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: "graphics/monitor.m"
NOTE: don't use this output in your code, use the module instead.

(----) OBJECT monitorspec
(   0)   xln:xln (or ARRAY OF xln)
(  24)   flags:INT
(  26)   ratioh:LONG
(  30)   ratiov:LONG
(  34)   total_rows:INT
(  36)   total_colorclocks:INT
(  38)   denisemaxdisplaycolumn:INT
(  40)   beamcon0:INT
(  42)   min_row:INT
(  44)   special:PTR TO specialmonitor
(  48)   opencount:INT
(  50)   transform:LONG
(  54)   translate:LONG
(  58)   scale:LONG
(  62)   xoffset:INT
(  64)   yoffset:INT
(  66)   legalview:rectangle (or ARRAY OF rectangle)
(  74)   maxoscan:LONG
(  78)   videoscan:LONG
(  82)   denisemindisplaycolumn:INT
(  84)   displaycompatible:LONG
(  88)   displayinfodatabase:lh (or ARRAY OF lh)
( 102)   didbsemaphore:ss (or ARRAY OF ss)
( 148)   mrgcop:LONG
( 152)   loadview:LONG
( 156)   killview:LONG
(----) ENDOBJECT     /* SIZEOF=160 */

(----) OBJECT specialmonitor
(   0)   xln:xln (or ARRAY OF xln)
(  24)   flags:INT
(  26)   do_monitor:LONG
(  30)   reserved1:LONG
```

```
(  34)    reserved2:LONG
(  38)    reserved3:LONG
(  42)    hblank:analogsignalinterval (or ARRAY OF analogsignalinterval)
(  46)    vblank:analogsignalinterval (or ARRAY OF analogsignalinterval)
(  50)    hsync:analogsignalinterval (or ARRAY OF analogsignalinterval)
(  54)    vsync:analogsignalinterval (or ARRAY OF analogsignalinterval)
(----) ENDOBJECT      /* SIZEOF=58 */

(----) OBJECT analogsignalinterval
(   0)    start:INT
(   2)    stop:INT
(----) ENDOBJECT      /* SIZEOF=4 */

CONST STANDARD_VIEW_X=$81,
      STANDARD_VIEW_X=$81,
      STANDARD_VIEW_Y=$2C,
      STANDARD_VIEW_Y=$2C,
      REQUEST_SPECIAL=4,
      MSF_REQUEST_SPECIAL=4,
      MSB_REQUEST_SPECIAL=2,
      REQUEST_A2024=8,
      MSF_REQUEST_A2024=8,
      MSB_REQUEST_A2024=3,
      BROADCAST_BEAMCON=$808,
      SPECIAL_BEAMCON=$1B8A,
      STANDARD_PAL_BEAMCON=$20,
      STANDARD_NTSC_BEAMCON=0,
      VGA_TOTAL_ROWS=$83,
      STANDARD_PAL_ROWS=$138,
      STANDARD_NTSC_ROWS=$106,
      MSF_DOUBLE_SPRITES=16,
      MSB_DOUBLE_SPRITES=4,
      MIN_VGA_ROW=29,
      MIN_PAL_ROW=29,
      MIN_NTSC_ROW=21,
      STANDARD_MONITOR_MASK=3,
      BROADCAST_VBSTOP=$1C40,
      BROADCAST_VSSTOP=$54C,
      BROADCAST_HBSTOP=$27,
      BROADCAST_HSSTOP=23,
      VGA_VBSTOP=$CCD,
      VGA_VSSTOP=$235,
      VGA_HBSTOP=30,
      VGA_HSSTOP=28,
      STANDARD_VBSTOP=$1066,
      STANDARD_VSSTOP=$3AA,
      STANDARD_HBSTOP=$2C,
      STANDARD_HSSTOP=28,
      RATIO_FIXEDPART=4,
      VGA_DENISE_MIN=$3B,
      STANDARD_DENISE_MIN=$5D,
      RATIO_UNITY=16,
      REQUEST_NTSC=1,
      MSF_REQUEST_NTSC=1,
      MSB_REQUEST_NTSC=0,
      VGA_COLORCLOCKS=$71,
      STANDARD_COLORCLOCKS=$E2,
```

```
        BROADCAST_VSSTRT=$2A6,
        BROADCAST_VBSTRT=0,
        BROADCAST_HSSTRT=6,
        BROADCAST_HBSTRT=1,
        VGA_VSSTRT=$153,
        VGA_VBSTRT=0,
        VGA_HSSTRT=14,
        VGA_HBSTRT=8,
        STANDARD_VSSTRT=$2A6,
        STANDARD_VBSTRT=$122,
        STANDARD_HSSTRT=11,
        STANDARD_HBSTRT=6,
        FROM_MONITOR=1,
        TO_MONITOR=0,
        STANDARD_YOFFSET=0,
        STANDARD_XOFFSET=9,
        REQUEST_PAL=2,
        MSF_REQUEST_PAL=2,
        MSB_REQUEST_PAL=1,
        STANDARD_DENISE_MAX=$1C7

#define VGA_MONITOR_NAME/0
#define PAL_MONITOR_NAME/0
#define NTSC_MONITOR_NAME/0
#define DEFAULT_MONITOR_NAME/0
```