.49 DrawEllipse()

NAME : DrawEllipse
FUNCTION : Draw an ellipse centered at cx,cy with vertical and horizontal
radii of a,b respectively
SYNOPSIS : DrawEllipse(rp,cx,cy,a ,b)
-180 a1 d0 d1 d2 d3

1.50 DrawGLList()

NAME : DrawGLList
FUNCTION : Process the gel list,queueing VSprites,drawing Bobs
SYNOPSIS : DrawGLList(rp,vp)
-114 A1 A0

1.51 EraseRect()

NAME : EraseRect
FUNCTION : Fill a defined rectangular area using the current BackFill hook
SYNOPSIS : EraseRect(rp,xmin,ymin,xmax,ymax)
-810 a1 d0 d1 d2 d3

1.52 ExtendFont()

NAME : ExtendFont
FUNCTION : ensure tf_Extension has been built for a font
SYNOPSIS : success=ExtendFont(font,fontTags)
D0 -816 A0 A1

1.53 FindColor()

NAME : FindColor
FUNCTION : Find the closest matching color in a colormap
SYNOPSIS : color=FindColor(cm,R ,G ,B ,maxpen)
 -1008 a3 d1 d2 d3 d4

1.54 FindDisplayInfo()

NAME : FindDisplayInfo
FUNCTION : search for a record identified by a specific key
SYNOPSIS : handle=FindDisplayInfo(ID)
 D0 -726 D0

1.55 Flood()

NAME : Flood
FUNCTION : Flood rastport like areafill
SYNOPSIS : error=Flood(rp,mode,x ,y)
 d0 -330 a1 d2 d0 d1

1.56 FontExtent()

NAME : FontExtent
FUNCTION : get the font attributes of the current font
SYNOPSIS : FontExtent(font,fontExtent)
 -762 A0 A1

1.57 FreeBitMap()

NAME : FreeBitMap
FUNCTION : free a bitmap created by AllocBitMap
SYNOPSIS : FreeBitMap(bm)
 -924 a0

1.58 FreeColorMap()

NAME : FreeColorMap
FUNCTION : Free the ColorMap structure and return memory to free memory pool
SYNOPSIS : FreeColorMap(colormap)
 -576 a0

1.59 FreeCopList()

NAME : FreeCopList
FUNCTION : deallocate intermediate copper list
SYNOPSIS : FreeCopList(coplist)
 -546 a0

1.60 FreeCprList()

NAME : FreeCprList
FUNCTION : deallocate hardware copper list
SYNOPSIS : FreeCprList(cprlist)
 -564 a0

1.61 FreeDBufInfo()

NAME : FreeDBufInfo
FUNCTION : free information for multi-buffered animation
SYNOPSIS : FreeDBufInfo(db)
 -972 a1

1.62 FreeGBuffers()

NAME : FreeGBuffers
FUNCTION : Deallocate memory obtained by GetGBuffers
SYNOPSIS : FreeGBuffers(anOb, rp, db)
 -600 A0 A1 D0

1.63 FreeRaster()

NAME : FreeRaster
FUNCTION : Release an allocated area to the system free memory pool
SYNOPSIS : FreeRaster(p ,width,height)
 -498 a0 d0 d1

1.64 FreeSprite()

NAME : FreeSprite
FUNCTION : Return sprite for use by others and virtual sprite machine
SYNOPSIS : FreeSprite(pick)
 -414 d0

1.65 FreeSpriteData()

NAME : FreeSpriteData
FUNCTION : free sprite data allocated by AllocSpriteData()
SYNOPSIS : FreeSpriteData(extsp)
 -1032 a2

1.66 FreeVPortCopLists()

NAME : FreeVPortCopLists
FUNCTION : deallocate all intermediate copper lists and their headers
 from a viewport
SYNOPSIS : FreeVPortCopLists(vp)
 -540 a0

1.67 GetAPen()

NAME : GetAPen
FUNCTION : Get the A Pen value for a RastPort
SYNOPSIS : pen=GetAPen(rp)
 d0 -858 a0

1.68 GetBitMapAttr()

NAME : GetBitMapAttr
FUNCTION : Returns information about a bitmap
SYNOPSIS : value=GetBitMapAttr(bitmap,attribute_number)
 d0 -960 a0 D1

1.69 GetBPen()

NAME : GetBPen
FUNCTION : Get the B Pen value for a RastPort
SYNOPSIS : pen=GetBPen(rp)
 d0 -864 a0

1.70 GetColorMap()

NAME : GetColorMap
FUNCTION : allocate and initialize Colormap
SYNOPSIS : cm=GetColorMap(entries)
 d0 -570 d0

1.71 GetDisplayInfoData()

NAME : GetDisplayInfoData
FUNCTION : query DisplayInfo Record parameters
SYNOPSIS : result=GetDisplayInfoData(handle,buf,size,tagID,ID)
 D0 -756 A0 A1 D0 D1 D2

1.72 GetDrMd()

NAME : GetDrMd
FUNCTION : Get the draw mode value for a RastPort
SYNOPSIS : mode=GetDrMd(rp)
 d0 -870 a0

1.73 GetExtSpriteA()

NAME : GetExtSpriteA
FUNCTION : Attempt to get a sprite for the extended sprite manager
SYNOPSIS : Sprite_Number=GetExtSpriteA(sprite,tags)
 d0 -930 a2 a1

1.74 GetGBuffers()

NAME : GetGBuffers
FUNCTION : Attempt to allocate ALL buffers of an entire AnimOb
SYNOPSIS : status=GetGBuffers(anOb,rp,db)
 D0 -168 A0 A1 D0

1.75 GetOutlinePen()

NAME : GetOutlinePen
FUNCTION : Get the O Pen value for a RastPort
SYNOPSIS : pen=GetOutlinePen(rp)
 d0 -876 a0

1.76 GetRGB32()

NAME : GetRGB32
FUNCTION : Set a series of color registers for this Viewport
SYNOPSIS : GetRGB32(cm,firstcolor,ncolors,table)
 -900 a0 d0 D1 a1

1.77 GetRGB4()

NAME : GetRGB4
FUNCTION : Inquire value of entry in ColorMap
SYNOPSIS : value=GetRGB4(colormap,entry)
 d0 -582 a0 d0

1.78 GetRPAAttrA()

NAME : GetRPAAttrA
FUNCTION : examine rastport settings via a tag list
SYNOPSIS : GetRPAAttrA(rp,tags)
 -1044 a0 a1

1.79 GetSprite()

NAME : GetSprite
FUNCTION : Attempt to get a sprite for the simple sprite manager
SYNOPSIS : Sprite_Number=GetSprite(sprite,pick)
 d0 -408 a0 d0

1.80 GetVPMoDelID()

NAME : GetVPMoDeID
FUNCTION : get the 32 bit DisplayID from a ViewPort
SYNOPSIS : modeID=GetVPMoDeID(vp)
 D0 -792 A0

1.81 GfxAssociate()

NAME : GfxAssociate
FUNCTION : associate a graphics extended node with a given pointer
SYNOPSIS : GfxAssociate(pointer,node)
 -672 A0 A1

1.82 GfxFree()

NAME : GfxFree
FUNCTION : free a graphics extended data structure
SYNOPSIS : GfxFree(node)
 -666 a0

1.83 GfxLookUp()

NAME : GfxLookUp
FUNCTION : find a graphics extended node associated with a given pointer
SYNOPSIS : result=GfxLookUp(pointer)
 d0 -702 a0

1.84 GfxNew()

NAME : GfxNew
FUNCTION : allocate a graphics extended data structure
SYNOPSIS : result=GfxNew(node_type)
 d0 -660 d0

1.85 InitArea()

NAME : InitArea
FUNCTION : Initialize vector collection matrix
SYNOPSIS : InitArea(areainfo,buffer,maxvectors)
 -282 a0 a1 d0

1.86 InitBitMap()

NAME : InitBitMap
FUNCTION : Initialize bit map structure with input values
SYNOPSIS : InitBitMap (bm, depth, width, height)
 -390 a0 d0 d1 d2

1.87 InitGels()

NAME : InitGels
FUNCTION : initialize a gel list
SYNOPSIS : InitGels (head, tail, GInfo)
 -120 A0 A1 A2

1.88 InitGMasks()

NAME : InitGMasks
FUNCTION : Initialize all of the masks of an AnimOb
SYNOPSIS : InitGMasks (anOb)
 -174 A0

1.89 InitMasks()

NAME : InitMasks
FUNCTION : Initialize the BorderLine and CollMask masks of a VSprite
SYNOPSIS : InitMasks (vs)
 -126 A0

1.90 InitRastPort()

NAME : InitRastPort
FUNCTION : Initialize raster port structure
SYNOPSIS : InitRastPort (rp)
 -198 A1

1.91 InitTmpRas()

NAME : InitTmpRas
FUNCTION : Initialize area of local memory for usage by areafill,
floodfill, text
SYNOPSIS : InitTmpRas (tmpras, buffer, size)
 -468 a0 a1 d0

1.92 InitView()

NAME : InitView
FUNCTION : Initialize View structure
SYNOPSIS : InitView (view)
 -360 a1

1.93 InitVPort()

NAME : InitVPort
FUNCTION : Initialize ViewPort structure
SYNOPSIS : InitVPort (vp)
 -204 a0

1.94 LoadRGB32()

NAME : LoadRGB32
FUNCTION : Set a series of color registers for this Viewport
SYNOPSIS : LoadRGB32 (vp, table)
 -882 a0 a1

1.95 LoadRGB4()

NAME : LoadRGB4
FUNCTION : Load RGB color values from table
SYNOPSIS : LoadRGB4 (vp, colors, count)
 -192 a0 a1 d0

1.96 LoadView()

NAME : LoadView
FUNCTION : Use a coprocessor instruction list to create the current display
SYNOPSIS : LoadView (View)
 -222 A1

1.97 LockLayerRom()

NAME : LockLayerRom
FUNCTION : Lock Layer structure by ROM code
SYNOPSIS : LockLayerRom(layer)
 -432 A5

1.98 MakeVPort()

NAME : MakeVPort
FUNCTION : generate display copper list for a viewport
SYNOPSIS : error=MakeVPort(view,viewport)
 d0 -216 a0 a1

1.99 ModeNotAvailable()

NAME : ModeNotAvailable
FUNCTION : check to see if a DisplayID isn't available
SYNOPSIS : error=ModeNotAvailable(modeID)
 d0 -798 d0

1.100 Move()

NAME : Move
FUNCTION : Move graphics pen position
SYNOPSIS : Move(rp,x ,y)
 -240 a1 d0 d1

1.101 MoveSprite()

NAME : MoveSprite
FUNCTION : Move sprite to a point relative to top of viewport
SYNOPSIS : MoveSprite(vp,sprite,x ,y)
 -426 A0 A1 D0 D1

1.102 MrgCop()

NAME : MrgCop
FUNCTION : Merge together coprocessor instructions
SYNOPSIS : error=MrgCop(View)
 d0 -210 A1

1.103 NewRegion()

NAME : NewRegion
FUNCTION : Get an empty region
SYNOPSIS : region=NewRegion()
 d0 -516

1.104 NextDisplayInfo()

NAME : NextDisplayInfo
FUNCTION : iterate current displayinfo identifiers
SYNOPSIS : next_ID=NextDisplayInfo(last_ID)
 D0 -732 D0

1.105 ObtainBestPenA()

NAME : ObtainBestPenA
FUNCTION : Search for the closest color match, or allocate a new one
SYNOPSIS : color=ObtainBestPenA(cm, R , G , B , taglist)
 -840 a0 d1 d2 d3 A1

1.106 ObtainPen()

NAME : ObtainPen
FUNCTION : Obtain a free palette entry for use by your program
SYNOPSIS : n =ObtainPen(cm, n , r , g , b , flags)
 d0 -954 a0 d0 d1 d2 d3 d4

1.107 OpenFont()

NAME : OpenFont
FUNCTION : Get a pointer to a system font
SYNOPSIS : font=OpenFont(textAttr)
 D0 -72 A0

1.108 OpenMonitor()

NAME : OpenMonitor
FUNCTION : open a named MonitorSpec
SYNOPSIS : mspc=OpenMonitor(*monitor_name*,*display_id*)
 d0 -714 a1 d0

1.109 OrRectRegion()

NAME : OrRectRegion
FUNCTION : Perform 2d OR operation of rectangle with region,
 leaving result in region
SYNOPSIS : status=OrRectRegion(*region*,*rectangle*)
 d0 -510 a0 a1

1.110 OrRegionRegion()

NAME : OrRegionRegion
FUNCTION : Perform 2d OR operation of one region with second region,
 leaving result in second region
SYNOPSIS : status=OrRegionRegion(*region1*,*region2*)
 d0 -612 a0 a1

1.111 OwnBlitter()

NAME : OwnBlitter
FUNCTION : get the blitter for private usage
SYNOPSIS : OwnBlitter()
 -456

1.112 PolyDraw()

NAME : PolyDraw
FUNCTION : Draw lines from table of (x,y) values
SYNOPSIS : PolyDraw(*rp*,*count*,*array*)
 -336 a1 d0 a0

1.113 QBlit()

NAME : QBlit
FUNCTION : Queue up a request for blitter usage
SYNOPSIS : QBlit(bp)
 -276 a1

1.114 QBSBlit()

NAME : QBSBlit
FUNCTION : Synchronize the blitter request with the video beam
SYNOPSIS : QBSBlit(bsp)
 -294 a1

1.115 ReadPixel()

NAME : ReadPixel
FUNCTION : read the pen number value of the pixel at a specified x,y
 location within a certain RastPort
SYNOPSIS : penno=ReadPixel(rp,x , y)
 d0 -318 a1 d0 d1

1.116 ReadPixelArray8()

NAME : ReadPixelArray8
FUNCTION : read the pen number value of a rectangular array of pixels
 starting at a specified x,y location and continuing through
 to another x,y location within a certain RastPort
SYNOPSIS : count=ReadPixelArray8(rp,xstart,ystart,xstop,ystop,array,temprp)
 D0 -780 A0 D0 D1 D2 D3 A2 A1

1.117 ReadPixelLine8()

NAME : ReadPixelLine8
FUNCTION : read the pen number value of a horizontal line of pixels
 starting at a specified x,y location and continuing right
 for count pixels
SYNOPSIS : count=ReadPixelLine8(rp,xstart,ystart,width,array,temprp)
 D0 -768 A0 D0 D1 D2 A2 A1

1.118 RectFill()

NAME : RectFill
FUNCTION : Fill a rectangular region in a RastPort
SYNOPSIS : RectFill(rp,xmin,ymin,xmax,ymax)
 -306 a1 d0 d1 d2 d3

1.119 ReleasePen()

NAME : ReleasePen
FUNCTION : Release an allocated palette entry to the free pool
SYNOPSIS : ReleasePen(cm,n)
 -948 a0 d0

1.120 (macro)

NAME : RemBob (macro)
FUNCTION : Macro to remove a Bob from the gel list
SYNOPSIS : RemBob(bob)

1.121 RemFont()

NAME : RemFont
FUNCTION : Remove a font from the system list
SYNOPSIS : RemFont(textFont)
 -486 A1

1.122 RemIBob()

NAME : RemIBob
FUNCTION : Immediately remove a Bob from the gel list and the RastPort
SYNOPSIS : RemIBob(bob,rp,vp)
 -132 A0 A1 A2

1.123 RemVSprite()

NAME : RemVSprite
FUNCTION : Remove a VSprite from the current gel list
SYNOPSIS : RemVSprite(vs)
 -138 A0

1.124 ScalerDiv()

NAME : ScalerDiv
FUNCTION : Get the scaling result that BitMapScale would
SYNOPSIS : result=ScalerDiv(factor, numerator, denominator)
 D0 -684 D0 D1 D2

1.125 ScrollRaster()

NAME : ScrollRaster
FUNCTION : Push bits in rectangle in raster around by dx,dy towards
 0,0 inside rectangle
SYNOPSIS : ScrollRaster(rp, dx, dy, xmin, ymin, xmax, ymax)
 -396 A1 D0 D1 D2 D3 D4 D5

1.126 ScrollRasterBF()

NAME : ScrollRasterBF
FUNCTION : Push bits in rectangle in raster around by dx,dy towards
 0,0 inside rectangle
SYNOPSIS : ScrollRasterBF(rp, dx, dy, xmin, ymin, xmax, ymax)
 -1002 A1 D0 D1 D2 D3 D4 D5

1.127 ScrollVPort()

NAME : ScrollVPort
FUNCTION : Reinterpret RasInfo information in ViewPort to reflect
 the current Offset values
SYNOPSIS : ScrollVPort(vp)
 -588 a0

1.128 SetABPenDrMd()

NAME : SetABPenDrMd
FUNCTION : Set pen colors and draw mode for a RastPort
SYNOPSIS : SetABPenDrMd(rp, apen, bpen, mode)
 -894 a1 d0 d1 d2

1.129 SetAPen()

NAME : SetAPen
FUNCTION : Set the primary pen for a RastPort
SYNOPSIS : SetAPen(rp, pen)
 -342 a1 d0

1.130 SetBPen()

NAME : SetBPen
FUNCTION : Set secondary pen for a RastPort
SYNOPSIS : SetBPen(rp, pen)
 -348 a1 d0

1.131 SetChipRev()

NAME : SetChipRev
FUNCTION : turns on the features of a Chip Set
SYNOPSIS : chiprevbits=SetChipRev(ChipRev)
 -888 d0

1.132 SetCollision()

NAME : SetCollision
FUNCTION : Set a pointer to a user collision routine
SYNOPSIS : SetCollision(num, routine, GInfo)
 -144 D0 A0 A1

1.133 SetDrMd()

NAME : SetDrMd
FUNCTION : Set drawing mode for a RastPort
SYNOPSIS : SetDrMd(rp, mode)
 -354 a1 d0

1.134 SetFont()

NAME : SetFont
FUNCTION : Set the text font and attributes in a RastPort
SYNOPSIS : SetFont(rp,font)
 -66 A1 A0

1.135 SetMaxPen()

NAME : SetMaxPen
FUNCTION : set maximum pen value for a rastport
SYNOPSIS : SetMaxPen(rp,maxpen)
 -990 a0 d0

1.136 (macro)

NAME : SetOPen (macro)
FUNCTION : Change the Area OutLine pen and turn on Outline mode for areafills
SYNOPSIS : SetOPen(rp,pen)

1.137 SetOutlinePen()

NAME : SetOutlinePen
FUNCTION : Set the Outline Pen value for a RastPort
SYNOPSIS : old_pen=SetOutlinePen(rp,pen)
 d0 -978 a0 d0

1.138 SetRast()

NAME : SetRast
FUNCTION : Set an entire drawing area to a specified color
SYNOPSIS : SetRast(rp,pen)
 -234 a1 d0

1.139 SetRGB32()

NAME : SetRGB32
FUNCTION : Set one color register for this Viewport
SYNOPSIS : SetRGB32(vp,n ,r ,g ,b)
 -852 a0 d0 d1 d2 d3

1.140 SetRGB32CM()

NAME : SetRGB32CM
FUNCTION : Set one color register for this ColorMap
SYNOPSIS : SetRGB32CM(cm,n ,r ,g ,b)
 -996 a0 d0 d1 d2 d3

1.141 SetRGB4()

NAME : SetRGB4
FUNCTION : Set one color register for this viewport
SYNOPSIS : SetRGB4(vp,n ,r ,g ,b)
 -288 a0 d0 d1 d2 d3

1.142 SetRGB4CM()

NAME : SetRGB4CM
FUNCTION : Set one color register for this ColorMap
SYNOPSIS : SetRGB4CM(cm,n ,r ,g ,b)
 -630 a0 d0 d1 d2 d3

1.143 SetRPAAttrsA()

NAME : SetRPAAttrsA
FUNCTION : modify rastport settings via a tag list
SYNOPSIS : SetRPAAttrsA(rp,tags)
 -1038 a0 a1

1.144 SetSoftStyle()

NAME : SetSoftStyle
FUNCTION : Set the soft style of the current font
SYNOPSIS : newStyle=SetSoftStyle(rp,style,enable)
 D0 -90 A1 D0 D1

1.145 SetWriteMask()

NAME : SetWriteMask
FUNCTION : Set the pixel write mask value for a RastPort
SYNOPSIS : success=SetWriteMask(rp,msk)
 d0 -984 a0 d0

1.146 SortGList()

NAME : SortGList
FUNCTION : Sort the current gel list, ordering its y,x coordinates
SYNOPSIS : SortGList(rp)
 -150 A1

1.147 StripFont()

NAME : StripFont
FUNCTION : remove the tf_Extension from a font
SYNOPSIS : StripFont(font)
 -822 A0

1.148 SyncSBitMap()

NAME : SyncSBitMap
FUNCTION : Synchronize Super BitMap with whatever is in the
 standard Layer bounds
SYNOPSIS : SyncSBitMap(layer)
 -444 a0

1.149 Text()

NAME : Text
FUNCTION : Write text characters (no formatting)
SYNOPSIS : Text(rp,string,length)
 -60 A1 A0 D0

1.150 TextExtent()

NAME : TextExtent
FUNCTION : Determine raster extent of text data
SYNOPSIS : TextExtent(rp,string,count,textExtent)
 -690 A1 A0 D0 A2

1.151 TextFit()

NAME : TextFit
 FUNCTION : count characters that will fit in a given extent
 SYNOPSIS : chars=TextFit(rastport,string, strlen, textExtent, constrainingExtent,
 D0 -696 A1 A0 D0 A2 A3
 strDirection, constrainingBitWidth, constrainingBitHeight)
 D1 D2 D3

1.152 TextLength()

NAME : TextLength
 FUNCTION : Determine raster length of text data
 SYNOPSIS : length=TextLength(rp,string,count)
 D0 -54 A1 A0 D0

1.153 UnlockLayerRom()

NAME : UnlockLayerRom
 FUNCTION : Unlock Layer structure by ROM code
 SYNOPSIS : UnlockLayerRom(layer)
 -438 a5

1.154 VBeamPos()

NAME : VBeamPos
 FUNCTION : Get vertical beam position at this instant
 SYNOPSIS : pos=VBeamPos()
 d0 -384

1.155 VideoControl()

NAME : VideoControl
 FUNCTION : Modify the operation of a ViewPort's ColorMap
 SYNOPSIS : error=VideoControl(cm,tags)
 d0 -708 a0 a1

1.156 WaitBlit()

NAME : WaitBlit
FUNCTION : Wait for the blitter to be finished before proceeding
with anything else
SYNOPSIS : WaitBlit()
-228

1.157 WaitBOVP()

NAME : WaitBOVP
FUNCTION : Wait till vertical beam reached bottom of this viewport
SYNOPSIS : WaitBOVP(vp)
-402 a0

1.158 WaitTOF()

NAME : WaitTOF
FUNCTION : Wait for the top of the next video frame
SYNOPSIS : WaitTOF()
-270

1.159 WriteChunkyPixels()

NAME : WriteChunkyPixels
FUNCTION : write the pen number value of a rectangular array of pixels
starting at a specified x,y location and continuing through
to another x,y location within a certain RastPort
SYNOPSIS : WriteChunkyPixels(rp,xstart,ystart,xstop,ystop,array,bytesperrow)
-1056 A0 D0 D1 D2 D3 A2 D4

1.160 WritePixel()

NAME : WritePixel
FUNCTION : Change the pen num of one specific pixel in a specified RastPort
SYNOPSIS : error=WritePixel(rp,x ,y)
d0 -324 a1 D0 D1

1.161 WritePixelFormat8()

NAME : WritePixelFormat8
FUNCTION : write the pen number value of a rectangular array of pixels starting at a specified x,y location and continuing through to another x,y location within a certain RastPort
SYNOPSIS : count=WritePixelFormat8(rp,xstart,ystart,xstop,ystop,array,temprp)
D0 -786 A0 D0 D1 D2 D3 A2 A1

1.162 WritePixelFormatLine8()

NAME : WritePixelFormatLine8
FUNCTION : write the pen number value of a horizontal line of pixels starting at a specified x,y location and continuing right for count pixels
SYNOPSIS : count=WritePixelFormatLine8(rp,xstart,ystart,width,array,temprp)
D0 -774 A0 D0 D1 D2 A2 A1

1.163 XorRectRegion()

NAME : XorRectRegion
FUNCTION : Perform 2d XOR operation of rectangle with region, leaving result in region
SYNOPSIS : status=XorRectRegion(region,rectangle)
d0 -558 A0 A1

1.164 XorRegionRegion()

NAME : XorRegionRegion
FUNCTION : Perform 2d XOR operation of one region with second region, leaving result in second region
SYNOPSIS : status=XorRegionRegion(region1,region2)
d0 -618 A0 A1
