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ioLogikE1200 Series

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copyright)/2; ret = flash program(prog start,&copyright,sizeof(copyright),NULL);
CYG TEST PASS FAIL((ret == FLASH ERR OK), "flash program2");
                                                                    /* Check the first version is still OK
*/
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Copyright (c) 2000 - Rosimildo da Silva// // MODULE DESCRIPTION: // This module implements the Microwindows Drivers for systems that implements // the Micro Input Device interface. This driver is Copyright (c) 1999, 2000, 2001 Greg Haerr  $\ensuremath{<}$  Greg@censoft.com> \* \* 32bpp Linear Video Driver for Microwindows

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changed small model to use \_TEXT only for fixup overflows; 7/26/92 v6.3 .center/.cexit macros for

Copyright (c) 1999 Greg Haerr <greg@censoft.com> \* \* 2pbb (4 color) standard palette definition

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Copyright (c) 1999 Victor Rogachev <rogach@sut.ru> \* \* Screen Driver using DJGPP & GRX Library

```
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Copyright (c) 2001, 2002 by Greg Haerr <greg@censoft.com> \*/#include <stdio.h>#include

<stdlib.h>#include <unistd.h>#include <fcntl.h>#ifdef \_\_ECOS# include <pkgconf/system.h># ifdef CYGPKG\_HA

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Copyright (C) Chris Johns (ccj@acm.org)

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Copyright (c) Independant JPEG group (ijg) \* \* Image load/cache/resize/display routines

Copyright (c) 1999, 2000, Wei Yongming. \* jmt: scrollbar thumb ported \* \* Microwindows win32 Scrollbars control

Copyright (c) 2000 - Rosimildo da Silva// // MODULE DESCRIPTION: // This module implements the "GsSelect()" function for MicroWindows.

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Routines
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Scrollbars
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implementation based on ideas given to me by * Tomasz Cejner - thanks! :) */
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MWINCLUDECOLORS#include "nano-X.h"/* Uncomment this if you want debugging output from this fi
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Microwindows *
                       This driver is written for the Vr41xx Palm PC machines *
                                                                                 Hopefully, we can
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COPYRIGHT); printed_version = TRUE;
                                        }
                                              cinfo->err->trace_level++;
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routines. * GdArc is integer only and requires start/end points. * GdArcAngle requires floating po
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                       00/01/26 added alpha blending with lookup tables (64k total)
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*/#include <unistd.h>#include <fcntl.h>#include "nano-X.h"
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                                   RAM: 0x00000000-0x01000000 FLASH: 0x50000000 - 0x50400000,
32 blocks of 0x00020000 bytes ea. IP: 192.168.1.25, Default server: 192.168.1.101 RedBoot>
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Copyright (c) 2000 Greg Haerr <greg@censoft.com> \* \* Nano-X Draw Library \* nxPaintNCArea - paint non-client area \* nxDraw3dShadow - draws a shadow with bottom-left and top-right missing \* nxDraw3

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\* This file should ideally only include windows.h, and be built \* on top of regular win32 api ca

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MWINCLUDECOLORS#include "nano-X.h"/\* Uncomment this to get debugging output from this file \*/

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kernel driver (char 11,0). \* L7200: Requires /dev/touchscreen/ucb1x00-ts

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Video Driver for Microwindows \* Included with #define HAVEBLIT in vgaplan4.h

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