

File created: 26-Oct-2021 10:52:24 {DSK}<home>larry>medley>sources>MAIKOBITBLT.;2

changes to: (FNS \\MAIKO.BITBLTSUB \\MAIKO.BLTCHAR \\MAIKO.PUNTBTLCHAR \\MAIKO.BITBLT.BITMAP  
\\MAIKO.BLTSHADE.BITMAP)

previous date: 24-Oct-2021 10:31:31 {DSK}<home>larry>medley>sources>MAIKOBITBLT.;1

Read Table: XCL

Package: INTERLISP

Format: XCCS

; Copyright (c) 1988-1990, 1994 by Venue & Xerox Corporation.

(RPAQQ **MAIKOBITBLTCOMS**

(  
;; this file has some optimizations for BITBLT on MAIKO; while PILOTBITBLT opcode still works, these functions directly implement some  
;; higher level operations

(FNS \\MAIKO.BITBLTSUB \\MAIKO.BLTCHAR \\MAIKO.PUNTBTLCHAR \\MAIKO.BITBLT.BITMAP \\MAIKO.BLTSHADE.BITMAP  
)

;; Save the old \BITBLT.BITMAP, because it handles the OPERATION - MERGE case, where the C code doesn't.

(P (MOVD ' \\BITBLT.BITMAP ' \\MAIKO.OLDBITBLT.BITMAP))  
(ADDVARS ( \\MAIKO.MOVDS ( \\MAIKO.BLTCHAR \\MEDW.BLTCHAR)  
( \\MAIKO.BITBLTSUB \\BITBLTSUB)  
( \\MAIKO.BITBLT.BITMAP \\BITBLT.BITMAP)  
( \\MAIKO.BLTSHADE.BITMAP \\BLTSHADE.BITMAP))))))

;; this file has some optimizations for BITBLT on MAIKO; while PILOTBITBLT opcode still works, these functions directly implement some higher level  
;; operations

(DEFINEQ

(\\MAIKO.BITBLTSUB

(LAMBDA (PILOTBBT |SourceBitMap| SLX STY |DestinationBitMap| DLX DTY HEIGHT |SourceType| |Operation| |Texture|  
|WindowXOffset| |WindowYOffset|)  
; Edited 26-Oct-2021 10:06 by larry  
; Edited 29-Jun-88 16:24 by

;; replaces \BITBLTSUB on Maiko

(SUBRCALL BITBLTSUB PILOTBBT |SourceBitMap| SLX STY |DestinationBitMap| DLX DTY HEIGHT |SourceType|  
|Operation| |Texture| |WindowXOffset| |WindowYOffset|))

(\\MAIKO.BLTCHAR

(LAMBDA (CHARCODE DISPLAYSTREAM DISPLAYDATA)  
; Edited 26-Oct-2021 10:22 by larry  
; Edited 6-Jul-90 10:14 by matsuda  
(SUBRCALL NEW-BLTCHAR CHARCODE DISPLAYSTREAM DISPLAYDATA)))

(\\MAIKO.PUNTBTLCHAR

(LAMBDA (CHARCODE DISPLAYSTREAM DISPLAYDATA)  
; Edited 26-Oct-2021 10:21 by larry  
; Edited 1-Nov-89 15:26 by takeshi

;; puts a character on a display stream. This function will be called when \maiko.bltchar failed. Punt from subr call

(**DECLARE** (LOCALVARS . T))  
(PROG (LOCAL1 RIGHT LEFT CURX CHAR8CODE)  
(SETQ CHAR8CODE ( \\CHAR8CODE CHARCODE))  
CRLP  
(COND  
( (NOT (EQ (|ffetch| ( \\DISPLAYDATA DDCHARSET) |of| DISPLAYDATA)  
( \\CHARSET CHARCODE)))  
( \\CHANGECHARSET.DISPLAY DISPLAYDATA ( \\CHARSET CHARCODE))))  
(COND  
( (|ffetch| ( \\DISPLAYDATA |DDSlowPrintingCase|) |of| DISPLAYDATA)  
(RETURN (COND  
( (|type?| STREAM DISPLAYSTREAM)  
( \\SLOWBLTCHAR CHARCODE DISPLAYSTREAM))  
( (|type?| WINDOW DISPLAYSTREAM)  
( \\SLOWBLTCHAR CHARCODE (FETCH DSP OF DISPLAYSTREAM)))  
(T (ERROR "Not Stream or Window" DISPLAYSTREAM))))))  
(SETQ CURX (|ffetch| ( \\DISPLAYDATA DDXPOSITION) |of| DISPLAYDATA))  
(SETQ RIGHT (IPLUS CURX ( \\DSPGETCHARIMAGewidth CHAR8CODE DISPLAYDATA)))  
(COND  
( (IGREATERP RIGHT (|ffetch| ( \\DISPLAYDATA |DDRRightMargin|) |of| DISPLAYDATA)  
; would go past right margin, force a cr  
(COND  
( (IGREATERP CURX (|ffetch| ( \\DISPLAYDATA |DDLeftMargin|) |of| DISPLAYDATA)  
; don't bother CR if position is at left margin anyway. This also  
; serves to break the loop.  
( \\DSPPRINTCR/LF (CHARCODE EOL)  
DISPLAYSTREAM)  
; reuse the code in the test of this conditional rather than repeat it  
; here.  
(GO CRLP))))))  
(|freplace| ( \\DISPLAYDATA DDXPOSITION) |of| DISPLAYDATA |with| (IPLUS CURX ( \\DSPGETCHARWIDTH CHAR8CODE  
DISPLAYDATA)))  
; transforms an x coordinate into the destination coordinate.

```

(SETQ LOCAL1 (|ffetch| (\\DISPLAYDATA DDXOFFSET) |of| DISPLAYDATA))
(SETQ CURX (IPLUS CURX LOCAL1))
(SETQ RIGHT (IPLUS RIGHT LOCAL1))
(COND
  ((IGREATERP RIGHT (SETQ LOCAL1 (|ffetch| (\\DISPLAYDATA |DDClippingRight|) |of| DISPLAYDATA)))
   ; character overlaps right edge of clipping region.
   (SETQ RIGHT LOCAL1)))
(SETQ LEFT (COND
  ((IGREATERP CURX (SETQ LOCAL1 (|ffetch| (\\DISPLAYDATA |DDClippingLeft|) |of| DISPLAYDATA)))
   CURX)
  (T LOCAL1)))
(RETURN (COND
  ((AND (ILESSP LEFT RIGHT)
        (NOT (EQ (|ffetch| (PILOTBBT PBTHEIGHT) |of| (SETQ LOCAL1 (|ffetch| (\\DISPLAYDATA
                                                                    DDPILOTBBT)
                                                                    |of| DISPLAYDATA))))
          0)))
  (.WHILE.TOP.DS. DISPLAYSTREAM (SUBCALL BLTCHAR LOCAL1 DISPLAYDATA CHAR8CODE CURX LEFT
                                       RIGHT))
  T))))))

```

**(\\MAIKO.BITBLT.BITMAP**

```

(LAMBDA (SOURCEBITMAP SOURCELEFT SOURCEBOTTOM DESTBITMAP DESTINATIONLEFT DESTINATIONBOTTOM WIDTH HEIGHT
        SOURCETYPE OPERATION TEXTURE CLIPPINGREGION CLIPPEDSOURCELEFT CLIPPEDSOURCEBOTTOM)
  ; Edited 14-Jun-90 16:47 by TS

```

:: SUN version of \\BITBLT.BITMAP. For all but the MERGE case, use C code. For the MERGE case, use the old code.

:: Jun-14 Now,C function, bitblt\_bitmap , has PUNT case for MREGE case(Takeshi)

:: \\MAIKO.OLDBITBLT.BITMAP is obsolete, \\PUNT.BITBLT.BITMAP is there.

::

```

;; (COND ((EQ SOURCETYPE 'MERGE) (\\MAIKO.OLDBITBLT.BITMAP SOURCEBITMAP SOURCELEFT SOURCEBOTTOM DESTBITMAP
;; DESTINATIONLEFT DESTINATIONBOTTOM WIDTH HEIGHT SOURCETYPE OPERATION TEXTURE CLIPPINGREGION
;; CLIPPEDSOURCELEFT CLIPPEDSOURCEBOTTOM)) (T (SUBCALL BITBLT.BITMAP SOURCEBITMAP SOURCELEFT SOURCEBOTTOM
;; DESTBITMAP DESTINATIONLEFT DESTINATIONBOTTOM WIDTH HEIGHT SOURCETYPE OPERATION TEXTURE CLIPPINGREGION
;; CLIPPEDSOURCELEFT CLIPPEDSOURCEBOTTOM)))

```

```

(SUBCALL BITBLT.BITMAP SOURCEBITMAP SOURCELEFT SOURCEBOTTOM DESTBITMAP DESTINATIONLEFT DESTINATIONBOTTOM
  WIDTH HEIGHT SOURCETYPE OPERATION TEXTURE CLIPPINGREGION CLIPPEDSOURCELEFT CLIPPEDSOURCEBOTTOM)))

```

**(\\MAIKO.BLTSHADE.BITMAP**

```

(LAMBDA (TEXTURE DESTINATIONBITMAP DESTINATIONLEFT DESTINATIONBOTTOM WIDTH HEIGHT OPERATION CLIPPINGREGION)
  ; Edited 14-Jun-90 16:49 by TS

```

```

(DECLARE (LOCALVARS . T))

```

:: C function, bitshade\_bitmap , has PUNT case \\PUNT.BLTSHADE.BITMAP(Takeshi)

```

(SUBCALL BLTSHADE.BITMAP TEXTURE DESTINATIONBITMAP DESTINATIONLEFT DESTINATIONBOTTOM WIDTH HEIGHT OPERATION
  CLIPPINGREGION))

```

)

:: Save the old \\BITBLT.BITMAP, because it handles the OPERATION - MERGE case, where the C code doesn't.

```

(MOVD '\\BITBLT.BITMAP '\\MAIKO.OLDBITBLT.BITMAP)

```

```

(ADDTOVAR \\MAIKO.MOVDS (\\MAIKO.BLTCHAR \\MEDW.BLTCHAR)
  (\\MAIKO.BITBLTSUB \\BITBLTSUB)
  (\\MAIKO.BITBLT.BITMAP \\BITBLT.BITMAP)
  (\\MAIKO.BLTSHADE.BITMAP \\BLTSHADE.BITMAP))

```

```

(PUTPROPS MAIKOBITBLT COPYRIGHT ("Venue & Xerox Corporation" 1988 1989 1990 1994))

```

**FUNCTION INDEX**

\\MAIKO.BITBLT.BITMAP .....2    \\MAIKO.BLTCHAR .....1    \\MAIKO.PUNTBLTCHAR .....1  
\\MAIKO.BITBLTSUB .....1    \\MAIKO.BLTSHADE.BITMAP .....2

---

**VARIABLE INDEX**

\\MAIKO.MOVDS .....2

---