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

(----) OBJECT tpoint
(   0)   x:INT
(   2)   y:INT
(----) ENDOBJECT      /* SIZEOF=4 */

(----) OBJECT rect32
(   0)   minx:LONG
(   4)   miny:LONG
(   8)   maxx:LONG
(  12)   maxy:LONG
(----) ENDOBJECT      /* SIZEOF=16 */

(----) OBJECT rectangle
(   0)   minx:INT
(   2)   miny:INT
(   4)   maxx:INT
(   6)   maxy:INT
(----) ENDOBJECT      /* SIZEOF=8 */

(----) OBJECT bitmap
(   0)   bytesperrow:INT
(   2)   rows:INT
(   4)   flags:CHAR
(   5)   depth:CHAR
(   6)   pad:INT
(   8)   planes[8]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=40 */

CONST BMF_STANDARD=8,
      BMB_STANDARD=3,
      BMF_MINPLANES=16,
      BMB_MINPLANES=4,
      BMF_INTERLEAVED=4,
      BMB_INTERLEAVED=2,
```

```
        BMF_DISPLAYABLE=2,
        BMB_DISPLAYABLE=1,
        DENISE=1,
        BMF_CLEAR=1,
        BMB_CLEAR=0,
        BMA_HEIGHT=0,
        BMA_DEPTH=4,
        BITCLR=0,
        BMA_WIDTH=8,
        AGNUS=1,
        BITSET=$8000,
        BMA_FLAGS=12

#define RASSIZE/2
```