index

Bruce Brown

COLLABORATORS

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ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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```

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
   BFETCH              "    "      "
   BAND                "    "      "

   BEGIN             RPL kernel word
```

1.4   c

```
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                  "     "     "

  ENDIF               RPL kernel word

  ERROR                 "     "     "
```

```
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>I                "    "     "
FETCH              "    "     "
FFETCH             "    "     "
FCONSTANT          "    "     "

FIL_LOAD         RPL file I/O word
FIL_SAVE           "    "     "    "

FMOD             RPL kernel word

FORGET           RPL kernel word

Formulas         Formula evaluation with RPL

FRICTION         Animation method

FSTORE           RPL kernel word

FVARIABLE          "    "     "

[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
```

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
```

1.13 l

```
INDEX - L

  LEAVE          RPL kernel word

  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

  MAT_CREATE        RPL material specific word
  MAT_DELETE         "      "        "        "
  MAT_FIND           "      "        "        "
  MAT_LOCK           "      "        "        "

  MEM_ALLOC        RPL miscellaneous word
  MEM_FREE           "        "          "

  MENU            RPL Miscellaneous word
      Menu List            All Menus & their RPL numbers

  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
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

  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
```

1.17 p

1.18 q

1.19 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               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                 "         "

   SPRINTF          RPL kernel word
   SQRT                           "       "         "
   STORE                 "       "       "

   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

   VSTORE           RPL vector operation word
   V.                    "       "         "         "

   V.40 changes     Developer information
```

```
   VFETCH           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               "     "         "     "
   VVARIABLE          "     "         "     "
```

1.24 w

```
INDEX – W

   WSTORE           RPL kernel word
   WFETCH             "     "       "

   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_SENDMSG        "           "            "
```

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            "     "     "
```