

**in**

**COLLABORATORS**

	<i>TITLE :</i> in	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

in

## 1.1 ModuleInformation

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

(----) OBJECT extsprite
(  0)    simplesprite:simplesprite (or ARRAY OF simplesprite)
( 12)    wordwidth:INT
( 14)    flags:INT
(----) ENDOBJECT      /* SIZEOF=16 */

(----) OBJECT simplesprite
(  0)    posctldata:PTR TO INT
(  4)    height:INT
(  6)    x:INT
(  8)    y:INT
( 10)    num:INT
(----) ENDOBJECT      /* SIZEOF=12 */

CONST GSTAG_SOFTSPRITE=$82000024,
GSTAG_ATTACHED=$82000022,
SPRITEA_ATTACHED=$81000008,
SPRITEA_OLEDDATAFORMAT=$8100000A,
GSTAG_SCANDOUBLED=$83000000,
SPRITEA_YREPLICATION=$81000004,
SPRITEA_XREPLICATION=$81000002,
GSTAG_SPRITE_NUM=$82000020,
SPRITEA_OUTPUTHEIGHT=$81000006,
SPRITEA_WIDTH=$81000000
```