Routine	Description
Housekeeping rou	itines
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 pallette to the THR display, if desired.
trClearDisp	Used to initialize display ram before viewing it. Clears currently write-enable
	banks to the input color and updates the same display pallette 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 SFGetFile2 or SFPutFile2 call to prevent SHR/THR image overlaps.
trSetDispBank	Set the desired bank to display from.
trSetDispMode	Sets the desired display features.
Pallette routines	
trPal	Updates colors within the pallette 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 pallette to a Target PixBuf pallette.
trPalCycle	Used to cycle the display colors based on the pallette of the currently selecte
	PixBuf. (Affects the display only.)
!	

Searches the currently selected PixBuf's pallette for its darkest color.

Scans selected PixBuf pallette and builds an "opposites" color table.

Similar to above, updates a single color entry in the selected "opposites" table.

trFindDark

trInitEColor

trOneEColor

TurboRez Toolset routines and their functions

Routine	Description
NOUCLING	20001201201
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.
	nettesh anu marquee fouthies.
Pen & Pattern routi	nes
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	Promises the annual modern annual record and builds the nearly of internal
trMapCursor	Examines the current system cursor record and builds the required internal
trShowCursor	models that allow "trShowCursor" to generate a THR shadow cursor. Enables the THR shadow cursor.
trHideCursor	Disables the THR shadow cursor.
trCursorStat	Returns the current status of the THR cursor (Inactive/Active).
MVList routines	
trInitMVList	Initializes the MVList buffers and variables.
trAddMVRect	Adds a "Masked" or "Visible" rect entry to the MVList.
trDeleteMVRect	Deletes one MVRect entry from the current MVList 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.
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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).

TurboRez Toolset routines and their functions

used sometime before a "trRefDispRect" or "trNemuStart" call. trCrashTest Used to see if a "trFillDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VEL) time, while they were writing to the TWR display ram. PatBits routines trRatInit Initializes the PatBits routines. trRatScroll Activates PatScroll mode. Tracks mouse movements and scrolls PatBits display. trFatDispUpdate Updates PatBits display based on current Disp XX, Clip Rect and Pix XX settings. Used on FatBits startup and after a scroll thumb has been moved. trFatDot Draws a "fat" pixel to the PatBits display and a "normal" pixel to the RealBits display as well as to the currently selected Image PixBuf. trGetPatDot Based on PatBits display coordinates, returns color of PatBits pixel. trFatClose Shuts down the FatBits mode and de-allocates its buffers. Vertical Scroll routines trNscrollInit Initializes the VScroll routines. Must be called before "trNscroll" itself. trNscroll Does a vertical scroll transition from the current PixBuf onscreen to a new PixBuf. (Internal use of Auto-Pallette maintains a pair of onscreen pallettes) trNscrollClose Shuts down the VScroll routines and de-allocates their buffers. View Scroll routines trViewCorlose Shuts down View Scroll routines. SIR routines trSaveSER Saves the contents of a specified SER rect area into a special holding buffer. trRestoreSER Restores a previously saved area of the SER display from the above buffer. Misc routines trCoate Scans GS slots for the presence of a TurbORez card. trUniDiskPlag Used in conjunction with a "GetFile" or a "PutFile" call. This call enables a routine that maintains a watch for GSS drive polls (looking for disk activity in an attached UniDisk). Prevents VEL Irq's from being glitched up. trSetWriteBank Set display ram bank(s) to write enable.	Routine	Description
Blit routines trFrameRect Prames the specified rect (PixBuf and/or Display) with the imput color value. Blit routines trFillDispRect Pills the specified display rect with the imput color value (Anhz). trRefDispRect Using specified display rect, does a bank-to-bank display ram copy (Anhz). trSetRefBanks Sets the bank-to-bank configuration for upcoming refresh operations. Generally used sometime before a "trAefDispRect" or "trMemDispRect" call overlapped any Live-Scan (non-VBL) time, while they were writing to the TRR display ram. PatBlits routines trFatInit Initializes the FatBlits routines. trFatDoot Activates FatScroll mode. Tracks mouse movements and scrolls FatBlits display. trFatDoot Draws a "fat" pixel to the PatBlits display and a "normal" pixel to the RealBlits display as well as to the currently selected Image PixBuf. trGetFatDot Based on FatBlits mode and de-allocates its buffers. Vertical Scroll routines trNEcrollInit Initializes the WEcroll routines. Must be called before "trNEcroll" itself. trNEcrollInit Initializes the WEcroll routines. trNEcrollClose Shuts down the PatBlits mode and de-allocates their buffers. Vertical Scroll routines trNEcrollClose Shuts down the WEcroll routines and de-allocates their buffers. View Scroll routines trNEcrollClose Shuts down the WEcroll routines and de-allocates their buffers. SHR routines trViewClose Shuts down View Scroll routines and de-allocates their buffers. SHR routines trViewCord Restores a previously saved area of the SHR 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. 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. Tracks routines trRoutines trRoutines trRoutines trRoutines Set	Rect routines	
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trillDispRect Fills the specified display rect, does a bank-to-bank display ran copy (Anhz). trSetRefBanks Sets the bank-to-bank configuration for upcoming refresh operations. Generally used sometime before a "trRefDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VRL) time, while they were writing to the TER display ram. PatBits routines trRefDispRect Used to see if a "trFillDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VRL) time, while they were writing to the TER display ram. PatBits routines trRefDispRect Used to see if a "trFillDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VRL) time, while they were writing to the TER display ram. PatBits routines trRefDispRect Used to see if a "trFillDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VRL) time, while they were writing to the TER display ram. PatBits routines trRefDispRect Used to see if a "trFillDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VRL) time, while they were writing to the TER display ram. PatBits routines trRefDispRect Used to see if a "trFillDispRect" or "trRefDispRect" call overlapped any Live-Scan (non-VRL) time, while they were writing to the TER display ram. PatBits routines trRefDispRect Used TrRefDispRect or TrRefDispRect Call PatBits display to the TER display in to the TER display in trRefDispRect Call TrRefDispRect Card. TrRestOrespRect Call TrRefDispRect Card. TrRefDispRect Call TrRefDispRect Card. TrRefDispRect Call TrRefDispRect Card	trFrameRect	- ' - ' - '
trRetFilispRect Using specified display rect, does a bank-to-bank display ram copy (8mhz). trSetRefBanks Sets the bank-to-bank cofiguration for upcoming refresh operations. Generally used sometime before a "trRetDispRect" or "trMemStart" call. trCrashTest Used to see if a "trPillDispRect" or "trMemStart" call. trCrashTest Used to see if a "trPillDispRect" or "trMemStart" call. PatBits routines trRetInit Initializes the PatBits routines. trRetScroll Activates PatScroll mode. Tracks mouse movements and scrolls PatBits display trRetDispUpdate Updates PatBits display based on current Disp NZ, Clip Rect and Pix NZ settings. Used on PatBits startup and after a scroll thumb has been moved. trRetDot Draws a "fat" pixel to the PatBits display and a "normal" pixel to the RealBits display as well as to the currently selected Image PixBuf. trGetPatDot Based on PatBits display coordinates, returns color of PatBits pixel. trRetClose Shuts down the PatBits mode and de-allocates its buffers. Vertical Scroll routines trNscrollInit Initializes the VScroll routines. Must be called before "trNScroll" itself. trNscroll Does a vertical scroll transition from the current PixBuf onscreen to a new PixBuf. (Internal use of Auto-Pallette maintains a pair of onscreen pallettes) trVscrollClose Shuts down the VScroll routines. trViewCroll Tracks mouse movement and handles TER display image scrolling. trViewClose Shuts down View Scroll routines. trViewCroles Shuts down View Scroll routines. trViewCroles Saves the contents of a specified SER rect area into a special holding buffer. trRestoreSER Restores a previously saved area of the SER display from the above buffer. Misc routines trIccate Scans GS slots for the presence of a TurtORez card. trIniDiskPlag 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 VEL Irq's from being glitched up. trSetNiriteNode Sets the desired write mod	Blit routines	
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tings. 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-Pallette maintains a pair of onscreen pallettes) trVscrollClose Shuts down the VScroll routines and de-allocates their buffers. View Scroll routines trViewColl Tracks mouse movement and handles THR display image scrolling. trViewColse 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.	trFatScroll	
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Vertical Scroll routines TriscrollTnit Initializes the WScroll routines. Must be called before "triscroll" itself. Triscroll Does a vertical scroll transition from the current PixBuf onscreen to a new PixBuf. (Internal use of Auto-Pallette maintains a pair of onscreen pallettes) TriscrollClose Shuts down the VScroll routines and de-allocates their buffers. View Scroll routines trViewScroll routines trViewCoroll Tracks mouse movement and handles THR display image scrolling. trViewCoroll Tracks mouse movement and handles THR display image scrolling. trViewCoroll Tracks mouse movement 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 CS slots for the presence of a TurboRez card. trUniDiskFlag Used in conjunction with a "CetFile" 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.	trFatDot	
Vertical Scroll routines trNScrollInit Initializes the VScroll routines. Must be called before "trNScroll" itself. trVScroll Does a vertical scroll transition from the current PixBuf onscreen to a new PixBuf. (Internal use of Auto-Pallette maintains a pair of onscreen pallettes) trVScrollClose Shuts down the VScroll routines and de-allocates their buffers. View Scroll routines trViewScroll Initializes the View Scroll routines. trViewGcroll 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.	trGetFatDot	Based on FatBits display coordinates, returns color of FatBits pixel.
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-Pallette maintains a pair of onscreen pallettes) trVScrollClose Shuts down the VScroll routines and de-allocates their buffers. View Scroll routines trViewCorll 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.	trFatClose	Shuts down the FatBits mode and de-allocates its buffers.
trVScroll Does a vertical scroll transition from the current PixBuf onscreen to a new PixBuf. (Internal use of Auto-Pallette maintains a pair of onscreen pallettes) trVScrollClose Shuts down the VScroll routines and de-allocates their buffers. View Scroll routines trViewInit Initializes the View Scroll routines. trViewCoroll 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 "CetFile" 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 Irg's from being glitched up. trSetWriteBank Set display ram bank(s) to write enable. trSetWriteMode Sets the desired write modes.	Vertical Scroll rout	ines
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trSetWriteMode Sets the desired write modes.	trSetWriteBank	
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	trSetClipRect	Sets the global clipping rect to used by various drawing operations.