DIRECTORY
Mopcodes: FROM "Mopcodes";

BitBltDefs: 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.