in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

in

1.1 ModuleInformation

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

(----) OBJECT adtstart
(   0)   methodid:LONG
(   4)   frame:LONG
(----) ENDOBJECT      /* SIZEOF=8 */

(----) OBJECT adtframe
(   0)   methodid:LONG
(   4)   timestamp:LONG
(   8)   frame:LONG
(  12)   duration:LONG
(  16)   bitmap:PTR TO bitmap
(  20)   cmap:PTR TO colormap
(  24)   sample:PTR TO CHAR
(  28)   samplelength:LONG
(  32)   period:LONG
(  36)   userdata:LONG
(----) ENDOBJECT      /* SIZEOF=40 */

(----) OBJECT animheader
(   0)   operation:CHAR
(   1)   mask:CHAR
(   2)   width:INT
(   4)   height:INT
(   6)   left:INT
(   8)   top:INT
(  10)   abstime:LONG
(  14)   reltime:LONG
(  18)   interleave:CHAR
(  19)   pad0:CHAR
(  20)   flags:LONG
(  24)   pad[16]:ARRAY OF CHAR
(----) ENDOBJECT      /* SIZEOF=40 */

CONST ADTA_SAMPLELENGTH=$800011F7,
```

```
        ADTA_FRAMES=$8000125C,
        ADTA_COLORTABLE2=$800010CF,
        ADTM_DUMMY=$700,
        ADTA_DUMMY=$80001258,
        ID_DLTA=$444C5441,
        ADTM_START=$703,
        ADTA_SCREEN=$800010D4,
        ADTM_PAUSE=$704,
        ADTA_MODEID=$800010C8,
        ADTA_NUMALLOC=$800010D2,
        ADTM_STOP=$705,
        ADTA_GREGS=$800010CD,
        ADTA_CREGS=$800010CC,
        ADTA_SPARSETABLE=$800010DA,
        ADTA_COLORTABLE=$800010CE,
        ADTA_REMAP=$800010D3,
        ADTA_NUMCOLORS=$800010D1,
        ID_ANHD=$414E4844,
        ADTA_VOLUME=$800011F9,
        ADTA_PERIOD=$800011F8,
        ADTA_NUMSPARSE=$800010D9,
        ID_ANIM=$414E494D,
        ADTA_FRAMEINCREMENT=$8000125F,
        ADTM_UNLOADFRAME=$702,
        ADTM_LOADFRAME=$701,
        ADTA_FRAME=$8000125D,
        ADTA_KEYFRAME=$800010CA,
        ADTA_CYCLES=$800011FA,
        ADTA_FRAMESPERSECOND=$8000125E,
        ADTA_SAMPLE=$800011F6,
        ADTA_HEIGHT=$8000125A,
        ADTM_LOCATE=$706,
        ADTA_DEPTH=$8000125B,
        ADTA_ALLOCATED=$800010D0,
        ADTA_WIDTH=$80001259,
        ADTA_COLORREGISTERS=$800010CB

#define ANIMATIONDTCLASS/0
```