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

/* this module contains 5268 bytes of code! */

PROC setVObjectFace(a,b,c,d,e,f,g)
PROC newVectorObject(a,b,c,d,e)
PROC cloneVectorObject(a)
PROC setPolyClipRect(a,b)
PROC getVObjectPoints(a)
PROC freeVectorObject(a)
PROC copyVectorObject(a)
PROC setMatRotate(a,b,c,d)
PROC newPolyContext(a,b)
PROC moveDrawVList(a,b,c)
PROC freePolyContext(a)
PROC setPolyFlags(a,b,c)
PROC setPolyBitMap(a,b)
PROC setMatScale(a,b,c,d)
PROC matApply3(a,b,c,d)
PROC drawVObject(a,b)
PROC setMatIdent(a)
PROC remVObject(a,b)
PROC addVObject(a,b)
PROC matSize(a,b,c,d)
PROC freeVList(a,b)
PROC drawVList(a,b)
PROC sortVList(a)
PROC matMult(a,b)
PROC newVList()
```