

-- BitBlitDefs.mesa Edited by: Johnsson, March 10, 1978 3:23 PM

DIRECTORY

Mopcodes: FROM "Mopcodes";

BitBlitDefs: DEFINITIONS =
BEGIN

BBptr: TYPE = POINTER TO BBTable;
BBoperation: TYPE = {replace, paint, invert, erase};
BBsourcetype: TYPE = {block, compliment, andgray, gray};

BBTable: TYPE = MACHINE DEPENDENT RECORD [
pad: [0..1777B],
sourcealt, destalt: BOOLEAN, -- TRUE to use alternate memory bank
sourcetype: BBsourcetype,
function: BBoperation,
unused: CARDINAL,
dbca: POINTER, -- destination BaseCoreAddress
dbmr: CARDINAL, -- destination raster width(in words)
dlx: CARDINAL, -- destination left x
dty: CARDINAL, -- destination top y
dw: CARDINAL,
dh: CARDINAL,
sbca: POINTER, -- source BaseCoreAddress
sbmr: CARDINAL, -- source raster width(in words)
slx: CARDINAL, -- source left x
sty: CARDINAL, -- source top y
gray0: CARDINAL, -- four words of "gray"
gray1: CARDINAL,
gray2: CARDINAL,
gray3: CARDINAL];

BITBLT: PROCEDURE [ptr: BBptr] =
MACHINE CODE BEGIN Mopcodes.zLIO; Mopcodes.zBITBLT END;

END.