

TurboRez Toolset routines and their functions

Routine	Description
Housekeeping routines	
trBootInit	Initializes the TurboRez Toolset; called only by the Tool Locator -- must not be called by an application.
trStartUp	Starts up the TurboRez Toolset for use by an application.
trShutDown	Shuts down the TurboRez Toolset and frees any memory allocated by the TurboRez Toolset while it was active.
trVersion	Returns the version number of the TurboRez Toolset.
trStatus	Indicates whether the TurboRez Toolset is active.
PixBuf routines	
trPixNew	Creates a new PixBuf (Allocates buffers, etc).
trPixClose	Closes the specified PixBuf and de-allocates its buffers.
trPixOpen	Creates a PixBuf, then opens and loads the specified TPix disk file into it.
trPixSave	Saves the selected PixBuf as a TPix disk file.
trPixInfo	Used to access the header of a specified TPix disk file.
trPixAccess	Returns info about the selected PixBuf such as its size, buffer pointers, etc.
trPixStat	Returns the current status of the selected PixBuf (Inactive/Active).
trSetPixXY	Sets the global coordinates of the selected PixBuf.
trSetTarget	Makes the selected PixBuf the current Target PixBuf.
trSetSource	Makes the selected PixBuf the current Source PixBuf.
Display routines	
trDisplayOn	Enables the TurboRez display.
trDisplayOff	Disables the TurboRez display.
trSetDispXY	Sets the global display coordinates.
trDispUpdate	Copies selected areas of the Target Pixbuf to the THR onscreen display. The area copied is the overlap between the ClipRect, Display Rect and the PixBuf. Can also copy the Target PixBuf's palette to the THR display, if desired.
trClearDisp	Used to initialize display ram before viewing it. Clears currently write-enabled banks to the input color and updates the same display palette color entry.
trAutoDisplayOff	Dynamically disables/enables the THR display. It does this by monitoring a specified rect(s) on the SHR screen for non-black image write activity. Used before a SFCGetFile2 or SFPutFile2 call to prevent SHR/THR image overlaps.
trSetDispBank	Set the desired bank to display from.
trSetDispMode	Sets the desired display features.
Palette routines	
trPal	Updates colors within the palette of the currently selected PixBuf as well as the onscreen display.
trGetPal	Given a color number, returns the RGB values of that color.
trCopyPal	Copies a Source PixBuf palette to a Target PixBuf palette.
trPalCycle	Used to cycle the display colors based on the palette of the currently selected PixBuf. (Affects the display only.)
trFindDark	Searches the currently selected PixBuf's palette for its darkest color.
trInitBColor	Scans selected PixBuf palette and builds an "opposites" color table.
trOneBColor	Similar to above, updates a single color entry in the selected "opposites" table.

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Routine	Description
Dot/Line routines	
trDot	Used to draw pixels to the display and/or a specified PixBuf.
trGetDot	Based on global input coordinates, returns a pixels color.
trSetFastDot	Enables/Disables "FastDot" mode.
trFindFastDot2	Returns the address of the "FastDot2" entry point.
trLine	Draws a line of pixels to the display and/or a specified PixBuf.
trQueueStat	Returns the current status of the Dot/Pal Queues as well as that of the Fill, Refresh and Marquee routines.
Pen & Pattern routines	
trSetPenSize	Sets the width and height of the Pen.
trSetPenMode	Sets the drawing mode of the Pen.
trSetPenPat	Sets a pointer to the Pattern table the Pen is to use. Also sets the width and height of the Pattern table (which applies to the Mask as well).
trSetPenMask	Sets a pointer to the Mask table the Pen is to use.
Cursor routines	
trMapCursor	Examines the current system cursor record and builds the required internal models that allow "trShowCursor" to generate a THR shadow cursor.
trShowCursor	Enables the THR shadow cursor.
trHideCursor	Disables the THR shadow cursor.
trCursorStat	Returns the current status of the THR cursor (Inactive/Active).
MVLlist routines	
trInitMVLlist	Initializes the MVLlist buffers and variables.
trAddMVLrect	Adds a "Masked" or "Visible" rect entry to the MVLlist.
trDeleteMVLrect	Deletes one MVLrect entry from the current MVLlist buffer.
Menu routines	
trMenuStart	Initializes and enables the THR Menu shadowing routines. These routines "track" SHR pull-down menu activity and manage the THR shadow menus.
trMenuFinish	Used to terminate a THR Menu "session".
Marquee routines	
trSetMarquee	Initializes the Marquee routines based on a specified display rect.
trShowMarquee	Enables and makes visible the Marquee.
trHideMarquee	Disables and hides the Marquee.
Copy routines	
trBankCopy	Does a fast (8mhz) copy of one display ram bank to another.
trCopyPixels	Copys pixels from a Source PixBuf rect to a Target PixBuf rect. Various boolean and color range masking operations can be applied during the copy process.
Draw routines	
trDrawBrush	Draws a specified brush record using current PenMode, Pattern and Mask.
trDrawIcon	Draws a specified icon record (ignores PenMode, Pattern and Mask).

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Routine	Description
Rect routines	
trFillRect	Fills the specified rect (PixBuf and/or Display) with the input color value.
trFrameRect	Frames the specified rect (PixBuf and/or Display) with the input color value.
Blit routines	
trFillDispRect	Fills the specified display rect with the input color value (8mhz).
trRefDispRect	Using specified display rect, does a bank-to-bank display ram copy (8mhz).
trSetRefBanks	Sets the bank-to-bank configuration for upcoming refresh operations. Generally used sometime before a "trRefDispRect" or "trMenuStart" call.
trCrashTest	Used to see if a "trFillDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VBL) time, while they were writing to the THR display ram.
FatBits routines	
trFatInit	Initializes the FatBits routines.
trFatScroll	Activates FatScroll mode. Tracks mouse movements and scrolls FatBits display.
trFatDispUpdate	Updates FatBits display based on current Disp XY, Clip Rect and Pix XY settings. Used on FatBits startup and after a scroll thumb has been moved.
trFatDot	Draws a "fat" pixel to the FatBits display and a "normal" pixel to the RealBits display as well as to the currently selected Image PixBuf.
trGetFatDot	Based on FatBits display coordinates, returns color of FatBits pixel.
trFatClose	Shuts down the FatBits mode and de-allocates its buffers.
Vertical Scroll routines	
trVScrollInit	Initializes the VScroll routines. Must be called before "trVScroll" itself.
trVScroll	Does a vertical scroll transition from the current PixBuf onscreen to a new PixBuf. (Internal use of Auto-Palette maintains a pair of onscreen palettes)
trVScrollClose	Shuts down the VScroll routines and de-allocates their buffers.
View Scroll routines	
trViewInit	Initializes the View Scroll routines.
trViewScroll	Tracks mouse movement and handles THR display image scrolling.
trViewClose	Shuts down View Scroll routines and de-allocates their buffers.
SHR routines	
trSaveSHR	Saves the contents of a specified SHR rect area into a special holding buffer.
trRestoreSHR	Restores a previously saved area of the SHR display from the above buffer.
Misc routines	
trLocate	Scans GS slots for the presence of a TurboRez card.
trUniDiskFlag	Used in conjunction with a "GetFile" or a "PutFile" call. This call enables a routine that maintains a watch for GSOS drive polls (looking for disk activity in an attached UniDisk). Prevents VBL Irq's from being glitched up.
trSetWriteBank	Set display ram bank(s) to write enable.
trSetWriteMode	Sets the desired write modes.
trSetClipRect	Sets the global clipping rect to used by various drawing operations.