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**SOFTWARE DESIGN DOCUMENT
Vehicle Simulation CSCI (5)**

Volume 4 of 4 Appendices

June, 1991



Prepared by:

BBN Systems and Technologies,
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Prepared for:

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APPENDIX A: HEADER FILES

The following header files are important in understanding the simulation code. They contain external references to routines externally accessible from the libraries. They contain external references to global variables and contain definitions of data types and constant for use as parameters.

System Level Header Files

The following files are located in the directory /simnet/release/src/include/

- abs.h
- abd.h
- bbddev.h
- bbdioctl.h
- bfly_std.h
- ci_bfly.h
- cig_buffer.h
- cigutil.h
- cmc.h
- cmc_status.h
- cmc_timer.h
- cmctimer.h
- compat.h
- cpu.h
- dgi_std.h
- dgi_stdg.h
- dr.h
- drdev.h
- driocctl.h
- dtad.h
- enparg.h
- enpioctl.h
- error.h
- filter_regs.h
- net/netfilter.h
- net/nettab.h
- net/network.h
- net/pktq.h
- gbuffer.h
- gcom.h
- idc.h
- if_cig2sim.h
- if_ctas.h
- if_ctl_error.h
- if_hdr_str.h
- if_init.h
- if_phase.h
- if_phase_out.h
- if_sim2sig.h
- if_targets.h
- if_tst_ctl.h
- if_veh_eff.h

itab.h
keys.h
least_sq_fit.h
libidc.h
libidc_dfn.h
libiod.h
libiod_dfn.h
libmap.h
libmap_dfn.h
libmatrix.h
libmem.h
libmem_dfn.h
libparser.h
libpfile.h
libpfile_dfn.h
librva.h
librva5.h
librvaT.h
librva_util.h
libsound.h
libsound_dfn.h
libterrain.h
load.h
longpt.h
machine.h
map.h
mass_std.h
matrixdev.h
minmax.h
my_style.h
new_sci.h
newmatrix.h
objects.h
oldimps.h
p2p.h
pnl_test_dfn.h
powers.h
rtc.h
ser.h
ser_status.h
serdev.h
serdvr.h
serioctl.h
sersvr.h
shmcontrol.h
sim_ammo.h
sim_cig_df.h
sim_cig_if.h
sim_dfns.h
sim_macros.h
sim_style.h
sim_types.h
simstdio.h
sines.h

softp.h
status.h
table.h
tdb.h
terrain.h
timer.h
timers.h
timers_dfn.h
tolerance.h
trig.h
tolerance.h
types.h
universal.h
util.h
yumm.h
assoc.h
clparse.h
fifo.h
fifo_dfn.h
libapp.h
libcontrols.h
libdev.h
libevent.h
libfilter.h
libimps.h
libmath.h
libpots.h
libutil.h
libcif.h
enpsvr.h

The following files are in the directory /simnet/release/src/include/protocol/

address.h
basic.h
bridge_com.h
failure.h
ivis_com.h
ivis_rpt.h
mun_type.h
obj_type.h
org_unit.h
p_All.h
p_assoc.h
p_data.h
p_faad.h
p_ivis.h
p_logger.h
p_mgmt.h
p_mon.h
p_num.h
p_p2p.h
p_radio.h

p_sim.h
p_size.h
p_stlth.h
p_terra.h
p_timers.h
pro_assoc.h
pro_data.h
pro_faad.h
pro_logger.h
pro_mgmt.h
pro_num.h
pro_p2p.h
pro_sim.h
pro_size.h
pro_stlth.h
pro_terra.h
pro_timers.h
repair_m1.h
repair_m2.h
st_faad.h
stat_m1.h
stat_m2.h
status.h
status_m1.h
status_m2.h
veh_appear.h
veh_type.h

Vehicles Header Files

The following files are located in the directory /simnet/release/src/vehicle/include/

aero_param.h
bigwheel.h
dyn_mass.h
dyn_state.h
dynlib.h
ground.h
kin_state.h
libair.h
libairmeter.h
libball.h
libcig.h
libfail.h
libhull.h
libkin.h
libmain.h
libmem_util.h
libmsg.h
libmun.h
libnetwork.h
libproc.h

librepair.h
libweapon.h
net_stats.h
newcig.h
parameters.h
sbcustom.h
sblibry.h
std_atm.h
vehicle.h
way_ed.h
weapons.h
libmiss_dfn.h
miss_adat.h
libnear.h
librotate.h
miss_hellfr.h
miss_maverck.h
miss_nlos.h
miss_stinger.h
miss_tow.h
libmissile.h
libsusp.h
libturret.h
libveh.h
libflags.h
libvflags.h

The following files are located in the directory /simnet/release/src/vehicle/m1/include/

m1_ammo.h
m1_ammo_df.h
m1_ammo_mx.h
m1_ammo_pn.h
m1_bcs.h
m1_cali_df.h
m1_cig.h
m1_cntrl.h
m1_comm_mx.h
m1_ctl_df.h
m1_cupola.h
m1_driv_mx.h
m1_driv_pn.h
m1_dtad.h
m1_dtrain.h
m1_elecsys.h
m1_engine.h
m1_f_regs.h
m1_failure.h
m1_firectl.h
m1_fuel_df.h
m1_fuelsys.h
m1_gunn_mx.h
m1_handles.h
m1_hydrsys.h

m1_idc.h
m1_keybrd.h
m1_laser.h
m1_load_mx.h
m1_main.h
m1_mem_dfn.h
m1_meter.h
m1_mtr_dfn.h
m1_pots.h
m1_pots_df.h
m1_rep_map.h
m1_repair.h
m1_resupp.h
m1_soun_pn.h
m1_sound.h
m1_sound_dfn.h
m1_status.h
m1_thermal.h
m1_tmrs.h
m1_tracks.h
m1_turr_pn.h
m1_turret.h
m1_vision.h
m1_weapons.h
m1_wpn_par.h
om1_vision.h

The following files are located in the directory /simnet/release/src/vehicle/kato/include/

kato_ammo.h
kato_attach.h
kato_cali_df.h
kato_cig.h
kato_cntrl.h
kato_cntrlr.h
kato_cons.h
kato_ctl_df.h
kato_ctl_nls.h
kato_f_regs.h
kato_gunmnt.h
kato_hard.h
kato_idc.h
kato_keybrd.h
kato_mem.h
kato_mem_dfn.h
kato_meter.h
kato_mtr_dfn.h
kato_network.h
kato_nlos.h
kato_periph.h
kato_pots.h
kato_pots_df.h
kato_resupp.h
kato_rnd_dfn.h

kato_sb.h
kato_snd_dfn.h
kato_soft.h
kato_softi.h
kato_softo.h
kato_soun_pn.h
kato_sound.h
kato_state.h
kato_status.h
kato_tmrs.h
kato_varinit.h
kato_view.h
kato_vision.h
okato_mtr_df.h
old_cntrlr.h

The following files are located in the directory /simnet/release/src/vehicle/kato/include/

m2_alpha.h
m2_alpha_df.h
m2_ammo.h
m2_ammo_df.h
m2_bcs.h
m2_cali_df.h
m2_cig.h
m2_cntrl.h
m2_cntrlr.h
m2_cons.h
m2_ctll_df
m2_cupola.h
m2_driv_mx.h
m2_driv_pn.h
m2_dtrain.h
m2_elecsys.h
m2_engfail.h
m2_engine.h
m2_f_regs.h
m2_failure.h
m2_firectl.h
m2_fuel_df.h
m2_fuelsys.h
m2_gages.h
m2_handles.h
m2_idc.h
m2_isu.h
m2_keybrd.h
m2_launcher.h
m2_main.h
m2_mem_dfn.h
m2_meter.h
m2_mtr_df.h
m2_odom.h
m2_pots.h
m2_pots_df.h

m2_ptrain.h
m2_ramp.h
m2_rep_map.h
m2_repair.h
m2_resupp.h
m2_slope.h
m2_soun_pn.h
m2_sound.h
m2_sound_dfn.h
m2_status.h
m2_tmrs.h
m2_trans.h
m2_turr_def.h
m2_turr_mx.h
m2_turr_pn.h
m2_turret.h
m2_vision.h
m2_weapons.h
m2_wpn_par.h

APPENDIX B: USER DEFINED TYPES

The following is a list of globally accessible user defined types and the files in which they are defined.

<u>User Defined Type</u>	<u>Where Typedef Defined</u>
*FUNC_PTR	sim_style.h
*PFV	sim_types.h
*POINTER	sim_style.h
*STRING	mass_std.c.h
ActivateReason	p_sim.h
ActivateRequestVariant	p_sim.h
ActivateResponseVariant	p_sim.h
ActivateResult	p_sim.h
address_entry	pnl_tst_dfn.h
AirframeSubsystems	status.h
AirVehicleSubsystems	status.h
Angle	basic.h
AssociationDataUnit	p_assoc.h
AssociationPDU	p_assoc.h
AssociationPDUKind	p_assoc.h
AssociationProtocolVersion	p_assoc.h
AssociationUserProtocol	p_assoc.h
AttachedVariant	p_stlth.h
AttachVariant	p_stlth.h
B1BBOX2D	dgi_stdg.h
B1BBOX3D	dgi_stdg.h
B1HSL	dgi_stdg.h
B1HSLO	dgi_stdg.h
B1MTX4X3	dgi_stdg.h
B1MTX4X4	dgi_stdg.h
B1P2D	dgi_stdg.h
B1P3D	dgi_stdg.h
B1P4D	dgi_stdg.h
B1RGB	dgi_stdg.h
B1RGBO	dgi_stdg.h
B_LEVEL_TYPE	libpfile_dfn.h
BattleScheme	basic.h
bbd_device	bbddev.h
BOOLEAN	sim_types.h
Boolean	basic.h
BOUND_BOX	libfilter.h
BOUND_INFO	libfilter.h
BreachedLaneStatusVariant	p_data.h
BreachedLaneVariant	p_sim.h
BridgePacket	bridge_com.h
BridgePacketHeader	bridge_com.h
BurstDescriptor	basic.h
BVOL_SUPT	if_targets.h
BYTE	sim_types.h
Byte	types.h
CharacterSetType	basic.h

ChassisSubsystems	status.h
cif_cb	libcif.h
cif_connection_table	libcif.h
cif_vec	libcif.h
CockpitSubsystems	status.h
CollisionVariant	p_sim.h
ComponentStatus	p_mgmt.h
CONTROL_IDENTIFIER	libpfile_dfn.h
DamageCause	p_data.h
DamageType	basic.h
data_arg	enparg.h
DataCollectionPDU	p_data.h
DataCollectionPDUKind	p_data.h
DataCollectionProtocolVersion	p_data.h
DeactivateReason	p_sim.h
DeactivateRequestVariant	p_sim.h
DeactivateResponseVariant	p_sim.h
DeactivateResult	p_sim.h
DED_MAP_ENTRY	libmap_dfn.h
device	drdev.h
DiscrepancyThresholds	libapp.h
E_PARAM	sim_types.h
EDGE_TYPE	libpfile_dfn.h
EffectType	p_data.h
ElectronicSubsystems	status.h
elevationRequestPDUKind	p_terra.h
ElevationRequestVariant	p_terra.h
elevationResponsePDUKind	p_terra.h
ElevationResponseVariant	p_terra.h
enp_registers	enparg.h
EquipStatusVariant	p_mgmt.h
ErrorReportSeverity	p_mgmt.h
ErrorReportVariant	p_mgmt.h
EventFlagVariant	p_data.h
EventID	basic.h
exec_req	sersvr.h
ExerciseID	basic.h
ExerciseStatusVariant	p_data.h
ExtNetworkBuffer	network.h
FIFO	fifo_dfn.h
FireResult	p_sim.h
FireType	p_sim.h
FireVariant	p_sim.h
ForceID	basic.h
FOV	if_header_struct.h
FOV	sim_cig_if.h
G_EDGE_TYPE	libpfile_dfn.h
GenericVehicleStatus	status.h
getstat_arg	enparg.h
gettime_arg	enparg.h
GridZone	map.h
GroundVehicleSubsystems	status.h
HASH_ENTRY	va_dec.h Vehicles CSCI SDD
HASH_TABLE	va_dec.h Vehicles CSCI SDD

HOST_INFO	libfilter.h
HWORD	mass_stdc.h
I2BBOX2D	dgi_stdg.h
I2BBOX3D	dgi_stdg.h
I2HSL	dgi_stdg.h
I2HSLO	dgi_stdg.h
I2MTX4X3	dgi_stdg.h
I2MTX4X4	dgi_stdg.h
I2P2D	dgi_stdg.h
I2P3D	dgi_stdg.h
I2P4D	dgi_stdg.h
I2RGB	dgi_stdg.h
I2RGBO	dgi_stdg.h
I4BBOX2D	dgi_stdg.h
I4BBOX3D	dgi_stdg.h
I4HSL	dgi_stdg.h
I4HSLO	dgi_stdg.h
I4MTX4X3	dgi_stdg.h
I4MTX4X4	dgi_stdg.h
I4P2D	dgi_stdg.h
I4P3D	dgi_stdg.h
I4P4D	dgi_stdg.h
I4RGB	dgi_stdg.h
I4RGBO	dgi_stdg.h
IDC_ENTRY	idc_dfn.h
ImpactVariant	p_sim.h
IndirectFireDetonation	p_sim.h
IndirectFireVariant	p_sim.h
INT_2	mass_stdc.h
INT_4	mass_stdc.h
key_t	sys/types.h
LaserRangeFinder	p_data.h
LaserRangeResult	p_data.h
LaserRangeVariant	p_data.h
LIGHT_TYPE	libpfile_dfn.h
liopb	serioctl.h
LoggerActivity	p_logger.h
LoggerAvailReplyVariant	p_logger.h
LoggerClockTickVariant	p_logger.h
LoggerCommandVariant	p_logger.h
LoggerInformationVariant	p_logger.h
LoggerMedium	p_logger.h
LoggerOperation	p_logger.h
LoggerPDU	p_logger.h
LoggerPDUKind	p_logger.h
LoggerProtocolVersion	p_logger.h
LoggerRTCType	p_logger.h
LoggerSeekRTC	p_logger.h
LoggerSpeedRTC	p_logger.h
LoggerStartRTC	p_logger.h
LoggerState	p_logger.h
LoggerStatusReplyVariant	p_logger.h
LoggerTime	p_logger.h
LongPt	longpt.h

low_stuff	enparg.h
LT_BVOC_ENTRY	sim_cig_if.h
LT_POLY_ENTRY	sim_cig_if.h
M_LEVEL_TYPE	libpfile_dfn.h
ManagementPDU	p_data.h
ManagementPDUKind	p_mgmt.h
ManagementProtocolVersion	p_mgmt.h
MapCoordinates	map.h
MarkerDescriptor	p_sim.h
MarkerVariant	p_sim.h
MarkerVariantNumber	p_sim.h
matrix_device	matrixdev.h
maxElevations	p_terra.h
maxGenericVehicleStores	status.h
mca_arg	enparg.h
MetamorphoseVariant	p_stlth.h
METER_TYPE	libpfile_dfn.h
MimicVariant	p_stlth.h
MineDescriptor	p_data.h
MinefileIdVariant	p_data.h
Monitor_PDU	p_mon.h
Monitor_PDUKind	p_mon.h
MonitorKind	p_mon.h
MonitorResponseVariant	p_mon.h
MotiveSubsystems	status.h
MSG-BLK	if_cig_ctl.h
MSG_1ROTATION	sim_cig_if.h
MSG_2D_SETUP	if_init.h
MSG_2D_SETUP	sim_cig_if.h
MSG_3ROTATIONS	sim_cig_if.h
MSG_ADD_TRAJ_TABLE	sim_cig_if.h
MSG_AGL	if_cig2sim.h
MSG_AGL	sim_cig_if.h
MSG_AGL_SETUP	sim_cig_if.h
MSG_AIRVEH_STATE	sim_cig_if.h
MSG_AMMO_DEFINE	sim_cig_if.h
MSG_ASID_OTHERVEH_STATE	sim_cig_if.h
MSG_ASID_SHOW_EFFECT	sim_cig_if.h
MSG_ASID_STATICVEH_STATE	sim_cig_if.h
MSG_CANCEL_ROUND	sim_cig_if.h
MSG_CGN_CONFIGTREE	sim_cig_if.h
MSG_CIG_CTL	if_cig_ctl.h
MSG_CIG_CTL	sim_cig_if.h
MSG_COLLISION	if_cig2sim.h
MSG_CREATE_CONFIG_NODE	sim_cig_if.h
MSG_CREATE_CONFIGNODE	if_init.h
MSG_DELETE_TRAJ_TABLE	sim_cig_if.h
MSG_DRAW_PRT_SIZE	if_cig_ctl.h
MSG_DRAW_PRT_SIZE	sim_cig_if.h
MSG_END	if_cig_ctl.h
MSG_EC	if_phase_out.h
MSG_FILE_DESCRIPTOR	if_tst_ctl.h
MSG_FILE_DESCRIPTOR	sim_cig_if.h
MSG_FILE STATUS	if_tst_ctl.h

MSG_FILE_STATUS	sim_cig_if.h
MSG_FILE_XFER	if_tst_ctl.h
MSG_FILE_XFER	sim_cig_if.h
MSG_GEN_CONFIGTREE	if_init.h
MSG_GENVEH_STATE	if_phase_out.h
MSG_GENVEH_STATE	sim_cig_if.h
MSG_GO	sim_cig_if.h
MSG_GUN_OVERLAY	sim_cig_if.h
MSG_HDR	if_cig_ctl.h
MSG_HDR	sim_cig_if.h
MSG_HIT	if_cig2sim.h
MSG_HIT	sim_cig_if.h
MSG_HIT_RETURN	sim_cig_if.h
MSG_HPRXYZS_MATRIX	sim_cig_if.h
MSG_LASER_RETURN	if_cig2sim.h
MSG_LASER_RETURN	sim_cig_if.h
MSG_LOCAL_TERRAIN	if_cig2sim.h
MSG_LOCAL_TERRAIN	sim_cig_if.h
MSG_LT_PIECE	sim_cig_if.h
MSG_M1VEH_STATE	if_phase_out.h
MSG_M1VEH_STATE	sim_cig_if.h
MSG_M2_VEH_STATE	if_phase_out.h
MSG_M2VEH_STATE	sim_cig_if.h
MSG_MISS	sim_cig_if.h
MSG_OBSCURE	sim_cig_if.h
MSG_OTHERVEH_STATE	sim_cig_if.h
MSG_OVERLAY_SETUP	if_init.h
MSG_OVERLAY_SETUP	sim_cig_if.h
MSG_PASS_BACK	if_cig2sim.h
MSG_PASS_BACK	sim_cig_if.h
MSG_PASS_ON	sim_cig_if.h
MSG_PROCESS_ROUND	sim_cig_if.h
MSG_REQUEST_LASER_RANGE	sim_cig_if.h
MSG_RETURN_POINT_INFO	if_cig2sim.h
MSG_ROT_2x1_MATRIX	sim_cig_if.h
MSG_ROUND_FIRED	sim_cig_if.h
MSG_RTN_LT	if_tst_ctl.h
MSG_RTN_LT	sim_cig_if.h
MSG_RTS4x3_MATRIX	sim_cig_if.h
MSG_SCALE	sim_cig_if.h
MSG_SHOW_EFFECT	sim_cig_if.h
MSG_STATICVEH_REM	sim_cig_if.h
MSG_STATICVEH_STATE	sim_cig_if.h
MSG_SYS_ERROR	if_cig_ctl.h
MSG_SYS_ERROR	sim_cig_if.h
MSG_TARGET_ENVIROMENT	if_cig2sim.h
MSG_TERRAIN_FEEDBACK	if_cig2sim.h
MSG_TERRAIN_FEEDBACK_POINT_INIT	if_init.h
MSG_TERRAIN_FEEDBACK_SETUP	if_init.h
MSG_TEST_NAME	if_tst_ctl.h
MSG_TEST_NAME	sim_cig_if.h
MSG_TF_HDR	if_cig2sim.h
MSG_TF_PT	if_cig2sim.h
MSG_TRAJ_CHORD	sim_cig_if.h

MSG_TRAJ_ENTRY	sim_cig_if.h
MSG_TRAJ_ENTRY_XFER	if_init.h
MSG_TRAJ_ENTRY_XFER	sim_cig_if.h
MSG_TRAJ_TABLE_XFER	if_init.h
MSG_TRAJ_TABLE_XFER	sim_cig_if.h
MSG_TRANSLATION	sim_cig_if.h
MSG_VIEW_FLAGS	sim_cig_if.h
MSG_VIEW_MAGNIFICATION	sim_cig_if.h
MSG_VIEW_MODE	sim_cig_if.h
MSG_VIEWPORT_STATE	if_init.h
MSG_VIEWPORT_STATE	sim_cig_if.h
MSG5_BLK	sim_cig_if.h
MTXUNION	if_header_struct.h
MTXUNION	sim_cig_if.h
MulticastGroupID	p_assoc.h
MunitionQuantity	basic.h
NetworkAddress	network.h
NetworkBuffer	network.h
NetworkHeader	network.h
NetworkHeader8023	network.h
NetworkPacket	network.h
ObjectType	basic.h
ObjectID	basic.h
ObjectType	p_sim.h
OrganizationalUnit	basic.h
OrganizationType	basic.h
OWN_COLLISIONS	if_targets.h
PARSE_DATA	parser.h (for libparser)
PARSE_TABLE	parser.h (for libparser)
PFI	sim_types.h
PointToPointPDU	p_p2p.h
PointToPointProtocolVersion	p_p2p.h
POT_TYPE	libpfile_dfn.h
PowerSubsystems	status.h
psndr	sersvr.h
qcontrol	ser.h
QueueElement	network.h
R4BBOX2D	dgi_stdg.h
R4BBOX3D	dgi_stdg.h
R4HSL	dgi_stdg.h
R4HSLO	dgi_stdg.h
R4MTX4X4	dgi_stdg.h
R4P2D	dgi_stdg.h
R4P3D	dgi_stdg.h
R4P4D	dgi_stdg.h
R4RGB	dgi_stdg.h
R4RGBO	dgi_stdg.h
R8BBOX2D	dgi_stdg.h
R8BBOX3D	dgi_stdg.h
R8HSL	dgi_stdg.h
R8HSLO	dgi_stdg.h
R8MTX4X3	dgi_stdg.h
R8MTX4X4	dgi_stdg.h
R8P2D	dgi_stdg.h

R8P3D	dgi_stdg.h
R8P4D	dgi_stdg.h
R8RGB	dgi_stdg.h
R8RGBO	dgi_stdg.h
RadarDutyCycle	p_sim.h
RadarMode	p_sim.h
RadiateVariant	p_sim.h
REAL	sim_types.h
REAL_4	mass_std.h
REAL_8	mass_std.h
REMOTE_OBJECT_CLASS	libfilter.h
RemoteCommandVariant	p_mon.h
RepairCause	p_data.h
RepairRequestVariant	p_sim.h
RepairResponseVariant	p_sim.h
RepairResult	p_sim.h
RepairType	basic.h
reset_req	sersvr.h
RESOLUTION	if_header_struct.h
RESOLUTION	sim_cig_if.h
ResupplyCancelVariant	p_sim.h
ResupplyVariant	p_sim.h
ReturnSwitch	p_data.h
RingElement	network.h
ROT2x1_MTX	if_header_struct.h
ROT2x1_MTX	sim_cig_if.h
ROT_MATRIX	sim_types.h
RTS3x3_MTX	if_header_struct.h
RTS3x3_MTX	sim_cig_if.h
RTS4x3_MTX	if_header_struct.h
RTS4x3_MTX	sim_cig_if.h
RVA_ENTRY	librva.h
S_BUFFER	Section 2.1.2.2.2.117 Vehicles CSCI SDD
serdev	sersvr.h
sersvr_req	sersvr.h
settime_arg	enparg.h
ShellAckVariant	p_mon.h
ShellOpenVariant	p_mon.h
ShellStatus	p_mon.h
ShellStatusVariant	p_mon.h
ShellTextVariant	p_mon.h
ShowEffectVariant	p_data.h
SignalFrequency	p_sim.h
SignalPower	p_sim.h
SIMNET_M1_Status	stat_m1.h
SIMNET_M2_Status	stat_m2.h
SIMNET_MCC_Status	p_data.h
SIMNET_Sim_Status	p_mgmt.h
simnetFAADStatus	status.h
simnetM1Status	status.h
simnetM2Status	status.h
SimulationAddress	address.h
SimulationPDU	p_sim.h
SimulationPDUKind	p_sim.h

SimulationProtocolVersion	p_sim.h
SimulationStatusVariant	p_data.h
SimulatorType	basic.h
SiteID	address.h
SkyColor	basic.h
SOUND_ELEMENT	sound_dfn.h
SP_ActivateReason	p_sim.h
SP_ActivateRequestVariant	p_sim.h
SP_ActivateResponseVariant	p_sim.h
SP_ActivateResult	p_sim.h
SP_AirframeSubsystems	status.h
SP_AirVehicleSubsystems	status.h
SP_AssociationDataUnit	p_assoc.h
SP_AssociationPDU	p_assoc.h
SP_AssociationPDUKind	p_assoc.h
SP_AssociationProtocolVersion	p_assoc.h
SP_AssociationUserProtocol	p_assoc.h
SP_AttachedVariant	p_stlth.h
SP_AttachVariant	p_stlth.h
SP_BreachedLaneStatusVariant	p_data.h
SP_BreachedLaneVariant	p_sim.h
SP_ChassisSubsystems	status.h
SP_CockpitSubsystems	status.h
SP_CollisionVariant	p_sim.h
SP_ComponentStatus	p_mgmt.h
SP_DamageCause	p_data.h
SP_DataCollectionPDU	p_data.h
SP_DataCollectionPDUKind	p_data.h
SP_DataCollectionProtocolVersion	p_data.h
SP_DeactivateReason	p_sim.h
SP_DeactivateRequestVariant	p_sim.h
SP_DeactivateResponseVariant	p_sim.h
SP_DeactivateResult	p_sim.h
SP_EffectType	p_data.h
SP_ElectronicSubsystems	status.h
SP_elevationRequestPDUKind	p_terra.h
SP_ElevationRequestVariant	p_terra.h
SP_elevationResponsePDUKind	p_terra.h
SP_ElevationResponseVariant	p_terra.h
SP_EquipStatusVariant	p_mgmt.h
SP_ErrorReportSeverity	p_mgmt.h
SP_ErrorReportVariant	p_mgmt.h
SP_EventFlagVariant	p_data.h
SP_ExerciseStatusVariant	p_data.h
SP_FireResult	p_sim.h
SP_FireType	p_sim.h
SP_FireVariant	p_sim.h
SP_GenericVehicleStatus	status.h
SP_GroundVehicleSubsystems	status.h
SP_ImpactVariant	p_sim.h
SP_IndirectFireDetonation	p_sim.h
SP_IndirectFireVariant	p_sim.h
SP_LaserRangeFinder	p_data.h
SP_LaserRangeResult	p_data.h

SP_LaserRangeVariant	p_data.h
SP_LoggerActivity	p_logger.h
SP_LoggerAvailReplyVariant	p_logger.h
SP_LoggerClockTickVariant	p_logger.h
SP_LoggerCommandVariant	p_logger.h
SP_LoggerInformationVariant	p_logger.h
SP_LoggerMedium	p_logger.h
SP_LoggerOperation	p_logger.h
SP_LoggerPDU	p_logger.h
SP_LoggerPDUKind	p_logger.h
SP_LoggerProtocolVersion	p_logger.h
SP_LoggerRTCType	p_logger.h
SP_LoggerSeekRTC	p_logger.h
SP_LoggerSpeedRTC	p_logger.h
SP_LoggerStartRTC	p_logger.h
SP_LoggerState	p_logger.h
SP_LoggerStatusReplyVariant	p_logger.h
SP_LoggerTime	p_logger.h
SP_ManagementPDU	p_data.h
SP_ManagementPDUKind	p_mgmt.h
SP_ManagementProtocolVersion	p_mgmt.h
SP_MarkerDescriptor	p_sim.h
SP_MarkerVariant	p_sim.h
SP_MarkerVariantNumber	p_sim.h
SP_maxElevations	p_terra.h
SP_maxGenericVehicleStores	status.h
SP_MetamorphoseVariant	p_stlth.h
SP_MimicVariant	p_stlth.h
SP_MineDescriptor	p_data.h
SP_MinefieldVariant	p_data.h
SP_Monitor_PDU	p_mon.h
SP_Monitor_PDUKind	p_mon.h
SP_MonitorKind	p_mon.h
SP_MonitorResponseVariant	p_mon.h
SP_MotiveSubsystems	status.h
SP_MulticastGroupID	p_assoc.h
SP_PointToPointPDU	p_p2p.h
SP_PointToPointProtocolVersion	p_p2p.h
SP_PowerSubsystems	status.h
SP_RadarDutyCycle	p_sim.h
SP_RadarMode	p_sim.h
SP_RadiateVariant	p_sim.h
SP_RemoteCommandVariant	p_mon.h
SP_RepairCause	p_data.h
SP_RepairRequestVariant	p_sim.h
SP_RepairResponseVariant	p_sim.h
SP_RepairResult	p_sim.h
SP_ResupplyCancelVariant	p_sim.h
SP_ResupplyVariant	p_sim.h
SP_ReturnSwitch	p_data.h
SP_ShellAckVariant	p_mon.h
SP_ShellOpenVariant	p_mon.h
SP_ShellStatus	p_mon.h
SP_ShellStatusVariant	p_mon.h

SP_ShellTextVariant	p_mon.h
SP_ShowEffectVariant	p_data.h
SP_SignalFrequency	p_sim.h
SP_SignalPower	p_sim.h
SP_SIMNET_M1_Status	stat_m1.h
SP_SIMNET_M2_Status	stat_m2.h
SP_SIMNET_MCC_Status	p_data.h
SP_SIMNET_Sim_Status	p_mgmt.h
SP_simnetFAADStatus	status.h
SP_simnetM1Status	status.h
SP_simnetM2Status	status.h
SP_SimulationAddress	address.h
SP_SimulationPDU	p_sim.h
SP_SimulationPDUKind	p_sim.h
SP_SimulationProtocolVersion	p_sim.h
SP_SimulationStatusVariant	p_data.h
SP_SiteID	address.h
SP_SpecificStatusCategory	status.h
SP_StatusChangeEffect	p_data.h
SP_StatusChangeVariant	p_data.h
SP_StatusQueryVariant	p_data.h
SP_StatusResponseVariant	p_data.h
SP_StatusResult	p_data.h
SP_StealthAppearanceVariant	p_stlth.h
SP_StealthErrorVariant	p_stlth.h
SP_StealthPDU	p_stlth.h
SP_StealthVisibilityVariant	p_stlth.h
SP_subsystemExists	status.h
SP_SubsystemsCategory	status.h
SP_subsystemStatus	status.h
SP_TeleportVariant	p_stlth.h
SP_TerrainPDU	p_terra.h
SP_TerrainPDUKind	p_terra.h
SP_TerrainProtocolVersion	p_terra.h
SP_terrainProtocolVersionCurrent	p_terra.h
SP_terrainProtocolVersionJan90	p_terra.h
SP_TransactionIdentifier	p_assoc.h
SP_TurretSubsystems	status.h
SP_UnitRelation	p_data.h
SP_VehicleAppearanceVariant	p_sim.h
SP_vehiclesDynamics	p_stlth.h
SP_VehicleSpecificStatus	status.h
SP_VehicleStatus	status.h
SP_VehicleStatusVariant	p_data.h
SP_VehicleSubsystems	status.h
SP_WeaponSubsystems	status.h
SpecificStatusCategory	status.h
startenp_arg	enparg.h
STATUS_TYPE	libpfile_dfn.h
StatusChangeEffect	p_data.h
StatusChangeVariant	p_data.h
StatusQueryVariant	p_data.h
StatusResponseVariant	p_data.h
StatusResult	p_data.h

StealthAppearanceVariant	p_stlth.h
StealthErrorVariant	p_stlth.h
StealthPDU	p_stlth.h
StealthVisibilityVariant	p_stlth.h
subsystemExists	status.h
SubsystemsCategory	status.h
subsystemStatus	status.h
T_MAT_PTR	sim_types.h
T_MATRIX	sim_types.h
TableControl	table.h
TableEnt	table.h
TARGET_SUPPORTS	if_targets.h
TargetDescriptor	basic.h
TargetType	basic.h
TDB_INFO	tdb.h
TDB_POINT	tdb.h
TDB_STATUS	tdb.h
TDB_THING	tdb.h
TeleportVariant	p_stlth.h
templet_arg	enparg.h
termio	termio.h
TerrainDatabaseID	basic.h
TerrainMap	map.h
TerrainPDU	p_terra.h
TerrainPDUKind	p_terra.h
TerrainProtocolVersion	p_terra.h
terrainProtocolVersionCurrent	p_terra.h
terrainProtocolVersionJan90	p_terra.h
TF1	if_header_struct.h
TF1	sim_cig_if.h
TF2	if_header_struct.h
TF2	sim_cig_if.h
TF_TYPE	if_header_struct.h
Time	basic.h
TIMER	timers_dfn.h
TransactionIdentifier	p_assoc.h
TurretSubsystems	status.h
type_arg	enparg.h
UnitIdentifier	basic.h
UnitRelation	p_data.h
UnitType	basic.h
VECTOR	sim_types.h
VEH_LIMITS	libfilter.h
VehicleAppearance	libapp.h
VehicleAppearanceVariant	p_sim.h
VehicleCapabilities	basic.h
VehicleCapabilities	basic.h
VehicleClass	basic.h
VehicleComponent	basic.h
VehicleCoordinates	basic.h
VehicleGuises	basic.h
VehicleID	basic.h
VehicleIDStatus	veh_table.h
VehicleMarking	basic.h

vehiclesDynamics	p_stlth.h
VehicleSpecificStatus	status.h
VehicleStatus	status.h
VehicleStatusVariant	p_data.h
VehicleSubsystems	status.h
VelocityVector	basic.h
version_arg	enparg.h
VNS_1	mass_std.c.h
VNS_2	mass_std.c.h
VNS_4	mass_std.c.h
WeaponSubsystems	status.h
WORD	mass_std.c.h
WorldCoordinates	basic.h
write_req	sersvr.h
XYCoordinates	basic.h
XYZHPR	if_header_struct.h

APPENDIX C: MACROS

The following is a list of globally accessible macros and the files in which they are defined.

<u>Macro</u>	<u>Filename</u>
abs	abs.h
abs	sim_macros.h
ASSOC_ADDRESS_EQUAL	assoc.h
between	sim_macros.h
bound	sim_macros.h
BSWAP	libcif.h
BYTE_COUNT	gbuffer.h
CALL	parser.h (for libparser)
CALL1	parser.h (for libparser)
circle_to_mil	trig.h
cntrl	sim_macros.h
CONSTANT	parser.h (for libparser)
CONSTANT_TABLE	parser.h (for libparser)
cube	powers.h
cube	sim_macros.h
DEFINE_TABLE	parser.h (for libparser)
deg_to_mil	sim_macros.h
deg_to_mil	sim_macros.h
deg_to_rad	sim_macros.h
deg_to_rad	sim_macros.h
deg_to_rad	trig.h
DO_KEYWORD_TABLE	parser.h (for libparser)
DOT	gbuffer.h
dtad_device	dtad.h
Dtad_error	dtad.h
Dtad_pull	dtad.h
Dtad_read	dtad.h
Dtad_start	dtad.h
END_FRAGMENT	bbd.h
END_FRAGMENT_MAX	bbd.h
END_OF_DMA_BUFFER	gbuffer.h
eq	sim_macros.h
eq(x,y,z)	tolerance.h
F_REFLECT	compat.h
FIELD	parser.h (for libparser)
FIELD_TABLE	parser.h (for libparser)
FIFO_EMPTY	fifo_dfn.h
FIFO_FULL	fifo_dfn.h
FOREVER	sim_macros.h
frame_delay_of_sound	sim_macros.h
GET_CONTROL(p)	network.h
GET_DATA_PTR(p)	network.h
GET_DSAP(p)	network.h
GET_ETHER_TYPE(p)	network.h
GET_PROTOID(p)	network.h
GET_SSAP(p)	network.h

GETCONSTANT	parser.h (for libparser)
GETDECIMAL	parser.h (for libparser)
GETFIELDS	parser.h (for libparser)
GETOCTAL	parser.h (for libparser)
GETSTRING	parser.h (for libparser)
GETWORD	ser.h
HELP_PRINT1	sim_macros.h
HELP_PRINT2	sim_macros.h
HEX2	sim_macros.h
HEX3	sim_macros.h
HIWORD	libcif.h
ischar	sim_style.h
iseven	sim_style.h
ishex	sim_style.h
isnum	sim_style.h
isodd	sim_style.h
isprmtbl	sim_style.h
iswhite	sim_style.h
KEYWORD	parser.h (for libparser)
KEYWORD_SELECT	parser.h (for libparser)
L_REFLECT	compat.h
L_SWAP	compat.h
LGETHEX	parser.h (for libparser)
LOWORD	libcif.h
mag2	sim_macros.h
mag3	sim_macros.h
max	sim_macros.h
MGMT_HEADER_SIZE	p_size.h
mil_to_circle	trig.h
mil_to_deg	sim_macros.h
mil_to_deg	sim_macros.h
mil_to_rad	sim_macros.h
mil_to_rad	sim_macros.h
mil_to_rad	trig.h
min	sim_macros.h
N-GETPTR	itab.h
N_BUFPTR	itab.h
N_BUFSIZ	itab.h
N_ISLOCKED	itab.h
N_ISNEW	itab.h
N_LOCK	itab.h
N_NUMENTRIES	itab.h
N_SETNEW	itab.h
N_SETOLD	itab.h
N_SETPTR	itab.h
N_UNLOCK	itab.h
NEXT_IN	fifo_dfn.h
NEXT_OUT	fifo_dfn.h
p_arg()	parser.h (for libparser)
PACKET_LENGTH	gbuffer.h
PAGE_ALIGN	enparg.h
PARSI_FUNCTION	parser.h (for libparser)
PARSI_KEYWORD	parser.h (for libparser)
parser_init	see 2.5.2.1.1 in Sim Host CSCI SDD

parser_init	sec 2.5.2.1.1 in Sim Host CSCI SDD
parser_restore_term	sec 2.5.2.1.2 in Sim Host CSCI SDD
parser_restore_term	sec 2.5.2.1.2 in Sim Host CSCI SDD
PATCH_INDEX	tdb.h
PORE	parser.h (for libparser)
PORE_B	parser.h (for libparser)
PORE_L	parser.h (for libparser)
PORE_W	parser.h (for libparser)
potval	sim_macros.h
pr	serioctl.h
PRINT	parser.h (for libparser)
PRINT1	parser.h (for libparser)
PRINT_VID_ERROR	rva_lcc.h Vehicles CSCI SDD
PRINTFIELDS	parser.h (for libparser)
PRO_ASSOC_DATAGRAM_SIZE	p_size.h
PRO_ASSOC_PADDING_HDR_SIZE	p_size.h
PRO_ASSOC_PADDING_SIZE	p_size.h
PRO_ASSOC_REQUEST_HDR_SIZE	p_size.h
PRO_ASSOC_REQUEST_SIZE	p_size.h
PRO_ASSOC_RESPONSE_SIZE	p_size.h
PRO_DATA_EXERCISE_STATUS_SIZE	p_size.h
PRO_DATA_SIMULATION_STATUS_SIZE	p_size.h
PRO_DATA_STATUS_CHANGE_SIZE	p_size.h
PRO_DATA_VEHICLE_STATUS_SIZE	p_size.h
PRO_SIM_ACTIVATE_REQUEST	p_size.h
PRO_SIM_APPEARANCE_SIZE	p_size.h
PRO_SIM_DEACTIVATE_REQUEST	p_size.h
PRO_SIM_FIRE_SIZE	p_size.h
PRO_SIM_IND_FIRE_SIZE	p_size.h
PRO_SIM_MARKER_SIZE	p_size.h
PRO_SIM_REPAIR_REQUEST_SIZE	p_size.h
PRO_SIM_RESUPPLY_CANCEL_SIZE	p_size.h
PRO_SIM_RESUPPLY_OFFER_SIZE	p_size.h
PUTARG	parser.h (for libparser)
qnum_to_chnum	ser.h
rad_to_deg	sim_macros.h
rad_to_deg	sim_macros.h
rad_to_deg	trig.h
rad_to_mil	sim_macros.h
rad_to_mil	sim_macros.h
rad_to_mil	trig.h
radians_to_simnet_angle	libapp.h
readq	ser.h
REPORT_ERROR	gbuffer.h
Ringsize_in_chars(size)	network.h
roll_dice	sim_macros.h
SET_CONTROL(p,x)	network.h
SET_DSAP(p,x)	network.h
SET_ETHER_TYPE(p,x)	network.h
SET_PROTOID(p,x)	network.h
SET_SSAP(p,x)	network.h
shift_args	cigutil.h
sign	sim_macros.h
SIM_ADDRESS_EQUAL	sim_macros.h

SIM_ADDRESSES_EQUAL	sim_macros.h
simnet_angle_to_radians	libapp.h
SINES_GET_COS	sines.h
SINES_GET_SIN	sines.h
SINES_SHIFT_INDEX	sines.h
square	powers.h
square	sim_macros.h
START_FRAGMENT	bbd.h
step	sim_macros.h
step(x,y,z)	tolerance.h
vec_mag2	sim_macros.h
vec_mag3	sim_macros.h
VEHICLE_IDS_EQUAL	sim_macros.h
VEHICLE_IDS_EQUAL	sim_macros.h
W_SWAP	compat.h
writeq	ser.h
xor	sim_macros.h

APPENDIX D: GLOSSARY OF TERMS AND ABBREVIATIONS

2-D	Two-dimensional.
AAM	Active area memory. Memory that contains the currently viewable database and models. AAM contains 256 terrain load modules (16 rows by 16 columns). This provides a 3500-meter viewing range, plus a 500-meter buffer, in each direction. If load module blocking is enabled, AAM is effectively quadrupled.
AGL	Above ground level. If AGL processing is enabled (via the MSG_AGL_SETUP message), the simulated vehicle's altitude above ground level is calculated and returned to the Simulation Host every frame.
ASID	Application-specific identification data. ASIDs are used to add unique data (e.g., bumper numbers, smoke plume, dust cloud, etc.) to a model.
aspect ratio	The ratio of the sides (width:height) of the viewport. This is assumed to be 1.
BVME	A VME board that interfaces with the Butterfly computer.
bvol	Bounding volume. The volume of the bounding box that is used to completely enclose an object in the simulation environment.
centroid	The theoretical "center" of an object, around which the object is rotated. The centroid's coordinates are the averages of the corresponding coordinates of a given set and, for a given planar or three-dimensional figure (such as a triangle or sphere), correspond to the center of mass of a thin plate of uniform thickness and consistency or a body of uniform consistency having the same boundary.
channel	A connection to a viewport. One channel may have multiple graphics paths.
CIG	Computer Image Generation System. The process of generating a 3-D, perspective accurate scene via a computer.
clipping	Removing back-facing polygons or parts of polygons that lie partially outside the viewing pyramid.
conditional node	A node in the configuration tree that causes a branch into one of two traversal paths based on some runtime condition.
configuration tree	A structure that defines the relationship between each physical component of the simulation vehicle and the location of the viewports.
COTS	Commercial Off The Shelf.

data message	Smallest data component of a packet buffer.
data message header	A message that describes the contents of a data message.
DED	Dynamic Elements Database.
double-buffer memory	Memory that contains the dynamic models built by the real-time software and processed by the hardware. Dual buffering allows for one buffer to be used by the hardware while the other is being updated by the software. The buffer used for each purpose switches each frame, so the hardware is always using the buffer updated by the software during the previous frame.
downloading	The process of transferring data from the Simulation Host to the CIG.
DR11-W	A Digital Equipment Corp. standard interface that enables the Simulation Host and the CIG processor to communicate at a high transmission rate.
DTP	Data Traversal Processor.
ESIFA	Enhanced Subsystem Interface Adapter. The subsystem card that <<>>.
dynamic vehicle	A vehicle whose position and orientation is redefined in every frame sent by the Simulation Host.
false child	The configuration tree node branched to from a conditional node if the runtime conditions is false.
fov	Field of view. The volume of space which encompasses all objects that are visible from a specific viewpoint and view angle.
frame	Information displayed on a video monitor for 33.3 milliseconds (at 30 Hz) or 66.6 milliseconds (at 15 Hz). <<60 Hz supported??>>
frame event	An interrupt signal given by the hardware.
frame rate	The rate at which a new image is created and displayed on the screen.
frame time	The amount of time each frame is displayed.
graphics path	A window on a viewport. The 120T has one graphics path per viewport. The 120TX may have two or four, depending on the resolution. Graphics path parameters are the viewport parameters that are used to load the hardware.
GSP	Graphics System Processor. The TMS34010 graphics processor on the MP board that generates and controls 2-D graphics.

graphics processor	First board in the graphics pipeline that processes 3-D data and converts it into 2-D screen space for the tiler, based on the input of graphics processor commands. Also called the poly processor.
heading	The direction the viewer is pointing.
hull transformation	Description of the position and orientation of the base of a vehicle.
Hz	Hertz; cycles per second.
load module	A unit of terrain in the terrain database, measuring 500 meters by 500 meters. Data is brought into active area memory in whole load modules only.
load module block	A structure containing four load modules (two rows by two columns, for a total size of 1000 meters by 1000 meters). Blocking load modules doubles the viewing range and quadruples the amount of terrain that can be loaded into active area memory.
lod	Level of detail. The selective reduction of model detail (polygon count) or texture map detail based on distance from the viewer.
lookup table	A table used to convert color-map addresses into the actual color values displayed.
matrix	A rectangular array of elements arranged in rows and columns.
matrix node	A node in the configuration tree that contains a transformation matrix. The matrices in each node in a traversal path are concatenated to generate the view of the world for the viewport represented by that path.
MCC	Management, Command, and Control. The computer on the simulation network that monitors and controls the entire simulation exercise.
model	Generally used to refer to models of arbitrary, three-dimensional objects such as buildings and vehicles.
model space	The coordinate system used to define and build a particular model. The vehicle's centroid is defined as location (0,0,0).
MPV	Micro Processor Video. The last board in the graphics pipeline in a 120TX system.
My_Vehicle	The simulation vehicle.
object	All simulated models: vehicles, hidden obstacles, etc.
overlay	A two-dimensional view that is displayed on a viewport on top of the three-dimensional view of the terrain.

packet buffer	Several data messages grouped together that describe one frame time.
pitch	The angle at which the viewer is looking up or down.
pixel	Picture element. The smallest addressable element on a video screen.
point lights	Light sources that can be defined from a specific location in xyz world space. This differs from directional lighting which is defined from a certain direction and originates at infinity.
Poly Processor	See graphics processor.
polygon	A closed, planar figure bounded by straight lines and consisting of three or four vertices.
real-time	The ability to respond rapidly, frequently, or both to an event or transaction. Also refers to the software that is used to run real-time operations.
roll	The angle which measures the amount of rotation along the viewing vector (tilt).
rotation	The process by which coordinates are rotated around a particular axis. Used to define the direction of the viewing window.
rotation matrix	A means of specifying orientation.
RCL	Runtime command library. A set of routines used to generate hardware commands for the DTP and the Poly Processor.
RTS	Rotation translation scale.
scaling	The process by which an object's coordinates are changed to effectively enlarge, reduce, or skew the object in a particular direction.
SIM	The Simulation Host computer. The computer that controls the simulated vehicle's behavior.
simulation	The process that involves a computerized model of specific, significant features of some physical or logical system or environment.
simulation vehicle	The vehicle represented by a simulated viewpoint. Also called simulated vehicle or My_Vehicle.
simulator	A simulation unit consisting of a Simulation Host, a CIG, one or more monitors, and the vehicle controls. Also called a Vehicle Simulator Unit.

static vehicle	A vehicle with no anticipated movement, tracked only when its status changes.
T&C	Timing and Control. Board that controls all CIG synchronization and timing.
terrain database	The database on the CIG that contains the polygons that describe the simulation terrain and all objects (houses, trees, etc.) in it.
translation	The process by which coordinates are "moved" from one location to another.
transformation	A combination of translations and rotations that convert the coordinates of a point in one coordinate system into coordinates in another coordinate system.
transformation matrix	A matrix used to describe the position and orientation of an object.
true child	The configuration tree node branched to from a conditional node if the runtime conditions is true.
vector	A straight line with a specific direction.
vertex	A point in space, the termination point of a line, or the intersection point of two or more lines.
viewpoint	The direction of view from the user's eye to the target or object being viewed.
viewport	A display screen connected to the CIG. Each viewport simulates the view of the world from a specific window of the simulated vehicle.
viewport parameters	The screen resolution, viewing range, near plane, field-of-view angles, level-of-detail multiplier, and aspect ratio (currently not used) of a viewport.
viewspace	The area that falls within the field of view of a viewport.
VME	Versa Module European. An industry-standard bus.
world space	The absolute coordinate system used to define the simulation area. A three-dimensional space fixed relative to the world. Location (0,0) is the southwest corner of the database.

APPENDIX E: FUNCTIONS AND CALLING FUNCTIONS BY DIRECTORY AND FILE

The following pages contain a listing that provides, for each function, a list of all functions that call it. This listing applies to the Version 6.6.1 Release of the Vehicles software, covering system libraries, common libraries, vehicle libraries, M1, M2, and Stealth.

The organizational structure of the listing is that of a hierarchy. The functions are organized by the directories and files in which they reside. Each top level directory and subdirectory is signified by the word "DIRECTORY:" followed by its directory path. Each of the files is then listed under the lowest subdirectory in which it is contained, and is identified by the word "FILE:" followed by its filename. Each of the functions within each of these file is listed in a similar manner, signified by the word "FUNCTION:" followed by its function name, written as it is when it is called (i.e., with its parameters listed). Finally, for each function, a list of the functions by which it is called, as well as the files where they can be found, is provided below the called function. Each of these calling functions is indicated by "calledBy:" followed by its name and its containing file.

DIRECTORY: ./common

No files defined.

DIRECTORY: ./common/bin

No files defined.

DIRECTORY: ./common/include

No files defined.

DIRECTORY: ./common/include/cig_if

No files defined.

DIRECTORY: ./common/include/global

No files defined.

DIRECTORY: ./common/include/libinc

No files defined.

DIRECTORY: ./common/include/protocol

No files defined.

DIRECTORY: ./common/lib

No files defined.

DIRECTORY: ./common/libsrc

No files defined.

DIRECTORY: ./common/libsrc/libappide

FILE: app_mem.c

FUNCTION: mem_assign_other_ptrs()

calledBy:

mem_assign_shared_memory in assign_sm.c, (null)

FILE: app_read.c

FUNCTION: app_open_dev_def_file()

FUNCTION: app_process_def_file(def)

FILE: init.c

FUNCTION: idc_array_init()

calledBy:

idc_init in init.c, (null)

FUNCTION: idc_get_num_idcs()

calledBy:

idc_choose_fifo in choose_fifo.c, (null)

idc_open_port in i_opn_port.c, IFDEF_GT_

idc_simul in i_simul.c, IFNDEF SIMBFLY

idc_fifo_init in init.c, (null)

idc_fifo_uninit in init.c, (null)

idc_reset_output in init.c, (null)

FUNCTION: idc_veh_spec_init()

calledBy:

idc_init in init.c, (null)

DIRECTORY: ./common/libsrc/libassoc

FILE: address.c

FUNCTION: AssocGetSimAddress(handle, simAddress)

calledBy:

- PointToPointOpen in init.c, (null)
- msg_collision_to_pdu in prc_collide.c, (null)
- msg_deactivate_req_to_pdu in prc_deactiv.c, (null)
- msg_deactivate_rsp_to_pdu in prc_deactiv.c, (null)
- msg_fire_to_pdu in prc_fire.c, (null)
- msg_impact_to_pdu in prc_impact.c, (null)
- network_process_activate_request in nwk_activ.c, (null)
- process_deactivate_other in nwk_deact.c, (null)
- lock_on_target_vehicle in kato_attach.c, IFDEF ODIN
- veh_spec_init in kato_main.c, IFDEF ODIN
- network_init in network_init.c, (null)

FILE: aggregate.c

FUNCTION: AssocSendAggregate(handle, data, length, group, protocol, timer, threshold)

calledBy:

AssocTickAssocLayer in tick.c, (null)

FILE: block.c

FUNCTION: AssocWaitForPDU(handle, data, length, group, protocol, primitive, originator, transID, respondent)

FILE: bucket.c

FUNCTION: AssocAddToBucket(td, map, mask)

calledBy:

- AssocAddTransaction in origin.c, (null)
- AssocCacheResponse in respondent.c, (null)

FUNCTION: AssocDeleteFromBucket(td, map, mask)

calledBy:

- AssocDeleteTransaction in origin.c, (null)
- AssocDeleteCachedResponse in respondent.c, (null)

FUNCTION: AssocBucketLookup(who, tid, map, mask)

calledBy:

- AssocFindTransaction in origin.c, (null)
- AssocFindResponse in respondent.c, (null)

FILE: close.c

FUNCTION: AssocClose(handle)

FILE: error.c

FUNCTION: AssocError()

calledBy:

- network_process_activate_request in nwk_activ.c, (null)
- network_init in nwk_init.c, (null)
- network_init in network_init.c, (null)

FILE: family.c

FUNCTION: AssocSetProtocolFamily(handle, family)

FILE: free_list.c

FUNCTION: AssocCreateFreeList(handle)

calledBy:

- AssocOpen in open.c, (null)
- AssocAttach in open.c, (null)

FUNCTION: AssocGrowFreeList(handle)

calledBy:
 AssocGetDescriptor in free_list.c, (null)
FUNCTION: AssocGetDescriptor(handle)
 calledBy:
 AssocSendTransact in transact.c, (null)
 AssocSendResponse in transact.c, (null)
FUNCTION: AssocFreeDescriptor(handle, td)
 calledBy:
 AssocDeleteTransaction in origin.c, (null)
 AssocDeleteCachedResponse in respondent.c, (null)
 AssocSendTransact in transact.c, (null)
 AssocSendResponse in transact.c, (null)
FILE: mask.c
 FUNCTION: AssocSetSendMask(handle, mask)
 FUNCTION: AssocSetRspMask(handle, mask)
 FUNCTION: AssocGetRspMask(handle, mask)
FILE: open.c
 FUNCTION: AssocOpen(device, assocDef)
 calledBy:
 PointToPointOpen in init.c, (null)
 network_init in nwk_init.c, (null)
 network_init in network_init.c, (null)
 FUNCTION: AssocAttach(device, assocDef)
 FUNCTION: SetChannelDefaults(handle)
 calledBy:
 AssocOpen in open.c, (null)
 AssocAttach in open.c, (null)
FILE: origin.c
 FUNCTION: AssocInitTransactions(handle)
 calledBy:
 AssocOpen in open.c, (null)
 AssocAttach in open.c, (null)
 FUNCTION: AssocAddTransaction(handle, td, callback, cparam, timeout, tparam)
 calledBy:
 AssocSendTransact in transact.c, (null)
 FUNCTION: AssocDeleteTransaction(handle, td)
 calledBy:
 AssocProcessResponsePDU in proc_rsp.c, (null)
 UpdateTransactions in tick.c, (null)
 FUNCTION: AssocFindTransaction(handle, tid)
 calledBy:
 AssocProcessResponsePDU in proc_rsp.c, (null)
 FUNCTION: AssocRescheduleTransaction(handle, td)
 calledBy:
 UpdateTransactions in tick.c, (null)
FILE: params.c
 FUNCTION: upshift(str)
 calledBy:
 AssocReadParams in params.c, (null)
 ProcessProtocolFamily in params.c, (null)
 msg_read_params in msg_pars.c, (null)
 FUNCTION: AssocReadParams(handle, assocDef)
 calledBy:
 AssocOpen in open.c, (null)

AssocAttach in open.c, (null)
FUNCTION: ProcessSite(channel, tokPtr)
FUNCTION: ProcessHost(channel, tokPtr)
FUNCTION: ProcessMaxSubscriptions(channel, tokPtr)
FUNCTION: ProcessInitDescriptors(channel, tokPtr)
FUNCTION: ProcessAddDescriptors(channel, tokPtr)
FUNCTION: ProcessProtocolFamily(channel, tokPtr)
FILE: proc_dgram.c
FUNCTION: AssocProcessDatagramPDU(apdu, data, length, group, protocol,
primitive, originator)
FILE: proc_req.c
FUNCTION: AssocProcessRequestPDU(handle, apdu, data, length, group, protocol,
primitive, originator, transID, respondent, rc)
calledBy:
AssocWaitForPDU in block.c, (null)
AssocReceiveAssocPDU in raw.c, (null)
AssocReceivePDU in receive.c, (null)
FILE: proc_rsp.c
FUNCTION: AssocProcessResponsePDU(handle, apdu, data, length, group,
protocol, primitive, originator, transID, respondent, rc)
calledBy:
AssocWaitForPDU in block.c, (null)
AssocReceiveAssocPDU in raw.c, (null)
AssocReceivePDU in receive.c, (null)
FILE: raw.c
FUNCTION: AssocReceiveAssocPDU(handle, data, length, primitive)
FILE: receive.c
FUNCTION: AssocReceivePDU(handle, data, length, group, protocol, primitive,
originator, transID, respondent)
calledBy:
PointToPointReceivePDU in receive.c, (null)
network_process_a_packet in nwk_pkt.c, (null)
FILE: respondent.c
FUNCTION: AssocInitResponses(handle)
calledBy:
AssocOpen in open.c, (null)
AssocAttach in open.c, (null)
FUNCTION: AssocCacheResponse(handle, rd)
calledBy:
AssocSendResponse in transact.c, (null)
FUNCTION: AssocDeleteCachedResponse(handle, rd)
calledBy:
AssocTimeOutOldResponses in respondent.c, (null)
FUNCTION: AssocTimeOutOldResponses(handle)
calledBy:
AssocGetDescriptor in free_list.c, (null)
AssocTickAssocLayer in tick.c, (null)
FUNCTION: AssocFindResponse(handle, originator, tid)
calledBy:
AssocProcessRequestPDU in proc_req.c, (null)
FILE: send.c
FUNCTION: AssocSendDatagram(handle, data, length, group, protocol)
calledBy:
logger_available in lg_avail.c, (null)

send_logger_command in lg_command.c, (null)
 logger_connect in lg_connect.c, (null)
 logger_disconnect in lg_connect.c, (null)
 PointToPointSendPDU in send.c, (null)
 msg_process_collision in prc_collide.c, (null)
 msg_process_deactivate_req in prc_deactiv.c, (null)
 msg_process_deactivate_rsp in prc_deactiv.c, (null)
 msg_process_fire in prc_fire.c, (null)
 msg_process_impact in prc_impact.c, (null)
 network_fill_hdr_send_sim_pkt in nwk_datagram.c, (null)
 network_fill_hdr_send_dc_pkt in nwk_datagram.c, (null)
 network_fill_hdr_send_mgmt_pkt in nwk_datagram.c, (null)
 network_check_veh_appearance in nwk_thresh.c, (null)
 send_exercise_status_pkt in ex_status.c, (null)
 network_fill_hdr_send_sim_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
 send_simulation_status_pkt in sim_status.c, (null)
 send_vehicle_status_in_f_ing_multicast_group_zero in veh_status.c, (null)

FUNCTION: AssocPadBuffer(apdu, bufferLength)

calledBy:

AssocSendAggregate in aggregate.c, (null)
 AssocSendDatagram in send.c, (null)
 AssocSendTransact in transact.c, (null)
 AssocSendResponse in transact.c, (null)

FILE: strtok.c

FUNCTION: strtok(operand, set)

calledBy:

AssocReadParams in params.c, (null)
 map_read_asid_file in map_asid.c, (null)
 main_read_pars_file in stt_pars.c, (null)
 cfail_cdammages_init in c_init.c, (null)
 bl_read in het_bl.c, (null)
 het_calib_read_calib_file in het_calib.c, (null)
 read_data in het_data.c, (null)
 sb_read in het_sb.c, (null)
 sc_read in het_sc.c, (null)
 main_process_pars_arg in read_pars.c, (null)
 msg_read_params in rmsg_pars.c, (null)
 recall_waypoints in way_ed.c, (null)

FILE: subscribe.c

FUNCTION: AssocSubscribeWithMask(handle, group, protocol, mask)

calledBy:

AssocSubscribe in subscribe.c, (null)

FUNCTION: AssocUnsubscribeWithMask(handle, group, protocol, mask)

calledBy:

AssocClose in close.c, (null)
 AssocUnsubscribe in subscribe.c, (null)

FUNCTION: AssocCreateMCAWithMask(group, protocol, address, mask)

calledBy:

AssocSendAggregate in aggregate.c, (null)
 AssocSendDatagram in send.c, (null)

AssocSubscribeWithMask in subscribe.c, (null)
 AssocUnsubscribeWithMask in subscribe.c, (null)
 AssocCreateMCA in subscribe.c, (null)
 AssocSendTransact in transact.c, (null)
 AssocSendResponse in transact.c, (null)
 FUNCTION: AssocCreateMCA(group, protocol, address)
 FUNCTION: AddSubscription(handle, group, protocol, mask)
 calledBy:
 AssocSubscribeWithMask in subscribe.c, (null)
 FUNCTION: DeleteSubscription(handle, group, protocol, mask)
 calledBy:
 AssocUnsubscribeWithMask in subscribe.c, (null)
 FUNCTION: AssocCurrentlySubscribedWithMask(handle, group, protocol, mask)
 calledBy:
 AssocCurrentlySubscribed in subscribe.c, (null)
 FUNCTION: AssocSubscribe(handle, group, protocol)
 calledBy:
 PointToPointOpen in init.c, (null)
 network_process_activate_request in nwk_activ.c, (null)
 network_init in nwk_init.c, (null)
 veh_spec_startup in kato_main.c, (null)
 process_visibility in kato_network.c, (null)
 process_activate_request in activate.c, (null)
 network_init in network_init.c, (null)
 FUNCTION: AssocUnsubscribe(handle, group, protocol)
 calledBy:
 network_process_activate_request in nwk_activ.c, (null)
 process_visibility in kato_network.c, (null)
 process_activate_request in activate.c, (null)
 FUNCTION: AssocCurrentlySubscribed(handle, group, protocol)
 calledBy:
 PointToPointReceivePDU in receive.c, (null)

FILE: tick.c
 FUNCTION: AssocTickAssocLayer(handle)
 calledBy:
 net_simul in net_simul.c, (null)
 net_simul in n_net_simul.c, (null)
 FUNCTION: UpdateTransactions(handle)
 calledBy:
 AssocTickAssocLayer in tick.c, (null)

FILE: time_list.c
 FUNCTION: AssocAddToStartOfTimeList(td, startTimeList, endTimeList)
 FUNCTION: AssocAddToEndOfTimeList(td, startTimeList, endTimeList)
 calledBy:
 AssocAddTransaction in origin.c, (null)
 AssocCacheResponse in respondent.c, (null)
 FUNCTION: AssocDeleteFromTimeList(td, startTimeList, endTimeList)
 calledBy:
 AssocDeleteTransaction in origin.c, (null)
 AssocDeleteCachedResponse in respondent.c, (null)
 FUNCTION: AssocMoveToEndOfTimeList(td, startTimeList, endTimeList)
 calledBy:
 AssocRescheduleTransaction in origin.c, (null)

FILE: transact.c

FUNCTION: AssocSendTransact(handle, data, length, group, protocol, respondent, callback, cparam, timeout, tparam)

calledBy:

network_fill_hdr_send_sim_trans in nwk_trans.c, (null)
 network_fill_hdr_send_dc_trans in nwk_trans.c, (null)
 send_exercise_status_trans in ex_status.c, (null)
 network_fill_hdr_send_sim_trans in send_trans.c, (null)
 network_fill_hdr_send_dc_trans in send_trans.c, (null)
 send_simulation_status_trans in sim_status.c, (null)

FUNCTION: AssocSendResponse(handle, data, length, group, protocol, originator, tid, cacheResponse)

calledBy:

network_send_activate_response in nwk_act_ack.c, (null)
 network_fill_hdr_send_sim_rsp in nwk_rsp.c, (null)
 network_fill_hdr_send_dc_rsp in nwk_rsp.c, (null)
 send_activate_response in act_rsp.c, (null)
 network_fill_hdr_send_sim_rsp in send_rsp.c, (null)
 network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
 send_status_response_trans in stat_rsp.c, (null)
 send_vehicle_status_trans in veh_status.c, (null)

FILE: who.c

FUNCTION: AssocGetLastAddress(handle, who)

DIRECTORY: ./common/libsrc/libbbd

FILE: attach.c

FUNCTION: bbd_attach()

calledBy:

main in bbdtest.c, (null)
 bbd_init in init.c, (null)

FILE: bbdtest.c

FUNCTION: main(argc, argv)

FILE: bit_in.c

FUNCTION: bbd_bit_in(bitnum)

FILE: bit_out.c

FUNCTION: bbd_bit_out(bitnum, val)

calledBy:

bbd_uninit in uninit.c, (null)
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 net_simul in net_simul.c, (null)
 main in kato_main.c, (null)
 cig_receive_buffer in cig_rcv_buf.c, (null)
 cig_kickoff_dr_transfer in cig_send_buf.c, (null)
 cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF_GT_
 simulation_state_machine in main.c, (null)

FILE: byte_in.c

FUNCTION: bbd_byte_in(portnum)

calledBy:

main in bbdtest.c, (null)

FILE: byte_out.c

FUNCTION: bbd_byte_out(portnum, val)

calledBy:

main in bbdtest.c, IFDEF_notdef


```
    bbd_init in init.c, IFDEF SIMBFLY
    bbd_init in init.c, IFDEF MASSCOMP
    bbd_init in init.c, IFDEF _GT_
FILE: control_in.c
    FUNCTION: bbd_control_in()
    calledBy:
        main in bbdtest.c, (null)
FILE: control_out.c
    FUNCTION: bbd_control_out(val)
    calledBy:
        main in bbdtest.c, (null)
        bbd_init in init.c, IFDEF SIMBFLY
        bbd_init in init.c, IFDEF MASSCOMP
        bbd_init in init.c, IFDEF _GT_
        bbd_uninit in uninit.c, IFDEF _GT_
        bbd_uninit in uninit.c, IFNDEF _GT_
FILE: data.c
FILE: detach.c
    FUNCTION: bbd_detach()
    calledBy:
        main in bbdtest.c, (null)
        bbd_uninit in uninit.c, (null)
FILE: init.c
    FUNCTION: bbd_signal_handler()
    FUNCTION: bbd_init(p)
    calledBy:
        main in bbdtest.c, (null)
        simulation_state_machine in main.c, (null)
FILE: statistics.c
    FUNCTION: bbd_rtc_statistics(reset)
    calledBy:
        bbd_uninit in uninit.c, (null)
        keyboard_simul in m1_keybrd.c, IF defined ( SIMBFLY )
        keyboard_simul in m2_keybrd.c, IF defined ( SIMBFLY )
FILE: status.c
    FUNCTION: status_out(stat)
    calledBy:
        main in bbdtest.c, (null)
        status_init in kato_status.c, (null)
        monitor_status in kato_status.c, (null)
        status_init in m1_status.c, (null)
        monitor_status in m1_status.c, (null)
        status_init in m2_status.c, (null)
        monitor_status in m2_status.c, (null)
FILE: uninit.c
    FUNCTION: bbd_uninit()
    calledBy:
        simulation_state_machine in main.c, (null)
DIRECTORY: ./common/libsrc/libchannel
FILE: chchanbuf.c
    FUNCTION: AllocChannelBuffer()
    calledBy:
```

```

    SendDr11Channel in chdr11.c, IFDEF_GT_
    BufferDisassemble in chutil.c, IFDEF_GT_
FUNCTION: FreeChannelBuffer(buf)
    calledBy:
    RecvDr11Channel in chdr11.c, IFDEF_GT_
    BufferAssemble in chutil.c, IFDEF_GT_
FILE: chchannel.c
FUNCTION: AllocChannel()
    calledBy:
    ChannelOpen in chinterface.c, (null)
FUNCTION: FreeChannel(channel)
    calledBy:
    ChannelOpen in chinterface.c, (null)
    ChannelClose in chinterface.c, (null)
FUNCTION: GetChannel(channelID)
    calledBy:
    ChannelClose in chinterface.c, (null)
    ChannelSend in chinterface.c, (null)
    ChannelReceive in chinterface.c, (null)
    ChannelSetToAddr in chinterface.c, (null)
    ChannelGetFromAddr in chinterface.c, (null)
    ChannelGetSlaveAddr in chinterface.c, (null)
FUNCTION: LinkChannel(channel)
    calledBy:
    ChannelOpen in chinterface.c, (null)
FUNCTION: UnlinkChannel(channel)
    calledBy:
    ChannelClose in chinterface.c, (null)
FILE: chdr11.c
FUNCTION: OpenDr11Channel(channel, channelPars)
    calledBy:
    ChannelOpen in chinterface.c, (null)
FUNCTION: SendDr11Channel(channel, buf, byteCount)
FUNCTION: RecvDr11Channel(channel, buf, byteCount)
FUNCTION: CloseDr11Channel(channel)
FUNCTION: ParseDr11InitString(s, channelPars)
    calledBy:
    ParseInitString in chutil.c, (null)
FUNCTION: ChannelDr11Server()
FUNCTION: GetDr11FromAddr(channel, channelAddr)
FUNCTION: SetDr11ToAddr(channel, channelAddr)
FUNCTION: GetDr11SlaveAddr(channel, channelAddr)
FILE: chenet.c
FUNCTION: OpenEnetChannel(channel, channelPars)
    calledBy:
    ChannelOpen in chinterface.c, (null)
FUNCTION: SendEnetChannel(channel, buf, byteCount)
FUNCTION: RecvEnetChannel(channel, buf, byteCount)
FUNCTION: CloseEnetChannel(channel)
FUNCTION: ParseEnetInitString(s, channelPars)
    calledBy:
    ParseInitString in chutil.c, (null)
FUNCTION: GetEnetFromAddr(channel, channelAddr)
FUNCTION: SetEnetToAddr(channel, channelAddr)

```

FUNCTION: GetEnetSlaveAddr(channel, channelAddr)
FILE: chinterface.c
FUNCTION: ChannelOpen(master, initString)
 calledBy:
 IntervisibilityInit in ivcommon.c, (null)
FUNCTION: ChannelClose(channelID)
 calledBy:
 IntervisibilityUnInit in ivcommon.c, (null)
FUNCTION: ChannelSend(channelID, sendBuf, sendBufSize)
 calledBy:
 IntervisibilityNoopRequest in ivclient.c, (null)
 IntervisibilitySimpleRequest in ivclient.c, (null)
 IntervisibilityInterVehicleRequest in ivclient.c, (null)
 IntervisibilityNoopResponse in ivserver.c, (null)
 IntervisibilitySimpleResponse in ivserver.c, (null)
 IntervisibilityInterVehicleResponse in ivserver.c, (null)
FUNCTION: ChannelReceive(channelID, recvBuf, recvSize)
 calledBy:
 IntervisibilityResponseCheck in ivclient.c, (null)
 IntervisibilityRequestCheck in ivserver.c, (null)
FUNCTION: ChannelSetToAddr(channelID, channelAddr)
 calledBy:
 IntervisibilityInit in ivcommon.c, (null)
 IntervisibilityNoopResponse in ivserver.c, (null)
 IntervisibilitySimpleResponse in ivserver.c, (null)
 IntervisibilityInterVehicleResponse in ivserver.c, (null)
FUNCTION: ChannelGetFromAddr(channelID, channelAddr)
 calledBy:
 IntervisibilityRequestCheck in ivserver.c, (null)
FUNCTION: ChannelGetSlaveAddr(channelID, channelAddr)
 calledBy:
 IntervisibilityInit in ivcommon.c, (null)
FUNCTION: ChannelPush()
 calledBy:
 IntervisibilitySynchronize in ivclient.c, (null)
 main in ivclient.c, (null)
FUNCTION: ChannelPull()
 calledBy:
 IntervisibilitySynchronize in ivclient.c, (null)
 main in ivclient.c, (null)
FILE: chmem.c
FUNCTION: OpenMemChannel(channel, channelPars)
 calledBy:
 ChannelOpen in chinterface.c, (null)
FUNCTION: SendMemChannel(channel, buf, byteCount)
FUNCTION: RecvMemChannel(channel, buf, byteCount)
FUNCTION: CloseMemChannel(channel)
FUNCTION: ParseMemInitString(s, channelPars)
 calledBy:
 ParseInitString in chutil.c, (null)
FILE: chmsgq.c
FUNCTION: OpenMsgQChannel(channel, channelPars)
 calledBy:
 ChannelOpen in chinterface.c, (null)

FUNCTION: SendMsgQChannel(channel, buf, byteCount)

FUNCTION: RecvMsgQChannel(channel, buf, byteCount)

FUNCTION: CloseMsgQChannel(channel)

FUNCTION: ParseMsgQInitString(s, channelPars)

calledBy:

ParseInitString in chutil.c, (null)

FUNCTION: GetMsgqFromAddr(channel, channelAddr)

FUNCTION: SetMsgqToAddr(channel, channelAddr)

FUNCTION: GetMsgqSlaveAddr(channel, channelAddr)

FILE: chutil.c

FUNCTION: ParseInitString(initString, channelPars)

calledBy:

ChannelOpen in chinterface.c, (null)

FUNCTION: BufferDisassemble(qid, curBufPtr, byteCount)

calledBy:

ChannelDr11Server in chdr11.c, IFDEF_GT_

ChannelPull in chinterface.c, IFDEF_GT_

FUNCTION: BufferAssemble(qid, curBufPtr, bufSize)

calledBy:

ChannelDr11Server in chdr11.c, IFDEF_GT_

ChannelPush in chinterface.c, IFDEF_GT_

DIRECTORY: ./common/libsrc/libcif

FILE: connect.c

FUNCTION: cif_connect(his_interface, send_buf, send_buf_size, receive_buf_size, wait)

calledBy:

msg_host_buffer_prepare in host_prepare.c, IFNDEF_GT_

cig_prepare in cig_prepare.c, IFDEF_SIMBFLY

cig_prepare in cig_prepare.c, IFNDEF_SIMBFLY

FILE: data.c

FILE: disconnect.c

FUNCTION: cif_disconnect(his_interface, wait)

calledBy:

cif_receive in receive.c, IFDEF_BF_PLUS

cif_send in send.c, IFDEF_BF_PLUS

cif_uninit in uninit.c, IFDEF_BF_PLUS

cif_uninit in uninit.c, IFDEF_MASSCOMP_MACHINE

cif_uninit in uninit.c, IFDEF_GT_

veh_spec_exit in kato_main.c, IFDEF_GT_

cig_uninit in cig_uninit.c, (null)

veh_spec_exit in m1_main.c, IFDEF_GT_

veh_spec_exit in m2_main.c, IFDEF_GT_

FILE: init.c

FUNCTION: cif_init(interface)

calledBy:

msg_host_buffer_prepare in host_prepare.c, IFNDEF_GT_

cig_prepare in cig_prepare.c, (null)

FILE: parse.c

FUNCTION: parse_cif_definition(filename, n, readp, writep)

calledBy:

cif_init in init.c, IFDEF_MASSCOMP_MACHINE

FILE: receive.c

FUNCTION: cif_receive(his_interface, pbuf, size, wait)

calledBy:

msg_receive_buffer_from_host in msg_rcv.c, IFDEF MASSCOMP

cig_receive_buffer in cig_rcv_buf.c, IFNDEF DEF_71

cig_receive_buffer in cig_rcv_buf.c, IFDEF DEF_71

cig_receive_buffer in cig_rcv_buf.c, IFNDEF DEF_71

cig_receive_buffer in cig_rcv_buf.c, IFDEF DEF_71

FUNCTION: dr11_receive(ptable, pbuf, size, wait)

calledBy:

cif_receive in receive.c, IFDEF BF_PLUS

cif_receive in receive.c, IFDEF MASSCOMP_MACHINE

FILE: send.c

FUNCTION: cif_send(his_interface, buf, size, wait)

calledBy:

msg_send_buffer_to_host in msg_send.c, IFDEF MASSCOMP

cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF DEF_71

cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF DEF_71

cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF DEF_71

cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF DEF_71

cig_poll_dr_transfer in cig_send_buf.c, IFNDEF DEF_71

cig_poll_dr_transfer in cig_send_buf.c, IFDEF DEF_71

cig_poll_dr_transfer in cig_send_buf.c, IFNDEF DEF_71

cig_poll_dr_transfer in cig_send_buf.c, IFDEF DEF_71

FUNCTION: dr11_send(ptable, buf, size, wait)

calledBy:

cif_send in send.c, IFDEF BF_PLUS

cif_send in send.c, IFDEF MASSCOMP_MACHINE

FILE: uninit.c

FUNCTION: cif_uninit()

calledBy:

veh_spec_exit in kato_main.c, IFDEF _GT_

cig_uninit in cig_uninit.c, (null)

veh_spec_exit in m1_main.c, IFDEF _GT_

veh_spec_exit in m2_main.c, IFDEF _GT_

DIRECTORY: ./common/libsrc/libclparse

FILE: parse.c

FUNCTION: clparse(argc, argv, sw, number_of_switches, argptrs, argmax, argreq, arghelp)

calledBy:

main in extst2.c, (null)

main in ivclient.c, (null)

main in ivsvr.c, (null)

main in netcon.c, (null)

main in netxr.c, (null)

main in tfx.c, (null)

FILE: usage.c

FUNCTION: clusage(program, sw, number_of_switches, arghelp)

calledBy:

clparse in parse.c, (null)

main in netxr.c, (null)

main in tfx.c, (null)

do_get in tfx.c, (null)

do_put in tfx.c, (null)

DIRECTORY: /common/libsrc/libdtad

FILE: ain.c

FUNCTION: ain(channel)

calledBy:

current_minus12 in cur_minus12.c, (null)
 current_plus12 in cur_plus12.c, (null)
 current_plus5 in cur_plus5.c, (null)
 current_temperature in cur_temp.c, (null)
 iod_dtad_read_val in iod_dtad.c, (null)
 controls_commander_weapon_station_check in m1_ctl_npc.c, (null)
 controls_commander_weapon_station_init in m1_ctl_npc.c, (null)
 controls_loader_periscope_check in m1_ctl_npc.c, (null)
 controls_loader_periscope_init in m1_ctl_npc.c, (null)
 controls_cupola_check in m2_ctl_tnp.c, (null)
 controls_cupola_init in m2_ctl_tnp.c, (null)

FILE: attach.c

FUNCTION: dtad_attach()

calledBy:

dtad_init in init.c, (null)

FILE: cur_minus12.c

FUNCTION: current_minus12()

calledBy:

status_print_temp_and_supplies in kato_status.c, (null)
 monitor_status in kato_status.c, (null)
 status_print_temp_and_supplies in m1_status.c, (null)
 monitor_status in m1_status.c, (null)
 status_print_temp_and_supplies in m2_status.c, (null)
 monitor_status in m2_status.c, (null)

FILE: cur_plus12.c

FUNCTION: current_plus12()

calledBy:

status_print_temp_and_supplies in kato_status.c, (null)
 monitor_status in kato_status.c, (null)
 status_print_temp_and_supplies in m1_status.c, (null)
 monitor_status in m1_status.c, (null)
 status_print_temp_and_supplies in m2_status.c, (null)
 monitor_status in m2_status.c, (null)

FILE: cur_plus5.c

FUNCTION: current_plus5()

calledBy:

status_print_temp_and_supplies in kato_status.c, (null)
 monitor_status in kato_status.c, (null)
 status_print_temp_and_supplies in m1_status.c, (null)
 monitor_status in m1_status.c, (null)
 status_print_temp_and_supplies in m2_status.c, (null)
 monitor_status in m2_status.c, (null)

FILE: cur_temp.c

FUNCTION: current_temperature()

calledBy:

status_print_temp_and_supplies in kato_status.c, (null)
 monitor_status in kato_status.c, (null)

status_print_temp_and_supplies in m1_status.c, (null)
 monitor_status in m1_status.c, (null)
 status_print_temp_and_supplies in m2_status.c, (null)
 monitor_status in m2_status.c, (null)

FILE: data.c

FILE: detach.c

FUNCTION: dtad_detach()

calledBy:

dtad_uninit in uninit.c, (null)

FILE: init.c

FUNCTION: dtad_signal_handler()

FUNCTION: dtad_init()

calledBy:

iod_init_dtad in iod_dtad.c, (null)

simulation_state_machine in main.c, (null)

FILE: uninit.c

FUNCTION: dtad_uninit()

calledBy:

simulation_state_machine in main.c, (null)

DIRECTORY: ./common/libsrc/libex

FILE: checksum.c

FUNCTION: ExHeaderChecksum(hdr)

calledBy:

ExRecvEx in recv.c, (null)

ExSendEx in send.c, (null)

FUNCTION: FragHeaderChecksum(hdr)

calledBy:

ReassEx in reass.c, (null)

SendBuffer in srbuf.c, (null)

FILE: data.c

FILE: error.c

FUNCTION: ExError(number, str)

calledBy:

main in extst2.c, (null)

do_exchanges in extst2.c, (null)

msg_receive_buffer_from_host in msg_recv.c, (null)

msg_send_buffer_to_host in msg_send.c, (null)

cigex_send_buffer in cig_comm.c, (null)

cigex_receive_buffer in cig_comm.c, (null)

FILE: getchanhan.c

FUNCTION: GetChannelHandle()

calledBy:

ExSubscribe in subscribe.c, (null)

FILE: hantochan.c

FUNCTION: HandleToChannel(h)

calledBy:

ExRecv in recv.c, (null)

ExSend in send.c, (null)

ExStatsGet in stats.c, (null)

ExStatsPrint in stats.c, (null)

ExStatsZero in stats.c, (null)

FILE: makegroup.c

FUNCTION: ExMakeGroup(str, type, group)
 calledBy:
 msg_fill_host_group in host_prepare.c, (null)

FUNCTION: ExMakeGroupFromString(str, type, group)
 calledBy:
 ExMakeGroup in makegroup.c, (null)
 main in extst2.c, (null)
 cigex_init in cig_init.c, IFDEF not
 cigex_init in cig_init.c, (null)
 cigex_init in cig_init.c, IFNDEF not
 cigex_init in cig_init.c, (null)

FUNCTION: ExMakeGroupFromSiteAndHost(site, host, type, group)
 calledBy:
 main in extst2.c, (null)

FUNCTION: ExMakeGroupFromNetworkAddress(addr, type, group)

FUNCTION: ExGroupPrint(group, indent)
 calledBy:
 ExitGracefully in extst2.c, (null)

FILE: reass.c

FUNCTION: ReassEx(channel, recvBuf, recvLen)

FUNCTION: ReassFrasca(channel, recvBuf, recvLen)

FUNCTION: CurrentReassemblyBuffer(channel)
 calledBy:
 ReassEx in reass.c, (null)
 ReassFrasca in reass.c, (null)

FUNCTION: NextReassemblyBuffer(channel)
 calledBy:
 ReassEx in reass.c, (null)
 ReassFrasca in reass.c, (null)

FUNCTION: PassReassembledBuffer(channel, buf, length)
 calledBy:
 ReassEx in reass.c, (null)
 ReassFrasca in reass.c, (null)

FILE: recv.c

FUNCTION: ExRecv(h, buf, len, flags)
 calledBy:
 main in extst.c, (null)
 do_exchanges in extst2.c, (null)
 msg_receive_buffer_from_host in msg_recv.c, (null)
 cigex_receive_buffer in cig_comm.c, (null)

FUNCTION: ExRecvFrasca(channel, buf, len, flags)

FUNCTION: ExRecvEx(channel, buf, len, flags)

FILE: route.c

FUNCTION: RouteToExChannel(channel, to, from, type)

FUNCTION: RouteToFrascaChannel(channel, to, from, type)

FILE: send.c

FUNCTION: ExSend(h, buf, len, flags)
 calledBy:
 main in extst.c, (null)
 do_exchanges in extst2.c, (null)
 msg_send_buffer_to_host in msg_send.c, (null)
 cigex_send_buffer in cig_comm.c, (null)

FUNCTION: ExSendFrasca(channel, buf, len, flags)

FUNCTION: ExSendEx(channel, buf, len, flags)

FILE: srbuf.c

FUNCTION: RecvBuffer(recvChannel, flags)

calledBy:

ExRecvFrasca in recv.c, (null)

ExRecvEx in recv.c, (null)

FUNCTION: SendBuffer(channel, packet, totalChunks, flags)

calledBy:

ExSendEx in send.c, (null)

FILE: stats.c

FUNCTION: ExStatsGet(h, stats)

FUNCTION: ExStatsPrint(h, indent)

calledBy:

ExitGracefully in extst2.c, (null)

FUNCTION: ExStatsZero(h, stats)

FILE: subscribe.c

FUNCTION: ExSubscribe(interface, group, flags)

calledBy:

main in extst.c, IFDEF _GT_

main in extst.c, IFNDEF _GT_

main in extst2.c, (null)

msg_host_buffer_prepare in host_prepare.c, (null)

cigex_init in cig_init.c, IFDEF not

cigex_init in cig_init.c, (null)

cigex_init in cig_init.c, IFNDEF not

cigex_init in cig_init.c, (null)

FILE: unsubscribe.c

FUNCTION: ExUnsubscribe(h, flags)

DIRECTORY: ./common/libsrc/libfifo**FILE: f_dequeue.c**

FUNCTION: fifo_dequeue(fifop, bufp)

calledBy:

send_output_to_port in f_send_out.c, IFNDEF SIMBFLY

FUNCTION: fifo_dequeue(fifop, bufp)

calledBy:

send_output_to_port in f_send_out.c, IFNDEF SIMBFLY

FILE: f_enqueue.c

FUNCTION: fifo_enqueue(fifop, string, length)

calledBy:

idc_raw_16_set_cmd in i_raw_16_set.c, (null)

idc_raw_16_set2_cmd in i_raw_16_st2.c, (null)

idc_raw_set_cmd in i_raw_set.c, (null)

idc_reset_cmd in i_reset.c, (null)

idc_reset_output in init.c, (null)

idc_output_16_set in op_16_set.c, (null)

idc_output_16_set2 in op_16_set2.c, (null)

idc_output_restore in op_rest.c, (null)

idc_output_set in op_set.c, (null)

idc_output_set_ns in op_set_ns.c, (null)

iod_init_alpha in iod_alpha.c, (null)

iod_reset_alpha in iod_alpha.c, (null)

iod_alpha_write_val in iod_alpha.c, (null)

iod_alpha_write_str in iod_alpha.c, (null)

iod_init_idc in iod_idc.c, (null)
iod_reset_idc in iod_idc.c, (null)
iod_idc_write_val in iod_idc.c, (null)
iod_idc_write_str in iod_idc.c, (null)
iod_init_sound in iod_sound.c, (null)
iod_reset_sound in iod_sound.c, (null)
iod_sound_write_val in iod_sound.c, (null)
iod_sound_write_str in iod_sound.c, (null)
sound_make_veh_spec_sound in kato_sound.c, (null)
sound_force_veh_spec_sound in kato_sound.c, (null)
sound_simul in kato_sound.c, (null)
sound_reset in kato_sound.c, (null)
monitor_status in kato_status.c, IFNDEF USE_SPACEBALL
monitor_status in kato_status.c, (null)
sound_make_veh_spec_sound in m1_sound.c, (null)
sound_force_veh_spec_sound in m1_sound.c, (null)
sound_simul in m1_sound.c, (null)
sound_reset in m1_sound.c, (null)
monitor_status in m1_status.c, (null)
alpha_reset in m2_alpha.c, (null)
alpha_send_mils in m2_alpha.c, (null)
alpha_send_load in m2_alpha.c, (null)
sound_make_veh_spec_sound in m2_sound.c, (null)
sound_force_veh_spec_sound in m2_sound.c, (null)
sound_simul in m2_sound.c, (null)
sound_reset in m2_sound.c, (null)
sound_of_turret_traversing in m2_sound.c, (null)
monitor_status in m2_status.c, (null)
FUNCTION: fifo_enqueue(fifop, string, length)
idc_raw_16_set_cmd in i_raw_16_set.c, (null)
idc_raw_16_set2_cmd in i_raw_16_st2.c, (null)
idc_raw_set_cmd in i_raw_set.c, (null)
idc_reset_cmd in i_reset.c, (null)
idc_reset_output in init.c, (null)
idc_output_16_set in op_16_set.c, (null)
idc_output_16_set2 in op_16_set2.c, (null)
idc_output_restore in op_rest.c, (null)
idc_output_set in op_set.c, (null)
idc_output_set_ns in op_set_ns.c, (null)
iod_init_alpha in iod_alpha.c, (null)
iod_reset_alpha in iod_alpha.c, (null)
iod_alpha_write_val in iod_alpha.c, (null)
iod_alpha_write_str in iod_alpha.c, (null)
iod_init_idc in iod_idc.c, (null)
iod_reset_idc in iod_idc.c, (null)
iod_idc_write_val in iod_idc.c, (null)
iod_idc_write_str in iod_idc.c, (null)
iod_init_sound in iod_sound.c, (null)
iod_reset_sound in iod_sound.c, (null)
iod_sound_write_val in iod_sound.c, (null)
iod_sound_write_str in iod_sound.c, (null)
sound_make_veh_spec_sound in kato_sound.c, (null)
sound_force_veh_spec_sound in kato_sound.c, (null)
sound_simul in kato_sound.c, (null)

sound_reset in kato_sound.c, (null)
monitor_status in kato_status.c, IFNDEF USE_SPACEBALL
monitor_status in kato_status.c, (null)
sound_make_veh_spec_sound in m1_sound.c, (null)
sound_force_veh_spec_sound in m1_sound.c, (null)
sound_simul in m1_sound.c, (null)
sound_reset in m1_sound.c, (null)
monitor_status in m1_status.c, (null)
alpha_reset in m2_alpha.c, (null)
alpha_send_mils in m2_alpha.c, (null)
alpha_send_load in m2_alpha.c, (null)
sound_make_veh_spec_sound in m2_sound.c, (null)
sound_force_veh_spec_sound in m2_sound.c, (null)
sound_simul in m2_sound.c, (null)
sound_reset in m2_sound.c, (null)
sound_of_turret_traversing in m2_sound.c, (null)
monitor_status in m2_status.c, (null)
FUNCTION: fifo_enqueue(fifop, string, length)
idc_raw_16_set_cmd in i_raw_16_set.c, (null)
idc_raw_16_set2_cmd in i_raw_16_st2.c, (null)
idc_raw_set_cmd in i_raw_set.c, (null)
idc_reset_cmd in i_reset.c, (null)
idc_reset_output in init.c, (null)
idc_output_16_set in op_16_set.c, (null)
idc_output_16_set2 in op_16_set2.c, (null)
idc_output_restore in op_rest.c, (null)
idc_output_set in op_set.c, (null)
idc_output_set_ns in op_set_ns.c, (null)
iod_init_alpha in iod_alpha.c, (null)
iod_reset_alpha in iod_alpha.c, (null)
iod_alpha_write_val in iod_alpha.c, (null)
iod_alpha_write_str in iod_alpha.c, (null)
iod_init_idc in iod_idc.c, (null)
iod_reset_idc in iod_idc.c, (null)
iod_idc_write_val in iod_idc.c, (null)
iod_idc_write_str in iod_idc.c, (null)
iod_init_sound in iod_sound.c, (null)
iod_reset_sound in iod_sound.c, (null)
iod_sound_write_val in iod_sound.c, (null)
iod_sound_write_str in iod_sound.c, (null)
sound_make_veh_spec_sound in kato_sound.c, (null)
sound_force_veh_spec_sound in kato_sound.c, (null)
sound_simul in kato_sound.c, (null)
sound_reset in kato_sound.c, (null)
monitor_status in kato_status.c, IFNDEF USE_SPACEBALL
monitor_status in kato_status.c, (null)
sound_make_veh_spec_sound in m1_sound.c, (null)
sound_force_veh_spec_sound in m1_sound.c, (null)
sound_simul in m1_sound.c, (null)
sound_reset in m1_sound.c, (null)
monitor_status in m1_status.c, (null)
alpha_reset in m2_alpha.c, (null)
alpha_send_mils in m2_alpha.c, (null)
alpha_send_load in m2_alpha.c, (null)

sound_make_veh_spec_sound in m2_sound.c, (null)
sound_force_veh_spec_sound in m2_sound.c, (null)
sound_simul in m2_sound.c, (null)
sound_reset in m2_sound.c, (null)
sound_of_turret_traversing in m2_sound.c, (null)
monitor_status in m2_status.c, (null)

FILE: f_init.c

FUNCTION: fifo_init(fifop, port_number)
idc_fifo_init in init.c, (null)
iod_init_alpha in iod_alpha.c, (null)
iod_init_idc in iod_idc.c, (null)
iod_init_sound in iod_sound.c, (null)
sound_init in kato_sound.c, (null)
sound_init in m1_sound.c, (null)
alpha_init in m2_alpha.c, (null)
sound_init in m2_sound.c, (null)

FUNCTION: fifo_uninit(fifop)

calledBy:

idc_fifo_uninit in init.c, (null)

FILE: f_open_out.c

FUNCTION: open_up_output_port(fifop)

calledBy:

fifo_init in f_init.c, IFDEF SUN

fifo_init in f_init.c, IFDEF mips

fifo_init in f_init.c, IFDEF _GT_

FUNCTION: open_up_output_port(fifop)

calledBy:

fifo_init in f_init.c, IFDEF SUN

fifo_init in f_init.c, IFDEF mips

fifo_init in f_init.c, IFDEF _GT_

FUNCTION: open_up_output_port(fifop)

calledBy:

fifo_init in f_init.c, IFDEF SUN

fifo_init in f_init.c, IFDEF mips

fifo_init in f_init.c, IFDEF _GT_

FUNCTION: close_output_port(fifop)

calledBy:

fifo_uninit in f_init.c, IFDEF SUN

fifo_uninit in f_init.c, IFDEF mips

fifo_uninit in f_init.c, IFDEF _GT_

FUNCTION: open_up_output_port(fifop)

calledBy:

fifo_init in f_init.c, IFDEF SUN

fifo_init in f_init.c, IFDEF mips

fifo_init in f_init.c, IFDEF _GT_

FUNCTION: open_up_output_port(fifop)

calledBy:

fifo_init in f_init.c, IFDEF SUN

fifo_init in f_init.c, IFDEF mips

fifo_init in f_init.c, IFDEF _GT_

FILE: f_print.c

FUNCTION: fifo_print(fifop)

FILE: f_send_out.c

FUNCTION: send_output_to_port(fifop)

DIRECTORY: ./common/libsrc/libfilter

FILE: add.c

FUNCTION: filter_add_class(class_num, obj_class, alignment, range)

calledBy:

rva_priority_setup in rva_pr_init.c, (null)

FILE: bounds.c

FUNCTION: filter_change_class_bound(class_num, alignment, new_range)

FILE: data.c

FILE: dump.c

FUNCTION: filter_dump_filter_info()

calledBy:

keyboard_simul in kato_keybrd.c, (null)

keyboard_simul in m1_keybrd.c, (null)

keyboard_simul in m2_keybrd.c, (null)

FILE: filter.c

FUNCTION: do_packet_from_network(pkt)

FUNCTION: do_packet_from_host(pkt)

FUNCTION: do_init()

FILE: force.c

FUNCTION: filter_set_force(force)

calledBy:

network_process_activate_request in nwk_activ.c, (null)

process_activate_request in activate.c, (null)

FILE: init.c

FUNCTION: filter_init(handle)

calledBy:

simulation_state_machine in stt_machine.c, (null)

simulation_state_machine in main.c, (null)

FILE: location.c

FUNCTION: filter_set_filter_threshold(threshold)

FUNCTION: filter_set_max_cig_range(range)

calledBy:

rva_priority_setup in rva_pr_init.c, (null)

FUNCTION: filter_set_location(location)

calledBy:

network_process_activate_request in nwk_activ.c, (null)

process_activate_request in activate.c, (null)

format_vehicle_appearance in appearance.c, (null)

format_stealth_appearance in appearance.c, (null)

FILE: verify.c

FUNCTION: filter_verify_classes()

calledBy:

rva_priority_setup in rva_pr_init.c, (null)

DIRECTORY: ./common/libsrc/libhash

FILE: hash_add.c

FUNCTION: hash_add_hash_entry(table_handle, vid)

calledBy:

rva_add_hash_entry in rva_hash.c, (null)

msg_add_hash_entry in msg_hash.c, (null)

obj_process_object in obj_storage.c, (null)

FUNCTION: get_hash_entry(table)

calledBy:
 hash_add_hash_entry in hash_add.c, (null)
 rva_insert_hash_table_entry in rva_hash.c, (null)

FILE: hash_create.c
 FUNCTION: get_next_table_handle()
 calledBy:
 hash_create_hash_table in hash_create.c, (null)

FUNCTION: hash_create_hash_table(n_entries)
 calledBy:
 rva_alloc_rva_table in rva_hash.c, (null)
 msg_create_hash_table in msg_hash.c, (null)
 obj_create_objects in obj_storage.c, (null)

FILE: hash_delete.c
 FUNCTION: hash_delete_hash_table(table_handle)

FILE: hash_find.c
 FUNCTION: hash_find_hash_entry(table_handle, vid)
 calledBy:
 rva_find_hash_entry in rva_hash.c, (null)
 msg_find_hash_entry in msg_hash.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 msg_find_hash_entry in msg_hash.c, (null)
 obj_process_object in obj_storage.c, (null)

FILE: hash_init.c
 FUNCTION: hash_init_hash_table(table_handle)
 calledBy:
 hash_create_hash_table in hash_create.c, (null)
 rva_init_hash_table in rva_hash.c, (null)
 msg_init_hash_table in msg_hash.c, (null)
 obj_init_objects in obj_storage.c, (null)

FILE: hash_remove.c
 FUNCTION: hash_remove_hash_entry(table_handle, vid)
 calledBy:
 rva_delete_hash_entry in rva_hash.c, (null)
 msg_remove_hash_entry in msg_hash.c, (null)
 obj_delete_object in obj_storage.c, (null)

FUNCTION: free_hash_entry(table, hashi)
 calledBy:
 hash_remove_hash_entry in hash_remove.c, (null)
 rva_remove_hash_table_entry in rva_hash.c, (null)

FILE: hash_value.c
 FUNCTION: find_hash_value(vid)
 calledBy:
 hash_add_hash_entry in hash_add.c, (null)
 hash_find_hash_entry in hash_find.c, (null)
 hash_remove_hash_entry in hash_remove.c, (null)
 rva_lookup_hash_table_entry in rva_hash.c, (null)
 rva_remove_hash_table_entry in rva_hash.c, (null)
 rva_insert_hash_table_entry in rva_hash.c, (null)

DIRECTORY: ./common/libsrc/libidc

FILE: choose_fifo.c
 FUNCTION: idc_choose_fifo(id)
 calledBy:

idc_output_16_set in op_16_set.c, (null)
idc_output_16_set2 in op_16_set2.c, (null)
idc_output_restore in op_rest.c, (null)
idc_output_set in op_set.c, (null)
idc_output_set_ns in op_set_ns.c, (null)

FILE: i_error.c

FUNCTION: libidc_error_report(func, sarg1, nargs2)

calledBy:

libidc_set_idc_action in i_pfile.c, (null)
libidc_read_idc_parameter_body in i_readbody.c, (null)
libidc_read_idc_parameter_header in i_readhead.c, (null)

FILE: i_getact.c

FUNCTION: libidc_get_action(type)

calledBy:

libidc_set_idc_action in i_pfile.c, (null)
libidc_read_idc_parameter_body in i_readbody.c, (null)

FILE: i_getacts.c

FUNCTION: idc_get_actions(i)

calledBy:

main in idc_p_hpsm.c, (null)
main in idc_p_to_h.c, (null)
main in panel_test.c, (null)
main in serdef.c, (null)

FILE: i_getdevice.c

FUNCTION: idc_get_device_type()

calledBy:

main in panel_test.c, (null)

FILE: i_getnames.c

FUNCTION: idc_get_names(i)

calledBy:

main in idc_p_to_h.c, (null)
main in panel_test.c, (null)

FILE: i_getnumplt.c

FUNCTION: idc_get_num_platforms()

calledBy:

idc_get_platform_number in i_getpltnum.c, (null)
main in idc_p_to_h.c, (null)

FILE: i_getoffset.c

FUNCTION: idc_get_offset()

calledBy:

app_process_def_file in app_read.c, (null)
idc_process_dev_file in i_init.c, (null)
main in idc_p_hpsm.c, (null)
main in idc_p_to_h.c, (null)
main in panel_test.c, (null)
main in serdef.c, (null)

FILE: i_getplt.c

FUNCTION: idc_get_platform_name(platform)

calledBy:

idc_get_platform_number in i_getpltnum.c, (null)
main in idc_p_to_h.c, (null)

FILE: i_getpltnum.c

FUNCTION: idc_get_platform_number(platform_name)

calledBy:

main in serdef.c, (null)

FILE: i_getport.c
FUNCTION: idc_get_port_name()
calledBy:
app_process_def_file in app_read.c, (null)
idc_process_dev_file in i_init.c, (null)
idc_open_port in i_opn_port.c, IFDEF MASSCOMP
port_stuck in i_port_stk.c, IFDEF MASSCOMP
main in idc_p_hpsm.c, (null)
main in idc_p_to_h.c, (null)
main in panel_test.c, (null)
main in serdef.c, (null)

FILE: i_getstat.c
FUNCTION: idc_get_station_description()
calledBy:
main in idc_p_to_h.c, (null)

FILE: i_init.c
FUNCTION: idc_process_dev_file()
calledBy:
idc_init in init.c, (null)
FUNCTION: idc_init_dev_file(file_name)
FUNCTION: idc_get_dev_file()
calledBy:
idc_process_dev_file in i_init.c, (null)

FILE: i_loc.c

FILE: i_mode.c
FUNCTION: idc_set_emulate_mode()
FUNCTION: idc_clear_emulate_mode()
FUNCTION: idc_get_emulate_mode()
calledBy:
idc_init in init.c, (null)
idc_reset_output in init.c, (null)
idc_output_set in op_set.c, (null)

FILE: i_opn_port.c
FUNCTION: idc_open_port()
FUNCTION: idc_close_port()
FUNCTION: idc_open_port()
FUNCTION: idc_open_port(iptr)
FUNCTION: idc_close_port(iptr)
FUNCTION: idc_open_port(iptr)
FUNCTION: idc_close_port(iptr)

FILE: i_perror.c
FUNCTION: libidc_perror_report(func, sarg1, narg2)
calledBy:
read_idc_parameter_file in i_readfile.c, (null)
libidc_strsave in i_strsave.c, (null)

FILE: i_pfile.c
FUNCTION: libidc_set_idc_action(id, action_string)
calledBy:
convert_pfile_structs_to_idc_format in pfile_conv.c, (null)
FUNCTION: libidc_set_idc_name(id, idname)
calledBy:
convert_pfile_structs_to_idc_format in pfile_conv.c, (null)

FILE: i_port_stk.c

FUNCTION: port_stuck()
FILE: i_raw_16_set.c
FUNCTION: idc_raw_16_set_cmd(fifo, id, val)
FILE: i_raw_16_st2.c
FUNCTION: idc_raw_16_set2_cmd(fifo, id, val1, val2)
FILE: i_raw_set.c
FUNCTION: idc_raw_set_cmd(fifo, id, val)
FILE: i_readbody.c
FUNCTION: libidc_read_idc_parameter_body(fp, name)
calledBy:
read_idc_parameter_file in i_readfile.c, (null)
FILE: i_readfile.c
FUNCTION: read_idc_parameter_file(name)
calledBy:
app_process_def_file in app_read.c, (null)
idc_process_dev_file in i_init.c, (null)
main in idc_p_hpsm.c, (null)
main in idc_p_to_h.c, (null)
main in panel_test.c, (null)
main in serdef.c, (null)
FUNCTION: idc_init_actions()
calledBy:
read_idc_parameter_file in i_readfile.c, (null)
convert_pfile_structs_to_idc_format in pfile_conv.c, (null)
FILE: i_readhead.c
FUNCTION: libidc_read_idc_parameter_header(fp, name)
calledBy:
read_idc_parameter_file in i_readfile.c, (null)
pfile_read in npfile_read.c, (null)
pfile_read in opfile_read.c, (null)
FILE: i_reset.c
FUNCTION: idc_reset_cmd(fifo)
FILE: i_simul.c
FUNCTION: idc_simul()
FUNCTION: idc_parse_command(idc, str, cnt)
calledBy:
idc_simul in i_simul.c, IFNDEF SIMBFLY
FILE: i_strsave.c
FUNCTION: libidc_strsave(f)
calledBy:
libidc_set_idc_name in i_pfile.c, (null)
libidc_read_idc_parameter_body in i_readbody.c, (null)
FILE: init.c
FUNCTION: idc_init()
calledBy:
veh_spec_stop in kato_main.c, (null)
simulation_state_machine in main.c, (null)
veh_spec_stop in m1_main.c, (null)
veh_spec_stop in m2_main.c, (null)
FUNCTION: idc_fifo_init()
calledBy:
idc_init in init.c, (null)
FUNCTION: idc_fifo_uninit()
calledBy:

veh_spec_exit in kato_main.c, IFDEF_GT_
veh_spec_exit in m1_main.c, IFDEF_GT_
veh_spec_exit in m2_main.c, IFDEF_GT_

FUNCTION: idc_reset()

calledBy:

idc_parse_command in i_simul.c, IFNDEF SIMBFLY
idc_init in init.c, (null)
controls_simz_off in kato_ctl_sim.c, (null)
simulation_state_machine in main.c, (null)
controls_no_power_off in m1_ctl_npc.c, (null)
controls_hull_no_power_off in m2_ctl_hnp.c, (null)
controls_turret_no_power_off in m2_ctl_tnp.c, (null)

FUNCTION: idc_reset_input()

calledBy:

idc_reset in init.c, (null)

FUNCTION: idc_reset_output()

calledBy:

idc_reset in init.c, (null)

FILE: op_16_set.c

FUNCTION: idc_output_16_set(id, val)

calledBy:

controls_nlos_init in kato_ctl_nls.c, (null)
controls_nlos_retrieve_waypoints_check in kato_ctl_nls.c, (null)
controls_set_path_num_to_none in kato_ctl_nls.c, (null)
nlos_menu_change in kato_ctl_nls.c, (null)
controls_draw_heading in kato_ctl_nls.c, (null)
controls_draw_view_heading in kato_ctl_nls.c, (null)
controls_draw_missile_pos in kato_ctl_nls.c, (null)
meter_altitude_set in kato_meter.c, (null)
meter_radar_alt_set in kato_meter.c, (null)
meter_kato_air_speed_set in kato_meter.c, (null)
meter_dg_set in kato_meter.c, (null)
meter_vertical_speed_set in kato_meter.c, (null)
meter_aoa_set in kato_meter.c, (null)
meter_veh_id_set in kato_meter.c, (null)

FILE: op_16_set2.c

FUNCTION: idc_output_16_set2(id, val1, val2)

meter_adi_set in kato_meter.c, (null)

FILE: op_rest.c

FUNCTION: idc_output_restore(id)

calledBy:

idc_output_restore_cond in op_rest_c.c, (null)

FILE: op_rest_c.c

FUNCTION: idc_output_restore_cond(cond, id)

calledBy:

controls_master_power_on in m1_ctl_mpc.c, (null)
controls_driver_panel_light_restore in m1_ctl_mpc.c, (null)
controls_resupply_restore in m1_ctl_npc.c, (null)
controls_fuel_restore in m1_ctl_npc.c, (null)
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_commander_panel_light_restore in m1_ctl_tpc.c, (null)
controls_commander_fake_light_restore in m1_ctl_tpc.c, (null)
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_restore in m2_ctl_mpc.c, (null)

controls_ammo_panel_test_restore in m2_ctl_tnp.c, (null)
controls_turret_power_on in m2_ctl_tpc.c, (null)
controls_commander_panel_test_restore in m2_ctl_tpc.c, (null)

FILE: op_set.c

FUNCTION: idc_output_set(id, val)

calledBy:

idc_output_set_cond in op_set_c.c, (null)
light_check in lights.c, (null)
light_init in lights.c, (null)
flashing_check in lights.c, (null)
meter_check in meters.c, (null)
ammo_set_stores in kato_ammo.c, (null)
ammo_fired in kato_ammo.c, (null)
ammo_resupply_receive_timeout_check in kato_ammo.c, (null)
controls_nlos_init in kato_ctl_nls.c, (null)
controls_free_fly_init in kato_ctl_sim.c, (null)
controls_lamps_off in kato_ctl_sim.c, (null)
controls_view_ind_init in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
controls_view_ind_up in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
controls_view_ind_down in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
controls_view_ind_centered in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
controls_radar_warning_flash_check in kato_ctl_sim.c, IFDEF
no_sad_right_now
nlos_simul in kato_nlos.c, (null)
nlos_stop_missile in kato_nlos.c, (null)
nlos_try_to_lock_on_target in kato_nlos.c, (null)
nlos_update_nlos_mode in kato_nlos.c, (null)
nlos_trigger_1_depressed in kato_nlos.c, (null)
state_lamp_light in kato_state.c, (null)
state_toggle_fix in kato_state.c, (null)
state_fix in kato_state.c, (null)
state_unfix in kato_state.c, (null)
controls_mpc_init in m1_ctl_mpc.c, (null)
controls_master_power_off in m1_ctl_mpc.c, (null)
controls_kill_radio in m1_ctl_mpc.c, (null)
controls_restore_radio in m1_ctl_mpc.c, (null)
controls_odometer_pulse in m1_ctl_npc.c, (null)
controls_odometer_check in m1_ctl_npc.c, (null)
controls_turret_power_off in m1_ctl_tpc.c, (null)
idc_invert_outputs in m1_idc.c, (null)
meter_speed_set in m1_meter.c, (null)
meter_tach_set in m1_meter.c, (null)
meter_fuel_set in m1_meter.c, (null)
meter_volt_set in m1_meter.c, (null)
controls_odometer_pulse in m2_ctl_hnp.c, (null)
controls_odometer_check in m2_ctl_hnp.c, (null)
controls_break_hull_slope_ind in m2_ctl_hnp.c, (null)
controls_master_power_off in m2_ctl_mpc.c, (null)
controls_driver_panel_test_restore in m2_ctl_mpc.c, (null)
controls_kill_hull_radio in m2_ctl_mpc.c, (null)
controls_restore_hull_radio in m2_ctl_mpc.c, (null)
controls_tnp_init in m2_ctl_tnp.c, (null)
controls_turret_no_power_off in m2_ctl_tnp.c, (null)
controls_gunner_brow_pad_off in m2_ctl_tnp.c, (null)

controls_commander_brow_pad_off in m2_ctl_tnp.c, (null)
controls_lo_mag_reticle in m2_ctl_tnp.c, (null)
controls_hi_mag_reticle in m2_ctl_tnp.c, (null)
controls_tow_reticle in m2_ctl_tnp.c, (null)
controls_blank_rounds_on_board in m2_ctl_tnp.c, (null)
controls_receive_off in m2_ctl_tnp.c, (null)
controls_send_off in m2_ctl_tnp.c, (null)
controls_internal_off in m2_ctl_tnp.c, (null)
controls_hei_off in m2_ctl_tnp.c, (null)
controls_apds_off in m2_ctl_tnp.c, (null)
controls_tow_off in m2_ctl_tnp.c, (null)
controls_dragon_off in m2_ctl_tnp.c, (null)
controls_turret_power_on in m2_ctl_tpc.c, (null)
controls_turret_power_off in m2_ctl_tpc.c, (null)
controls_break_turret_ref_ind in m2_ctl_tpc.c, (null)
controls_bolt_position_neither in m2_ctl_tpc.c, (null)
controls_low_ammo_off in m2_ctl_tpc.c, (null)
controls_missile1_off in m2_ctl_tpc.c, (null)
controls_missile2_off in m2_ctl_tpc.c, (null)
controls_kill_turret_radio in m2_ctl_tpc.c, (null)
controls_restore_turret_radio in m2_ctl_tpc.c, (null)
idc_invert_outputs in m2_idc.c, (null)
idc_veh_spec_init in m2_idc.c, (null)
meter_speed_set in m2_meter.c, (null)
meter_fuel_set in m2_meter.c, (null)
meter_volt_set in m2_meter.c, (null)
meter_temp_set in m2_meter.c, (null)
meter_press_set in m2_meter.c, (null)

FILE: op_set_c.c

FUNCTION: idc_output_set_cond(cond, id, val)
controls_lamp_init in m1_ctl_fsm.c, (null)
controls_master_power_on in m1_ctl_mpc.c, (null)
controls_engine_lamp_check in m1_ctl_mpc.c, (null)
controls_engine_abort_check in m1_ctl_mpc.c, (null)
controls_caution_reset_check in m1_ctl_mpc.c, (null)
controls_engine_started in m1_ctl_mpc.c, (null)
controls_engine_spooling_down in m1_ctl_mpc.c, (null)
controls_engine_abort in m1_ctl_mpc.c, (null)
controls_engine_reset_abort in m1_ctl_mpc.c, (null)
controls_engine_overspeed in m1_ctl_mpc.c, (null)
controls_engine_overspeed_normal in m1_ctl_mpc.c, (null)
controls_low_fuel_on in m1_ctl_mpc.c, (null)
controls_low_fuel_off in m1_ctl_mpc.c, (null)
controls_low_charge_on in m1_ctl_mpc.c, (null)
controls_low_charge_off in m1_ctl_mpc.c, (null)
controls_engine_oil_level_low in m1_ctl_mpc.c, (null)
controls_engine_oil_level_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_level_low in m1_ctl_mpc.c, (null)
controls_transmission_oil_level_normal in m1_ctl_mpc.c, (null)
controls_engine_oil_filter_clogged in m1_ctl_mpc.c, (null)
controls_engine_oil_filter_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_filter_clogged in m1_ctl_mpc.c, (null)
controls_transmission_oil_filter_normal in m1_ctl_mpc.c, (null)
controls_engine_fuel_filter_clogged in m1_ctl_mpc.c, (null)

controls_engine_fuel_filter_normal in m1_ctl_mpc.c, (null)
controls_right_pump_inoperative_on in m1_ctl_mpc.c, (null)
controls_right_pump_inoperative_off in m1_ctl_mpc.c, (null)
controls_left_pump_inoperative_on in m1_ctl_mpc.c, (null)
controls_left_pump_inoperative_off in m1_ctl_mpc.c, (null)
controls_engine_oil_temperature_high in m1_ctl_mpc.c, (null)
controls_engine_oil_temperature_normal in m1_ctl_mpc.c, (null)
controls_engine_oil_pressure_low in m1_ctl_mpc.c, (null)
controls_engine_oil_pressure_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_temperature_high in m1_ctl_mpc.c, (null)
controls_transmission_oil_temperature_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_pressure_low in m1_ctl_mpc.c, (null)
controls_transmission_oil_pressure_normal in m1_ctl_mpc.c, (null)
controls_caution_lamp_off_check in m1_ctl_mpc.c, (null)
controls_warning_lamp_off_check in m1_ctl_mpc.c, (null)
controls_ejection_guard_armed in m1_ctl_npc.c, (null)
controls_ejection_guard_safe in m1_ctl_npc.c, (null)
controls_set_parking_brake in m1_ctl_npc.c, (null)
controls_release_parking_brake in m1_ctl_npc.c, (null)
controls_breech_ready_check in m1_ctl_npc.c, (null)
controls_transfer_semi_heat in m1_ctl_npc.c, (null)
controls_transfer_semi_apds in m1_ctl_npc.c, (null)
controls_transfer_hull_heat in m1_ctl_npc.c, (null)
controls_transfer_hull_apds in m1_ctl_npc.c, (null)
controls_transfer_no_transfer in m1_ctl_npc.c, (null)
controls_transfer_redist_send in m1_ctl_npc.c, (null)
controls_transfer_redist_recv in m1_ctl_npc.c, (null)
controls_resupply_empty in m1_ctl_npc.c, (null)
controls_show_round in m1_ctl_npc.c, (null)
controls_unshow_round in m1_ctl_npc.c, (null)
controls_turret_ref_ind in m1_ctl_npc.c, (null)
controls_show_breech in m1_ctl_npc.c, (null)
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
controls_gun_select_check in m1_ctl_tpc.c, (null)
controls_gun_select_init in m1_ctl_tpc.c, (null)
controls_ammo_select_check in m1_ctl_tpc.c, (null)
controls_ammo_select_init in m1_ctl_tpc.c, (null)
controls_laser_malfunction_set in m1_ctl_tpc.c, (null)
controls_laser_malfunction_reset in m1_ctl_tpc.c, (null)
controls_thermal_ready_light_on in m1_ctl_tpc.c, (null)
controls_thermal_ready_light_off in m1_ctl_tpc.c, (null)
controls_lamp_init in m2_ctl_fsm.c, (null)
controls_hull_slope_ind in m2_ctl_hnp.c, (null)
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_transmission_oil_pressure_normal in m2_ctl_mpc.c, (null)
controls_transmission_oil_temperature_normal in m2_ctl_mpc.c, (null)
controls_coolant_temperature_normal in m2_ctl_mpc.c, (null)
controls_coolant_level_normal in m2_ctl_mpc.c, (null)
controls_fuel_filter_normal in m2_ctl_mpc.c, (null)
controls_air_cleaner_normal in m2_ctl_mpc.c, (null)
controls_engine_oil_pressure_normal in m2_ctl_mpc.c, (null)
controls_engine_accessory_on in m2_ctl_mpc.c, (null)

controls_engine_accessory_off in m2_ctl_mpc.c, (null)
controls_ramp_unlocked_on in m2_ctl_mpc.c, (null)
controls_ramp_unlocked_off in m2_ctl_mpc.c, (null)
controls_turret_drive_on in m2_ctl_tdc.c, (null)
controls_turret_drive_off in m2_ctl_tdc.c, (null)
controls_turret_stab_on in m2_ctl_tdc.c, (null)
controls_turret_stab_off in m2_ctl_tdc.c, (null)
controls_turret_slope_ind in m2_ctl_tnp.c, (null)
controls_gunner_brow_pad_on in m2_ctl_tnp.c, (null)
controls_commander_brow_pad_on in m2_ctl_tnp.c, (null)
controls_rounds_on_board in m2_ctl_tnp.c, (null)
controls_receive_off in m2_ctl_tnp.c, (null)
controls_receive_on in m2_ctl_tnp.c, (null)
controls_send_off in m2_ctl_tnp.c, (null)
controls_send_on in m2_ctl_tnp.c, (null)
controls_internal_off in m2_ctl_tnp.c, (null)
controls_internal_on in m2_ctl_tnp.c, (null)
controls_hei_off in m2_ctl_tnp.c, (null)
controls_hei_on in m2_ctl_tnp.c, (null)
controls_apds_off in m2_ctl_tnp.c, (null)
controls_apds_on in m2_ctl_tnp.c, (null)
controls_tow_off in m2_ctl_tnp.c, (null)
controls_tow_on in m2_ctl_tnp.c, (null)
controls_dragon_off in m2_ctl_tnp.c, (null)
controls_dragon_on in m2_ctl_tnp.c, (null)
controls_turret_power_on in m2_ctl_tpc.c, (null)
controls_turret_power_off in m2_ctl_tpc.c, (null)
controls_commander_backup_power_on in m2_ctl_tpc.c, (null)
controls_commander_backup_power_off in m2_ctl_tpc.c, (null)
controls_commander_drive_malfunction_on in m2_ctl_tpc.c, (null)
controls_commander_drive_malfunction_off in m2_ctl_tpc.c, (null)
controls_tow_test_on in m2_ctl_tpc.c, (null)
controls_tow_test_off in m2_ctl_tpc.c, (null)
controls_firectl_arm_on in m2_ctl_tpc.c, (null)
controls_firectl_arm_off in m2_ctl_tpc.c, (null)
controls_gunner_ammo_reversed_on in m2_ctl_tpc.c, (null)
controls_gunner_ammo_reversed_off in m2_ctl_tpc.c, (null)
controls_gunner_tow_launcher_on in m2_ctl_tpc.c, (null)
controls_gunner_tow_launcher_off in m2_ctl_tpc.c, (null)
controls_gunner_tow_circuit_open in m2_ctl_tpc.c, (null)
controls_gunner_tow_circuit_closed in m2_ctl_tpc.c, (null)
controls_25_mm_gun_malf_on in m2_ctl_tpc.c, (null)
controls_25_mm_gun_malf_off in m2_ctl_tpc.c, (null)
controls_gunner_drive_malfunction_on in m2_ctl_tpc.c, (null)
controls_gunner_drive_malfunction_off in m2_ctl_tpc.c, (null)
controls_round_select_ap_ss in m2_ctl_tpc.c, (null)
controls_round_select_he_ss in m2_ctl_tpc.c, (null)
controls_round_select_ap_lo in m2_ctl_tpc.c, (null)
controls_round_select_he_lo in m2_ctl_tpc.c, (null)
controls_round_select_ap_hi in m2_ctl_tpc.c, (null)
controls_round_select_he_hi in m2_ctl_tpc.c, (null)
controls_round_select_tow in m2_ctl_tpc.c, (null)
controls_round_select_no_round in m2_ctl_tpc.c, (null)
controls_turret_ref_ind in m2_ctl_tpc.c, (null)

controls_bolt_position_neither in m2_ctl_tpc.c, (null)
controls_bolt_position_sear in m2_ctl_tpc.c, (null)
controls_low_ammo_off in m2_ctl_tpc.c, (null)
controls_low_ammo_on in m2_ctl_tpc.c, (null)
controls_missile1_off in m2_ctl_tpc.c, (null)
controls_missile1_on in m2_ctl_tpc.c, (null)
controls_missile2_off in m2_ctl_tpc.c, (null)
controls_missile2_on in m2_ctl_tpc.c, (null)

FILE: op_set_ns.c

FUNCTION: idc_output_set_ns(id, val)

idc_output_set_ns_cond in op_set_ns_c.c, (null)
controls_driver_panel_light_on in m1_ctl_mpc.c, (null)
controls_master_power_off in m1_ctl_mpc.c, (null)
controls_resupply_flash in m1_ctl_npc.c, (null)
controls_fuel_flash in m1_ctl_npc.c, (null)
controls_commander_panel_light_on in m1_ctl_tpc.c, (null)
controls_commander_fake_light_on in m1_ctl_tpc.c, (null)
controls_turret_power_off in m1_ctl_tpc.c, (null)
controls_master_power_off in m2_ctl_mpc.c, (null)
controls_driver_panel_test_on in m2_ctl_mpc.c, (null)
controls_cool_hi_temp_flash_check in m2_ctl_mpc.c, (null)
controls_cool_lo_level_flash_check in m2_ctl_mpc.c, (null)
controls_trans_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)
controls_trans_oil_temp_hi_flash_check in m2_ctl_mpc.c, (null)
controls_fuel_filt_clog_flash_check in m2_ctl_mpc.c, (null)
controls_launcher_up_flash_check in m2_ctl_mpc.c, (null)
controls_air_clean_clog_flash_check in m2_ctl_mpc.c, (null)
controls_eng_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)
controls_ammo_panel_test_on in m2_ctl_tnp.c, (null)
controls_receive_flash_check in m2_ctl_tnp.c, (null)
controls_send_flash_check in m2_ctl_tnp.c, (null)
controls_internal_flash_check in m2_ctl_tnp.c, (null)
controls_hei_flash_check in m2_ctl_tnp.c, (null)
controls_apds_flash_check in m2_ctl_tnp.c, (null)
controls_tow_flash_check in m2_ctl_tnp.c, (null)
controls_dragon_flash_check in m2_ctl_tnp.c, (null)
controls_receive_off in m2_ctl_tnp.c, (null)
controls_send_off in m2_ctl_tnp.c, (null)
controls_internal_off in m2_ctl_tnp.c, (null)
controls_hei_off in m2_ctl_tnp.c, (null)
controls_apds_off in m2_ctl_tnp.c, (null)
controls_tow_off in m2_ctl_tnp.c, (null)
controls_dragon_off in m2_ctl_tnp.c, (null)
controls_turret_power_off in m2_ctl_tpc.c, (null)
controls_commander_panel_test_on in m2_ctl_tpc.c, (null)
controls_bolt_position_neither in m2_ctl_tpc.c, (null)
controls_low_ammo_off in m2_ctl_tpc.c, (null)
controls_missile1_off in m2_ctl_tpc.c, (null)
controls_missile2_off in m2_ctl_tpc.c, (null)
controls_sear_flash_check in m2_ctl_tpc.c, (null)
controls_low_ammo_flash_check in m2_ctl_tpc.c, (null)
controls_missile1_flash_check in m2_ctl_tpc.c, (null)
controls_missile2_flash_check in m2_ctl_tpc.c, (null)

FILE: op_set_ns_c.c

FUNCTION: idc_output_set_ns_cond(cond, id, val)
 controls_resupply_unflash in m1_ctl_npc.c, (null)
 controls_fuel_unflash in m1_ctl_npc.c, (null)
 controls_cool_hi_temp_flash_check in m2_ctl_mpc.c, (null)
 controls_cool_lo_level_flash_check in m2_ctl_mpc.c, (null)
 controls_trans_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)
 controls_trans_oil_temp_hi_flash_check in m2_ctl_mpc.c, (null)
 controls_fuel_filt_clog_flash_check in m2_ctl_mpc.c, (null)
 controls_launcher_up_flash_check in m2_ctl_mpc.c, (null)
 controls_air_clean_clog_flash_check in m2_ctl_mpc.c, (null)
 controls_eng_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)
 controls_receive_flash_check in m2_ctl_tnp.c, (null)
 controls_send_flash_check in m2_ctl_tnp.c, (null)
 controls_internal_flash_check in m2_ctl_tnp.c, (null)
 controls_hei_flash_check in m2_ctl_tnp.c, (null)
 controls_apds_flash_check in m2_ctl_tnp.c, (null)
 controls_tow_flash_check in m2_ctl_tnp.c, (null)
 controls_dragon_flash_check in m2_ctl_tnp.c, (null)
 controls_sear_flash_check in m2_ctl_tpc.c, (null)
 controls_low_ammo_flash_check in m2_ctl_tpc.c, (null)
 controls_missile1_flash_check in m2_ctl_tpc.c, (null)
 controls_missile2_flash_check in m2_ctl_tpc.c, (null)

FILE: respond.c

FUNCTION: idc_respond(id)

DIRECTORY: ./common/libsrc/libiv

FILE: ivclient.c

FUNCTION: IntervisibilityNoopRequest(clientFunc, clientArg)

calledBy:

IntervisibilitySynchronize in ivclient.c, (null)

FUNCTION: IntervisibilitySimpleRequest(from, to, height, clientFunc, clientArg)

calledBy:

main in ivclient.c, (null)

FUNCTION: IntervisibilityInterVehicleRequest(fromVehicleID, from, toVehicleID, to, height, clientFunc, clientArg)

calledBy:

SubmitIvsvrRequest in ivsvrif.c, (null)

FUNCTION: IntervisibilityResponseCheck()

calledBy:

IntervisibilitySynchronize in ivclient.c, (null)

main in ivclient.c, (null)

FUNCTION: _SyncHandler(arg)

FUNCTION: IntervisibilitySynchronize(reps)

calledBy:

main in ivclient.c, (null)

FILE: ivcommon.c

FUNCTION: IntervisibilityInitSetup(str)

calledBy:

main in ivclient.c, (null)

OnceOnlyInitialization in ivsvr.c, (null)

FUNCTION: IntervisibilityInit(mode)

calledBy:

main in ivclient.c, (null)

OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: IntervisibilityUnInit()
FUNCTION: GetIntervisibilityChannelID()
calledBy:
IntervisibilityNoopRequest in ivclient.c, (null)
IntervisibilitySimpleRequest in ivclient.c, (null)
IntervisibilityInterVehicleRequest in ivclient.c, (null)
IntervisibilityResponseCheck in ivclient.c, (null)
IntervisibilityNoopResponse in ivserver.c, (null)
IntervisibilitySimpleResponse in ivserver.c, (null)
IntervisibilityInterVehicleResponse in ivserver.c, (null)
IntervisibilityRequestCheck in ivserver.c, (null)
FUNCTION: GetUniqueID()
calledBy:
IntervisibilityNoopRequest in ivclient.c, (null)
IntervisibilitySimpleRequest in ivclient.c, (null)
IntervisibilityInterVehicleRequest in ivclient.c, (null)
FILE: ivrequest.c
FUNCTION: AllocIVRequestHandler()
calledBy:
IntervisibilityNoopRequestHandlerSet in ivserver.c, (null)
IntervisibilitySimpleRequestHandlerSet in ivserver.c, (null)
IntervisibilityInterVehicleRequestHandlerSet in ivserver.c, (null)
FUNCTION: FreeIVRequestHandler(reqHand)
FUNCTION: GetIVRequestHandlerByType(requestType)
calledBy:
IntervisibilityRequestCheck in ivserver.c, (null)
FUNCTION: LinkIVRequestHandler(reqHand)
calledBy:
IntervisibilityNoopRequestHandlerSet in ivserver.c, (null)
IntervisibilitySimpleRequestHandlerSet in ivserver.c, (null)
IntervisibilityInterVehicleRequestHandlerSet in ivserver.c, (null)
FUNCTION: UnlinkIVRequestHandler(reqHand)
FUNCTION: NoopIVRequestHandler(reqHand, request, clientAddr)
FUNCTION: SimpleIVRequestHandler(reqHand, request, clientAddr)
FUNCTION: InterVehicleIVRequestHandler(reqHand, request, clientAddr)
FILE: ivresponse.c
FUNCTION: AllocIVResponseHandler()
calledBy:
IntervisibilityNoopRequest in ivclient.c, (null)
IntervisibilitySimpleRequest in ivclient.c, (null)
IntervisibilityInterVehicleRequest in ivclient.c, (null)
FUNCTION: FreeIVResponseHandler(respHand)
calledBy:
IntervisibilityNoopRequest in ivclient.c, (null)
IntervisibilitySimpleRequest in ivclient.c, (null)
IntervisibilityInterVehicleRequest in ivclient.c, (null)
IntervisibilityResponseCheck in ivclient.c, (null)
FUNCTION: GetIVResponseHandlerByID(requestID)
calledBy:
IntervisibilityResponseCheck in ivclient.c, (null)
FUNCTION: LinkIVResponseHandler(respHand)
calledBy:
IntervisibilityNoopRequest in ivclient.c, (null)

IntervisibilitySimpleRequest in ivclient.c, (null)
 IntervisibilityInterVehicleRequest in ivclient.c, (null)
FUNCTION: UnlinkIVResponseHandler(respHand)
 calledBy:
 IntervisibilityResponseCheck in ivclient.c, (null)
FUNCTION: NoopIVResponseHandler(respHand, response)
FUNCTION: SimpleIVResponseHandler(respHand, response)
FUNCTION: InterVehicleIVResponseHandler(respHand, response)
FILE: ivserver.c
FUNCTION: IntervisibilityNoopRequestHandlerSet(serverFunc, serverArg)
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: IntervisibilityNoopResponse(responseID, clientAddr)
 calledBy:
 NoopRequestHandler in ivsvr.c, (null)
FUNCTION: IntervisibilitySimpleRequestHandlerSet(serverFunc, serverArg)
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: IntervisibilitySimpleResponse(responseID, obstructed, clientAddr)
 calledBy:
 SimpleRequestHandler in ivsvr.c, (null)
FUNCTION: IntervisibilityInterVehicleRequestHandlerSet(serverFunc, serverArg)
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: IntervisibilityInterVehicleResponse(responseID, obstructed, clientAddr)
 calledBy:
 InterVehicleRequestHandler in ivsvr.c, (null)
FUNCTION: IntervisibilityRequestCheck()
 calledBy:
 main in ivsvr.c, (null)

DIRECTORY: /common/libsrc/libkeybrd**FILE:** close.c**FUNCTION:** keybrd_tty_close(desc)

calledBy:

main in svtst.c, (null)
 keyboard_exit_gracefully in niu_keybrd.c, (null)
 exit_gracefully in calibrate.c, (null)
 exit_gracefully in ncalib.c, (null)
 exit_gracefully in panel_test.c, (null)
 keyboard_exit_gracefully in kato_keybrd.c, (null)
 D6_close in D6_libry.c, (null)
 drivers_display_uninit in drv_display.c, (null)
 sard_uninit in way_ed.c, (null)
 SbClose in sbcustom.c, (null)
 keyboard_exit_gracefully in m1_keybrd.c, (null)
 keyboard_exit_gracefully in m2_keybrd.c, (null)

FILE: init.c**FUNCTION:** keybrd_tty_init(tty, mode)

calledBy:

tty_setup_modes in init.c, IFNDEF SIMBFLY, IFDEF _GT_
 QuitCheck in tfx.c, IFDEF _GT_
 main in svtst.c, (null)

keyboard_init in niu_keybrd.c, (null)
 main in calibrate.c, (null)
 main in ncalib.c, (null)
 main in panel_test.c, (null)
 keyboard_setup_terminal in kato_keybrd.c, (null)
 D6_open in D6_libry.c, (null)
 drivers_display_init in drv_display.c, (null)
 sad_init in way_ed.c, (null)
 SbOpen in sbcustom.c, (null)
 keyboard_setup_terminal in m1_keybrd.c, (null)
 keyboard_setup_terminal in m2_keybrd.c, IFNDEF SIMBFLY, IFDEF _GT_

FILE: read.c

FUNCTION: keybrd_tty_read(desc)

calledBy:

tty_getchar in get.c, IFNDEF SIMBFLY, IFDEF _GT_
 QuitCheck in tfx.c, IFDEF _GT_
 main in svtst.c, (null)
 keyboard_simul in niu_keybrd.c, (null)
 calib_get_mode in calibrate.c, (null)
 calib_file_nomatch in calibrate.c, (null)
 calib_create_mode in calibrate.c, (null)
 calib_edit_mode in calibrate.c, (null)
 get_pos in calibrate.c, (null)
 calib_get_mode in ncalib.c, (null)
 calib_file_nomatch in ncalib.c, (null)
 calib_create_mode in ncalib.c, (null)
 calib_edit_mode in ncalib.c, (null)
 get_pos in ncalib.c, (null)
 main in panel_test.c, (null)
 alpha_display in pnl_tst_alp.c, (null)
 lamp_toggle in pnl_tst_bin.c, (null)
 digital_display in pnl_tst_dig.c, (null)
 check_for_control_changes in pnl_tst_inp.c, (null)
 meter_toggle in pnl_tst_met.c, (null)
 meter16_toggle in pnl_tst_met.c, (null)
 sad_display in pnl_tst_sad.c, (null)
 get_sound_command in pnl_tst_snd.c, (null)
 main in panel_test.c, (null)
 alpha_display in pnl_tst_alp.c, (null)
 lamp_toggle in pnl_tst_bin.c, (null)
 digital_display in pnl_tst_dig.c, (null)
 check_for_control_changes in pnl_tst_inp.c, (null)
 meter_toggle in pnl_tst_met.c, (null)
 meter16_toggle in pnl_tst_met.c, (null)
 sad_display in pnl_tst_sad.c, (null)
 get_sound_command in pnl_tst_snd.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 D6_read_char in D6_libry.c, (null)
 D6_check_in_buff in D6_libry.c, (null)
 D6_reset in D6_libry.c, (null)
 D6_get_firmware in D6_libry.c, (null)
 D6_get_config in D6_libry.c, (null)
 D6_get_diagn in D6_libry.c, (null)
 waypoint_editor in way_ed.c, (null)

SbClearInput in sbcustom.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 keyboard_simul in m2_keybrd.c, IFNDEF SIMBFLY

FILE: reset.c

FUNCTION: keybrd_tty_reset(desc)
 keyboard_exit_gracefully in niu_keybrd.c, (null)
 exit_gracefully in calibrate.c, (null)
 exit_gracefully in ncalib.c, (null)
 exit_gracefully in panel_test.c, (null)
 keyboard_reset_terminal in kato_keybrd.c, (null)
 drivers_display_uninit in drv_display.c, (null)
 sad_minix in way_ed.c, (null)
 keyboard_reset_terminal in m1_keybrd.c, (null)
 keyboard_reset_terminal in m2_keybrd.c, IFNDEF SIMBFLY, IFDEF _GT_

FILE: write.c

FUNCTION: keybrd_tty_write(desc, data, size)
 calledBy:
 D6_write in D6_libry.c, (null)
 drivers_display in drv_display.c, (null)
 SbOutput in sbcustom.c, (null)

DIRECTORY: /common/libsrc/liblist

FILE: lappend.c

FUNCTION: ListAppend(list, link)
 calledBy:
 FreeChannel in chchannel.c, (null)
 LinkChannel in chchannel.c, (null)
 FreeIVRequestHandler in ivrequest.c, (null)
 LinkIVRequestHandler in ivrequest.c, (null)
 FreeIVResponseHandler in ivresponse.c, (null)
 LinkIVResponseHandler in ivresponse.c, (null)

FILE: linit.c

FUNCTION: ListInit(list)

FILE: linitlink.c

FUNCTION: ListInitLink(link, self)
 calledBy:
 AllocChannel in chchannel.c, (null)
 AllocIVRequestHandler in ivrequest.c, (null)
 AllocIVResponseHandler in ivresponse.c, (null)

FILE: lprepend.c

FUNCTION: ListPrepend(list, link)

FILE: lunlink.c

FUNCTION: ListUnlink(list, link)
 calledBy:
 AllocChannel in chchannel.c, (null)
 UnlinkChannel in chchannel.c, (null)
 AllocIVRequestHandler in ivrequest.c, (null)
 UnlinkIVRequestHandler in ivrequest.c, (null)
 AllocIVResponseHandler in ivresponse.c, (null)
 UnlinkIVResponseHandler in ivresponse.c, (null)

DIRECTORY: /common/libsrc/liblog

FILE: lg_avail.c

FUNCTION: (*avail_reply)()
FUNCTION: logger_process_avail_reply(pdu, originator)
 calledBy:
 logger_process_pkt in lg_process.c, (null)
FUNCTION: logger_available(net_handle, return_address, reply)
FILE: lg_command.c
FUNCTION: logger_record(logger_handle)
FUNCTION: logger_play(logger_handle, is_looping, racal_present, medium,
 nvolumes, file_names, filter_out_stealth, eof_callback, eof_arg)
FUNCTION: logger_suspend(logger_handle)
FUNCTION: logger_continue(logger_handle)
 calledBy:
 logger_process_command_ack in lg_command.c, (null)
FUNCTION: logger_stop(logger_handle)
FUNCTION: logger_seek_absolute(logger_handle, seconds)
FUNCTION: logger_seek_relative(logger_handle, seconds)
FUNCTION: logger_speed(logger_handle, factor)
FUNCTION: send_logger_command(pdu, logger_handle)
 calledBy:
 logger_play in lg_command.c, (null)
 logger_suspend in lg_command.c, (null)
 logger_continue in lg_command.c, (null)
 logger_stop in lg_command.c, (null)
 logger_seek_absolute in lg_command.c, (null)
 logger_seek_relative in lg_command.c, (null)
 logger_speed in lg_command.c, (null)
FUNCTION: logger_process_command_ack(logger_handle)
 calledBy:
 logger_process_pkt in lg_process.c, (null)
FUNCTION: logger_process_command_nak(logger_handle)
 calledBy:
 logger_process_pkt in lg_process.c, (null)
FILE: lg_connect.c
FUNCTION: logger_connect(address, return_address, net_handle, callback, call_arg,
 logger_msg_handler, msg_arg)
FUNCTION: logger_disconnect(logger_handle)
FUNCTION: logger_process_disconnect_ack(logger_handle)
 calledBy:
 logger_process_pkt in lg_process.c, (null)
FUNCTION: logger_process_disconnect_nak(logger_handle)
 calledBy:
 logger_process_pkt in lg_process.c, (null)
FUNCTION: logger_cancel_connect(logger_handle)
 calledBy:
 logger_process_connect_nak in lg_connect.c, (null)
FUNCTION: logger_add_logger()
 calledBy:
 logger_connect in lg_connect.c, (null)
FUNCTION: logger_remove_logger(logger)
 calledBy:
 logger_connect in lg_connect.c, (null)
 logger_process_disconnect_ack in lg_connect.c, (null)
 logger_cancel_connect in lg_connect.c, (null)
FUNCTION: logger_process_connect_ack(logger_handle)

calledBy:
logger_process_pkt in lg_process.c, (null)
FUNCTION: logger_process_connect_nak(logger_handle)
calledBy:
logger_process_pkt in lg_process.c, (null)
FILE: lg_error.c
FUNCTION: logger_get_error_description(handle)
FUNCTION: logger_get_error_number(handle)
FUNCTION: logger_get_last_error_description()
FUNCTION: logger_get_last_error_number()
FUNCTION: logger_error(handle, error_num, err_string)
calledBy:
logger_available in lg_avail.c, (null)
send_logger_command in lg_command.c, (null)
logger_process_command_ack in lg_command.c, (null)
logger_process_command_nak in lg_command.c, (null)
logger_connect in lg_connect.c, (null)
logger_disconnect in lg_connect.c, (null)
logger_process_disconnect_nak in lg_connect.c, (null)
logger_process_pkt in lg_process.c, (null)
logger_process_pkt in lg_process.c, IFDEF LOGGER_POINT_TO_POINT
logger_process_pkt in lg_process.c, (null)
FUNCTION: logger_state_error(logger, command)
calledBy:
logger_get_next_state in lg_state.c, (null)
FILE: lg_info.c
FUNCTION: logger_process_info_pkt(logger_handle, info)
calledBy:
logger_process_pkt in lg_process.c, (null)
FILE: lg_process.c
FUNCTION: logger_process_pkt(pdu, originator)
FILE: lg_state.c
FUNCTION: logger_get_next_state(logger, command)
calledBy:
logger_record in lg_command.c, (null)
logger_play in lg_command.c, (null)
logger_suspend in lg_command.c, (null)
logger_continue in lg_command.c, (null)
logger_stop in lg_command.c, (null)
logger_seek_absolute in lg_command.c, (null)
logger_seek_relative in lg_command.c, (null)
logger_speed in lg_command.c, (null)
FILE: lg_status.c
FUNCTION: logger_status(handle, status_func)
FUNCTION: logger_process_status_reply()
calledBy:
logger_process_pkt in lg_process.c, (null)
FILE: lg_util.c
FUNCTION: logger_init_logger_pdu(packet, kind, destination)
calledBy:
logger_available in lg_avail.c, (null)
send_logger_command in lg_command.c, (null)
logger_connect in lg_connect.c, (null)
logger_disconnect in lg_connect.c, (null)

DIRECTORY: /common/libsrc/libmatrix

FILE: d2f_m_copy.c

FUNCTION: d2f_mat_copy(src, dst)

calledBy:

format_vehicle_appearance in appearance.c, (null)
 format_stealth_appearance in appearance.c, (null)
 network_send_missile_appearance in missile.c, (null)
 ldam_draw_game_over in het_md.c, (null)
 ldam_draw_glare in het_vg.c, (null)

FILE: d2f_v_copy.c

FUNCTION: d2f_vec_copy(src, dst)

calledBy:

cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
 cig_msg_my_veh_state in niu_cig.c, IFDEF floats
 network_send_missile_appearance in amissile_app.c, (null)
 format_vehicle_appearance in appearance.c, (null)
 format_stealth_appearance in appearance.c, (null)
 missile_util_comm_fire_missile in util_comm.c, (null)
 missile_util_comm_release_sub_munition in util_comm.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 weapons_fire_round in m2_weapons.c, (null)

FILE: elr_copy.c

FUNCTION: elr_copy(from, to)

calledBy:

make_e in make_e.c, (null)

FILE: elr_elr_cat.c

FUNCTION: elr_elr_cat(A_e_B0, B0_e_B, A_e_B)

FILE: elr_form.c

FUNCTION: elr_form(axis, angle, result)

FILE: elr_ident.c

FUNCTION: elr_ident(e)

FILE: elr_to_mat.c

FUNCTION: elr_to_mat(A_e_B, A_c_B)

FILE: elr_transp.c

FUNCTION: elr_transpose(e, result)

FILE: f2d_m_copy.c

FUNCTION: f2d_mat_copy(src, dst)

calledBy:

cig_msg_my_veh_state in niu_cig.c, IFNDEF floats
 get_packet_parameters in kato_control.c, (null)

FILE: f2d_v_copy.c

FUNCTION: f2d_vec_copy(src, dst)

calledBy:

get_packet_parameters in kato_control.c, (null)
 ldam_check_for_eye_damage in het_ldam.c, (null)
 ldam_check_failures in het_ldam.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 process_msg_hit_return in proc_hit.c, (null)

FILE: fm_check.c

FUNCTION: fmat_check(m)

calledBy:

network_send_missile_appearance in amissile_app.c, (null)

format_vehicle_appearance in appearance.c, IF 0
 format_stealth_appearance in appearance.c, IF 0
 network_send_missile_appearance in missile.c, (null)

FILE: fm_copy.c

FUNCTION: fmat_copy(from, to)

calledBy:

fmat_check in fm_check.c, (null)
 fmat_transpose in fmat_transp.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 rva_smooth_process_dynamic in rva_smooth.c, (null)
 rva_smooth_dead_reckon in rva_smooth.c, (null)
 cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
 rva_smooth_process_dynamic in rva_smooth.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)

FILE: fm_id_init.c

FUNCTION: fmat_ident_init(m)

calledBy:

rva_smooth_init_veh in rva_smooth.c, (null)
 network_init_thresholds in nwk_thresh.c, (null)
 rva_smooth_init_veh in rva_smooth.c, (null)
 network_init_thresholds in thresh.c, (null)
 ldam_draw_glare in het_vg.c, (null)

FILE: fm_m_mul.c

FUNCTION: fmat_mat_mul(m1, m2, result)

calledBy:

rva_smooth_get_new_velocities in rva_smooth.c, (null)
 rva_smooth_dead_reckon in rva_smooth.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 rva_smooth_dead_reckon in rva_smooth.c, (null)
 ldam_draw_glare in het_vg.c, (null)

FILE: fm_r_init.c

FUNCTION: fmat_rot_init(m, theta, rot_axis)

calledBy:

cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)

FILE: fmat_dump.c

FUNCTION: fmat_dump(str, mat)

calledBy:

format_vehicle_appearance in appearance.c, IF 0
 format_stealth_appearance in appearance.c, IF 0

FILE: fmat_r_init2.c

FUNCTION: fmat_rot_init2(m, sin_theta, rot_axis)

calledBy:

rva_smooth_get_new_velocities in rva_smooth.c, (null)

FILE: fmat_sub.c

FUNCTION: fmat_sub(m1, m2, result)

FILE: fmat_transp.c

FUNCTION: fmat_transpose(m, result)

calledBy:

fmat_check in fm_check.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 cig_msg_my_veh_state in niu_cig.c, IFDEF floats
 cig_msg_my_veh_state in niu_cig.c, IFNDEF floats

FILE: fv_check.c

FUNCTION: fvec_check(v)
calledBy:
 fmat_check in fmat_check.c, (null)

FILE: fv_d_prod.c
FUNCTION: fvec_dot_prod(v1, v2)

FILE: fv_m_mul.c
FUNCTION: fvec_mat_mul(v, m, result)
calledBy:
 cig_msg_my_veh_state in niu_cig.c, IFDEF floats

FILE: fv_scale.c
FUNCTION: fvec_scale(v, scale_factor, result)
calledBy:
 cig_msg_my_veh_state in niu_cig.c, IFDEF floats

FILE: fv_x_prod.c
FUNCTION: fvec_cross_prod(v1, v2, result)

FILE: fvec_add.c
FUNCTION: fvec_add(v1, v2, result)

FILE: fvec_copy.c
FUNCTION: fvec_copy(from, to)
calledBy:
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 rva_smooth_dead_reckon in rva_smooth.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 rva_smooth_dead_reckon in rva_smooth.c, (null)
 network_send_ground_impact in gnd_impact.c, (null)
 network_send_impact in impact.c, (null)
 network_send_laser_range in laser_detect.c, IFDEF notdef
 network_send_laser_range in laser_fire.c, IFDEF notdef
 network_send_missile_fire_pkt in missile.c, (null)
 network_send_non_impact in non_impact.c, (null)
 network_send_projectile_fire_pkt in proj_fire.c, (null)
 network_send_prox_impact in prox_impact.c, (null)
 network_send_shell_fire_pkt in shell_fire.c, (null)
 network_send_vehicle_impact in veh_impact.c, (null)
 network_send_vehicle_impact_dg in veh_impact_dg.c, (null)

FILE: fvec_dump.c
FUNCTION: fvec_dump(str, v)
calledBy:
 format_vehicle_appearance in appearance.c, IF 0
 format_stealth_appearance in appearance.c, IF 0

FILE: fvec_norm.c
FUNCTION: fvec_normalize(v, result)
calledBy:
 network_send_missile_appearance in amissile_app.c, (null)

FILE: fvec_sub.c
FUNCTION: fvec_sub(v1, v2, result)
calledBy:
 network_send_vehicle_impact in veh_impact.c, (null)
 network_send_vehicle_impact_dg in veh_impact_dg.c, (null)

FILE: libmatrix.c
FUNCTION: vec_init(v)
calledBy:
 lock_on_target_vehicle in kato_attach.c, (null)
 controller_init in kato_control.c, (null)

controller_controls_zero in kato_control.c, (null)
 controller_angular_control in kato_control.c, (null)
 bigwheel_veh_init in veh_init.c, (null)
 kinematics_move_vehicle in move_veh.c, (null)
 rotate_relate_init in rot_relate.c, (null)
 rotate_calculate_loc in rot_transf.c, (null)
 turret_set_srb_sys in turret.c, (null)
 weapons_fire_main_gun in m1_weapons.c, (null)
 weapons_fire_round in m2_weapons.c, (null)

FUNCTION: vec_copy(from, to)

calledBy:

IntervisibilitySimpleRequest in ivclient.c, (null)
 IntervisibilityInterVehicleRequest in ivclient.c, (null)
 vec_cross_prod in vec_x_prod.c, (null)
 rva_smooth_process_dynamic in rva_smooth.c, (null)
 SubmitIvsrvRequest in ivsvrif.c, (null)
 LocationVehicle in object.c, (null)
 SaveSensorState in sensor.c, (null)
 config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 rva_smooth_process_dynamic in rva_smooth.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 controller_simul in kato_control.c, (null)
 controller_init_orientation in kato_control.c, (null)
 controller_init_offsets in kato_control.c, (null)
 controller_init_vehicle in kato_control.c, (null)
 controller_mimic_driver in kato_control.c, (null)
 controller_mimic_gunner in kato_control.c, (null)
 controller_terrain_follow in kato_control.c, (null)
 get_packet_parameters in kato_control.c, (null)
 process_teleport in kato_network.c, (null)
 nlos_simul in kato_nlos.c, (null)
 nlos_compute_missile_target_loc in kato_nlos.c, (null)
 format_vehicle_appearance in appearance.c, (null)
 format_stealth_appearance in appearance.c, (null)
 network_send_ground_impact in gnd_impact.c, (null)
 network_send_impact in impact.c, (null)
 network_send_missile_appearance in missile.c, (null)
 network_send_missile_fire_pkt in missile.c, (null)
 network_send_non_impact in non_impact.c, (null)
 network_send_projectile_fire_pkt in proj_fire.c, (null)
 network_send_prox_impact in prox_impact.c, (null)
 network_send_shell_fire_pkt in shell_fire.c, (null)
 network_send_vehicle_impact in veh_impact.c, (null)
 network_send_vehicle_impact_dg in veh_impact_dg.c, (null)
 bigwheel_veh_init in veh_init.c, (null)
 het_calib_compute_veh_to_transmitter_matrix in het_calib.c, (null)
 het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
 ldam_check_for_eye_damage in het_ldam.c, (null)
 ldam_check_vg in het_vg.c, (null)
 kinematics_update_rva in update.c, (null)
 kinematics_pos_init in veh_init.c, (null)
 missile_adat_fire in miss_adat.c, (null)
 missile_atgm_fire in miss_atgm.c, (null)

missile_atgm_fly in miss_atgm.c, (null)
 missile_hellfire_fire in miss_hellfr.c, (null)
 missile_kem_fire in miss_kem.c, (null)
 missile_kem_update_guidance in miss_kem.c, (null)
 missile_maverick_fire in miss_maverck.c, (null)
 missile_maverick_fly in miss_maverck.c, (null)
 missile_nlos_fire in miss_nlos.c, (null)
 missile_stinger_fire in miss_stinger.c, (null)
 missile_tow_fire in miss_tow.c, (null)
 missile_hydra_fire in rkt_hydra.c, (null)
 missile_target_agm in targ_agm.c, (null)
 missile_target_ground in targ_ground.c, (null)
 missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 missile_target_point in targ_point.c, (null)
 missile_target_pursuit in targ_pursuit.c, (null)
 missile_util_comm_fire_missile in util_comm.c, (null)
 missile_util_comm_check_timer in util_comm.c, (null)
 missile_util_comm_release_sub_munition in util_comm.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 missile_util_ball_flyout in util_flyout.c, (null)
 config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 msg_enqueue_static_msg in stat_queue.c, (null)
 msg_get_next_static_msg in stat_queue.c, (null)
 kinematics_update_rva in update.c, (null)
 kinematics_pos_init in veh_init.c, (null)
 rotate_set_stab_point_in_coordinates in rot_element.c, (null)
 rotate_set_loc in rot_element.c, (null)
 rotate_set_location in rot_relate.c, (null)
 rotate_get_loc in rot_transf.c, (null)
 rotate_calculate_loc in rot_transf.c, (null)
 suspension_params in susp_params.c, (null)
 turret_set_stab_vector in turret.c, (null)

FUNCTION: vec_normalize(v, result)

mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 tracks_calc_unit_normal in h_to_w.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 bigwheel_calc_unit_normal in calc_u_norm.c, (null)
 het_calibrate_head_eye_tracker in het_calib.c, (null)
 het_calib_compute_veh_to_transmitter_matrix in het_calib.c, (null)
 compute_fudge_matrix in het_calib.c, IFDEF notdef
 compute_eye_vector in het_inter.c, (null)
 compute_eye_vector in het_kin.c, (null)
 ldam_check_failures in het_ldam.c, (null)
 ldam_use_fire_to_compute_damages in het_ldam.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_sensor_burn in het_sb.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 rotate_init_element in rot_element.c, (null)
 rotate_init_stab_element in rot_element.c, (null)

rotate_set_stab_vector_in_coordinates in rot_element.c, (null)
 rotate_stab in rot_util.c, (null)
 suspension in susp_simul.c, (null)
 FUNCTION: vec_check(v)
 calledBy:
 mat_check in mat_check.c, (null)
 turret_set_stab_vector in turret.c, (null)
 FUNCTION: vec_scale(v, scale_factor, result)
 calledBy:
 mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 vec_elr_transform in v_e_transf.c, (null)
 tdbr_get_hull_to_world in h_to_w.c, (null)
 cig_msg_my_veh_state in niu_cig.c, IFNDEF floats
 controller_velocity_attach in kato_control.c, (null)
 controller_calc_air_speed in kato_control.c, (null)
 nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
 nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
 aero_calc in aero_calc.c, (null)
 dynamics_calc_udot in calc_udot.c, (null)
 ground_interaction in ground.c, (null)
 grabbing_forces in ground.c, (null)
 het_calib_compute_transmitter_loc in het_calib.c, (null)
 het_simul in het_inter.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 missile_fuze_detonate_prox in fuze_prox.c, (null)
 missile_flechette_init in sub_flech.c, (null)
 missile_flechette_fly in sub_flech.c, (null)
 missile_m73_get_impact in sub_m73.c, (null)
 missile_target_agm in targ_agm.c, (null)
 agm_seek in targ_agm.c, (null)
 missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 missile_target_nlos in targ_nlos.c, (null)
 missile_nlos_fly_to_point in targ_nlos.c, (null)
 missile_target_unguided in targ_unguide.c, (null)
 missile_util_comm_fire_missile in util_comm.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 missile_util_ball_flyout in util_flyout.c, (null)
 weapons_fire_main_gun in m1_weapons.c, (null)
 weapons_fire_round in m2_weapons.c, (null)
 FUNCTION: vec_add(v1, v2, result)
 mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 vec_elr_transform in v_e_transf.c, (null)
 image_transform_points in libimage.c, (null)
 image_find_location in libimage.c, (null)
 kinematics_calc_velocity in calc_v.c, (null)
 kinematics_update_p in update_p.c, (null)
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 controller_init_vehicle in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)

controller_world_velocity_attach in kato_control.c, (null)
controller_mimic_gunner in kato_control.c, (null)
nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
read_file_containing_waypoints in kato_nlos.c, (null)
nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
het_simul in het_inter.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
ldam_draw_game_over in het_md.c, (null)
ldam_draw_glare in het_vg.c, (null)
missile_fuze_detonate_prox in fuze_prox.c, (null)
missile_atgm_fly in miss_atgm.c, (null)
missile_nlos_fire in miss_nlos.c, (null)
missile_flechette_fly in sub_flech.c, (null)
missile_m73_get_impact in sub_m73.c, (null)
missile_target_agm in targ_agm.c, (null)
agm_seek in targ_agm.c, (null)
missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)
missile_target_intercept in targ_intrcpt.c, (null)
missile_target_level_los in targ_lev_los.c, (null)
missile_target_los in targ_los.c, (null)
missile_target_los_bias in targ_losbias.c, (null)
missile_target_nlos in targ_nlos.c, (null)
missile_nlos_fly_to_point in targ_nlos.c, (null)
missile_target_unguided in targ_unguide.c, (null)
missile_util_flyout in util_flyout.c, (null)
missile_util_ball_flyout in util_flyout.c, (null)
rotate_get_loc in rot_relate.c, (null)
rotate_calculate_loc_descend in rot_transf.c, (null)
vehicle_update in libupdate.c, (null)
laser_perform_lase in m1_laser.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
weapons_missile_is_launched in m2_weapons.c, (null)
weapons_fire_round in m2_weapons.c, (null)
weapons_simul in m2_weapons.c, (null)

FUNCTION: vec_sub(v1, v2, result)

tracks_set_support_plane in h_to_w.c, (null)
tracks_calc_unit_normal in h_to_w.c, (null)
image_transform_points in libimage.c, (null)
image_transform_location in libimage.c, (null)
CalculateRangeSquaredToObject in object.c, (null)
rva_smooth_process_dynamic in rva_smooth.c, (null)
lock_on_target_vehicle in kato_attach.c, (null)
controller_to_vel in kato_control.c, (null)
controller_to_orbit in kato_control.c, (null)
controller_world_velocity_attach in kato_control.c, (null)
controller_calc_air_speed in kato_control.c, (null)
bigwheel_calc_unit_normal in calc_u_norm.c, (null)
bigwh_init_height in init_suppt.c, (null)
get_height_under_wheel in set_suppt.c, (null)
cfail_indirect_fire_damages in c_ind_fire.c, (null)
ldam_use_fire_to_compute_damages in het_ldam.c, (null)
ldam_compute_damage_table_quantities in het_ldam.c, (null)
ldam_draw_scotoma in het_sc.c, (null)
ldam_draw_glare in het_vg.c, (null)

missile_fuze_detonate_prox in fuze_prox.c, (null)
 missile_target_agm in targ_agm.c, (null)
 missile_target_intercept in targ_intrc.c, (null)
 missile_target_level_los in targ_lev_los.c, (null)
 missile_target_los in targ_los.c, (null)
 missile_target_los_bias in targ_losbias.c, (null)
 missile_nlos_fly_to_point in targ_nlos.c, (null)
 missile_util_comm_check_detonate in util_comm.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 near_get_next_veh_near_point in near_point.c, (null)
 near_get_veh_if_still_near_point in near_point.c, (null)
 near_get_veh_closest_to_point in near_point.c, (null)
 near_get_next_veh_near_vector in near_vector.c, (null)
 near_get_veh_if_still_near_vector in near_vector.c, (null)
 near_get_veh_closest_to_vector in near_vector.c, (null)
 rotate_get_loc in rot_relate.c, (null)
 rotate_calculate_loc_ascend in rot_transf.c, (null)
 rotate_stab in rot_util.c, (null)
 suspension in susp_simul.c, (null)
 suspension_veh_init in veh_init.c, (null)
 FUNCTION: vec_cos_prod(v1, v2)
 FUNCTION: vec_dot_prod(v1, v2)
 calledBy:
 vec_cos_prod in libmatrix.c, (null)
 mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 vec_cos_prod in v_cos_prod.c, (null)
 CalculateRangeSquaredToObject in object.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 sound_of_vehicle in kato_sound.c, (null)
 het_calib_compute_transmitter_loc in het_calib.c, (null)
 ldam_use_fire_to_compute_damages in het_ldam.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 missile_fuze_detonate_prox in fuze_prox.c, (null)
 missile_target_agm in targ_agm.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 missile_util_comm_check_detonate in util_comm.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 near_get_next_veh_near_point in near_point.c, (null)
 near_get_veh_if_still_near_point in near_point.c, (null)
 near_get_veh_closest_to_point in near_point.c, (null)
 near_get_next_veh_near_vector in near_vector.c, (null)
 near_get_veh_if_still_near_vector in near_vector.c, (null)
 near_get_veh_closest_to_vector in near_vector.c, (null)
 rotate_init_stab_element in rot_element.c, (null)
 rotate_stab in rot_util.c, (null)
 FUNCTION: vec_cross_prod(v1, v2, result)
 calledBy:
 mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 vec_elr_transform in v_e_transf.c, (null)
 tdb_get_hull_to_world in h_to_w.c, (null)
 tracks_calc_unit_normal in h_to_w.c, (null)

kinematics_calc_velocity in calc_v.c, (null)
 bigwheel_calc_unit_normal in calc_u_norm.c, (null)
 ground_interaction in ground.c, (null)
 het_calib_compute_veh_to_transmitter_matrix in het_calib.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 rotate_init_stab_element in rot_element.c, (null)
 rotate_stab in rot_util.c, (null)
 suspension in susp_simul.c, (null)
 suspension_veh_init in veh_init.c, (null)
 FUNCTION: vec_mat_mul(v, m, result)

calledBy:

tdb_get_hull_to_world in h_to_w.c, (null)
 tracks_set_support_plane in h_to_w.c, (null)
 image_transform_points in libimage.c, (null)
 image_find_location in libimage.c, (null)
 image_transform_location in libimage.c, (null)
 kinematics_calc_origin_state in calc_origin.c, (null)
 kinematics_form_s in form_s.c, (null)
 config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 cig_msg_my_veh_state in niu_cig.c, IFNDEF floats
 lock_on_target_vehicle in kato_attach.c, (null)
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 controller_to_vel in kato_control.c, (null)
 controller_to_orbit in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 controller_orbit_attach in kato_control.c, (null)
 controller_mimic_gunner in kato_control.c, (null)
 get_packet_parameters in kato_control.c, (null)
 read_file_containing_waypoints in kato_nlos.c, (null)
 bigwh_init_height in init_suppt.c, (null)
 get_height_under_wheel in set_suppt.c, (null)
 cfail_indirect_fire_damages in c_ind_fire.c, (null)
 ground_interaction in ground.c, (null)
 compute_fudge_matrix in het_calib.c, IFDEF notdef
 het_kin_keybrd_print_gaze in het_kin.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_game_over in het_md.c, (null)
 ldam_draw_sensor_burn in het_sb.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 kinematics_turn_vehicle in KXturn_veh.c, (null)
 kinematics_move_vehicle in move_veh.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 kinematics_fix_matrix in set_loc_kin.c, (null)
 kinematics_turn_vehicle in turn_veh.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 missile_nlos_fire in miss_nlos.c, (null)
 missile_target_level_los in targ_lev_los.c, (null)
 missile_target_los in targ_los.c, (null)
 missile_target_los_bias in targ_losbias.c, (null)
 missile_target_nlos in targ_nlos.c, (null)
 missile_util_comm_fuze_detonate in util_comm.c, (null)
 missile_util_ball_flyout in util_flyout.c, (null)

config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 rotate_set_stab_current_position_in_coordinates in rot_element.c, (null)
 rotate_set_stab_rate_in_coordinates in rot_element.c, (null)
 rotate_get_loc in rot_relate.c, (null)
 rotate_get_loc in rot_transf.c, (null)
 rotate_calculate_loc_descend in rot_transf.c, (null)
 rotate_calculate_loc_ascend in rot_transf.c, (null)
 rotate_exec in rot_util.c, (null)
 rotate_stab in rot_util.c, (null)
 suspension in susp_simul.c, (null)
 suspension_veh_init in veh_init.c, (null)
 turret_set_stab_sys in turret.c, (null)
 turret_get_stab_changes in turret.c, (null)
 vehicle_update in libupdate.c, (null)
 cig_msg_prepend_my_veh_state in m1_cig.c, (null)
 laser_perform_lase in m1_laser.c, (null)
 weapons_fire_main_gun in m1_weapons.c, (null)
 cig_msg_prepend_my_veh_state in m2_cig.c, (null)
 weapons_missile_is_launched in m2_weapons.c, (null)
 weapons_fire_round in m2_weapons.c, (null)
 weapons_simul in m2_weapons.c, (null)

FUNCTION: mat_init(m)

FUNCTION: mat_copy(from, to)

calledBy:

mat_check in mat_check.c, (null)
 mat_transpose in mat_transp.c, (null)
 make_e in make_e.c, (null)
 config_pos_init2 in config_read.c, (null)
 controller_init_orientation in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 dynamics_init in init.c, (null)
 missile_adat_init in miss_adat.c, (null)
 missile_adat_fire in miss_adat.c, (null)
 missile_atgm_fire in miss_atgm.c, (null)
 missile_hellfire_fire in miss_hellfr.c, (null)
 missile_kem_fire in miss_kem.c, (null)
 missile_maverick_fire in miss_maverck.c, (null)
 missile_nlos_fire in miss_nlos.c, (null)
 missile_stinger_fire in miss_stinger.c, (null)
 missile_tow_fire in miss_tow.c, (null)
 missile_hydra_fire in rkt_hydra.c, (null)
 config_pos_init2 in config_read.c, (null)
 rotate_set_mat in rot_element.c, (null)
 rotate_set_transform in rot_relate.c, (null)
 rotate_set_transform in rot_transf.c, (null)
 rotate_get_mat in rot_transf.c, (null)
 rotate_calculate_dir_mat in rot_transf.c, (null)
 turret_set_stab_sys in turret.c, (null)
 turret_move_elevation in turret.c, (null)
 vehicle_set_orientation_matrix in libupdate.c, (null)

FUNCTION: mat_ident_init(m)

calledBy:

turret_pos_init in turret.c, (null)

FUNCTION: mat_rot_init(m, theta, rot_axis)

calledBy:

main in test.c, (null)
 tdb_get_hull_to_world in h_to_w.c, (null)
 config_pos_init in config_read.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 config_pos_init in config_read.c, (null)
 turret_pos_init in turret.c, (null)

FUNCTION: mat_rot_init2(m, sin_theta, rot_axis)

calledBy:

gunmnt_init in kato_gunmnt.c, (null)
 gunmnt_set_gun_depression in kato_gunmnt.c, (null)
 kinematics_turn_vehicle in KXturn_veh.c, (null)
 kinematics_turn_vehicle in turn_veh.c, (null)
 turret_move_azimuth in turret.c, (null)
 turret_move_elevation in turret.c, (null)
 elevate_system in turret.c, (null)
 turret_sync_gun_with_sight in turret.c, (null)
 turret_sync_sight_with_gun in turret.c, (null)
 turret_get_g_to_w in turret.c, (null)

FUNCTION: mat_transpose(m, result)

calledBy:

mat_check in mat_check.c, (null)
 mat_inverse in mat_inv.c, (null)
 tdb_get_hull_to_world in h_to_w.c, (null)
 kinematics_form_C in form_C.c, (null)
 controller_to_vel in kato_control.c, (null)
 controller_to_orbit in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 controller_orbit_attach in kato_control.c, (null)
 ground_frame_calc in ground.c, (null)
 kinematics_turn_vehicle in KXturn_veh.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 kinematics_fix_matrix in set_loc_kin.c, (null)
 kinematics_turn_vehicle in turn_veh.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 missile_target_level_los in targ_lev_los.c, (null)
 missile_target_los in targ_los.c, (null)
 missile_target_los_bias in targ_losbias.c, (null)
 rotate_mat in rot_relate.c, (null)
 rotate_get_mat in rot_transf.c, (null)
 rotate_calculate_mat in rot_transf.c, (null)
 rotate_get_loc in rot_transf.c, (null)
 rotate_calculate_loc_descend in rot_transf.c, (null)
 turret_pos_init in turret.c, (null)
 turret_move_azimuth in turret.c, (null)
 turret_move_elevation in turret.c, (null)
 elevate_system in turret.c, (null)
 turret_sync_gun_with_sight in turret.c, (null)
 turret_sync_sight_with_gun in turret.c, (null)
 turret_get_g_to_w in turret.c, (null)
 vehicle_set_orientation_matrix in libupdate.c, (null)

FUNCTION: mat_mat_mul(m1, m2, result)

tdb_get_hull_to_world in h_to_w.c, (null)

image_transform_points in libimage.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 controller_orbit_attach in kato_control.c, (null)
 controller_mimic_driver in kato_control.c, (null)
 controller_mimic_gunner in kato_control.c, (null)
 gunmnt_get_gun_to_world in kato_gunmnt.c, (null)
 ground_frame_calc in ground.c, (null)
 compute_fudge_matrix in het_calib.c, IFDEF notdef
 kinematics_turn_vehicle in KXturn_veh.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 kinematics_turn_vehicle in turn_veh.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 missile_adat_fire in miss_adat.c, (null)
 rotate_mat in rot_relate.c, (null)
 rotate_calculate_mat in rot_transf.c, (null)
 rotate_calculate_dir_mat in rot_transf.c, (null)
 turret_set_stab_sys in turret.c, (null)
 turret_move_azimuth in turret.c, (null)
 turret_move_elevation in turret.c, (null)
 elevate_system in turret.c, (null)
 turret_sync_gun_with_sight in turret.c, (null)
 turret_sync_sight_with_gun in turret.c, (null)
 turret_get_g_to_w in turret.c, (null)
 turret_calc_azimuth in turret.c, (null)

FUNCTION: mat_determinant(m)

calledBy:

mat_inverse in mat_inv.c, (null)

FUNCTION: mat_fix_matrix(mat, axis)

calledBy:

kinematics_fix_matrix in set_loc_kin.c, (null)

FILE: m_fix_m.c

FUNCTION: mat_fix_matrix(mat, axis)

calledBy:

kinematics_fix_matrix in set_loc_kin.c, (null)

FILE: m_id_init.c

FUNCTION: mat_ident_init(m)

calledBy:

turret_pos_init in turret.c, (null)

FILE: m_m_mul.c

FUNCTION: mat_mat_mul(m1, m2, result)

calledBy:

tdb_get_hull_to_world in h_to_w.c, (null)
 image_transform_points in libimage.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 controller_orbit_attach in kato_control.c, (null)
 controller_mimic_driver in kato_control.c, (null)
 controller_mimic_gunner in kato_control.c, (null)
 gunmnt_get_gun_to_world in kato_gunmnt.c, (null)
 ground_frame_calc in ground.c, (null)
 compute_fudge_matrix in het_calib.c, IFDEF notdef
 kinematics_turn_vehicle in KXturn_veh.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 kinematics_turn_vehicle in turn_veh.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)

missile_adat_fire in miss_adat.c, (null)
 rotate_mat in rot_relate.c, (null)
 rotate_calculate_mat in rot_transf.c, (null)
 rotate_calculate_dir_mat in rot_transf.c, (null)
 turret_set_stab_sys in turret.c, (null)
 turret_move_azimuth in turret.c, (null)
 turret_move_elevation in turret.c, (null)
 elevate_system in turret.c, (null)
 turret_sync_gun_with_sight in turret.c, (null)
 turret_sync_sight_with_gun in turret.c, (null)
 turret_get_g_to_w in turret.c, (null)
 turret_calc_azimuth in turret.c, (null)

FILE: m_r_init2.c

FUNCTION: mat_rot_init2(m, sin_theta, rot_axis)

calledBy:

gunmnt_init in kato_gunmnt.c, (null)
 gunmnt_set_gun_depression in kato_gunmnt.c, (null)
 kinematics_turn_vehicle in KXturn_veh.c, (null)
 kinematics_turn_vehicle in turn_veh.c, (null)
 turret_move_azimuth in turret.c, (null)
 turret_move_elevation in turret.c, (null)
 elevate_system in turret.c, (null)
 turret_sync_gun_with_sight in turret.c, (null)
 turret_sync_sight_with_gun in turret.c, (null)
 turret_get_g_to_w in turret.c, (null)

FILE: m_trig_init.c

FUNCTION: mat_trig_init(m, sin_theta, cos_theta, rot_axis)

calledBy:

cig_msg_prepend_my_veh_state in m1_cig.c, (null)
 cig_msg_prepend_my_veh_state in m2_cig.c, (null)

FILE: m_v_mul.c

FUNCTION: mat_vec_mul(m, v, result)

calledBy:

dynamics_calc_inertial_forces in calc_inert.c, (null)
 dynamics_calc_udot in calc_udot.c, (null)

FILE: mat_add.c

FUNCTION: mat_add(m1, m2, result)

FILE: mat_adj.c

FUNCTION: mat_adjugate(m, result)

calledBy:

mat_inverse in mat_inv.c, (null)

FILE: mat_check.c

FUNCTION: mat_check(m)

FILE: mat_copy.c

FUNCTION: mat_copy(src, dest)

calledBy:

mat_check in mat_check.c, (null)
 mat_transpose in mat_transp.c, (null)
 make_e in make_e.c, (null)
 config_pos_init2 in config_read.c, (null)
 controller_init_orientation in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 dynamics_init in init.c, (null)
 missile_adat_init in miss_adat.c, (null)

missile_adat_fire in miss_adat.c, (null)
missile_atgm_fire in miss_atgm.c, (null)
missile_hellfire_fire in miss_hellfr.c, (null)
missile_kem_fire in miss_kem.c, (null)
missile_maverick_fire in miss_maverck.c, (null)
missile_nlos_fire in miss_nlos.c, (null)
missile_stinger_fire in miss_stinger.c, (null)
missile_tow_fire in miss_tow.c, (null)
missile_hydra_fire in rkt_hydra.c, (null)
config_pos_init2 in config_read.c, (null)
rotate_set_mat in rot_element.c, (null)
rotate_set_transform in rot_relate.c, (null)
rotate_set_transform in rot_transf.c, (null)
rotate_get_mat in rot_transf.c, (null)
rotate_calculate_dir_mat in rot_transf.c, (null)
turret_set_stab_sys in turret.c, (null)
turret_move_elevation in turret.c, (null)
vehicle_set_orientation_matrix in libupdate.c, (null)

FILE: mat_deter.c

FUNCTION: mat_determinant(m)
mat_inverse in mat_inv.c, (null)

FILE: mat_dump.c

FUNCTION: mat_dump(str, mat)
calledBy:
main in test.c, (null)
quat_dump in make_e.c, (null)
dump_mass in init.c, (null)
BCA_mat_dump in ground.c, (null)
BCGRAV_mat_dump in ground.c, (null)
ACGRAV_mat_dump in ground.c, (null)

FILE: mat_form.c

FUNCTION: mat_form(axis, angle, C, sin_ang, cos_ang)
calledBy:
rotate_mat in rot_relate.c, (null)

FILE: mat_ident.c

FUNCTION: mat_ident(m)
calledBy:
controller_init in kato_control.c, (null)
controller_init_orientation in kato_control.c, (null)
controller_mimic_driver in kato_control.c, (null)
controller_mimic_gunner in kato_control.c, (null)
rotate_relate_init in rot_relate.c, (null)
rotate_calculate_mat in rot_transf.c, (null)

FILE: mat_init.c

FUNCTION: mat_init(m)

FILE: mat_inv.c

FUNCTION: mat_inverse(m, result)
calledBy:

dynamics_init in init.c, (null)

FILE: mat_level_init.c

FUNCTION: mat_level_init(m, v)
calledBy:
missile_target_level_los in targ_level_los.c, (null)

FILE: mat_r_init.c

FUNCTION: mat_rot_init(m, theta, rot_axis)
 calledBy:
 main in test.c, (null)
 tdb_get_hull_to_world in h_to_w.c, (null)
 config_pos_init in config_read.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 config_pos_init in config_read.c, (null)
 turret_pos_init in turret.c, (null)

FILE: mat_scale.c
 FUNCTION: mat_scale(mat, scale_factor, result)
 calledBy:
 mat_inverse in mat_inv.c, (null)

FILE: mat_sub.c
 FUNCTION: mat_sub(m1, m2, result)

FILE: mat_to_elr.c
 FUNCTION: mat_to_elr(C, e)

FILE: mat_transp.c
 FUNCTION: mat_transpose(m, result)
 calledBy:
 mat_check in mat_check.c, (null)
 mat_inverse in mat_inv.c, (null)
 tdb_get_hull_to_world in h_to_w.c, (null)
 kinematics_form_C in form_C.c, (null)
 controller_to_vel in kato_control.c, (null)
 controller_to_orbit in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 controller_orbit_attach in kato_control.c, (null)
 ground_frame_calc in ground.c, (null)
 kinematics_turn_vehicle in KXturn_veh.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 kinematics_fix_matrix in set_loc_kin.c, (null)
 kinematics_turn_vehicle in turn_veh.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 missile_target_level_los in targ_lev_los.c, (null)
 missile_target_los in targ_los.c, (null)
 missile_target_los_bias in targ_losbias.c, (null)
 rotate_mat in rot_relate.c, (null)
 rotate_get_mat in rot_transf.c, (null)
 rotate_calculate_mat in rot_transf.c, (null)
 rotate_get_loc in rot_transf.c, (null)
 rotate_calculate_loc_descend in rot_transf.c, (null)
 turret_pos_init in turret.c, (null)
 turret_move_azimuth in turret.c, (null)
 turret_move_elevation in turret.c, (null)
 elevate_system in turret.c, (null)
 turret_sync_gun_with_sight in turret.c, (null)
 turret_sync_sight_with_gun in turret.c, (null)
 turret_get_g_to_w in turret.c, (null)
 vehicle_set_orientation_matrix in libupdate.c, (null)

FILE: new_m_m_mul.c
 FUNCTION: nmat_mat_mul(m1, m2, result)
 main in test.c, (null)

FILE: test.c
 FUNCTION: main()

FILE: v_cos_prod.c

FUNCTION: vec_cos_prod(v1, v2)

FILE: v_dot_prod.c

FUNCTION: vec_dot_prod(v1, v2)

calledBy:

vec_cos_prod in libmatrix.c, (null)
 mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 vec_cos_prod in v_cos_prod.c, (null)
 CalculateRangeSquaredToObject in object.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 sound_of_vehicle in kato_sound.c, (null)
 het_calib_compute_transmitter_loc in het_calib.c, (null)
 ldam_use_fire_to_compute_damages in het_ldam.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 missile_fuze_detonate_prox in fuze_prox.c, (null)
 missile_target_agm in targ_agm.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 missile_util_comm_check_detonate in util_comm.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 near_get_next_veh_near_point in near_point.c, (null)
 near_get_veh_if_still_near_point in near_point.c, (null)
 near_get_veh_closest_to_point in near_point.c, (null)
 near_get_next_veh_near_vector in near_vector.c, (null)
 near_get_veh_if_still_near_vector in near_vector.c, (null)
 near_get_veh_closest_to_vector in near_vector.c, (null)
 rotate_init_stab_element in rot_element.c, (null)
 rotate_stab in rot_util.c, (null)

FILE: v_e_transf.c

FUNCTION: vec_eft_transform(v_A, A_to_B, v_B)

FILE: v_m_mul.c

FUNCTION: vec_mat_mul(v, m, result)

calledBy:

tdb_get_hull_to_world in h_to_w.c, (null)
 tracks_set_support_plane in h_to_w.c, (null)
 image_transform_points in libimage.c, (null)
 image_find_location in libimage.c, (null)
 image_transform_location in libimage.c, (null)
 kinematics_calc_origin_state in calc_origin.c, (null)
 kinematics_form_s in form_s.c, (null)
 config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 cig_msg_my_veh_state in niu_cig.c, IFNDEF floats
 lock_on_target_vehicle in kato_attach.c, (null)
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 controller_to_vel in kato_control.c, (null)
 controller_to_orbit in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 controller_orbit_attach in kato_control.c, (null)
 controller_mimic_gunner in kato_control.c, (null)
 get_packet_parameters in kato_control.c, (null)
 read_file_containing_waypoints in kato_nlos.c, (null)
 bigwh_init_height in init_supp.c, (null)

get_height_under_wheel in set_suppt.c, (null)
cfail_indirect_fire_damages in c_ind_fire.c, (null)
ground_interaction in ground.c, (null)
compute_fudge_matrix in het_calib.c, IFDEF notdef
het_kin_keybrd_print_gaze in het_kin.c, (null)
ldam_compute_damage_table_quantities in het_ldam.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
ldam_draw_game_over in het_md.c, (null)
ldam_draw_sensor_burn in het_sb.c, (null)
ldam_draw_scotoma in het_sc.c, (null)
kinematics_turn_vehicle in KXturn_veh.c, (null)
kinematics_move_vehicle in move_veh.c, (null)
kinematics_set_local_kinematics in set_loc_kin.c, (null)
kinematics_fix_matrix in set_loc_kin.c, (null)
kinematics_turn_vehicle in turn_veh.c, (null)
kinematics_vehicle_init in veh_init.c, (null)
missile_nlos_fire in miss_nlos.c, (null)
missile_target_level_los in targ_lev_los.c, (null)
missile_target_los in targ_los.c, (null)
missile_target_los_bias in targ_losbias.c, (null)
missile_target_nlos in targ_nlos.c, (null)
missile_util_comm_fuze_detonate in util_comm.c, (null)
missile_util_ball_flyout in util_flyout.c, (null)
config_pos_init in config_read.c, (null)
config_pos_init2 in config_read.c, (null)
rotate_set_stab_current_position_in_coordinates in rot_element.c, (null)
rotate_set_stab_rate_in_coordinates in rot_element.c, (null)
rotate_get_loc in rot_relate.c, (null)
rotate_get_loc in rot_transf.c, (null)
rotate_calculate_loc_descend in rot_transf.c, (null)
rotate_calculate_loc_ascend in rot_transf.c, (null)
rotate_exec in rot_util.c, (null)
rotate_stab in rot_util.c, (null)
suspension in susp_simul.c, (null)
suspension_veh_init in veh_init.c, (null)
turret_set_stab_sys in turret.c, (null)
turret_get_stab_changes in turret.c, (null)
vehicle_update in libupdate.c, (null)
cig_msg_prepend_my_veh_state in m1_cig.c, (null)
laser_perform_lase in m1_laser.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
cig_msg_prepend_my_veh_state in m2_cig.c, (null)
weapons_missile_is_launched in m2_weapons.c, (null)
weapons_fire_round in m2_weapons.c, (null)
weapons_simul in m2_weapons.c, (null)

FILE: vec_add.c

FUNCTION: vec_add(v1, v2, result)

mat_fix_matrix in libmatrix.c, (null)
mat_fix_matrix in m_fix_m.c, (null)
vec_elr_transform in v_e_transf.c, (null)
image_transform_points in libimage.c, (null)
image_find_location in libimage.c, (null)
kinematics_calc_velocity in calc_v.c, (null)
kinematics_update_p in update_p.c, (null)

cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 controller_init_vehicle in kato_control.c, (null)
 controller_velocity_attach in kato_control.c, (null)
 controller_world_velocity_attach in kato_control.c, (null)
 controller_mimic_gunner in kato_control.c, (null)
 nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
 read_file_containing_waypoints in kato_nlos.c, (null)
 nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
 het_simul in het_inter.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_garage_over in het_md.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 missile_fuze_detonate_prox in fuze_prox.c, (null)
 missile_atgm_fly in miss_atgm.c, (null)
 missile_nlos_fire in miss_nlos.c, (null)
 missile_flechette_fly in sub_flech.c, (null)
 missile_m73_get_impact in sub_m73.c, (null)
 missile_target_agm in targ_agm.c, (null)
 agm_seek in targ_agm.c, (null)
 missile_target_intercept_pre_burnout in targ_intcpt.c, (null)
 missile_target_intercept in targ_intcpt.c, (null)
 missile_target_level_los in targ_lev_los.c, (null)
 missile_target_los in targ_los.c, (null)
 missile_target_los_bias in targ_losbias.c, (null)
 missile_target_nlos in targ_nlos.c, (null)
 missile_nlos_fly_to_point in targ_nlos.c, (null)
 missile_target_unguided in targ_unguide.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 missile_util_ball_flyout in util_flyout.c, (null)
 rotate_get_loc in rot_relate.c, (null)
 rotate_calculate_loc_descend in rot_transf.c, (null)
 vehicle_update in libupdate.c, (null)
 laser_perform_lase in m1_laser.c, (null)
 weapons_fire_main_gun in m1_weapons.c, (null)
 weapons_missile_is_launched in m2_weapons.c, (null)
 weapons_fire_round in m2_weapons.c, (null)
 weapons_simul in m2_weapons.c, (null)

FILE: vec_check.c

FUNCTION: vec_check(v)
 mat_check in mat_check.c, (null)
 turret_set_stats_vector in turret.c, (null)

FILE: vec_copy.c

FUNCTION: vec_copy(from, to)
 calledBy:
 IntervisibilitySimpleRequest in ivclient.c, (null)
 IntervisibilityInterVehicleRequest in ivclient.c, (null)
 vec_cross_prod in vec_x_prod.c, (null)
 rva_smooth_process_dynamic in rva_smooth.c, (null)
 SubmitIvsrvRequest in ivsrv.c, (null)
 LocationVehicle in object.c, (null)
 SaveSensorState in sensor.c, (null)
 config_pos_in:1 in config_read.c, (null)
 config_pos_in:2 in config_read.c, (null)
 rva_smooth_process_dynamic in rva_smooth.c, (null)

lock_on_target_vehicle in kato_attach.c, (null)
controller_simul in kato_control.c, (null)
controller_init_orientation in kato_control.c, (null)
controller_init_offsets in kato_control.c, (null)
controller_init_vehicle in kato_control.c, (null)
controller_mimic_driver in kato_control.c, (null)
controller_mimic_gunner in kato_control.c, (null)
controller_terrain_follow in kato_control.c, (null)
get_packet_parameters in kato_control.c, (null)
process_teleport in kato_network.c, (null)
nlos_simul in kato_nlos.c, (null)
nlos_compute_missile_target_loc in kato_nlos.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
network_send_ground_impact in gnd_impact.c, (null)
network_send_impact in impact.c, (null)
network_send_missile_appearance in missile.c, (null)
network_send_missile_fire_pkt in missile.c, (null)
network_send_non_impact in non_impact.c, (null)
network_send_projectile_fire_pkt in proj_fire.c, (null)
network_send_prox_impact in prox_impact.c, (null)
network_send_shell_fire_pkt in shell_fire.c, (null)
network_send_vehicle_impact in veh_impact.c, (null)
network_send_vehicle_impact_dg in veh_impact_dg.c, (null)
bigwheel_veh_init in veh_init.c, (null)
het_calib_compute_veh_to_transmitter_matrix in het_calib.c, (null)
het_simul in het_kin.c, #IFDEF DEBUGGING_LDAM
ldam_check_for_eye_damage in het_ldam.c, (null)
ldam_check_vg in het_vg.c, (null)
kinematics_update_rva in update.c, (null)
kinematics_pos_init in veh_init.c, (null)
missile_adat_fire in miss_adat.c, (null)
missile_atgm_fire in miss_atgm.c, (null)
missile_atgm_fly in miss_atgm.c, (null)
missile_hellfire_fire in miss_hellfr.c, (null)
missile_kem_fire in miss_kem.c, (null)
missile_kem_update_guidance in miss_kem.c, (null)
missile_maverick_fire in miss_maverck.c, (null)
missile_maverick_fly in miss_maverck.c, (null)
missile_nlos_fire in miss_nlos.c, (null)
missile_stinger_fire in miss_stinger.c, (null)
missile_tow_fire in miss_tow.c, (null)
missile_hydra_fire in rkt_hydra.c, (null)
missile_target_agm in targ_agm.c, (null)
missile_target_ground in targ_ground.c, (null)
missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)
missile_target_intercept in targ_intrcpt.c, (null)
missile_target_point in targ_point.c, (null)
missile_target_pursuit in targ_pursuit.c, (null)
missile_util_comm_fire_missile in util_comm.c, (null)
missile_util_comm_check_timer in util_comm.c, (null)
missile_util_comm_release_sub_munition in util_comm.c, (null)
missile_util_flyout in util_flyout.c, (null)
missile_util_ball_flyout in util_flyout.c, (null)

config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 msg_enqueue_static_msg in stat_queue.c, (null)
 msg_get_next_static_msg in stat_queue.c, (null)
 kinematics_update_rva in update.c, (null)
 kinematics_pos_init in veh_init.c, (null)
 rotate_set_stab_point_in_coordinates in rot_element.c, (null)
 rotate_set_loc in rot_element.c, (null)
 rotate_set_location in rot_relate.c, (null)
 rotate_get_loc in rot_transf.c, (null)
 rotate_calculate_loc in rot_transf.c, (null)
 suspension_params in susp_params.c, (null)
 turret_set_stab_vector in turret.c, (null)

FILE: vec_dump.c

FUNCTION: vec_dump(str, v)
 network_send_missile_appearance in amissile_app.c, (null)
 network_send_missile_appearance in missile.c, (null)

FILE: vec_init.c

FUNCTION: vec_init(v)
 calledBy:
 lock_on_target_vehicle in kato_attach.c, (null)
 controller_init in kato_control.c, (null)
 controller_controls_zero in kato_control.c, (null)
 controller_angular_control in kato_control.c, (null)
 bigwheel_veh_init in veh_init.c, (null)
 kinematics_move_vehicle in move_veh.c, (null)
 rotate_relate_init in rot_relate.c, (null)
 rotate_calculate_loc in rot_transf.c, (null)
 turret_set_stab_sys in turret.c, (null)
 weapons_fire_main_gun in m1_weapons.c, (null)
 weapons_fire_round in m2_weapons.c, (null)

FILE: vec_neg.c

FUNCTION: vec_neg(v1, result)
 calledBy:
 kinematics_form_s in form_s.c, (null)
 config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 aero_calc in aero_calc.c, (null)
 config_pos_init in config_read.c, (null)
 config_pos_init2 in config_read.c, (null)
 rotate_get_loc in rot_relate.c, (null)
 rotate_get_loc in rot_transf.c, (null)

FILE: vec_norm.c

FUNCTION: vec_normalize(v, result)
 calledBy:
 mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 tracks_calc_unit_normal in h_to_w.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 bigwheel_calc_unit_normal in calc_u_norm.c, (null)
 het_calibrate_head_eye_tracker in het_calib.c, (null)
 het_calib_compute_veh_to_transmitter_matrix in het_calib.c, (null)
 compute_fudge_matrix in het_calib.c, #DEF notdef
 compute_eye_vector in het_inter.c, (null)

compute_eye_vector in het_kin.c, (null)
 ldam_check_failures in het_ldam.c, (null)
 ldam_use_fire_to_compute_damages in het_ldam.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_sensor_burn in het_sb.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 rotate_init_element in rot_element.c, (null)
 rotate_init_stab_element in rot_element.c, (null)
 rotate_set_stab_vector_in_coordinates in rot_element.c, (null)
 rotate_stab in rot_util.c, (null)
 suspension in susp_simul.c, (null)

FILE: vec_scale.c

FUNCTION: vec_scale(v, scale_factor, result)

mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 vec_elr_transform in v_e_transf.c, (null)
 tdb_get_hull_to_world in h_to_w.c, (null)
 cig_msg_my_veh_state in niu_cig.c, IFNDEF floats
 controller_velocity_attach in kato_control.c, (null)
 controller_calc_air_speed in kato_control.c, (null)
 nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
 nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
 aero_calc in aero_calc.c, (null)
 dynamics_calc_udot in calc_udot.c, (null)
 ground_interaction in ground.c, (null)
 grabbing_forces in ground.c, (null)
 het_calib_compute_transmitter_loc in het_calib.c, (null)
 het_simul in het_inter.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 missile_fuze_detonate_prox in fuze_prox.c, (null)
 missile_flechette_init in sub_flech.c, (null)
 missile_flechette_fly in sub_flech.c, (null)
 missile_m73_get_impact in sub_m73.c, (null)
 missile_target_agm in targ_agm.c, (null)
 agm_seek in targ_agm.c, (null)
 missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 missile_target_nlos in targ_nlos.c, (null)
 missile_nlos_fly_to_point in targ_nlos.c, (null)
 missile_target_unguided in targ_unguide.c, (null)
 missile_util_comm_fire_missile in util_comm.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 missile_util_ball_flyout in util_flyout.c, (null)
 weapons_fire_main_gun in m1_weapons.c, (null)
 weapons_fire_round in m2_weapons.c, (null)

FILE: vec_sub.c

FUNCTION: vec_sub(v1, v2, result)

calledBy:

tracks_set_support_plane in h_to_w.c, (null)
 tracks_calc_unit_normal in h_to_w.c, (null)

image_transform_points in libimage.c, (null)
 image_transform_location in libimage.c, (null)
 CalculateRangeSquaredToObject in object.c, (null)
 rva_smooth_process_dynamic in rva_smooth.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 controller_to_vel in kato_control.c, (null)
 controller_to_orbit in kato_control.c, (null)
 controller_world_velocity_attach in kato_control.c, (null)
 controller_calc_air_speed in kato_control.c, (null)
 bigwheel_calc_unit_normal in calc_u_norm.c, (null)
 bigwh_init_height in init_suppt.c, (null)
 get_height_under_wheel in set_suppt.c, (null)
 cfail_indirect_fire_damages in c_ind_fire.c, (null)
 ldam_use_fire_to_compute_damages in het_ldam.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 missile_fuze_detonate_prox in fuze_prox.c, (null)
 missile_target_agm in targ_agm.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 missile_target_level_los in targ_lev_los.c, (null)
 missile_target_los in targ_los.c, (null)
 missile_target_los_bias in targ_losbias.c, (null)
 missile_nlos_fly_to_point in targ_nlos.c, (null)
 missile_util_comm_check_detonate in util_comm.c, (null)
 missile_util_flyout in util_flyout.c, (null)
 near_get_next_veh_near_point in near_point.c, (null)
 near_get_veh_if_still_near_point in near_point.c, (null)
 near_get_veh_closest_to_point in near_point.c, (null)
 near_get_next_veh_near_vector in near_vector.c, (null)
 near_get_veh_if_still_near_vector in near_vector.c, (null)
 near_get_veh_closest_to_vector in near_vector.c, (null)
 rotate_get_loc in rot_relate.c, (null)
 rotate_calculate_loc_ascend in rot_transf.c, (null)
 rotate_stab in rot_util.c, (null)
 suspension in susp_simul.c, (null)
 suspension_veh_init in veh_init.c, (null)

FILE: vec_x_prod.c

FUNCTION: vec_cross_prod(v1, v2, result)
 mat_fix_matrix in libmatrix.c, (null)
 mat_fix_matrix in m_fix_m.c, (null)
 vec_elr_transform in v_e_transf.c, (null)
 tdb_get_hull_to_world in h_to_w.c, (null)
 tracks_calc_unit_normal in h_to_w.c, (null)
 kinematics_calc_velocity in calc_v.c, (null)
 bigwheel_calc_unit_normal in calc_u_norm.c, (null)
 ground_interaction in ground.c, (null)
 het_calib_compute_veh_to_transmitter_matrix in het_calib.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 rotate_init_stab_element in rot_element.c, (null)
 rotate_stab in rot_util.c, (null)
 suspension in susp_simul.c, (null)
 suspension_veh_init in veh_init.c, (null)

DIRECTORY: ./common/libsrc/libmem

FILE: assign_mp.c

FUNCTION: map_idc_values()

calledBy:

mem_assign_memory_ptr in assign_mp.c, IFDEF SIMBFLY

FUNCTION: unmap_idc_values()

calledBy:

mem_free_shared_memory in assign_mp.c, IFDEF SIMBFLY

FUNCTION: mem_assign_memory_ptr()

calledBy:

mem_assign_shared_memory in assign_sm.c, (null)

iod_init_alpha in iod_alpha.c, (null)

iod_init_idc in iod_idc.c, (null)

iod_init_sound in iod_sound.c, (null)

FUNCTION: mem_free_shared_memory()

calledBy:

simulation_state_machine in main.c, (null)

terminate in m1_key_ctl.c, (null)

FUNCTION: mem_assign_memory_ptr()

calledBy:

mem_assign_shared_memory in assign_sm.c, (null)

iod_init_alpha in iod_alpha.c, (null)

iod_init_idc in iod_idc.c, (null)

iod_init_sound in iod_sound.c, (null)

FUNCTION: mem_free_shared_memory()

calledBy:

simulation_state_machine in main.c, (null)

terminate in m1_key_ctl.c, (null)

FUNCTION: mem_assign_memory_ptr()

calledBy:

mem_assign_shared_memory in assign_sm.c, (null)

iod_init_alpha in iod_alpha.c, (null)

iod_init_idc in iod_idc.c, (null)

iod_init_sound in iod_sound.c, (null)

FUNCTION: mem_free_shared_memory()

calledBy:

simulation_state_machine in main.c, (null)

terminate in m1_key_ctl.c, (null)

FUNCTION: mem_assign_memory_ptr()

calledBy:

mem_assign_shared_memory in assign_sm.c, (null)

iod_init_alpha in iod_alpha.c, (null)

iod_init_idc in iod_idc.c, (null)

iod_init_sound in iod_sound.c, (null)

FUNCTION: mem_free_shared_memory()

calledBy:

simulation_state_machine in main.c, (null)

terminate in m1_key_ctl.c, (null)

FUNCTION: mem_assign_memory_ptr()

calledBy:

mem_assign_shared_memory in assign_sm.c, (null)

iod_init_alpha in iod_alpha.c, (null)

iod_init_idc in iod_idc.c, (null)
 iod_init_sound in iod_sound.c, (null)
 FUNCTION: mem_free_shared_memory()
 calledBy:
 simulation_state_machine in main.c, (null)
 terminate in m1_key_ctl.c, (null)
 FUNCTION: mem_get_idc_share_size()
 calledBy:
 idc_reset_input in init.c, (null)
 FUNCTION: mem_get_memory_key()
 FUNCTION: mem_get_total_share_size()
 FILE: assign_sm.c
 FUNCTION: mem_assign_shared_memory()
 calledBy:
 simulation_state_machine in main.c, (null)
 main in m1_key_ctl.c, (null)

DIRECTORY: ./common/libsrc/libmoves

No files defined.

DIRECTORY: ./common/libsrc/libnetif

FILE: net_acce.c
 FUNCTION: net_access(h, command)
 calledBy:
 net_getaddr in net_addr.c, (null)
 net_alive in net_ctl.c, (null)
 net_iocontrol in net_ctl.c, (null)
 net_res in net_ctl.c, (null)
 net_loopback in net_ctl.c, (null)
 net_flush in net_flus.c, (null)
 net_bufs in net_info.c, (null)
 net_hostbuf_info in net_info.c, (null)
 net_version in net_info.c, (null)
 net_load in net_load.c, IFDEF SIMBFLY
 net_add_mca in net_mca.c, (null)
 net_del_mca in net_mca.c, (null)
 net_init_mca in net_mca.c, (null)
 do_mode_cmd_cmc in net_mode.c, (null)
 net_open in net_open.c, IFDEF SIMBFLY
 open_cmc in net_open.c, IFNDEF SIMBFLY
 net_set_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF mips
 net_set_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF SUN
 net_set_parameters in net_open.c, IFNDEF SIMBFLY, IFNDEF mips,
 IFNDEF SUN
 net_get_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF mips
 net_get_parameters in net_open.c, IFNDEF SIMBFLY, IFDEF SUN
 net_get_parameters in net_open.c, IFNDEF SIMBFLY, IFNDEF mips,
 IFNDEF SUN
 get_type in net_open.c, IFDEF SIMBFLY
 recv_cmc in net_orecv.c, IFNDEF SIMBFLY
 recv_147 in net_orecv.c, IFDEF GT_
 send_cmc in net_osend.c, IFNDEF SIMBFLY
 send_cmc in net_osend.c, (null)

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recv_cmc_8023 in net_recv.c, IFNDEF SIMBFLY
recv_147_8023 in net_recv.c, IFDEF _GT_
net_get_rcv in net_recv.c, IFDEF _GT_
net_run in net_run.c, (null)
net_stop in net_run.c, (null)
send_cmc_8023 in net_send.c, IFNDEF SIMBFLY
send_cmc_8023 in net_send.c, (null)
net_stamp_disable in net_stam.c, (null)
net_stamp_enable in net_stam.c, (null)
net_get_statistics in net_stat.c, IFDEF mips
net_zero_statistics in net_stat.c, (null)
net_gettime in net_time.c, (null)
net_settime in net_time.c, (null)
net_stomp_time in net_time.c, (null)
net_add_type in net_type.c, (null)
net_init_type in net_type.c, (null)
FUNCTION: access_cmc(np, command)
net_access in net_acce.c, IFNDEF SIMBFLY
FUNCTION: access_147(np, command)
calledBy:
net_access in net_acce.c, IFNDEF SIMBFLY
FILE: net_addr.c
FUNCTION: net_addr_compare(a1, a2)
calledBy:
AssocSendAggregate in aggregate.c, (null)
OpenEnetChannel in chenet.c, (null)
RecvEnetChannel in chenet.c, (null)
RouteToExChannel in route.c, (null)
RouteToFrascaChannel in route.c, (null)
ExSubscribe in subscribe.c, (null)
do_receive in netxr.c, (null)
do_server in tfx.c, (null)
do_get in tfx.c, (null)
do_put in tfx.c, (null)
FUNCTION: net_addr_bin_to_str(p, ps)
calledBy:
ExGroupPrint in makegroup.c, (null)
do_ethernet_address in netcon.c, (null)
main in netdump.c, (null)
main in tfx.c, (null)
do_server in tfx.c, (null)
network_restart in net_restart.c, (null)
FUNCTION: net_addr_str_to_bin(p, s)
calledBy:
OpenEnetChannel in chenet.c, (null)
ExMakeGroupFromString in makegroup.c, (null)
do_multicast in netcon.c, (null)
do_send in netxr.c, (null)
do_receive in netxr.c, (null)
do_get in tfx.c, (null)
do_put in tfx.c, (null)
FUNCTION: net_getaddr(h, p)
calledBy:
OpenEnetChannel in chenet.c, (null)

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ExSubscribe in subscribe.c, (null)
open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
do_ethernet_address in netcon.c, (null)
main in tfx.c, (null)
network_restart in net_restart.c, (null)
FUNCTION: net_addr_format_convert(p1, p2)
FUNCTION: net_zeroaddr(p)
FILE: net_clos.c
FUNCTION: net_close(h)
calledBy:
AssocClose in close.c, (null)
ExSubscribe in subscribe.c, (null)
ExUnsubscribe in unsubscribe.c, (null)
main in netcon.c, (null)
do_load in netcon.c, IFDEF _GT_
do_load in netcon.c, IFDEF LYNX
do_load in netcon.c, IFDEF SUN
do_reset in netcon.c, IFDEF SUN
do_reset in netcon.c, IFDEF _GT_
do_reset in netcon.c, IFDEF LYNX
do_reset in netcon.c, IFDEF SIMBFLY
do_buffers in netcon.c, (null)
do_multicast in netcon.c, (null)
do_statistics in netcon.c, (null)
do_syserrors in netcon.c, (null)
do_zerostats in netcon.c, (null)
main in netxr.c, (null)
main in tfx.c, (null)
veh_spec_exit in kato_main.c, (null)
network_restart in net_restart.c, (null)
veh_spec_exit in m1_main.c, (null)
veh_spec_exit in m2_main.c, (null)
FILE: net_ctl.c
FUNCTION: net_alive(h)
calledBy:
AssocOpen in open.c, (null)
AssocAttach in open.c, (null)
open_cmc in net_open.c, IFNDEF SIMBFLY
main in netcon.c, (null)
network_restart in net_restart.c, (null)
FUNCTION: net_iocontrol(h, sendbuf, sendsize, recvbuf, recvsize)
FUNCTION: net_nopened(h)
FUNCTION: net_res(h)
calledBy:
do_reset in netcon.c, IFDEF SUN
do_reset in netcon.c, IFDEF _GT_
do_reset in netcon.c, IFDEF LYNX
do_reset in netcon.c, IFDEF SIMBFLY
network_restart in net_restart.c, (null)
FUNCTION: net_settimeout(h, value)
FUNCTION: net_loopback(h, flag)
calledBy:
do_loop in netcon.c, (null)
FILE: net_data.c

FILE: net_flush.c
FUNCTION: net_flush(h, flags)
calledBy:
 OpenEnetChannel in chenet.c, (null)
 main in netdump.c, (null)
 main in tfx.c, (null)

FILE: net_info.c
FUNCTION: net_bufs(h, pxmtbufs, prcvbufs)
calledBy:
 do_buffers in netcon.c, (null)
 network_restart in net_restart.c, (null)
FUNCTION: net_hostbuf_info(h, pbufptr, pbufsize)
calledBy:
 filter_init in init.c, (null)
FUNCTION: net_interface_type(h)
FUNCTION: net_sharebuf_info(h, pbufptr, pbufsize)
FUNCTION: net_syserror_info(h, perr, p_num)
calledBy:
 do_syserrors in netcon.c, (null)
FUNCTION: net_version(h, version, version_size)
calledBy:
 do_version in netcon.c, (null)

FILE: net_load.c
FUNCTION: net_load(h, buffer, count, offset)
calledBy:
 do_load in netcon.c, IFDEF _GT_
 do_load in netcon.c, IFDEF LYNX
 do_load in netcon.c, IFDEF SUN
 do_load in netcon.c, IFDEF SIMBFLY
 network_restart in net_restart.c, (null)
FUNCTION: XXX_LSEEK(np -> fd, (long)offset, 0)

FILE: net_mca.c
FUNCTION: net_add_mca(h, pna)
calledBy:
 AssocSubscribeWithMask in subscribe.c, (null)
 OpenEnetChannel in chenet.c, (null)
 ExSubscribe in subscribe.c, (null)
 open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
 NetworkInit in network.c, (null)
 do_multicast in netcon.c, (null)
FUNCTION: net_del_mca(h, pna)
calledBy:
 AssocUnsubscribeWithMask in subscribe.c, (null)
 ExUnsubscribe in unsubscribe.c, (null)
 do_multicast in netcon.c, (null)
FUNCTION: net_init_mca(h)
calledBy:
 AssocOpen in open.c, (null)
 NetworkInit in network.c, (null)
 do_multicast in netcon.c, (null)
 main in tfx.c, IFNDEF _GT_

FILE: net_mode.c
FUNCTION: net_extloop(h, na)
calledBy:

main in netcon.c, (null)
FUNCTION: net_intloop(h, na)
calledBy:
main in netcon.c, (null)
FUNCTION: net_norm(h, na)
calledBy:
AssocOpen in open.c, (null)
main in netcon.c, (null)
network_restart in net_restart.c, (null)
FUNCTION: net_prom(h, na)
calledBy:
main in netcon.c, (null)
FUNCTION: do_mode_cmd(mode, h, na)
calledBy:
net_extloop in net_mode.c, (null)
net_intloop in net_mode.c, (null)
net_norm in net_mode.c, (null)
net_prom in net_mode.c, (null)
FUNCTION: do_mode_cmd_cmc(mode, h, na, np)
calledBy:
do_mode_cmd in net_mode.c, (null)
FUNCTION: do_mode_cmd_147(mode, h, na, np)
calledBy:
do_mode_cmd in net_mode.c, (null)
FILE: net_open.c
FUNCTION: net_open(svr, flags)
calledBy:
AssocOpen in open.c, (null)
AssocAttach in open.c, (null)
OpenEnetChannel in chenec.c, (null)
ExSubscribe in subscribe.c, (null)
millitime in millitime.c, (null)
NetworkInit in network.c, (null)
main in netcon.c, (null)
openit in netcon.c, (null)
main in netdump.c, (null)
main in netxr.c, (null)
main in tfx.c, (null)
network_restart in net_restart.c, (null)
FUNCTION: net_open(device, flags, nib)
calledBy:
AssocOpen in open.c, (null)
AssocAttach in open.c, (null)
OpenEnetChannel in chenec.c, (null)
ExSubscribe in subscribe.c, (null)
millitime in millitime.c, (null)
NetworkInit in network.c, (null)
main in netcon.c, (null)
openit in netcon.c, (null)
main in netdump.c, (null)
main in netxr.c, (null)
main in tfx.c, (null)
network_restart in net_restart.c, (null)
FUNCTION: open_cmc(device, flags, nib, h, np)

```

    calledBy:
        net_open in net_open.c, IFNDEF SIMBFLY
FUNCTION: open_147(device, flags, nib, h, np)
    calledBy:
        net_open in net_open.c, IFNDEF SIMBFLY
FUNCTION: net_set_parameters(h, nib, flag)
FUNCTION: net_get_parameters(h, nib, flag)
    calledBy:
        open_cmc in net_open.c, IFNDEF SIMBFLY
        network_restart in net_restart.c, (null)
FUNCTION: get_type(np, dev, flags)
    calledBy:
        net_open in net_open.c, IFDEF SIMBFLY
        net_open in net_open.c, IFNDEF SIMBFLY
FUNCTION: get_device_number(device)
    calledBy:
        net_open in net_open.c, IFDEF SIMBFLY
        open_cmc in net_open.c, IFNDEF SIMBFLY
FILE: net_orecv.c
FUNCTION: net_rcv(h, hdr, buf, bufsize, plen, flags)
    calledBy:
        do_server in tfx.c, (null)
        do_get in tfx.c, (null)
        do_put in tfx.c, (null)
FUNCTION: rcv_cmc(h, hdr, buf, *bufsize, plen, flags, np)
    calledBy:
        net_rcv in net_orecv.c, (null)
FUNCTION: rcv_147(h, hdr, buf, bufsize, plen, flags, np)
    calledBy:
        net_rcv in net_orecv.c, (null)
FUNCTION: net_get_next_packet(h, hdr, buf, plen, flags)
FUNCTION: net_release_next_packet(h, flags)
FUNCTION: net_get_rcv(h, hdr, buf, plen, flags)
    calledBy:
        net_get_next_packet in net_orecv.c, (null)
FUNCTION: net_release_rcv(h, flags)
    calledBy:
        net_release_next_packet in net_orecv.c, (null)
FILE: net_osend.c
FUNCTION: net_send(h, hdr, buf, len, flags)
    calledBy:
        ExSendFrasca in send.c, (null)
        do_server in tfx.c, (null)
        do_get in tfx.c, (null)
        do_put in tfx.c, (null)
FUNCTION: send_cmc(h, hdr, buf, len, flags, np)
    calledBy:
        net_send in net_osend.c, (null)
FUNCTION: send_147(h, hdr, buf, len, flags, np)
    calledBy:
        net_send in net_osend.c, (null)
FUNCTION: net_get_send(h, hdr, buf, plen, flags)
FUNCTION: net_release_send(h, flags)
FILE: net_rcv.c

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FUNCTION: net_rcv(h, buf, bufsize, len, flags)

calledBy:

RecvEnetChannel in chenet.c, (null)
process_a_packet in network.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)

FUNCTION: net_get_rcv_to_addr(h, to)

calledBy:

AssocProcessRequestPDU in proc_req.c, (null)
RecvEnetChannel in chenet.c, (null)
RecvBuffer in srbuf.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)

FUNCTION: net_get_rcv_from_addr(h, from)

calledBy:

AssocGetLastAddress in who.c, (null)
RecvEnetChannel in chenet.c, (null)
RecvBuffer in srbuf.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)

FUNCTION: net_get_rcv_type(h)

calledBy:

RecvEnetChannel in chenet.c, (null)
RecvBuffer in srbuf.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)

FUNCTION: recv_cmc_8023(h, buf, bufsize, plen, flags, np)

calledBy:

net_rcv in net_rcv.c, (null)

FUNCTION: recv_147_8023(h, buf, bufsize, plen, flags, np)

calledBy:

net_rcv in net_rcv.c, (null)

FUNCTION: wait_for_full_ring_element(rp)

calledBy:

recv_cmc in net_orecv.c, (null)
recv_cmc in net_orecv.c, IFNDEF mips
recv_cmc_8023 in net_rcv.c, (null)
recv_cmc_8023 in net_rcv.c, IFNDEF mips

FUNCTION: net_reset_lock(h)

calledBy:

network_restart in net_restart.c, (null)

FUNCTION: net_get_rcv(h, buf, plen, flags)

calledBy:

AssocWaitForPDU in block.c, (null)
AssocReceiveAssocPDU in raw.c, (null)
AssocReceivePDU in receive.c, (null)
RecvBuffer in srbuf.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)

FUNCTION: net_release_rcv(h, flags)

calledBy:

AssocWaitForPDU in block.c, (null)
AssocReceiveAssocPDU in raw.c, (null)
AssocReceivePDU in receive.c, (null)

RecvBuffer in srbuf.c, (null)
main in netdump.c, (null)
do_receive in netxr.c, (null)

FILE: net_reg.c
FUNCTION: net_reg_read(h, regnum, pval)
calledBy:
filter_dump_filter_info in dump.c, (null)
do_register in netcon.c, (null)
FUNCTION: net_reg_write(h, regnum, val)
calledBy:
filter_init in init.c, (null)
do_register in netcon.c, (null)

FILE: net_run.c
FUNCTION: net_run(h)
calledBy:
main in netcon.c, (null)
network_restart in net_restart.c, (null)
FUNCTION: net_stop(h)
calledBy:
AssocOpen in open.c, (null)
main in netcon.c, (null)

FILE: net_send.c
FUNCTION: wait_for_empty_ring_element(rp)
calledBy:
send_cmc in net_osend.c, (null)
send_cmc in net_osend.c, IFNDEF mips
send_cmc_8023 in net_send.c, (null)
send_cmc_8023 in net_send.c, IFNDEF mips
FUNCTION: net_snd(h, to, buf, len, flags)
calledBy:
AssocSendAggregate in aggregate.c, (null)
AssocProcessRequestPDU in proc_req.c, (null)
AssocSendDatagram in send.c, (null)
UpdateTransactions in tick.c, (null)
AssocSendTransact in transact.c, (null)
AssocSendResponse in transact.c, (null)
SendEnetChannel in chenet.c, (null)
do_send in netxr.c, (null)
FUNCTION: net_set_snd_from_addr(h, from)
calledBy:
AssocOpen in open.c, (null)
AssocAttach in open.c, (null)
SendEnetChannel in chenet.c, (null)
SendBuffer in srbuf.c, (null)
do_send in netxr.c, (null)
FUNCTION: net_set_snd_type(h, type)
calledBy:
AssocSetProtocolFamily in family.c, (null)
AssocOpen in open.c, (null)
SendEnetChannel in chenet.c, (null)
SendBuffer in srbuf.c, (null)
do_send in netxr.c, (null)
FUNCTION: send_cmc_8023(h, to, buf, len, flags, np)
calledBy:

net_snd in net_send.c, (null)
FUNCTION: send_147_8023(h, to, buf, len, flags, np)
calledBy:
net_snd in net_send.c, (null)
FUNCTION: net_get_snd(h, buf, plen, flags)
calledBy:
SendBuffer in srbuf.c, (null)
do_send in netxr.c, (null)
FUNCTION: net_release_snd(h, to, len, flags)
calledBy:
SendBuffer in srbuf.c, (null)
do_send in netxr.c, (null)
FILE: net_stam.c
FUNCTION: net_get_timestamp(h)
calledBy:
main in netdump.c, (null)
FUNCTION: net_put_timestamp(h, time)
FUNCTION: net_stamp_disable(h)
calledBy:
network_init in nwk_init.c, (null)
network_init in network_init.c, (null)
FUNCTION: net_stamp_enable(h)
FILE: net_stat.c
FUNCTION: net_get_statistics(h, stats)
calledBy:
net_print_statistics in net_stat.c, (null)
do_statistics in netcon.c, (null)
FUNCTION: errno
FUNCTION: net_zero_statistics(h)
calledBy:
do_zerostats in netcon.c, (null)
keyboard_simul in niu_keybrd.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)
FUNCTION: net_stat_string(stat, buf)
calledBy:
net_print_statistics in net_stat.c, (null)
do_statistics in netcon.c, (null)
FUNCTION: net_print_statistics(h)
calledBy:
keyboard_simul in niu_keybrd.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)
FILE: net_stuf.c
FUNCTION: get_locks(np)
calledBy:
open_cmc in net_open.c, IFNDEF SIMBFLY
FUNCTION: map_buffers(np, flags)
calledBy:
open_cmc in net_open.c, IFNDEF SIMBFLY
FUNCTION: map_enp(np)
calledBy:

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    open_cmc in net_open.c, IFNDEF SIMBFLY
FUNCTION: unmap_enp(np)
FUNCTION: unmap_buffers(np)
    calledBy:
    open_cmc in net_open.c, IFNDEF SIMBFLY
FUNCTION: unget_locks(np)
    calledBy:
    open_cmc in net_open.c, IFNDEF SIMBFLY
FILE: net_time.c
FUNCTION: net_gettime(h)
    calledBy:
    net_current_time in net_time.c, IFDEF _GT_
    do_timeget in netcon.c, (null)
FUNCTION: net_settime(h, time)
    calledBy:
    net_init_time in net_time.c, IFDEF _GT_
    do_timeset in netcon.c, (null)
FUNCTION: net_current_time(h)
    calledBy:
    AssocSendAggregate in aggregate.c, (null)
    AssocAddTransaction in origin.c, (null)
    AssocCacheResponse in respondent.c, (null)
    AssocTimeOutOldResponses in respondent.c, (null)
    AssocTickAssocLayer in tick.c, (null)
    UpdateTransactions in tick.c, (null)
    rtc_read_clock in rtc_timing.c, IFNDEF SIMBFLY, IFNDEF _GT_, IFDEF
    MASSCOMP
    rva_adjust_vehicles in rva_adjust.c, (null)
    rva_smooth_get_new_velocities in rva_smooth.c, (null)
    process_known_vehicle in rva_update.c, (null)
    process_unknown_vehicle in rva_update.c, (null)
    rva_process_update in rva_update.c, (null)
    millitime in millitime.c, (null)
    do_timecur in netcon.c, (null)
    do_get in tfx.c, (null)
    do_put in tfx.c, (null)
    start_stats in tfx.c, (null)
    end_stats in tfx.c, (null)
    io_simul in io_simul.c, IFNDEF _GT_
    io_simul_idle in io_simul.c, (null)
    rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
    rva_adjust_static_vehicles in rva_adjust.c, (null)
    rva_smooth_get_new_velocities in rva_smooth.c, (null)
    process_known_static in rva_update.c, (null)
    process_unknown_static in rva_update.c, (null)
    process_known_dynamic in rva_update.c, (null)
    process_unknown_dynamic in rva_update.c, (null)
    rva_process_update in rva_update.c, (null)
    io_simul_idle in niu_io_simul.c, (null)
    cig_failed_fsm in kato_status.c, (null)
    format_vehicle_appearance in appearance.c, (null)
    format_stealth_appearance in appearance.c, (null)
    network_send_missile_appearance in missile.c, (null)
    het_send_packet in het_send_pkt.c, (null)

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obj_adjust_static_objects in obj_adjust.c, (null)
 obj_process_object in obj_storage.c, (null)
 SbMilliseconds in sbcustom.c, (null)
 cig_failed_fsm in m1_status.c, (null)
 cig_failed_fsm in m2_status.c, (null)
 FUNCTION: net_init_time(h)
 do_timecur in netcon.c, (null)
 main in tfx.c, (null)
 network_init in nwk_init.c, (null)
 network_init in network_init.c, (null)
 FUNCTION: net_stomp_time(h)
 FUNCTION: net_heartbeat(h)
 calledBy:
 do_heartbeat in netcon.c, (null)
 monitor_status in m1_status.c, (null)
 monitor_status in m2_status.c, (null)
 FUNCTION: net_device_base(h)
 FILE: net_type.c
 FUNCTION: net_add_type(h, type)
 calledBy:
 AssocSetProtocolFamily in family.c, (null)
 AssocOpen in open.c, (null)
 AssocAttach in open.c, (null)
 OpenEnetChannel in chenet.c, (null)
 ExSubscribe in subscribe.c, (null)
 main in netdump.c, (null)
 do_receive in netxr.c, (null)
 FUNCTION: net_init_type(h)
 calledBy:
 AssocSetProtocolFamily in family.c, (null)
 AssocOpen in open.c, (null)
 main in netdump.c, (null)
 do_receive in netxr.c, (null)

DIRECTORY: ./common/libsrc/libp2p

FILE: init.c
 FUNCTION: PointToPointOpen(device, def)
 calledBy:
 network_init in network_init.c, (null)
 FUNCTION: PointToPointSetPromiscuous(promiscuous)

FILE: receive.c
 FUNCTION: PointToPointReceivePDU(handle, data, length, group, protocol,
 primitive, originator, transID, respondent)

FILE: send.c
 FUNCTION: AssociationDataUnitbuf[(MAX_DATA_SIZE_8023 /
 sizeof(AssociationDataUnit))
 FUNCTION: PointToPointSendPDU(handle, data, length, group, protocol,
 destination)
 calledBy:
 send_pt_packet in send_pt_pkt.c, (null)

DIRECTORY: ./common/libsrc/libparser

FILE: kudge.c

FUNCTION: ecmderr()
FUNCTION: gethost()
FUNCTION: isbadhost()
FUNCTION: hostname()
FUNCTION: hostfmt()
FUNCTION: getnet()
FUNCTION: isbadnet()
FUNCTION: netfmt()
FILE: par_base.c
FUNCTION: ParseInput(pdp, table)
calledBy:
DoCommand in par_util.c, (null)
DoHelp in par_util.c, (null)
DoEscape in par_util.c, (null)
ShowBindings in par_util.c, (null)
FUNCTION: ParseList(argc, argv, pdp, first, end)
calledBy:
ParseInput in par_base.c, (null)
ParseKeyword in par_base.c, (null)
ParseDoKeywordTable in par_base.c, (null)
FUNCTION: ParseKeyword(argc, argv, pdp, first, end)
calledBy:
ParseList in par_base.c, (null)
FUNCTION: ParseCommandDone(nu_argc, nu_argv, pdp, arg2)
FUNCTION: ParseDoKeywordTable(argc, argv, pdp, arg2)
FILE: par_const.c
FUNCTION: ParseGetConstant(argc, argv, pdp, ftable)
FILE: par_copy.c
FUNCTION: stringcopy(str)
calledBy:
CommandLog in par_hist.c, (null)
ParseGetString in par_lib.c, (null)
FILE: par_edit.c
FUNCTION: ChangePrompt(prompt)
calledBy:
ParseSetPrompt in par_lib.c, (null)
FUNCTION: ChangeTopLevel(table)
calledBy:
ParseSetTopLevel in par_lib.c, (null)
FUNCTION: InitParser(table, prompt, logsize)
calledBy:
tty_setup_parser_break_set in bindings.c, (null)
tty_setup_parser_break_set in geyer.c, (null)
FUNCTION: UpdateLine(pdp)
calledBy:
ParseInput in par_base.c, (null)
RedisplayLine in par_edit.c, (null)
DoHelp in par_util.c, (null)
ShowBindings in par_util.c, (null)
parser_invoke_fcn_on_char in bindings.c, (null)
parser_invoke_fcn_on_char in geyer.c, (null)
FUNCTION: UpdateMoveCursor(outbuf, linebuf, count)
calledBy:
UpdateLine in par_edit.c, (null)

FUNCTION: RedisplayLine(pdp)
calledBy:
ParseInput in par_base.c, (null)
tty_parser_init in bindings.c, (null)
tty_goto_parser_mode in bindings.c, (null)
tty_goto_parser_mode in geyer.c, (null)

FUNCTION: SetStopPoint(pdp, at_cursor)
calledBy:
DoCommand in par_util.c, (null)
DoHelp in par_util.c, (null)
DoEscape in par_util.c, (null)

FUNCTION: NextChar(pdp)
calledBy:
ParseInput in par_base.c, (null)
ParseGetToken in par_util.c, (null)
ParseEscapeComplete in par_util.c, (null)

FUNCTION: MarkCursor(pdp)
calledBy:
ParseGetToken in par_util.c, (null)

FUNCTION: RestoreCursor(pdp)
calledBy:
ParseInput in par_base.c, (null)
ParseEscapeComplete in par_util.c, (null)

FUNCTION: EmptyLine(pdp)

FUNCTION: BeginningOfLine(pdp)
calledBy:
ParseInput in par_base.c, (null)
CopyEarlierCommand in par_hist.c, (null)

FUNCTION: Back1Char(pdp)

FUNCTION: Delete1Forward(pdp)

FUNCTION: EndOfLine(pdp)
calledBy:
ParseInput in par_base.c, (null)
ShowBindings in par_util.c, (null)

FUNCTION: Forward1Char(pdp)

FUNCTION: GobbleWord(pdp)

FUNCTION: Delete1Backward(pdp)
calledBy:
DoHelp in par_util.c, (null)

FUNCTION: KillLine(pdp)

FUNCTION: KillForward(pdp)
calledBy:
ParseInput in par_base.c, (null)
CopyEarlierCommand in par_hist.c, (null)

FUNCTION: LeftWord(pdp)

FUNCTION: RightWord(pdp)

FUNCTION: DeleteWord(pdp)

FUNCTION: InsertChar(pdp, ch)
calledBy:
ParseInput in par_base.c, (null)
InsertChar in par_edit.c, (null)
CopyEarlierCommand in par_hist.c, (null)
DoHelp in par_util.c, (null)
ParseEscapeComplete in par_util.c, (null)

FUNCTION: ForwardChar(pdp, count)
calledBy:
 Forward1Char in par_edit.c, (null)
 RightWord in par_edit.c, (null)

FUNCTION: BackChar(pdp, count)
calledBy:
 ParseInput in par_base.c, (null)
 Back1Char in par_edit.c, (null)
 Delete1Backward in par_edit.c, (null)
 LeftWord in par_edit.c, (null)
 DeleteWord in par_edit.c, (null)
 InsertChar in par_edit.c, (null)
 DeleteChar in par_edit.c, (null)

FUNCTION: DeleteChar(pdp, count)
calledBy:
 Delete1Forward in par_edit.c, (null)
 GobbleWord in par_edit.c, (null)
 Delete1Backward in par_edit.c, (null)
 KillLine in par_edit.c, (null)
 KillForward in par_edit.c, (null)
 DeleteWord in par_edit.c, (null)

FUNCTION: ScanForward(pdp)
calledBy:
 RightWord in par_edit.c, (null)

FUNCTION: LookForward(pdp)
calledBy:
 GobbleWord in par_edit.c, (null)

FUNCTION: ScanBackwards(pdp)
calledBy:
 LeftWord in par_edit.c, (null)
 DeleteWord in par_edit.c, (null)

FILE: par_fields.c
FUNCTION: ParseGetFields(argc, argv, pdp, ftable)
FUNCTION: TypeFields(ftable, flag)
calledBy:
 ParseList in par_base.c, (null)

FUNCTION: FieldGet(ftable, bit)
calledBy:
 ParseGetFields in par_fields.c, (null)
 TypeFields in par_fields.c, (null)

FILE: par_hist.c
FUNCTION: CommandLog(pdp)
calledBy:
 ParseList in par_base.c, (null)

FUNCTION: CopyEarlierCommand(pdp)
calledBy:
 PreviousCommand in par_hist.c, (null)
 NextCommand in par_hist.c, (null)

FUNCTION: PreviousCommand(pdp)
FUNCTION: NextCommand(pdp)

FILE: par_lib.c
FUNCTION: DEFINE_TABLE(g_ParseYesNo)
FUNCTION: KEYWORD_SELECT(NULL)
FUNCTION: KEYWORD("yes", "affirmative")

FUNCTION: PUTARG(TRUE)
 FUNCTION: KEYWORD("no", "negative")
 FUNCTION: PUTARG(FALSE)
 FUNCTION: DEFINE_TABLE(g_ParseOnOff)
 FUNCTION: KEYWORD_SELECT(NULL)
 FUNCTION: KEYWORD("on", "turn on")
 FUNCTION: PUTARG(TRUE)
 FUNCTION: KEYWORD("off", "turn off")
 FUNCTION: PUTARG(FALSE)
 FUNCTION: ParseSetPrompt(argc, argv, pdp, arg2)
 FUNCTION: ParseSetTopLevel(argc, argv, pdp, arg2)
 FUNCTION: ParseGetDecimal(argc, argv, pdp, arg2)
 FUNCTION: ParseGetHex(argc, argv, pdp, arg2)
 FUNCTION: ParseGetOctal(argc, argv, pdp, arg2)
 FUNCTION: ParseGetFloat(argc, argv, pdp, arg2)
 FUNCTION: ParseGetString(argc, argv, pdp, arg2)
 FUNCTION: ParsePutArg(argc, argv, nu_pdp, arg2)
 FUNCTION: ParseOptional(argc, nu_argv, pdp, nu_arg2)
 FUNCTION: ParseConvertNumber(argc, argv, pdp, arg2, base, bname)

calledBy:

ParseGetDecimal in par_lib.c, (null)
 ParseGetHex in par_lib.c, (null)
 ParseGetOctal in par_lib.c, (null)

FUNCTION: ParseConvertFloat(argc, argv, pdp, arg2)

calledBy:

ParseGetFloat in par_lib.c, (null)

FILE: par_unix.c

FUNCTION: Alloc(size)

calledBy:

stringcopy in par_copy.c, (null)
 InitParser in par_edit.c, (null)

FUNCTION: Free(pointer)

calledBy:

ParseInput in par_base.c, (null)
 CommandLog in par_hist.c, (null)

FUNCTION: ParsePrint(ctrl, va_alist)

calledBy:

ParseList in par_base.c, (null)
 ParseKeyword in par_base.c, (null)
 ParseGetConstant in par_const.c, (null)
 UpdateLine in par_edit.c, (null)
 RedisplayLine in par_edit.c, (null)
 InsertChar in par_edit.c, (null)
 ForwardChar in par_edit.c, (null)
 ParseGetFields in par_fields.c, (null)
 TypeFields in par_fields.c, (null)
 ParseGetString in par_lib.c, (null)
 ParseConvertNumber in par_lib.c, (null)
 ParseConvertFloat in par_lib.c, (null)
 ParsePrint in par_unix.c, IFDEF Masscomp
 ParsePrint in par_unix.c, IFDEF SIMBFLY
 ParsePrint in par_unix.c, IFDEF _GT
 ParsePrint in par_unix.c, IFDEF mips
 DoCommand in par_util.c, (null)

DoHelp in par_util.c, (null)
 ParseError in par_util.c, (null)
 ParseMessage in par_util.c, (null)
 ParseFindEndList in par_util.c, (null)

FILE: par_util.c
 FUNCTION: DoCommand(pdp)
 FUNCTION: DoHelp(pdp)
 FUNCTION: DoEscape(pdp)
 FUNCTION: ParseMustFree(pdp, index)
 calledBy:
 ParseGetString in par_lib.c, (null)
 FUNCTION: ParseInSet(ch, set)
 calledBy:
 ParseGetToken in par_util.c, (null)
 FUNCTION: ParseGetToken(pdp, tok)
 calledBy:
 ParseList in par_base.c, (null)
 ParseKeyword in par_base.c, (null)
 ParseCommandDone in par_base.c, (null)
 ParseGetConstant in par_const.c, (null)
 ParseGetFields in par_fields.c, (null)
 ParseGetString in par_lib.c, (null)
 ParseConvertNumber in par_lib.c, (null)
 ParseConvertFloat in par_lib.c, (null)
 FUNCTION: ParseError(pdp, arg2, msg1, msg2, msg3, msg4, msg5)
 calledBy:
 ParseInput in par_base.c, (null)
 ParseList in par_base.c, (null)
 ParseKeyword in par_base.c, (null)
 ParseCommandDone in par_base.c, (null)
 ParseGetConstant in par_const.c, (null)
 ParseGetFields in par_fields.c, (null)
 ParseGetString in par_lib.c, (null)
 ParseConvertNumber in par_lib.c, (null)
 ParseConvertFloat in par_lib.c, (null)
 ParseTableFind in par_util.c, (null)
 FUNCTION: ParseMessage(pdp, message)
 calledBy:
 ParseList in par_base.c, (null)
 ParseCommandDone in par_base.c, (null)
 FUNCTION: ParseFindEndList(first, end, begin_tok, end_tok)
 calledBy:
 ParseList in par_base.c, (null)
 ParseKeyword in par_base.c, (null)
 FUNCTION: ParseMatch(command, token)
 calledBy:
 ParseKeyword in par_base.c, (null)
 ParseGetConstant in par_const.c, (null)
 ParseGetFields in par_fields.c, (null)
 ParseTableFind in par_util.c, (null)
 FUNCTION: ParseTableFind(pdp, table, token, escape_used, entry)
 calledBy:
 ParseGetConstant in par_const.c, (null)
 ParseGetFields in par_fields.c, (null)

FUNCTION: ParseEscapeComplete(pdp, token, addspace, nchars)

calledBy:

ParseKeyword in par_base.c, (null)

ParseGetConstant in par_const.c, (null)

ParseGetFields in par_fields.c, (null)

FUNCTION: uc(ch)

FUNCTION: ShowBindings(pdp)

DIRECTORY: ./common/libsrc/libpvis

FILE: pv_checkvis.c

FUNCTION: pve_checkvis(pvparams)

calledBy:

SimpleRequestHandler in ivsvr.c, (null)

InterVehicleRequestHandler in ivsvr.c, (null)

FUNCTION: startup()

calledBy:

pve_checkvis in pv_checkvis.c, (null)

FUNCTION: clip_to_tdb(x_1, y_1, x_2, y_2)

calledBy:

startup in pv_checkvis.c, (null)

FUNCTION: test_mins()

calledBy:

pve_checkvis in pv_checkvis.c, (null)

FUNCTION: test_maxima()

calledBy:

pve_checkvis in pv_checkvis.c, (null)

FUNCTION: patch()

calledBy:

test_maxima in pv_checkvis.c, (null)

FUNCTION: terrain()

calledBy:

patch in pv_checkvis.c, (null)

FUNCTION: check_edges(edge, verticesp, edgosp, type)

calledBy:

terrain in pv_checkvis.c, (null)

FUNCTION: get_mid_pt(newptp, pt1p, pt2p, lambda)

FUNCTION: compute_mid(midpointp, point1p, weight1, point2p)

FUNCTION: check_edge_hit(pointp, type)

calledBy:

check_edges in pv_checkvis.c, (null)

FUNCTION: count_vtx1_hit(type)

calledBy:

check_edges in pv_checkvis.c, IF COUNT_HITS

FUNCTION: count_vtx2_hit(type)

calledBy:

check_edges in pv_checkvis.c, IF COUNT_HITS

FUNCTION: count_mid_hit(type)

calledBy:

check_edges in pv_checkvis.c, IF COUNT_HITS

FUNCTION: report_edge_hit(msg, edge, vertp, dot)

calledBy:

check_edges in pv_checkvis.c, IF DEBUG_EDGES

FUNCTION: print_edge(edge, vertex1p, vertex2p)

calledBy:
 check_edges in pv_checkvis.c, IF DEBUG_LIST_EDGES
 FUNCTION: edge_glw_miss(edge, edge_glw, ray_glw)
 calledBy:
 check_edges in pv_checkvis.c, IF DEBUG_LIST_EDGES
 FUNCTION: edge_z_miss(edge)
 calledBy:
 check_edges in pv_checkvis.c, IF DEBUG_LIST_EDGES
 FUNCTION: objects()
 calledBy:
 patch in pv_checkvis.c, (null)
 FUNCTION: obstacle()
 calledBy:
 objects in pv_checkvis.c, (null)

DIRECTORY: ./common/libsrc/libreader

FILE: lexer.c

FUNCTION: yylex()
 calledBy:
 yyparse in parser.c, (null)
 FUNCTION: yylook()
 calledBy:
 yylex in lexer.c, (null)
 FUNCTION: yyback(p, m)
 calledBy:
 yylook in lexer.c, (null)
 FUNCTION: yyinput()
 FUNCTION: yyoutput(c)
 FUNCTION: yyunput(c)

FILE: parser.c

FUNCTION: stack_push(data_ptr, stack_ptr)
 calledBy:
 stack_push_array in parser.c, (null)
 yyparse in parser.c, (null)
 FUNCTION: stack_push_array(arr, stack_ptr)
 calledBy:
 yyparse in parser.c, (null)
 FUNCTION: free_stack(stack_ptr)
 calledBy:
 free_stack in parser.c, (null)
 yyparse in parser.c, (null)
 FUNCTION: make_array(stack_ptr)
 calledBy:
 yyparse in parser.c, (null)
 FUNCTION: copy_stack_to_array(s, r)
 calledBy:
 make_array in parser.c, (null)
 copy_stack_to_array in parser.c, (null)
 FUNCTION: yyerror(s)
 calledBy:
 yylex in lexer.c, (null)
 yyparse in parser.c, (null)
 FUNCTION: reader_find_file(fname, dir, du)

FUNCTION: reader_read_file(fname, du)
 calledBy:
 reader_find_file in parser.c, (null)
 FUNCTION: yyparse()
 calledBy:
 reader_read_file in parser.c, (null)
 FILE: symbol.c
 FUNCTION: init_symbol_table()
 FUNCTION: get_symbol(s)
 calledBy:
 yylex in lexer.c, (null)
 get_symbol_with_quotes in symbol.c, IFNDEF NO_SYMBOLS
 FUNCTION: get_symbol_with_quotes(s)
 calledBy:
 yylex in lexer.c, (null)
 FUNCTION: describe_symbol_table(printp)
 FUNCTION: Do_Wash(String_Ptr, String_Length)
 calledBy:
 get_symbol in symbol.c, IFNDEF NO_SYMBOLS
 FUNCTION: get_symbol_value(s)
 calledBy:
 yylex in lexer.c, (null)
 yyparse in parser.c, (null)
 FUNCTION: set_symbol_value(s, v)
 calledBy:
 yyparse in parser.c, (null)
 FUNCTION: get_symbol(s)
 calledBy:
 yylex in lexer.c, (null)
 get_symbol_with_quotes in symbol.c, IFNDEF NO_SYMBOLS
 FUNCTION: get_symbol_with_quotes(s)
 calledBy:
 yylex in lexer.c, (null)
 FUNCTION: get_symbol_value(s)
 calledBy:
 yylex in lexer.c, (null)
 yyparse in parser.c, (null)
 FUNCTION: set_symbol_value(s, v)
 calledBy:
 yyparse in parser.c, (null)
 FILE: tags.c
 FUNCTION: is_probably_a_string(s)
 calledBy:
 tag_error in tags.c, (null)
 FUNCTION: tag_error(tag, table, tagged, errlevel)
 calledBy:
 find_tag in tags.c, (null)
 find_tag_sorted in tags.c, (null)
 FUNCTION: find_tag(tag, table, tagged, errlevel)
 FUNCTION: cmp_tag (du0, du1)
 FUNCTION: sort_tag_table(table, tagged)
 FUNCTION: binarysearch_tag(key, first, last)
 calledBy:
 binarysearch_tag in tags.c, (null)

find_tag_sorted in tags.c, (null)
 FUNCTION: find_tag_sorted(tag, table, tagged, errlevel)
 FUNCTION: member_tag(tag, table)

DIRECTORY: ./common/libsrc/librtc

FILE: rtc_timing.c

FUNCTION: rtc_init_clock()

calledBy:

veh_spec_startup in niu_main.c, (null)
 veh_spec_startup in kato_main.c, (null)
 veh_spec_startup in m1_main.c, (null)

FUNCTION: rtc_read_clock()

calledBy:

rtc_start_time in rtc_timing.c, (null)
 rtc_stop_time in rtc_timing.c, (null)
 ft_poll_eof in niu_frm_ctl.c, (null)

FUNCTION: rtc_start_time(bitnum)

calledBy:

rva_tick_rva in rva_tick.c, (null)
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 net_simul in net_simul.c, (null)
 rva_tick_rva in rva_tick.c, (null)
 simulation_state_machine in stt_machine.c, (null)
 net_simul in n_net_simul.c, (null)
 ft_start_frame in niu_frm_ctl.c, (null)
 io_simul in niu_io_simul.c, (null)
 cig_msg_prepend_my_veh_state in kato_cig.c, (null)
 cig_prepare_buffer in kato_cig.c, (null)
 cig_receive_buffer in cig_recv_buf.c, (null)
 simulation_state_machine in main.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 msg_tell_cig_about_remote_entities in tell_cig.c, (null)
 cig_prepare_buffer in m1_cig.c, (null)
 cig_prepare_buffer in m2_cig.c, (null)

FUNCTION: rtc_stop_time(bitnum)

calledBy:

rva_tick_rva in rva_tick.c, (null)
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 net_simul in net_simul.c, (null)
 rva_tick_rva in rva_tick.c, (null)
 simulation_state_machine in stt_machine.c, (null)
 net_simul in n_net_simul.c, (null)
 ft_poll_eof in niu_frm_ctl.c, (null)
 io_simul in niu_io_simul.c, (null)
 cig_msg_prepend_my_veh_state in kato_cig.c, (null)
 cig_prepare_buffer in kato_cig.c, (null)
 cig_receive_buffer in cig_recv_buf.c, (null)
 simulation_state_machine in main.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 msg_tell_cig_about_remote_entities in tell_cig.c, (null)
 cig_prepare_buffer in m1_cig.c, (null)

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    cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: rtc_time_history(temp_str, bitnum)
FUNCTION: rtc_print_time(temp_str, bitnum)
    calledBy:
        rtc_print_permanent in rtc_timing.c, (null)
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
FUNCTION: rtc_simul_history()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
FUNCTION: rtc_print_overrun()
FUNCTION: rtc_print1()
FUNCTION: rtc_overrun()
    calledBy:
        rtc_print_overrun in rtc_timing.c, (null)
FUNCTION: rtc_print_permanent()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
        keyboard_simul in m2_keybrd.c, (null)
FUNCTION: rtc_get_tick_rate()
    calledBy:
        ft_init_frame_time in niu_frm_ctl.c, (null)
FUNCTION: rtc_get_start(bitnum)
    calledBy:
        ft_poll_eof in niu_frm_ctl.c, (null)
FUNCTION: rtc_start_time(bitnum)
    calledBy:
        rva_tick_rva in rva_tick.c, (null)
        io_simul in io_simul.c, IFDEF_GT_
        io_simul in io_simul.c, IFNDEF_GT_
        net_simul in net_simul.c, (null)
        rva_tick_rva in rva_tick.c, (null)
        simulation_state_machine in stt_machine.c, (null)
        net_simul in n_net_simul.c, (null)
        ft_start_frame in niu_frm_ctl.c, (null)
        io_simul in niu_io_simul.c, (null)
        cig_msg_prepend_my_veh_state in kato_cig.c, (null)
        cig_prepare_buffer in kato_cig.c, (null)
        cig_receive_buffer in cig_rcv_buf.c, (null)
        simulation_state_machine in main.c, (null)
        msg_process_othervehs in adj_otherveh.c, (null)
        msg_tell_cig_about_remote_entities in tell_cig.c, (null)
        cig_prepare_buffer in m1_cig.c, (null)
        cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: rtc_stop_time(bitnum)
    calledBy:
        rva_tick_rva in rva_tick.c, (null)
        io_simul in io_simul.c, IFDEF_GT_
        io_simul in io_simul.c, IFNDEF_GT_
        net_simul in net_simul.c, (null)
        rva_tick_rva in rva_tick.c, (null)

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simulation_state_machine in stt_machine.c, (null)
 net_simul in n_net_simul.c, (null)
 ft_poll_eof in niu_frm_ctl.c, (null)
 io_simul in niu_io_simul.c, (null)
 cig_msg_prepend_my_veh_state in kato_cig.c, (null)
 cig_prepare_buffer in kato_cig.c, (null)
 cig_receive_buffer in cig_recv_buf.c, (null)
 simulation_state_machine in main.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 msg_tell_cig_about_remote_entities in tell_cig.c, (null)
 cig_prepare_buffer in m1_cig.c, (null)
 cig_prepare_buffer in m2_cig.c, (null)
 FUNCTION: rtc_time_history()
 FUNCTION: rtc_time_history1()
 FUNCTION: rtc_time_history2()
 FUNCTION: rtc_time_history3()
 FUNCTION: rtc_print_time(bitnum)
 calledBy:
 rtc_print_permanent in rtc_timing.c, (null)
 keyboard_simul in niu_keybrd.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 FUNCTION: rtc_print_overrun()
 FUNCTION: rtc_print1()
 FUNCTION: rtc_overrun()
 calledBy:
 rtc_print_overrun in rtc_timing.c, (null)
 FUNCTION: rtc_print_permanent()
 calledBy:
 keyboard_simul in niu_keybrd.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 keyboard_simul in m2_keybrd.c, (null)
 FUNCTION: rtc_simul_history()
 calledBy:
 keyboard_simul in niu_keybrd.c, (null)

DIRECTORY: ./common/libsrc/librva

FILE: rva_adjust.c

FUNCTION: rva_adjust_vehicles(elapsed_time)

calledBy:

rva_tick_rva in rva_tick.c, (null)

FILE: rva_blades.c

FUNCTION: rva_rotate_rwa_blades(curr_veh, ticks_per_second)

calledBy:

rva_adjust_vehicles in rva_adjust.c, (null)

rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

FILE: rva_debug.c

FUNCTION: rva_turn_debug_on()

calledBy:

keyboard_simul in niu_keybrd.c, (null)

main in niu_main.c, (null)

keyboard_simul in kato_keybrd.c, (null)

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    keyboard_simul in m1_keybrd.c, (null)
    main in m1_main.c, (null)
    keyboard_simul in m2_keybrd.c, (null)
    main in m2_main.c, (null)
FUNCTION: rva_turn_debug_off()
  calledBy:
    keyboard_simul in niu_keybrd.c, (null)
    keyboard_simul in kato_keybrd.c, (null)
    keyboard_simul in m1_keybrd.c, (null)
    keyboard_simul in m2_keybrd.c, (null)
FUNCTION: rva_dump_priority_lists()
  calledBy:
    keyboard_simul in niu_keybrd.c, (null)
    keyboard_simul in kato_keybrd.c, (null)
    keyboard_simul in m1_keybrd.c, (null)
    keyboard_simul in m2_keybrd.c, (null)
FILE: rva_forget.c
  FUNCTION: rva_forget_about_vehicle(vehicle_id)
    calledBy:
      delete_vehicles_from_list in rva_pr_rm.c, (null)
      process_known_vehicle in rva_update.c, (null)
      process_deactivate_other in nwk_deact.c, (null)
      delete_vehicles_from_list in rva_pr_rm.c, (null)
      process_known_dynamic in rva_update.c, (null)
      process_deactivate_other in deactivate.c, (null)
  FUNCTION: rva_delete_veh_entry(entry)
FILE: rva_hash.c
  FUNCTION: rva_alloc_rva_table()
    calledBy:
      rva_setup in rva_setup.c, (null)
  FUNCTION: rva_init_hash_table()
    calledBy:
      rva_init in rva_init.c, (null)
      rva_init_rva_table in rva_hash.c, (null)
  FUNCTION: rva_find_hash_entry(vid)
    calledBy:
      rva_forget_about_vehicle in rva_forget.c, (null)
      rva_make_vehicle_visible in rva_invis.c, (null)
      rva_make_vehicle_invisible in rva_invis.c, (null)
      rva_smooth_vehicle in rva_smooth.c, (null)
      rva_dont_smooth_vehicle in rva_smooth.c, (null)
      rva_process_update in rva_update.c, (null)
      rva_get_veh_app_pkt in rva_veh_app.c, (null)
      rva_get_veh_distance_squared in rva_veh_app.c, (null)
      rva_util_get_veh_app_pkt in get_list.c, (null)
      TObjectExists in object.c, (null)
      rva_forget_about_vehicle in rva_forget.c, (null)
      rva_make_vehicle_visible in rva_invis.c, (null)
      rva_make_vehicle_invisible in rva_invis.c, (null)
      rva_process_update in rva_update.c, (null)
      rva_get_veh_app_pkt in rva_veh_app.c, (null)
  FUNCTION: rva_delete_hash_entry(vid)
    calledBy:
      rva_delete_veh_entry in rva_forget.c, (null)
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rva_delete_vehs_on_delete_list in rva_forget.c, (null)
FUNCTION: rva_add_hash_entry(vid)
 calledBy:
 process_unknown_vehicle in rva_update.c, (null)
 process_unknown_static in rva_update.c, (null)
 process_unknown_dynamic in rva_update.c, (null)
FILE: rva_init.c
 FUNCTION: rva_init()
 calledBy:
 NetworkInit in network.c, (null)
 simulation_state_machine in stt_machine.c, (null)
 simulation_state_machine in main.c, (null)
FILE: rva_invis.c
 FUNCTION: rva_make_vehicle_visible(veh_id)
 calledBy:
 process_known_vehicle in rva_update.c, (null)
 state_vel_attach in kato_state.c, (null)
 state_world_attach in kato_state.c, (null)
 state_orbit_attach in kato_state.c, (null)
 state_mimic in kato_state.c, (null)
 state_vehicle_attach in kato_state.c, (null)
 state_vehicle_detach in kato_state.c, (null)
 FUNCTION: rva_make_vehicle_invisible(veh_id)
 calledBy:
 process_known_vehicle in rva_update.c, (null)
 state_mimic in kato_state.c, (null)
FILE: rva_lists.c
 FUNCTION: rva_get_list_of_user_output_lists()
 calledBy:
 rva_adjust_vehicles in rva_adjust.c, (null)
 FUNCTION: get_list_num()
 calledBy:
 rva_create_output_list in rva_lists.c, (null)
 FUNCTION: rva_create_output_list(inclusion_fn, range)
 calledBy:
 rva_setup in rva_setup.c, (null)
 missile_hydra_init in rkt_hydra.c, (null)
 sad_init in way_ed.c, (null)
 m1_collision_init in m1_collision.c, (null)
 resupply_init in m1_resupp.c, (null)
 m2_collision_init in m2_collision.c, (null)
 resupply_init in m2_resupp.c, (null)
 FUNCTION: rva_delete_output_list(list_id)
 FUNCTION: rva_get_rva_output_list(list_id)
 calledBy:
 rva_build_list in rva_lists.c, (null)
 rva_dont_build_list in rva_lists.c, (null)
 rva_get_output_list in rva_lists.c, (null)
 rva_add_to_add_list in rva_lists.c, (null)
 rva_add_to_delete_list in rva_lists.c, (null)
 rva_add_to_update_list in rva_lists.c, (null)
 FUNCTION: rva_build_list(list_id)
 calledBy:
 sad_simul in way_ed.c, (null)

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    resupply_simul in m1_resupp.c, (null)
    resupply_simul in m2_resupp.c, (null)
FUNCTION: rva_dont_build_list(list_id)
    calledBy:
        sad_simul in way_ed.c, (null)
        resupply_simul in m1_resupp.c, (null)
        resupply_simul in m2_resupp.c, (null)
FUNCTION: rva_zero_output_lists()
    calledBy:
        rva_tick_rva in rva_tick.c, (null)
FUNCTION: rva_get_output_list(list_id, list, num_vehicles)
    calledBy:
        NetworkDumpRva in network.c, (null)
        ResetVehicleList in network.c, (null)
        TrackAcquire in track.c, (null)
        msg_bld_vehicle_buffer in bld_updates.c, (null)
        cig_msg_add_new_othervehs in add_veh2cig.c, (null)
        cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
        cig_msg_delete_old_othervehs in del_veh.c, (null)
        lock_on_target_vehicle in kato_attach.c, (null)
        cig_prepare_buffer in kato_cig.c, IFDEF ODIN
        msg_add_new_othervehs in add_veh2cig.c, (null)
        msg_process_othervehs in adj_otherveh.c, (null)
        msg_write_update_list in msg_loc.c, (null)
        near_get_next_veh_near_point in near_point.c, (null)
        near_get_veh_closest_to_point in near_point.c, (null)
        near_get_next_veh_near_vector in near_vector.c, (null)
        near_get_veh_closest_to_vector in near_vector.c, (null)
        sad_simul in way_ed.c, (null)
        m1_collision_simul in m1_collision.c, (null)
        resupply_simul in m1_resupp.c, (null)
        m2_collision_simul in m2_collision.c, (null)
        resupply_simul in m2_resupp.c, (null)
FILE: rva_loc.c
FILE: rva_pr_get.c
    FUNCTION: rva_get_priority_list(vap, r_squared)
        calledBy:
            process_known_vehicle in rva_update.c, (null)
            process_unknown_vehicle in rva_update.c, (null)
            process_known_dynamic in rva_update.c, (null)
            process_unknown_dynamic in rva_update.c, (null)
FILE: rva_pr_init.c
    FUNCTION: rva_priority_setup(pri_data_file)
        calledBy:
            rva_setup in rva_setup.c, (null)
FILE: rva_pr_loc.c
FILE: rva_pr_rm.c
    FUNCTION: rva_remove_veh_from_pri_list(veh, pri_list)
        calledBy:
            process_known_vehicle in rva_update.c, (null)
            process_known_dynamic in rva_update.c, (null)
    FUNCTION: delete_vehicles_from_list(pri_list)
FILE: rva_range.c
    FUNCTION: rva_get_max_range_sqrd()

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calledBy:
 impacts_queue_effect in impacts.c, (null)
 process_fire in fire.c, (null)
 process_indirect_fire in indir_fire.c, (null)

FUNCTION: rva_check_range(center)
 calledBy:
 net_simul in n_net_simul.c, (null)
 cig_prepare_buffer in niu_cig.c, (null)
 cig_prepare_buffer in kato_cig.c, (null)
 cig_prepare_buffer in m1_cig.c, (null)
 cig_prepare_buffer in m2_cig.c, (null)

FUNCTION: rva_dont_check_range()
 FUNCTION: rva_get_range_sqrd(loc)
 calledBy:
 process_known_vehicle in rva_update.c, (null)
 process_unknown_vehicle in rva_update.c, (null)
 process_unknown_static in rva_update.c, (null)
 process_known_dynamic in rva_update.c, (null)
 process_unknown_dynamic in rva_update.c, (null)

FILE: rva_setup.c
 FUNCTION: rva_setup(pri_list_file)
 calledBy:
 NetworkInit in network.c, (null)
 simulation_state_machine in stt_machine.c, (null)
 simulation_state_machine in main.c, (null)

FILE: rva_smooth.c
 FUNCTION: rva_smooth_toggle_ghost_mode()
 FUNCTION: rva_smooth_toggle_smoothing()
 FUNCTION: rva_smooth_init_veh(r)
 calledBy:
 process_unknown_vehicle in rva_update.c, (null)
 process_unknown_dynamic in rva_update.c, (null)

FUNCTION: rva_smooth_get_new_velocities(r, vap)
 calledBy:
 rva_smooth_process_dynamic in rva_smooth.c, (null)

FUNCTION: rva_smooth_process_dynamic(r, vap)
 calledBy:
 rva_process_update in rva_update.c, (null)

FUNCTION: rva_smooth_dead_reckon(r, elapsed_time)
 calledBy:
 rva_adjust_vehicles in rva_adjust.c, (null)
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

FUNCTION: rva_set_smooth_cutoff(cutoff)
 calledBy:
 rva_priority_setup in rva_pr_init.c, (null)
 main in niu_main.c, (null)

FUNCTION: rva_get_smooth_cutoff()
 calledBy:
 rva_adjust_vehicles in rva_adjust.c, (null)
 rva_process_update in rva_update.c, (null)
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 rva_process_update in rva_update.c, (null)

FUNCTION: rva_smooth_vehicle(vid)
 calledBy:

attach_attach_to_vehicle in kato_attach.c, (null)
 FUNCTION: rva_dont_smooth_vehicle(vid)
 calledBy:
 attach_unattached in kato_attach.c, (null)
 attach_lock_on_vehicle in kato_attach.c, (null)
 FILE: rva_tick.c
 FUNCTION: rva_get_last_frame_time()
 calledBy:
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 FUNCTION: rva_tick_rva(time_elapsed)
 calledBy:
 NetworkUpdateRva in network.c, (null)
 net_simul in n_net_simul.c, (null)
 cig_prepare_buffer in niu_cig.c, (null)
 cig_prepare_buffer in kato_cig.c, (null)
 cig_prepare_buffer in m1_cig.c, (null)
 cig_prepare_buffer in m2_cig.c, (null)
 FUNCTION: rva_set_rva_complete_function(fn)
 FILE: rva_update.c
 FUNCTION: process_known_vehicle(r, vap)
 calledBy:
 rva_process_update in rva_update.c, (null)
 FUNCTION: process_unknown_vehicle(vap)
 calledBy:
 rva_process_update in rva_update.c, (null)
 FUNCTION: rva_process_update(vap)
 calledBy:
 rva_smooth_process_dynamic in rva_smooth.c, (null)
 process_a_packet in network.c, (null)
 network_process_update in nwk_appear.c, (null)
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 process_update in veh_appear.c, (null)
 FILE: rva_veh_app.c
 FUNCTION: rva_get_veh_app_pkt(vehicle)
 calledBy:
 rva_util_get_veh_app_pkt in get_list.c, (null)
 CalculateRangeSquaredToObject in object.c, (null)
 LocationVehicle in object.c, (null)
 RotationVehicle in object.c, (null)
 TypeVehicle in object.c, (null)
 TrackAcquire in track.c, IFDEF TRACKDEBUG
 cig_msg_add_new_othervehs in add_veh2cig.c, (null)
 cig_msg_adjust_staticveh_state in adj_chg_stat.c, (null)
 cig_msg_add_new_staticvehs in app_stat_veh.c, (null)
 attached_vehicle_packet in kato_attach.c, (null)
 attach_check_target_in_rva in kato_attach.c, (null)
 collision_simul in coll_vehicle.c, (null)
 collision_check_veh_coll_at in collision.c, (null)
 missile_atgm_fly in miss_atgm.c, (null)
 fill_changed_static_remove_msg in adj_chg_stat.c, (null)
 add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)
 near_get_veh_if_still_near_point in near_point.c, (null)

near_get_veh_if_still_near_vector in near_vector.c, (null)
 FUNCTION: rva_get_veh_distance_squared(vehicle)
 calledBy:
 sad_simul in way_ed.c, (null)

DIRECTORY: ./common/libsrc/libshm

FILE: attach.c

FUNCTION: attachshm(key, size, createflag)
 calledBy:

map_buffers in net_stuf.c, IFNDEF SIMBFLY, IFDEF MASSCOMP

FILE: detach.c

FUNCTION: detachshm(shmaddr)
 calledBy:

net_close in net_clos.c, IFDEF MASSCOMP

unmap_buffers in net_stuf.c, IFNDEF SIMBFLY, IFDEF MASSCOMP

FILE: remove.c

FUNCTION: removeshm(key, size)

DIRECTORY: ./common/libsrc/libsv

FILE: ast.c

FUNCTION: (*astHandler)()

FUNCTION: AstTask()

FUNCTION: sv_ast_setup(device, is_channel_a, handler)

calledBy:

main in svtst.c, (null)

FUNCTION: sv_ast_unsetup()

calledBy:

main in svtst.c, (null)

FUNCTION: sv_get_astpri()

FILE: bitcount.c

FUNCTION: sv_get_bitcount(encoding)

FILE: close.c

FUNCTION: sv_close(h)

FILE: duration.c

FUNCTION: sv_get_duration(encoding)

FILE: ifx.c

FUNCTION: ifx_install(device, driver, args)

calledBy:

sv_install in install.c, IFDEF MASSCOMP

FUNCTION: ifx_remove(device)

calledBy:

sv_remove in remove.c, (null)

FUNCTION: ifx_open(device, mode, desc)

calledBy:

access_cmc in net_acce.c, IFNDEF SIMBFLY, IFDEF _GT_

open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_

get_type in net_open.c, IFDEF _GT_

sv_open in open.c, (null)

FUNCTION: ifx_close(desc)

calledBy:

net_close in net_clos.c, IFDEF _GT_

open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_

get_type in net_open.c, IFDEF _GT_

sv_close in close.c, (null)
FUNCTION: ifx_ioctl(desc, args)
 calledBy:
 access_cmc in net_acce.c, IFNDEF SIMBFLY, IFDEF _GT_
 open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
 get_type in net_open.c, IFDEF _GT_
 AstTask in ast.c, IFDEF _GT_
 sv_ast_setup in ast.c, IFDEF _GT_
 sv_ast_setup in ast.c, IFDEF MASSCOMP
 sv_ast_unsetup in ast.c, IFDEF _GT_
 sv_ast_unsetup in ast.c, IFDEF MASSCOMP
 sv_rate in rate.c, (null)
 sv_recv in recv.c, (null)
 sv_restart in restart.c, (null)
 sv_send in send.c, (null)
 sv_thresh in thresh.c, (null)
 msg_host_buffer_prepare in host_prepare.c, IFDEF _GT_
 head_eye_tracker_init in het_dev.c, IFDEF _GT_
FUNCTION: ifx_read(h, buf, count, actual)
 read in util.c, IFDEF _GT_
 msg_receive_buffer_from_host in msg_recv.c, IFDEF _GT_
FUNCTION: ifx_write(h, buf, count, actual)
 calledBy:
 msg_send_buffer_to_host in msg_send.c, IFDEF _GT_
FUNCTION: device_to_number(device)
 calledBy:
 ifx_install in ifx.c, IFNDEF _GT_
 ifx_remove in ifx.c, IFNDEF _GT_
 ifx_open in ifx.c, IFNDEF _GT_
FUNCTION: ifx_attach(io_handler, mode, fd, ccb)
 calledBy:
 sv_driver in sv_dvr.c, (null)
FILE: install.c
FUNCTION: sv_install(dev, address, level, vector, program, programLength, flags)
 calledBy:
 main in svst.c, IFDEF MASSCOMP
FILE: open.c
FUNCTION: sv_open(dev, flags)
 calledBy:
 main in svst.c, (null)
FILE: rate.c
FUNCTION: sv_rate(h, rate)
FILE: recv.c
FUNCTION: sv_recv(h, frame, flags)
 calledBy:
 sv_handler in svst.c, (null)
FILE: remove.c
FUNCTION: sv_remove(dev)
FILE: restart.c
FUNCTION: sv_restart(h)
 calledBy:
 main in svst.c, (null)
FILE: send.c
FUNCTION: sv_send(h, frame, flags)

FILE: thresh.c

FUNCTION: sv_thresh(h, thresh)

DIRECTORY: ./common/libsrc/libsvdvr

FILE: check_addr.c

FUNCTION: signal_handler()

FUNCTION: check_address(address, access)

calledBy:

sv_driver in sv_dvr.c, (null)

FUNCTION: check_address(address, access)

calledBy:

sv_driver in sv_dvr.c, (null)

FILE: map_addr.c

FUNCTION: map_address(paddr, size)

calledBy:

sv_driver in sv_dvr.c, (null)

FUNCTION: unmap_address(vaddr, size)

calledBy:

sv_driver in sv_dvr.c, (null)

FUNCTION: map_address(paddr, size)

calledBy:

sv_driver in sv_dvr.c, (null)

FUNCTION: unmap_address(vaddr, size)

calledBy:

sv_driver in sv_dvr.c, (null)

FILE: sanity.c

FUNCTION: sv_sanity(msg, expected)

calledBy:

sv_read in sv_util.c, (null)

sv_write in sv_util.c, (null)

FILE: sv_do.c

FUNCTION: do_reset(device, pstatus_A, pstatus_B)

calledBy:

sv_start in sv_util.c, (null)

main in netcon.c, (null)

FUNCTION: do_download(device, program, count, pstatus)

calledBy:

sv_start in sv_util.c, (null)

FUNCTION: do_change(device, changes, data, count)

calledBy:

sv_io in sv_dvr.c, (null)

sv_start in sv_util.c, (null)

FUNCTION: millisecond_delay(msec)

calledBy:

do_reset in sv_do.c, (null)

FILE: sv_dvr.c

FUNCTION: sv_driver0(req, stub, pl)

FUNCTION: sv_driver1(req, stub, pl)

FUNCTION: sv_driver2(req, stub, pl)

FUNCTION: sv_driver3(req, stub, pl)

FUNCTION: sv_driver4(req, stub, pl)

FUNCTION: sv_driver5(req, stub, pl)

FUNCTION: sv_driver6(req, stub, pl)

FUNCTION: sv_driver7(req, stub, pl)
 FUNCTION: sv_driver8(req, stub, pl)
 FUNCTION: sv_driver9(req, stub, pl)
 FUNCTION: sv_drivera(req, stub, pl)
 FUNCTION: sv_driverb(req, stub, pl)
 FUNCTION: sv_driverc(req, stub, pl)
 FUNCTION: sv_driverd(req, stub, pl)
 FUNCTION: sv_driverere(req, stub, pl)
 FUNCTION: sv_driverf(req, stub, pl)
 FUNCTION: sv_driver(req, stub, pl, dev)
 calledBy:
 ifx_install in ifx.c, IFNDEF _GT_
 ifx_remove in ifx.c, IFNDEF _GT_
 ifx_open in ifx.c, IFNDEF _GT_
 sv_driver0 in sv_dvr.c, (null)
 sv_driver1 in sv_dvr.c, (null)
 sv_driver2 in sv_dvr.c, (null)
 sv_driver3 in sv_dvr.c, (null)
 sv_driver4 in sv_dvr.c, (null)
 sv_driver5 in sv_dvr.c, (null)
 sv_driver6 in sv_dvr.c, (null)
 sv_driver7 in sv_dvr.c, (null)
 sv_driver8 in sv_dvr.c, (null)
 sv_driver9 in sv_dvr.c, (null)
 sv_drivera in sv_dvr.c, (null)
 sv_driverb in sv_dvr.c, (null)
 sv_driverc in sv_dvr.c, (null)
 sv_driverd in sv_dvr.c, (null)
 sv_driverere in sv_dvr.c, (null)
 sv_driverf in sv_dvr.c, (null)
 FUNCTION: sv_io(req, ccb, pl)
 ifx_close in ifx.c, IFNDEF _GT_
 ifx_ioctl in ifx.c, IFNDEF _GT_
 FUNCTION: sv_ints_off(dev)
 calledBy:
 sv_driver in sv_dvr.c, (null)
 sv_io in sv_dvr.c, (null)
 FUNCTION: sv_int(dev)
 FILE: sv_util.c
 FUNCTION: sv_read(msg, array, psv, use_a, expected)
 calledBy:
 do_reset in sv_do.c, (null)
 do_download in sv_do.c, (null)
 sv_io in sv_dvr.c, (null)
 FUNCTION: sv_write(msg, array, psv, use_a)
 calledBy:
 do_reset in sv_do.c, (null)
 do_download in sv_do.c, (null)
 do_change in sv_do.c, (null)
 sv_io in sv_dvr.c, (null)
 FUNCTION: sv_start(dev, restart)
 calledBy:
 sv_driver in sv_dvr.c, IFNDEF _GT_
 sv_io in sv_dvr.c, (null)

DIRECTORY: ./common/libsrc/libtdb

No files defined.

DIRECTORY: ./common/libsrc/libtdb/man

No files defined.

DIRECTORY: ./common/libsrc/libtdb/src**FILE: cache_alloc.c**

FUNCTION: cache_init(number_of_patches_in_cache)

calledBy:

tdb_init_cache in tdb_init.c, (null)

FUNCTION: cache_and_file_terminate()

calledBy:

tdb_terminate in tdb_init.c, (null)

FILE: cache_cntl.c

FUNCTION: tdb_cache_enable()

FUNCTION: tdb_cache_disable()

calledBy:

tdb_init_memory in memory.c, IFNDEF SIMBFLY

FUNCTION: tdb_p_cache_enabled()

FILE: cache_data.c**FILE: cache_init.c**

FUNCTION: init_patch_indices(patch_indices)

calledBy:

cache_init in cache_alloc.c, (null)

memory_init in memory.c, IFNDEF SIMBFLY

FUNCTION: init_terrain_cache(tccp, number_of_patches)

calledBy:

cache_init in cache_alloc.c, (null)

tdb_cache_enable in cache_cntl.c, (null)

FUNCTION: init_cache_map(cache_map)

calledBy:

cache_init in cache_alloc.c, (null)

tdb_cache_enable in cache_cntl.c, (null)

FUNCTION: tdb_init_patch_guards()

calledBy:

OnceOnlyInitialization in ivsvr.c, (null)

FILE: cache_query.c

FUNCTION: terrain_cache_inquire(patch_index)

calledBy:

tdb_get_terrain in get_patch.c, (null)

FUNCTION: tdb_get_stripe(start, end)

FILE: cache_queue.c

FUNCTION: dequeue_terrain_patch(cache_index)

calledBy:

terrain_cache_inquire in cache_query.c, (null)

rotate_queue in cache_queue.c, (null)

FUNCTION: enqueue_terrain_patch(cache_index)

calledBy:

terrain_cache_inquire in cache_query.c, (null)

rotate_queue in cache_queue.c, (null)

FUNCTION: rotate_queue()

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    calledBy:
        terrain_cache_inquire in cache_query.c, (null)
FILE: consistent.c
    FUNCTION: tdb_consistent()
FILE: data.c
FILE: dump.c
    FUNCTION: tdb_set_dumpfile(file)
    calledBy:
        tdb_init_memory in memory.c, IFNDEF SIMBFLY
        tdb_init_cache in tdb_init.c, (null)
    FUNCTION: tdb_get_dumpfile()
    calledBy:
        tdb_print_version in version.c, (null)
        tdb_print_format_compatible in version.c, (null)
        tdb_print_db_format in version.c, (null)
    FUNCTION: tdb_dump_terrain(coord)
    FUNCTION: dump_terrain(patch)
    calledBy:
        tdb_dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_polygon(poly, vertices)
    calledBy:
        dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_edge(edge, vertices)
    calledBy:
        dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_object(object)
    calledBy:
        dump_terrain in dump.c, (null)
    FUNCTION: tdb_print_trline(treeline)
    calledBy:
        dump_terrain in dump.c, (null)
        tdb_print_canopy in dump.c, (null)
    FUNCTION: print_trl_hdr(treeline)
    calledBy:
        tdb_print_trline in dump.c, (null)
    FUNCTION: tdb_print_tree(tree)
    calledBy:
        dump_terrain in dump.c, (null)
    FUNCTION: print_grid_locator(grid_loc)
    calledBy:
        tdb_print_polygon in dump.c, (null)
        tdb_print_edge in dump.c, (null)
        print_c_poly in dump.c, (null)
    FUNCTION: tdb_print_db_info(db_info)
    FUNCTION: print_terrain_map(map)
    calledBy:
        tdb_print_db_info in dump.c, (null)
    FUNCTION: tdb_print_canopy(header, vertices)
    calledBy:
        dump_terrain in dump.c, (null)
    FUNCTION: print_c_hdr(header)
    calledBy:
        tdb_print_canopy in dump.c, (null)
    FUNCTION: print_c_poly(poly, vertices)

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    calledBy:
        tdb_print_canopy in dump.c, (null)
    FUNCTION: tdb_print_cache_status()
    FUNCTION: print_statistics(stats)
    calledBy:
        tdb_print_db_info in dump.c, (null)
    FUNCTION: tdb_get_db_name(name)
    FUNCTION: tdb_get_db_version()
    FUNCTION: init_object_and_texture_names()
    calledBy:
        tdb_init_memory in memory.c, IFNDEF SIMBFLY
        tdb_init_cache in tdb_init.c, (null)
    FUNCTION: get_texture_names_list()
    calledBy:
        tdb_thing_string in things.c, (null)
    FUNCTION: get_object_names_list()
    calledBy:
        tdb_thing_string in things.c, (null)
FILE: elevation.c
    FUNCTION: tdb_shade_get_z(coord, check_objects, sun_angle, shade_flag)
    calledBy:
        tdb_get_z in elevation.c, (null)
        tracks_set_support_plane in h_to_w.c, (null)
    FUNCTION: tdb_get_z(coord, check_objects)
    calledBy:
        clip_to_tdb in pv_checkvis.c, (null)
        tdb_consistent in consistent.c, (null)
        tracks_set_support_plane in h_to_w.c, (null)
        SimpleRequestHandler in ivsvr.c, (null)
        InterVehicleRequestHandler in ivsvr.c, (null)
    FUNCTION: find_support(support_poly, coord, grid_map, vertices, polys)
    calledBy:
        tdb_shade_get_z in elevation.c, (null)
    FUNCTION: p_poly_provides_support(current_poly, coord, vertices)
    calledBy:
        find_support in elevation.c, (null)
    FUNCTION: find_height_on_poly(current_poly, coord, vertices)
    calledBy:
        tdb_shade_get_z in elevation.c, (null)
    FUNCTION: get_grid_number(coord)
    calledBy:
        find_support in elevation.c, (null)
FILE: error.c
    FUNCTION: tdb_error()
    calledBy:
        test_maxima in pv_checkvis.c, (null)
        tdb_consistent in consistent.c, (null)
        OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: tdb_p_on_database(p)
FILE: get_patch.c
    FUNCTION: tdb_get_terrain(coord)
    calledBy:
        test_maxima in pv_checkvis.c, (null)
        tdb_dump_terrain in dump.c, (null)

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tdb_shade_get_z in elevation.c, (null)
tdb_object_count in objects.c, (null)
tdb_nth_object in objects.c, (null)
tdb_close_object in objects.c, (null)
tdb_obstr_object in objects.c, (null)
tdb_trline_count in treelines.c, (null)
tdb_nth_trline in treelines.c, (null)
tdb_close_trline in treelines.c, (null)
tdb_tree_count in trees.c, (null)
tdb_nth_tree in trees.c, (null)
tdb_close_tree in trees.c, (null)

FILE: gr_loc_num.c
FUNCTION: tdb_get_grid_number(point, patch_size)

FILE: h_to_w.c
FUNCTION: tdb_get_hull_to_world(point, heading, hull_to_world)
calledBy:
tdb_shade_place_vehicle in h_to_w.c, (null)
FUNCTION: tracks_set_support_plane(h_to_w, h_to_o, u_norm)
calledBy:
tdb_get_hull_to_world in h_to_w.c, (null)
FUNCTION: tracks_calc_unit_normal(p1, p2, p3, result)
calledBy:
tracks_set_support_plane in h_to_w.c, (null)
FUNCTION: tdb_shade_place_vehicle(point, heading, hull_to_world, sun_angle, shade)
calledBy:
tdb_place_vehicle in h_to_w.c, (null)
FUNCTION: tdb_place_vehicle(point, heading, hull_to_world)

FILE: header.c
FUNCTION: tdb_read_header(info)
calledBy:
tdb_get_tdb_info in tdb_init.c, (null)

FILE: include.c
FUNCTION: polygon_include(poly, num_verts, vertices, p1)
calledBy:
p_poly_provides_support in elevation.c, (null)
FUNCTION: object_include(object, p1)
calledBy:
tdb_shade_get_z in elevation.c, (null)

FILE: lock.c
FUNCTION: tdb_lock_patch(coord)
FUNCTION: tdb_unlock_patch(coord)

FILE: map.c
FUNCTION: tdb_giv_utm_get_xy(utm_str, coord)
FUNCTION: tdb_map_utm_to_xy(map_info, utm_str, coord)
calledBy:
tdb_giv_utm_get_xy in map.c, (null)
FUNCTION: tdb_giv_xy_get_utm(coord, utm_str, prec, separator)
FUNCTION: tdb_map_xy_to_utm(map_info, coord, utm_str, prec, separator)
calledBy:
tdb_giv_xy_get_utm in map.c, (null)

FILE: memory.c
FUNCTION: tdb_init_memory(pathname)
FUNCTION: memory_init()

calledBy:
tdb_init_memory in memory.c, IFNDEF SIMBFLY
FUNCTION: memory_terminate()
calledBy:
tdb_terminate in tdb_init.c, (null)
FUNCTION: terrain_memory_inquire(patch_index)
calledBy:
tdb_get_terrain in get_patch.c, (null)
FILE: objects.c
FUNCTION: count_objects_in_patch(objects, num_objects, location, radius)
calledBy:
tdb_object_count in objects.c, (null)
FUNCTION: tdb_object_count(location, radius)
FUNCTION: get_nth_object_in_patch(objects, num_objects, location, radius, start, n,
nth_object)
calledBy:
tdb_nth_object in objects.c, (null)
FUNCTION: tdb_nth_object(location, radius, n, nth_object)
FUNCTION: get_closest_object_in_patch(objects, num_objects, location, radius,
close_one, found_one)
calledBy:
tdb_close_object in objects.c, (null)
FUNCTION: tdb_close_object(location, radius, closest_one)
calledBy:
tdb_close_thing in things.c, (null)
FUNCTION: get_obstr_object_in_patch(objects, num_objects, start, end, min_height,
expansion, result, distance_squared)
calledBy:
tdb_obstr_object in objects.c, (null)
FUNCTION: tdb_obstr_object(start, end, min_height, expansion, object)
FUNCTION: rectangle_intersected(start, end, lower_left, upper_right, check_distance,
distance_squared)
calledBy:
get_obstr_object_in_patch in objects.c, (null)
tdb_obstr_object in objects.c, (null)
object_intersected in objects.c, (null)
FUNCTION: object_intersected(start, end, object, expansion, distance_squared)
calledBy:
get_obstr_object_in_patch in objects.c, (null)
FILE: tdb_init.c
FUNCTION: tdb_init_cache(pathname, number_of_patches_in_cache)
calledBy:
OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: tdb_terminate()
FUNCTION: tdb_get_tdb_info(pathname, info)
calledBy:
tdb_init_memory in memory.c, IFNDEF SIMBFLY
tdb_init_cache in tdb_init.c, (null)
FILE: things.c
FUNCTION: tdb_close_thing(coord, radius, thing, flags)
FUNCTION: tdb_thing_string(thing, string, string_len)
FILE: treelines.c
FUNCTION: count_treelines_in_patch(treelines, num_treelines, location, radius)
calledBy:

tdb_trline_count in treelines.c, (null)
 FUNCTION: tdb_trline_count(location, radius)
 FUNCTION: get_nth_treeline_in_patch(treelines, num_treelines, location, radius, start, n, nth_treeline)
 calledBy:
 tdb_nth_trline in treelines.c, (null)
 FUNCTION: tdb_nth_trline(location, radius, n, nth_treeline)
 FUNCTION: get_closest_treeline_in_patch(treelines, num_treelines, location, radius, close_one, found_one)
 calledBy:
 tdb_close_trline in treelines.c, (null)
 FUNCTION: tdb_close_trline(location, radius, closest_one)
 calledBy:
 tdb_close_thing in things.c, (null)

FILE: trees.c
 FUNCTION: count_trees_in_patch(trees, num_trees, location, radius)
 calledBy:
 tdb_tree_count in trees.c, (null)
 FUNCTION: tdb_tree_count(location, radius)
 FUNCTION: get_nth_tree_in_patch(trees, num_trees, location, radius, start, n, nth_tree)
 calledBy:
 tdb_nth_tree in trees.c, (null)
 FUNCTION: tdb_nth_tree(location, radius, n, nth_tree)
 FUNCTION: get_closest_tree_in_patch(trees, num_trees, location, radius, close_one, found_one)
 calledBy:
 tdb_close_tree in trees.c, (null)
 FUNCTION: tdb_close_tree(location, radius, closest_one)
 calledBy:
 tdb_close_thing in things.c, (null)

FILE: version.c
 FUNCTION: tdb_print_version()
 FUNCTION: tdb_print_format_compatible()
 FUNCTION: tdb_print_db_format()
 FUNCTION: tdb_right_format()
 calledBy:
 tdb_init_memory in memory.c, IFNDEF SIMBFLY
 tdb_init_cache in tdb_init.c, (null)
 FUNCTION: tdb_get_db_format(buffer)
 calledBy:
 tdb_error in error.c, (null)
 tdb_print_db_format in version.c, (null)
 tdb_right_format in version.c, (null)

DIRECTORY: ./common/libsrc/libtmr

FILE: tmr.c
 FUNCTION: tmr_cancel(id)
 FUNCTION: tmr_init()
 calledBy:
 TimersInit in timers.c, (null)
 FUNCTION: tmr_post(func, argp, ticks, cancel)
 calledBy:

NetworkUpdateRva in network.c, (null)
 FUNCTION: tmr_tick(ticks)
 calledBy:
 TimersService in timers.c, (null)
 FUNCTION: tmr_uninit()

DIRECTORY: ./common/libsrc/libtty**FILE: bindings.c**

FUNCTION: tty_parser_init(top_level, prompt)
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)
 FUNCTION: parser_invoke_fcn_on_char(bs, c)
 FUNCTION: tty_setup_parser_break_set(top_level, prompt)
 calledBy:
 tty_parser_init in bindings.c, (null)
 tty_parser_init in geyer.c, (null)
 FUNCTION: tty_goto_parser_mode()

FILE: breakset.c

FUNCTION: bse(bs, index)
 calledBy:
 parser_invoke_fcn_on_char in bindings.c, (null)
 print_break_set in breakset.c, (null)
 parser_invoke_fcn_on_char in geyer.c, (null)
 FUNCTION: map_key(bs, c, fcn, help_str)
 FUNCTION: tty_invoke_fcn_on_char(bs, c)
 FUNCTION: print_break_set(bs)
 calledBy:
 tty_print_help in more.c, (null)
 next_page in more.c, (null)
 FUNCTION: print_break_set_entry(bse)
 calledBy:
 print_break_set in breakset.c, (null)
 FUNCTION: tty_malloc_break_set()
 calledBy:
 tty_setup_parser_break_set in bindings.c, (null)
 tty_setup_parser_break_set in geyer.c, (null)
 tty_setup_more_break_set in more.c, (null)
 tty_setup_normal_break_set in normal.c, (null)

FILE: get.c

FUNCTION: tty_getchar()
 calledBy:
 tty_tick in interface.c, (null)

FILE: geyer.c

FUNCTION: tty_parser_init(top_level, prompt)
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)
 FUNCTION: parser_invoke_fcn_on_char(bs, c)
 FUNCTION: tty_setup_parser_break_set(top_level, prompt)
 calledBy:
 tty_parser_init in bindings.c, (null)
 tty_parser_init in geyer.c, (null)
 FUNCTION: tty_goto_parser_mode()

FILE: init.c

FUNCTION: tty_setup_modes()
 calledBy:
 tty_parser_init in bindings.c, (null)
 tty_parser_init in geyer.c, IFDEF mips
 tty_init in normal.c, (null)
 OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: tty_restore_modes_and_exit()
FUNCTION: tty_restore_modes()
 calledBy:
 tty_restore_modes_and_exit in init.c, (null)
 tty_exit in interface.c, (null)

FILE: interface.c
FUNCTION: tty_tick()
 calledBy:
 main in ivsvr.c, (null)
FUNCTION: tty_jam(c)
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: tty_exit()

FILE: more.c
FUNCTION: tty_setup_more_break_set()
 calledBy:
 tty_init in normal.c, (null)
FUNCTION: tty_print_help(c, bs)
FUNCTION: next_page(c, bs)
FUNCTION: reset_counters_etc()
 calledBy:
 print_break_set in breakset.c, (null)
 flush in more.c, (null)
FUNCTION: flush(c, bs)
FUNCTION: write_string_to_tty(s)
 calledBy:
 print_break_set_entry in breakset.c, (null)

FILE: normal.c
FUNCTION: tty_init()
FUNCTION: tty_setup_normal_break_set()
 calledBy:
 tty_init in normal.c, (null)

DIRECTORY: ./common/libsrc/libuseful

FILE: format.c
FUNCTION: strchr(s, c)
 calledBy:
 find_arg_type in format.c, IFDEF _GT_
 format_decoder in format.c, IFDEF _GT_
 find_arg_type in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
 format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
FUNCTION: find_arg_type(s)
 calledBy:
 format_decoder in format.c, IFDEF _GT_
 format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
FUNCTION: format_decoder(buf_addr, fmt, ap)
 calledBy:

ParsePrint in par_unix.c, IFDEF _GT_
in timed_printf.c, IFDEF _GT_
FUNCTION: copybuf(buf, start, end)
calledBy:
format_decoder in format.c, IFDEF _GT_
format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
FUNCTION: FaKeFuNcTiOn()
FILE: millitime.c
FUNCTION: millitime()
calledBy:
timeout in niu_io_simul.c, (null)
io_simul in niu_io_simul.c, (null)

DIRECTORY: ./common/src

No files defined.

DIRECTORY: ./common/src/bbd

No files defined.

DIRECTORY: ./common/src/bbd/include

No files defined.

DIRECTORY: ./common/src/cmc

No files defined.

DIRECTORY: ./common/src/cmc/include

No files defined.

DIRECTORY: ./common/src/dr11

No files defined.

DIRECTORY: ./common/src/dr11/include

No files defined.

DIRECTORY: ./common/src/ex

No files defined.

DIRECTORY: ./common/src/ex/extst

FILE: extst.c

FUNCTION: main(argc, argv)

DIRECTORY: ./common/src/ex/extst2

FILE: extst2.c

FUNCTION: CalculateChecksum(buf, size)

calledBy:

do_exchanges in extst2.c, (null)

FUNCTION: ExitGracefully()

FUNCTION: main(argc, argv)

FUNCTION: do_exchanges()

calledBy:

main in extst2.c, (null)

FUNCTION: parse()
calledBy:
main in extst2.c, (null)
FUNCTION: ReportError(message)
calledBy:
parse in extst2.c, (null)

DIRECTORY: ./common/src/iv

No files defined.

DIRECTORY: ./common/src/iv/doc

No files defined.

DIRECTORY: ./common/src/iv/ivclient

FILE: ivclient.c

FUNCTION: SimpleResponseHandler(arg, obscured)
FUNCTION: main(argc, argv)
FUNCTION: time(tp)
calledBy:
IntervisibilitySynchronize in ivclient.c, (null)
_verify_Time in basic.c, (null)
weapons_init in m1_weapons.c, IFNDEF SIMBFLY, IFNDEF _GT_
weapons_init in m2_weapons.c, IFNDEF SIMBFLY, IFNDEF _GT_

DIRECTORY: ./common/src/iv/ivsvr

FILE: ivsvr.c

FUNCTION: main(argc, argv)
FUNCTION: PrintBanner()
calledBy:
main in ivsvr.c, (null)
FUNCTION: OnceOnlyInitialization()
calledBy:
main in ivsvr.c, (null)
FUNCTION: NoopRequestHandler(arg, id, client)
FUNCTION: SimpleRequestHandler(arg, id, from, to, height, client)
FUNCTION: InterVehicleRequestHandler(arg, id, fromVehicleID, from, toVehicleID,
to, height, client)
FUNCTION: GetRvaPriorityListFile()
calledBy:
NetworkInit in network.c, (null)
FUNCTION: ToggleDebug()
FUNCTION: ExitGracefully()
FUNCTION: ToggleIntervisibilityWithVehicles()
FUNCTION: PrintVersion()
FUNCTION: GetMyExerciseID()
calledBy:
NetworkInit in network.c, (null)
process_a_packet in network.c, (null)

FILE: makevers.c

FILE: network.c

FUNCTION: NetworkInit()
calledBy:
OnceOnlyInitialization in ivsvr.c, (null)

FUNCTION: NetworkService()
 calledBy:
 main in ivsvr.c, (null)

FUNCTION: NetworkUpdateRva(ticksSinceLastRva, argp)
 calledBy:
 NetworkInit in network.c, (null)

FUNCTION: NetworkDumpRva()
FUNCTION: ResetVehicleList()
FUNCTION: NextVehicle()
FUNCTION: process_a_packet()
 calledBy:
 NetworkService in network.c, (null)
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 io_simul_idle in io_simul.c, (null)
 io_simul in io_simul.c, (null)
 io_simul_idle in io_simul.c, (null)

FUNCTION: PacketCount()
FUNCTION: network_get_net_handle()
 calledBy:
 filter_dump_filter_info in dump.c, (null)
 rtc_read_clock in rtc_timing.c, IFNDEF_SIMBFLY, IFNDEF_GT_, IFDEF
 MASSCOMP
 rva_adjust_vehicles in rva_adjust.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 process_known_vehicle in rva_update.c, (null)
 process_unknown_vehicle in rva_update.c, (null)
 rva_process_update in rva_update.c, (null)
 io_simul in io_simul.c, IFNDEF_GT_
 io_simul_idle in io_simul.c, (null)
 net_simul in net_simul.c, (null)
 msg_process_collision in prc_collide.c, (null)
 msg_collision_to_pdu in prc_collide.c, (null)
 msg_process_deactivate_req in prc_deactiv.c, (null)
 msg_process_deactivate_rsp in prc_deactiv.c, (null)
 msg_deactivate_req_to_pdu in prc_deactiv.c, (null)
 msg_deactivate_rsp_to_pdu in prc_deactiv.c, (null)
 msg_fire_to_pdu in prc_fire.c, (null)
 msg_process_fire in prc_fire.c, (null)
 msg_impact_to_pdu in prc_impact.c, (null)
 msg_process_impact in prc_impact.c, (null)
 network_process_activate_request in nwk_activ.c, (null)
 process_deactivate_other in nwk_deact.c, (null)
 network_init in nwk_init.c, (null)
 network_process_a_packet in nwk_pkt.c, (null)
 network_fill_hdr_send_sim_rsp in nwk_rsp.c, (null)
 network_fill_hdr_send_dc_rsp in nwk_rsp.c, (null)
 network_check_veh_appearance in nwk_thresh.c, (null)
 network_fill_hdr_send_sim_trans in nwk_trans.c, (null)
 network_fill_hdr_send_dc_trans in nwk_trans.c, (null)
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 rva_adjust_static_vehicles in rva_adjust.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 process_known_static in rva_update.c, (null)

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process_unknown_static in rva_update.c, (null)
process_known_dynamic in rva_update.c, (null)
process_unknown_dynamic in rva_update.c, (null)
rva_process_update in rva_update.c, (null)
simulation_state_machine in stt_machine.c, (null)
io_simul_idle in niu_io_simul.c, (null)
keyboard_simul in niu_keybrd.c, (null)
lock_on_target_vehicle in kato_attach.c, IFDEF ODIN
veh_spec_startup in kato_main.c, (null)
veh_spec_init in kato_main.c, IFDEF ODIN
process_visibility in kato_network.c, (null)
cig_failed_fsm in kato_status.c, (null)
process_activate_request in activate.c, (null)
process_a_packet in proc_a_pkt.c, (null)
send_activate_response in act_rsp.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
send_exercise_status_pkt in ex_status.c, (null)
send_exercise_status_trans in ex_status.c, (null)
network_send_missile_appearance in missile.c, (null)
network_fill_hdr_send_sim_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
send_pt_packet in send_pt_pkt.c, (null)
network_fill_hdr_send_sim_rsp in send_rsp.c, (null)
network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
network_fill_hdr_send_sim_trans in send_trans.c, (null)
network_fill_hdr_send_dc_trans in send_trans.c, (null)
send_simulation_status_pkt in sim_status.c, (null)
send_simulation_status_trans in sim_status.c, (null)
send_status_response_trans in stat_rsp.c, (null)
send_vehicle_status_in_fling_multicast_group_zero in veh_status.c, (null)
send_vehicle_status_trans in veh_status.c, (null)
het_send_packet in het_send_pkt.c, (null)
simulation_state_machine in main.c, (null)
obj_adjust_static_objects in obj_adjust.c, (null)
obj_process_object in obj_storage.c, (null)
SbMilliseconds in sbcustom.c, (null)
cig_failed_fsm in m1_status.c, (null)
monitor_status in m1_status.c, (null)
cig_failed_fsm in m2_status.c, (null)
monitor_status in m2_status.c, (null)

```

FILE: tables.c

```

FUNCTION: DEFINE_TABLE(commandTable)
FUNCTION: KEYWORD_SELECT(" Commands")
FUNCTION: KEYWORD("debug", "-toggle debugging")
FUNCTION: CALL(ToggleDebug)
FUNCTION: KEYWORD("rva", "-dump rva table")
FUNCTION: CALL(NetworkDumpRva)
FUNCTION: KEYWORD("packets", "-received packet count")
FUNCTION: CALL(PacketCount)
FUNCTION: KEYWORD("no_vehicles", "-toggle using vehicles in intervisibility")

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FUNCTION: CALL(ToggleIntervisibilityWithVehicles)
 FUNCTION: KEYWORD("version", "-display software version")
 FUNCTION: CALL(PrintVersion)
 FUNCTION: KEYWORD("exit", "-exit gracefully")
 FUNCTION: CALL(ExitGracefully)
 FUNCTION: TableGetCommandTable()
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)

FILE: timers.c
 FUNCTION: TimersInit()
 calledBy:
 OnceOnlyInitialization in ivsvr.c, (null)

FUNCTION: TimersService()
 calledBy:
 main in ivsvr.c, (null)

FILE: util.c
 FUNCTION: ftime(tp)
 calledBy:
 millisecond_delay in sv_do.c, IFDEF MASSCOMP
 millitime in millitime.c, IFNDEF _GT_, IFNDEF BF_PLUS
 TimersService in timers.c, (null)
 timers_init in t_init.c, IFDEF MASSCOMP
 timers_elapsed_milliseconds in t_milli.c, IFDEF MASSCOMP
 timers_init_starttime in t_start.c, IFDEF MASSCOMP
 send_exercise_status_pkt in ex_status.c, IFDEF MASSCOMP
 send_exercise_status_trans in ex_status.c, IFDEF MASSCOMP
 send_simulation_status_pkt in sim_status.c, IFDEF MASSCOMP
 send_simulation_status_trans in sim_status.c, IFDEF MASSCOMP

FUNCTION: fstat(fd, stat)
 calledBy:
 tdb_get_tdb_info in tdb_init.c, (null)

FUNCTION: read(fd, buf, count)
 calledBy:
 ChannelDr11Server in chdr11.c, IFDEF _GT_
 ChannelPull in chinterface.c, IFDEF _GT_
 idc_simul in i_simul.c, IFNDEF SIMBFLY
 keybrd_tty_read in read.c, IFDEF MASSCOMP
 init_patch_indices in cache_init.c, (null)
 tdb_init_patch_guards in cache_init.c, (null)
 terrain_cache_inquire in cache_query.c, (null)
 tdb_get_stripe in cache_query.c, (null)
 tdb_read_header in header.c, (null)
 memory_init in memory.c, IFNDEF SIMBFLY
 tdb_get_db_format in version.c, (null)
 tty_getchar in get.c, IFNDEF SIMBFLY, IFNDEF _GT_
 do_load in netcon.c, IFDEF MASSCOMP_MACHINE
 do_load in netcon.c, IFDEF mips
 do_load in netcon.c, IFDEF _GT_
 do_load in netcon.c, IFDEF LYNX
 do_load in netcon.c, IFDEF SUN
 read_from_file in tfx.c, IFNDEF SIMBFLY
 cigdownl in cigdownl.c, (null)
 network_restart in net_restart.c, (null)
 D6_read in D6_libry.c, IFDEF MASSCOMP

head_eye_tracker_receive_data in het_dev.c, IF 1
head_eye_tracker_receive_data in het_dev.c, IF not 1
SbInput in sbcustom.c, IFNDEF _GT_

DIRECTORY: ./common/src/net

No files defined.

DIRECTORY: ./common/src/net/include

No files defined.

DIRECTORY: ./common/src/net/netcon**FILE: netcon.c**

FUNCTION: main(argc, argv)

FUNCTION: do_load()

calledBy:

main in netcon.c, (null)

FUNCTION: do_loop(flag)

calledBy:

main in netcon.c, (null)

FUNCTION: do_version()

calledBy:

main in netcon.c, (null)

FUNCTION: do_reset()

calledBy:

sv_start in sv_util.c, (null)

main in netcon.c, (null)

FUNCTION: do_buffers()

calledBy:

main in netcon.c, (null)

FUNCTION: do_heartbeat()

calledBy:

main in netcon.c, (null)

FUNCTION: do_register(op)

calledBy:

main in netcon.c, (null)

FUNCTION: do_multicast(op)

calledBy:

main in netcon.c, (null)

FUNCTION: do_statistics()

calledBy:

main in netcon.c, (null)

FUNCTION: do_syserrors()

calledBy:

main in netcon.c, (null)

FUNCTION: do_timeget()

calledBy:

main in netcon.c, (null)

FUNCTION: do_timeset(newtime)

calledBy:

main in netcon.c, (null)

FUNCTION: do_timecur()

calledBy:

main in netcon.c, (null)

FUNCTION: do_ethernet_address()
calledBy:
main in netcon.c, (null)
FUNCTION: do_zerostats()
calledBy:
main in netcon.c, (null)
FUNCTION: openit(name, flags)
calledBy:
do_load in netcon.c, IFDEF _GT_
do_load in netcon.c, IFDEF LYNX
do_load in netcon.c, IFDEF SUN
do_load in netcon.c, IFDEF SIMBFLY
do_loop in netcon.c, (null)
do_version in netcon.c, (null)
do_reset in netcon.c, IFDEF SUN
do_reset in netcon.c, IFDEF _GT_
do_reset in netcon.c, IFDEF LYNX
do_reset in netcon.c, IFDEF SIMBFLY
do_buffers in netcon.c, (null)
do_heartbeat in netcon.c, (null)
do_register in netcon.c, (null)
do_multicast in netcon.c, (null)
do_statistics in netcon.c, (null)
do_syserrors in netcon.c, (null)
do_timeget in netcon.c, (null)
do_timeset in netcon.c, (null)
do_timecur in netcon.c, (null)
do_ethernet_address in netcon.c, (null)
do_zerostats in netcon.c, (null)

DIRECTORY: ./common/src/net/netdump

FILE: netdump.c
FUNCTION: usage(program)
calledBy:
main in netdump.c, (null)
FUNCTION: main(argc, argv)
FUNCTION: print_packet(p, len)
calledBy:
main in netdump.c, (null)

DIRECTORY: ./common/src/net/netxr

FILE: netxr.c
FUNCTION: main(argc, argv)
FUNCTION: do_send(net_handle)
calledBy:
main in netxr.c, (null)
FUNCTION: do_receive(net_handle)
calledBy:
main in netxr.c, (null)

DIRECTORY: ./common/src/net/tfx

FILE: tfx.c
FUNCTION: main(argc, argv)

FUNCTION: do_server(program, args, neth)
calledBy:
main in tfx.c, (null)

FUNCTION: do_get(program, args, neth)
calledBy:
main in tfx.c, (null)

FUNCTION: do_put(program, args, neth)
calledBy:
main in tfx.c, (null)

FUNCTION: open_for_reading(name, handle)
calledBy:
do_server in tfx.c, (null)
do_put in tfx.c, (null)

FUNCTION: open_for_writing(name, size, handle)
calledBy:
do_server in tfx.c, (null)
do_get in tfx.c, (null)

FUNCTION: read_from_file(handle, buffer, count, actual_count)
calledBy:
do_server in tfx.c, (null)
do_put in tfx.c, (null)

FUNCTION: write_to_file(handle, wbuf, count, actual_count)
calledBy:
do_server in tfx.c, (null)
do_get in tfx.c, (null)

FUNCTION: seek_in_file(handle, count, actual_count)
calledBy:
do_server in tfx.c, (null)

FUNCTION: close_file(handle)
calledBy:
do_server in tfx.c, (null)
do_get in tfx.c, (null)
do_put in tfx.c, (null)

FUNCTION: file_size(handle, size)
calledBy:
do_server in tfx.c, (null)
do_put in tfx.c, (null)

FUNCTION: print_stats()
calledBy:
do_server in tfx.c, (null)
do_get in tfx.c, (null)
do_put in tfx.c, (null)

FUNCTION: start_stats(neth)
calledBy:
do_server in tfx.c, (null)
do_get in tfx.c, (null)
do_put in tfx.c, (null)

FUNCTION: end_stats(neth)
calledBy:
do_server in tfx.c, (null)
do_get in tfx.c, (null)
do_put in tfx.c, (null)

FUNCTION: more_total_bytes(count)

calledBy:

do_server in tfx.c, (null)

do_get in tfx.c, (null)

do_put in tfx.c, (null)

FUNCTION: start_hash()

calledBy:

do_server in tfx.c, (null)

do_get in tfx.c, (null)

do_put in tfx.c, (null)

FUNCTION: print_hash(count)

calledBy:

do_server in tfx.c, (null)

do_get in tfx.c, (null)

do_put in tfx.c, (null)

FUNCTION: QuitCheck()

calledBy:

do_server in tfx.c, (null)

DIRECTORY: ./common/src/ser

No files defined.

DIRECTORY: ./common/src/ser/include

No files defined.

DIRECTORY: ./common/src/sv

No files defined.

DIRECTORY: ./common/src/sv/svtst

FILE: svtst.c

FUNCTION: sv_handler()

FUNCTION: main(argc, argv)

DIRECTORY: ./common/tools

No files defined.

DIRECTORY: ./gt

No files defined.

DIRECTORY: ./gt/data

No files defined.

DIRECTORY: ./gt/data/bf-data

No files defined.

DIRECTORY: ./gt/data/gt-data

No files defined.

DIRECTORY: ./gt/data/mc-data

No files defined.

DIRECTORY: ./gt/include

No files defined.

DIRECTORY: ./gt/lib

No files defined.

DIRECTORY: ./gt/libsrc

No files defined.

DIRECTORY: ./gt/libsrc/libapp**FILE: read.c****FUNCTION: ReadDiscrepancyThresholds(fname, thresholds)**

calledBy:

main in test.c, (null)

network_init_thresholds in nwk_thresh.c, (null)

network_init_thresholds in thresh.c, (null)

FUNCTION: ReadThreshold(format, number, value1, value2, value3)

calledBy:

ReadDiscrepancyThresholds in read.c, (null)

ReadDiscrepancyThresholds in read.c, IFDEF _GT_

ReadDiscrepancyThresholds in read.c, IFNDEF _GT_

ReadDiscrepancyThresholds in read.c, (null)

FILE: test.c**FUNCTION: main(argc, argv)****FILE: thresh.c****FUNCTION: PrepareDiscrepancyThresholds(thresholds, dimensions, location, rotation, turretAzimuth, gunElevation)**

calledBy:

ReadDiscrepancyThresholds in read.c, (null)

FUNCTION: AppearanceDiscrepancyExceedsThresholds(thresholds, lastUpdate, currentApp, dT)

calledBy:

main in test.c, (null)

network_check_veh_appearance in nwk_thresh.c, (null)

network_check_veh_appearance in thresh.c, (null)

FUNCTION: clear_monitor_variables()**FUNCTION: get_reason_time()****FUNCTION: get_reason_app()****FUNCTION: get_reason_tur_azi()****FUNCTION: get_reason_gun_elev()****FUNCTION: get_reason_loc()****FUNCTION: get_reason_rot()****FUNCTION: print_reasons()**

calledBy:

keyboard_simul in niu_keybrd.c, (null)

keyboard_simul in kato_keybrd.c, (null)

keyboard_simul in m1_keybrd.c, (null)

keyboard_simul in m2_keybrd.c, (null)

DIRECTORY: ./gt/libsrc/libcmc**FILE: cmc.c**

FUNCTION: cmc_signal_handler()
 FUNCTION: cmc_attach()
 calledBy:
 cmc_init in cmc.c, (null)
 FUNCTION: cmc_detach()
 calledBy:
 cmc_uninit in cmc.c, (null)
 FUNCTION: cmc_init()
 FUNCTION: cmc_uninit()
 FILE: cmc_status.c
 FUNCTION: cmc_heartbeat()
 FUNCTION: cmc_heartbeat_init()
 calledBy:
 simulation_state_machine in main.c, IFDEF notdef
 FILE: cmc_timer.c
 FUNCTION: cmc_current_time()
 calledBy:
 io_simul in io_simul.c, (null)
 io_simul_idle in io_simul.c, (null)
 cig_failed_fsm in m2_cig.c, IFDEF STUB
 FUNCTION: cmc_timer_init()
 FUNCTION: cmc_gettime()
 FUNCTION: cmc_settime(timerval)

DIRECTORY: ./gt/libsrc/libcontrols

FILE: b_levels.c
 FUNCTION: b_level_check()
 calledBy:
 cnt_simul in libcontrols.c, (null)
 cnt_simul in main.c, (null)
 FUNCTION: b_level_init()
 calledBy:
 cnt_init in libcontrols.c, (null)
 cnt_init in main.c, (null)
 FUNCTION: b_level_exit()
 calledBy:
 cnt_exit in libcontrols.c, (null)
 cnt_exit in main.c, (null)
 FUNCTION: b_level_set_position(ptr, val)
 FUNCTION: b_level_get_position(ptr)
 FILE: edges.c
 FUNCTION: edge_check()
 calledBy:
 cnt_simul in libcontrols.c, (null)
 cnt_simul in main.c, (null)
 FUNCTION: edge_init()
 calledBy:
 cnt_init in libcontrols.c, (null)
 cnt_init in main.c, (null)
 FUNCTION: edge_exit()
 calledBy:
 cnt_exit in libcontrols.c, (null)
 cnt_exit in main.c, (null)

FUNCTION: clear_edges()
calledBy:
 edge_init in edges.c, (null)
 edge_exit in edges.c, (null)

FILE: g_edges.c

FUNCTION: g_edge_check()
calledBy:
 cnt_simul in libcontrols.c, (null)
 cnt_simul in main.c, (null)

FUNCTION: g_edge_init()
calledBy:
 cnt_init in libcontrols.c, (null)
 cnt_init in main.c, (null)

FUNCTION: g_edge_exit()
calledBy:
 cnt_exit in libcontrols.c, (null)
 cnt_exit in main.c, (null)

FUNCTION: clear_g_edges()
calledBy:
 g_edge_init in g_edges.c, (null)
 g_edge_exit in g_edges.c, (null)

FILE: libcontrols.c

FUNCTION: cnt_simul()
FUNCTION: cnt_init()
FUNCTION: cnt_exit()

FILE: lights.c

FUNCTION: light_check()
calledBy:
 cnt_simul in libcontrols.c, (null)
 cnt_simul in main.c, (null)

FUNCTION: light_init()
calledBy:
 cnt_init in libcontrols.c, (null)
 cnt_init in main.c, (null)

FUNCTION: light_exit()
calledBy:
 cnt_exit in libcontrols.c, (null)
 cnt_exit in main.c, (null)

FUNCTION: set_light_val(id_num, val)
FUNCTION: get_light_val(id_num)
FUNCTION: flashing_init()
FUNCTION: set_flashing_mode(ptr, val)
FUNCTION: flashing_check(ptr, light_value)
calledBy:
 light_check in lights.c, (null)

FUNCTION: set_panel_test(id_num, val)

FILE: m_levels.c

FUNCTION: m_level_check()
calledBy:
 cnt_simul in libcontrols.c, (null)
 cnt_simul in main.c, (null)

FUNCTION: m_level_init()
calledBy:
 cnt_init in libcontrols.c, (null)

cnt_init in main.c, (null)
 FUNCTION: m_level_exit()
 calledBy:
 cnt_exit in libcontrols.c, (null)
 cnt_exit in main.c, (null)
 FUNCTION: call_fcn_by_new_val(new_val, ptr)
 calledBy:
 m_level_check in m_levels.c, (null)
 m_level_init in m_levels.c, (null)
 m_level_exit in m_levels.c, (null)
 FUNCTION: m_level_value_check(ptr, pos)
 FUNCTION: m_level_get_value(ptr)
 FILE: main.c
 FUNCTION: true_function(dummy)
 FUNCTION: cnt_simul()
 FUNCTION: cnt_pots()
 FUNCTION: cnt_init(dev_file)
 FUNCTION: cnt_exit()
 FILE: meters.c
 FUNCTION: meter_init_val()
 calledBy:
 cnt_init in libcontrols.c, (null)
 cnt_init in main.c, (null)
 FUNCTION: meter_check()
 calledBy:
 cnt_simul in libcontrols.c, (null)
 cnt_simul in main.c, (null)
 FUNCTION: meter_exit()
 calledBy:
 cnt_exit in libcontrols.c, (null)
 cnt_exit in main.c, (null)
 FUNCTION: meter_set_val(ptr, val)
 FUNCTION: meter_adjust_maximum(ptr, val)
 FILE: number_of.c
 FUNCTION: controls_get_number_of_edges()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 FUNCTION: controls_get_number_of_g_edges()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 FUNCTION: controls_get_number_of_b_levels()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 FUNCTION: controls_get_number_of_m_levels()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 FUNCTION: controls_get_number_of_pots()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)

FUNCTION: controls_get_number_of_meters()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 FUNCTION: controls_get_number_of_lights()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 FUNCTION: controls_get_number_of_status_inputs()
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 FILE: offsets.c
 FUNCTION: controls_adjust_offsets(file_of_devices)
 calledBy:
 cnt_init in main.c, (null)
 FILE: pots.c
 FUNCTION: pot_init()
 calledBy:
 cnt_init in libcontrols.c, (null)
 cnt_init in main.c, (null)
 FUNCTION: pot_print_bitfield(where)
 FUNCTION: pot_print()
 FUNCTION: pot_check()
 calledBy:
 cnt_simul in libcontrols.c, (null)
 cnt_simul in main.c, (null)
 cnt_pots in main.c, (null)
 FUNCTION: pot_exit()
 calledBy:
 cnt_exit in libcontrols.c, (null)
 cnt_exit in main.c, (null)
 FUNCTION: scale(ptr, val)
 calledBy:
 pot_init in pots.c, (null)
 pot_print in pots.c, (null)
 pot_check in pots.c, (null)
 pot_exit in pots.c, (null)
 FUNCTION: unscale(ptr, val)
 calledBy:
 pot_init in pots.c, (null)
 pot_exit in pots.c, (null)
 FUNCTION: pot_set_bound_val(ptr, bound_num, val)

DIRECTORY: /gt/libsrc/libdev
 FILE: dev.c
 FUNCTION: dev_readfile(name)
 calledBy:
 controls_adjust_offsets in offsets.c, (null)
 pfile_adjust_offsets in pfile_offset.c, (null)
 main in calibrate.c, (null)
 main in ncalib.c, (null)
 main in main.c, (null)

main in panel_test.c, (null)
FUNCTION: dev_error(func, name, flag)
calledBy:
dev_readfile in dev.c, (null)
dev_error in dev.c, (null)
dev_get_param_file in dev.c, (null)
dev_get_port_name in dev.c, (null)
calib_pfile_read in ncalib.c, (null)
FUNCTION: dev_get_no_devices()
calledBy:
main in calibrate.c, (null)
main in ncalib.c, (null)
main in main.c, (null)
main in panel_test.c, (null)
FUNCTION: dev_get_offset(device_number)
calledBy:
controls_adjust_offsets in offsets.c, (null)
dev_readfile in dev.c, (null)
pfile_adjust_offsets in pfile_offset.c, (null)
main in ncalib.c, (null)
main in main.c, (null)
main in panel_test.c, (null)
FUNCTION: dev_get_vehicle()
calledBy:
main in calibrate.c, (null)
main in ncalib.c, (null)
main in panel_test.c, (null)
FUNCTION: dev_get_param_file(i)
calledBy:
main in calibrate.c, (null)
main in ncalib.c, (null)
main in main.c, (null)
main in panel_test.c, (null)
FUNCTION: dev_get_calib_file()
calledBy:
calib_get_mode in calibrate.c, (null)
write_calib_file in calibrate.c, (null)
calib_get_mode in ncalib.c, (null)
write_calib_file in ncalib.c, (null)
main in panel_test.c, (null)
FUNCTION: dev_get_banner_file()
FUNCTION: dev_get_port_name(i)
calledBy:
dev_readfile in dev.c, (null)
main in ncalib.c, (null)
main in panel_test.c, (null)
FUNCTION: reset_terminal()
calledBy:
dev_error in dev.c, (null)
exit_gracefully in calibrate.c, (null)
exit_gracefully in ncalib.c, (null)

DIRECTORY: ./gt/libsrc/libdrn

FILE: assoc.c

FUNCTION: DRN_GetAssocUserProtocol(pdu)
calledBy:
 DRN_GetAssocUserProtocolName in assoc.c, (null)
 DRN_GetAssocVariantName in assoc.c, (null)
 _print_AssociationPDU in assoc.c, (null)
FUNCTION: DRN_GetAssocUserProtocolName(apdu)
calledBy:
 _print_AssociationPDU in assoc.c, (null)
FUNCTION: DRN_GetAssocData(pdu)
calledBy:
 DRN_GetAssocVariantName in assoc.c, (null)
 _print_AssociationPDU in assoc.c, (null)
FUNCTION: DRN_GetAssocDataLength(apdu)
calledBy:
 DRN_GetAssocVariantName in assoc.c, (null)
FUNCTION: DRN_GetAssocVariantName(apdu)
FUNCTION: DRN_PrintAssociationPDU(apdu)
FUNCTION: _print_AssociationPDU(uapdu, title, typeID, user)
calledBy:
 DRN_PrintAssociationPDU in assoc.c, (null)
FUNCTION: DRN_VerifyAssociationPDU(packet)
FUNCTION: _verify_AssociationUserProtocol(packet, title, typeID, user)
FUNCTION: _print_AssociationUserProtocol(packet, title, typeID, user)

FILE: basic.c

FUNCTION: _print_VehicleID(packet, title, typeID, user)
FUNCTION: _print_SimulationAddress(packet, title, typeID, user)
FUNCTION: _get_VehicleType(vehicle)
calledBy:
 _print_ObjectType in basic.c, (null)
 _print_VehicleGuises in basic.c, (null)
FUNCTION: _get_MunitionType(munition)
calledBy:
 _print_ObjectType in basic.c, (null)
 main in foo.c, (null)
FUNCTION: _print_ObjectType(packet, title, typeID, user)
calledBy:
 main in foo.c, (null)
FUNCTION: _print_VehicleGuises(packet, title, typeID, user)
FUNCTION: _print_WorldCoordinates(packet, title, typeID, user)
FUNCTION: _print_Angle(packet, title, typeID, user)
FUNCTION: _print_VehicleCoordinates(packet, title, typeID, user)
FUNCTION: _print_VelocityVector(packet, title, typeID, user)
FUNCTION: _print_VehicleMarking(packet, title, typeID, user)
FUNCTION: _print_TerrainDatabaseID(packet, title, typeID, user)
FUNCTION: _verify_BurstDescriptor(packet, title, typeID, user)
FUNCTION: _verify_Time(packet, title, typeID, user)
FUNCTION: _verify_VehicleStatus(packet, title, typeID, user)

FILE: drn_comp.c

FUNCTION: DRN_ReadPacked(pPacketPtr, title, typeID, user)
FUNCTION: DRN_ReadUnpacked(uPacketPtr, title, typeID, user)
calledBy:
 DRN_ReadPacked in drn_comp.c, (null)
 _DRN_EditUnpacked in drn_comp.c, (null)

FUNCTION: `_DRN_ReadField(fieldPtr, title, typeID, user)`
FUNCTION: `DRN_ReadIn(control, text)`
FUNCTION: `_DRN_GetEditorName()`
 calledBy:
 `_DRN_EditUnpacked` in `drn_comp.c`, (null)
FUNCTION: `_DRN_EditUnpacked(uPacketPtr, title, typeID, user)`
FILE: `drn_db.c`
FUNCTION: `VerifyVehicleCapabilities(self)`
 calledBy:
 `VerifyVehicleAppearanceVariant` in `drn_db.c`, (null)
 `VerifyStealthAppearanceVariant` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyObjectID(self)`
 calledBy:
 `VerifyMinefieldVariant` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyRepairResult(self)`
 calledBy:
 `VerifyRepairResponseVariant` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyRadiateVariant(self)`
 calledBy:
 `VerifySimulationPDU` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyMotiveSubsystems(self)`
 calledBy:
 `VerifyAirVehicleSubsystems` in `drn_db.c`, (null)
 `VerifyGroundVehicleSubsystems` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyForceID(self)`
 calledBy:
 `VerifyMinefieldVariant` in `drn_db.c`, (null)
 `VerifyVehicleAppearanceVariant` in `drn_db.c`, (null)
 `VerifyStealthAppearanceVariant` in `drn_db.c`, (null)
 `VerifyMarkerVariant` in `drn_db.c`, (null)
 `VerifyOrganizationalUnit` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyCockpitSubsystems(self)`
 calledBy:
 `VerifyAirVehicleSubsystems` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyRepairRequestVariant(self)`
 calledBy:
 `VerifySimulationPDU` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyPowerSubsystems(self)`
 calledBy:
 `VerifyAirVehicleSubsystems` in `drn_db.c`, (null)
 `VerifyGroundVehicleSubsystems` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)
FUNCTION: `VerifyLoggerSpeedRTC(self)`
 calledBy:
 `VerifyLoggerCommandVariant` in `drn_db.c`, (null)
 `_DRN_VerifyUnpacked` in `drn_db.c`, (null)

FUNCTION: VerifyPointToPointProtocolVersio(self)
calledBy:
 VerifyPointToPointPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyFireResult(self)
calledBy:
 VerifyIndirectFireDetonation in drn_db.c, (null)
 VerifyImpactVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyMetamorphoseVariant(self)
calledBy:
 VerifyStealthPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifySimulationAddress(self)
calledBy:
 VerifyObjectID in drn_db.c, (null)
 VerifyVehicleID in drn_db.c, (null)
 VerifyLoggerPDU in drn_db.c, (null)
 VerifyPointToPointPDU in drn_db.c, (null)
 VerifyMarkerVariant in drn_db.c, (null)
 VerifyAssociationPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyElevationRequestVariant(self)
calledBy:
 VerifyTerrainPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyVehicleID(self)
calledBy:
 VerifyRadiateVariant in drn_db.c, (null)
 VerifyRepairRequestVariant in drn_db.c, (null)
 VerifyElevationRequestVariant in drn_db.c, (null)
 VerifyStatusChangeVariant in drn_db.c, (null)
 VerifyActivateResponseVariant in drn_db.c, (null)
 VerifyAttachVariant in drn_db.c, (null)
 VerifyDeactivateResponseVariant in drn_db.c, (null)
 VerifyTargetDescriptor in drn_db.c, (null)
 VerifyMimicVariant in drn_db.c, (null)
 VerifyRepairResponseVariant in drn_db.c, (null)
 VerifyVehicleAppearanceVariant in drn_db.c, (null)
 VerifyResupplyVariant in drn_db.c, (null)
 VerifyFireVariant in drn_db.c, (null)
 VerifyActivateRequestVariant in drn_db.c, (null)
 VerifyResupplyCancelVariant in drn_db.c, (null)
 VerifyIndirectFireDetonation in drn_db.c, (null)
 VerifyStealthAppearanceVariant in drn_db.c, (null)
 VerifyImpactVariant in drn_db.c, (null)
 VerifyCollisionVariant in drn_db.c, (null)
 VerifyEventFlagVariant in drn_db.c, (null)
 VerifyStatusQueryVariant in drn_db.c, (null)
 VerifyLaserRangeVariant in drn_db.c, (null)
 VerifyVehicleStatusVariant in drn_db.c, (null)
 VerifyAttachedVariant in drn_db.c, (null)
 VerifyDeactivateRequestVariant in drn_db.c, (null)
 VerifyElevationResponseVariant in drn_db.c, (null)

_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTerrainPDU(self)
 calledBy:
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyAssociationUserProtocol(self)
 calledBy:
 VerifyPointToPointPDU in drn_db.c, (null)
 VerifyAssociationPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStatusChangeVariant(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyMinefieldVariant(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStatusResult(self)
 calledBy:
 VerifyStatusResponseVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyActivateResponseVariant(self)
 calledBy:
 VerifySimulationPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyXYCoordinates(self)
 calledBy:
 VerifyMinefieldVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyDeactivateReason(self)
 calledBy:
 VerifyDeactivateRequestVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerSeekRTC(self)
 calledBy:
 VerifyLoggerCommandVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyDataCollectionProtocolVers(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyReturnSwitch(self)
 calledBy:
 VerifyLaserRangeVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyAttachVariant(self)
 calledBy:
 VerifyStealthPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLaserRangeResult(self)
 calledBy:
 VerifyLaserRangeVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVehicleMarking(self)

calledBy:
VerifyVehicleAppearanceVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
VerifyStealthAppearanceVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerProtocolVersion(self)
calledBy:
VerifyLoggerPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVehicleStatus(self)
calledBy:
VerifyActivateRequestVariant in drn_db.c, (null)
VerifyVehicleStatusVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySimulatorType(self)
calledBy:
VerifyResupplyVariant in drn_db.c, (null)
VerifyEquipStatusVariant in drn_db.c, (null)
VerifyStatusQueryVariant in drn_db.c, (null)
VerifySimulationStatusVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyBattleScheme(self)
calledBy:
VerifyExerciseStatusVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTurretSubsystems(self)
calledBy:
VerifyGroundVehicleSubsystems in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStealthPDU(self)
calledBy:
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerPDU(self)
calledBy:
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyDeactivateResponseVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyExerciseStatusVariant(self)
calledBy:
VerifyDataCollectionPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyUnitIdentifier(self)
calledBy:
VerifyOrganizationalUnit in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStealthProtocolVersion(self)
calledBy:
VerifyStealthPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyRadarMode(self)
calledBy:

VerifyRadiateVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStealthVisibilityVariant(self)
calledBy:
VerifyStealthPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyDataCollectionPDU(self)
calledBy:
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyUnitRelation(self)
calledBy:
VerifyStatusQueryVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyUnitType(self)
calledBy:
VerifyUnitIdentifier in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTargetDescriptor(self)
calledBy:
VerifyFireVariant in drn_db.c, (null)
VerifyLaserRangeVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyMimicVariant(self)
calledBy:
VerifyStealthPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyManagementPDU(self)
calledBy:
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStatusResponseVariant(self)
calledBy:
VerifyDataCollectionPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerCommandVariant(self)
calledBy:
VerifyLoggerPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVehicleSpecificStatus(self)
calledBy:
VerifyVehicleStatus in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTerrainPDUKind(self)
calledBy:
VerifyTerrainPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyRepairResponseVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySIMNET_M1_Status(self)
calledBy:
VerifyVehicleSpecificStatus in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVehicleAppearanceVariant(self)

calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVehicleCoordinates(self)

calledBy:
VerifyImpactVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyErrorReportVariant(self)

calledBy:
VerifyManagementPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerPDUKind(self)

calledBy:
VerifyLoggerPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTerrainDatabaseID(self)

calledBy:
VerifyExerciseStatusVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
VerifySimulationStatusVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySignalPower(self)

calledBy:
VerifyRadiateVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyResupplyVariant(self)

calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyObjectType(self)

calledBy:
VerifyVehicleStatus in drn_db.c, (null)
VerifyResupplyVariant in drn_db.c, (null)
VerifyFireVariant in drn_db.c, (null)
VerifyShowEffectVariant in drn_db.c, (null)
VerifyMineDescriptor in drn_db.c, (null)
VerifyMunitionQuantity in drn_db.c, (null)
VerifyBurstDescriptor in drn_db.c, (null)
VerifyVehicleGuises in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyMarkerDescriptor(self)

calledBy:
VerifyMarkerVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyFireVariant(self)

calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyPointToPointPDU(self)

calledBy:
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyShowEffectVariant(self)

calledBy:
VerifyManagementPDU in drn_db.c, (null)

_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerMedium(self)
 calledBy:
 VerifyLoggerStartRTC in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyManagementPDUKind(self)
 calledBy:
 VerifyManagementPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyMineDescriptor(self)
 calledBy:
 VerifyMinefieldVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerClockTickVariant(self)
 calledBy:
 VerifyLoggerPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyActivateRequestVariant(self)
 calledBy:
 VerifySimulationPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyActivateReason(self)
 calledBy:
 VerifyActivateRequestVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerAvailReplyVariant(self)
 calledBy:
 VerifyLoggerPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyDeactivateResult(self)
 calledBy:
 VerifyDeactivateResponseVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyErrorReportSeverity(self)
 calledBy:
 VerifyErrorReportVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyWorldCoordinates(self)
 calledBy:
 VerifyRadiateVariant in drn_db.c, (null)
 VerifyElevationRequestVariant in drn_db.c, (null)
 VerifyVehicleAppearanceVariant in drn_db.c, (null)
 VerifyMarkerDescriptor in drn_db.c, (null)
 VerifyFireVariant in drn_db.c, (null)
 VerifyShowEffectVariant in drn_db.c, (null)
 VerifyActivateRequestVariant in drn_db.c, (null)
 VerifyIndirectFireDetonation in drn_db.c, (null)
 VerifyStealthAppearanceVariant in drn_db.c, (null)
 VerifyTeleportVariant in drn_db.c, (null)
 VerifyImpactVariant in drn_db.c, (null)
 VerifyLaserRangeVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerTime(self)
 calledBy:

VerifyLoggerClockTickVariant in drn_db.c, (null)
VerifyLoggerStartRTC in drn_db.c, (null)
VerifyLoggerStatusReplyVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyEquipStatusVariant(self)
calledBy:
VerifyManagementPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVehicleComponent(self)
calledBy:
VerifyImpactVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyCharacterSetType(self)
calledBy:
VerifyVehicleMarking in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyRepairType(self)
calledBy:
VerifyRepairRequestVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyExerciseID(self)
calledBy:
VerifyTerrainPDU in drn_db.c, (null)
VerifyStealthVisibilityVariant in drn_db.c, (null)
VerifyDataCollectionPDU in drn_db.c, (null)
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyElectronicSubsystems(self)
calledBy:
VerifyAirVehicleSubsystems in drn_db.c, (null)
VerifyGroundVehicleSubsystems in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyChassisSubsystems(self)
calledBy:
VerifyGroundVehicleSubsystems in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerInformationVariant(self)
calledBy:
VerifyLoggerPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySIMNET_Sim_Status(self)
calledBy:
VerifyEquipStatusVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyResupplyCancelVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySiteID(self)
calledBy:
VerifySimulationAddress in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyEffectType(self)
calledBy:

VerifyShowEffectVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStealthPDUKind(self)
calledBy:
VerifyStealthPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVehicleSubsystems(self)
calledBy:
VerifyStatusChangeVariant in drn_db.c, (null)
VerifyVehicleStatus in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyMarkerVariantNumber(self)
calledBy:
VerifyMarkerVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyAirVehicleSubsystems(self)
calledBy:
VerifyVehicleSubsystems in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyIndirectFireVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyVelocityVector(self)
calledBy:
VerifyVehicleAppearanceVariant in drn_db.c, (null)
VerifyFireVariant in drn_db.c, (null)
VerifyStealthAppearanceVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyIndirectFireDetonation(self)
calledBy:
VerifyIndirectFireVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyGenericVehicleStatus(self)
calledBy:
VerifyVehicleSpecificStatus in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyvehiclesDynamics(self)
calledBy:
VerifyMetamorphoseVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyMulticastGroupID(self)
calledBy:
VerifyPointToPointPDU in drn_db.c, (null)
VerifyAssociationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyStealthAppearanceVariant(self)
calledBy:
VerifyStealthPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerOperation(self)
calledBy:
VerifyLoggerStatusReplyVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyMunitionQuantity(self)
calledBy:
VerifyResupplyVariant in drn_db.c, (null)
VerifyGenericVehicleStatus in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyTeleportVariant(self)
calledBy:
VerifyStealthPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyLoggerRTCType(self)
calledBy:
VerifyLoggerCommandVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyAssociationDataUnit(self)
calledBy:
VerifyPointToPointPDU in drn_db.c, (null)
VerifyAssociationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyAssociationPDUKind(self)
calledBy:
VerifyAssociationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifySpecificStatusCategory(self)
calledBy:
VerifyVehicleSpecificStatus in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyImpactVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyFireType(self)
calledBy:
VerifyFireVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyCollisionVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyVehicleClass(self)
calledBy:
VerifyVehicleAppearanceVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
VerifyStealthAppearanceVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyTransactionIdentifier(self)
calledBy:
VerifyAssociationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifyMarkerVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)

FUNCTION: VerifySIMNET_M2_Status(self)
calledBy:

VerifyVehicleSpecificStatus in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTargetType(self)
calledBy:
VerifyTargetDescriptor in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyAssociationPDU(self)
calledBy:
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyActivateResult(self)
calledBy:
VerifyActivateResponseVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySimulationPDUKind(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySimulationPDU(self)
calledBy:
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTerrainProtocolVersion(self)
calledBy:
VerifyTerrainPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySignalFrequency(self)
calledBy:
VerifyRadiateVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyTime(self)
calledBy:
VerifyMinefieldVariant in drn_db.c, (null)
VerifyExerciseStatusVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
VerifySimulationStatusVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyComponentStatus(self)
calledBy:
VerifySIMNET_Sim_Status in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyGroundVehicleSubsystems(self)
calledBy:
VerifyVehicleSubsystems in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyWeaponSubsystems(self)
calledBy:
VerifyAirVehicleSubsystems in drn_db.c, (null)
VerifyGroundVehicleSubsystems in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerStartRTC(self)
calledBy:
VerifyLoggerCommandVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyOrganizationType(self)
calledBy:

VerifyOrganizationalUnit in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyEventFlagVariant(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyStatusQueryVariant(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyAirframeSubsystems(self)
 calledBy:
 VerifyAirVehicleSubsystems in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyAngle(self)
 calledBy:
 VerifyVehicleAppearanceVariant in drn_db.c, (null)
 VerifyMarkerDescriptor in drn_db.c, (null)
 VerifyActivateRequestVariant in drn_db.c, (null)
 VerifyStealthAppearanceVariant in drn_db.c, (null)
 VerifyTeleportVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyBurstDescriptor(self)
 calledBy:
 VerifyFireVariant in drn_db.c, (null)
 VerifyIndirectFireVariant in drn_db.c, (null)
 VerifyImpactVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifySubsystemsCategory(self)
 calledBy:
 VerifyVehicleSubsystems in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifySimulationStatusVariant(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyRadarDutyCycle(self)
 calledBy:
 VerifyRadiateVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyLoggerStatusReplyVariant(self)
 calledBy:
 VerifyLoggerPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyLoggerActivity(self)
 calledBy:
 VerifyLoggerStatusReplyVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyManagementProtocolVersion(self)
 calledBy:
 VerifyManagementPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyAssociationProtocolVersion(self)
 calledBy:

VerifyAssociationPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyLaserRangeVariant(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifySIMNET_MCC_Status(self)
 calledBy:
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyDamageCause(self)
 calledBy:
 VerifyStatusChangeVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyVehicleStatusVariant(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyOrganizationalUnit(self)
 calledBy:
 VerifyActivateRequestVariant in drn_db.c, (null)
 VerifyStatusQueryVariant in drn_db.c, (null)
 VerifySimulationStatusVariant in drn_db.c, (null)
 VerifyVehicleStatusVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyAttachedVariant(self)
 calledBy:
 VerifyStealthPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyStealthErrorVariant(self)
 calledBy:
 VerifyStealthPDU in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyEventID(self)
 calledBy:
 VerifyRepairRequestVariant in drn_db.c, (null)
 VerifyElevationRequestVariant in drn_db.c, (null)
 VerifyStatusChangeVariant in drn_db.c, (null)
 VerifyFireVariant in drn_db.c, (null)
 VerifyIndirectFireDetonation in drn_db.c, (null)
 VerifyImpactVariant in drn_db.c, (null)
 VerifyCollisionVariant in drn_db.c, (null)
 VerifyElevationResponseVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyStatusChangeEffect(self)
 calledBy:
 VerifyStatusChangeVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyDataCollectionPDUKind(self)
 calledBy:
 VerifyDataCollectionPDU in drn_db.c, (null)
 VerifyStatusQueryVariant in drn_db.c, (null)
 _DRN_VerifyUnpacked in drn_db.c, (null)
 FUNCTION: VerifyVehicleGuises(self)
 calledBy:

VerifyVehicleAppearanceVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
VerifyStealthAppearanceVariant in drn_db.c, (null)
VerifyMarkerVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyRepairCause(self)
calledBy:
VerifyStatusChangeVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyBoolean(self)
calledBy:
VerifyVehicleCapabilities in drn_db.c, (null)
VerifyMotiveSubsystems in drn_db.c, (null)
VerifyCockpitSubsystems in drn_db.c, (null)
VerifyPowerSubsystems in drn_db.c, (null)
VerifyTurretSubsystems in drn_db.c, (null)
VerifyVehicleAppearanceVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
VerifyLoggerAvailReplyVariant in drn_db.c, (null)
VerifyElectronicSubsystems in drn_db.c, (null)
VerifyChassisSubsystems in drn_db.c, (null)
VerifyLoggerInformationVariant in drn_db.c, (null)
VerifyVehicleSubsystems in drn_db.c, (null)
VerifyStealthAppearanceVariant in drn_db.c, (null)
VerifyWeaponSubsystems in drn_db.c, (null)
VerifyLoggerStartRTC in drn_db.c, (null)
VerifyAirframeSubsystems in drn_db.c, (null)
VerifyLoggerStatusReplyVariant in drn_db.c, (null)
VerifySIMNET_MCC_Status in drn_db.c, (null)
VerifyAttachedVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyLoggerState(self)
calledBy:
VerifyLoggerStatusReplyVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifySimulationProtocolVersion(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyDeactivateRequestVariant(self)
calledBy:
VerifySimulationPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: VerifyElevationResponseVariant(self)
calledBy:
VerifyTerrainPDU in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
FUNCTION: _DRN_VerifyPacked(pPacketPtr, typeID)
FUNCTION: _DRN_VerifyUnpacked(uPacketPtr, typeID)
calledBy:
_DRN_VerifyPacked in drn_db.c, (null)
DRN_VerifyUnpacked in drn_ver.c, (null)
_DRN_VerifyField in drn_ver.c, (null)
FUNCTION: FloatNaN(f)

calledBy:
Unpack_RadiateVariant in drn_db.c, (null)
Unpack_VehicleStatus in drn_db.c, (null)
Unpack_SIMNET_M1_Status in drn_db.c, (null)
Unpack_VehicleAppearanceVariant in drn_db.c, (null)
Unpack_VehicleCoordinates in drn_db.c, (null)
Unpack_SignalPower in drn_db.c, (null)
Unpack_FireVariant in drn_db.c, (null)
Unpack_MineDescriptor in drn_db.c, (null)
Unpack_SIMNET_Sim_Status in drn_db.c, (null)
Unpack_VelocityVector in drn_db.c, (null)
Unpack_StealthAppearanceVariant in drn_db.c, (null)
Unpack_MunitionQuantity in drn_db.c, (null)
Unpack_ImpactVariant in drn_db.c, (null)
Unpack_SIMNET_M2_Status in drn_db.c, (null)
Unpack_SignalFrequency in drn_db.c, (null)
FUNCTION: DoubleNaN(d)
calledBy:
Unpack_XYCoordinates in drn_db.c, (null)
Unpack_WorldCoordinates in drn_db.c, (null)
Unpack_ImpactVariant in drn_db.c, (null)
Unpack_ElevationResponseVariant in drn_db.c, (null)
FUNCTION: Pack_VehicleCapabilities(self, pPacketPtr)
calledBy:
Pack_VehicleAppearanceVariant in drn_db.c, (null)
Pack_StealthAppearanceVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ObjectID(self, pPacketPtr)
calledBy:
Pack_MinefieldVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_RepairResult(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_RadiateVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MotiveSubsystems(self, pPacketPtr)
calledBy:
Pack_AirVehicleSubsystems in drn_db.c, (null)
Pack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ForceID(self, pPacketPtr)
calledBy:
Pack_MinefieldVariant in drn_db.c, (null)
Pack_VehicleAppearanceVariant in drn_db.c, (null)
Pack_StealthAppearanceVariant in drn_db.c, (null)
Pack_MarkerVariant in drn_db.c, (null)
Pack_OrganizationalUnit in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_CockpitSubsystems(self, pPacketPtr)
calledBy:
Pack_AirVehicleSubsystems in drn_db.c, (null)

DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_RepairRequestVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_PowerSubsystems(self, pPacketPtr)
calledBy:
Pack_AirVehicleSubsystems in drn_db.c, (null)
Pack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerSpeedRTC(self, pPacketPtr)
calledBy:
Pack_LoggerCommandVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_PointToPointProtocolVersion(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_FireResult(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MetamorphoseVariant(self, pPacketPtr)
calledBy:
Pack_StealthPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SimulationAddress(self, pPacketPtr)
calledBy:
Pack_ObjectID in drn_db.c, (null)
Pack_VehicleID in drn_db.c, (null)
Pack_LoggerPDU in drn_db.c, (null)
Pack_PointToPointPDU in drn_db.c, (null)
Pack_MarkerVariant in drn_db.c, (null)
Pack_AssociationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ElevationRequestVariant(self, pPacketPtr)
calledBy:
Pack_TerrainPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleID(self, pPacketPtr)
calledBy:
Pack_RadiateVariant in drn_db.c, (null)
Pack_RepairRequestVariant in drn_db.c, (null)
Pack_ElevationRequestVariant in drn_db.c, (null)
Pack_StatusChangeVariant in drn_db.c, (null)
Pack_ActivateResponseVariant in drn_db.c, (null)
Pack_AttachVariant in drn_db.c, (null)
Pack_DeactivateResponseVariant in drn_db.c, (null)
Pack_TargetDescriptor in drn_db.c, (null)
Pack_MiracVariant in drn_db.c, (null)
Pack_RepairResponseVariant in drn_db.c, (null)
Pack_VehicleAppearanceVariant in drn_db.c, (null)
Pack_ResupplyVariant in drn_db.c, (null)
Pack_FireVariant in drn_db.c, (null)
Pack_ActivateRequestVariant in drn_db.c, (null)
Pack_ResupplyCancelVariant in drn_db.c, (null)

Pack_IndirectFireDetonation in drn_db.c, (null)
Pack_StealthAppearanceVariant in drn_db.c, (null)
Pack_ImpactVariant in drn_db.c, (null)
Pack_CollisionVariant in drn_db.c, (null)
Pack_EventFlagVariant in drn_db.c, (null)
Pack_StatusQueryVariant in drn_db.c, (null)
Pack_LaserRangeVariant in drn_db.c, (null)
Pack_VehicleStatusVariant in drn_db.c, (null)
Pack_AttachedVariant in drn_db.c, (null)
Pack_DeactivateRequestVariant in drn_db.c, (null)
Pack_ElevationResponseVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TerrainPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_AssociationUserProtocol(self, pPacketPtr)
calledBy:
Pack_PointToPointPDU in drn_db.c, (null)
Pack_AssociationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StatusChangeVariant(self, pPacketPtr)
calledBy:
Pack_DataCollectionPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MinefieldVariant(self, pPacketPtr)
calledBy:
Pack_DataCollectionPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StatusResult(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ActivateResponseVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_XYCoordinates(self, pPacketPtr)
calledBy:
Pack_MinefieldVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_DeactivateReason(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerSeekRTC(self, pPacketPtr)
calledBy:
Pack_LoggerCommandVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_DataCollectionProtocolVersion(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ReturnSwitch(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_AttachVariant(self, pPacketPtr)
calledBy:

Pack_StealthPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LaserRangeResult(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleMarking(self, pPacketPtr)
calledBy:
Pack_VehicleAppearanceVariant in drn_db.c, (null)
Pack_ActivateRequestVariant in drn_db.c, (null)
Pack_StealthAppearanceVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerProtocolVersion(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleStatus(self, pPacketPtr)
calledBy:
Pack_ActivateRequestVariant in drn_db.c, (null)
Pack_VehicleStatusVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SimulatorType(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_BattleScheme(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TurretSubsystems(self, pPacketPtr)
calledBy:
Pack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StealthPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_DeactivateResponseVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ExerciseStatusVariant(self, pPacketPtr)
calledBy:
Pack_DataCollectionPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_UnitIdentifier(self, pPacketPtr)
calledBy:
Pack_OrganizationalUnit in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StealthProtocolVersion(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_RadarMode(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StealthVisibilityVariant(self, pPacketPtr)

calledBy:
Pack_StealthPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_DataCollectionPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_UnitRelation(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_UnitType(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TargetDescriptor(self, pPacketPtr)
calledBy:
Pack_FireVariant in drn_db.c, (null)
Pack_LaserRangeVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MimicVariant(self, pPacketPtr)
calledBy:
Pack_StealthPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ManagementPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StatusResponseVariant(self, pPacketPtr)
calledBy:
Pack_DataCollectionPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerCommandVariant(self, pPacketPtr)
calledBy:
Pack_LoggerPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleSpecificStatus(self, pPacketPtr)
calledBy:
Pack_VehicleStatus in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TerrainPDUKind(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_RepairResponseVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SIMNET_M1_Status(self, pPacketPtr)
calledBy:
Pack_VehicleSpecificStatus in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleAppearanceVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleCoordinates(self, pPacketPtr)
calledBy:
Pack_InpactVariant in drn_db.c, (null)

DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ErrorReportVariant(self, pPacketPtr)
calledBy:
Pack_ManagementPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerPDUKind(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TerrainDatabaseID(self, pPacketPtr)
calledBy:
Pack_ExerciseStatusVariant in drn_db.c, (null)
Pack_ActivateRequestVariant in drn_db.c, (null)
Pack_SimulationStatusVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SignalPower(self, pPacketPtr)
calledBy:
Pack_RadiateVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ResupplyVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ObjectType(self, pPacketPtr)
calledBy:
Pack_VehicleStatus in drn_db.c, (null)
Pack_ResupplyVariant in drn_db.c, (null)
Pack_FireVariant in drn_db.c, (null)
Pack_ShowEffectVariant in drn_db.c, (null)
Pack_MineDescriptor in drn_db.c, (null)
Pack_MunitionQuantity in drn_db.c, (null)
Pack_BurstDescriptor in drn_db.c, (null)
Pack_VehicleGuises in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MarkerDescriptor(self, pPacketPtr)
calledBy:
Pack_MarkerVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_FireVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_PointToPointPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ShowEffectVariant(self, pPacketPtr)
calledBy:
Pack_ManagementPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerMedium(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ManagementPDUKind(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_MineDescriptor(self, pPacketPtr)
calledBy:
 Pack_MinefieldVariant in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_LoggerClockTickVariant(self, pPacketPtr)
calledBy:
 Pack_LoggerPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_ActivateRequestVariant(self, pPacketPtr)
calledBy:
 Pack_SimulationPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_ActivateReason(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_LoggerAvailReplyVariant(self, pPacketPtr)
calledBy:
 Pack_LoggerPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_DeactivateResult(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_ErrorReportSeverity(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_WorldCoordinates(self, pPacketPtr)
calledBy:
 Pack_RadiateVariant in drn_db.c, (null)
 Pack_ElevationRequestVariant in drn_db.c, (null)
 Pack_VehicleAppearanceVariant in drn_db.c, (null)
 Pack_MarkerDescriptor in drn_db.c, (null)
 Pack_FireVariant in drn_db.c, (null)
 Pack_ShowEffectVariant in drn_db.c, (null)
 Pack_ActivateRequestVariant in drn_db.c, (null)
 Pack_IndirectFireDetonation in drn_db.c, (null)
 Pack_StealthAppearanceVariant in drn_db.c, (null)
 Pack_TeleportVariant in drn_db.c, (null)
 Pack_ImpactVariant in drn_db.c, (null)
 Pack_LaserRangeVariant in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_LoggerTime(self, pPacketPtr)
calledBy:
 Pack_LoggerClockTickVariant in drn_db.c, (null)
 Pack_LoggerStartRTC in drn_db.c, (null)
 Pack_LoggerStatusReplyVariant in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_EquipStatusVariant(self, pPacketPtr)
calledBy:
 Pack_ManagementPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_VehicleComponent(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_CharacterSetType(self, pPacketPtr)

calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_RepairType(self, pPacketPtr)
calledBy:
Pack_RepairRequestVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ExerciseID(self, pPacketPtr)
calledBy:
Pack_TerrainPDU in drn_db.c, (null)
Pack_StealthVisibilityVariant in drn_db.c, (null)
Pack_DataCollectionPDU in drn_db.c, (null)
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ElectronicSubsystems(self, pPacketPtr)
calledBy:
Pack_AirVehicleSubsystems in drn_db.c, (null)
Pack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ChassisSubsystems(self, pPacketPtr)
calledBy:
Pack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerInformationVariant(self, pPacketPtr)
calledBy:
Pack_LoggerPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SIMNET_Sim_Status(self, pPacketPtr)
calledBy:
Pack_EquipStatusVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ResupplyCancelVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SiteID(self, pPacketPtr)
calledBy:
Pack_SimulationAddress in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_EffectType(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StealthPDUKind(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleSubsystems(self, pPacketPtr)
calledBy:
Pack_StatusChangeVariant in drn_db.c, (null)
Pack_VehicleStatus in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MarkerVariantNumber(self, pPacketPtr)
calledBy:
Pack_MarkerVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_AirVehicleSubsystems(self, pPacketPtr)

calledBy:
Pack_VehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_IndirectFireVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VelocityVector(self, pPacketPtr)
calledBy:
Pack_VehicleAppearanceVariant in drn_db.c, (null)
Pack_FireVariant in drn_db.c, (null)
Pack_StealthAppearanceVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_IndirectFireDetonation(self, pPacketPtr)
calledBy:
Pack_IndirectFireVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_GenericVehicleStatus(self, pPacketPtr)
calledBy:
Pack_VehicleSpecificStatus in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_vehiclesDynamics(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MulticastGroupID(self, pPacketPtr)
calledBy:
Pack_PointToPointPDU in drn_db.c, (null)
Pack_AssociationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StealthAppearanceVariant(self, pPacketPtr)
calledBy:
Pack_StealthPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerOperation(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MunitionQuantity(self, pPacketPtr)
calledBy:
Pack_ResupplyVariant in drn_db.c, (null)
Pack_GenericVehicleStatus in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TeleportVariant(self, pPacketPtr)
calledBy:
Pack_StealthPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerRTCType(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_AssociationDataUnit(self, pPacketPtr)
calledBy:
Pack_PointToPointPDU in drn_db.c, (null)
Pack_AssociationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_AssociationPDUKind(self, pPacketPtr)

calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SpecificStatusCategory(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ImpactVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_FireType(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_CollisionVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleClass(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TransactionIdentifier(self, pPacketPtr)
calledBy:
Pack_AssociationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_MarkerVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SIMNET_M2_Status(self, pPacketPtr)
calledBy:
Pack_VehicleSpecificStatus in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TargetType(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_AssociationPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ActivateResult(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SimulationPDUKind(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SimulationPDU(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_TerrainProtocolVersion(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SignalFrequency(self, pPacketPtr)
calledBy:
Pack_RadiateVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_Time(self, pPacketPtr)

calledBy:
Pack_MinefieldVariant in drn_db.c, (null)
Pack_ExerciseStatusVariant in drn_db.c, (null)
Pack_ActivateRequestVariant in drn_db.c, (null)
Pack_SimulationStatusVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ComponentStatus(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_GroundVehicleSubsystems(self, pPacketPtr)
calledBy:
Pack_VehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_WeaponSubsystems(self, pPacketPtr)
calledBy:
Pack_AirVehicleSubsystems in drn_db.c, (null)
Pack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerStartRTC(self, pPacketPtr)
calledBy:
Pack_LoggerCommandVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_OrganizationType(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_EventFlagVariant(self, pPacketPtr)
calledBy:
Pack_DataCollectionPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StatusQueryVariant(self, pPacketPtr)
calledBy:
Pack_DataCollectionPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_AirframeSubsystems(self, pPacketPtr)
calledBy:
Pack_AirVehicleSubsystems in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_Angle(self, pPacketPtr)
calledBy:
Pack_VehicleAppearanceVariant in drn_db.c, (null)
Pack_MarkerDescriptor in drn_db.c, (null)
Pack_ActivateRequestVariant in drn_db.c, (null)
Pack_StealthAppearanceVariant in drn_db.c, (null)
Pack_TeleportVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_BurstDescriptor(self, pPacketPtr)
calledBy:
Pack_FireVariant in drn_db.c, (null)
Pack_IndirectFireVariant in drn_db.c, (null)
Pack_ImpactVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SubsystemsCategory(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_SimulationStatusVariant(self, pPacketPtr)
calledBy:
 Pack_DataCollectionPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_RadarDutyCycle(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_LoggerStatusReplyVariant(self, pPacketPtr)
calledBy:
 Pack_LoggerPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_LoggerActivity(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_ManagementProtocolVersion(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_AssociationProtocolVersion(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_LaserRangeVariant(self, pPacketPtr)
calledBy:
 Pack_DataCollectionPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_SIMNET_MCC_Status(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_DamageCause(self, pPacketPtr)
calledBy:
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_VehicleStatusVariant(self, pPacketPtr)
calledBy:
 Pack_DataCollectionPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_OrganizationalUnit(self, pPacketPtr)
calledBy:
 Pack_ActivateRequestVariant in drn_db.c, (null)
 Pack_StatusQueryVariant in drn_db.c, (null)
 Pack_SimulationStatusVariant in drn_db.c, (null)
 Pack_VehicleStatusVariant in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_AttachedVariant(self, pPacketPtr)
calledBy:
 Pack_StealthPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_StealthErrorVariant(self, pPacketPtr)
calledBy:
 Pack_StealthPDU in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)

FUNCTION: Pack_EventID(self, pPacketPtr)
calledBy:
 Pack_RepairRequestVariant in drn_db.c, (null)
 Pack_ElevationRequestVariant in drn_db.c, (null)
 Pack_StatusChangeVariant in drn_db.c, (null)

Pack_FireVariant in drn_db.c, (null)
Pack_IndirectFireDetonation in drn_db.c, (null)
Pack_ImpactVariant in drn_db.c, (null)
Pack_CollisionVariant in drn_db.c, (null)
Pack_ElevationResponseVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_StatusChangeEffect(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_DataCollectionPDUKind(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_VehicleGuises(self, pPacketPtr)
calledBy:
Pack_VehicleAppearanceVariant in drn_db.c, (null)
Pack_ActivateRequestVariant in drn_db.c, (null)
Pack_StealthAppearanceVariant in drn_db.c, (null)
Pack_MarkerVariant in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_RepairCause(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_Boolean(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_LoggerState(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_SimulationProtocolVersion(self, pPacketPtr)
calledBy:
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_DeactivateRequestVariant(self, pPacketPtr)
calledBy:
Pack_SimulationPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Pack_ElevationResponseVariant(self, pPacketPtr)
calledBy:
Pack_TerrainPDU in drn_db.c, (null)
DRN_PackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleCapabilities(self, uPacketPtr)
calledBy:
Unpack_VehicleAppearanceVariant in drn_db.c, (null)
Unpack_StealthAppearanceVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ObjectID(self, uPacketPtr)
calledBy:
Unpack_MinefieldVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_RepairResult(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_RadiateVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)

DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_MotiveSubsystems(self, uPacketPtr)
calledBy:
Unpack_AirVehicleSubsystems in drn_db.c, (null)
Unpack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ForceID(self, uPacketPtr)
calledBy:
Unpack_MinefieldVariant in drn_db.c, (null)
Unpack_VehicleAppearanceVariant in drn_db.c, (null)
Unpack_StealthAppearanceVariant in drn_db.c, (null)
Unpack_MarkerVariant in drn_db.c, (null)
Unpack_OrganizationalUnit in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_CockpitSubsystems(self, uPacketPtr)
calledBy:
Unpack_AirVehicleSubsystems in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_RepairRequestVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_PowerSubsystems(self, uPacketPtr)
calledBy:
Unpack_AirVehicleSubsystems in drn_db.c, (null)
Unpack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerSpeedRTC(self, uPacketPtr)
calledBy:
Unpack_LoggerCommandVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_PointToPointProtocolVersion(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_FireResult(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_MetamorphoseVariant(self, uPacketPtr)
calledBy:
Unpack_StealthPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_SimulationAddress(self, uPacketPtr)
calledBy:
Unpack_ObjectID in drn_db.c, (null)
Unpack_VehicleID in drn_db.c, (null)
Unpack_LoggerPDU in drn_db.c, (null)
Unpack_PointToPointPDU in drn_db.c, (null)
Unpack_MarkerVariant in drn_db.c, (null)
Unpack_AssociationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ElevationRequestVariant(self, uPacketPtr)
calledBy:
Unpack_TerrainPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_VehicleID(self, uPacketPtr)
calledBy:
Unpack_RadiateVariant in drn_db.c, (null)
Unpack_RepairRequestVariant in drn_db.c, (null)
Unpack_ElevationRequestVariant in drn_db.c, (null)
Unpack_StatusChangeVariant in drn_db.c, (null)
Unpack_ActivateResponseVariant in drn_db.c, (null)
Unpack_AttachVariant in drn_db.c, (null)
Unpack_DeactivateResponseVariant in drn_db.c, (null)
Unpack_TargetDescriptor in drn_db.c, (null)
Unpack_MimicVariant in drn_db.c, (null)
Unpack_RepairResponseVariant in drn_db.c, (null)
Unpack_VehicleAppearanceVariant in drn_db.c, (null)
Unpack_ResupplyVariant in drn_db.c, (null)
Unpack_FireVariant in drn_db.c, (null)
Unpack_ActivateRequestVariant in drn_db.c, (null)
Unpack_ResupplyCancelVariant in drn_db.c, (null)
Unpack_IndirectFireDetonation in drn_db.c, (null)
Unpack_StealthAppearanceVariant in drn_db.c, (null)
Unpack_ImpactVariant in drn_db.c, (null)
Unpack_CollisionVariant in drn_db.c, (null)
Unpack_EventFlagVariant in drn_db.c, (null)
Unpack_StatusQueryVariant in drn_db.c, (null)
Unpack_LaserRangeVariant in drn_db.c, (null)
Unpack_VehicleStatusVariant in drn_db.c, (null)
Unpack_AttachedVariant in drn_db.c, (null)
Unpack_DeactivateRequestVariant in drn_db.c, (null)
Unpack_ElevationResponseVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_TerrainPDU(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_AssociationUserProtocol(self, uPacketPtr)
calledBy:
Unpack_PointToPointPDU in drn_db.c, (null)
Unpack_AssociationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_StatusChangeVariant(self, uPacketPtr)
calledBy:
Unpack_DataCollectionPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_MinefieldVariant(self, uPacketPtr)
calledBy:
Unpack_DataCollectionPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_StatusResult(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ActivateResponseVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_XYCoordinates(self, uPacketPtr)
calledBy:

Unpack_MinefieldVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_DeactivateReason(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerSeekRTC(self, uPacketPtr)
calledBy:
Unpack_LoggerCommandVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_DataCollectionProtocolVersion(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ReturnSwitch(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_AttachVariant(self, uPacketPtr)
calledBy:
Unpack_StealthPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LaserRangeResult(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleMarking(self, uPacketPtr)
calledBy:
Unpack_VehicleAppearanceVariant in drn_db.c, (null)
Unpack_ActivateRequestVariant in drn_db.c, (null)
Unpack_StealthAppearanceVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerProtocolVersion(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleStatus(self, uPacketPtr)
calledBy:
Unpack_ActivateRequestVariant in drn_db.c, (null)
Unpack_VehicleStatusVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_SimulatorType(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_BattleScheme(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_TurretSubsystems(self, uPacketPtr)
calledBy:
Unpack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StealthPDU(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerPDU(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_DeactivateResponseVariant(self, uPacketPtr)
calledBy:

Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ExerciseStatusVariant(self, uPacketPtr)
calledBy:
Unpack_DataCollectionPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_UnitIdentifier(self, uPacketPtr)
calledBy:
Unpack_OrganizationalUnit in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StealthProtocolVersion(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_RadarMode(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StealthVisibilityVariant(self, uPacketPtr)
calledBy:
Unpack_StealthPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_DataCollectionPDU(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_UnitRelation(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_UnitType(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_TargetDescriptor(self, uPacketPtr)
calledBy:
Unpack_FireVariant in drn_db.c, (null)
Unpack_LaserRangeVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_MimicVariant(self, uPacketPtr)
calledBy:
Unpack_StealthPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ManagementPDU(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StatusResponseVariant(self, uPacketPtr)
calledBy:
Unpack_DataCollectionPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerCommandVariant(self, uPacketPtr)
calledBy:
Unpack_LoggerPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleSpecificStatus(self, uPacketPtr)
calledBy:
Unpack_VehicleStatus in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_TerrainPDUKind(self, uPacketPtr)

calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_RepairResponseVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_SIMNET_M1_Status(self, uPacketPtr)
calledBy:
Unpack_VehicleSpecificStatus in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleAppearanceVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleCoordinates(self, uPacketPtr)
calledBy:
Unpack_ImpactVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ErrorReportVariant(self, uPacketPtr)
calledBy:
Unpack_ManagementPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerPDUKind(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_TerrainDatabaseID(self, uPacketPtr)
calledBy:
Unpack_ExerciseStatusVariant in drn_db.c, (null)
Unpack_ActivateRequestVariant in drn_db.c, (null)
Unpack_SimulationStatusVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_SignalPower(self, uPacketPtr)
calledBy:
Unpack_RadiateVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ResupplyVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ObjectType(self, uPacketPtr)
calledBy:
Unpack_VehicleStatus in drn_db.c, (null)
Unpack_ResupplyVariant in drn_db.c, (null)
Unpack_FireVariant in drn_db.c, (null)
Unpack_ShowEffectVariant in drn_db.c, (null)
Unpack_MineDescriptor in drn_db.c, (null)
Unpack_MunitionQuantity in drn_db.c, (null)
Unpack_BurstDescriptor in drn_db.c, (null)
Unpack_VehicleGuises in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_MarkerDescriptor(self, uPacketPtr)
calledBy:
Unpack_MarkerVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_FireVariant(self, uPacketPtr)
calledBy:
 Unpack_SimulationPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_PointToPointPDU(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ShowEffectVariant(self, uPacketPtr)
calledBy:
 Unpack_ManagementPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_LoggerMedium(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ManagementPDUKind(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_MineDescriptor(self, uPacketPtr)
calledBy:
 Unpack_MinefieldVariant in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_LoggerClockTickVariant(self, uPacketPtr)
calledBy:
 Unpack_LoggerPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ActivateRequestVariant(self, uPacketPtr)
calledBy:
 Unpack_SimulationPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ActivateReason(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_LoggerAvailReplyVariant(self, uPacketPtr)
calledBy:
 Unpack_LoggerPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_DeactivateResult(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ErrorReportSeverity(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_WorldCoordinates(self, uPacketPtr)
calledBy:
 Unpack_RadiateVariant in drn_db.c, (null)
 Unpack_ElevationRequestVariant in drn_db.c, (null)
 Unpack_VehicleAppearanceVariant in drn_db.c, (null)
 Unpack_MarkerDescriptor in drn_db.c, (null)
 Unpack_FireVariant in drn_db.c, (null)
 Unpack_ShowEffectVariant in drn_db.c, (null)
 Unpack_ActivateRequestVariant in drn_db.c, (null)
 Unpack_IndirectFireDetonation in drn_db.c, (null)
 Unpack_StealthAppearanceVariant in drn_db.c, (null)
 Unpack_TeleportVariant in drn_db.c, (null)

Unpack_ImpactVariant in drn_db.c, (null)
Unpack_LaserRangeVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerTime(self, uPacketPtr)
calledBy:
Unpack_LoggerClockTickVariant in drn_db.c, (null)
Unpack_LoggerStartRTC in drn_db.c, (null)
Unpack_LoggerStatusReplyVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_EquipStatusVariant(self, uPacketPtr)
calledBy:
Unpack_ManagementPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleComponent(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_CharacterSetType(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_RepairType(self, uPacketPtr)
calledBy:
Unpack_RepairRequestVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ExerciseID(self, uPacketPtr)
calledBy:
Unpack_TerrainPDU in drn_db.c, (null)
Unpack_StealthVisibilityVariant in drn_db.c, (null)
Unpack_DataCollectionPDU in drn_db.c, (null)
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ElectronicSubsystems(self, uPacketPtr)
calledBy:
Unpack_AirVehicleSubsystems in drn_db.c, (null)
Unpack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ChassisSubsystems(self, uPacketPtr)
calledBy:
Unpack_GroundVehicleSubsystems in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerInformationVariant(self, uPacketPtr)
calledBy:
Unpack_LoggerPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_SIMNET_Sim_Status(self, uPacketPtr)
calledBy:
Unpack_EquipStatusVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ResupplyCancelVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_SiteID(self, uPacketPtr)
calledBy:
Unpack_SimulationAddress in drn_db.c, (null)

DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_EffectType(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StealthPDUKind(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleSubsystems(self, uPacketPtr)
calledBy:
Unpack_StatusChangeVariant in drn_db.c, (null)
Unpack_VehicleStatus in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_MarkerVariantNumber(self, uPacketPtr)
calledBy:
Unpack_MarkerVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_AirVehicleSubsystems(self, uPacketPtr)
calledBy:
Unpack_VehicleSubsystems in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_IndirectFireVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VelocityVector(self, uPacketPtr)
calledBy:
Unpack_VehicleAppearanceVariant in drn_db.c, (null)
Unpack_FireVariant in drn_db.c, (null)
Unpack_StealthAppearanceVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_IndirectFireDetonation(self, uPacketPtr)
calledBy:
Unpack_IndirectFireVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_GenericVehicleStatus(self, uPacketPtr)
calledBy:
Unpack_VehicleSpecificStatus in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_vehiclesDynamics(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_MulticastGroupID(self, uPacketPtr)
calledBy:
Unpack_PointToPointPDU in drn_db.c, (null)
Unpack_AssociationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StealthAppearanceVariant(self, uPacketPtr)
calledBy:
Unpack_StealthPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerOperation(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_MunitionQuantity(self, uPacketPtr)

calledBy:
 Unpack_ResupplyVariant in drn_db.c, (null)
 Unpack_GenericVehicleStatus in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_TeleportVariant(self, uPacketPtr)
 calledBy:
 Unpack_StealthPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_LoggerRTCType(self, uPacketPtr)
 calledBy:
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_AssociationDataUnit(self, uPacketPtr)
 calledBy:
 Unpack_PointToPointPDU in drn_db.c, (null)
 Unpack_AssociationPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_AssociationPDUKind(self, uPacketPtr)
 calledBy:
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_SpecificStatusCategory(self, uPacketPtr)
 calledBy:
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_ImpactVariant(self, uPacketPtr)
 calledBy:
 Unpack_SimulationPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_FireType(self, uPacketPtr)
 calledBy:
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_CollisionVariant(self, uPacketPtr)
 calledBy:
 Unpack_SimulationPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_VehicleClass(self, uPacketPtr)
 calledBy:
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_TransactionIdentifier(self, uPacketPtr)
 calledBy:
 Unpack_AssociationPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_MarkerVariant(self, uPacketPtr)
 calledBy:
 Unpack_SimulationPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_SIMNET_M2_Status(self, uPacketPtr)
 calledBy:
 Unpack_VehicleSpecificStatus in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_TargetType(self, uPacketPtr)
 calledBy:
 DRN_UnpackPacket in drn_db.c, (null)
 FUNCTION: Unpack_AssociationPDU(self, uPacketPtr)
 calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ActivateResult(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_SimulationPDUKind(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_SimulationPDU(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_TerrainProtocolVersion(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_SignalFrequency(self, uPacketPtr)
calledBy:
 Unpack_RadiateVariant in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_Time(self, uPacketPtr)
calledBy:
 Unpack_MinefieldVariant in drn_db.c, (null)
 Unpack_ExerciseStatusVariant in drn_db.c, (null)
 Unpack_ActivateRequestVariant in drn_db.c, (null)
 Unpack_SimulationStatusVariant in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ComponentStatus(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_GroundVehicleSubsystems(self, uPacketPtr)
calledBy:
 Unpack_VehicleSubsystems in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_WeaponSubsystems(self, uPacketPtr)
calledBy:
 Unpack_AirVehicleSubsystems in drn_db.c, (null)
 Unpack_GroundVehicleSubsystems in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_LoggerStartRTC(self, uPacketPtr)
calledBy:
 Unpack_LoggerCommandVariant in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_OrganizationType(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_EventFlagVariant(self, uPacketPtr)
calledBy:
 Unpack_DataCollectionPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_StatusQueryVariant(self, uPacketPtr)
calledBy:
 Unpack_DataCollectionPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_AirframeSubsystems(self, uPacketPtr)
calledBy:
 Unpack_AirVehicleSubsystems in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_Angle(self, uPacketPtr)
calledBy:
 Unpack_VehicleAppearanceVariant in drn_db.c, (null)
 Unpack_MarkerDescriptor in drn_db.c, (null)
 Unpack_ActivateRequestVariant in drn_db.c, (null)
 Unpack_StealthAppearanceVariant in drn_db.c, (null)
 Unpack_TeleportVariant in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_BurstDescriptor(self, uPacketPtr)
calledBy:
 Unpack_FireVariant in drn_db.c, (null)
 Unpack_IndirectFireVariant in drn_db.c, (null)
 Unpack_ImpactVariant in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_SubsystemsCategory(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_SimulationStatusVariant(self, uPacketPtr)
calledBy:
 Unpack_DataCollectionPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_RadarDutyCycle(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_LoggerStatusReplyVariant(self, uPacketPtr)
calledBy:
 Unpack_LoggerPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_LoggerActivity(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_ManagementProtocolVersion(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_AssociationProtocolVersion(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_LaserRangeVariant(self, uPacketPtr)
calledBy:
 Unpack_DataCollectionPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_SIMNET_MCC_Status(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_DamageCause(self, uPacketPtr)
calledBy:
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_VehicleStatusVariant(self, uPacketPtr)
calledBy:
 Unpack_DataCollectionPDU in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)

FUNCTION: Unpack_OrganizationalUnit(self, uPacketPtr)
calledBy:
 Unpack_ActivateRequestVariant in drn_db.c, (null)

Unpack_StatusQueryVariant in drn_db.c, (null)
Unpack_SimulationStatusVariant in drn_db.c, (null)
Unpack_VehicleStatusVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_AttachedVariant(self, uPacketPtr)
calledBy:
Unpack_StealthPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StealthErrorVariant(self, uPacketPtr)
calledBy:
Unpack_StealthPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_EventID(self, uPacketPtr)
calledBy:
Unpack_RepairRequestVariant in drn_db.c, (null)
Unpack_ElevationRequestVariant in drn_db.c, (null)
Unpack_StatusChangeVariant in drn_db.c, (null)
Unpack_FireVariant in drn_db.c, (null)
Unpack_IndirectFireDetonation in drn_db.c, (null)
Unpack_ImpactVariant in drn_db.c, (null)
Unpack_CollisionVariant in drn_db.c, (null)
Unpack_ElevationResponseVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_StatusChangeEffect(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_DataCollectionPDUKind(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_VehicleGuises(self, uPacketPtr)
calledBy:
Unpack_VehicleAppearanceVariant in drn_db.c, (null)
Unpack_ActivateRequestVariant in drn_db.c, (null)
Unpack_StealthAppearanceVariant in drn_db.c, (null)
Unpack_MarkerVariant in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_RepairCause(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_Boolean(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_LoggerState(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_SimulationProtocolVersion(self, uPacketPtr)
calledBy:
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_DeactivateRequestVariant(self, uPacketPtr)
calledBy:
Unpack_SimulationPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: Unpack_ElevationResponseVariant(self, uPacketPtr)
calledBy:

Unpack_TerrainPDU in drn_db.c, (null)
DRN_UnpackPacket in drn_db.c, (null)
FUNCTION: DRN_UnpackPacket(self, typeID, uPacketPtr)
calledBy:
DRN_PrintAssociationPDU in assoc.c, (null)
DRN_ReadPacked in drn_comp.c, (null)
_DRN_VerifyPacked in drn_db.c, (null)
DRN_DecodePacked in drn_db.c, (null)
DRN_PrintPacked in drn_print.c, (null)
DRN_VerifyPacked in drn_ver.c, (null)
FUNCTION: DRN_PackPacket(self, typeID, pPacketPtr)
calledBy:
_print_AssociationPDU in assoc.c, (null)
FUNCTION: DRN_TypeToString(typeID)
calledBy:
DRN_ListSpecialExceptions in drn_gen.c, (null)
FUNCTION: DRN_StringToType(name)
FUNCTION: DRN_ValueToString(typeID, value)
calledBy:
DRN_GetAssocVariantName in assoc.c, (null)
_print_AssociationPDU in assoc.c, (null)
DRN_ProcessFieldAsChar in drn_print.c, (null)
_print_ErrorReport in mgmt.c, (null)
FUNCTION: DRN_StringToValue(typeID, string)
calledBy:
_DRN_ReadField in drn_comp.c, (null)
FUNCTION: DRN_DecodeEnum(typeID, routine, user)
FUNCTION: _SizeOfVehicleCapabilities(self)
calledBy:
_SizeOfVehicleAppearanceVariant in drn_db.c, (null)
_SizeOfStealthAppearanceVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfObjectID(self)
calledBy:
_SizeOfMinefieldVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfRepairResult(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfRadiateVariant(self)
calledBy:
_SizeOfSimulationPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMotiveSubsystems(self)
calledBy:
_SizeOfAirVehicleSubsystems in drn_db.c, (null)
_SizeOfGroundVehicleSubsystems in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfForceID(self)
calledBy:
_SizeOfMinefieldVariant in drn_db.c, (null)
_SizeOfVehicleAppearanceVariant in drn_db.c, (null)
_SizeOfStealthAppearanceVariant in drn_db.c, (null)
_SizeOfMarkerVariant in drn_db.c, (null)

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    _SizeOfOrganizationalUnit in drn_db.c, (null)
    DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfCockpitSubsystems(self)
    calledBy:
        _SizeOfAirVehicleSubsystems in drn_db.c, (null)
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfRepairRequestVariant(self)
    calledBy:
        _SizeOfSimulationPDU in drn_db.c, (null)
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfPowerSubsystems(self)
    calledBy:
        _SizeOfAirVehicleSubsystems in drn_db.c, (null)
        _SizeOfGroundVehicleSubsystems in drn_db.c, (null)
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerSpeedRTC(self)
    calledBy:
        _SizeOfLoggerCommandVariant in drn_db.c, (null)
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfPointToPointProtocolVersi(self)
    calledBy:
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfFireResult(self)
    calledBy:
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMetamorphoseVariant(self)
    calledBy:
        _SizeOfStealthPDU in drn_db.c, (null)
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSimulationAddress(self)
    calledBy:
        _SizeOfObjectID in drn_db.c, (null)
        _SizeOfVehicleID in drn_db.c, (null)
        _SizeOfLoggerPDU in drn_db.c, (null)
        _SizeOfPointToPointPDU in drn_db.c, (null)
        _SizeOfMarkerVariant in drn_db.c, (null)
        _SizeOfAssociationPDU in drn_db.c, (null)
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfElevationRequestVariant(self)
    calledBy:
        _SizeOfTerrainPDU in drn_db.c, (null)
        DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfVehicleID(self)
    calledBy:
        _SizeOfRadiateVariant in drn_db.c, (null)
        _SizeOfRepairRequestVariant in drn_db.c, (null)
        _SizeOfElevationRequestVariant in drn_db.c, (null)
        _SizeOfStatusChangeVariant in drn_db.c, (null)
        _SizeOfActivateResponseVariant in drn_db.c, (null)
        _SizeOfAttachVariant in drn_db.c, (null)
        _SizeOfDeactivateResponseVariant in drn_db.c, (null)
        _SizeOfTargetDescriptor in drn_db.c, (null)
        _SizeOfMimicVariant in drn_db.c, (null)
        _SizeOfRepairResponseVariant in drn_db.c, (null)

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_SizeOfVehicleAppearanceVariant in drn_db.c, (null)
_SizeOfResupplyVariant in drn_db.c, (null)
_SizeOfFireVariant in drn_db.c, (null)
_SizeOfActivateRequestVariant in drn_db.c, (null)
_SizeOfResupplyCancelVariant in drn_db.c, (null)
_SizeOfIndirectFireDetonation in drn_db.c, (null)
_SizeOfStealthAppearanceVariant in drn_db.c, (null)
_SizeOfImpactVariant in drn_db.c, (null)
_SizeOfCollisionVariant in drn_db.c, (null)
_SizeOfEventFlagVariant in drn_db.c, (null)
_SizeOfStatusQueryVariant in drn_db.c, (null)
_SizeOfLaserRangeVariant in drn_db.c, (null)
_SizeOfVehicleStatusVariant in drn_db.c, (null)
_SizeOfAttachedVariant in drn_db.c, (null)
_SizeOfDeactivateRequestVariant in drn_db.c, (null)
_SizeOfElevationResponseVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTerrainPDU(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfAssociationUserProtocol(self)
calledBy:
_SizeOfPointToPointPDU in drn_db.c, (null)
_SizeOfAssociationPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfStatusChangeVariant(self)
calledBy:
_SizeOfDataCollectionPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMinefieldVariant(self)
calledBy:
_SizeOfDataCollectionPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfStatusResult(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfActivateResponseVariant(self)
calledBy:
_SizeOfSimulationPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfXYCoordinates(self)
calledBy:
_SizeOfMinefieldVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfDeactivateReason(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerSeekRTC(self)
calledBy:
_SizeOfLoggerCommandVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfDataCollectionProtocolVer(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfReturnSwitch(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfAttachVariant(self)
calledBy:
 _SizeOfStealthPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfLaserRangeResult(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfVehicleMarking(self)
calledBy:
 _SizeOfVehicleAppearanceVariant in drn_db.c, (null)
 _SizeOfActivateRequestVariant in drn_db.c, (null)
 _SizeOfStealthAppearanceVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfLoggerProtocolVersion(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfVehicleStatus(self)
calledBy:
 _SizeOfActivateRequestVariant in drn_db.c, (null)
 _SizeOfVehicleStatusVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfSimulatorType(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfBattleScheme(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfTurretSubsystems(self)
calledBy:
 _SizeOfGroundVehicleSubsystems in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfStealthPDU(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfLoggerPDU(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfDeactivateResponseVariant(self)
calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfExerciseStatusVariant(self)
calledBy:
 _SizeOfDataCollectionPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfUnitIdentifier(self)
calledBy:
 _SizeOfOrganizationalUnit in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfStealthProtocolVersion(self)
calledBy:

DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfRadarMode(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfStealthVisibilityVariant(self)
calledBy:
_SizeOfStealthPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfDataCollectionPDU(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfUnitRelation(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfUnitType(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTargetDescriptor(self)
calledBy:
_SizeOfFireVariant in drn_db.c, (null)
_SizeOfLaserRangeVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMimicVariant(self)
calledBy:
_SizeOfStealthPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfManagementPDU(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfStatusResponseVariant(self)
calledBy:
_SizeOfDataCollectionPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerCommandVariant(self)
calledBy:
_SizeOfLoggerPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfVehicleSpecificStatus(self)
calledBy:
_SizeOfVehicleStatus in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTerrainPDUKind(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfRepairResponseVariant(self)
calledBy:
_SizeOfSimulationPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSIMNET_M1_Status(self)
calledBy:
_SizeOfVehicleSpecificStatus in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfVehicleAppearanceVariant(self)
calledBy:

_SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfVehicleCoordinates(self)
 calledBy:
 _SizeOfImpactVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfErrorReportVariant(self)
 calledBy:
 _SizeOfManagementPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerPDUKind(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTerrainDatabaseID(self)
 calledBy:
 _SizeOfExerciseStatusVariant in drn_db.c, (null)
 _SizeOfActivateRequestVariant in drn_db.c, (null)
 _SizeOfSimulationStatusVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSignalPower(self)
 calledBy:
 _SizeOfRadiateVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfResupplyVariant(self)
 calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfObjectType(self)
 calledBy:
 _SizeOfVehicleStatus in drn_db.c, (null)
 _SizeOfResupplyVariant in drn_db.c, (null)
 _SizeOfFireVariant in drn_db.c, (null)
 _SizeOfShowEffectVariant in drn_db.c, (null)
 _SizeOfMineDescriptor in drn_db.c, (null)
 _SizeOfMunitionQuantity in drn_db.c, (null)
 _SizeOfBurstDescriptor in drn_db.c, (null)
 _SizeOfVehicleGuises in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMarkerDescriptor(self)
 calledBy:
 _SizeOfMarkerVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfFireVariant(self)
 calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfPointToPointPDU(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfShowEffectVariant(self)
 calledBy:
 _SizeOfManagementPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerMedium(self)

calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfManagementPDUKind(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfMineDescriptor(self)
 calledBy:
 _SizeOfMinefieldVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfLoggerClockTickVariant(self)
 calledBy:
 _SizeOfLoggerPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfActivateRequestVariant(self)
 calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfActivateReason(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfLoggerAvailReplyVariant(self)
 calledBy:
 _SizeOfLoggerPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfDeactivateResult(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfErrorReportSeverity(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfWorldCoordinates(self)
 calledBy:
 _SizeOfRadiateVariant in drn_db.c, (null)
 _SizeOfElevationRequestVariant in drn_db.c, (null)
 _SizeOfVehicleAppearanceVariant in drn_db.c, (null)
 _SizeOfMarkerDescriptor in drn_db.c, (null)
 _SizeOfFireVariant in drn_db.c, (null)
 _SizeOfShowEffectVariant in drn_db.c, (null)
 _SizeOfActivateRequestVariant in drn_db.c, (null)
 _SizeOfIndirectFireDetonation in drn_db.c, (null)
 _SizeOfStealthAppearanceVariant in drn_db.c, (null)
 _SizeOfTeleportVariant in drn_db.c, (null)
 _SizeOfImpactVariant in drn_db.c, (null)
 _SizeOfLaserRangeVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfLoggerTime(self)
 _SizeOfLoggerClockTickVariant in drn_db.c, (null)
 _SizeOfLoggerStartRTC in drn_db.c, (null)
 _SizeOfLoggerStatusReplyVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfEquipStatusVariant(self)
 calledBy:
 _SizeOfManagementPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfVehicleComponent(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfCharacterSetType(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfRepairType(self)
calledBy:
 _SizeOfRepairRequestVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfExerciseID(self)
calledBy:
 _SizeOfTerrainPDU in drn_db.c, (null)
 _SizeOfStealthVisibilityVariant in drn_db.c, (null)
 _SizeOfDataCollectionPDU in drn_db.c, (null)
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfElectronicSubsystems(self)
calledBy:
 _SizeOfAirVehicleSubsystems in drn_db.c, (null)
 _SizeOfGroundVehicleSubsystems in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfChassisSubsystems(self)
calledBy:
 _SizeOfGroundVehicleSubsystems in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfLoggerInformationVariant(self)
calledBy:
 _SizeOfLoggerPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfSIMNET_Sim_Status(self)
calledBy:
 _SizeOfEquipStatusVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfResupplyCancelVariant(self)
calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfSiteID(self)
calledBy:
 _SizeOfSimulationAddress in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfEffectType(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfStealthPDUKind(self)
calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfVehicleSubsystems(self)
calledBy:
 _SizeOfStatusChangeVariant in drn_db.c, (null)
 _SizeOfVehicleStatus in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)

FUNCTION: _SizeOfMarkerVariantNumber(self)

calledBy:
_SizeOfMarkerVariant in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfAirVehicleSubsystems(self)
calledBy:
_SizeOfVehicleSubsystems in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfIndirectFireVariant(self)
calledBy:
_SizeOfSimulationPDU in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfVelocityVector(self)
calledBy:
_SizeOfVehicleAppearanceVariant in drn_db.c, (null)
_SizeOfFireVariant in drn_db.c, (null)
_SizeOfStealthAppearanceVariant in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfIndirectFireDetonation(self)
calledBy:
_SizeOfIndirectFireVariant in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfGenericVehicleStatus(self)
calledBy:
_SizeOfVehicleSpecificStatus in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfvehiclesDynamics(self)
calledBy:
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMulticastGroupID(self)
calledBy:
_SizeOfPointToPointPDU in drn_db.c, (null)
_SizeOfAssociationPDU in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfStealthAppearanceVariant(self)
calledBy:
_SizeOfStealthPDU in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerOperation(self)
calledBy:
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMunitionQuantity(self)
calledBy:
_SizeOfResupplyVariant in drn_db.c, (null)
_SizeOfGenericVehicleStatus in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTeleportVariant(self)
calledBy:
_SizeOfStealthPDU in drn_db.c, (null)
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerRTCType(self)
calledBy:
_DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfAssociationDataUnit(self)
calledBy:

_SizeOfPointToPointPDU in drn_db.c, (null)
 _SizeOfAssociationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfAssociationPDUKind(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSpecificStatusCategory(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfImpactVariant(self)
 calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfFireType(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfCollisionVariant(self)
 calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfVehicleClass(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTransactionIdentifier(self)
 calledBy:
 _SizeOfAssociationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfMarkerVariant(self)
 calledBy:
 _SizeOfSimulationPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSIMNET_M2_Status(self)
 calledBy:
 _SizeOfVehicleSpecificStatus in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTargetType(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfAssociationPDU(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfActivateResult(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSimulationPDUKind(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSimulationPDU(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTerrainProtocolVersion(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSignalFrequency(self)

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calledBy:
  _SizeOfRadiateVariant in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfTime(self)
calledBy:
  _SizeOfMinefieldVariant in drn_db.c, (null)
  _SizeOfExerciseStatusVariant in drn_db.c, (null)
  _SizeOfActivateRequestVariant in drn_db.c, (null)
  _SizeOfSimulationStatusVariant in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfComponentStatus(self)
calledBy:
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfGroundVehicleSubsystems(self)
calledBy:
  _SizeOfVehicleSubsystems in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfWeaponSubsystems(self)
calledBy:
  _SizeOfAirVehicleSubsystems in drn_db.c, (null)
  _SizeOfGroundVehicleSubsystems in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerStartRTC(self)
calledBy:
  _SizeOfLoggerCommandVariant in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfOrganizationType(self)
calledBy:
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfEventFlagVariant(self)
calledBy:
  _SizeOfDataCollectionPDU in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfStatusQueryVariant(self)
calledBy:
  _SizeOfDataCollectionPDU in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfAirframeSubsystems(self)
calledBy:
  _SizeOfAirVehicleSubsystems in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfAngle(self)
calledBy:
  _SizeOfVehicleAppearanceVariant in drn_db.c, (null)
  _SizeOfMarkerDescriptor in drn_db.c, (null)
  _SizeOfActivateRequestVariant in drn_db.c, (null)
  _SizeOfStealthAppearanceVariant in drn_db.c, (null)
  _SizeOfTeleportVariant in drn_db.c, (null)
  DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfBurstDescriptor(self)
calledBy:
  _SizeOfFireVariant in drn_db.c, (null)
  _SizeOfIndirectFireVariant in drn_db.c, (null)
  _SizeOfImpactVariant in drn_db.c, (null)

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DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfSubsystemsCategory(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfSimulationStatusVariant(self)
 calledBy:
 _SizeOfDataCollectionPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfRadarDutyCycle(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfLoggerStatusReplyVariant(self)
 calledBy:
 _SizeOfLoggerPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfLoggerActivity(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfManagementProtocolVersion(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfAssociationProtocolVersio(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfLaserRangeVariant(self)
 calledBy:
 _SizeOfDataCollectionPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfSIMNET_MCC_Status(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfDamageCause(self)
 calledBy:
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfVehicleStatusVariant(self)
 calledBy:
 _SizeOfDataCollectionPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfOrganizationalUnit(self)
 calledBy:
 _SizeOfActivateRequestVariant in drn_db.c, (null)
 _SizeOfStatusQueryVariant in drn_db.c, (null)
 _SizeOfSimulationStatusVariant in drn_db.c, (null)
 _SizeOfVehicleStatusVariant in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfAttachedVariant(self)
 calledBy:
 _SizeOfStealthPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfStealthErrorVariant(self)
 calledBy:
 _SizeOfStealthPDU in drn_db.c, (null)
 DRN_SizeOfPacked in drn_db.c, (null)
 FUNCTION: _SizeOfEventID(self)

calledBy:
_SizeOfRepairRequestVariant in drn_db.c, (null)
_SizeOfElevationRequestVariant in drn_db.c, (null)
_SizeOfStatusChangeVariant in drn_db.c, (null)
_SizeOfFireVariant in drn_db.c, (null)
_SizeOfIndirectFireDetonation in drn_db.c, (null)
_SizeOfImpactVariant in drn_db.c, (null)
_SizeOfCollisionVariant in drn_db.c, (null)
_SizeOfElevationResponseVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfStatusChangeEffect(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfDataCollectionPDUKind(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfVehicleGuises(self)
calledBy:
_SizeOfVehicleAppearanceVariant in drn_db.c, (null)
_SizeOfActivateRequestVariant in drn_db.c, (null)
_SizeOfStealthAppearanceVariant in drn_db.c, (null)
_SizeOfMarkerVariant in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfRepairCause(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfBoolean(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfLoggerState(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfSimulationProtocolVersion(self)
calledBy:
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfDeactivateRequestVariant(self)
calledBy:
_SizeOfSimulationPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: _SizeOfElevationResponseVariant(self)
calledBy:
_SizeOfTerrainPDU in drn_db.c, (null)
DRN_SizeOfPacked in drn_db.c, (null)
FUNCTION: DRN_SizeOfPacked(self, typeID)
FUNCTION: DRN_TestSizes()
FUNCTION: Decode_VehicleCapabilities(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)
FUNCTION: Decode_ObjectID(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)
FUNCTION: Decode_RepairResult(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_RadiateVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MotiveSubsystems(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ForceID(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_CockpitSubsystems(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_RepairRequestVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_PowerSubsystems(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerSpeedRTC(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_PointToPointProtocolVersion(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_FireResult(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MetamorphoseVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SimulationAddress(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ElevationRequestVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleID(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TerrainPDU(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AssociationUserProtocol(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StatusChangeVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MinefieldVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StatusResult(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ActivateResponseVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_XYCoordinates(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DeactivateReason(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerSeekRTC(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DataCollectionProtocolVersion(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ReturnSwitch(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AttachVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LaserRangeResult(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleMarking(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerProtocolVersion(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleStatus(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SimulatorType(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_BattleScheme(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TurretSubsystems(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StealthPDU(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerPDU(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DeactivateResponseVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ExerciseStatusVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_UnitIdentifier(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StealthProtocolVersion(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_RadarMode(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StealthVisibilityVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DataCollectionPDU(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_UnitRelation(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_UnitType(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TargetDescriptor(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MimicVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ManagementPDU(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StatusResponseVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerCommandVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleSpecificStatus(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TerrainPDUKind(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_RepairResponseVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SIMNET_M1_Status(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleAppearanceVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleCoordinates(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ErrorReportVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerPDUKind(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TerrainDatabaseID(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SignalPower(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ResupplyVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ObjectType(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MarkerDescriptor(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_FireVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_PointToPointPDU(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ShowEffectVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerMedium(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ManagementPDUKind(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MineDescriptor(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerClockTickVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ActivateRequestVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ActivateReason(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerAvailReplyVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DeactivateResult(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ErrorReportSeverity(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_WorldCoordinates(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerTime(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_EquipStatusVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleComponent(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_CharacterSetType(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_RepairType(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ExerciseID(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ElectronicSubsystems(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ChassisSubsystems(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerInformationVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SIMNET_Sim_Status(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ResupplyCancelVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SiteID(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_EffectType(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StealthPDUKind(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleSubsystems(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MarkerVariantNumber(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AirVehicleSubsystems(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_IndirectFireVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VelocityVector(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_IndirectFireDetonation(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_GenericVehicleStatus(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_vehiclesDynamics(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MulticastGroupID(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StealthAppearanceVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerOperation(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MunitionQuantity(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TeleportVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerRTCType(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AssociationDataUnit(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AssociationPDUKind(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SpecificStatusCategory(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ImpactVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_FireType(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_CollisionVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleClass(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TransactionIdentifier(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_MarkerVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SIMNET_M2_Status(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TargetType(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AssociationPDU(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ActivateResult(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SimulationPDUKind(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SimulationPDU(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_TerrainProtocolVersion(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SignalFrequency(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_Time(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ComponentStatus(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_GroundVehicleSubsystems(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_WeaponSubsystems(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerStartRTC(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_OrganizationType(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_EventFlagVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StatusQueryVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AirframeSubsystems(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_Angle(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_BurstDescriptor(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SubsystemsCategory(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SimulationStatusVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_RadarDutyCycle(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerStatusReplyVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerActivity(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ManagementProtocolVersion(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AssociationProtocolVersion(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LaserRangeVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SIMNET_MCC_Status(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DamageCause(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleStatusVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_OrganizationalUnit(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_AttachedVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StealthErrorVariant(self, routine, user, path)
calledBy:
DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_EventID(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_StatusChangeEffect(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DataCollectionPDUKind(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_VehicleGuises(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_RepairCause(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_Boolean(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_LoggerState(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_SimulationProtocolVersion(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_DeactivateRequestVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: Decode_ElevationResponseVariant(self, routine, user, path)
calledBy:
 DRN_DecodeUnpacked in drn_db.c, (null)

FUNCTION: DRN_DecodeUnpacked(uPacketPtr, typeID, routine, user)
calledBy:
 DRN_ReadUnpacked in drn_comp.c, (null)
 _DRN_ReadField in drn_comp.c, (null)
 DRN_DecodePacked in drn_db.c, (null)
 _DRN_EmptyField in drn_gen.c, (null)
 DRN_EmptyUnpacked in drn_gen.c, (null)
 DRN_PrintUnpacked in drn_print.c, (null)
 DRN_ProcessFieldAsChar in drn_print.c, (null)

FUNCTION: DRN_DecodePacked(pPacketPtr, typeID, routine, user)

FILE: drn_err.c

FUNCTION: DRN_ClearError()
calledBy:
 _DRN_VerifyUnpacked in drn_db.c, (null)
 DRN_UnpackPacket in drn_db.c, (null)
 DRN_PackPacket in drn_db.c, (null)
 DRN_TypeToString in drn_db.c, (null)
 DRN_StringToType in drn_db.c, (null)
 DRN_DecodeEnum in drn_db.c, (null)
 DRN_DecodeUnpacked in drn_db.c, (null)
 DRN_LastError in drn_err.c, (null)
 DRN_VerifyUnpacked in drn_ver.c, (null)
 _DRN_VerifyField in drn_ver.c, (null)

FUNCTION: DRN_ErrorCodeToString(errCode)

calledBy:
DRN_LastError in drn_err.c, (null)
FUNCTION: DRN_GetErrorCode()
calledBy:
DRN_LastError in drn_err.c, (null)
FUNCTION: DRN_GetErrorMessage()
calledBy:
DRN_LastError in drn_err.c, (null)
FUNCTION: DRN_LastError()
calledBy:
DRN_SetError in drn_err.c, (null)
FUNCTION: DRN_SetError(errCode, msg)
calledBy:
_print_Angle in basic.c, (null)
_DRN_ReadField in drn_comp.c, (null)
DRN_ReadIn in drn_comp.c, (null)
VerifyVehicleCapabilities in drn_db.c, (null)
VerifyObjectID in drn_db.c, (null)
VerifyRepairResult in drn_db.c, (null)
VerifyRadiateVariant in drn_db.c, (null)
VerifyMotiveSubsystems in drn_db.c, (null)
VerifyForceID in drn_db.c, (null)
VerifyCockpitSubsystems in drn_db.c, (null)
VerifyRepairRequestVariant in drn_db.c, (null)
VerifyPowerSubsystems in drn_db.c, (null)
VerifyLoggerSpeedRTC in drn_db.c, (null)
VerifyPointToPointProtocolVersio in drn_db.c, (null)
VerifyFireResult in drn_db.c, (null)
VerifyMetamorphoseVariant in drn_db.c, (null)
VerifySimulationAddress in drn_db.c, (null)
VerifyElevationRequestVariant in drn_db.c, (null)
VerifyVehicleID in drn_db.c, (null)
VerifyTerrainPDU in drn_db.c, (null)
VerifyAssociationUserProtocol in drn_db.c, (null)
VerifyStatusChangeVariant in drn_db.c, (null)
VerifyMinefieldVariant in drn_db.c, (null)
VerifyStatusResult in drn_db.c, (null)
VerifyActivateResponseVariant in drn_db.c, (null)
VerifyXYCoordinates in drn_db.c, (null)
VerifyDeactivateReason in drn_db.c, (null)
VerifyLoggerSeekRTC in drn_db.c, (null)
VerifyDataCollectionProtocolVers in drn_db.c, (null)
VerifyReturnSwitch in drn_db.c, (null)
VerifyAttachVariant in drn_db.c, (null)
VerifyLaserRangeResult in drn_db.c, (null)
VerifyVehicleMarking in drn_db.c, (null)
VerifyLoggerProtocolVersion in drn_db.c, (null)
VerifyVehicleStatus in drn_db.c, (null)
VerifySimulatorType in drn_db.c, (null)
VerifyBattleScheme in drn_db.c, (null)
VerifyTurretSubsystems in drn_db.c, (null)
VerifyStealthPDU in drn_db.c, (null)
VerifyLoggerPDU in drn_db.c, (null)
VerifyDeactivateResponseVariant in drn_db.c, (null)

VerifyExerciseStatusVariant in drn_db.c, (null)
VerifyUnitIdentifier in drn_db.c, (null)
VerifyStealthProtocolVersion in drn_db.c, (null)
VerifyRadarMode in drn_db.c, (null)
VerifyStealthVisibilityVariant in drn_db.c, (null)
VerifyDataCollectionPDU in drn_db.c, (null)
VerifyUnitRelation in drn_db.c, (null)
VerifyUnitType in drn_db.c, (null)
VerifyTargetDescriptor in drn_db.c, (null)
VerifyMimicVariant in drn_db.c, (null)
VerifyManagementPDU in drn_db.c, (null)
VerifyStatusResponseVariant in drn_db.c, (null)
VerifyLoggerCommandVariant in drn_db.c, (null)
VerifyVehicleSpecificStatus in drn_db.c, (null)
VerifyTerrainPDUKind in drn_db.c, (null)
VerifyRepairResponseVariant in drn_db.c, (null)
VerifySIMNET_M1_Status in drn_db.c, (null)
VerifyVehicleAppearanceVariant in drn_db.c, (null)
VerifyVehicleCoordinates in drn_db.c, (null)
VerifyErrorReportVariant in drn_db.c, (null)
VerifyLoggerPDUKind in drn_db.c, (null)
VerifyTerrainDatabaseID in drn_db.c, (null)
VerifySignalPower in drn_db.c, (null)
VerifyResupplyVariant in drn_db.c, (null)
VerifyObjectType in drn_db.c, (null)
VerifyMarkerDescriptor in drn_db.c, (null)
VerifyFireVariant in drn_db.c, (null)
VerifyPointToPointPDU in drn_db.c, (null)
VerifyShowEffectVariant in drn_db.c, (null)
VerifyLoggerMedium in drn_db.c, (null)
VerifyManagementPDUKind in drn_db.c, (null)
VerifyMineDescriptor in drn_db.c, (null)
VerifyLoggerClockTickVariant in drn_db.c, (null)
VerifyActivateRequestVariant in drn_db.c, (null)
VerifyActivateReason in drn_db.c, (null)
VerifyLoggerAvailReplyVariant in drn_db.c, (null)
VerifyDeactivateResult in drn_db.c, (null)
VerifyErrorReportSeverity in drn_db.c, (null)
VerifyWorldCoordinates in drn_db.c, (null)
VerifyLoggerTime in drn_db.c, (null)
VerifyEquipStatusVariant in drn_db.c, (null)
VerifyVehicleComponent in drn_db.c, (null)
VerifyCharacterSetType in drn_db.c, (null)
VerifyRepairType in drn_db.c, (null)
VerifyExerciseID in drn_db.c, (null)
VerifyElectronicSubsystems in drn_db.c, (null)
VerifyChassisSubsystems in drn_db.c, (null)
VerifyLoggerInformationVariant in drn_db.c, (null)
VerifySIMNET_Sim_Status in drn_db.c, (null)
VerifyResupplyCancelVariant in drn_db.c, (null)
VerifySiteID in drn_db.c, (null)
VerifyEffectType in drn_db.c, (null)
VerifyStealthPDUKind in drn_db.c, (null)
VerifyVehicleSubsystems in drn_db.c, (null)

VerifyMarkerVariantNumber in drn_db.c, (null)
 VerifyAirVehicleSubsystems in drn_db.c, (null)
 VerifyIndirectFireVariant in drn_db.c, (null)
 VerifyVelocityVector in drn_db.c, (null)
 VerifyIndirectFireDetonation in drn_db.c, (null)
 VerifyGenericVehicleStatus in drn_db.c, (null)
 VerifyvehiclesDynamics in drn_db.c, (null)
 VerifyMulticastGroupID in drn_db.c, (null)
 VerifyStealthAppearanceVariant in drn_db.c, (null)
 VerifyLoggerOperation in drn_db.c, (null)
 VerifyMunitionQuantity in drn_db.c, (null)
 VerifyTeleportVariant in drn_db.c, (null)
 VerifyLoggerRTCType in drn_db.c, (null)
 VerifyAssociationDataUnit in drn_db.c, (null)
 VerifyAssociationPDUKind in drn_db.c, (null)
 VerifySpecificStatusCategory in drn_db.c, (null)
 VerifyImpactVariant in drn_db.c, (null)
 VerifyFireType in drn_db.c, (null)
 VerifyCollisionVariant in drn_db.c, (null)
 VerifyVehicleClass in drn_db.c, (null)
 VerifyTransactionIdentifier in drn_db.c, (null)
 VerifyMarkerVariant in drn_db.c, (null)
 VerifySIMNET_M2_Status in drn_db.c, (null)
 VerifyTargetType in drn_db.c, (null)
 VerifyAssociationPDU in drn_db.c, (null)
 VerifyActivateResult in drn_db.c, (null)
 VerifySimulationPDUKind in drn_db.c, (null)
 VerifySimulationPDU in drn_db.c, (null)
 VerifyTerrainProtocolVersion in drn_db.c, (null)
 VerifySignalFrequency in drn_db.c, (null)
 VerifyTime in drn_db.c, (null)
 VerifyComponentStatus in drn_db.c, (null)
 VerifyGroundVehicleSubsystems in drn_db.c, (null)
 VerifyWeaponSubsystems in drn_db.c, (null)
 VerifyLoggerStartRTC in drn_db.c, (null)
 VerifyOrganizationType in drn_db.c, (null)
 VerifyEventFlagVariant in drn_db.c, (null)
 VerifyStatusQueryVariant in drn_db.c, (null)
 VerifyAirframeSubsystems in drn_db.c, (null)
 VerifyAngle in drn_db.c, (null)
 VerifyBurstDescriptor in drn_db.c, (null)
 VerifySubsystemsCategory in drn_db.c, (null)
 VerifySimulationStatusVariant in drn_db.c, (null)
 VerifyRadarDutyCycle in drn_db.c, (null)
 VerifyLoggerStatusReplyVariant in drn_db.c, (null)
 VerifyLoggerActivity in drn_db.c, (null)
 VerifyManagementProtocolVersion in drn_db.c, (null)
 VerifyAssociationProtocolVersion in drn_db.c, (null)
 VerifyLaserRangeVariant in drn_db.c, (null)
 VerifySIMNET_MCC_Status in drn_db.c, (null)
 VerifyDamageCause in drn_db.c, (null)
 VerifyVehicleStatusVariant in drn_db.c, (null)
 VerifyOrganizationalUnit in drn_db.c, (null)
 VerifyAttachedVariant in drn_db.c, (null)

VerifyStealthErrorVariant in drn_db.c, (null)
VerifyEventID in drn_db.c, (null)
VerifyStatusChangeEffect in drn_db.c, (null)
VerifyDataCollectionPDUKind in drn_db.c, (null)
VerifyVehicleGuises in drn_db.c, (null)
VerifyRepairCause in drn_db.c, (null)
VerifyBoolean in drn_db.c, (null)
VerifyLoggerState in drn_db.c, (null)
VerifySimulationProtocolVersion in drn_db.c, (null)
VerifyDeactivateRequestVariant in drn_db.c, (null)
VerifyElevationResponseVariant in drn_db.c, (null)
_DRN_VerifyUnpacked in drn_db.c, (null)
Pack_VehicleCapabilities in drn_db.c, (null)
Pack_ObjectID in drn_db.c, (null)
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Decode_SIMNET_M2_Status in drn_db.c, (null)
Decode_TargetType in drn_db.c, (null)
Decode_AssociationPDU in drn_db.c, (null)
Decode_ActivateResult in drn_db.c, (null)
Decode_SimulationPDUKind in drn_db.c, (null)
Decode_SimulationPDU in drn_db.c, (null)
Decode_TerrainProtocolVersion in drn_db.c, (null)
Decode_SignalFrequency in drn_db.c, (null)
Decode_Time in drn_db.c, (null)
Decode_ComponentStatus in drn_db.c, (null)
Decode_GroundVehicleSubsystems in drn_db.c, (null)
Decode_WeaponSubsystems in drn_db.c, (null)
Decode_LoggerStartRTC in drn_db.c, (null)
Decode_OrganizationType in drn_db.c, (null)
Decode_EventFlagVariant in drn_db.c, (null)
Decode_StatusQueryVariant in drn_db.c, (null)
Decode_AirframeSubsystems in drn_db.c, (null)
Decode_Angle in drn_db.c, (null)
Decode_BurstDescriptor in drn_db.c, (null)
Decode_SubsystemsCategory in drn_db.c, (null)
Decode_SimulationStatusVariant in drn_db.c, (null)
Decode_RadarDutyCycle in drn_db.c, (null)
Decode_LoggerStatusReplyVariant in drn_db.c, (null)
Decode_LoggerActivity in drn_db.c, (null)
Decode_ManagementProtocolVersion in drn_db.c, (null)
Decode_AssociationProtocolVersion in drn_db.c, (null)
Decode_LaserRangeVariant in drn_db.c, (null)
Decode_SIMNET_MCC_Status in drn_db.c, (null)
Decode_DamageCause in drn_db.c, (null)
Decode_VehicleStatusVariant in drn_db.c, (null)
Decode_OrganizationalUnit in drn_db.c, (null)
Decode_AttachedVariant in drn_db.c, (null)
Decode_StealthErrorVariant in drn_db.c, (null)
Decode_EventID in drn_db.c, (null)
Decode_StatusChangeEffect in drn_db.c, (null)
Decode_DataCollectionPDUKind in drn_db.c, (null)
Decode_VehicleGuises in drn_db.c, (null)
Decode_RepairCause in drn_db.c, (null)
Decode_Boolean in drn_db.c, (null)
Decode_LoggerState in drn_db.c, (null)
Decode_SimulationProtocolVersion in drn_db.c, (null)
Decode_DeactivateRequestVariant in drn_db.c, (null)
Decode_ElevationResponseVariant in drn_db.c, (null)
DRN_DecodeUnpacked in drn_db.c, (null)

_DRN_EmptyField in drn_gen.c, (null)
 DRN_EmptyUnpacked in drn_gen.c, (null)
 DRN_PushSpecialExceptions in drn_gen.c, (null)
 DRN_PopSpecialExceptions in drn_gen.c, (null)
 DRN_ProcessFieldAsChar in drn_print.c, (null)

FILE: drn_gen.c

FUNCTION: DRN_AddExceptionRoutine(typeID, routine, rtype)

calledBy:

_DRN_InstallSpecialExceptions in gen.c, (null)

FUNCTION: DRN_GetExceptionRoutine(typeID, routine, rtype)

calledBy:

_DRN_ReadField in drn_comp.c, (null)

DRN_PrintUnpacked in drn_print.c, (null)

DRN_ProcessFieldAsChar in drn_print.c, (null)

DRN_VerifyUnpacked in drn_ver.c, (null)

_DRN_VerifyField in drn_ver.c, (null)

FUNCTION: DRN_SetEnv(ded)

calledBy:

_DRN_EditUnpacked in drn_comp.c, (null)

DRN_GetEnv in drn_gen.c, (null)

DRN_ProcessFieldAsChar in drn_print.c, (null)

FUNCTION: DRN_GetEnv()

calledBy:

_print_AssociationPDU in assoc.c, (null)

_DRN_ReadField in drn_comp.c, (null)

DRN_ReadIn in drn_comp.c, (null)

_DRN_EditUnpacked in drn_comp.c, (null)

DRN_LastError in drn_err.c, (null)

DRN_PrintOut in drn_print.c, (null)

DRN_ProcessFieldAsChar in drn_print.c, (null)

FUNCTION: _DRN_EmptyField(fieldPtr, title, typeID, user)

FUNCTION: DRN_EmptyUnpacked(uPacketPtr, typeID)

FUNCTION: DRN_ListSpecialExceptions(rtype)

FUNCTION: DRN_RemoveSpecialExceptions()

FUNCTION: DRN_PushSpecialExceptions()

calledBy:

_DRN_EditUnpacked in drn_comp.c, (null)

FUNCTION: DRN_PopSpecialExceptions()

calledBy:

_DRN_EditUnpacked in drn_comp.c, (null)

FILE: drn_print.c

FUNCTION: DRN_PrintPacked(pPacketPtr, title, typeID, user)

calledBy:

_print_AssociationPDU in assoc.c, (null)

DRN_PrintPDU in gen.c, (null)

FUNCTION: DRN_PrintUnpacked(uPacketPtr, title, typeID, user)

calledBy:

_print_AssociationPDU in assoc.c, (null)

_DRN_EditUnpacked in drn_comp.c, (null)

DRN_PrintPacked in drn_print.c, (null)

DRN_ProcessFieldAsChar in drn_print.c, (null)

FUNCTION: DRN_PrintOut(text)

calledBy:

_print_AssociationPDU in assoc.c, (null)

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_print_AssociationUserProtocol in assoc.c, (null)
_print_VehicleID in basic.c, (null)
_print_SimulationAddress in basic.c, (null)
_print_ObjectType in basic.c, (null)
_print_VehicleGuises in basic.c, (null)
_print_WorldCoordinates in basic.c, (null)
_print_Angle in basic.c, (null)
_print_VehicleCoordinates in basic.c, (null)
_print_VelocityVector in basic.c, (null)
_print_VehicleMarking in basic.c, (null)
_print_TerrainDatabaseID in basic.c, (null)
_print_ErrorReport in mgmt.c, (null)
FUNCTION: DRN_ProcessFieldAsChar(fieldPtr, title, typeID, user)
FILE: drn_ver.c
FUNCTION: DRN_VerifyUnpacked(uPacketPtr, title, typeID, user)
    calledBy:
        DRN_VerifyPacked in drn_ver.c, (null)
FUNCTION: DRN_VerifyPacked(pPacketPtr, title, typeID, user)
    calledBy:
        DRN_VerifyAssociationPDU in assoc.c, (null)
FUNCTION: _DRN_VerifyField(fieldPtr, title, typeID, user)
FILE: foo.c
FUNCTION: main()
FILE: gen.c
FUNCTION: DRN_InstallSpecialExceptions()
FUNCTION: DRN_PrintPDU(packetPtr, protocolNum, title, user)
    calledBy:
        _print_AssociationPDU in assoc.c, (null)
FILE: mgmt.c
FUNCTION: _print_ErrorReport(packet, title, typeID, user)
FILE: sim.c
FUNCTION: _verify_ActivateResponseVariant(packet, title, typeID, user)

```

DIRECTORY: ./gt/libsrc/libevent

```

FILE: event.c
FUNCTION: event_init_eventid(new_event_cnt)
FUNCTION: event_get_eventid(skip)
    calledBy:
        collision_detected in collision.c, (null)
        fail_break_system in f_break_sys.c, (null)
        fail_cat_kill in f_cat_kill.c, (null)
        fail_init in f_init.c, (null)
        repair_fix_system in repair.c, (null)
        repair_complete_repair in repair.c, (null)
        repair_all_systems in repair.c, (null)
        missile_util_comm_fire_missile in util_comm.c, (null)
        missile_util_comm_release_sub_munition in util_comm.c, (null)
        weapons_fire_main_gun in m1_weapons.c, (null)
        weapons_fire_round in m2_weapons.c, (null)

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DIRECTORY: ./gt/libsrc/libfix

```

FILE: fixfloat.c
FUNCTION: fixfloat(dx)

```

FILE: fixlong.c

FUNCTION: fixlong(x)

DIRECTORY: ./gt/libsrc/libimage

FILE: libimage.c

FUNCTION: image_get_object_points(obj, center, num_points, points)

FUNCTION: image_transform_points(sensor_loc, world_C_sensor, x_tan_recip, z_tan_recip, object_loc, object_C_world, num_points, point_list, image)

FUNCTION: image_find_extents(image)

FUNCTION: image_find_area(image)

FUNCTION: image_find_location(object_loc, point_loc, object_C_world, result)

calledBy:

image_transform_location in libimage.c, (null)

FUNCTION: image_transform_location(sensor_loc, world_C_sensor, x_tan_recip, z_tan_recip, object_loc, object_C_world, point_in_object, screen_x, screen_z, point_in_world)

DIRECTORY: ./gt/libsrc/libimpacts

FILE: impacts.c

FUNCTION: impacts_init()

calledBy:

simulation_state_machine in main.c, (null)

FUNCTION: impacts_tell_cig_about_impacts()

calledBy:

cig_prepare_buffer in kato_cig.c, (null)

cig_prepare_buffer in m1_cig.c, (null)

cig_prepare_buffer in m2_cig.c, (null)

FUNCTION: impacts_queue_effect(ammo_type, imp_type, loc, delay, r_2)

calledBy:

process_msg_hit in kato_cig.c, IFDEF old

process_fire in fire.c, (null)

veh_impact_me in impact.c, (null)

veh_impact_other in impact.c, (null)

ground_impact in impact.c, (null)

proximate_impact in impact.c, (null)

water_impact in impact.c, (null)

structure_impact in impact.c, (null)

road_impact in impact.c, (null)

process_indirect_fire in indir_fire.c, (null)

process_indirect_fire in o_ind_fire.c, (null)

do_protocol_on_catc_packet in proc_a_pkt.c, IF 0

process_show_effect in show_effect.c, (null)

missile_util_comm_check_detonate in util_comm.c, (null)

missile_util_comm_check_sub_mun in util_comm.c, (null)

missile_util_comm_release_sub_munition in util_comm.c, (null)

process_msg_hit_return in proc_hit.c, (null)

weapons_fire_main_gun in m1_weapons.c, (null)

FUNCTION: impacts_get_element()

calledBy:

impacts_queue_effect in impacts.c, (null)

FUNCTION: impacts_free_element(element)

calledBy:

impacts_tell_cig_about_impacts in impacts.c, (null)

DIRECTORY: /gt/libsrc/libio_simul

FILE: io_simul.c

FUNCTION: io_simul()

calledBy:

simulation_state_machine in stt_machine.c, (null)

simulation_state_machine in main.c, (null)

FUNCTION: io_simul_idle()

calledBy:

veh_spec_idle in niu_main.c, (null)

veh_spec_idle in kato_main.c, (null)

veh_spec_idle in m1_main.c, (null)

veh_spec_idle in m2_main.c, (null)

DIRECTORY: /gt/libsrc/libiod

FILE: iod.c

FUNCTION: iod_init_dev(type, port, offset)

calledBy:

calib_pfile_read in ncalib.c, (null)

main in panel_test.c, (null)

FUNCTION: iod_reset_dev(offset)

calledBy:

iod_init_dev in iod.c, (null)

output_sound_test in pnl_tst_snd.c, (null)

FUNCTION: iod_dev_read(id, action, vptr)

calledBy:

get_pos in calibrate.c, (null)

get_pos in ncalib.c, (null)

idc_test in pnl_tst_idc.c, (null)

check_for_control_changes in pnl_tst_idc.c, (null)

input_test in pnl_tst_inp.c, (null)

check_for_control_changes in pnl_tst_inp.c, (null)

idc_test in pnl_tst_idc.c, (null)

check_for_control_changes in pnl_tst_idc.c, (null)

input_test in pnl_tst_inp.c, (null)

check_for_control_changes in pnl_tst_inp.c, (null)

FUNCTION: iod_dev_write_val(id, action, val)

calledBy:

set_lamps in calibrate.c, (null)

reset_lamps in calibrate.c, (null)

set_lamps in ncalib.c, (null)

reset_lamps in ncalib.c, (null)

alpha_display in pnl_tst_alp.c, (null)

lamp_toggle in pnl_tst_bin.c, (null)

digital_display in pnl_tst_dig.c, (null)

idc_test in pnl_tst_idc.c, (null)

check_for_control_changes in pnl_tst_idc.c, (null)

meter_toggle in pnl_tst_met.c, (null)

meter16_write in pnl_tst_met.c, (null)

alpha_display in pnl_tst_alp.c, (null)

lamp_toggle in pnl_tst_bin.c, (null)

digital_display in pnl_tst_dig.c, (null)

idc_test in pnl_tst_idc.c, (null)

check_for_control_changes in pnl_tst_idc.c, (null)
meter_toggle in pnl_tst_met.c, (null)
meter16_write in pnl_tst_met.c, (null)
FUNCTION: iod_dev_write_str(id, action, str)
calledBy:
clear in pnl_tst_alp.c, (null)
digital_display in pnl_tst_dig.c, (null)
sad_display in pnl_tst_sad.c, (null)
output_sound_test in pnl_tst_snd.c, (null)
clear in pnl_tst_alp.c, (null)
digital_display in pnl_tst_dig.c, (null)
sad_display in pnl_tst_sad.c, (null)
output_sound_test in pnl_tst_snd.c, (null)
FUNCTION: iod_get_device_type(id)
calledBy:
main in panel_test.c, (null)
FILE: iod_alpha.c
FUNCTION: iod_init_alpha(port, offset)
calledBy:
iod_init_dev in iod.c, (null)
FUNCTION: iod_reset_alpha(offset)
calledBy:
iod_reset_dev in iod.c, (null)
FUNCTION: iod_alpha_write_val(id, action, val)
calledBy:
iod_dev_write_val in iod.c, (null)
FUNCTION: iod_alpha_write_str(id, action, str)
calledBy:
iod_dev_write_str in iod.c, (null)
FILE: iod_dtad.c
FUNCTION: iod_init_dtad(port, offset)
calledBy:
iod_init_dev in iod.c, (null)
FUNCTION: iod_reset_dtad(offset)
calledBy:
iod_reset_dev in iod.c, (null)
FUNCTION: iod_dtad_read_val(id, action, vecptr)
calledBy:
iod_dev_read in iod.c, (null)
FILE: iod_idc.c
FUNCTION: iod_init_idc(port, offset)
calledBy:
iod_init_dev in iod.c, (null)
FUNCTION: iod_reset_idc(offset)
calledBy:
iod_reset_dev in iod.c, (null)
FUNCTION: iod_idc_read_val(id, action, vecptr)
calledBy:
iod_dev_read in iod.c, (null)
FUNCTION: iod_idc_write_val(id, action, val)
calledBy:
iod_dev_write_val in iod.c, (null)
iod_idc_write_val in iod_idc.c, (null)
iod_idc_write_str in iod_idc.c, (null)

FUNCTION: iod_idc_write_str(id, action, str)
calledBy:
iod_dev_write_str in iod.c, (null)

FILE: iod_sound.c

FUNCTION: iod_init_sound(port, offset)
calledBy:
iod_init_dev in iod.c, (null)

FUNCTION: iod_reset_sound(offset)
calledBy:
iod_reset_dev in iod.c, (null)

FUNCTION: iod_sound_read_val(id, action, vecptr)
calledBy:
iod_dev_read in iod.c, (null)

FUNCTION: iod_sound_write_val(id, action, val)
calledBy:
iod_dev_write_val in iod.c, (null)

FUNCTION: iod_sound_write_str(id, action, str)
calledBy:
iod_dev_write_str in iod.c, (null)

FILE: stubs.c

FUNCTION: mem_assign_other_ptrs()
calledBy:
mem_assign_shared_memory in assign_sm.c, (null)

FUNCTION: idc_get_num_idcs()
calledBy:
idc_choose_fifo in choose_fifo.c, (null)
idc_open_port in i_opn_port.c, IFDEF_GT_
idc_simul in i_simul.c, IFNDEF SIMBFLY
idc_fifo_init in init.c, (null)
idc_fifo_uninit in init.c, (null)
idc_reset_output in init.c, (null)

FUNCTION: idc_array_init()
calledBy:
idc_init in init.c, (null)

DIRECTORY: ./gt/libsrc/liblrf

FILE: cancel.c

FUNCTION: LrfCancel(requestID)
calledBy:
CancelLrfRequest in lrfif.c, (null)

FILE: continuous.c

FUNCTION: LrfContinuousRequest(allocation, postFunc, postArg, responseFunc,
responseArg, subsysID, subsysChan, requestID)
calledBy:
SubmitLrfRequest in lrfif.c, (null)

FILE: data.c

FILE: debug.c

FUNCTION: LrfDumpData()
FUNCTION: LrfDumpSubsys(subsys, indent)
calledBy:
LrfDumpData in debug.c, (null)

FUNCTION: LrfDumpRequest(lrfRequest, indent)
calledBy:

LrfDumpSubsys in debug.c, (null)
FILE: error.c
FUNCTION: LrfErrString()
calledBy:
RequestAboutToBePostedByLRF in lrif.c, (null)
FILE: get.c
FUNCTION: GetNewLRFRequestID()
calledBy:
LrfContinuousRequest in continuous.c, (null)
LrfSingleRequest in single.c, (null)
FUNCTION: GetLRFRequest(requestID)
calledBy:
LrfCancel in cancel.c, (null)
LrfUpdatePel in update.c, (null)
LrfUpdateAllocation in update.c, (null)
FUNCTION: GetLRFRequestWithSubsys(subsys, requestID, flag)
calledBy:
LrfContinuousRequest in continuous.c, (null)
GetLRFRequest in get.c, (null)
FUNCTION: GetSubsysWithIDAndChannel(subsysID, subsysChan, flag)
calledBy:
LrfContinuousRequest in continuous.c, (null)
LrfProcess in process.c, (null)
LrfSingleRequest in single.c, (null)
FUNCTION: FreeLRFRequest(lrfRequest)
calledBy:
LrfCancel in cancel.c, (null)
LrfProcess in process.c, (null)
LrfUnInit in uninit.c, (null)
FUNCTION: AllocLRFRequest()
calledBy:
GetLRFRequestWithSubsys in get.c, (null)
LrfSingleRequest in single.c, (null)
FUNCTION: FreeSubsys(subsys)
calledBy:
LrfUnInit in uninit.c, (null)
FUNCTION: AllocSubsys()
calledBy:
GetSubsysWithIDAndChannel in get.c, (null)
FILE: init.c
FUNCTION: LrfInit()
FILE: pending.c
FUNCTION: CancelSavedRequest(lrfRequest)
calledBy:
LrfCancel in cancel.c, (null)
FUNCTION: GetRequestToRespondTo(subsys)
calledBy:
LrfProcess in process.c, (null)
FUNCTION: SaveRequestForWhenResponseIsAvailable(subsys, request)
calledBy:
LrfPost in post.c, (null)
FUNCTION: UpdatePendingRequestList(subsys)
calledBy:
LrfTick in tick.c, (null)

FILE: post.c
FUNCTION: LrfPost()
FUNCTION: LrfSetPostRequest(handler)

FILE: process.c
FUNCTION: LrfProcess(subsysID, subsysChan, range)

FILE: single.c
FUNCTION: LrfSingleRequest(postFunc, postArg, responseFunc, responseArg, subsysID, subsysChan, requestID)
calledBy:
SubmitLrfRequest in lrfif.c, (null)

FILE: tick.c
FUNCTION: LrfTick()

FILE: uninit.c
FUNCTION: LrfUnInit()
calledBy:
LrfInit in init.c, (null)

FILE: update.c
FUNCTION: LrfUpdatePel(requestID, xPel, zPel)
calledBy:
RequestAboutToBePostedByLRF in lrfif.c, (null)
FUNCTION: LrfUpdateAllocation(requestID, allocation)

FILE: util.c
FUNCTION: RecalculateAllocation(subsys)
calledBy:
LrfCancel in cancel.c, (null)
LrfContinuousRequest in continuous.c, (null)
LrfUpdateAllocation in update.c, (null)
FUNCTION: UpdateTotalAllocation(allocation, updatedRequest)
calledBy:
LrfCancel in cancel.c, (null)
LrfContinuousRequest in continuous.c, (null)
LrfUpdateAllocation in update.c, (null)

DIRECTORY: ./gt/libsrc/libmap

FILE: damage.c
FUNCTION: map_get_damage_files()
calledBy:
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)
FUNCTION: check_for_nonexistant_damage_files()
calledBy:
map_get_damage_files in damage.c, (null)

FILE: get_entry.c
FUNCTION: map_get_ammo_entry_from_network_type(ammo_type)
calledBy:
process_fire in fire.c, (null)
process_show_effect in show_effect.c, (null)
ballistics_load_trajectory_file in ball_load.c, (null)
het_init in het_inter.c, (null)
missile_adat_fire in miss_adat.c, (null)
missile_atgm_fire in miss_atgm.c, (null)
missile_hellfire_fire in miss_hellfr.c, (null)
missile_kem_fire in miss_kem.c, (null)

missile_maverick_fire in miss_maverck.c, (null)
missile_stinger_fire in miss_stinger.c, (null)
missile_tow_fire in miss_tow.c, (null)
missile_hydra_fire in rkt_hydra.c, (null)
missile_util_comm_check_sub_mun in util_comm.c, (null)
missile_util_comm_release_sub_munition in util_comm.c, (null)
ammo_resupply_sent in ammo.c, (null)
resupply_offer_packet in resupp.c, (null)
main in sun_wayed.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
cig_prepare_buffer in m2_cig.c, (null)
cig_spec_init in m2_cig.c, (null)
weapons_fire in m2_weapons.c, (null)
FUNCTION: search_obj_types(ammo_type, last_in_ammo_class_index)
calledBy:
map_get_ammo_entry_from_network_type in get_entry.c, (null)
FUNCTION: map_get_network_type_from_ammo_entry(ammo_entry)
calledBy:
network_send_ground_impact in gnd_impact.c, (null)
network_send_impact in impact.c, (null)
network_send_missile_fire_pkt in missile.c, (null)
network_send_non_impact in non_impact.c, (null)
network_send_projectile_fire_pkt in proj_fire.c, (null)
network_send_prox_impact in prox_impact.c, (null)
network_send_shell_fire_pkt in shell_fire.c, (null)
network_send_vehicle_impact in veh_impact.c, (null)
network_send_vehicle_impact_dg in veh_impact_dg.c, (null)
ammo_get_ammo_to_offer in ammo.c, (null)
ammo_receive_loading_state in resupp.c, (null)
send_feed_me_packets_ammo_carriers in resupp.c, (null)
tow_fired_check in m2_weapons.c, (null)
FUNCTION: map_get_cig_ammo_type_from_ammo_entry(ammo_entry)
FUNCTION: map_get_burst_ground_from_ammo_entry(ammo_entry)
calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FUNCTION: map_get_burst_air_from_ammo_entry(ammo_entry)
calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FUNCTION: map_get_burst_armor_from_ammo_entry(ammo_entry)
calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FUNCTION: map_get_burst_wood_from_ammo_entry(ammo_entry)
calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FUNCTION: map_get_burst_other_from_ammo_entry(ammo_entry)
calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FUNCTION: map_get_tracer_from_ammo_entry(ammo_entry)
calledBy:
ballistics_load_trajectory_file in ball_load.c, IFDEF_GT_
missile_util_comm_fly_missile in util_comm.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
weapons_fire_round in m2_weapons.c, (null)
FUNCTION: map_get_muzzle_flash_me_from_ammo_entry(ammo_entry)

calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FUNCTION: map_get_muzzle_flash_other_from_ammo_entry(ammo_entry)
calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FUNCTION: map_get_ammo_entry_from_cig_ammo_type(cig_type)
FUNCTION: map_get_damage_file_index_from_ammo_entry(ammo_entry)
calledBy:
cfail_dir_fire_damages in c_dir_fire.c, (null)
cfail_indirect_fire_damages in c_ind_fire.c, (null)
FUNCTION: map_get_ammo_class_from_ammo_entry(ammo_entry)
calledBy:
sound_of_weapons_impact in libsound.c, (null)
FUNCTION: map_is_bomb(ammo_entry)
FUNCTION: map_is_missile(ammo_entry)
calledBy:
process_msg_hit_return in proc_hit.c, (null)
process_msg_miss in proc_miss.c, (null)
FUNCTION: map_is_projectile(ammo_entry)
FUNCTION: map_is_eo(ammo_entry)
calledBy:
sound_of_weapons_impact in libsound.c, (null)
FUNCTION: map_print()
FILE: map_ammo.c
FUNCTION: map_file_read(file_name)
calledBy:
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)
FUNCTION: read_entry_attributes()
calledBy:
get_entries_until_end_subclass in map_ammo.c, (null)
FUNCTION: skip_comment()
calledBy:
map_file_read in map_ammo.c, (null)
get_entries_until_end_subclass in map_ammo.c, (null)
pfile_read in opfile_read.c, (null)
read_control_attr in opfile_read.c, (null)
FUNCTION: read_char(compare_string, current_entry, data_entry)
calledBy:
read_entry_attributes in map_ammo.c, (null)
FUNCTION: read_long_int(compare_string, current_entry, data_entry)
calledBy:
read_entry_attributes in map_ammo.c, (null)
FUNCTION: get_entries_until_end_subclass(subclass_num)
calledBy:
map_file_read in map_ammo.c, (null)
FUNCTION: print_structure_contents()
calledBy:
map_file_read in map_ammo.c, (null)
FUNCTION: check_for_defaults()
calledBy:
map_file_read in map_ammo.c, (null)

FILE: map_asid.c

FUNCTION: map_read_asid_file(fn)

calledBy:

veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)

FUNCTION: map_set_asid(value, clear_mask)

calledBy:

map_set_bumper_numbers in map_asid.c, (null)
map_set_dust_cloud in map_asid.c, (null)
map_format_asid in map_asid.c, (null)

FUNCTION: map_clear_asid(value)

calledBy:

map_format_asid in map_asid.c, (null)

FUNCTION: map_set_bumper_numbers(marking)

calledBy:

map_format_asid in map_asid.c, (null)

FUNCTION: map_set_dust_cloud(cloud)

calledBy:

map_format_asid in map_asid.c, (null)

FUNCTION: map_get_bumper_status()

calledBy:

map_format_asid in map_asid.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)

FUNCTION: map_format_asid(pkt)

calledBy:

add_dynamic_veh_to_cig_msg in add_veh2cig.c, IFDEF ASID_TRIP
f_u_changed_static_msg in adj_chg_stat.c, IFDEF ASID_TRIP
cig_msg_adjust_otherveh_state in adj_otherveh.c, IFDEF ASID_TRIP
add_veh_to_cig_msg in ADD_veh2cig.c, IFDEF ASID_TRIP
add_dynamic_veh_to_cig_msg in add_veh2cig.c, IFDEF ASID_TRIP
add_changed_static_to_cig_msg in adj_chg_stat.c, IFDEF ASID_TRIP
msg_process_othervehs in adj_otherveh.c, IFDEF ASID_TRIP
add_dynamic_veh_to_cig_msg in adj_otherveh.c, IFDEF ASID_TRIP
cig_msg_append_staticveh_state in app_stat_veh.c, IFDEF ASID_TRIP
add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)

FUNCTION: print_asid_mappings()

FUNCTION: map_set_bumper_status(state)

calledBy:

main in kato_main.c, (null)
controls_grid_azimuth_check in m1_ctl_npc.c, (null)
controls_grid_azimuth_check in m2_ctl_tnp.c, (null)

FUNCTION: map_set_asid_debug(state)

calledBy:

keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)

FILE: map_veh.c

FUNCTION: map_vehicle_file_read(file_name)

calledBy:

veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)

FUNCTION: read_vehicle_entry_attributes()
 calledBy:
 get_vehicle_entries_until_end_subclass in map_veh.c, (null)

FUNCTION: skip_veh_comment()
 calledBy:
 map_vehicle_file_read in map_veh.c, (null)
 get_vehicle_entries_until_end_subclass in map_veh.c, (null)

FUNCTION: read_char_vehicle_entry(compare_string, current_entry, data_entry)
 calledBy:
 read_vehicle_entry_attributes in map_veh.c, (null)

FUNCTION: read_long_int_vehicle_entry(compare_string, current_entry, data_entry)
 calledBy:
 read_vehicle_entry_attributes in map_veh.c, (null)

FUNCTION: get_vehicle_entries_until_end_subclass(subclass_num)
 calledBy:
 map_vehicle_file_read in map_veh.c, (null)

FUNCTION: print_vehicle_structure_contents()

FUNCTION: check_for_vehicle_defaults()
 calledBy:
 map_vehicle_file_read in map_veh.c, (null)

FUNCTION: map_net_to_cig(object_type, appearance)
 calledBy:
 add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
 fill_changed_static_msg in adj_chg_stat.c, (null)
 cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
 add_static_veh_to_cig_msg in app_stat_veh.c, (null)
 add_veh_to_cig_msg in ADD_veh2cig.c, (null)
 add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
 msg_adjust_static_vehicle in adj_chg_stat.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 add_dynamic_veh_to_cig_msg in adj_otherveh.c, (null)
 cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
 cig_msg_append_staticveh_state in app_stat_veh.c, (null)
 msg_delete_static_vehicle in pre_stat_rm.c, (null)
 msg_delete_old_static_objects in pre_stat_rm.c, (null)
 msg_add_static_vehicle in pre_stat_veh.c, (null)
 msg_add_new_static_objects in pre_stat_veh.c, (null)

FUNCTION: check_for_match(subclass, object_type, appearance)
 calledBy:
 map_net_to_cig in map_veh.c, (null)

DIRECTORY: ./gt/libsrc/libmath

FILE: bivar_dist.c

FUNCTION: bivariant_normal_distribution(aptr, std_dev)

calledBy:

weapons_fire_main_gun in m1_weapons.c, (null)

weapons_fire_round in m2_weapons.c, (null)

FILE: cubic_func.c

FUNCTION: find_cubic_func(x_0, y_0, x_b, y_b, x_f, y_f, f, func_args)

calledBy:

nlos_init in kato_nlos.c, (null)

view_init in kato_view.c, (null)

FUNCTION: cubic_func(val, func_args)

calledBy:
 nlos_compute_missile_target_loc in kato_nlos.c, (null)

FILE: inv_sin_cos.c
 FUNCTION: inv_sin_cos_deg(s, c)
 FUNCTION: inv_sin_cos_rad(s, c)

FILE: least_sq_fit.c
 FUNCTION: least_squares_fit(num_data_points, x_vals, y_vals, poly_degree,
 input_coeff_vals, output_coeff_vals)
 calledBy:
 compute_regression_coefficients in genbal.c, (null)

FUNCTION: allocate_x_powers(num_data_points, poly_degree)
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FUNCTION: allocate_y_powers(num_data_points, poly_degree)
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FUNCTION: allocate_sim_lin_eq(poly_degree, input_coeff_vals)
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FUNCTION: generate_x_powers(num_data_points, x_vals, poly_degree)
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FUNCTION: generate_y_powers(num_data_points, y_vals, poly_degree)
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FUNCTION: generate_sim_lin_eq(num_data_points, poly_degree, input_coeff_vals)
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FUNCTION: solve_sim_lin_eq()
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FUNCTION: generate_output_coeff_vals(poly_degree, input_coeff_vals,
 output_coeff_vals)
 calledBy:
 least_squares_fit in least_sq_fit.c, (null)

FILE: limit.c
 FUNCTION: real_limit(input, limit)
 calledBy:
 rotate_exec in rot_util.c, (null)

FUNCTION: int_limit(input, limit)

FILE: scaled_rand.c
 FUNCTION: scaled_rand()
 calledBy:
 failure_check_mine_damage in f_mine_dam.c, (null)
 ldam_check_sensor_bloom in het_bl.c, (null)
 ldam_check_sensor_blackout in het_bo.c, (null)
 ldam_check_md in het_md.c, (null)
 ldam_check_sensor_burn in het_sb.c, (null)
 ldam_check_scotoma in het_sc.c, (null)
 missile_m73_drop in sub_m73.c, (null)
 missile_m73_impact in sub_m73.c, (null)
 missile_m73_get_impact in sub_m73.c, (null)

DIRECTORY: ./gt/libsrc/libmatrox

FILE: io.c

FUNCTION: ioputtxt(buf_ptr, length)

calledBy:

sctxbextent in sctxbext.c, (null)

sctxbstring in sctxbstr.c, (null)

v2txbstring in v2txbstr.c, (null)

FUNCTION: ioputw(the_word)

calledBy:

krgcdi in krgcdi.c, (null)

lsgcdi in krgcdi.c, (null)

krgcen in krgcen.c, (null)

lsgcen in krgcen.c, (null)

krgcfr in krgcfr.c, (null)

krgcsda in krgcsda.c, (null)

krhwgcls in krhwgcls.c, (null)

krhwrcls in krhwrcls.c, (null)

lscfclose in lscfclose.c, (null)

lscfpos in lscfpos.c, (null)

lsdclpl in lsdclpl.c, (null)

lsfbm in lsfbm.c, (null)

lsinqgcp in lsinqgcp.c, (null)

lsinqmem in lsinqmem.c, (null)

lsinqsys in lsinqsys.c, (null)

lslutsblink in lslutsbl.c, (null)

lsnoop in lsnoop.c, (null)

lspkdi in lspkdi.c, (null)

smolcurve in smolcurv.c, (null)

smsfpatch in smsfpatc.c, (null)

v2arffill in v2arffil.c, (null)

v2gppopvwp in v2gppopv.c, (null)

v2gppopwdw in v2gppopw.c, (null)

v2gppushvwp in v2gppshv.c, (null)

v2gppushwdw in v2gppshw.c, (null)

v2olpt in v2olpt.c, (null)

v316pt in v316pt.c, (null)

v3mdid in v3mdid.c, (null)

v3mdpop in v3mdpop.c, (null)

v3mdpush in v3mdpush.c, (null)

v3mdset in v3mdset.c, (null)

v3mdsnml in v3mdsnml.c, (null)

v3olpt in v3olpt.c, (null)

v3vwid in v3vwid.c, (null)

v3vwset in v3vwset.c, (null)

FILE: iogeterr.c

FUNCTION: iogeterror()

FILE: iogetf.c

FUNCTION: iogetf()

FILE: krgcdi.c

FUNCTION: krgcdi()

FUNCTION: lsgcdi()

FILE: krgcen.c

FUNCTION: krgcen()

FUNCTION: lsgcen()

FILE: krgcfr.c

FUNCTION: krgcfr()
FILE: krgcmv.c
FUNCTION: krgcmv(x, y)
FILE: krgcsda.c
FUNCTION: krgcsda(gcspecptr)
FILE: krgcsdm.c
FUNCTION: krgcsdm(displ_mode)
FUNCTION: lsgcsdm(displ_mode)
FILE: krhwclr.c
FUNCTION: krhwclr(color_index)
FILE: krhwcprrs.c
FUNCTION: krhwcprrs(spx, spy, dpx, dpy, sizex, sizey, theta)
FILE: krhwcpss.c
FUNCTION: krhwcpss(spx, spy, dpx, dpy, sizex, sizey)
FILE: krhwcpxm.c
FUNCTION: krhwcpxmss(spx, spy, dpx, dpy, sizex, sizey)
FILE: krhwcpym.c
FUNCTION: krhwcpymss(spx, spy, dpx, dpy, sizex, sizey)
FILE: krhwfclr.c
FUNCTION: krhwfclr(color_index)
FILE: krhwgcls.c
FUNCTION: krhwgcls()
FILE: krhwgpix.c
FUNCTION: krhwgpix(x, y)
FILE: krhwrcr.c
FUNCTION: krhwrcr(left, top, right, bottom, color_index)
FILE: krhwrcs.c
FUNCTION: krhwrcs()
FILE: krhwsbco.c
FUNCTION: krhwsbcol(color_index)
FILE: krhwsbop.c
FUNCTION: krhwsbop(bool_operator)
FILE: krhwscli.c
FUNCTION: krhwscliplr(left, top, right, bottom)
FILE: krhwsclr.c
FUNCTION: krhwsclr(color_index)
FILE: krhwscls.c
FUNCTION: krhwscls(line_style)
FILE: krhwsdir.c
FUNCTION: krhwsdirect(mode)
FILE: krhwsfcl.c
FUNCTION: krhwsfclr(color)
FILE: krhwsfco.c
FUNCTION: krhwsfcol(color_index)
FILE: krhwsils.c
FUNCTION: krhwsils(new_style)
FILE: krhwsmsk.c
FUNCTION: krhwsmsk(mask)
FILE: krhwspix.c
FUNCTION: krhwspix(x, y, color_index)
FILE: krhwssco.c
FUNCTION: krhwsscol(color_index)
FILE: krhwssms.c
FUNCTION: krhwssmsk(mask)

FILE: krhwstde.c
FUNCTION: krhwstdef(mode)
FILE: krhwszp.c
FUNCTION: krhwszp(zoomx, zoomy, panx, pany, finepanx, finepany)
FILE: krhwubps.c
FUNCTION: krhwubps(sy, xstart, xend)
FILE: krhwufps.c
FUNCTION: krhwufps(sy, xstart, xend)
FILE: krhwwbps.c
FUNCTION: krhwwbps(sy, xstart, xend)
FILE: krhwwfps.c
FUNCTION: krhwwfps(sy, xstart, xend)
FILE: kriossmo.c
FUNCTION: kriossmode(swapmode)
FILE: krmdclrz.c
FUNCTION: krmdclrz(color)
FILE: krmdsbac.c
FUNCTION: krmdsback(flag)
FILE: krmdscra.c
FUNCTION: krmdscolra(range)
FILE: krmdsdcp.c
FUNCTION: krmdsdcuepl(fplane, bplane)
FILE: krmdsdcs.c
FUNCTION: krmdsdcuesc(fsacle, bsacle)
FILE: krmdsdcu.c
FUNCTION: krmdsdcue(flag)
FILE: krmdsori.c
FUNCTION: krmdsori(flag)
FILE: krmdspt.c
FUNCTION: krmdspltype(flag)
FILE: krmdstra.c
FUNCTION: krmdstran(tlevel)
FILE: krmdszde.c
FUNCTION: krmdszdepth(flag)
FILE: lsbmarmk.c
FUNCTION: lsbmarmk(spx, spy, dpx, dpy, sizex, sizey)
FILE: lscbm.c
FUNCTION: lscbm(bm_id, bm_spec_ptr)
FILE: lsclappe.c
FUNCTION: lsclappend(command_list_num, execute_flag)
FILE: lsclos.c
FUNCTION: lscfclose()
FILE: lscldel.c
FUNCTION: lscldel(command_list_num)
FILE: lsclexec.c
FUNCTION: lsclexec(command_list_num)
FILE: lscloop.c
FUNCTION: lscloop(command_list_num, number_times)
FILE: lscmodi.c
FUNCTION: lscmodify(command_list_num, word_offset, num_words, wordptr)
FILE: lsclopen.c
FUNCTION: lsclopen(command_list_num, execute_flag)
FILE: lscpos.c
FUNCTION: lscpos()

FILE: lsclread.c
FUNCTION: lsclread(command_list_num)

FILE: lsclreal.c
FUNCTION: lsclrealloc(realloc_flag)

FILE: lsclsblk.c
FUNCTION: lsclsblksz(blk_size)

FILE: lscold.c
FUNCTION: lscold()

FILE: lscpbmms.c
FUNCTION: lscpbmms(spx, spy, dpx, dpy, sizex, sizey)

FILE: lscpbmsm.c
FUNCTION: lscpbmsm(spx, spy, dpx, dpy, sizex, sizey)

FILE: lsdapat.c
FUNCTION: lsdapat(fillpat_id, fillpat_ptr)

FILE: lsdclpl.c
FUNCTION: lsdclpl(id, num_clpr, clip_ptr)

FILE: lsdfont.c
FUNCTION: lsdfont(font_id, font_ptr)

FILE: lsdgc.c
FUNCTION: lsdgc(cursor_id, xhot, yhot, gc_bmapptr)

FILE: lsegaen.c
FUNCTION: lsegaen(mode)

FILE: lsegasw.c
FUNCTION: lsegasw(mode)

FILE: lsemulen.c
FUNCTION: lsemulen(restore_flag)

FILE: lserror.c
FUNCTION: lserror(flag)

FILE: lsfbm.c
FUNCTION: lsfbm(bm_length, bm_data_ptr)

FILE: lsinit.c
FUNCTION: lsinit(fhandle, addr)
FUNCTION: pg_chk(alt_addr)
calledBy:
lsinit in lsinit.c, IFDEF PC_HOST

FILE: lsinq.c
FUNCTION: lsinq(inq_code)

FILE: lsinqgcp.c
FUNCTION: lsinqgcp()

FILE: lsinqmem.c
FUNCTION: lsinqmem()

FILE: lsinqsys.c
FUNCTION: lsinqsys()

FILE: lslutbli.c
FUNCTION: lslutblink(phy_lut, index, r, g, b, offtime, ontime)

FILE: lslutmd.c
FUNCTION: lslutmd(log_lut, first_entry, nentries, colors)

FILE: lslutpm.c
FUNCTION: lslutpm(phy_lut, bitmask)

FILE: lslutrd.c
FUNCTION: lslutrd(log_lut, first_entry, nentries)

FILE: lslutrs.c
FUNCTION: lslutrs(def_lut, log_lut)

FILE: lslutsbl.c

FUNCTION: lslutsblink()
FILE: lslutsl.c
FUNCTION: lslutsl(log_lut, phy_lut)
FILE: lsnoop.c
FUNCTION: lsnoop()
FILE: lspkdi.c
FUNCTION: lspkdi()
FILE: lspken.c
FUNCTION: lspken(x, y, half_xsize, half_ysize)
FILE: lspksidh.c
FUNCTION: lspksidh(hi_id)
FILE: lspksidl.c
FUNCTION: lspksidl(low_id)
FILE: lsrapat.c
FUNCTION: lsrapat(apat_id)
FILE: lsrbm.c
FUNCTION: lsrbm(bm_id)
FILE: lsrlpl.c
FUNCTION: lsrlpl(id)
FILE: lsrdrst.c
FUNCTION: lsrdrst(left, top, right, bottom, dest_filename)
FILE: lsrfont.c
FUNCTION: lsrfont(font_id)
FILE: lsrgc.c
FUNCTION: lsrgc(cursor_id)
FILE: lsrlr_lrs.c
FUNCTION: lsrlrdrst(left, top, right, bottom, dest_filename)
FILE: lssafapa.c
FUNCTION: lssafapat(apat_id)
FILE: lssbm.c
FUNCTION: lssbm(bm_id)
FILE: lssclpl.c
FUNCTION: lssclpl(id)
FILE: lssfont.c
FUNCTION: lssfont(font_id)
FILE: lssgc.c
FUNCTION: lssgc(cursor_id)
FILE: lsskip.c
FUNCTION: lsskip(num_words)
FILE: lsswlapa.c
FUNCTION: lsswlapat(apat_id)
FILE: lsswpvar.c
FUNCTION: lsswpvar(tot_space, no_words)
FILE: lsvsint.c
FUNCTION: lsvsint(frames)
FILE: lswait.c
FUNCTION: lswait(frames)
FILE: lswarm.c
FUNCTION: lswarm()
FILE: lswrrst.c
FUNCTION: lswrrst(left, top, right, bottom, src_filename)
FILE: scaraply.c
FUNCTION: scaraplygn(nvert, vertptr)
FILE: scarbfil.c

FUNCTION: `scarbfill(x, y, color_index)`
FILE: `scarfill.c`
FUNCTION: `scarellipse(a, b, cx, cy)`
FILE: `scarpie.c`
FUNCTION: `scarpie(sth, eth, a, b, cx, cy)`
FILE: `scarseg.c`
FUNCTION: `scarseg(sth, eth, a, b, cx, cy)`
FILE: `scarfill.c`
FUNCTION: `scarfill(x, y)`
FILE: `scarrect.c`
FUNCTION: `scarrect(x0, y0, x1, y1)`
FILE: `scarrec.c`
FUNCTION: `scarrect(x0, y0, x1, y1, a, b)`
FILE: `scarspin.c`
FUNCTION: `scarspin(pin_flag)`
FILE: `scartri.c`
FUNCTION: `scartri(x1, y1, x2, y2, x3, y3)`
FILE: `scarwply.c`
FUNCTION: `scarwplygn(nvert, vertptr)`
FILE: `scolearc.c`
FUNCTION: `scolearc(sth, eth, a, b, cx, cy)`
FILE: `scolelli.c`
FUNCTION: `scolellipse(a, b, cx, cy)`
FILE: `scolepie.c`
FUNCTION: `scolepie(sth, eth, a, b, cx, cy)`
FILE: `scoleseg.c`
FUNCTION: `scoleseg(sth, eth, a, b, cx, cy)`
FILE: `scolhpea.c`
FUNCTION: `scolhpearc(sth, eth, a, b, cx, cy)`
FILE: `scolhspl.c`
FUNCTION: `scolhspline(x0, y0, x1, y1, x2, y2, x3, y3, nsteps)`
FILE: `scollnto.c`
FUNCTION: `scollnto(x, y)`
FILE: `scolmvto.c`
FUNCTION: `scolmvto(x, y)`
FILE: `scolplin.c`
FUNCTION: `scolpline(nvert, vertptr)`
FILE: `scolplyg.c`
FUNCTION: `scolplygn(nvert, vertptr)`
FILE: `scolrect.c`
FUNCTION: `scolrect(x0, y0, x1, y1)`
FILE: `scolrrec.c`
FUNCTION: `scolrrect(x0, y0, x1, y1, a, b)`
FILE: `scolsess.c`
FUNCTION: `scolsess(begin_sh, middle_sh, end_sh)`
FILE: `scolsmode.c`
FUNCTION: `scolsmode(mode)`
FILE: `scolsw.c`
FUNCTION: `scolsw(new_width)`
FILE: `scsorg.c`
FUNCTION: `scsorg(x, y)`
FILE: `scsthinc.c`
FUNCTION: `scsthincr(theta)`
FILE: `sctxbext.c`

FUNCTION: sctxbextent(x, y, strptr)
FILE: sctxbstr.c
FUNCTION: sctxbstring(x, y, strptr)
FILE: sctxexte.c
FUNCTION: sctxextent(x, y, strptr)
FILE: sctxsali.c
FUNCTION: sctxsalign(halign, valign)
FILE: sctxsbf.c
FUNCTION: sctxsbf(bolding_factor)
FILE: sctxsblr.c
FUNCTION: sctxsblrot(baseline_angle)
FILE: sctxsbx.c
FUNCTION: sctxsbx(extra_space)
FILE: sctxschr.c
FUNCTION: sctxschrot(rot_angle)
FILE: sctxsdmo.c
FUNCTION: sctxsdmode(mode)
FILE: sctxsim.c
FUNCTION: sctxsim(ital_mask)
FILE: sctxsinc.c
FUNCTION: sctxsincs(inter_char)
FILE: sctxslm.c
FUNCTION: sctxslm(lightmask)
FILE: sctxssf.c
FUNCTION: sctxssf(xscale, yscale)
FILE: sctxssow.c
FUNCTION: sctxssow(strike_out_thick)
FILE: sctxssw.c
FUNCTION: sctxssw(stroke_width)
FILE: sctxstri.c
FUNCTION: sctxstring(x, y, strptr)
FILE: sctxsuw.c
FUNCTION: sctxsuw(underline_thick)
FILE: sctxswpw.c
FUNCTION: sctxswpw(width)
FILE: smgpbasd.c
FUNCTION: smgpbasdef(id, m)
FILE: smgpprim.c
FUNCTION: smgpprimori(dx, dy, dz)
FILE: smgpscrb.c
FUNCTION: smgpscurbas(basis_id)
FILE: smgpscrp.c
FUNCTION: smgpscurprec(prec)
FILE: smgpspba.c
FUNCTION: smgpspatbas(uid, vid)
FILE: smgpspcu.c
FUNCTION: smgpspatcur(ucurves, vcurves)
FILE: smgpspr.c
FUNCTION: smgpspatprec(uprec, vprec)
FILE: smgpstes.c
FUNCTION: smgpstess(tindex)
FILE: smolcurv.c
FUNCTION: smolcurve(vert)
FILE: smsfcone.c

FUNCTION: smsfcone(radt, radb, len, ang)
FILE: smsfcyli.c
FUNCTION: smsfcylinder(rad, len, angle)
FILE: smsfextr.c
FUNCTION: smsfextruded(nvert, vert, direction)
FILE: smsfpatc.c
FUNCTION: smsfpatch(geomx, geomy, geomz)
FILE: smsfsphe.c
FUNCTION: smsfsphere(rad, ang1, ang2, ang3)
FILE: smsftoru.c
FUNCTION: smsftorus(radi, rade, ang1, ang2, ang3)
FILE: smsfturn.c
FUNCTION: smsfturned(nvert, vert, angle)
FILE: smslbloc.c
FUNCTION: smslblock(wid, ht, len)
FILE: smslcone.c
FUNCTION: smslcone(radt, radb, len)
FILE: smslcyli.c
FUNCTION: smslcylinder(rad, len)
FILE: smslextr.c
FUNCTION: smslextruded(nvert, vert, direction)
FILE: smslsphe.c
FUNCTION: smslisphere(rad)
FILE: smsltoru.c
FUNCTION: smsltorus(radi, rade)
FILE: smsltube.c
FUNCTION: smsltube(radi, rade, len)
FILE: smslturn.c
FUNCTION: smslturned(nvert, vert, angle)
FILE: smslwedg.c
FUNCTION: smslwedge(wid, ht, len)
FILE: t.c
FUNCTION: main()
FILE: v2araply.c
FUNCTION: v2araplygn(nvert, vertptr)
FILE: v2ararpl.c
FUNCTION: v2ararplygn(ndelt, deltptr)
FILE: v2arbfil.c
FUNCTION: v2arbfill(color_index)
FILE: v2arelli.c
FUNCTION: v2arellipse(a, b)
FILE: v2arepie.c
FUNCTION: v2arepie(sth, eth, a, b)
FILE: v2areseg.c
FUNCTION: v2areseg(sth, eth, a, b)
FILE: v2arffil.c
FUNCTION: v2arffill()
FILE: v2arrect.c
FUNCTION: v2arrect(x, y)
FILE: v2arrec.c
FUNCTION: v2arrect(deltx, delty)
FILE: v2arwply.c
FUNCTION: v2arwplygn(nvert, vertptr)
FILE: v2arwrpl.c

FUNCTION: v2arwrplygn(ndelt, deltptr)
FILE: v2gpmmap.c
FUNCTION: v2gpmmap(x, y)
FILE: v2gpmmapx.c
FUNCTION: v2gpmmapx(x)
FILE: v2gpmmapy.c
FUNCTION: v2gpmmapy(y)
FILE: v2gppopv.c
FUNCTION: v2gppopvwp()
FILE: v2gppopw.c
FUNCTION: v2gppopwdw()
FILE: v2gppshv.c
FUNCTION: v2gppushvwp()
FILE: v2gppshw.c
FUNCTION: v2gppushwdw()
FILE: v2gpsvwp.c
FUNCTION: v2gpsvwp(xmin, xmax, ymin, ymax)
FILE: v2gpswdw.c
FUNCTION: v2gpswdw(xmin, xmax, ymin, ymax)
FILE: v2gpunmp.c
FUNCTION: v2gpunmp(x, y)
FILE: v2olearc.c
FUNCTION: v2olearc(sth, eth, a, b)
FILE: v2olelli.c
FUNCTION: v2olellipse(a, b)
FILE: v2olepie.c
FUNCTION: v2olepie(sth, eth, a, b)
FILE: v2oleseg.c
FUNCTION: v2oleseg(sth, eth, a, b)
FILE: v2olhpea.c
FUNCTION: v2olhpearc(sth, eth, a, b)
FILE: v2ollnto.c
FUNCTION: v2ollnto(x, y)
FILE: v2olmvto.c
FUNCTION: v2olmvto(x, y)
FILE: v2olplin.c
FUNCTION: v2olpline(nvert, vertptr)
FILE: v2olplyg.c
FUNCTION: v2olplygn(nvert, vertptr)
FILE: v2olpt.c
FUNCTION: v2olpt()
FILE: v2olrect.c
FUNCTION: v2olrect(x, y)
FILE: v2olrlnt.c
FUNCTION: v2olrlnto(deltx, delty)
FILE: v2olrmvt.c
FUNCTION: v2olrmvto(deltx, delty)
FILE: v2olrpli.c
FUNCTION: v2olrpline(ndelt, deltptr)
FILE: v2olrply.c
FUNCTION: v2olrplygn(ndelt, deltptr)
FILE: v2olrrec.c
FUNCTION: v2olrrect(deltx, delty)
FILE: v2olsw.c

FUNCTION: v2olsw(width)
FILE: v2txbstr.c
FUNCTION: v2txbstring(x, y, strptr)
FILE: v2txstri.c
FUNCTION: v2txstring(x, y, strptr)
FILE: v316lnto.c
FUNCTION: v316lnto(x, y, z)
FILE: v316mvto.c
FUNCTION: v316mvto(x, y, z)
FILE: v316pt.c
FUNCTION: v316pt()
FILE: v316smat.c
FUNCTION: v316smat(xx, xy, yx, yy, zx, zy, xo, yo)
FILE: v316swdw.c
FUNCTION: v316swdw(wleft, wright, wbot, wtop)
FILE: v3araply.c
FUNCTION: v3araplygn(nvert, vertptr)
FILE: v3ararpl.c
FUNCTION: v3ararplygn(ndelt, deltptr)
FILE: v3arwply.c
FUNCTION: v3arwplygn(nvert, vertptr)
FILE: v3arwrpl.c
FUNCTION: v3arwrplygn(ndelt, deltptr)
FILE: v3gpsdis.c
FUNCTION: v3gpsdist(dist)
FILE: v3gpsdth.c
FUNCTION: v3gpsdith(dist)
FILE: v3gpsdty.c
FUNCTION: v3gpsdisty(dist)
FILE: v3gpshcl.c
FUNCTION: v3gpshclip(flag)
FILE: v3gpspro.c
FUNCTION: v3gpsproj(theta)
FILE: v3gpsycl.c
FUNCTION: v3gpsyclip(flag)
FILE: v3mdid.c
FUNCTION: v3mdid()
FILE: v3mdorg.c
FUNCTION: v3mdorg(x, y, z)
FILE: v3mdpop.c
FUNCTION: v3mdpop()
FILE: v3mdpush.c
FUNCTION: v3mdpush()
FILE: v3mdrotx.c
FUNCTION: v3mdrotx(theta)
FILE: v3mdroty.c
FUNCTION: v3mdroty(theta)
FILE: v3mdrotz.c
FUNCTION: v3mdrotz(theta)
FILE: v3mdsc.c
FUNCTION: v3mdsc(sx, sy, sz)
FILE: v3mdsct.c
FUNCTION: v3mdsct(flag)
FILE: v3mdset.c

FUNCTION: v3mdset(m)
FILE: v3mdsnml.c
FUNCTION: v3mdsnml(m)
FILE: v3mdtran.c
FUNCTION: v3mdtran(tx, ty, tz)
FILE: v3ollnto.c
FUNCTION: v3ollnto(x, y, z)
FILE: v3olmvto.c
FUNCTION: v3olmvto(x, y, z)
FILE: v3olplin.c
FUNCTION: v3olpline(nvert, vertptr)
FILE: v3olplyg.c
FUNCTION: v3olplygn(nvert, vertptr)
FILE: v3olpt.c
FUNCTION: v3olpt()
FILE: v3olrlnt.c
FUNCTION: v3olrlnto(deltx, delty, deltz)
FILE: v3olrmvt.c
FUNCTION: v3olrmvto(deltx, delty, deltz)
FILE: v3olrpli.c
FUNCTION: v3olrpline(ndelt, deltptr)
FILE: v3olrply.c
FUNCTION: v3olrplygn(ndelt, deltptr)
FILE: v3sfligh.c
FUNCTION: v3sflight(light_id, light)
FILE: v3sflite.c
FUNCTION: v3sfliten(light_id, flag)
FILE: v3sfplsi.c
FUNCTION: v3sfpolsi3(nvert, verti)
FILE: v3sfplsn.c
FUNCTION: v3sfpolsn3(nvert, vertn)
FILE: v3sfpols.c
FUNCTION: v3sfpols3(nvert, vert)
FILE: v3sfsha.c
FUNCTION: v3sfsshad(shtype)
FILE: v3sfswir.c
FUNCTION: v3sfswire(witype)
FILE: v3vwid.c
FUNCTION: v3vwid()
FILE: v3vwrotx.c
FUNCTION: v3vwrotx(theta)
FILE: v3vwroty.c
FUNCTION: v3vwroty(theta)
FILE: v3vwrotz.c
FUNCTION: v3vwrotz(theta)
FILE: v3vwrpt.c
FUNCTION: v3vwrpt(x, y, z)
FILE: v3vwset.c
FUNCTION: v3vwset(v)
FILE: vgdrv.c
FUNCTION: vg_init(c_num, vg_base_addr)
calledBy:
laserdam_init in het_dmg.c, (null)
FUNCTION: select_vg_card(c_num)

calledBy:
vg_init in vgdrv.c, (null)
FUNCTION: vg_cold_reset()
calledBy:
vg_init in vgdrv.c, (null)
FUNCTION: vg_warm_reset()
FUNCTION: vg_sync()
calledBy:
vg_flush in vgdrv.c, (null)
FUNCTION: vg_flush()
calledBy:
vg_init in vgdrv.c, (null)
FUNCTION: vg_enable_4k_window()
FUNCTION: vg_disable_4k_window()
FUNCTION: vg_write_scanline()
FUNCTION: vg_read_scanline()
FUNCTION: ioputbuf(buf_ptr, count)
calledBy:
ioputtxt in io.c, (null)
ioputw in io.c, (null)
krgcmv in krgcmv.c, (null)
krgcsda in krgcsda.c, (null)
krgcsdm in krgcsdm.c, (null)
lsgcsdm in lsgcsdm.c, (null)
krhwccclr in krhwccclr.c, (null)
krhwcprrs in krhwcprrs.c, (null)
krhwcpss in krhwcpss.c, (null)
krhwcpxmss in krhwcpxm.c, (null)
krhwcpymss in krhwcpym.c, (null)
krhwfclr in krhwfclr.c, (null)
krhwgpix in krhwgpix.c, (null)
krhwrclr in krhwrclr.c, (null)
krhwsbcol in krhwsbco.c, (null)
krhwsbop in krhwsbop.c, (null)
krhwsclipr in krhwscli.c, (null)
krhwsclr in krhwsclr.c, (null)
krhwscls in krhwscls.c, (null)
krhwsdirect in krhwsdir.c, (null)
krhwsfclr in krhwsfcl.c, (null)
krhwsfcol in krhwsfco.c, (null)
krhwsils in krhwsils.c, (null)
krhwsmsk in krhwsmsk.c, (null)
krhwspix in krhwspix.c, (null)
krhwsscol in krhwssco.c, (null)
krhwssmsk in krhwssms.c, (null)
krhwstdef in krhwstde.c, (null)
krhwspz in krhwspz.c, (null)
krhwubps in krhwubps.c, (null)
krhwufps in krhwufps.c, (null)
krhwwbps in krhwwbps.c, (null)
krhwwfps in krhwwfps.c, (null)
kriossmode in kriossmo.c, (null)
krmdclr in krmdclr.c, (null)
krmdsback in krmdsbac.c, (null)

krmdscolra in krmdscra.c, (null)
krmdsdcuepl in krmdsdcp.c, (null)
krmdsdcuesc in krmdsdcs.c, (null)
krmdsdcue in krmdsdcu.c, (null)
krmdsori in krmdsori.c, (null)
krmdspltype in krmdspt.c, (null)
krmdstran in krmdstra.c, (null)
krmdszdepth in krmdszde.c, (null)
lsbmarmsk in lsbmarmk.c, (null)
lscbm in lscbm.c, (null)
lsclappend in lsclappe.c, (null)
lscldel in lscldel.c, (null)
lsclexec in lsclexec.c, (null)
lsclloop in lsclloop.c, (null)
lsclmodify in lsclmodi.c, (null)
lsclopen in lsclopen.c, (null)
lsclread in lsclread.c, (null)
lsclrealloc in lsclreal.c, (null)
lsclsblksz in lsclsblk.c, (null)
lscpbmms in lscpbmms.c, (null)
lscpbmsm in lscpbmsm.c, (null)
lsdapat in lsdapat.c, (null)
lsdclpl in lsdclpl.c, (null)
lsdfont in lsdfont.c, (null)
lsdgc in lsdgc.c, (null)
lsegaen in lsegaen.c, (null)
lsegasw in lsegasw.c, (null)
lsemulen in lsemulen.c, (null)
lserror in lserror.c, (null)
lsfbm in lsfbm.c, (null)
lsinq in lsinq.c, (null)
lslutblink in lslutbli.c, (null)
lslutmd in lslutmd.c, (null)
lslutpm in lslutpm.c, (null)
lslutrd in lslutrd.c, (null)
lslutrs in lslutrs.c, (null)
lslutsl in lslutsl.c, (null)
lspken in lspken.c, (null)
lspksidh in lspksidh.c, (null)
lspksidl in lspksidl.c, (null)
lsrapat in lsrapat.c, (null)
lsrbm in lsrbm.c, (null)
lsrclpl in lsrclpl.c, (null)
lsrdrst in lsrdrst.c, (null)
lsrfont in lsrfont.c, (null)
lsrgc in lsrgc.c, (null)
lsrlrdrst in lsrlrdrs.c, (null)
lssafapat in lssafapa.c, (null)
lssbm in lssbm.c, (null)
lssclpl in lssclpl.c, (null)
lssfont in lssfont.c, (null)
lssgc in lssgc.c, (null)
lsskip in lsskip.c, (null)
lsswlapat in lsswlapa.c, (null)

lsswpvar in lsswpvar.c, (null)
lsvsint in lsvsint.c, (null)
lswait in lswait.c, (null)
lswrrst in lswrrst.c, (null)
scaraplygn in scaraply.c, (null)
scarbfill in scarbfil.c, (null)
scarellipse in scarelli.c, (null)
scarepie in scarepie.c, (null)
scareseg in scareseg.c, (null)
scarffill in scarffil.c, (null)
scarrect in scarrect.c, (null)
scarrrect in scarrrec.c, (null)
scarspin in scarspin.c, (null)
scartri in scartri.c, (null)
scarwplygn in scarwply.c, (null)
scolearc in scolearc.c, (null)
scolellipse in scolelli.c, (null)
scolepie in scolepie.c, (null)
scoleseg in scoleseg.c, (null)
scolhpearc in scolhpea.c, (null)
scolhspline in scolhspl.c, (null)
scollnto in scollnto.c, (null)
scolmvto in scolmvto.c, (null)
scolpline in scolplin.c, (null)
scolplygn in scolplyg.c, (null)
scolrect in scolrect.c, (null)
scolrrect in scolrrec.c, (null)
scolseshp in scolsesh.c, (null)
scolsmode in scolsmod.c, (null)
scolsw in scolsw.c, (null)
scsorg in scsorg.c, (null)
scsthincr in scsthinc.c, (null)
sctxbextent in sctxbext.c, (null)
sctxbstring in sctxbstr.c, (null)
sctxextent in sctxexte.c, (null)
sctxsalign in sctxsali.c, (null)
sctxsbf in sctxsbf.c, (null)
sctxsblrot in sctxsblr.c, (null)
sctxsbx in sctxsbx.c, (null)
sctxschr in sctxschr.c, (null)
sctxsdmode in sctxsdmo.c, (null)
sctxsim in sctxsim.c, (null)
sctxsines in sctxsinc.c, (null)
sctxslm in sctxslm.c, (null)
sctxssf in sctxssf.c, (null)
sctxssow in sctxssow.c, (null)
sctxssw in sctxssw.c, (null)
sctxstring in sctxstri.c, (null)
sctxsuw in sctxsuw.c, (null)
sctxswpw in sctxswpw.c, (null)
smgpbasdef in smgpbasd.c, (null)
smgpprimori in smgpprim.c, (null)
smgpcurbas in smgpcurb.c, (null)
smgpcurprec in smgpcurp.c, (null)

smgppspatbas in smgppspba.c, (null)
smgppspatcur in smgppspcu.c, (null)
smgppspatprec in smgppspr.c, (null)
smgppstess in smgppstes.c, (null)
smsfcone in smsfcone.c, (null)
smsfcylinder in smsfcyli.c, (null)
smsfextruded in smsfextr.c, (null)
smsfsphere in smsfsphe.c, (null)
smsftorus in smsftoru.c, (null)
smsfturned in smsfturn.c, (null)
smslblock in smslbloc.c, (null)
smslcone in smslcone.c, (null)
smslcylinder in smslcyli.c, (null)
smslextruded in smslextr.c, (null)
smslsphere in smslsphe.c, (null)
smsltorus in smsltoru.c, (null)
smsltube in smsltube.c, (null)
smslturned in smslturn.c, (null)
smslwedge in smslwedg.c, (null)
v2araplygn in v2araply.c, (null)
v2ararplygn in v2ararply.c, (null)
v2arbfill in v2arbfil.c, (null)
v2arellipse in v2arelli.c, (null)
v2arepie in v2arepie.c, (null)
v2areseg in v2areseg.c, (null)
v2arrect in v2arrect.c, (null)
v2arrect in v2arrec.c, (null)
v2arwplygn in v2arwply.c, (null)
v2arwrplygn in v2arwrply.c, (null)
v2gpmap in v2gpmap.c, (null)
v2gpmapx in v2gpmapx.c, (null)
v2gpmapy in v2gpmapy.c, (null)
v2gpsvwp in v2gpsvwp.c, (null)
v2gpswdw in v2gpswdw.c, (null)
v2gpunmp in v2gpunmp.c, (null)
v2olearc in v2olearc.c, (null)
v2olellipse in v2olelli.c, (null)
v2olepie in v2olepie.c, (null)
v2oleseg in v2oleseg.c, (null)
v2olhpearc in v2olhpea.c, (null)
v2ollnto in v2ollnto.c, (null)
v2olmvto in v2olmvto.c, (null)
v2olpline in v2olplin.c, (null)
v2olplygn in v2olplyg.c, (null)
v2olrect in v2olrect.c, (null)
v2olrlnto in v2olrlnt.c, (null)
v2olrmvto in v2olrmvt.c, (null)
v2olrpline in v2olrpli.c, (null)
v2olrplygn in v2olrply.c, (null)
v2olrrect in v2olrrec.c, (null)
v2olsw in v2olsw.c, (null)
v2txbstring in v2txbstr.c, (null)
v2txstring in v2txstri.c, (null)
v316lnto in v316lnto.c, (null)

v316mvto in v316mvto.c, (null)
v316smat in v316smat.c, (null)
v316swdw in v316swdw.c, (null)
v3araplygn in v3araply.c, (null)
v3ararplygn in v3ararpl.c, (null)
v3arwplygn in v3arwply.c, (null)
v3arwrplygn in v3arwrpl.c, (null)
v3gpsdist in v3gpsdis.c, (null)
v3gpsdisth in v3gpsdth.c, (null)
v3gpsdisty in v3gpsdty.c, (null)
v3gpsshclip in v3gpsshcl.c, (null)
v3gpsproj in v3gpspro.c, (null)
v3gpsyclip in v3gpsycl.c, (null)
v3mdorg in v3mdorg.c, (null)
v3mdrotx in v3mdrotx.c, (null)
v3mdroty in v3mdroty.c, (null)
v3mdrotz in v3mdrotz.c, (null)
v3mdsc in v3mdsc.c, (null)
v3mdsct in v3mdsct.c, (null)
v3mdtran in v3mdtran.c, (null)
v3ollnto in v3ollnto.c, (null)
v3olmvto in v3olmvto.c, (null)
v3olpline in v3olplin.c, (null)
v3olplygn in v3olplyg.c, (null)
v3olrlnto in v3olrlnt.c, (null)
v3olrmvto in v3olrmvt.c, (null)
v3olrpline in v3olrpli.c, (null)
v3olrplygn in v3olrply.c, (null)
v3sflight in v3sfligh.c, (null)
v3sfliten in v3sflite.c, (null)
v3sfpolsi3 in v3sfplsi.c, (null)
v3sfpolsn3 in v3sfplsn.c, (null)
v3sfpols3 in v3sfpols.c, (null)
v3sfsshad in v3sfsha.c, (null)
v3sfswire in v3sfswir.c, (null)
v3vwrotx in v3vwrotx.c, (null)
v3vwroty in v3vwroty.c, (null)
v3vwrotz in v3vwrotz.c, (null)
v3vwrpt in v3vwrpt.c, (null)
FUNCTION: ioputbuf1(buf_ptr, count)
FUNCTION: iogetbuf(buf_ptr, count)
 calledBy:
 lsrdrst in lsrdrst.c, (null)
 lsrlrdrst in lsrlrdrs.c, (null)
 vg_flush in vgdrv.c, (null)
FUNCTION: short_2_wrfifo(val)
 calledBy:
 vg_sync in vgdrv.c, (null)
FUNCTION: get_rdfifo_count()
 calledBy:
 vg_flush in vgdrv.c, (null)
 iogetbuf in vgdrv.c, (null)
FUNCTION: get_wrfifo_count()
 calledBy:

vg_sync in vgdrv.c, (null)
iobuf in vgdrv.c, (null)
iobuf1 in vgdrv.c, (null)
short_2_wrfifo in vgdrv.c, (null)
FUNCTION: swap_bytes(val)
calledBy:
iobuf in vgdrv.c, (null)
iobuf1 in vgdrv.c, (null)
short_2_wrfifo in vgdrv.c, (null)
get_rdfifo_count in vgdrv.c, (null)
get_wrfifo_count in vgdrv.c, (null)
FILE: wrfile.c
FUNCTION: wrfile(val)

DIRECTORY: ./gt/libsrc/libnet_simul
FILE: net_simul.c
FUNCTION: net_simul()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

DIRECTORY: ./gt/libsrc/libpfile
FILE: b_level_type.c
FUNCTION: read_b_level_identifiers(current_ctl_attr)
FUNCTION: init_b_level()
calledBy:
read_b_level_identifiers in b_level_type.c, (null)
FILE: edge_type.c
FUNCTION: read_edge_identifiers(current_ctl_attr)
FUNCTION: init_edge()
calledBy:
read_edge_identifiers in edge_type.c, (null)
FILE: g_edge_type.c
FUNCTION: read_g_edge_identifiers(current_ctl_attr)
FUNCTION: init_g_edge()
calledBy:
read_g_edge_identifiers in g_edge_type.c, (null)
FILE: get.c
FUNCTION: get_edge_idc_index(current_ctl_attr)
FUNCTION: get_edge_control_name(current_ctl_attr)
FUNCTION: get_edge_action_fcn(current_ctl_attr)
FUNCTION: get_edge_active_bitfield(current_ctl_attr)
FILE: get_b_level.c
FUNCTION: get_b_level_idc_index(current_ctl_attr)
FUNCTION: get_b_level_control_name(current_ctl_attr)
FUNCTION: get_b_level_action_fcn_on(current_ctl_attr)
FUNCTION: get_b_level_action_fcn_off(current_ctl_attr)
FUNCTION: get_b_level_active_bitfield(current_ctl_attr)
FUNCTION: get_b_level_default_position(current_ctl_attr)
FUNCTION: get_b_level_exit_position(current_ctl_attr)
FUNCTION: get_b_level_special(current_ctl_attr)
FUNCTION: get_b_level_special_fcn(current_ctl_attr)
FILE: get_edge.c

FUNCTION: get_edge_idc_index(current_ctl_attr)
FUNCTION: get_edge_control_name(current_ctl_attr)
FUNCTION: get_edge_action_fcn(current_ctl_attr)
FUNCTION: get_edge_active_bitfield(current_ctl_attr)
FUNCTION: get_edge_special(current_ctl_attr)
FUNCTION: get_edge_special_fcn(current_ctl_attr)
FILE: get_g_edge.c
FUNCTION: get_g_edge_idc_index(current_ctl_attr)
FUNCTION: get_g_edge_control_name(current_ctl_attr)
FUNCTION: get_g_edge_action_fcn(current_ctl_attr)
FUNCTION: get_g_edge_active_bitfield(current_ctl_attr)
FUNCTION: get_g_edge_id_number(current_ctl_attr)
FUNCTION: get_g_edge_special(current_ctl_attr)
FUNCTION: get_g_edge_special_fcn(current_ctl_attr)
FILE: get_light.c
FUNCTION: get_light_idc_index(current_ctl_attr)
FUNCTION: get_light_control_name(current_ctl_attr)
FUNCTION: get_light_active_bitfield(current_ctl_attr)
FUNCTION: get_light_default_position(current_ctl_attr)
FUNCTION: get_light_flash_mode(current_ctl_attr)
FILE: get_m_level.c
FUNCTION: get_m_level_position(current_ctl_attr)
FUNCTION: get_m_level_active_bitfield(current_ctl_attr)
FUNCTION: get_m_level_control_name(current_ctl_attr)
FUNCTION: get_m_level_num_positions(current_ctl_attr)
FUNCTION: get_m_level_default_position(current_ctl_attr)
FUNCTION: get_m_level_exit_position(current_ctl_attr)
FUNCTION: get_m_level_special(current_ctl_attr)
FUNCTION: get_m_level_special_fcn(current_ctl_attr)
FILE: get_meter.c
FUNCTION: get_meter_idc_index(current_ctl_attr)
FUNCTION: get_meter_control_name(current_ctl_attr)
FUNCTION: get_meter_active_bitfield(current_ctl_attr)
FUNCTION: get_meter_default_position(current_ctl_attr)
FUNCTION: get_meter_min_position(current_ctl_attr)
FUNCTION: get_meter_max_position(current_ctl_attr)
FILE: get_pot.c
FUNCTION: get_pot_idc_index(current_ctl_attr)
FUNCTION: get_pot_control_name(current_ctl_attr)
FUNCTION: get_pot_action_fcn(current_ctl_attr)
FUNCTION: get_pot_active_bitfield(current_ctl_attr)
FUNCTION: get_pot_address_size(current_ctl_attr)
FUNCTION: get_pot_special(current_ctl_attr)
FUNCTION: get_pot_special_fcn(current_ctl_attr)
FUNCTION: get_pot_number_of_bounds(current_ctl_attr)
FUNCTION: get_pot_real_lower_bound(current_ctl_attr)
FUNCTION: get_pot_default_position(current_ctl_attr)
FUNCTION: get_pot_exit_position(current_ctl_attr)
FUNCTION: get_pot_tolerance(current_ctl_attr)
FUNCTION: get_pot_orientation(current_ctl_attr)
FILE: get_status.c
FUNCTION: get_status_idc_index(current_ctl_attr)
FUNCTION: get_status_control_name(current_ctl_attr)
FILE: is.c

FUNCTION: convert_hex_to_int(string_ptr)

calledBy:

- get_edge_idc_index in get.c, (null)
- get_b_level_idc_index in get_b_level.c, (null)
- get_edge_idc_index in get_edge.c, (null)
- get_g_edge_idc_index in get_g_edge.c, (null)
- get_light_idc_index in get_light.c, (null)
- get_m_level_position in get_m_level.c, (null)
- get_meter_idc_index in get_meter.c, (null)
- get_pot_idc_index in get_pot.c, (null)
- get_status_idc_index in get_status.c, (null)

FUNCTION: is_lower_string(string_ptr)

FUNCTION: is_string(string_ptr)

FUNCTION: is_cap_string(string_ptr)

calledBy:

- get_edge_control_name in get.c, (null)
- get_b_level_control_name in get_b_level.c, (null)
- get_edge_control_name in get_edge.c, (null)
- get_g_edge_control_name in get_g_edge.c, (null)
- get_light_control_name in get_light.c, (null)
- get_m_level_position in get_m_level.c, (null)
- get_m_level_control_name in get_m_level.c, (null)
- get_meter_control_name in get_meter.c, (null)
- get_pot_control_name in get_pot.c, (null)
- get_status_control_name in get_status.c, (null)

FUNCTION: is_a_bitfield(string_ptr)

FUNCTION: is_hex3(string_ptr)

FUNCTION: is_i_edge(string_ptr)

FUNCTION: is_g_edge(string_ptr)

FUNCTION: is_m_edge(string_ptr)

FUNCTION: is_b_level(string_ptr)

FUNCTION: is_m_level(string_ptr)

FUNCTION: is_x_level(string_ptr)

FUNCTION: is_i_pot(string_ptr)

FUNCTION: is_o_light(string_ptr)

FUNCTION: is_o_meter(string_ptr)

FUNCTION: is_i_status(string_ptr)

FUNCTION: is_minus1(string_ptr)

FUNCTION: is_lower_bound(string_ptr)

FUNCTION: is_int(string_ptr)

calledBy:

- get_light_default_position in get_light.c, (null)
- get_light_flash_mode in get_light.c, (null)
- get_m_level_position in get_m_level.c, (null)
- get_pot_tolerance in get_pot.c, (null)

FUNCTION: is_float(string_ptr)

calledBy:

- get_meter_default_position in get_meter.c, (null)
- get_meter_min_position in get_meter.c, (null)
- get_meter_max_position in get_meter.c, (null)
- get_pot_real_lower_bound in get_pot.c, (null)
- get_pot_default_position in get_pot.c, (null)
- get_pot_exit_position in get_pot.c, (null)

FUNCTION: is_double(string_ptr)

FILE: light_type.c
FUNCTION: read_light_identifiers(current_ctl_attr)
FUNCTION: init_light()
calledBy:
read_light_identifiers in light_type.c, (null)

FILE: m_level_type.c
FUNCTION: read_m_level_identifiers(current_ctl_attr)
FUNCTION: init_m_level()
calledBy:
read_m_level_identifiers in m_level_type.c, (null)

FILE: meter_type.c
FUNCTION: read_meter_identifiers(current_ctl_attr)
FUNCTION: init_meter()
calledBy:
read_meter_identifiers in meter_type.c, (null)

FILE: nfile_read.c
FUNCTION: pfile_read(file_name)
calledBy:
main in calibrate.c, (null)
calib_pfile_read in ncalib.c, (null)
main in main.c, (null)
main in panel_test.c, (null)
FUNCTION: read_control_attr()
calledBy:
pfile_read in nfile_read.c, (null)
pfile_read in opfile_read.c, (null)
pfile_read in pfile_read.c, (null)
FUNCTION: read_control_type()
calledBy:
read_control_attr in nfile_read.c, (null)
read_control_attr in opfile_read.c, (null)
read_control_attr in pfile_read.c, (null)
FUNCTION: skip_comment()
calledBy:
map_file_read in map_ammoc.c, (null)
get_entries_until_end_subclass in map_ammoc.c, (null)
pfile_read in opfile_read.c, (null)
read_control_attr in opfile_read.c, (null)

FILE: opfile_read.c
FUNCTION: pfile_read(file_name)
calledBy:
main in calibrate.c, (null)
calib_pfile_read in ncalib.c, (null)
main in main.c, (null)
main in panel_test.c, (null)
FUNCTION: read_control_attr()
calledBy:
pfile_read in nfile_read.c, (null)
pfile_read in opfile_read.c, (null)
pfile_read in pfile_read.c, (null)
FUNCTION: read_control_type()
calledBy:
read_control_attr in nfile_read.c, (null)
read_control_attr in opfile_read.c, (null)

read_control_attr in pfile_read.c, (null)
FUNCTION: skip_comment()
 calledBy:
 map_file_read in map_ammo.c, (null)
 get_entries_until_end_subclass in map_ammo.c, (null)
 pfile_read in opfile_read.c, (null)
 read_control_attr in opfile_read.c, (null)
FILE: pfile_conv.c
 FUNCTION: convert_pfile_structs_to_idc_format()
 calledBy:
 main in panel_test.c, (null)
FILE: pfile_offset.c
 FUNCTION: pfile_adjust_offsets(file_of_devices)
FILE: pfile_read.c
 FUNCTION: pfile_read(file_name, idc_board_identifier, use_offset, offset)
 calledBy:
 main in calibrate.c, (null)
 calib_pfile_read in ncalib.c, (null)
 main in main.c, (null)
 main in panel_test.c, (null)
 FUNCTION: read_control_attr()
 calledBy:
 pfile_read in npfile_read.c, (null)
 pfile_read in opfile_read.c, (null)
 pfile_read in pfile_read.c, (null)
 FUNCTION: read_control_type()
 calledBy:
 read_control_attr in npfile_read.c, (null)
 read_control_attr in opfile_read.c, (null)
 read_control_attr in pfile_read.c, (null)
 FUNCTION: skip_comment()
 calledBy:
 map_file_read in map_ammo.c, (null)
 get_entries_until_end_subclass in map_ammo.c, (null)
 pfile_read in opfile_read.c, (null)
 read_control_attr in opfile_read.c, (null)
 FUNCTION: pfile_set_current_idc_board_identifier(idc_board_identifier)
 calledBy:
 pfile_read in pfile_read.c, (null)
 FUNCTION: pfile_get_current_idc_board_identifier()
 FUNCTION: pfile_set_offset(offset)
 calledBy:
 pfile_read in pfile_read.c, (null)
 FUNCTION: pfile_get_offset()
FILE: pot_type.c
 FUNCTION: read_pot_identifiers(current_ctl_attr)
 FUNCTION: init_pot()
 calledBy:
 read_pot_identifiers in pot_type.c, (null)
FILE: status_type.c
 FUNCTION: read_status_identifiers(current_ctl_attr)
 FUNCTION: init_status()
 calledBy:
 read_status_identifiers in status_type.c, (null)

DIRECTORY: /gt/libsrc/libpots

FILE: foo.c

FILE: p_clamp.c

FUNCTION: pots_clamp_pot_between(pot, val1, val2)

calledBy:

pots_scale_lcr in p_lcr.c, (null)

pots_scale_lr_both in p_lr_both.c, (null)

pots_scale_lr_pos in p_lr_pos.c, (null)

FILE: p_lcr.c

FUNCTION: pots_scale_lcr(pot, left, center, right, tolerance)

calledBy:

scale in pots.c, (null)

pots_pil_cyc_roll_real in kato_pots.c, (null)

pots_pil_cyc_pitch_real in kato_pots.c, (null)

pots_pil_pedal_real in kato_pots.c, (null)

pots_pil_coll_real in kato_pots.c, (null)

pots_co_cyc_roll_real in kato_pots.c, (null)

pots_co_cyc_pitch_real in kato_pots.c, (null)

pots_cpo_elevate_real in kato_pots.c, (null)

pots_comm_trav_real in m1_pots.c, (null)

pots_comm_elev_real in m1_pots.c, (null)

pots_gunn_trav_real in m1_pots.c, (null)

pots_gunn_elev_real in m1_pots.c, (null)

pots_steer_bar_real in m1_pots.c, (null)

pots_comm_trav_real in m2_pots.c, (null)

pots_comm_elev_real in m2_pots.c, (null)

pots_gunn_trav_real in m2_pots.c, (null)

pots_gunn_elev_real in m2_pots.c, (null)

pots_steer_bar_real in m2_pots.c, (null)

FILE: p_lr_both.c

FUNCTION: pots_scale_lr_both(pot, left, right)

scale in pots.c, (null)

pots_comm_weap_real in m1_pots.c, (null)

pots_load_peri_real in m1_pots.c, (null)

pots_cupola_real in m2_pots.c, (null)

FILE: p_lr_pos.c

FUNCTION: pots_scale_lr_pos(pot, left, right)

calledBy:

scale in pots.c, (null)

pots_throttle_real in m1_pots.c, (null)

pots_service_brake_real in m1_pots.c, (null)

pots_throttle_real in m2_pots.c, (null)

pots_service_brake_real in m2_pots.c, (null)

pots_accelerator_real in m2_pots.c, (null)

FILE: p_three.c

FUNCTION: pots_check_three(line, first, second, third)

calledBy:

pots_init in m1_pots.c, (null)

pots_init in m2_pots.c, (null)

FILE: p_two.c

FUNCTION: pots_check_two(line, first, second)

calledBy:

pots_init in m1_pots.c, (null)
pots_init in m2_pots.c, (null)

DIRECTORY: ./gt/libsrc/libquat**FILE: calc_origin.c**

FUNCTION: kinematics_viewpoint_offset(v)

FUNCTION: kinematics_calc_origin_state(B_w, B_v_cg, B_C_A, A_w, A_v_o)

calledBy:

vehicle_update in libupdate.c, (null)

FILE: calc_v.c

FUNCTION: kinematics_calc_velocity(r, v_a, w, v_b)

calledBy:

kinematics_calc_origin_state in calc_origin.c, (null)

ground_interaction in ground.c, (null)

FILE: form_C.c

FUNCTION: kinematics_form_C(A_e_B, A_c_B, B_c_A)

calledBy:

vehicle_update in libupdate.c, (null)

vehicle_place in libupdate.c, (null)

vehicle_set_orientation in libupdate.c, (null)

FILE: form_N.c

FUNCTION: kinematics_form_N(B_C_A, A_b2)

calledBy:

vehicle_update in libupdate.c, (null)

vehicle_place in libupdate.c, (null)

vehicle_set_orientation in libupdate.c, (null)

vehicle_set_orientation_matrix in libupdate.c, (null)

FILE: form_e.c

FUNCTION: kinematics_form_e(A_w, e)

calledBy:

vehicle_update in libupdate.c, (null)

FILE: form_g.c

FUNCTION: kinematics_form_G(A_c_B, B_g)

calledBy:

vehicle_update in libupdate.c, (null)

vehicle_place in libupdate.c, (null)

vehicle_set_orientation in libupdate.c, (null)

vehicle_set_orientation_matrix in libupdate.c, (null)

FILE: form_r.c

FUNCTION: kinematics_form_r(A_v, A_r)

FILE: form_s.c

FUNCTION: kinematics_form_s(A_c_B, A_p, B_s)

calledBy:

vehicle_update in libupdate.c, (null)

vehicle_place in libupdate.c, (null)

vehicle_set_position in libupdate.c, (null)

vehicle_set_orientation in libupdate.c, (null)

vehicle_set_orientation_matrix in libupdate.c, (null)

FILE: make_e.c

FUNCTION: make_e(C_in, e_in)

calledBy:

vehicle_set_orientation_matrix in libupdate.c, (null)

FUNCTION: quat_dump()

FILE: norm_e.c

FUNCTION: normalize_e(e)

calledBy:

kinematics_update_e in update_e.c, (null)

FILE: update_e.c

FUNCTION: kinematics_update_e(B0_e_B, A_e_B0, A_e_B)

calledBy:

vehicle_update in libupdate.c, (null)

FILE: update_p.c

FUNCTION: kinematics_update_p(A_v, A_r, A_p)

calledBy:

vehicle_update in libupdate.c, (null)

DIRECTORY: ./gt/libsrc/librva_util

FILE: get_list.c

FUNCTION: rva_create_output_list(inclusion_fn)

calledBy:

rva_setup in rva_setup.c, (null)

missile_hydra_init in rkt_hydra.c, (null)

sad_init in way_ed.c, (null)

m1_collision_init in m1_collision.c, (null)

resupply_init in m1_resupp.c, (null)

m2_collision_init in m2_collision.c, (null)

resupply_init in m2_resupp.c, (null)

FUNCTION: rva_get_output_list(list_id, list, num_vehicles)

calledBy:

NetworkDumpRva in network.c, (null)

ResetVehicleList in network.c, (null)

TrackAcquire in track.c, (null)

msg_bld_vehicle_buffer in bld_updates.c, (null)

cig_msg_add_new_othervehs in add_veh2cig.c, (null)

cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)

cig_msg_delete_old_othervehs in del_veh.c, (null)

lock_on_target_vehicle in kato_attach.c, (null)

cig_prepare_buffer in kato_cig.c, IFDEF ODIN

msg_add_new_othervehs in add_veh2cig.c, (null)

msg_process_othervehs in adj_otherveh.c, (null)

msg_write_update_list in msg_loc.c, (null)

near_get_next_veh_near_point in near_point.c, (null)

near_get_veh_closest_to_point in near_point.c, (null)

near_get_next_veh_near_vector in near_vector.c, (null)

near_get_veh_closest_to_vector in near_vector.c, (null)

sad_simul in way_ed.c, (null)

m1_collision_simul in m1_collision.c, (null)

resupply_simul in m1_resupp.c, (null)

m2_collision_simul in m2_collision.c, (null)

resupply_simul in m2_resupp.c, (null)

FUNCTION: rva_smooth_vehicle(vehicle)

calledBy:

attach_attach_to_vehicle in kato_attach.c, (null)

FUNCTION: rva_dont_smooth_vehicle(vehicle)

calledBy:

attach_unattached in kato_attach.c, (null)

attach_lock_on_vehicle in kato_attach.c, (null)
FUNCTION: rva_util_get_veh_app_pkt(vehicle)

DIRECTORY: ./gt/libsrc/libser

FILE: ser_status.c

FUNCTION: ser_heartbeat()

calledBy:

monitor_status in kato_status.c, (null)

monitor_status in m1_status.c, (null)

monitor_status in m2_status.c, (null)

FUNCTION: ser_heartbeat_init()

calledBy:

simulation_state_machine in main.c, (null)

DIRECTORY: ./gt/libsrc/libsoftp

FILE: gt_softp.c

FUNCTION: init_soft_panels()

FUNCTION: softp_ins_panel_set(control, value)

FUNCTION: softp_sit_display_set(value)

calledBy:

softp_way_ed_on in gt_softp.c, (null)

softp_way_ed_off in gt_softp.c, (null)

softp_way_ed_move_to in gt_softp.c, (null)

softp_way_ed_print in gt_softp.c, (null)

softp_way_ed_just_print in gt_softp.c, (null)

softp_way_ed_clear in gt_softp.c, (null)

softp_current_posit_update in gt_softp.c, (null)

softp_bearing_update in gt_softp.c, (null)

softp_range_update in gt_softp.c, (null)

softp_way_ed_on in softp.c, (null)

softp_way_ed_off in softp.c, (null)

softp_way_ed_move_to in softp.c, (null)

softp_way_ed_print in softp.c, (null)

softp_way_ed_just_print in softp.c, (null)

softp_way_ed_clear in softp.c, (null)

softp_font_size in softp.c, (null)

softp_current_posit_update in softp.c, (null)

softp_bearing_update in softp.c, (null)

softp_range_update in softp.c, (null)

softp_marker_update in softp.c, (null)

FUNCTION: softp_send_end_of_tick()

FUNCTION: softp_send_idc_reset()

FUNCTION: softp_way_ed_on()

calledBy:

waypoint_editor in way_ed.c, (null)

FUNCTION: softp_way_ed_off()

calledBy:

waypoint_editor in way_ed.c, (null)

FUNCTION: softp_way_ed_move_to(x, y)

calledBy:

softp_way_ed_print in gt_softp.c, (null)

softp_way_ed_print in softp.c, (null)

FUNCTION: softp_way_ed_print(row, column, str)

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calledBy:
    waypoint_state in way_ed.c, (null)
    command_line_editor in way_ed.c, (null)
    display_waypoint in way_ed.c, (null)
    clear_waypoints in way_ed.c, (null)
    waypoint_editor in way_ed.c, (null)
FUNCTION: softp_way_ed_just_print(str)
FUNCTION: softp_way_ed_clear()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_current_posit_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: softp_bearing_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: softp_range_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FILE: softp.c
FUNCTION: init_soft_panels()
FUNCTION: softp_ins_panel_set(control, value)
FUNCTION: softp_ins_display_set(value)
    calledBy:
        softp_rocket_type in softp.c, (null)
        softp_label in softp.c, (null)
FUNCTION: softp_sit_display_set(value)
    calledBy:
        softp_way_ed_on in gt_softp.c, (null)
        softp_way_ed_off in gt_softp.c, (null)
        softp_way_ed_move_to in gt_softp.c, (null)
        softp_way_ed_print in gt_softp.c, (null)
        softp_way_ed_just_print in gt_softp.c, (null)
        softp_way_ed_clear in gt_softp.c, (null)
        softp_current_posit_update in gt_softp.c, (null)
        softp_bearing_update in gt_softp.c, (null)
        softp_range_update in gt_softp.c, (null)
        softp_way_ed_on in softp.c, (null)
        softp_way_ed_off in softp.c, (null)
        softp_way_ed_move_to in softp.c, (null)
        softp_way_ed_print in softp.c, (null)
        softp_way_ed_just_print in softp.c, (null)
        softp_way_ed_clear in softp.c, (null)
        softp_font_size in softp.c, (null)
        softp_current_posit_update in softp.c, (null)
        softp_bearing_update in softp.c, (null)
        softp_range_update in softp.c, (null)
        softp_marker_update in softp.c, (null)
FUNCTION: softp_send_end_of_tick()
FUNCTION: softp_exit_gracefully()
    calledBy:
        sad_uninit in way_ed.c, IF 0
FUNCTION: softp_send_idc_reset()
FUNCTION: softp_way_ed_on()

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calledBy:
 waypoint_editor in way_ed.c, (null)
 FUNCTION: softp_way_ed_off()
 calledBy:
 waypoint_editor in way_ed.c, (null)
 FUNCTION: softp_way_ed_move_to(x, y)
 calledBy:
 softp_way_ed_print in gt_softp.c, (null)
 softp_way_ed_print in softp.c, (null)
 FUNCTION: softp_way_ed_print(row, column, str)
 calledBy:
 waypoint_state in way_ed.c, (null)
 command_line_editor in way_ed.c, (null)
 display_waypoint in way_ed.c, (null)
 clear_waypoints in way_ed.c, (null)
 waypoint_editor in way_ed.c, (null)
 FUNCTION: softp_way_ed_just_print(str)
 FUNCTION: softp_way_ed_clear()
 calledBy:
 waypoint_editor in way_ed.c, (null)
 FUNCTION: softp_font_size(font_size)
 calledBy:
 clear_waypoints in way_ed.c, (null)
 renumber_waypoints in way_ed.c, (null)
 waypoint_editor in way_ed.c, (null)
 recall_waypoints in way_ed.c, (null)
 FUNCTION: softp_current_posit_update(str)
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: softp_rocket_type(str)
 FUNCTION: softp_label(weapon_id, str, color_index)
 FUNCTION: softp_bearing_update(str)
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: softp_range_update(str)
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: softp_marker_update(str)
 calledBy:
 sad_simul in way_ed.c, (null)
 FILE: softp_stub.c
 FUNCTION: init_soft_panels()
 FUNCTION: softp_controls_init()
 FUNCTION: softp_send_idc_reset()
 FUNCTION: softp_ins_panel_set()
 FUNCTION: softp_send_idc_reset()
 FUNCTION: softp_send_end_of_tick()

DIRECTORY: ./gt/libsrc/libsound
 FILE: libsound.c
 FUNCTION: sound_of_weapons_impact(ammo_index, impact_type, range_sq)
 calledBy:
 impacts_tell_cig_about_impacts in impacts.c, (null)

FUNCTION: sound_make_const_sound(sound_index)

calledBy:

sound_of_weapons_impact in libsound.c, (null)
sound_make_del_sound in libsound.c, (null)
sound_of_random_sounds in kato_sound.c, (null)
ammo_arm_panel_check in m1_ammo.c, (null)
ammo_breech_pushed in m1_ammo.c, (null)
ammo_breech_unload_pushed in m1_ammo.c, (null)
ammo_ejection_guard_armed in m1_ammo.c, (null)
ammo_ejection_guard_safe in m1_ammo.c, (null)
ammo_open_blast_door in m1_ammo.c, (null)
ammo_close_blast_door in m1_ammo.c, (null)
ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
ammo_resupply_sent in m1_ammo.c, (null)
drivetrain_set_service_brake in m1_dtrain.c, (null)
drivetrain_set_parking_brake in m1_dtrain.c, (null)
drivetrain_release_parking_brake in m1_dtrain.c, (null)
engine_start_switch in m1_engine.c, (null)
spool_down_engine in m1_engine.c, (null)
failure_collision_damages in m1_failure.c, (null)
hydraulic_simul in m1_hydrsys.c, (null)
sound_of_tracks in m1_sound.c, (null)
sound_of_turret_traversing in m1_sound.c, (null)
sound_of_gun_elevating in m1_sound.c, (null)
sound_of_random_sounds in m1_sound.c, (null)
check_turning_sounds in m1_tracks.c, (null)
turret_simul in m1_turret.c, (null)
turret_gun_turret_drive_uncoupled in m1_turret.c, (null)
turret_gun_turret_drive_powered in m1_turret.c, (null)
turret_gun_turret_drive_manual in m1_turret.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
ammo_misfire_pushed in m2_ammo.c, (null)
drivetrain_parking_brake_set in m2_dtrain.c, (null)
drivetrain_parking_brake_release in m2_dtrain.c, (null)
failure_collision_damages in m2_failure.c, (null)
launcher_simul in m2_launcher.c, (null)
launcher_up in m2_launcher.c, (null)
launcher_down in m2_launcher.c, (null)
launcher_idle in m2_launcher.c, (null)
ramp_simul in m2_ramp.c, (null)
ramp_up in m2_ramp.c, (null)
ramp_down in m2_ramp.c, (null)
ramp_idle in m2_ramp.c, (null)
sound_of_main_gun_firing in m2_sound.c, (null)
sound_of_engine_cranking_start in m2_sound.c, (null)
sound_of_engine_cranking_stop in m2_sound.c, (null)
sound_of_engine_stall in m2_sound.c, (null)
sound_of_tracks in m2_sound.c, (null)
sound_of_engine_start in m2_sound.c, (null)
sound_of_engine_stop in m2_sound.c, (null)
sound_of_gun_elevating in m2_sound.c, (null)
sound_of_turret_traversing in m2_sound.c, (null)
sound_of_turret_power_on in m2_sound.c, (null)
sound_of_turret_power_already_on in m2_sound.c, (null)

sound_of_turret_power_off in m2_sound.c, (null)
 sound_of_turret_drive_on in m2_sound.c, (null)
 sound_of_turret_drive_already_on in m2_sound.c, (null)
 sound_of_turret_drive_off in m2_sound.c, (null)
 sound_of_engine_accessory_on in m2_sound.c, (null)
 sound_of_engine_accessory_already_on in m2_sound.c, (null)
 sound_of_engine_accessory_off in m2_sound.c, (null)
 sound_of_random_sounds in m2_sound.c, (null)
 turret_simul in m2_turret.c, (null)
 weapons_missile_is_launched in m2_weapons.c, (null)
 weapons_fire in m2_weapons.c, (null)
 FUNCTION: sound_force_const_sound(sound_index)
 sound_force_del_sound in libsound.c, (null)
 FUNCTION: sound_make_var_sound(sound_index, pct)
 calledBy:
 send_engine_sound in m1_engine.c, (null)
 sound_of_turret_traversing in m1_sound.c, (null)
 sound_of_engine in m2_sound.c, (null)
 FUNCTION: sound_get_var_sound_arg(sound_index, pct, mod)
 calledBy:
 sound_of_tracks in m1_sound.c, (null)
 sound_of_tracks in m2_sound.c, (null)
 FUNCTION: sound_make_arg_sound(sound_index, mod)
 calledBy:
 sound_of_tracks in m1_sound.c, (null)
 sound_of_tracks in m2_sound.c, (null)
 FUNCTION: sound_make_del_sound()
 FUNCTION: sound_force_del_sound()
 FUNCTION: sound_make_cont_sound(start_index, vary_index, stop_index, pct)
 calledBy:
 sound_of_vehicle in kato_sound.c, (null)
 FUNCTION: sound_stop_cont_sound(stop_index, vary_index)
 calledBy:
 sound_of_vehicle in kato_sound.c, (null)

DIRECTORY: ./gt/libsrc/libterrain

FILE: calc_elev.c

FUNCTION: terrain_calc_elev(out_patch, location)
 calledBy:
 bigwh_init_height in init_suppt.c, (null)
 get_height_under_wheel in set_suppt.c, (null)
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)
 FUNCTION: check_polys_incl(cur_bucket, location, cur_height, soil_type)
 calledBy:
 terrain_calc_elev in calc_elev.c, (null)
 FUNCTION: check_bvols_incl(cur_bucket, location, height)
 calledBy:
 terrain_calc_elev in calc_elev.c, (null)
 FUNCTION: terrain_get_height(pt, height_field)
 calledBy:
 check_polys_incl in calc_elev.c, (null)
 FUNCTION: terrain_inside(pt, inc_info, vertex_list, num_verts)

calledBy:
check_polys_incl in calc_elev.c, (null)
check_bvols_incl in calc_elev.c, (null)
FUNCTION: terrain_make_normal(vertex, edge_list, height_field)
calledBy:
check_polys_incl in calc_elev.c, (null)
FUNCTION: terrain_make_edges(vertices, edge_list, vert_cnt)
calledBy:
check_polys_incl in calc_elev.c, (null)
check_bvols_incl in calc_elev.c, (null)
FILE: get_size.c
FUNCTION: terrain_get_patch_size()
FILE: get_soil.c
FUNCTION: terrain_get_terrain_type(out_patch)
calledBy:
get_current_soil_type in m1_tracks.c, (null)
tracks_get_dust_cloud in m1_tracks.c, (null)
drivetrain_simul in m2_dtrain.c, (null)
FILE: lt_init.c
FUNCTION: terrain_lt_init(out_patch)
calledBy:
kinematics_simul in kin_simul.c, (null)
FILE: obstacles.c
FUNCTION: terrain_obstructed(out_patch, location, radius)
FILE: preproc.c
FUNCTION: terrain_preproc_terrain(out_patch, num_polys, dgi_poly_array,
num_bvols, dgi_bvol_array, position)
calledBy:
process_msg_local_terrain in proc_l_terr.c, (null)
process_msg_lt_piece in proc_lt_pi.c, IFDEF OLD
FUNCTION: terrain_add_poly_ptr(loc_patch, poly_to_add)
calledBy:
terrain_preproc_terrain in preproc.c, (null)
FUNCTION: terrain_add_bvol_ptr(loc_patch, bvol_to_add)
calledBy:
terrain_preproc_terrain in preproc.c, (null)
FILE: terr_init.c
FUNCTION: terrain_uninit(out_patch)
calledBy:
terrain_init in terr_init.c, (null)
hull_uninit in hull_init.c, (null)
kinematics_simul in kin_simul.c, (null)
FUNCTION: terrain_init(out_patch)
calledBy:
bigwheel_init in bigwh_init.c, (null)
FILE: verb_mode.c
FUNCTION: terrain_verbose_mode_on()
calledBy:
main in kato_main.c, (null)
main in m1_main.c, (null)
main in m2_main.c, (null)

DIRECTORY: ./gt/libsrc/libtimers

FILE: t_cur_tick.c

FUNCTION: timers_get_current_tick()

calledBy:

timed_printf in timed_printf.c, IFNDEF_GT_
network_print_statistics in nwk_stats.c, (null)
network_check_veh_appearance in nwk_thresh.c, (null)
veh_spec_exit in niu_main.c, (null)
veh_spec_exit in kato_main.c, (null)
meter_simul in kato_meter.c, (null)
network_print_statistics in print_stats.c, (null)
network_check_veh_appearance in thresh.c, (null)
process_msg_lt_piece in proc_lt_pi.c, IF DEBUG
sad_simul in way_ed.c, (null)
time_n_lases_ago in m1_laser.c, (null)
record_this_lase in m1_laser.c, (null)
veh_spec_exit in m1_main.c, (null)
veh_spec_exit in m2_main.c, (null)

FILE: t_cur_time.c

FUNCTION: timers_get_current_time()

calledBy:

veh_spec_exit in niu_main.c, (null)
veh_spec_exit in kato_main.c, (null)
veh_spec_exit in m1_main.c, (null)
veh_spec_exit in m2_main.c, (null)

FILE: t_data.c

FUNCTION: timers_get_data()

calledBy:

sound_make_del_sound in libsound.c, (null)
sound_force_del_sound in libsound.c, (null)

FILE: t_del_proc.c

FUNCTION: timers_delay_proc(ticks, proc, necessary, data)

calledBy:

sound_of_weapons_impact in libsound.c, (null)
sound_we_just_died in kato_sound.c, (null)
controls_no_power_off in m1_ctl_npc.c, (null)
sound_we_just_died in m1_sound.c, (null)
sound_we_just_died in m2_sound.c, (null)

FILE: t_free.c

FUNCTION: timers_free_timer(index)

calledBy:

timers_simul in t_simul.c, (null)
ammo_stop_resupply_timer in kato_ammo.c, (null)
ammo_start_resupply_receive_timer in kato_ammo.c, (null)
nlos_stop_launcher_timer in kato_ctl_nls.c, (null)
nlos_stop_trail_timer in kato_nlos.c, (null)
nlos_stop_wait_for_good_agl in kato_nlos.c, (null)
nlos_stop_pre_terminal_timer in kato_nlos.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)
ammo_receive_loading_state in kato_resupp.c, (null)
resupply_stop_ammo_resupply in kato_resupp.c, (null)
resupply_offer_packet in kato_resupp.c, (null)
fail_simul in f_simul.c, (null)
repair_uninit in repair.c, (null)
repair_complete_repair in repair.c, (null)

repair_start_self_repair in repair.c, (null)
bloom_sensor in het_bloom.c, (null)
check_bloom_timer in het_bloom.c, (null)
one_tick_bloom in het_bloom.c, (null)
impact_goggles in het_goggles.c, (null)
check_goggles_timer in het_goggles.c, (null)
ammo_start_resupply_receive_timer in ammo.c, (null)
ammo_stop_resupply_timer in ammo.c, (null)
fuel_stop_resupply in fuelsys.c, (null)
ammo_start_resupply_receive_timer in newammo.c, (null)
ammo_stop_resupply_timer in newammo.c, (null)
ammo_receive_request_state in resupp.c, (null)
fuel_receive_request_state in resupp.c, (null)
fuel_receive_loading_state in resupp.c, (null)
resupply_stop_ammo_resupply in resupp.c, (null)
resupply_offer_packet in resupp.c, (null)
resupply_thank_you_packet in resupp.c, (null)
ammo_send_servicing_state in resupp.c, (null)
resupply_feed_me_packet in resupp.c, (null)
ammo_start_loader_timer in m1_ammo.c, (null)
ammo_stop_loader_timer in m1_ammo.c, (null)
ammo_start_blast_door_timer in m1_ammo.c, (null)
ammo_stop_blast_door_timer in m1_ammo.c, (null)
ammo_blast_door_check in m1_ammo.c, (null)
ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
ammo_start_resupply_receive_timer in m1_ammo.c, (null)
ammo_stop_resupply_receive_timer in m1_ammo.c, (null)
ammo_stop_timers in m1_ammo.c, (null)
bcs_turn_computer_off in m1_bcs.c, (null)
bcs_check_bootup in m1_bcs.c, (null)
controls_engine_lamp_check in m1_ctl_mpc.c, (null)
controls_engine_lamp_exit in m1_ctl_mpc.c, (null)
controls_engine_abort_check in m1_ctl_mpc.c, (null)
controls_engine_abort_exit in m1_ctl_mpc.c, (null)
controls_engine_started in m1_ctl_mpc.c, (null)
controls_engine_spooling_down in m1_ctl_mpc.c, (null)
controls_engine_abort in m1_ctl_mpc.c, (null)
controls_odometer_pulse in m1_ctl_npc.c, (null)
controls_odometer_check in m1_ctl_npc.c, (null)
controls_odometer_exit in m1_ctl_npc.c, (null)
electsys_simul in m1_electsys.c, (null)
electsys_engine_start_request in m1_electsys.c, (null)
fuel_check_xfer_timer in m1_fuelsys.c, (null)
fuel_master_power_off in m1_fuelsys.c, (null)
fuel_stop_resupply in m1_fuelsys.c, (null)
repair_request in m1_repair.c, (null)
repair_request_state in m1_repair.c, (null)
resupply_offer_packet in m1_resupp.c, (null)
resupply_thank_you_packet in m1_resupp.c, (null)
resupply_feed_me_packet in m1_resupp.c, (null)
ammo_receive_request_state in m1_resupp.c, (null)
fuel_receive_request_state in m1_resupp.c, (null)
ammo_send_servicing_state in m1_resupp.c, (null)
resupply_stop_ammo_resupply in m1_resupp.c, (null)

resupply_stop_fuel_resupply in m1_resupp.c, (null)
stop_cooldown_timer in m1_thermal.c, (null)
bcs_simul in m2_bcs.c, (null)
bcs_turn_computer_off in m2_bcs.c, (null)
controls_odometer_pulse in m2_ctl_hnp.c, (null)
controls_odometer_check in m2_ctl_hnp.c, (null)
controls_odometer_exit in m2_ctl_hnp.c, (null)
fuel_stop_resupply in m2_fuelsys.c, (null)
repair_request in m2_repair.c, (null)
repair_request_state in m2_repair.c, (null)
resupply_offer_packet in m2_resupp.c, (null)
resupply_thank_you_packet in m2_resupp.c, (null)
resupply_feed_me_packet in m2_resupp.c, (null)
ammo_receive_request_state in m2_resupp.c, (null)
fuel_receive_request_state in m2_resupp.c, (null)
ammo_send_servicing_state in m2_resupp.c, (null)
resupply_stop_ammo_resupply in m2_resupp.c, (null)
resupply_stop_fuel_resupply in m2_resupp.c, (null)

FILE: t_get_timer.c

FUNCTION: timers_get_timer(ticks)

timers_delay_proc in t_del_proc.c, (null)
ammo_start_resupply_receive_timer in kato_ammo.c, (null)
nlos_pdp_left_depressed in kato_ctl_nls.c, (null)
nlos_pdp_center_depressed in kato_ctl_nls.c, (null)
nlos_pdp_right_depressed in kato_ctl_nls.c, (null)
nlos_simul in kato_nlos.c, (null)
nlos_launch in kato_nlos.c, (null)
nlos_update_nlos_mode in kato_nlos.c, (null)
ammo_receive_quiet_state in kato_resupp.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)
resupply_offer_packet in kato_resupp.c, (null)
repair_start_self_repair in repair.c, (null)
bloom_act in het_bloom.c, (null)
impact_goggles in het_goggles.c, (null)
het_init in het_kin.c, (null)
ammo_start_resupply_receive_timer in ammo.c, (null)
fuel_start_external_resupply in fuelsys.c, (null)
ammo_receive_quiet_state in resupp.c, (null)
fuel_receive_quiet_state in resupp.c, (null)
ammo_receive_request_state in resupp.c, (null)
fuel_receive_request_state in resupp.c, (null)
resupply_offer_packet in resupp.c, (null)
resupply_feed_me_packet in resupp.c, (null)
ammo_start_loader_timer in m1_ammo.c, (null)
ammo_start_blast_door_timer in m1_ammo.c, (null)
ammo_start_resupply_receive_timer in m1_ammo.c, (null)
bcs_boot_computer in m1_bcs.c, (null)
controls_engine_started in m1_ctl_mpc.c, (null)
controls_engine_abort in m1_ctl_mpc.c, (null)
controls_odometer_pulse in m1_ctl_npc.c, (null)
electsys_engine_start_request in m1_electsys.c, (null)
fuel_master_power_on in m1_fuelsys.c, (null)
fuel_start_external_resupply in m1_fuelsys.c, (null)
repair_quiet_state in m1_repair.c, (null)

repair_request_state in m1_repair.c, (null)
resupply_offer_packet in m1_resupp.c, (null)
resupply_feed_me_packet in m1_resupp.c, (null)
ammo_receive_quiet_state in m1_resupp.c, (null)
fuel_receive_quiet_state in m1_resupp.c, (null)
ammo_receive_request_state in m1_resupp.c, (null)
fuel_receive_request_state in m1_resupp.c, (null)
start_timing_cooldown_delay in m1_thermal.c, (null)
bcs_turn_computer_on in m2_bcs.c, (null)
controls_odometer_pulse in m2_ctl_hnp.c, (null)
fuel_start_external_resupply in m2_fuelsys.c, (null)
repair_quiet_state in m2_repair.c, (null)
repair_request_state in m2_repair.c, (null)
resupply_offer_packet in m2_resupp.c, (null)
resupply_feed_me_packet in m2_resupp.c, (null)
ammo_receive_quiet_state in m2_resupp.c, (null)
fuel_receive_quiet_state in m2_resupp.c, (null)
ammo_receive_request_state in m2_resupp.c, (null)
fuel_receive_request_state in m2_resupp.c, (null)

FILE: t_in_use.c

FUNCTION: timers_get_in_use_status(index)
bcs_computer_status in m1_bcs.c, (null)
bcs_check_bootup in m1_bcs.c, (null)
bcs_simul in m2_bcs.c, (null)

FILE: t_init.c

FUNCTION: timers_init()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FILE: t_loc.c

FILE: t_milli.c

FUNCTION: timers_elapsed_milliseconds()
calledBy:
veh_spec_exit in niu_main.c, (null)
veh_spec_exit in kato_main.c, (null)
send_exercise_status_pkt in ex_status.c, (null)
send_exercise_status_trans in ex_status.c, (null)
send_simulation_status_pkt in sim_status.c, (null)
send_simulation_status_trans in sim_status.c, (null)
veh_spec_exit in m1_main.c, (null)
veh_spec_exit in m2_main.c, (null)

FILE: t_null_proc.c

FUNCTION: timers_null_proc()

FILE: t_reset.c

FUNCTION: timers_reset_timeout_edge(index)

FILE: t_restart.c

FUNCTION: timers_restart_timer(index)

FILE: t_set_null.c

FUNCTION: timers_set_null_timer()
calledBy:
ammo_stop_resupply_timer in kato_ammo.c, (null)
fail_simul in f_simul.c, (null)
repair_uninit in repair.c, (null)
repair_complete_repair in repair.c, (null)

repair_start_self_repair in repair.c, (null)
 ammo_stop_resupply_timer in ammo.c, (null)
 ammo_stop_resupply_timer in newammo.c, (null)
 ammo_init in m1_ammo.c, (null)
 ammo_stop_loader_timer in m1_ammo.c, (null)
 ammo_stop_blast_door_timer in m1_ammo.c, (null)
 ammo_blast_door_check in m1_ammo.c, (null)
 ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
 ammo_stop_resupply_receive_timer in m1_ammo.c, (null)
 ammo_stop_timers in m1_ammo.c, (null)
 bcs_init in m1_bcs.c, (null)
 bcs_turn_computer_off in m1_bcs.c, (null)
 bcs_check_bootup in m1_bcs.c, (null)
 controls_mpc_init in m1_ctl_mpc.c, (null)
 controls_engine_lamp_check in m1_ctl_mpc.c, (null)
 controls_engine_lamp_exit in m1_ctl_mpc.c, (null)
 controls_engine_abort_check in m1_ctl_mpc.c, (null)
 controls_engine_abort_exit in m1_ctl_mpc.c, (null)
 controls_engine_spooling_down in m1_ctl_mpc.c, (null)
 controls_npc_init in m1_ctl_npc.c, (null)
 controls_odometer_check in m1_ctl_npc.c, (null)
 controls_odometer_exit in m1_ctl_npc.c, (null)
 stop_cooldown_timer in m1_thermal.c, (null)
 bcs_simul in m2_bcs.c, (null)
 bcs_turn_computer_off in m2_bcs.c, (null)
 controls_hnp_init in m2_ctl_hnp.c, (null)
 controls_odometer_check in m2_ctl_hnp.c, (null)
 controls_odometer_exit in m2_ctl_hnp.c, (null)

FILE: t_simul.c

FUNCTION: timers_simul()

simulation_state_machine in stt_machine.c, (null)
 simulation_state_machine in main.c, (null)

FILE: t_start.c

FUNCTION: timers_init_starttime()

calledBy:

simulation_state_machine in stt_machine.c, (null)
 simulation_state_machine in main.c, (null)

FILE: t_status.c

FUNCTION: timers_status()

calledBy:

keyboard_simul in niu_keybrd.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 keyboard_simul in m2_keybrd.c, (null)

FILE: t_stop.c

FUNCTION: timers_stop_timer(index)

FILE: t_stopped.c

FUNCTION: timers_get_stopped_status(index)

FILE: t_ticking.c

FUNCTION: timers_get_ticking_status(index)

calledBy:

bcs_check_bootup in m1_bcs.c, (null)
 electsys_simul in m1_electsys.c, (null)
 fuel_simul in m1_fuelsys.c, (null)

fuel_check_xfer_timer in m1_fuelsys.c, (null)
 bcs_simul in m2_bcs.c, (null)
 fuel_simul in m2_fuelsys.c, (null)

FILE: t_ticks.c

FUNCTION: timers_get_ticks_left(index)

FILE: t_timeout.c

FUNCTION: timers_get_timeout_edge(index)

calledBy::

ammo_resupply_receive_timeout_check in kato_ammo.c, (null)
 controls_nlos_simul in kato_ctl_nls.c, (null)
 nlos_simul in kato_nlos.c, (null)
 nlos_update_nlos_mode in kato_nlos.c, (null)
 ammo_receive_request_state in kato_resupp.c, (null)
 fail_simul in f_simul.c, (null)
 check_bloom_timer in het_bloom.c, (null)
 check_goggles_timer in het_goggles.c, (null)
 het_simul in het_kin.c, (null)
 ammo_resupply_receive_timeout_check in ammo.c, (null)
 fuel_resupply_receive_timeout_check in fuelsys.c, (null)
 ammo_resupply_receive_timeout_check in newammo.c, (null)
 ammo_receive_request_state in resupp.c, (null)
 fuel_receive_request_state in resupp.c, (null)
 ammo_send_servicing_state in resupp.c, (null)
 ammo_breach_ready in m1_ammo.c, (null)
 ammo_blast_door_check in m1_ammo.c, (null)
 ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
 controls_engine_lamp_check in m1_ctl_mpc.c, (null)
 controls_engine_abort_check in m1_ctl_mpc.c, (null)
 controls_odometer_check in m1_ctl_npc.c, (null)
 repair_request_state in m1_repair.c, (null)
 ammo_receive_request_state in m1_resupp.c, (null)
 fuel_receive_request_state in m1_resupp.c, (null)
 ammo_send_servicing_state in m1_resupp.c, (null)
 thermal_cooldown_timeout_check in m1_thermal.c, (null)
 controls_odometer_check in m2_ctl_hnp.c, (null)
 repair_request_state in m2_repair.c, (null)
 ammo_receive_request_state in m2_resupp.c, (null)
 fuel_receive_request_state in m2_resupp.c, (null)
 ammo_send_servicing_state in m2_resupp.c, (null)

DIRECTORY:: ./gt/libsrc/libtrack

FILE: ivsvrif.c

FUNCTION: SubmitIvsvrRequest(sensor, request)

FUNCTION: CancelIvsvrRequest(sensor, request)

FUNCTION: ProcessIvsvrResponse(sensor, response)

FUNCTION: ResponseFromIvsvr(requestID, obscured)

FILE: lrfif.c

FUNCTION: SubmitLrfRequest(sensor, request)

FUNCTION: CancelLrfRequest(sensor, request)

FUNCTION: ProcessLrfResponse(sensor, response)

FUNCTION: ResponseFromLRF(lrfRequestID, sensorID, range)

FUNCTION: RequestAboutToBePostedByLRF(lrfRequestID, sensorID)

FILE: object.c

FUNCTION: AllocTObject(type)
 calledBy:
 TrackAcquire in track.c, (null)

FUNCTION: FreeTObject(object)
 calledBy:
 TrackUpdate in track.c, (null)
 TrackAcquire in track.c, (null)
 TrackSensorOff in track.c, (null)

FUNCTION: LinkTObject(sensor, object)
 calledBy:
 TrackAcquire in track.c, (null)

FUNCTION: UnlinkTObject(sensor, object)
 calledBy:
 TrackUpdate in track.c, (null)
 TrackSensorOff in track.c, (null)

FUNCTION: SaveRangeSquaredToObject(sensor, object)
 calledBy:
 RequestAboutToBePostedByLRF in lrif.c, (null)

FUNCTION: GetRangeSquaredToObject(object, next)
 calledBy:
 ProcessLrfResponse in lrif.c, (null)

FUNCTION: CalculateRangeSquaredToObject(sensor, object)
 calledBy:
 ProcessIvsvrResponse in ivsvrif.c, (null)
 SaveRangeSquaredToObject in object.c, (null)

FUNCTION: LocationVehicle(object, location)

FUNCTION: RotationVehicle(object, rotation)

FUNCTION: TypeVehicle(object)

FUNCTION: TObjectExists(object)
 calledBy:
 ProcessIvsvrResponse in ivsvrif.c, (null)
 ProcessLrfResponse in lrif.c, (null)
 TrackUpdate in track.c, (null)

FUNCTION: TObjectTheSame(object, anotherObject)

FUNCTION: _DumpTObject(indent, object)
 calledBy:
 _DumpSensor in sensor.c, (null)

FILE: request.c

FUNCTION: AllocRequest(intervisibility)
 calledBy:
 TrackAcquire in track.c, (null)
 TrackLock in track.c, (null)

FUNCTION: FreeRequest(request)
 calledBy:
 AllocRequest in request.c, (null)
 AllocResponse in response.c, (null)
 TrackUpdate in track.c, (null)
 TrackAcquire in track.c, (null)
 TrackSensorOff in track.c, (null)

FUNCTION: GetRequestWithLrfRequestID(sensor, lrfRequestID)
 calledBy:
 ProcessLrfResponse in lrif.c, (null)
 RequestAboutToBePostedByLRF in lrif.c, (null)

FUNCTION: GetRequestWithRequestID(sensor, requestID)

calledBy:
 ProcessIvsvrResponse in ivsvrif.c, (null)
 GetRequestWithOnlyRequestID in request.c, (null)
 FUNCTION: GetRequestWithObject(sensor, object)
 calledBy:
 TrackLock in track.c, (null)
 TrackDontLock in track.c, (null)
 TrackBreakLock in track.c, (null)
 FUNCTION: GetRequestWithOnlyRequestID(requestID)
 calledBy:
 ResponseFromIvsvr in ivsvrif.c, (null)
 FUNCTION: LinkRequest(sensor, request)
 calledBy:
 TrackUpdate in track.c, (null)
 TrackAcquire in track.c, (null)
 FUNCTION: UnlinkRequest(sensor, request)
 calledBy:
 TrackUpdate in track.c, (null)
 TrackSensorOff in track.c, (null)
 FUNCTION: _DumpRequest(indent, request)
 calledBy:
 _DumpSensor in sensor.c, (null)
 FILE: response.c
 FUNCTION: AllocResponse(intervisibility)
 calledBy:
 ResponseFromIvsvr in ivsvrif.c, (null)
 ResponseFromLRF in lrif.c, (null)
 TrackAcquire in track.c, (null)
 FUNCTION: FreeResponse(response)
 calledBy:
 TrackUpdate in track.c, (null)
 TrackSensorOff in track.c, (null)
 FUNCTION: LinkResponse(sensor, response)
 calledBy:
 ResponseFromIvsvr in ivsvrif.c, (null)
 ResponseFromLRF in lrif.c, (null)
 TrackAcquire in track.c, (null)
 FUNCTION: UnlinkResponse(sensor, response)
 calledBy:
 TrackUpdate in track.c, (null)
 TrackSensorOff in track.c, (null)
 FUNCTION: ProcessNullResponse(sensor, response)
 FUNCTION: _DumpResponse(indent, response)
 calledBy:
 _DumpSensor in sensor.c, (null)
 FILE: sensor.c
 FUNCTION: AllocSensor()
 calledBy:
 TrackSensorInit in track.c, (null)
 FUNCTION: FreeSensor(sensor)
 calledBy:
 TrackSensorUnInit in track.c, (null)
 FUNCTION: GetSensorWithID(sensorID)
 calledBy:

ResponseFromLRF in lrif.c, (null)
RequestAboutToBePostedByLRF in lrif.c, (null)
TrackSensorUnInit in track.c, (null)
TrackUpdate in track.c, (null)
TrackAcquire in track.c, (null)
TrackSensorOn in track.c, (null)
TrackSensorOff in track.c, (null)
TrackLock in track.c, (null)
TrackDontLock in track.c, (null)
TrackBreakLock in track.c, (null)
TrackSetPersistence in track.c, (null)
TrackSetIntervisibility in track.c, (null)
TrackSetMaxResponses in track.c, (null)
TrackSetVehicleID in track.c, (null)
TrackDump in track.c, (null)
FUNCTION: LinkSensor(sensor)
 calledBy:
 TrackSensorInit in track.c, (null)
FUNCTION: UnlinkSensor(sensor)
 calledBy:
 TrackSensorUnInit in track.c, (null)
FUNCTION: SaveSensorState(sensor, location, boresight)
 calledBy:
 TrackUpdate in track.c, (null)
 TrackAcquire in track.c, (null)
FUNCTION: GetSensorList()
 calledBy:
 GetRequestWithOnlyRequestID in request.c, (null)
FUNCTION: _DumpSensor(indent, sensor)
 calledBy:
 TrackDump in track.c, (null)
FILE: track.c
 FUNCTION: TrackSensorInit(lockFunc, breakLockFunc, detectibilityFunc, pelFunc,
 updateFunc, detectibilityThreshold, retSensorID)
 FUNCTION: TrackSensorUnInit(sensorID)
 FUNCTION: TrackUpdate(sensorID, vehicleListID, location, boresight)
 FUNCTION: TrackAcquire(sensorID, vehicleListID, location, boresight)
 FUNCTION: TrackSensorOn(sensorID)
 calledBy:
 TrackSensorInit in track.c, (null)
 FUNCTION: TrackSensorOff(sensorID)
 calledBy:
 TrackSensorUnInit in track.c, (null)
 FUNCTION: TrackErrString()
 calledBy:
 ProcessIvsvrResponse in ivsvrif.c, (null)
 ResponseFromIvsvr in ivsvrif.c, (null)
 ProcessLrfResponse in lrif.c, (null)
 ResponseFromLRF in lrif.c, (null)
 FUNCTION: TrackLock(sensorID, object)
 FUNCTION: TrackDontLock(sensorID, object)
 FUNCTION: TrackBreakLock(sensorID, object)
 FUNCTION: TrackSetPersistence(sensorID, persistence)
 FUNCTION: TrackSetIntervisibility(sensorID, str)

FUNCTION: TrackSetMaxResponses(sensorID, number)

FUNCTION: TrackSetVehicleID(sensorID, vehicleID)

FUNCTION: TrackDump(sensorID)

DIRECTORY: ./gt/libsrc/libutil

FILE: beep.c

FUNCTION: beep(count)

calledBy:

process_msg_hit in kato_cig.c, IFDEF old
process_deactivate_me in deactivate.c, (null)

FILE: clear_screen.c

FUNCTION: clear_screen()

calledBy:

print_veh_logo in niu_main.c, IFNDEF_GT_
enter_gracefully in calibrate.c, (null)
calib_create_mode in calibrate.c, (null)
calib_edit_mode in calibrate.c, (null)
get_calib_values in calibrate.c, (null)
enter_gracefully in ncalib.c, (null)
calib_create_mode in ncalib.c, (null)
calib_edit_mode in ncalib.c, (null)
get_calib_values in ncalib.c, (null)
main in panel_test.c, (null)
enter_gracefully in panel_test.c, (null)
output_alpha_test in pnl_tst_alp.c, (null)
output_binary_test in pnl_tst_bin.c, (null)
output_digital_test in pnl_tst_dig.c, (null)
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
output_meter_test in pnl_tst_met.c, (null)
output_sad_test in pnl_tst_sad.c, (null)
output_sound_test in pnl_tst_snd.c, (null)
main in panel_test.c, (null)
enter_gracefully in panel_test.c, (null)
output_alpha_test in pnl_tst_alp.c, (null)
output_binary_test in pnl_tst_bin.c, (null)
output_digital_test in pnl_tst_dig.c, (null)
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
output_meter_test in pnl_tst_met.c, (null)
output_sad_test in pnl_tst_sad.c, (null)
output_sound_test in pnl_tst_snd.c, (null)

FILE: cp_2_TF1.c

FUNCTION: copy_to_TF1(src_mtx, src_vec, dst)

cig_msg_append_rts4x3_matrix in app_rts4x3.c, (null)
cig_read_configfile in config_read.c, (null)
send_buffer in config_read.c, (null)
cig_read_configfile in config_read.c, (null)
send_buffer in config_read.c, (null)
cig_msg_prepend_genveh_state in pre_genveh.c, (null)
cig_msg_prepend_rts4x3_matrix in pre_rts4x3.c, (null)

FILE: R4P3D.c

FUNCTION: copy_R4P3D(src, dst)

calledBy:
 cig_msg_append_show_effect in app_show_eff.c, (null)
 push_msg_hit in pre_hit.c, (null)
 cig_msg_prepend_show_effect in pre_show_eff.c, (null)

FILE: cp_TF1.c
 FUNCTION: copy_TF1(src, dst)

FILE: cp_TF2.c
 FUNCTION: copy_TF2(src, dst)
 calledBy:
 cig_msg_prepend_gun_overlay in pre_gun_over.c, (null)

FILE: cp_Xrot2TF2.c
 FUNCTION: copy_X_rot_to_TF2(src, dst)
 calledBy:
 cig_msg_prepend_eo in pre_eo.c, (null)

FILE: cp_Yrot2TF2.c
 FUNCTION: copy_Y_rot_to_TF2(src, dst)

FILE: cp_Zrot2TF2.c
 FUNCTION: copy_Z_rot_to_TF2(src, dst)
 calledBy:
 cig_msg_prepend_eo in pre_eo.c, (null)
 cig_prepare_buffer in m1_cig.c, (null)

FILE: database.c
 FUNCTION: util_set_database_name(db)
 calledBy:
 cig_use_database_named in use_dl_named.c, (null)

 FUNCTION: util_get_database_name()
 calledBy:
 sad_get_database_map_info in database.c, (null)

FILE: dead_zone.c
 FUNCTION: add_dead_zone(control, dead_zone)

FILE: deg.c
 FUNCTION: sin_cos_to_deg(s, c)
 calledBy:
 parameters_calc in parameters.c, (null)
 orientation_calc in parameters.c, (null)

FILE: dump_core.c
 FUNCTION: dump_core()
 calledBy:
 network_send_missile_appearance in amissile_app.c, (null)
 format_vehicle_appearance in appearance.c, IF 0
 format_stealth_appearance in appearance.c, IF 0
 network_send_missile_appearance in missile.c, IFDEF notdef

FILE: error_printf.c
 FUNCTION: error_printf(function_name, ctl, args)
 calledBy:
 aero_calc in aero_calc.c, (null)
 stroke_calc in m2_cntrlr.c, (null)
 tracks_get_dust_cloud in m2_dust.c, (null)
 engine_simul in m2_engine.c, (null)
 engine_start in m2_engine.c, (null)
 transmission_simul in m2_trans.c, (null)

 FUNCTION: error_printf(va_alist)
 calledBy:
 aero_calc in aero_calc.c, (null)

stroke_calc in m2_cntrlr.c, (null)
 tracks_get_dust_cloud in m2_dust.c, (null)
 engine_simul in m2_engine.c, (null)
 engine_start in m2_engine.c, (null)
 transmission_simul in m2_trans.c, (null)

FILE: foo_printf.c

FUNCTION: foo_printf(va_alist)

FILE: format.c

FUNCTION: strchr(s, c)

calledBy:

find_arg_type in format.c, IFDEF _GT_
 format_decoder in format.c, IFDEF _GT_
 find_arg_type in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
 format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON

FUNCTION: find_arg_type(s)

calledBy:

format_decoder in format.c, IFDEF _GT_
 format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON

FUNCTION: format_decoder(buf_addr, fmt, ap)

calledBy:

ParsePrint in par_unix.c, IFDEF _GT_
 in timed_printf.c, IFDEF _GT_

FUNCTION: copybuf(buf, start, end)

calledBy:

format_decoder in format.c, IFDEF _GT_
 format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON

FUNCTION: DuMmYfUnCtIoN()

FILE: load_var.c

FUNCTION: init_variable_list()

FUNCTION: add_variable_name(v_name, func_P)

FUNCTION: read_variable_file(in_file)

FILE: pr_R4P3D.c

FUNCTION: print_R4P3D(rp, s)

calledBy:

print_msg_hit in pr_hit.c, (null)
 print_msg_hit_return in pr_hit_rtn.c, (null)
 print_msg_local_terrain in pr_loc_terr.c, (null)
 print_msg_process_round in pr_proc_rnd.c, (null)
 print_msg_round_fired in pr_rnd_fired.c, (null)
 print_msg_show_effect in pr_show_eff.c, (null)
 print_msg_traj_chord in pr_traj_chrd.c, (null)

FILE: pr_TF1.c

FUNCTION: print_TF1(tf, s)

calledBy:

print_msg_otherveh_state in pr_otherveh.c, (null)
 print_msg_staticveh_state in pr_staticveh.c, (null)

FILE: pr_TF2.c

FUNCTION: print_TF2(tf, s)

calledBy:

print_msg_otherveh_state in pr_otherveh.c, (null)
 print_msg_rtn_lt in pr_rtn_lt.c, (null)
 print_msg_staticveh_state in pr_staticveh.c, (null)

FILE: strtok.c

FUNCTION: strtok_skip(str, col)

calledBy:
 strtok in strtok.c, IFNDEF MASSCOMP
 FUNCTION: strtok_find(str, col)
 calledBy:
 strtok in strtok.c, IFNDEF MASSCOMP
 FUNCTION: strtok(str, col)
 calledBy:
 AssocReadParams in params.c, (null)
 map_read_asid_file in map_asid.c, (null)
 main_read_pars_file in stt_pars.c, (null)
 cfail_cdamage_init in c_init.c, (null)
 bl_read in het_bl.c, (null)
 het_calib_read_calib_file in het_calib.c, (null)
 read_data in het_data.c, (null)
 sb_read in het_sb.c, (null)
 sc_read in het_sc.c, (null)
 main_process_pars_arg in read_pars.c, (null)
 msg_read_params in msg_pars.c, (null)
 recall_waypoints in way_ed.c, (null)
 FILE: t_mat_dump.c
 FUNCTION: timed_mat_dump(str, mat)
 FILE: t_vec_dump.c
 FUNCTION: timed_vec_dump(str, v)
 FILE: timed_printf.c
 FUNCTION: timed_printf(ctl, args)
 calledBy:
 timed_mat_dump in t_mat_dump.c, (null)
 timed_vec_dump in t_vec_dump.c, (null)
 ldam_check_sensor_blackout in het_bo.c, (null)
 het_simul in het_inter.c, IFDEF DEBUG_HET
 compute_eye_coordinates in het_inter.c, IFDEF DEBUG_HET
 missile_nlos_fly in miss_nlos.c, (null)
 ammo_start_external_resupply in ammo.c, IF DEBUG
 ammo_receive_quiet_state in resupp.c, IF DEBUG
 ammo_receive_request_state in resupp.c, IF DEBUG
 ammo_receive_loading_state in resupp.c, IF DEBUG
 empty_veh_spec_resupply in resupp.c, IF DEBUG
 resupply_offer_packet in resupp.c, IF DEBUG_OFFER
 resupply_offer_packet in resupp.c, IF DEBUG
 FUNCTION: timed_printf(va_alist)
 timed_mat_dump in t_mat_dump.c, (null)
 timed_vec_dump in t_vec_dump.c, (null)
 ldam_check_sensor_blackout in het_bo.c, (null)
 het_simul in het_inter.c, IFDEF DEBUG_HET
 compute_eye_coordinates in het_inter.c, IFDEF DEBUG_HET
 missile_nlos_fly in miss_nlos.c, (null)
 ammo_start_external_resupply in ammo.c, IF DEBUG
 ammo_receive_quiet_state in resupp.c, IF DEBUG
 ammo_receive_request_state in resupp.c, IF DEBUG
 ammo_receive_loading_state in resupp.c, IF DEBUG
 empty_veh_spec_resupply in resupp.c, IF DEBUG
 resupply_offer_packet in resupp.c, IF DEBUG_OFFER
 resupply_offer_packet in resupp.c, IF DEBUG
 FUNCTION: (timers_get_current_tick()% interval == 0)

FUNCTION: timed_printf_set(val)
calledBy:
kato_init in kato_simul.c, (null)
weapons_init in m1_weapons.c, (null)
powertrain_init in m2_ptrain.c, (null)

DIRECTORY: ./gt/niu

No files defined.

DIRECTORY: ./gt/niu/bin

No files defined.

DIRECTORY: ./gt/niu/data

No files defined.

DIRECTORY: ./gt/niu/include

No files defined.

DIRECTORY: ./gt/niu/lib

No files defined.

DIRECTORY: ./gt/niu/libsrc

No files defined.

DIRECTORY: ./gt/niu/libsrc/libappmsg

FILE: app_end.c

FUNCTION: msg_append_end_in_send_buffer()
calledBy:
msg_prepend_overall_header in pre_overall.c, (null)

FILE: app_veh.c

FUNCTION: msg_append_vehicle_init_in_send_buffer()
calledBy:
msg_bld_vehicle_buffer in bld_updates.c, (null)
FUNCTION: msg_append_vehicle_update_in_send_buffer()
calledBy:
msg_bld_vehicle_buffer in bld_updates.c, (null)

FILE: bld_activ.c

FUNCTION: msg_process_nwk_activate_req(p)
FUNCTION: msg_process_nwk_activate_rsp(p)
FUNCTION: msg_bld_activate_req(p, hdr)
calledBy:
msg_process_nwk_activate_req in bld_activ.c, (null)
FUNCTION: msg_bld_activate_rsp(p, hdr)
calledBy:
msg_process_nwk_activate_rsp in bld_activ.c, (null)
FUNCTION: msg_print_activate_req(mb)
calledBy:
msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_print_activate_rsp(mb)
calledBy:
msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_activate_req(fd, mb)

calledBy:
msg_process_message_file in prc_msgfile.c, (null)
FUNCTION: msg_fgets_activate_rsp(fd, mb)
calledBy:
msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_collide.c
FUNCTION: msg_process_nwk_collision(p)
FUNCTION: msg_bld_collision(p, hdr)
calledBy:
msg_process_nwk_collision in bld_collide.c, (null)
FUNCTION: msg_print_collision(mb)
calledBy:
msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_collision(fd, mb)
calledBy:
msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_deactiv.c
FUNCTION: msg_process_nwk_deactivate_req(p)
calledBy:
process_deactivate_other in nwk_deact.c, (null)
FUNCTION: msg_process_nwk_deactivate_rsp(p)
FUNCTION: msg_bld_deactivate_req(p, hdr)
calledBy:
msg_process_nwk_deactivate_req in bld_deactiv.c, (null)
FUNCTION: msg_bld_deactivate_rsp(p, hdr)
calledBy:
msg_process_nwk_deactivate_rsp in bld_deactiv.c, (null)
FUNCTION: msg_print_deactivate_req(mb)
calledBy:
msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_print_deactivate_rsp(mb)
calledBy:
msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_deactivate_req(fd, mb)
calledBy:
msg_process_message_file in prc_msgfile.c, (null)
FUNCTION: msg_fgets_deactivate_rsp(fd, mb)
calledBy:
msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_fire.c
FUNCTION: msg_process_nwk_fire(p)
calledBy:
process_fire in nwk_fire.c, (null)
FUNCTION: msg_bld_fire(p, hdr)
calledBy:
msg_process_nwk_fire in bld_fire.c, (null)
FUNCTION: msg_print_fire(mb)
calledBy:
msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_fire(fd, mb)
calledBy:
msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_impact.c
FUNCTION: msg_process_nwk_impact(p)

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    calledBy:
      process_bit_other in nwk_impact.c, (null)
FUNCTION: msg_bld_impact(p, hdr)
    calledBy:
      msg_process_nwk_impact in bld_impact.c, (null)
FUNCTION: msg_print_impact(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_impact(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_ind_fire.c
FUNCTION: msg_process_nwk_indirect_fire(p)
FUNCTION: msg_bld_indirect_fire(p, hdr)
    calledBy:
      msg_process_nwk_indirect_fire in bld_ind_fire.c, (null)
FUNCTION: msg_print_indirect_fire(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_indirect_fire(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_updates.c
FUNCTION: msg_bld_vehicle_buffer(buf_index)
    calledBy:
      veh_spec_simulate in niu_main.c, (null)
FILE: bld_veh_init.c
FUNCTION: msg_bld_vehicle_init(rp, mb)
    calledBy:
      msg_bld_vehicle_buffer in bld_updates.c, (null)
FUNCTION: msg_print_vehicle_init(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_vehicle_init(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_veh_updt.c
FUNCTION: msg_bld_vehicle_update(rp, mb)
    calledBy:
      msg_bld_vehicle_buffer in bld_updates.c, (null)
FUNCTION: msg_print_vehicle_update(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_vehicle_update(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: buf_reset.c
FUNCTION: msg_buffer_reset()
    calledBy:
      simulation_state_machine in stt_machine.c, (null)
      io_simul_idle in niu_io_simul.c, (null)
      veh_spec_simulate in niu_main.c, (null)
FILE: buf_setup.c
FUNCTION: msg_buffer_setup()
```


calledBy:
simulation_state_machine in stt_machine.c, (null)

FILE: check_sizes.c
FUNCTION: msg_check_buffer_sizes(num)
calledBy:
msg_host_buffer_prepare in host_prepare.c, (null)
msg_host_buffer_prepare in host_prepare.c, IFNDEF_GT_
msg_host_buffer_prepare in host_prepare.c, IFDEF_GT_
msg_host_buffer_prepare in host_prepare.c, (null)

FILE: clr_n_mapped.c
FUNCTION: msg_clear_n_mapped()
calledBy:
msg_buffer_reset in buf_reset.c, (null)

FILE: get_init_buf.c
FUNCTION: msg_get_init_ptrs()
calledBy:
msg_setup_buffer_ptrs in setup_buf.c, (null)

FILE: get_n_mapped.c
FUNCTION: msg_get_n_mapped()
calledBy:
keyboard_simul in niu_keybrd.c, (null)

FILE: host_prepare.c
FUNCTION: msg_host_buffer_prepare(ok_to_print)
calledBy:
main in niu_main.c, (null)

FUNCTION: msg_get_host_send_handle()
calledBy:
msg_send_buffer_to_host in msg_send.c, IFDEF_GT_
msg_send_buffer_to_host in msg_send.c, (null)

FUNCTION: msg_get_host_receive_handle()
calledBy:
msg_receive_buffer_from_host in msg_rcv.c, IFDEF_GT_
msg_receive_buffer_from_host in msg_rcv.c, (null)

FUNCTION: msg_fill_host_group(file, grp)
calledBy:
msg_host_buffer_prepare in host_prepare.c, (null)

FILE: msg_loc.c

FILE: msg_rcv.c
FUNCTION: msg_receive_buffer_from_host(buf_index)
calledBy:
io_simul in niu_io_simul.c, (null)
io_simul_idle in niu_io_simul.c, IFDEF notdef

FUNCTION: msg_toggle_debug_host_receive()
calledBy:
keyboard_simul in niu_keybrd.c, (null)
main in niu_main.c, (null)

FUNCTION: msg_get_debug_host_receive()
calledBy:
msg_receive_buffer_from_host in msg_rcv.c, IFDEF_GT_
msg_receive_buffer_from_host in msg_rcv.c, (null)
msg_receive_buffer_from_host in msg_rcv.c, IF 0
msg_receive_buffer_from_host in msg_rcv.c, (null)
check_for_missed_buffers in niu_io_simul.c, (null)
keyboard_simul in niu_keybrd.c, (null)

FILE: msg_send.c
 FUNCTION: msg_send_buffer_to_host(buf_index)
 calledBy:
 io_simul in niu_io_simul.c, (null)
 io_simul_idle in niu_io_simul.c, IFDEF notdef
 FUNCTION: msg_toggle_debug_host_send()
 calledBy:
 keyboard_simul in niu_keybrd.c, (null)
 main in niu_main.c, (null)
 FUNCTION: msg_get_debug_host_send()
 calledBy:
 msg_append_end_in_send_buffer in app_end.c, (null)
 msg_append_vehicle_init_in_send_buffer in app_veh.c, (null)
 msg_append_vehicle_update_in_send_buffer in app_veh.c, (null)
 msg_send_buffer_to_host in msg_send.c, IFDEF_GT_
 msg_send_buffer_to_host in msg_send.c, (null)
 msg_send_buffer_to_host in msg_send.c, IF 0
 keyboard_simul in niu_keybrd.c, (null)
 FUNCTION: msg_get_send_size(cptr)
 calledBy:
 msg_send_buffer_to_host in msg_send.c, (null)

FILE: prc_buf.c
 FUNCTION: msg_process_buffer(buf_num)
 calledBy:
 veh_spec_simulate in niu_main.c, (null)
 FUNCTION: msg_check_msg_end(mb)
 calledBy:
 msg_process_buffer in prc_buf.c, (null)
 msg_print_buffer in prnt_buf.c, (null)

FILE: prc_collide.c
 FUNCTION: msg_process_collision(mb)
 calledBy:
 msg_process_buffer in prc_buf.c, (null)
 FUNCTION: msg_collision_to_pdu(mptr, p)
 calledBy:
 msg_process_collision in prc_collide.c, (null)

FILE: prc_deactiv.c
 FUNCTION: msg_process_deactivate_req(mb)
 calledBy:
 msg_process_buffer in prc_buf.c, (null)
 FUNCTION: msg_process_deactivate_rsp(mb)
 calledBy:
 msg_process_buffer in prc_buf.c, (null)
 FUNCTION: msg_deactivate_req_to_pdu(mptr, p)
 calledBy:
 msg_process_deactivate_req in prc_deactiv.c, (null)
 FUNCTION: msg_deactivate_rsp_to_pdu(mptr, p)
 calledBy:
 msg_process_deactivate_rsp in prc_deactiv.c, (null)

FILE: prc_fire.c
 FUNCTION: msg_fire_to_pdu(mb, fire)
 calledBy:
 msg_process_fire in prc_fire.c, (null)
 FUNCTION: msg_process_fire(mb)

calledBy:
msg_process_buffer in prc_buf.c, (null)
FUNCTION: msg_save_my_fire_event(fp^tr)
calledBy:
msg_process_fire in prc_fire.c, (null)
FUNCTION: msg_get_my_fire_event(evid)
calledBy:
msg_impact_to_pdu in prc_impact.c, (null)
FILE: prc_impact.c
FUNCTION: msg_impact_to_pdu(mb, impact)
calledBy:
msg_process_impact in prc_impact.c, (null)
FUNCTION: msg_process_impact(mb)
calledBy:
msg_process_buffer in prc_buf.c, (null)
FILE: prc_msgfile.c
FUNCTION: msg_process_message_file(buf_index)
calledBy:
veh_spec_simulate in niu_main.c, (null)
FUNCTION: msg_toggle_msgfile_receive()
calledBy:
keyboard_simul in niu_keybrd.c, (null)
FUNCTION: msg_toggle_msgfile_send()
calledBy:
keyboard_simul in niu_keybrd.c, (null)
FUNCTION: msg_get_msgfile_receive()
calledBy:
veh_spec_simulate in niu_main.c, (null)
FUNCTION: msg_get_msgfile_send()
calledBy:
io_simul in niu_io_simul.c, (null)
io_simul_idle in niu_io_simul.c, IFDEF notdef
veh_spec_simulate in niu_main.c, (null)
FILE: prc_veh_init.c
FUNCTION: msg_vehicle_init_to_vap(mb, vp)
calledBy:
msg_process_vehicle_init in prc_veh_init.c, (null)
FUNCTION: msg_process_vehicle_init(mb)
calledBy:
msg_process_buffer in prc_buf.c, (null)
FILE: prc_veh_updt.c
FUNCTION: msg_vehicle_update_to_vap(mb, vp)
calledBy:
msg_process_vehicle_update in prc_veh_updt.c, (null)
FUNCTION: msg_process_vehicle_update(mb)
calledBy:
msg_process_buffer in prc_buf.c, (null)
FILE: pre_msg.c
FUNCTION: msg_prepend_msg(buf_index, msg_size)
calledBy:
msg_process_nwk_activate_req in bld_activ.c, (null)
msg_process_nwk_activate_rsp in bld_activ.c, (null)
msg_process_nwk_collision in bld_collide.c, (null)
msg_process_nwk_deactivate_req in bld_deactiv.c, (null)

msg_process_nwk_deactivate_rsp in bld_deactiv.c, (null)
msg_process_nwk_fire in bld_fire.c, (null)
msg_process_nwk_impact in bld_impact.c, (null)
msg_process_nwk_indirect_fire in bld_ind_fire.c, (null)

FILE: pre_overall.c

FUNCTION: msg_prepend_overall_header(buf_index)

calledBy:

io_simul in niu_io_simul.c, (null)
io_simul_idle in niu_io_simul.c, IFDEF notdef

FUNCTION: msg_get_send_buffer_ptr(buf_num)

calledBy:

msg_send_buffer_to_host in msg_send.c, IFDEF MASSCOMP
msg_send_buffer_to_host in msg_send.c, IFDEF _GT_
msg_send_buffer_to_host in msg_send.c, (null)
msg_process_message_file in prc_msgfile.c, (null)
msg_print_buffer in prnt_buf.c, (null)

FUNCTION: msg_get_receive_buffer_ptr(buf_num)

calledBy:

msg_receive_buffer_from_host in msg_recv.c, IFDEF _GT_
msg_process_buffer in prc_buf.c, (null)
msg_process_message_file in prc_msgfile.c, (null)
msg_print_buffer in prnt_buf.c, (null)

FUNCTION: msg_set_req_send_size(buf_size)

FUNCTION: msg_set_req_receive_size(buf_size)

FUNCTION: msg_insert_pkt_header(buf_start, buf_end)

calledBy:

msg_process_message_file in prc_msgfile.c, (null)

FILE: prnt_buf.c

FUNCTION: msg_print_buffer(buf_num)

calledBy:

keyboard_simul in niu_keybrd.c, (null)

FUNCTION: msg_check_msg_end(mb)

calledBy:

msg_process_buffer in prc_buf.c, (null)
msg_print_buffer in prnt_buf.c, (null)

FILE: prnt_hdrs.c

FUNCTION: msg_print_packet_header(mb)

calledBy:

msg_print_buffer in prnt_buf.c, (null)

FUNCTION: msg_print_message_header(mb)

calledBy:

msg_print_buffer in prnt_buf.c, (null)

FILE: set_if.c

FUNCTION: msg_set_host_interface(device)

calledBy:

main in niu_main.c, (null)

FILE: setup_buf.c

FUNCTION: msg_setup_buffer_ptrs(num, buf)

calledBy:

msg_host_buffer_prepare in host_prepare.c, (null)
msg_host_buffer_prepare in host_prepare.c, IFNDEF _GT_
msg_host_buffer_prepare in host_prepare.c, IFDEF _GT_
msg_host_buffer_prepare in host_prepare.c, (null)

DIRECTORY: ./gt/niu/libsrc/libcigex**FILE: cig_comm.c****FUNCTION: cigex_send_buffer(which_cig)**

calledBy:

cigex_stop_init in cig_init.c, (null)
 cigex_vp_init in cig_init.c, (null)
 cigex_init in cig_init.c, IFDEF not
 cigex_init in cig_init.c, IFNDEF not
 cigex_init in cig_init.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF notdef
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF
 NOT_UNTIL_LARGER_BUFFER_AVAILABLE
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF old
 cigex_start in cig_start.c, (null)
 cigex_stop in cig_stop.c, (null)
 cigex_synchronize in cig_sync.c, (null)
 send_buffer in config_read.c, (null)
 io_simul in niu_io_simul.c, (null)

FUNCTION: cigex_receive_buffer(which_cig)

calledBy:

cigex_stop_init in cig_init.c, (null)
 cigex_vp_init in cig_init.c, (null)
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF notdef
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF
 NOT_UNTIL_LARGER_BUFFER_AVAILABLE
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF old
 cigex_start in cig_start.c, (null)
 cigex_stop in cig_stop.c, (null)
 cigex_synchronize in cig_sync.c, (null)
 send_buffer in config_read.c, (null)
 io_simul in niu_io_simul.c, (null)

FILE: cig_conf_msg.c**FUNCTION: cigex_msg_configure_view(cig_num)**

calledBy:

cigex_setup_configuration in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, (null)

FILE: cig_init.c**FUNCTION: cigex_init_addr(cig_bit, addr)**

calledBy:

main in niu_main.c, (null)

FUNCTION: cigex_get_cig_mask()

calledBy:

net_simul in n_nct_simul.c, (null)
 io_simul in niu_io_simul.c, (null!)
 veh_spec_startup in niu_main.c, (null)
 veh_spec_init in niu_main.c, (null)

FUNCTION: cigex_set_interface_type(device)
FUNCTION: cigex_stop_init(which_cig)
FUNCTION: cigex_vp_init(which_cig)
calledBy:
 cigex_init in cig_init.c, IFDEF not
 cigex_init in cig_init.c, (null)
 cigex_init in cig_init.c, IFNDEF not
 cigex_init in cig_init.c, (null)
FUNCTION: cigex_init()
calledBy:
 veh_spec_startup in niu_main.c, (null)
FILE: cig_local.c
FILE: cig_no_op.c
FUNCTION: cigex_prepare_no_op()
calledBy:
 cigex_stop_init in cig_init.c, (null)
 cigex_init in cig_init.c, IFDEF not
 cigex_init in cig_init.c, IFNDEF not
 cigex_init in cig_init.c, (null)
 cigex_stop in cig_stop.c, (null)
FILE: cig_start.c
FUNCTION: cigex_set_ded_name(name, cig_num)
calledBy:
 main_read_pars_file in stt_pars.c, (null)
FUNCTION: cigex_set_database_name(name, cig_num)
calledBy:
 main_read_pars_file in stt_pars.c, (null)
FUNCTION: cigex_set_vconfig_name(name, cig_num)
calledBy:
 main_read_pars_file in stt_pars.c, (null)
FUNCTION: cigex_msg_configure_view(cig_num)
calledBy:
 cigex_setup_configuration in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, (null)
FUNCTION: cigex_setup_configuration(cig_num)
FUNCTION: cigex_wakeup_cig(cig_num)
calledBy:
 cigex_start in cig_start.c, (null)
FUNCTION: cigex_start()
calledBy:
 veh_spec_init in niu_main.c, (null)
FILE: cig_stop.c
FUNCTION: cigex_stop()
FILE: cig_sync.c
FUNCTION: cigex_synchronize(cig_num)
calledBy:
 cigex_init in cig_init.c, IFDEF not
 cigex_init in cig_init.c, (null)
 cigex_init in cig_init.c, IFNDEF not
 cigex_init in cig_init.c, (null)
 cigex_wakeup_cig in cig_start.c, (null)

DIRECTORY: ./gt/niu/libsrc/libgbuffer

FILE: add_veh2cig.c

FUNCTION: msg_put_on_dynamic_add_list(vap)

calledBy:

add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)

FUNCTION: cig_msg_add_new_othervehs()

calledBy:

cig_prepare_buffer in niu_cig.c, (null)

FUNCTION: add_dynamic_veh_to_cig_msg(vap)

calledBy:

cig_msg_add_new_othervehs in add_veh2cig.c, (null)

msg_add_new_othervehs in add_veh2cig.c, (null)

msg_process_othervehs in adj_otherveh.c, (null)

FILE: adj_chg_stat.c

FUNCTION: msg_put_on_static_change_list(vap)

calledBy:

cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)

FUNCTION: fill_changed_static_remove_msg(mp, pkt, hash_id)

calledBy:

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)

FUNCTION: fill_changed_static_msg(mp, pkt, hash_id)

calledBy:

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)

FUNCTION: cig_msg_adjust_staticveh_state()

calledBy:

cig_prepare_buffer in niu_cig.c, (null)

FUNCTION: add_changed_static_to_cig_msg(pkt)

calledBy:

cig_msg_adjust_staticveh_state in adj_chg_stat.c, (null)

msg_adjust_static_vehicle in adj_chg_stat.c, (null)

msg_process_static_wait_list in tell_cig.c, (null)

FUNCTION: deallocate_appended_buffer_space(length)

calledBy:

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)

FILE: adj_otherveh.c

FUNCTION: cig_msg_adjust_otherveh_state()

calledBy:

cig_prepare_buffer in niu_cig.c, (null)

FILE: app_cig_ctl.c

FUNCTION: push_msg_cig_ctl(state)

calledBy:

cigex_msg_configure_view in cig_conf_msg.c, (null)

cigex_prepare_no_op in cig_no_op.c, (null)

cigex_msg_configure_view in cig_start.c, (null)

cigex_wakeup_cig in cig_start.c, IFDEF notdef

cigex_wakeup_cig in cig_start.c, (null)

cigex_wakeup_cig in cig_start.c, IFDEF old

cigex_start in cig_start.c, (null)

prepare_no_op in msgs.c, (null)

cigutil_file_xfer_setup in util.c, (null)

cigutil_last_write in util.c, (null)

cig_stop in Ocig_stop.c, (null)

cig_prepare_no_op in cig_no_op.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 cig_msg_configure_view in config_msg.c, (null)

FILE: app_dr11.c

FUNCTION: cig_msg_append_dr11_pkt_size(send_size, rcv_size, lt_churk_size, lt_interval, hw_type)

FILE: app_end.c

FUNCTION: cig_msg_append_end()

calledBy:

cigex_send_buffer in cig_comm.c, (null)
 cig_setup_dr_transfer in cig_send_buf.c, (null)

FILE: app_msg_hdr.c

FUNCTION: append_msg_hdr(type, length)

calledBy:

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
 push_msg_cig_ctl in app_cig_ctl.c, (null)
 cig_msg_append_dr11_pkt_size in app_dr11.c, (null)
 cig_msg_append_process_round in app_proc_rnd.c, (null)
 cig_msg_append_rts4x3_matrix in app_rts4x3.c, (null)
 cig_msg_append_show_effect in app_show_eff.c, (null)
 cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
 add_static_veh_to_cig_msg in app_stat_veh.c, (null)
 cig_msg_append_traj_table_xfer in app_traj.c, (null)
 cig_msg_append_traj_entry_xfer in app_traj.c, (null)
 cig_msg_append_view_flags in app_vflags.c, (null)
 process_keyword in config_read.c, (null)
 push_msg_file_descr in file_descr.c, (null)
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_append_viewport_state in vport.c, (null)
 cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
 cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
 cig_msg_append_staticveh_state in app_stat_veh.c, (null)
 cig_msg_append_traj_entry_xfer in app_traj_ent.c, (null)
 cig_msg_append_add_traj_table in app_traj_gt.c, IFDEF_GT_
 cig_msg_append_traj_entry in app_traj_gt.c, IFDEF_GT_
 cig_msg_append_delete_traj_table in app_traj_gt.c, IFDEF_GT_
 cig_msg_append_traj_table_xfer in app_traj_tbl.c, (null)
 cig_msg_append_view_flags in app_vflags.c, (null)
 process_keyword in config_read.c, (null)
 cig_msg_append_lt_state in lt_state.c, IFDEF_GT_
 cig_msg_append_tf_init_header in terrain_fb.c, IFDEF_GT_
 cig_msg_append_tf_init_point in terrain_fb.c, IFDEF_GT_

FILE: app_proc_rnd.c

FUNCTION: cig_msg_append_process_round(type, tracer, id, gunpos, gunvel, sinelv, coselv, sinazm, cosazm, est_impact_time, est_impact_range)

FILE: app_rts4x3.c

FUNCTION: cig_msg_append_rts4x3_matrix(node_index, rot_mtx, vec)

calledBy:

cig_msg_my_veh_state in niu_cig.c, (null)

FILE: app_show_eff.c

FUNCTION: cig_msg_append_show_effect(id, type, t1)

FILE: app_stat_rm.c

FUNCTION: msg_put_on_static_delete_list(vap)
calledBy:
 cig_msg_delete_old_othervehs in del_veh.c, (null)

FUNCTION: cig_msg_delete_old_staticvehs()
calledBy:
 cig_prepare_buffer in niu_cig.c, (null)

FUNCTION: cig_msg_append_staticveh_rem(static_veh)
calledBy:
 cig_msg_delete_old_staticvehs in app_stat_rm.c, (null)

FILE: app_stat_veh.c

FUNCTION: msg_put_on_static_add_list(vap)
calledBy:
 cig_msg_add_new_othervehs in add_veh2cig.c, (null)

FUNCTION: cig_msg_add_new_staticvehs()
calledBy:
 cig_prepare_buffer in niu_cig.c, (null)

FUNCTION: add_static_veh_to_cig_msg(vap)
calledBy:
 cig_msg_add_new_staticvehs in app_stat_veh.c, (null)

FILE: app_traj.c

FUNCTION: cig_msg_append_traj_table_xfer(ammo_type, traj_index, count)
calledBy:
 ballistics_load_trajectory_file in ball_load.c, IFNDEF_GT_
 multi_cig_append_traj_table_xfer in app_mtra_tbl.c, (null)

FUNCTION: cig_msg_append_traj_entry_xfer(bore_x, bore_z)
calledBy:
 ballistics_load_trajectory_file in ball_load.c, IFNDEF_GT_
 multi_cig_append_traj_entry_xfer in app_mtra_ent.c, (null)

FILE: app_vflags.c

FUNCTION: cig_msg_append_view_flags(view_flags, branch_value)
calledBy:
 cigex_msg_configure_view in cig_conf_msg.c, (null)
 cigex_stop_init in cig_init.c, (null)
 cigex_vp_init in cig_init.c, (null)
 cigex_msg_configure_view in cig_start.c, (null)
 cigex_stop in cig_stop.c, (null)
 cig_msg_my_veh_state in niu_cig.c, (null)
 cig_msg_configure_view in config_msg.c, IFNDEF_GT_

FILE: append_other.c

FUNCTION: append_other_in_send_buffer()
calledBy:
 add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
 add_veh_to_cig_msg in ADD_veh2cig.c, (null)
 msg_add_new_othervehs in add_veh2cig.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)

FILE: check_all.c

FUNCTION: check_all(mbp)
calledBy:
 check_buffer in checkbuffer.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 check_buffer in checkbuffer.c, (null)
 process_msg_sys_error in proc_sys_err.c, IFDEF_GT_

FILE: checkbuffer.c

FUNCTION: check_buffer(mbp)

calledBy:
io_simul in io_simul.c, IFDEF_GT_
io_simul in io_simul.c, IFNDEF_GT_
cigex_wakeup_cig in cig_start.c, IFDEF
NOT_UNTIL_LARGER_BUFFER_AVAILABLE
cigex_wakeup_cig in cig_start.c, (null)
cig_reconfig_start in cig_r_start.c, (null)

FILE: config_key.c
FUNCTION: key_list_initialized()
calledBy:
cig_read_configfile in config_read.c, (null)
FUNCTION: key_list_init()
calledBy:
cig_read_configfile in config_read.c, (null)
FUNCTION: add_keyword(listP, keyword, type, offset, length, state)
calledBy:
key_list_init in config_key.c, (null)
FUNCTION: lookup_keyword(keyword, table_list)
calledBy:
cig_read_configfile in config_read.c, (null)

FILE: config_read.c
FUNCTION: config_pos_init(pos, head)
FUNCTION: config_pos_init2(pos, rot)
calledBy:
veh_spec_init in kato_main.c, (null)
veh_spec_init in m1_main.c, (null)
veh_spec_init in m2_main.c, (null)
FUNCTION: cig_read_configfile(file_name, config_nameP)
calledBy:
cigex_msg_configure_view in cig_conf_msg.c, (null)
cigex_msg_configure_view in cig_start.c, (null)
cig_msg_configure_traj in config_msg.c, (null)
cig_msg_configure_view in config_msg.c, (null)
FUNCTION: read_keyword_data(keywordP, input_str)
calledBy:
cig_read_configfile in config_read.c, (null)
FUNCTION: process_keyword(state, keywordP, table_list)
calledBy:
cig_read_configfile in config_read.c, (null)
FUNCTION: send_buffer()
calledBy:
process_keyword in config_read.c, (null)

FILE: del_veh.c
FUNCTION: cig_msg_delete_old_othervehs()
calledBy:
cig_prepare_buffer in niu_cig.c, (null)
FUNCTION: delete_veh_from_cig_msg(vap)
calledBy:
cig_msg_delete_old_othervehs in del_veh.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)

FILE: error.c
FUNCTION: REPORT_ERROR(str)
calledBy:
msg_prepend_msg in pre_msg.c, (null)

cig_msg_append_end in app_end.c, (null)
 append_msg_hdr in app_msg_hdr.c, (null)
 append_other_in_send_buffer in append_other.c, (null)
 cig_msg_append_end in app_end.c, (null)
 append_msg_hdr in app_msg_hdr.c, (null)
 append_other_in_send_buffer in append_other.c, (null)
 store_traj_chord in ball_buffer.c, (null)
 store_round_fired in ball_buffer.c, (null)
 store_view_magnification in ball_buffer.c, (null)
 store_othereveh_state in ball_buffer.c, (null)
 store_init_stamp_model in ball_buffer.c, IFDEF_GT_
 store_grow_model in ball_buffer.c, IFDEF_GT_
 store_process_chord in ball_buffer.c, IFDEF_GT_
 store_request_point_info in ball_buffer.c, (null)
 cig_msg_prepend_cig_config in pre_config.c, (null)
 prepend_msg_hdr in pre_msg_hdr.c, (null)
 cig_msg_prepend_overall_header in pre_overall.c, (null)
 cig_msg_store_tf_state in terrain_fb.c, IFDEF_GT_

FILE: file_descr.c

FUNCTION: push_msg_file_descr(db_size, db_no, db_req, db_name)

calledBy:

cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF_GT_
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_reconfig_start in cig_r_start.c, IFNDEF_GT_
 cig_reconfig_start in cig_r_start.c, IFDEF_GT_
 cig_reconfig_start in cig_r_start.c, (null)

FILE: flushbuf.c

FUNCTION: flush_buffer()

calledBy:

cigex_msg_configure_view in cig_conf_msg.c, (null)
 cigex_stop_init in cig_init.c, (null)
 cigex_vp_init in cig_init.c, (null)
 cigex_prepare_no_op in cig_no_op.c, (null)
 cigex_msg_configure_view in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF_notdef
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF
 NOT_UNTIL_LARGER_BUFFER_AVAILABLE
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF_old
 cigex_start in cig_start.c, (null)
 cigex_stop in cig_stop.c, (null)
 cigex_synchronize in cig_sync.c, (null)
 send_buffer in config_read.c, (null)
 net_simul in n_net_simul.c, (null)
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)

cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 cigupl in cigupl.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 prepare_no_op in msgs.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cigutil_change_buf_sizes in util.c, (null)
 exchange_buffers in ball_load.c, (null)
 ballistics_load_trajectory_file in ball_load.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_prepare_no_op in cig_no_op.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 cig_flush_buffer in cig_flushbuf.c, (null)
 cig_msg_configure_view in config_msg.c, (null)
 send_buffer in config_read.c, (null)

FILE: gbuffer_loc.c

FILE: msg_hash.c

FUNCTION: msg_create_hash_table()
 msg_startup in msg_init.c, (null)

FUNCTION: msg_init_hash_table()
 calledBy:

msg_init in msg_init.c, (null)

FUNCTION: msg_add_hash_entry(vehicleID)

calledBy:

add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)

add_static_veh_to_cig_msg in app_stat_veh.c, (null)

msg_add_new_othervehs in add_veh2cig.c, (null)

msg_process_othervehs in adj_otherveh.c, (null)

msg_add_new_static_objects in pre_stat_veh.c, (null)

FUNCTION: msg_remove_hash_entry(vehicleID)

calledBy:

cig_msg_delete_old_staticvehs in app_stat_rm.c, (null)

delete_veh_from_cig_msg in del_veh.c, (null)

msg_add_new_othervehs in add_veh2cig.c, (null)

msg_process_othervehs in adj_otherveh.c, (null)

delete_veh_from_cig_msg in del_veh.c, (null)

msg_delete_static_vehicle in pre_stat_rm.c, (null)

msg_delete_old_static_objects in pre_stat_rm.c, (null)

FUNCTION: msg_find_hash_entry(vehicleID)

calledBy:

add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)

cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)

cig_msg_append_staticveh_rem in app_stat_rm.c, (null)

delete_veh_from_cig_msg in del_veh.c, (null)

msg_add_new_othervehs in add_veh2cig.c, (null)
 msg_delete_old_static_objects in pre_stat_rm.c, (null)
 msg_add_new_static_objects in pre_stat_veh.c, (null)
 FUNCTION: msg_get_veh_id_from_cig_id(cig_id)
 FUNCTION: cig_msg_process_markers(m)
 FILE: msg_init.c
 FUNCTION: msg_startup()
 calledBy:
 simulation_state_machine in main.c, (null)
 FUNCTION: msg_init()
 calledBy:
 simulation_state_machine in main.c, (null)
 FILE: pre_overall.c
 FUNCTION: cig_msg_prepend_overall_header()
 calledBy:
 cigex_send_buffer in cig_comm.c, (null)
 cig_setup_dr_transfer in cig_send_buf.c, (null)
 FILE: setup.c
 FUNCTION: setup_gbuffer(send_buffer, recv_buffer)
 calledBy:
 veh_spec_startup in niu_main.c, (null)
 FUNCTION: setup_buffer_size(send_size, recv_size)
 calledBy:
 veh_spec_startup in niu_main.c, (null)
 FILE: submode.c
 FUNCTION: cig_msg_append_subsys_modes()
 calledBy:
 cigex_stop_init in cig_init.c, IFDEF_GT_
 cigex_vp_init in cig_init.c, IFDEF_GT_
 cigex_stop in cig_stop.c, IFDEF_GT_
 cig_msg_my_veh_state in niu_cig.c, IFDEF_GT_
 FILE: vport.c
 FUNCTION: cig_msg_append_viewport_state(node_index, viewport_id, database_id,
 res, viewing_range, near_plane, i, j, lod_multiplier, aspect_ratio)
 FILE: vupdate.c
 FUNCTION: cig_msg_append_viewport_updates()
 calledBy:
 cigex_stop_init in cig_init.c, IFDEF_GT_
 cigex_vp_init in cig_init.c, IFDEF_GT_
 cigex_stop in cig_stop.c, IFDEF_GT_
 cig_msg_my_veh_state in niu_cig.c, IFDEF_GT_

DIRECTORY: ./gt/niu/libsrc/libhostdata
 FILE: hd_alloc.c
 FUNCTION: hostdata_alloc_host_data_table(max_vehicles)
 calledBy:
 main in niu_main.c, (null)
 FILE: hd_gbuf.c
 FUNCTION: hostdata_get_current_send_buffer()
 calledBy:
 cigex_send_buffer in cig_comm.c, (null)
 FUNCTION: hostdata_get_previous_send_buffer()
 calledBy:

cigex_wakeup_cig in cig_start.c, IFDEF
NOT_UNTIL_LARGER_BUFFER_AVAILABLE
cigex_wakeup_cig in cig_start.c, (null)
FUNCTION: hostdata_get_send_buffer()
calledBy:
veh_spec_startup in niu_main.c, (null)
FUNCTION: hostdata_get_receive_buffer()
calledBy:
cigex_receive_buffer in cig_comm.c, (null)
veh_spec_startup in niu_main.c, (null)
FUNCTION: hostdata_toggle_buffer()
calledBy:
cigex_send_buffer in cig_comm.c, (null)
FUNCTION: hostdata_get_buffer_number()
calledBy:
deallocate_appended_buffer_space in adj_chg_stat.c, (null)
FILE: hd_host.c
FUNCTION: hostdata_get_exercise_id()
calledBy:
network_fill_simHdr in nwk_header.c, (null)
network_fill_dcHdr in nwk_header.c, (null)
veh_spec_idle in niu_main.c, (null)
FUNCTION: hostdata_set_exercise_id(id)
calledBy:
main in niu_main.c, (null)
FUNCTION: hostdata_get_tick_rate()
calledBy:
network_check_veh_appearance in nwk_thresh.c, (null)
net_simul in n_net_simul.c, (null)
FUNCTION: hostdata_set_tick_rate(rate)
calledBy:
main in niu_main.c, (null)
FUNCTION: hostdata_get_max_num_vehicles()
calledBy:
network_process_activate_request in nwk_activ.c, (null)
network_xmit in nwk_xmit.c, (null)
veh_spec_init in niu_main.c, (null)
FUNCTION: hostdata_get_curr_num_vehicles()
calledBy:
network_process_activate_request in nwk_activ.c, (null)
FUNCTION: hostdata_get_interface_type()
calledBy:
msg_host_buffer_prepare in host_prepare.c, (null)
msg_receive_buffer_from_host in msg_rcv.c, (null)
msg_send_buffer_to_host in msg_send.c, (null)
io_simul in niu_io_simul.c, (null)
FUNCTION: hostdata_set_interface_type(type)
calledBy:
msg_set_host_interface in set_if.c, (null)
main in niu_main.c, (null)
FILE: hd_ids.c
FUNCTION: hostdata_set_niu_id_active(niu_id)
calledBy:
msg_process_vehicle_init in prc_veh_init.c, (null)

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        network_process_activate_request in nwk_activ.c, (null)
FUNCTION: hostdata_set_niu_id_inactive(niu_id)
        calledBy:
        msg_process_deactivate_req in prc_deactiv.c, (null)
FUNCTION: hostdata_get_active_niu_id(niu_id)
        calledBy:
        msg_process_vehicle_init in prc_veh_init.c, (null)
        network_xmit in nwk_xmit.c, (null)
FILE: hd_update.c
FUNCTION: hostdata_get_host_veh_upd_time(niu_id)
        calledBy:
        network_check_veh_appearance in nwk_thresh.c, (null)
FUNCTION: hostdata_set_host_veh_upd_time(niu_id, time)
        calledBy:
        network_check_veh_appearance in nwk_thresh.c, (null)
        network_init_thresholds in nwk_thresh.c, (null)
FUNCTION: hostdata_get_host_veh_upd_pkt(niu_id)
        calledBy:
        network_check_veh_appearance in nwk_thresh.c, (null)
        network_init_thresholds in nwk_thresh.c, (null)
FUNCTION: hostdata_get_host_veh_upd_thresholds(niu_id)
        calledBy:
        network_check_veh_appearance in nwk_thresh.c, (null)
        network_init_thresholds in nwk_thresh.c, (null)
FILE: hd_veh.c
FUNCTION: hostdata_add_vehicle(act, vap, status)
        calledBy:
        network_process_activate_request in nwk_activ.c, (null)
FUNCTION: hostdata_get_host_veh_app(niu_id)
        calledBy:
        msg_process_vehicle_init in prc_veh_init.c, (null)
        msg_process_vehicle_update in prc_veh_updt.c, (null)
        add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
        network_send_activate_response in nwk_act_ack.c, (null)
        network_process_activate_request in nwk_activ.c, (null)
        network_send_deactivate_pkt in nwk_deact.c, (null)
        network_check_veh_appearance in nwk_thresh.c, (null)
        net_simul in n_net_simul.c, (null)
FUNCTION: hostdata_get_host_veh_status(niu_id)
FUNCTION: hostdata_get_host_veh_activate(niu_id)

DIRECTORY: ./gt/niu/libsrc/libnetwork
FILE: nwk_act_ack.c
        FUNCTION: network_send_activate_response(originator, tid, niu_id)
                calledBy:
                network_process_activate_request in nwk_activ.c, (null)
FILE: nwk_activ.c
        FUNCTION: network_process_activate_request(p, originator, tid, exercise)
                calledBy:
                veh_spec_idle in niu_main.c, (null)
FILE: nwk_appear.c
        FUNCTION: network_process_update(p)
                calledBy:

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do_protocol_on_sim_packet in nwk_pkt.c, (null)

FILE: nwk_datagram.c

FUNCTION: network_fill_hdr_send_sim_pkt(pdu, pduSize, pduKind)

calledBy:

network_send_deactivate_pkt in nwk_deact.c, (null)

send_deactivate_pkt in deactivate.c, (null)

network_send_ground_impact in gnd_impact.c, (null)

network_send_impact in impact.c, (null)

network_send_missile_appearance in missile.c, (null)

network_stop_missile_flyout in missile.c, (null)

network_send_missile_fire_pkt in missile.c, (null)

network_send_non_impact in non_impact.c, (null)

network_send_projectile_fire_pkt in proj_fire.c, (null)

network_send_prox_impact in prox_impact.c, (null)

network_send_offer_packet in resupp_offer.c, (null)

network_send_thank_you_packet in resupp_recvd.c, (null)

network_send_feed_me_packet in service_req.c, (null)

network_send_shell_fire_pkt in shell_fire.c, (null)

network_check_veh_appearance in thresh.c, (null)

network_send_vehicle_impact_dg in veh_impact_dg.c, (null)

FUNCTION: network_fill_hdr_send_dc_pkt(pdu, pduSize, pduKind)

calledBy:

network_send_laser_range in laser_range.c, (null)

send_glare_and_scotoma_dam in ldam_scotoma.c, (null)

network_send_status_change in stat_change.c, (null)

send_vehicle_status in veh_status.c, (null)

het_send_packet in het_send_pkt.c, (null)

FUNCTION: network_fill_hdr_send_mgmt_pkt(pdu, pduSize, pduKind)

calledBy:

calledBy:

send_equipment_status in niu_network.c, IFDEF notdef

send_equipment_status in m1_network.c, (null)

send_equipment_status in m2_network.c, (null)

FILE: nwk_deact.c

FUNCTION: network_send_deactivate_pkt(reason)

calledBy:

calledBy:

exit_gracefully in stt_machine.c, (null)

FUNCTION: process_deactivate_other(pkt)

calledBy:

calledBy:

do_protocol_on_sim_packet in nwk_pkt.c, (null)

do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: nwk_fire.c

FUNCTION: process_fire(pkt)

calledBy:

calledBy:

do_protocol_on_sim_packet in nwk_pkt.c, (null)

do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: nwk_header.c

FUNCTION: network_fill_simHdr(pdu, pduKind)

calledBy:

msg_process_collision in pre_collide.c, (null)

msg_process_deactivate_req in pre_deactiv.c, (null)

msg_process_deactivate_rsp in prc_deactiv.c, (null)
 msg_process_fire in prc_fire.c, (null)
 msg_process_impact in prc_impact.c, (null)
 msg_process_vehicle_init in prc_veh_init.c, (null)
 network_send_activate_response in nwk_act_ack.c, (null)
 network_fill_hdr_send_sim_pkt in nwk_datagram.c, (null)
 network_fill_hdr_send_sim_rsp in nwk_rsp.c, (null)
 network_fill_hdr_send_sim_trans in nwk_trans.c, (null)
 FUNCTION: network_fill_mgmtHdr(pdu, pduKind)
 calledBy:
 network_fill_hdr_send_mgmt_pkt in nwk_datagram.c, (null)
 FUNCTION: network_fill_dcHdr(pdu, pduKind)
 calledBy:
 network_fill_hdr_send_dc_pkt in nwk_datagram.c, (null)
 network_fill_hdr_send_dc_rsp in nwk_rsp.c, (null)
 network_fill_hdr_send_dc_trans in nwk_trans.c, (null)
 FILE: nwk_impact.c
 FUNCTION: process_hit_other(pkt)
 calledBy:
 do_protocol_on_sim_packet in nwk_pkt.c, (null)
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)
 FILE: nwk_init.c
 FUNCTION: network_init()
 calledBy:
 simulation_state_machine in stt_machine.c, (null)
 network_restart in net_restart.c, (null)
 simulation_state_machine in main.c, (null)
 FUNCTION: network_set_network_device(device)
 calledBy:
 main in niu_main.c, (null)
 main in kato_main.c, IFDEF_GT_
 main in m1_main.c, (null)
 main in m2_main.c, (null)
 FUNCTION: network_get_network_device()
 calledBy:
 print_help in niu_main.c, (null)
 network_restart in net_restart.c, (null)
 monitor_status in m1_status.c, IFDEF_GT_
 FUNCTION: network_dont_really_open_up_ethernet()
 calledBy:
 main in niu_main.c, (null)
 main in kato_main.c, (null)
 main in m1_main.c, (null)
 main in m2_main.c, (null)
 FUNCTION: network_really_open_up_ethernet()
 FUNCTION: network_can_i_really_use_network()
 calledBy:
 network_process_a_packet in nwk_pkt.c, (null)
 network_check_veh_appearance in nwk_thresh.c, (null)
 network_xmit in nwk_xmit.c, (null)
 network_xmit_idle in nwk_xmit.c, (null)
 simulation_state_machine in stt_machine.c, (null)
 io_simul in niu_io_simul.c, (null)
 io_simul_idle in niu_io_simul.c, (null)

simulation_state_machine in main.c, (null)
 cig_failed_fsm in m1_status.c, (null)
 monitor_status in m1_status.c, (null)
 cig_failed_fsm in m2_status.c, (null)
 monitor_status in m2_status.c, (null)

FUNCTION: network_get_net_handle()

calledBy:

filter_dump_filter_info in dump.c, (null)
 rtc_read_clock in rtc_timing.c, IFNDEF SIMBFLY, IFNDEF _GT_, IFDEF
 MASSCOMP

rva_adjust_vehicles in rva_adjust.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 process_known_vehicle in rva_update.c, (null)
 process_unknown_vehicle in rva_update.c, (null)
 rva_process_update in rva_update.c, (null)
 io_simul in io_simul.c, IFNDEF _GT_
 io_simul_idle in io_simul.c, (null)
 net_simul in net_simul.c, (null)
 msg_process_collision in prc_collide.c, (null)
 msg_collision_to_pdu in prc_collide.c, (null)
 msg_process_deactivate_req in prc_deactiv.c, (null)
 msg_process_deactivate_rsp in prc_deactiv.c, (null)
 msg_deactivate_req_to_pdu in prc_deactiv.c, (null)
 msg_deactivate_rsp_to_pdu in prc_deactiv.c, (null)
 msg_fire_to_pdu in prc_fire.c, (null)
 msg_process_fire in prc_fire.c, (null)
 msg_impact_to_pdu in prc_impact.c, (null)
 msg_process_impact in prc_impact.c, (null)
 network_process_activate_request in nwk_activ.c, (null)
 process_deactivate_other in nwk_deact.c, (null)
 network_init in nwk_init.c, (null)
 network_process_a_packet in nwk_pkt.c, (null)
 network_fill_hdr_send_sim_rsp in nwk_rsp.c, (null)
 network_fill_hdr_send_dc_rsp in nwk_rsp.c, (null)
 network_check_veh_appearance in nwk_thresh.c, (null)
 network_fill_hdr_send_sim_trans in nwk_trans.c, (null)
 network_fill_hdr_send_dc_trans in nwk_trans.c, (null)
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 rva_adjust_static_vehicles in rva_adjust.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 process_known_static in rva_update.c, (null)
 process_unknown_static in rva_update.c, (null)
 process_known_dynamic in rva_update.c, (null)
 process_unknown_dynamic in rva_update.c, (null)
 rva_process_update in rva_update.c, (null)
 simulation_state_machine in stt_machine.c, (null)
 io_simul_idle in niu_io_simul.c, (null)
 keyboard_simul in niu_keybrd.c, (null)
 lock_on_target_vehicle in kato_attach.c, IFDEF ODIN
 veh_spec_startup in kato_main.c, (null)
 veh_spec_init in kato_main.c, IFDEF ODIN
 process_visibility in kato_network.c, (null)
 cig_failed_fsm in kato_status.c, (null)
 process_activate_request in activate.c, (null)

process_a_packet in proc_a_pkt.c, (null)
send_activate_response in act_rsp.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
send_exercise_status_pkt in ex_status.c, (null)
send_exercise_status_trans in ex_status.c, (null)
network_send_missile_appearance in missile.c, (null)
network_fill_hdr_send_sim_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
send_pt_packet in send_pt_pkt.c, (null)
network_fill_hdr_send_sim_rsp in send_rsp.c, (null)
network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
network_fill_hdr_send_sim_trans in send_trans.c, (null)
network_fill_hdr_send_dc_trans in send_trans.c, (null)
send_simulation_status_pkt in sim_status.c, (null)
send_simulation_status_trans in sim_status.c, (null)
send_status_response_trans in stat_rsp.c, (null)
send_vehicle_status_in_f__ing_multicast_group_zero in veh_status.c, (null)
send_vehicle_status_trans in veh_status.c, (null)
het_send_packet in het_send_pkt.c, (null)
simulation_state_machine in main.c, (null)
obj_adjust_static_objects in obj_adjust.c, (null)
obj_process_object in obj_storage.c, (null)
SbMilliseconds in sbcustom.c, (null)
cig_failed_fsm in m1_status.c, (null)
monitor_status in m1_status.c, (null)
cig_failed_fsm in m2_status.c, (null)
monitor_status in m2_status.c, (null)

FILE: nwk_lcl.c

FILE: nwk_pkt.c

FUNCTION: do_protocol_on_mgmt_packet(pkt)

calledBy:

network_process_a_packet in nwk_pkt.c, IF 0

process_a_packet in proc_a_pkt.c, (null)

FUNCTION: do_protocol_on_data_analysis_packet(pkt, exercise)

calledBy:

network_process_a_packet in nwk_pkt.c, IF 0

process_a_packet in proc_a_pkt.c, (null)

FUNCTION: do_protocol_on_sim_packet(pkt)

calledBy:

network_process_a_packet in nwk_pkt.c, (null)

process_a_packet in proc_a_pkt.c, (null)

FUNCTION: process_sim_transaction(pkt, originator, transID)

calledBy:

network_process_a_packet in nwk_pkt.c, (null)

process_a_packet in proc_a_pkt.c, (null)

FUNCTION: process_dc_transaction(pkt, originator, tid, exercise)

calledBy:

network_process_a_packet in nwk_pkt.c, IF 0

process_a_packet in proc_a_pkt.c, (null)

FUNCTION: network_reconstitute_from_keyboard()

FUNCTION: network_process_a_packet()
calledBy:
 io_simul in niu_io_simul.c, (null)
 net_simul_idle in niu_io_simul.c, (null)

FILE: nwk_rsp.c
FUNCTION: network_fill_hdr_send_sim_rsp(pdu, size, kind, originator, tid, cache)
calledBy:
 network_send_collision_response in coll_rsp.c, (null)
 network_send_deactivate_response in deact_rsp.c, (null)
 network_send_impact_response in imp_rsp.c, (null)
 send_repaired_pkt in repaired.c, (null)

FUNCTION: network_fill_hdr_send_dc_rsp(pdu, size, kind, originator, tid, cache)

FILE: nwk_stats.c
FUNCTION: network_print_statistics()
calledBy:
 keyboard_simul in niu_keybrd.c, (null)
 veh_spec_exit in niu_main.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 veh_spec_exit in kato_main.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 veh_spec_exit in m1_main.c, (null)
 keyboard_simul in m2_keybrd.c, (null)
 veh_spec_exit in m2_main.c, (null)

FILE: nwk_thresh.c
FUNCTION: network_v_pkt_verbose_mode()
calledBy:
 main in niu_main.c, (null)

FUNCTION: network_check_veh_appearance(niu_id)
calledBy:
 network_xmit in nwk_xmit.c, (null)
 network_xmit in net_xmit.c, (null)

FUNCTION: network_init_thresholds(thresh file, niu_id)
calledBy:
 app_init in niu_network.c, (null)
 app_init in m1_network.c, (null)
 app_init in m2_network.c, IFDEF_GT_
 app_init in m2_network.c, IFNDEF_GT_

FILE: nwk_trans.c
FUNCTION: network_fill_hdr_send_sim_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)
calledBy:
 send_activate_pkt in activate.c, (null)
 network_send_outta_my_way_mf in collision.c, (null)
 network_send_vehicle_impact in veh_impact.c, (null)

FUNCTION: network_fill_hdr_send_dc_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)

FILE: nwk_xmit.c
FUNCTION: network_xmit()
calledBy:
 net_simul in net_simul.c, (null)
 net_simul in n_net_simul.c, (null)
 io_simul in io_simul.c, (null)
 io_simul_idle in io_simul.c, (null)

FUNCTION: network_xmit_idle()

calledBy:
io_simul_idle in io_simul.c, (null)
io_simul_idle in niu_io_simul.c, (null)

DIRECTORY: ./gt/niu/libsrc/librva**FILE: rva_adjust.c**

FUNCTION: dead_reckon(veh, elapsed_time)

calledBy:
rva_adjust_vehicles in rva_adjust.c, (null)
rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

FUNCTION: rva_adjust_dynamic_vehicles(elapsed_time)

calledBy:
rva_tick_rva in rva_tick.c, (null)

FUNCTION: rva_adjust_static_vehicles()

calledBy:
rva_tick_rva in rva_tick.c, (null)

FILE: rva_blades.c

FUNCTION: rva_rotate_rva_blades(curr_veh, ticks_per_second)

calledBy:
rva_adjust_vehicles in rva_adjust.c, (null)
rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

FILE: rva_debug.c

FUNCTION: rva_turn_debug_on()

calledBy:
keyboard_simul in niu_keybrd.c, (null)
main in niu_main.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
main in m1_main.c, (null)
keyboard_simul in m2_keybrd.c, (null)
main in m2_main.c, (null)

FUNCTION: rva_turn_debug_off()

calledBy:
keyboard_simul in niu_keybrd.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)

FUNCTION: rva_dump_priority_lists()

calledBy:
keyboard_simul in niu_keybrd.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)

FILE: rva_forget.c

FUNCTION: rva_forget_about_vehicle(vehicle_id)

calledBy:
delete_vehicles_from_list in rva_pr_rm.c, (null)
process_known_vehicle in rva_update.c, (null)
process_deactivate_other in nwk_deact.c, (null)
delete_vehicles_from_list in rva_pr_rm.c, (null)
process_known_dynamic in rva_update.c, (null)
process_deactivate_other in deactivate.c, (null)

FUNCTION: rva_delete_next_tick(entry)

FUNCTION: rva_delete_vehs_on_delete_list()
calledBy:
rva_tick_rva in rva_tick.c, (null)

FILE: rva_hash.c

FUNCTION: rva_alloc_hash_table(table, n_entries)
calledBy:
rva_alloc_rva_table in rva_hash.c, (null)

FUNCTION: rva_init_hash_table(table, n_entries)
calledBy:
rva_init in rva_init.c, (null)
rva_init_rva_table in rva_hash.c, (null)

FUNCTION: rva_lookup_hash_table_entry(table, vid)
calledBy:
rva_find_hash_entry in rva_hash.c, (null)

FUNCTION: rva_remove_hash_table_entry(table, vid)
calledBy:
rva_delete_hash_entry in rva_hash.c, (null)

FUNCTION: rva_insert_hash_table_entry(table, vid)
calledBy:
rva_add_hash_entry in rva_hash.c, (null)

FUNCTION: find_hash_value(vid)
calledBy:
hash_add_hash_entry in hash_add.c, (null)
hash_find_hash_entry in hash_find.c, (null)
hash_remove_hash_entry in hash_remove.c, (null)
rva_lookup_hash_table_entry in rva_hash.c, (null)
rva_remove_hash_table_entry in rva_hash.c, (null)
rva_insert_hash_table_entry in rva_hash.c, (null)

FUNCTION: free_hash_entry(table, hashi)
calledBy:
hash_remove_hash_entry in hash_remove.c, (null)
rva_remove_hash_table_entry in rva_hash.c, (null)

FUNCTION: get_hash_entry(table)
calledBy:
hash_add_hash_entry in hash_add.c, (null)
rva_insert_hash_table_entry in rva_hash.c, (null)

FUNCTION: rva_alloc_rva_table()
calledBy:
rva_setup in rva_setup.c, (null)

FUNCTION: rva_init_rva_table()
calledBy:
rva_init in rva_init.c, (null)

FUNCTION: rva_find_hash_entry(vid)
calledBy:
rva_forget_about_vehicle in rva_forget.c, (null)
rva_make_vehicle_visible in rva_invis.c, (null)
rva_make_vehicle_invisible in rva_invis.c, (null)
rva_smooth_vehicle in rva_smooth.c, (null)
rva_dont_smooth_vehicle in rva_smooth.c, (null)
rva_process_update in rva_update.c, (null)
rva_get_veh_app_pkt in rva_veh_app.c, (null)
rva_get_veh_distance_squared in rva_veh_app.c, (null)
rva_util_get_veh_app_pkt in get_list.c, (null)
TObjectExists in object.c, (null)

rva_forget_about_vehicle in rva_forget.c, (null)
rva_make_vehicle_visible in rva_invis.c, (null)
rva_make_vehicle_invisible in rva_invis.c, (null)
rva_process_update in rva_update.c, (null)
rva_get_veh_app_pkt in rva_veh_app.c, (null)
FUNCTION: rva_delete_hash_entry(vid)
rva_delete_veh_entry in rva_forget.c, (null)
rva_delete_vehs_on_delete_list in rva_forget.c, (null)
FUNCTION: rva_add_hash_entry(vid)
calledBy:
process_unknown_vehicle in rva_update.c, (null)
process_unknown_static in rva_update.c, (null)
process_unknown_dynamic in rva_update.c, (null)
FILE: rva_init.c
FUNCTION: rva_init()
calledBy:
NetworkInit in network.c, (null)
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FILE: rva_invis.c
FUNCTION: rva_make_vehicle_visible(veh_id)
calledBy:
process_known_vehicle in rva_update.c, (null)
state_vel_attach in kato_state.c, (null)
state_world_attach in kato_state.c, (null)
state_orbit_attach in kato_state.c, (null)
state_mimic in kato_state.c, (null)
state_vehicle_attach in kato_state.c, (null)
state_vehicle_detach in kato_state.c, (null)
FUNCTION: rva_make_vehicle_invisible(veh_id)
calledBy:
process_known_vehicle in rva_update.c, (null)
state_mimic in kato_state.c, (null)
FILE: rva_lists.c
FUNCTION: rva_get_list_of_output_lists()
calledBy:
rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
rva_adjust_static_vehicles in rva_adjust.c, (null)
FUNCTION: get_list_num()
calledBy:
rva_create_output_list in rva_lists.c, (null)
FUNCTION: rva_create_output_list(inclusion_fn)
calledBy:
rva_setup in rva_setup.c, (null)
missile_hydra_init in rkt_hydra.c, (null)
sad_init in way_ed.c, (null)
m1_collision_init in m1_collision.c, (null)
resupply_init in m1_resupp.c, (null)
m2_collision_init in m2_collision.c, (null)
resupply_init in m2_resupp.c, (null)
FUNCTION: rva_delete_output_list(list_id)
FUNCTION: rva_get_output_list(list_id, list, num_vehicles)
calledBy:
NetworkDumpRva in network.c, (null)

ResetVehicleList in network.c, (null)
 TrackAcquire in track.c, (null)
 msg_bld_vehicle_buffer in bld_updates.c, (null)
 cig_msg_add_new_othervehs in add_veh2cig.c, (null)
 cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
 cig_msg_delete_old_othervehs in del_veh.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 msg_add_new_othervehs in add_veh2cig.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 msg_write_update_list in msg_loc.c, (null)
 near_get_next_veh_near_point in near_point.c, (null)
 near_get_veh_closest_to_point in near_point.c, (null)
 near_get_next_veh_near_vector in near_vector.c, (null)
 near_get_veh_closest_to_vector in near_vector.c, (null)
 sad_simul in way_ed.c, (null)
 m1_collision_simul in m1_collision.c, (null)
 resupply_simul in m1_resupp.c, (null)
 m2_collision_simul in m2_collision.c, (null)
 resupply_simul in m2_resupp.c, (null)
 FUNCTION: rva_get_rva_output_list(list_id)
 calledBy:
 rva_build_list in rva_lists.c, (null)
 rva_dont_build_list in rva_lists.c, (null)
 rva_get_output_list in rva_lists.c, (null)
 rva_add_to_add_list in rva_lists.c, (null)
 rva_add_to_delete_list in rva_lists.c, (null)
 rva_add_to_update_list in rva_lists.c, (null)
 FUNCTION: rva_zero_output_lists()
 calledBy:
 rva_tick_rva in rva_tick.c, (null)
 FUNCTION: rva_add_to_add_list(veh)
 calledBy:
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 rva_adjust_static_vehicles in rva_adjust.c, (null)
 FUNCTION: rva_add_to_delete_list(veh)
 calledBy:
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 rva_adjust_static_vehicles in rva_adjust.c, (null)
 FUNCTION: rva_add_to_update_list(veh)
 calledBy:
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 rva_adjust_static_vehicles in rva_adjust.c, (null)
 FUNCTION: rva_add_to_list_if_needed(list, veh)
 calledBy:
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 rva_adjust_static_vehicles in rva_adjust.c, (null)
 FILE: rva_loc.c
 FILE: rva_pr_get.c
 FUNCTION: rva_get_priority_list(vap, r_squared)
 calledBy:
 process_known_vehicle in rva_update.c, (null)
 process_unknown_vehicle in rva_update.c, (null)
 process_known_dynamic in rva_update.c, (null)

process_unknown_dynamic in rva_update.c, (null)
FILE: rva_pr_init.c
FUNCTION: rva_priority_setup(pri_data_file)
calledBy:
rva_setup in rva_setup.c, (null)
FILE: rva_pr_loc.c
FILE: rva_pr_rm.c
FUNCTION: rva_remove_veh_from_pri_list(veh, pri_list)
calledBy:
process_known_vehicle in rva_update.c, (null)
process_known_dynamic in rva_update.c, (null)
FUNCTION: delete_vehicles_from_list(pri_list)
FILE: rva_range.c
FUNCTION: rva_get_max_range_sqrd()
calledBy:
impacts_queue_effect in impacts.c, (null)
process_fire in fire.c, (null)
process_indirect_fire in indir_fire.c, (null)
FUNCTION: rva_check_range(center)
calledBy:
net_simul in n_net_simul.c, (null)
cig_prepare_buffer in niu_cig.c, (null)
cig_prepare_buffer in kato_cig.c, (null)
cig_prepare_buffer in m1_cig.c, (null)
cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: rva_dont_check_range()
FUNCTION: rva_get_range_sqrd(loc)
calledBy:
process_known_vehicle in rva_update.c, (null)
process_unknown_vehicle in rva_update.c, (null)
process_unknown_static in rva_update.c, (null)
process_known_dynamic in rva_update.c, (null)
process_unknown_dynamic in rva_update.c, (null)
FILE: rva_setup.c
FUNCTION: rva_setup(pri_list_file)
calledBy:
NetworkInit in network.c, (null)
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FILE: rva_smooth.c
FUNCTION: rva_smooth_init_veh(r)
calledBy:
process_unknown_vehicle in rva_update.c, (null)
process_unknown_dynamic in rva_update.c, (null)
FUNCTION: rva_smooth_get_new_velocities(r, vap)
calledBy:
rva_smooth_process_dynamic in rva_smooth.c, (null)
FUNCTION: rva_smooth_process_dynamic(r, vap)
calledBy:
rva_process_update in rva_update.c, (null)
FUNCTION: rva_smooth_dead_reckon(r, elapsed_time)
calledBy:
rva_adjust_vehicles in rva_adjust.c, (null)
rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

FUNCTION: rva_set_smooth_cutoff(cutoff)

calledBy:

rva_priority_setup in rva_pr_init.c, (null)

main in niu_main.c, (null)

FUNCTION: rva_get_smooth_cutoff()

calledBy:

rva_adjust_vehicles in rva_adjust.c, (null)

rva_process_update in rva_update.c, (null)

rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

rva_process_update in rva_update.c, (null)

FILE: rva_tick.c

FUNCTION: rva_get_last_frame_time()

calledBy:

rva_smooth_get_new_velocities in rva_smooth.c, (null)

FUNCTION: rva_tick_rva(time_elapsed)

calledBy:

NetworkUpdateRva in network.c, (null)

net_simul in n_net_simul.c, (null)

cig_prepare_buffer in niu_cig.c, (null)

cig_prepare_buffer in kato_cig.c, (null)

cig_prepare_buffer in m1_cig.c, (null)

cig_prepare_buffer in m2_cig.c, (null)

FILE: rva_update.c

FUNCTION: process_known_static(r, vap)

calledBy:

rva_process_update in rva_update.c, (null)

FUNCTION: process_unknown_static(vap)

calledBy:

rva_process_update in rva_update.c, (null)

FUNCTION: process_known_dynamic(r, vap)

calledBy:

rva_process_update in rva_update.c, (null)

FUNCTION: process_unknown_dynamic(vap)

calledBy:

rva_process_update in rva_update.c, (null)

FUNCTION: rva_process_update(vap)

calledBy:

rva_smooth_process_dynamic in rva_smooth.c, (null)

process_a_packet in network.c, (null)

network_process_update in nwk_appear.c, (null)

cig_prepare_buffer in kato_cig.c, IFDEF ODIN

process_update in veh_appear.c, (null)

FILE: rva_veh_app.c

FUNCTION: rva_get_veh_app_pkt(vehicle)

calledBy:

rva_util_get_veh_app_pkt in get_list.c, (null)

CalculateRangeSquaredToObject in object.c, (null)

LocationVehicle in object.c, (null)

RotationVehicle in object.c, (null)

TypeVehicle in object.c, (null)

TrackAcquire in track.c, IFDEF TRACKDEBUG

cig_msg_add_new_othervehs in add_veh2cig.c, (null)

cig_msg_adjust_staticveh_state in adj_chg_stat.c, (null)

cig_msg_add_new_staticvehs in app_stat_veh.c, (null)

attached_vehicle_packet in kato_attach.c, (null)
 attach_check_target_in_rva in kato_attach.c, (null)
 collision_simul in coll_vehicle.c, (null)
 collision_check_veh_coll_at in collision.c, (null)
 missile_atgm_fly in miss_atgm.c, (null)
 fill_changed_static_remove_msg in adj_chg_stat.c, (null)
 add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
 msg_process_otherehvs in adj_otherveh.c, (null)
 add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)
 near_get_veh_if_still_near_point in near_point.c, (null)
 near_get_veh_if_still_near_vector in near_vector.c, (null)

DIRECTORY: /gt/niu/libsrc/libstate

FILE: stt_machine.c

FUNCTION: enter_gracefully()

calledBy:

main in niu_main.c, (null)
 main in calibrate.c, (null)
 main in ncalib.c, (null)
 main in panel_test.c, (null)
 main in kato_main.c, (null)
 main in m1_key_ctl.c, (null)
 main in m1_main.c, (null)
 main in m2_main.c, (null)

FUNCTION: exit_gracefully(reboot)

calledBy:

dump_core in dump_core.c, IFDEF_GT_
 keyboard_simul in niu_keybrd.c, (null)
 main in calibrate.c, (null)
 calib_get_mode in calibrate.c, (null)
 calib_file_nomatch in calibrate.c, (null)
 get_calib_values in calibrate.c, (null)
 get_pos in calibrate.c, (null)
 write_calib_file in calibrate.c, (null)
 main in ncalib.c, (null)
 calib_file_nomatch in ncalib.c, (null)
 get_calib_values in ncalib.c, (null)
 write_calib_file in ncalib.c, (null)
 main in panel_test.c, (null)
 report_and_exit in panel_test.c, (null)
 main in panel_test.c, (null)
 report_and_exit in panel_test.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 keyboard_simul in m2_keybrd.c, (null)

FUNCTION: activate_simulation()

calledBy:

network_process_activate_request in nwk_activ.c, (null)
 network_use_activation in ause_activ.c, (null)
 network_use_activation in use_activ.c, (null)

FUNCTION: deactivate_simulation()

calledBy:

process_deactivate_me in deactivate.c, (null)

FUNCTION: sim_state_startup()
calledBy:
main in niu_main.c, (null)
main in kato_main.c, (null)
main in m1_main.c, (null)
main in m2_main.c, (null)

FUNCTION: sim_state_idle()
calledBy:
enter_gracefully in stt_machine.c, (null)
simulation_state_machine in stt_machine.c, (null)
enter_gracefully in main.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: sim_state_siminit()
calledBy:
activate_simulation in stt_machine.c, (null)
activate_simulation in main.c, (null)

FUNCTION: sim_state_simulate()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: sim_state_simstop()
calledBy:
deactivate_simulation in stt_machine.c, (null)
deactivate_simulation in main.c, (null)

FUNCTION: sim_state_simexit()
calledBy:
exit_gracefully in stt_machine.c, (null)
exit_gracefully in main.c, (null)

FUNCTION: sim_state_simulating()
calledBy:
network_process_a_packet in nwk_pkt.c, (null)
network_process_a_packet in nwk_pkt.c, IF 0
exit_gracefully in stt_machine.c, (null)
process_sim_transaction in proc_a_pkt.c, (null)
process_a_packet in proc_a_pkt.c, (null)

FUNCTION: simulation_state_machine()
calledBy:
main in niu_main.c, (null)
main in kato_main.c, (null)
main in m1_main.c, (null)
main in m2_main.c, (null)

FILE: stt_pars.c
FUNCTION: main_read_pars_file(fn)
calledBy:
main_read_pars_file in stt_pars.c, (null)
main in niu_main.c, (null)

FUNCTION: get_vconfig_file1()
calledBy:
print_pars_files in stt_pars.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
cig_setup_configuration in m1_cig.c, (null)
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)

FUNCTION: get_vconfig_file2()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
cig_setup_configuration in m1_cig.c, IFNDEF _GT_
FUNCTION: get_asid_map_file()
calledBy:
print_pars_files in stt_pars.c, (null)
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)
FUNCTION: get_veh_map_file()
calledBy:
print_pars_files in stt_pars.c, (null)
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)
FUNCTION: get_ammo_map_file()
calledBy:
print_pars_files in stt_pars.c, (null)
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
veh_spec_startup in m1_main.c, (null)
veh_spec_startup in m2_main.c, (null)
FUNCTION: get_sdamage_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
failure_init in m1_failure.c, (null)
failure_init in m2_failure.c, (null)
FUNCTION: get_thresh_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_idle_filter_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_priority_list_file()
calledBy:
simulation_state_machine in stt_machine.c, (null)
print_pars_files in stt_pars.c, (null)
simulation_state_machine in main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_register_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_sim_filter_file()

calledBy:
 print_pars_files in stt_pars.c, (null)
 print_pars_files in read_pars.c, (null)
FUNCTION: get_default_db_name()
 calledBy:
 print_pars_files in stt_pars.c, (null)
 main in niu_main.c, (null)
 main in kato_main.c, (null)
 print_pars_files in read_pars.c, (null)
 main in m1_main.c, (null)
 main in m2_main.c, (null)
FUNCTION: get_default_db_version()
 calledBy:
 print_pars_files in stt_pars.c, (null)
 main in niu_main.c, (null)
 main in kato_main.c, (null)
 print_pars_files in read_pars.c, (null)
 main in m1_main.c, (null)
 main in m2_main.c, (null)
FUNCTION: get_ded_override()
 calledBy:
 print_pars_files in stt_pars.c, (null)
 print_pars_files in read_pars.c, (null)
FUNCTION: get_db_override()
 calledBy:
 print_pars_files in stt_pars.c, (null)
 print_pars_files in read_pars.c, (null)
FUNCTION: print_pars_files()

DIRECTORY: ./gt/niu/src
FILE: n_net_simul.c
 FUNCTION: net_simul()
 calledBy:
 simulation_state_machine in stt_machine.c, (null)
 simulation_state_machine in main.c, (null)
FILE: niu_cig.c
 FUNCTION: cig_msg_my_veh_state()
 calledBy:
 cig_prepare_buffer in niu_cig.c, (null)
 FUNCTION: cig_prepare_buffer()
 calledBy:
 net_simul in net_simul.c, (null)
 cigex_start in cig_start.c, (null)
 net_simul in n_net_simul.c, (null)
 io_simul in io_simul.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 FUNCTION: cig_process_buffer(buf)
 calledBy:
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 io_simul in io_simul.c, (null)
FILE: niu_frm_ctl.c
 FUNCTION: ft_init_frame_time(time)

```

    calledBy:
        veh_spec_startup in niu_main.c, (null)
FUNCTION: ft_start_frame()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FUNCTION: ft_poll_eof()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FILE: niu_io_simul.c
FUNCTION: timeout()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FUNCTION: check_for_missed_buffers()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FUNCTION: io_simul()
    calledBy:
        simulation_state_machine in stt_machine.c, (null)
        simulation_state_machine in main.c, (null)
FUNCTION: io_simul_idle()
    calledBy:
        veh_spec_idle in niu_main.c, (null)
        veh_spec_idle in kato_main.c, (null)
        veh_spec_idle in m1_main.c, (null)
        veh_spec_idle in m2_main.c, (null)
FUNCTION: io_sync_with_cig()
    calledBy:
        main in niu_main.c, (null)
FUNCTION: io_sync_with_host()
FUNCTION: io_sync_with_niu()
    calledBy:
        main in niu_main.c, (null)
FILE: niu_keybrd.c
FUNCTION: keyboard_really_use()
    calledBy:
        main in niu_main.c, (null)
        main in kato_main.c, (null)
        main in m1_main.c, (null)
        main in m2_main.c, (null)
FUNCTION: keyboard_init()
    calledBy:
        veh_spec_startup in niu_main.c, (null)
        veh_spec_startup in kato_main.c, (null)
        veh_spec_startup in m1_main.c, (null)
        veh_spec_startup in m2_main.c, (null)
FUNCTION: keyboard_simul()
    calledBy:
        veh_spec_idle in niu_main.c, (null)
        veh_spec_simulate in niu_main.c, (null)
        veh_spec_idle in kato_main.c, (null)
        veh_spec_simulate in kato_main.c, (null)
        veh_spec_idle in m1_main.c, (null)
        veh_spec_simulate in m1_main.c, IF defined ( SIMBFLY )
        veh_spec_simulate in m1_main.c, IF not defined ( SIMBFLY )

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veh_spec_idle in m2_main.c, (null)
veh_spec_simulate in m2_main.c, IF defined ( SIMBFLY )
veh_spec_simulate in m2_main.c, IF not defined ( SIMBFLY )
FUNCTION: keyboard_exit_gracefully()
calledBy:
veh_spec_exit in niu_main.c, (null)
veh_spec_exit in kato_main.c, (null)
veh_spec_exit in m1_main.c, (null)
veh_spec_exit in m2_main.c, (null)
FILE: niu_main.c
FUNCTION: print_help(progname)
calledBy:
main in niu_main.c, (null)
main in kato_main.c, (null)
main in m1_main.c, (null)
main in m2_main.c, (null)
FUNCTION: print_veh_logo()
calledBy:
enter_gracefully in stt_machine.c, (null)
enter_gracefully in main.c, (null)
FUNCTION: veh_spec_startup()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_idle()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_init()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_simulate()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_stop()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_exit()
calledBy:
simulation_state_machine in stt_machine.c, (null)
keyboard_simul in niu_keybrd.c, IFDEF_GT_
simulation_state_machine in main.c, (null)
FUNCTION: self_sync()
FUNCTION: main(argc, argv)
FILE: niu_network.c
FUNCTION: send_equipment_status()
calledBy:
network_xmit in nwk_xmit.c, (null)
network_xmit_idle in nwk_xmit.c, (null)
network_xmit in net_xmit.c, (null)
network_xmit_idle in net_xmit.c, (null)

```


FUNCTION: send_vehicle_status()
calledBy:
network_xmit in nwk_xmit.c, (null)
network_xmit in net_xmit.c, (null)
network_respond_to_query_pkt in stat_rsp.c, (null)
FUNCTION: network_process_activation_parameters(p)
calledBy:
network_process_activate_request in nwk_activ.c, (null)
network_use_activation in ause_activ.c, (null)
network_use_activation in use_activ.c, (null)
FUNCTION: process_radiate(pkt)
calledBy:
do_protocol_on_sim_packet in proc_a_pkt.c, (null)
FUNCTION: app_init(vehicle)
calledBy:
veh_spec_init in niu_main.c, (null)
veh_spec_init in kato_main.c, (null)
veh_spec_init in m1_main.c, (null)
veh_spec_init in m2_main.c, (null)
FUNCTION: fill_vehicle_spec_status(pkt)
calledBy:
build_vehicle_status in veh_status.c, (null)
FUNCTION: network_dump_box_vec()
FUNCTION: fill_vehicle_spec_appearance(pkt)
calledBy:
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
FUNCTION: veh_spec_activate_time()
calledBy:
network_send_activate_response in nwk_act_ack.c, (null)
send_activate_response in act_rsp.c, (null)

FILE: niu_stubs.c

DIRECTORY: ./gt/oldlib

No files defined.

DIRECTORY: ./gt/save

No files defined.

DIRECTORY: ./gt/util

No files defined.

DIRECTORY: ./gt/util/calibrate

FILE: calibrate.c

FUNCTION: main(argc, argv)
FUNCTION: enter_gracefully(vehicle)
calledBy:
main in niu_main.c, (null)
main in calibrate.c, (null)
main in ncalib.c, (null)
main in panel_test.c, (null)
main in kato_main.c, (null)
main in m1_key_ctl.c, (null)

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    main in m1_main.c, (null)
    main in m2_main.c, (null)
FUNCTION: clear_screen()
    calledBy:
        print_veh_logo in niu_main.c, IFNDEF _GT_
        enter_gracefully in calibrate.c, (null)
        calib_create_mode in calibrate.c, (null)
        calib_edit_mode in calibrate.c, (null)
        get_calib_values in calibrate.c, (null)
        enter_gracefully in ncalib.c, (null)
        calib_create_mode in ncalib.c, (null)
        calib_edit_mode in ncalib.c, (null)
        get_calib_values in ncalib.c, (null)
        main in panel_test.c, (null)
        enter_gracefully in panel_test.c, (null)
        output_alpha_test in pnl_tst_alp.c, (null)
        output_binary_test in pnl_tst_bin.c, (null)
        output_digital_test in pnl_tst_dig.c, (null)
        adc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
        output_meter_test in pnl_tst_met.c, (null)
        output_sad_test in pnl_tst_sad.c, (null)
        output_sound_test in pnl_tst_snd.c, (null)
        main in panel_test.c, (null)
        enter_gracefully in panel_test.c, (null)
        output_alpha_test in pnl_tst_alp.c, (null)
        output_binary_test in pnl_tst_bin.c, (null)
        output_digital_test in pnl_tst_dig.c, (null)
        adc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
        output_meter_test in pnl_tst_met.c, (null)
        output_sad_test in pnl_tst_sad.c, (null)
        output_sound_test in pnl_tst_snd.c, (null)
FUNCTION: setup_terminal()
    main in ncalib.c, IFDEF notdef
FUNCTION: calib_get_mode()
    calledBy:
        main in calibrate.c, (null)
        main in ncalib.c, (null)
FUNCTION: zero_calib_array()
    calledBy:
        calib_get_mode in calibrate.c, (null)
        calib_file_nomatch in calibrate.c, (null)
        calib_get_mode in ncalib.c, (null)
        calib_file_nomatch in ncalib.c, (null)
FUNCTION: calib_file_nomatch(fp)
    calledBy:
        calib_get_mode in calibrate.c, (null)
        calib_get_mode in ncalib.c, (null)
FUNCTION: calib_create_mode()
    calledBy:
        main in calibrate.c, (null)
        main in ncalib.c, (null)
FUNCTION: calib_edit_mode()

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calledBy:
main in calibrate.c, (null)
calib_create_mode in calibrate.c, (null)
main in ncalib.c, (null)
calib_create_mode in ncalib.c, (null)
FUNCTION: clear_line(now, string)
calledBy:
calib_edit_mode in calibrate.c, (null)
get_pos in calibrate.c, (null)
calib_edit_mode in ncalib.c, (null)
get_pos in ncalib.c, (null)
FUNCTION: get_calib_values(entry)
calledBy:
calib_create_mode in calibrate.c, (null)
calib_edit_mode in calibrate.c, (null)
get_calib_values in calibrate.c, (null)
calib_create_mode in ncalib.c, (null)
calib_edit_mode in ncalib.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_vals_lr(entry, no_pos, action_type)
calledBy:
get_calib_values in calibrate.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_vals_dr(entry, no_pos, action_type)
calledBy:
get_calib_values in calibrate.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_vals_zf(entry, no_pos, action_type)
calledBy:
get_calib_values in calibrate.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_pos(msg, entry, action_type, val_no)
calledBy:
get_vals_lr in calibrate.c, (null)
get_vals_dr in calibrate.c, (null)
get_vals_zf in calibrate.c, (null)
get_vals_lr in ncalib.c, (null)
get_vals_dr in ncalib.c, (null)
get_vals_zf in ncalib.c, (null)
FUNCTION: write_calib_file()
calledBy:
main in calibrate.c, (null)
main in ncalib.c, (null)
FUNCTION: exit_gracefully()
calledBy:
dump_core in dump_core.c, IFDEF_GT_
keyboard_simul in niu_keybrd.c, (null)
main in calibrate.c, (null)
calib_get_mode in calibrate.c, (null)
calib_file_nomatch in calibrate.c, (null)
get_calib_values in calibrate.c, (null)
get_pos in calibrate.c, (null)
write_calib_file in calibrate.c, (null)
main in ncalib.c, (null)

calib_file_nomatch in ncalib.c, (null)
 get_calib_values in ncalib.c, (null)
 write_calib_file in ncalib.c, (null)
 main in panel_test.c, (null)
 report_and_exit in panel_test.c, (null)
 main in panel_test.c, (null)
 report_and_exit in panel_test.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 keyboard_simul in m2_keybrd.c, (null)

FUNCTION: reset_terminal()
 calledBy:
 dev_error in dev.c, (null)
 exit_gracefully in calibrate.c, (null)
 exit_gracefully in ncalib.c, (null)

FUNCTION: set_lamps()
 calledBy:
 get_pos in calibrate.c, (null)
 sleep_lamps in calibrate.c, (null)
 get_pos in ncalib.c, (null)
 sleep_lamps in ncalib.c, (null)

FUNCTION: reset_lamps()
 calledBy:
 get_pos in calibrate.c, (null)
 exit_gracefully in calibrate.c, (null)
 sleep_lamps in calibrate.c, (null)
 get_pos in ncalib.c, (null)
 exit_gracefully in ncalib.c, (null)
 sleep_lamps in ncalib.c, (null)

FUNCTION: sleep_lamps(time)
 calledBy:
 calib_create_mode in calibrate.c, (null)
 calib_edit_mode in calibrate.c, (null)
 get_calib_values in calibrate.c, (null)
 calib_create_mode in ncalib.c, (null)
 calib_edit_mode in ncalib.c, (null)
 get_calib_values in ncalib.c, (null)

FUNCTION: backup(f)
FUNCTION: read_calibrate_file(file_name)

DIRECTORY: ./gt/util/cigutil

FILE: buf.c
FUNCTION: setup_buffer_ptrs(num, buf)
 calledBy:
 cig_prepare in cig_prepare.c, IFDEF SIMBFLY
 cig_prepare in cig_prepare.c, IFNDEF SIMBFLY

FUNCTION: set_buffer_num(num)
 calledBy:
 net_simul in net_simul.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)

cig_setup_dr_transfer in cig_send_buf.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
FUNCTION: cig_msg_prepend_overall_header(cig_num)
 calledBy:
 cigex_send_buffer in cig_comm.c, (null)
 cig_setup_dr_transfer in cig_send_buf.c, (null)
FUNCTION: get_front_of_send_buffer(cig_num)
 calledBy:
 io_simul in io_simul.c, IFDEF GT_
 io_simul in io_simul.c, IFNDEF GT_
 cig_reconfig_start in cig_r_start.c, (null)
 cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
 cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF DEF_71
 cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
 cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFDEF DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFDEF DEF_71
 process_msg_sys_error in proc_sys_err.c, IFDEF GT_
FUNCTION: flush_buffer()
 calledBy:
 cigex_msg_configure_view in cig_conf_msg.c, (null)
 cigex_stop_init in cig_init.c, (null)
 cigex_vp_init in cig_init.c, (null)
 cigex_prepare_no_op in cig_no_op.c, (null)
 cigex_msg_configure_view in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF notdef
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF
 NOT_UNTIL_LARGER_BUFFER_AVAILABLE
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF old
 cigex_start in cig_start.c, (null)
 cigex_stop in cig_stop.c, (null)
 cigex_synchronize in cig_sync.c, (null)
 send_buffer in config_read.c, (null)
 net_simul in n_net_simul.c, (null)
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 cigupl in cigupl.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 prepare_no_op in msgs.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cigutil_change_buf_sizes in util.c, (null)
 exchange_buffers in ball_load.c, (null)
 ballistics_load_trajectory_file in ball_load.c, (null)

cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_prepare_no_op in cig_no_op.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 cig_flush_buffer in cig_flushbuf.c, (null)
 cig_msg_configure_view in config_msg.c, (null)
 send_buffer in config_read.c, (null)
FUNCTION: push_msg_hdr(type, length)
 push_msg_cig_ctl in msgs.c, (null)
 push_msg_test_name in msgs.c, (null)
 push_msg_end in msgs.c, (null)
 push_msg_sys_error in msgs.c, (null)
 push_msg_file_descr in msgs.c, (null)
 push_msg_file_xfer in msgs.c, (null)
 push_msg_file_status in msgs.c, (null)
 push_msg_dr11_pkt_size in msgs.c, (null)
FUNCTION: get_pkt_buff()
 calledBy:
 cigls in cigls.c, (null)
 get_cigfile_size in cigupl.c, (null)
FUNCTION: print_send_buf()
FUNCTION: print_rec_buf()
 calledBy:
 cigdownl in cigdownl.c, (null)
FUNCTION: get_received_msg(msg_type)
 calledBy:
 cigdownl in cigdownl.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 cigupl in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
FILE: cigdownl.c
FUNCTION: cigdownl(argc, argv)
 calledBy:
 main in main.c, (null)
FILE: cightod.c
FUNCTION: cig_htod(argc, argv)
 calledBy:
 main in main.c, IFDEF SIMBFLY
FUNCTION: disk_write(f, buf, len)
 calledBy:
 cig_htod in cightod.c, IFDEF SIMBFLY
FILE: cigls.c
FUNCTION: cigls(argc, argv)
 calledBy:
 main in main.c, (null)
FUNCTION: print_msg_file_descr(mp)
 calledBy:

cigls in cigls.c, (null)
 check_buffer in checkbuffer.c, (null)
 print_buffer in printbuffer.c, (null)
 process_msg_file_descr in proc_fdescr.c, (null)

FILE: cigmv.c
 FUNCTION: cigmv(argc, argv)
 calledBy:
 main in main.c, (null)

FILE: cigrm.c
 FUNCTION: cigrm(argc, argv)
 calledBy:
 main in main.c, (null)

FILE: cigupl.c
 FUNCTION: cigupl(argc, argv)
 calledBy:
 main in main.c, (null)
 FUNCTION: get_cigfile_size(cig_file)
 calledBy:
 cigupl in cigupl.c, (null)
 FUNCTION: setup_to_upload(cig_file)
 calledBy:
 cigupl in cigupl.c, (null)

FILE: main.c
 FUNCTION: print_usage()
 calledBy:
 main in main.c, (null)
 FUNCTION: main(argc, argv)

FILE: msgs.c
 FUNCTION: push_msg_cig_ctl(state)
 calledBy:
 cigex_msg_configure_view in cig_conf_msg.c, (null)
 cigex_prepare_no_op in cig_no_op.c, (null)
 cigex_msg_configure_view in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF notdef
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF old
 cigex_start in cig_start.c, (null)
 prepare_no_op in msgs.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_prepare_no_op in cig_no_op.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 cig_msg_configure_view in config_msg.c, (null)

FUNCTION: push_msg_test_name(test_number)
 FUNCTION: push_msg_end()
 calledBy:
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 cigupl in cigupl.c, (null)

get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 cig_msg_append_end in msgs.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cigutil_change_buf_sizes in util.c, (null)
 FUNCTION: cig_msg_append_end()
 calledBy:
 cigex_send_buffer in cig_comm.c, (null)
 cig_setup_dr_transfer in cig_send_buf.c, (null)
 FUNCTION: push_msg_sys_error(error_msg, cig_state)
 FUNCTION: prepare_no_op()
 FUNCTION: push_msg_file_descr(db_size, db_no, db_req, db_name)
 calledBy:
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF_GT_
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_reconfig_start in cig_r_start.c, IFNDEF_GT_
 cig_reconfig_start in cig_r_start.c, IFDEF_GT_
 cig_reconfig_start in cig_r_start.c, (null)
 FUNCTION: push_msg_file_xfer(type, blk_size, blk_seq_no, data)
 calledBy:
 cigdownl in cigdownl.c, (null)
 FUNCTION: push_msg_file_status(type, abort_descr_no, blk_seq_no)
 calledBy:
 cigupl in cigupl.c, (null)
 FUNCTION: push_msg_dr11_pkt_size(send_size, rec_size)
 calledBy:
 cigutil_last_write in util.c, (null)
 cigutil_change_buf_sizes in util.c, (null)
 FILE: stubs.c
 FUNCTION: cig_msg_prepend_my_veh_state()
 calledBy:
 cig_prepare_buffer in kato_cig.c, (null)
 cig_prepare_buffer in m1_cig.c, (null)
 cig_prepare_buffer in m2_cig.c, (null)
 FUNCTION: process_msg_laser_return()
 calledBy:
 veh_spec_proc_buf in m1_p_buf.c, (null)
 FUNCTION: process_msg_hit()
 FUNCTION: kinematics_get_o_to_h()
 calledBy:
 lock_on_target_vehicle in kato_attach.c, (null)
 controller_init_orientation in kato_control.c, (null)
 controller_terrain_follow in kato_control.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 veh_spec_init in kato_main.c, (null)
 process_fire in fire.c, (null)

format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
process_msg_local_terrain in proc_l_terr.c, (null)
process_msg_lt_piece in proc_lt_pi.c, IFDEF OLD
rotate_hull_init in rot_comm.c, (null)
rotate_hull_simul in rot_comm.c, (null)
sad_simul in old_way_ed.c, (null)
waypoint_editor in way_ed.c, (null)
sad_simul in way_ed.c, (null)
cig_prepare_buffer in m1_cig.c, (null)
keyboard_simul in m1_keybrd.c, (null)
laser_perform_lase in m1_laser.c, (null)
veh_spec_init in m1_main.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
cig_prepare_buffer in m2_cig.c, (null)
keyboard_simul in m2_keybrd.c, (null)
veh_spec_init in m2_main.c, (null)
weapons_missile_is_launched in m2_weapons.c, (null)
weapons_fire_round in m2_weapons.c, (null)
weapons_simul in m2_weapons.c, (null)

FUNCTION: beep()

calledBy:

process_msg_hit in kato_cig.c, IFDEF old
process_deactivate_me in deactivate.c, (null)

FUNCTION: terrain_preproc_terrain()

calledBy:

process_msg_local_terrain in proc_l_terr.c, (null)
process_msg_lt_piece in proc_lt_pi.c, IFDEF OLD

FUNCTION: cigdownl()

calledBy:

main in main.c, (null)

FUNCTION: cigupl()

calledBy:

main in main.c, (null)

FUNCTION: cigrm()

calledBy:

main in main.c, (null)

FUNCTION: cigmv()

calledBy:

main in main.c, (null)

FILE: util.c

FUNCTION: sig_alm()

FUNCTION: cigutil_start(ok_to_print)

calledBy:

cigutil_setup in util.c, (null)

FUNCTION: cigutil_file_xfer_setup()

calledBy:

cigutil_setup in util.c, (null)

FUNCTION: cigutil_setup()

calledBy:

main in main.c, (null)

FUNCTION: cigutil_last_write()

calledBy:

main in main.c, (null)

FUNCTION: cigutil_get_filename(filename, msg)

calledBy:

cigdownl in cigdownl.c, (null)
cig_htod in cightod.c, IFDEF SIMBFLY
cigmv in cigmv.c, (null)
cigrm in cigrm.c, (null)
cigupl in cigupl.c, (null)

FUNCTION: cigutil_change_buf_sizes(send_size, rcv_size)

calledBy:

cigdownl in cigdownl.c, (null)
setup_to_upload in cigupl.c, (null)
cigutil_setup in util.c, (null)

FUNCTION: bbd_bit_out()

calledBy:

bbd_uninit in uninit.c, (null)
io_simul in io_simul.c, IFDEF _GT_
io_simul in io_simul.c, IFNDEF _GT_
net_simul in net_simul.c, (null)
main in kato_main.c, (null)
cig_receive_buffer in cig_rcv_buf.c, (null)
cig_kickoff_dr_transfer in cig_send_buf.c, (null)
cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF _GT_
simulation_state_machine in main.c, (null)

FUNCTION: rtc_stop_time()

calledBy:

rva_tick_rva in rva_tick.c, (null)
io_simul in io_simul.c, IFDEF _GT_
io_simul in io_simul.c, IFNDEF _GT_
net_simul in net_simul.c, (null)
rva_tick_rva in rva_tick.c, (null)
simulation_state_machine in stt_machine.c, (null)
net_simul in n_net_simul.c, (null)
ft_poll_eof in niu_frm_ctl.c, (null)
io_simul in niu_io_simul.c, (null)
cig_msg_prepend_my_veh_state in kato_cig.c, (null)
cig_prepare_buffer in kato_cig.c, (null)
cig_receive_buffer in cig_rcv_buf.c, (null)
simulation_state_machine in main.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)
msg_tell_cig_about_remote_entities in tell_cig.c, (null)
cig_prepare_buffer in m1_cig.c, (null)
cig_prepare_buffer in m2_cig.c, (null)

FUNCTION: rtc_start_time()

calledBy:

rva_tick_rva in rva_tick.c, (null)
io_simul in io_simul.c, IFDEF _GT_
io_simul in io_simul.c, IFNDEF _GT_
net_simul in net_simul.c, (null)
rva_tick_rva in rva_tick.c, (null)
simulation_state_machine in stt_machine.c, (null)
net_simul in n_net_simul.c, (null)
ft_start_frame in niu_frm_ctl.c, (null)
io_simul in niu_io_simul.c, (null)
cig_msg_prepend_my_veh_state in kato_cig.c, (null)

cig_prepare_buffer in kato_cig.c, (null)
cig_receive_buffer in cig_recv_buf.c, (null)
simulation_state_machine in main.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)
msg_tell_cig_about_remote_entities in tell_cig.c, (null)
cig_prepare_buffer in m1_cig.c, (null)
cig_prepare_buffer in m2_cig.c, (null)

DIRECTORY: ./gt/util/genbal**FILE: genbal.c**

FUNCTION: eof(fp)

calledBy:

read_firing_table in genbal.c, (null)

ballistics_load_trajectory_file in ball_load.c, IFNDEF_GT_

missile_util_load_ball_traj_file in util_ball.c, IFNDEF_GT_

FUNCTION: read_firing_table(fp)

calledBy:

main in genbal.c, (null)

FUNCTION: x_function(time)

calledBy:

generate_trajectory_table in genbal.c, (null)

FUNCTION: y_function(time)

calledBy:

generate_trajectory_table in genbal.c, (null)

FUNCTION: generate_trajectory_table(name)

calledBy:

main in genbal.c, (null)

FUNCTION: generate_parameter_table(name)

calledBy:

main in genbal.c, (null)

FUNCTION: compute_boresight_table()

calledBy:

main in genbal.c, (null)

FUNCTION: compute_regression_coefficients()

calledBy:

main in genbal.c, (null)

FUNCTION: main(argc, argv)

DIRECTORY: ./gt/util/idc**FILE: idc_p_hpsm.c**

FUNCTION: main(argc, argv)

FILE: idc_p_to_h.c

FUNCTION: main(argc, argv)

FUNCTION: get_action_comment(act)

calledBy:

main in idc_p_to_h.c, (null)

DIRECTORY: ./gt/util/idc/RCS

No files defined.

DIRECTORY: ./gt/util/idc_p_to_h**FILE: idc_p_to_h.c**

FUNCTION: main(argc, argv)

FUNCTION: get_action_comment(act)

calledBy:

main in idc_p_to_h.c, (null)

DIRECTORY: ./gt/util/ncalib

FILE: ncalib.c

FUNCTION: main(argc, argv)

FUNCTION: calib_pfile_read(filename, offset, port)

calledBy:

main in ncalib.c, (null)

FUNCTION: enter_gracefully(vehicle)

calledBy:

main in niu_main.c, (null)

main in calibrate.c, (null)

main in ncalib.c, (null)

main in panel_test.c, (null)

main in kato_main.c, (null)

main in m1_key_ctl.c, (null)

main in m1_main.c, (null)

main in m2_main.c, (null)

FUNCTION: clear_screen()

calledBy:

print_veh_logo in niu_main.c, IFNDEF_GT_

enter_gracefully in calibrate.c, (null)

calib_create_mode in calibrate.c, (null)

calib_edit_mode in calibrate.c, (null)

get_calib_values in calibrate.c, (null)

enter_gracefully in ncalib.c, (null)

calib_create_mode in ncalib.c, (null)

calib_edit_mode in ncalib.c, (null)

get_calib_values in ncalib.c, (null)

main in panel_test.c, (null)

enter_gracefully in panel_test.c, (null)

output_alpha_test in pnl_tst_alp.c, (null)

output_binary_test in pnl_tst_bin.c, (null)

output_digital_test in pnl_tst_dig.c, (null)

idc_test in pnl_tst_idc.c, (null)

input_test in pnl_tst_inp.c, (null)

output_meter_test in pnl_tst_met.c, (null)

output_sad_test in pnl_tst_sad.c, (null)

output_sound_test in pnl_tst_snd.c, (null)

main in panel_test.c, (null)

enter_gracefully in panel_test.c, (null)

output_alpha_test in pnl_tst_alp.c, (null)

output_binary_test in pnl_tst_bin.c, (null)

output_digital_test in pnl_tst_dig.c, (null)

idc_test in pnl_tst_idc.c, (null)

input_test in pnl_tst_inp.c, (null)

output_meter_test in pnl_tst_met.c, (null)

output_sad_test in pnl_tst_sad.c, (null)

output_sound_test in pnl_tst_snd.c, (null)

FUNCTION: setup_terminal()

calledBy:

main in ncalib.c, IFDEF notdef
FUNCTION: calib_get_mode()
calledBy:
main in calibrate.c, (null)
main in ncalib.c, (null)
FUNCTION: zero_calib_array()
calledBy:
calledBy:
calib_get_mode in calibrate.c, (null)
calib_file_nomatch in calibrate.c, (null)
calib_get_mode in ncalib.c, (null)
calib_file_nomatch in ncalib.c, (null)
FUNCTION: calib_file_nomatch(fp)
calledBy:
calib_get_mode in calibrate.c, (null)
calib_get_mode in ncalib.c, (null)
FUNCTION: calib_create_mode()
calledBy:
main in calibrate.c, (null)
main in ncalib.c, (null)
FUNCTION: calib_edit_mode()
calledBy:
main in calibrate.c, (null)
calib_create_mode in calibrate.c, (null)
main in ncalib.c, (null)
calib_create_mode in ncalib.c, (null)
FUNCTION: clear_line(now, string)
calledBy:
calib_edit_mode in calibrate.c, (null)
get_pos in calibrate.c, (null)
calib_edit_mode in ncalib.c, (null)
get_pos in ncalib.c, (null)
FUNCTION: get_calib_values(entry)
calledBy:
calib_create_mode in calibrate.c, (null)
calib_edit_mode in calibrate.c, (null)
get_calib_values in calibrate.c, (null)
calib_create_mode in ncalib.c, (null)
calib_edit_mode in ncalib.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_vals_lr(entry, no_pos, action_type)
calledBy:
get_calib_values in calibrate.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_vals_dr(entry, no_pos, action_type)
calledBy:
get_calib_values in calibrate.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_vals_zf(entry, no_pos, action_type)
calledBy:
get_calib_values in calibrate.c, (null)
get_calib_values in ncalib.c, (null)
FUNCTION: get_pos(msg, entry, action_type, val_no)
calledBy:

get_vals_lr in calibrate.c, (null)
get_vals_dr in calibrate.c, (null)
get_vals_zf in calibrate.c, (null)
get_vals_lr in ncalib.c, (null)
get_vals_dr in ncalib.c, (null)
get_vals_zf in ncalib.c, (null)
FUNCTION: write_calib_file()
calledBy:
main in calibrate.c, (null)
main in ncalib.c, (null)
FUNCTION: exit_gracefully()
calledBy:
dump_core in dump_core.c, IFDEF_GT_
keyboard_simul in niu_keybrd.c, (null)
main in calibrate.c, (null)
calib_get_mode in calibrate.c, (null)
calib_file_nomatch in calibrate.c, (null)
get_calib_values in calibrate.c, (null)
get_pos in calibrate.c, (null)
write_calib_file in calibrate.c, (null)
main in ncalib.c, (null)
calib_file_nomatch in ncalib.c, (null)
get_calib_values in ncalib.c, (null)
write_calib_file in ncalib.c, (null)
main in panel_test.c, (null)
report_and_exit in panel_test.c, (null)
main in panel_test.c, (null)
report_and_exit in panel_test.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)
FUNCTION: reset_terminal()
calledBy:
dev_error in dev.c, (null)
exit_gracefully in calibrate.c, (null)
exit_gracefully in ncalib.c, (null)
FUNCTION: set_lamps()
calledBy:
get_pos in calibrate.c, (null)
sleep_lamps in calibrate.c, (null)
get_pos in ncalib.c, (null)
sleep_lamps in ncalib.c, (null)
FUNCTION: reset_lamps()
calledBy:
get_pos in calibrate.c, (null)
exit_gracefully in calibrate.c, (null)
sleep_lamps in calibrate.c, (null)
get_pos in ncalib.c, (null)
exit_gracefully in ncalib.c, (null)
sleep_lamps in ncalib.c, (null)
FUNCTION: sleep_lamps(time)
calledBy:
calib_create_mode in calibrate.c, (null)
calib_edit_mode in calibrate.c, (null)

get_calib_values in calibrate.c, (null)
calib_create_mode in ncalib.c, (null)
calib_edit_mode in ncalib.c, (null)
get_calib_values in ncalib.c, (null)

FUNCTION: backup(f)

DIRECTORY: ./gt/util/p_to_h

FILE: main.c

FUNCTION: main(argc, argv)

FILE: p_b_level.c

FUNCTION: print_struct_b_level()

calledBy:

print_dot_h in print_h.c, (null)

FILE: p_edge.c

FUNCTION: print_struct_edge()

calledBy:

print_dot_h in print_h.c, (null)

FILE: p_g_edge.c

FUNCTION: print_struct_g_edge()

calledBy:

print_dot_h in print_h.c, (null)

FILE: p_light.c

FUNCTION: print_struct_light()

calledBy:

print_dot_h in print_h.c, (null)

FILE: p_m_level.c

FUNCTION: print_struct_m_level()

calledBy:

print_dot_h in print_h.c, (null)

FILE: p_meter.c

FUNCTION: print_struct_meter()

calledBy:

print_dot_h in print_h.c, (null)

FILE: p_pot.c

FUNCTION: print_struct_pot()

calledBy:

print_dot_h in print_h.c, (null)

FILE: p_status.c

FUNCTION: print_struct_status()

calledBy:

print_dot_h in print_h.c, (null)

FILE: print_h.c

FUNCTION: print_dot_h()

calledBy:

main in main.c, (null)

FUNCTION: print_qttys()

calledBy:

print_dot_h in print_h.c, (null)

FUNCTION: print_defines()

calledBy:

print_dot_h in print_h.c, (null)

FUNCTION: check_special_fcns_redundancy_check(special_fcn_name)

calledBy:

print_externs in print_h.c, (null)
 FUNCTION: check_action_fcns_redundancy_check(action_fcn_name, external_fcns)
 calledBy:
 print_externs in print_h.c, (null)
 FUNCTION: print_externs()
 calledBy:
 print_dot_h in print_h.c, (null)
 FUNCTION: print_type_defs()
 calledBy:
 print_dot_h in print_h.c, (null)
 FUNCTION: print_external_structures()
 calledBy:
 print_dot_h in print_h.c, (null)
 FILE: verify.c
 FUNCTION: verify_inputs()
 FUNCTION: idc_index_ok()
 calledBy:
 verify_inputs in verify.c, (null)
 FUNCTION: control_name_ok()
 calledBy:
 verify_inputs in verify.c, (null)

DIRECTORY: ./gt/util/paneltest

FILE: panel_test.c
 FUNCTION: main(argc, argv)
 FUNCTION: enter_gracefully(vehicle)
 calledBy:
 main in niu_main.c, (null)
 main in calibrate.c, (null)
 main in ncalib.c, (null)
 main in panel_test.c, (null)
 main in kato_main.c, (null)
 main in m1_key_ctl.c, (null)
 main in m1_main.c, (null)
 main in m2_main.c, (null)
 FUNCTION: clear_screen()
 calledBy:
 print_veh_logo in niu_main.c, IFNDEF_GT_
 enter_gracefully in calibrate.c, (null)
 calib_create_mode in calibrate.c, (null)
 calib_edit_mode in calibrate.c, (null)
 get_calib_values in calibrate.c, (null)
 enter_gracefully in ncalib.c, (null)
 calib_create_mode in ncalib.c, (null)
 calib_edit_mode in ncalib.c, (null)
 get_calib_values in ncalib.c, (null)
 main in panel_test.c, (null)
 enter_gracefully in panel_test.c, (null)
 output_alpha_test in pnl_tst_alp.c, (null)
 output_binary_test in pnl_tst_bin.c, (null)
 output_digital_test in pnl_tst_dig.c, (null)
 idc_test in pnl_tst_idc.c, (null)
 input_test in pnl_tst_inp.c, (null)

output_meter_test in pnl_tst_met.c, (null)
 output_sad_test in pnl_tst_sad.c, (null)
 output_sound_test in pnl_tst_snd.c, (null)
 main in panel_test.c, (null)
 enter_gracefully in panel_test.c, (null)
 output_alpha_test in pnl_tst_alp.c, (null)
 output_binary_test in pnl_tst_bin.c, (null)
 output_digital_test in pnl_tst_dig.c, (null)
 idc_test in pnl_tst_idc.c, (null)
 input_test in pnl_tst_inp.c, (null)
 output_meter_test in pnl_tst_met.c, (null)
 output_sad_test in pnl_tst_sad.c, (null)
 output_sound_test in pnl_tst_snd.c, (null)

FUNCTION: setup_terminal()

calledBy:

main in ncalib.c, IFDEF notdef

FUNCTION: report_and_exit()

calledBy:

main in panel_test.c, (null)

FUNCTION: exit_gracefully()

calledBy:

dump_core in dump_core.c, IFDEF _GT_
 keyboard_simul in niu_keybrd.c, (null)
 main in calibrate.c, (null)
 calib_get_mode in calibrate.c, (null)
 calib_file_nomatch in calibrate.c, (null)
 get_calib_values in calibrate.c, (null)
 get_pos in calibrate.c, (null)
 write_calib_file in calibrate.c, (null)
 main in ncalib.c, (null)
 calib_file_nomatch in ncalib.c, (null)
 get_calib_values in ncalib.c, (null)
 write_calib_file in ncalib.c, (null)
 main in panel_test.c, (null)
 report_and_exit in panel_test.c, (null)
 main in panel_test.c, (null)
 report_and_exit in panel_test.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 keyboard_simul in m1_keybrd.c, (null)
 keyboard_simul in m2_keybrd.c, (null)

FILE: pnl_tst_alp.c

FUNCTION: output_alpha_test()

calledBy:

calledBy:

main in panel_test.c, (null)

FUNCTION: alpha_display(id)

calledBy:

output_alpha_test in pnl_tst_alp.c, (null)

FUNCTION: clear(cursor, id)

calledBy:

alpha_display in pnl_tst_alp.c, (null)

FILE: pnl_tst_bin.c

FUNCTION: output_binary_test()

calledBy:

main in panel_test.c, (null)
FUNCTION: lamp_toggle(id)
calledBy:
output_binary_test in pnl_tst_bin.c, (null)
FILE: pnl_tst_dig.c
FUNCTION: output_digital_test()
calledBy:
main in panel_test.c, (null)
FUNCTION: digital_display(id)
calledBy:
output_digital_test in pnl_tst_dig.c, (null)
FILE: pnl_tst_idc.c
FUNCTION: set_idc_test(new_offset)
calledBy:
main in panel_test.c, (null)
FUNCTION: init_idc_test(calib_file)
calledBy:
main in panel_test.c, (null)
FUNCTION: idc_test()
calledBy:
main in panel_test.c, (null)
FUNCTION: check_for_control_changes()
calledBy:
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
FUNCTION: scale_pot_val(test_rig, pot_val)
calledBy:
check_for_control_changes in pnl_tst_idc.c, (null)
FILE: pnl_tst_inp.c
FUNCTION: input_test()
calledBy:
main in panel_test.c, (null)
FUNCTION: check_for_control_changes()
calledBy:
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
FILE: pnl_tst_met.c
FUNCTION: output_meter_test()
calledBy:
main in panel_test.c, (null)
FUNCTION: meter_toggle(id)
calledBy:
output_meter_test in pnl_tst_met.c, (null)
FUNCTION: meter16_toggle(i)
calledBy:
output_meter_test in pnl_tst_met.c, (null)
FUNCTION: meter16_write(i, value)
calledBy:
meter16_toggle in pnl_tst_met.c, (null)
FILE: pnl_tst_sad.c

FUNCTION: output_sad_test()
 calledBy:
 main in panel_test.c, (null)
FUNCTION: sad_display(id)
 calledBy:
 output_sad_test in pnl_tst_sad.c, (null)
FILE: pnl_tst_snd.c
 FUNCTION: output_sound_test()
 calledBy:
 main in panel_test.c, (null)
 FUNCTION: get_sound_command()
 calledBy:
 output_sound_test in pnl_tst_snd.c, (null)

DIRECTORY: ./gt/util/ptest

FILE: panel_test.c
 FUNCTION: main(argc, argv)
 FUNCTION: enter_gracefully(vehicle)
 calledBy:
 main in niu_main.c, (null)
 main in calibrate.c, (null)
 main in ncalib.c, (null)
 main in panel_test.c, (null)
 main in kato_main.c, (null)
 main in m1_key_ctl.c, (null)
 main in m1_main.c, (null)
 main in m2_main.c, (null)
 FUNCTION: clear_screen()
 calledBy:
 print_veh_logo in niu_main.c, IFNDEF_GT_
 enter_gracefully in calibrate.c, (null)
 calib_create_mode in calibrate.c, (null)
 calib_edit_mode in calibrate.c, (null)
 get_calib_values in calibrate.c, (null)
 enter_gracefully in ncalib.c, (null)
 calib_create_mode in ncalib.c, (null)
 calib_edit_mode in ncalib.c, (null)
 get_calib_values in ncalib.c, (null)
 main in panel_test.c, (null)
 enter_gracefully in panel_test.c, (null)
 output_alpha_test in pnl_tst_alp.c, (null)
 output_binary_test in pnl_tst_bin.c, (null)
 output_digital_test in pnl_tst_dig.c, (null)
 idc_test in pnl_tst_idc.c, (null)
 input_test in pnl_tst_inp.c, (null)
 output_meter_test in pnl_tst_met.c, (null)
 output_sad_test in pnl_tst_sad.c, (null)
 output_sound_test in pnl_tst_snd.c, (null)
 main in panel_test.c, (null)
 enter_gracefully in panel_test.c, (null)
 output_alpha_test in pnl_tst_alp.c, (null)
 output_binary_test in pnl_tst_bin.c, (null)
 output_digital_test in pnl_tst_dig.c, (null)

idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
output_meter_test in pnl_tst_met.c, (null)
output_sad_test in pnl_tst_sad.c, (null)
output_sound_test in pnl_tst_snd.c, (null)
FUNCTION: setup_terminal()
calledBy:
main in ncalib.c, IFDEF notdef
FUNCTION: report_and_exit()
calledBy:
main in panel_test.c, (null)
FUNCTION: exit_gracefully()
calledBy:
dump_core in dump_core.c, IFDEF_GT_
keyboard_simul in niu_keybrd.c, (null)
main in calibrate.c, (null)
calib_get_mode in calibrate.c, (null)
calib_file_nomatch in calibrate.c, (null)
get_calib_values in calibrate.c, (null)
get_pos in calibrate.c, (null)
write_calib_file in calibrate.c, (null)
main in ncalib.c, (null)
calib_file_nomatch in ncalib.c, (null)
get_calib_values in ncalib.c, (null)
write_calib_file in ncalib.c, (null)
main in panel_test.c, (null)
report_and_exit in panel_test.c, (null)
main in panel_test.c, (null)
report_and_exit in panel_test.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)
FILE: pnl_tst_alp.c
FUNCTION: output_alpha_test()
calledBy:
main in panel_test.c, (null)
FUNCTION: alpha_display(id)
calledBy:
output_alpha_test in pnl_tst_alp.c, (null)
FUNCTION: clear(cursor, id)
calledBy:
alpha_display in pnl_tst_alp.c, (null)
FILE: pnl_tst_bin.c
FUNCTION: output_binary_test()
calledBy:
main in panel_test.c, (null)
FUNCTION: lamp_toggle(id)
calledBy:
output_binary_test in pnl_tst_bin.c, (null)
FILE: pnl_tst_dig.c
FUNCTION: output_digital_test()
calledBy:
main in panel_test.c, (null)
FUNCTION: digital_display(id)

calledBy:
output_digital_test in pnl_tst_dig.c, (null)

FILE: pnl_tst_idc.c
FUNCTION: set_idc_test(new_offset)
calledBy:
main in panel_test.c, (null)

FUNCTION: init_idc_test(calib_file)
calledBy:
main in panel_test.c, (null)

FUNCTION: idc_test()
calledBy:
main in panel_test.c, (null)

FUNCTION: check_for_control_changes()
calledBy:
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)

FUNCTION: scale_pot_val(test_rig, pot_val)
calledBy:
check_for_control_changes in pnl_tst_idc.c, (null)

FILE: pnl_tst_inp.c
FUNCTION: input_test()
calledBy:
main in panel_test.c, (null)

FUNCTION: check_for_control_changes()
calledBy:
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)
idc_test in pnl_tst_idc.c, (null)
input_test in pnl_tst_inp.c, (null)

FILE: pnl_tst_met.c
FUNCTION: output_meter_test()
calledBy:
main in panel_test.c, (null)

FUNCTION: meter_toggle(id)
calledBy:
output_meter_test in pnl_tst_met.c, (null)

FUNCTION: meter16_toggle(i)
calledBy:
output_meter_test in pnl_tst_met.c, (null)

FUNCTION: meter16_write(i, value)
calledBy:
meter16_toggle in pnl_tst_met.c, (null)

FILE: pnl_tst_sad.c
FUNCTION: output_sad_test()
calledBy:
main in panel_test.c, (null)

FUNCTION: sad_display(id)
calledBy:
output_sad_test in pnl_tst_sad.c, (null)

FILE: pnl_tst_snd.c
FUNCTION: output_sound_test()
calledBy:

main in panel_test.c, (null)
FUNCTION: get_sound_command()
 calledBy:
 output_sound_test in pnl_tst_snd.c, (null)

DIRECTORY: ./gt/util/serdef

FILE: serdef.c
FUNCTION: main(argc, argv)

DIRECTORY: ./gt/vehicle

No files defined.

DIRECTORY: ./gt/vehicle/kato/src

FILE: io_simul.c
FUNCTION: io_simul()
 calledBy:
 simulation_state_machine in stt_machine.c, (null)
 simulation_state_machine in main.c, (null)
FUNCTION: io_simul_idle()
 calledBy:
 veh_spec_idle in niu_main.c, (null)
 veh_spec_idle in kato_main.c, (null)

FILE: kato_2d.c

FILE: kato_ammoc.c
FUNCTION: ammoc_simul()
FUNCTION: ammoc_set_stores(type, how_many)
FUNCTION: ammoc_restore_stores()
FUNCTION: ammoc_print_current_stores()
FUNCTION: ammoc_init()
 calledBy:
 network_use_activation in use_activ.c, (null)
FUNCTION: ammoc_check_availability(type)
 calledBy:
 nlos_get_number_of_missiles_to_launch in kato_ctl_nlos.c, (null)
 keybrd_tty_read in sun_wayed.c, (null)
FUNCTION: ammoc_fired(type)
 calledBy:
 nlos_launch in kato_nlos.c, (null)
FUNCTION: ammoc_type_full(type)
FUNCTION: ammoc_supply_full()
 calledBy:
 ammoc_receive_quiet_state in kato_resupp.c, (null)
 ammoc_receive_request_state in kato_resupp.c, (null)
 ammoc_decide_round_type in ammoc.c, (null)
 ammoc_start_external_resupply in ammoc.c, (null)
 ammoc_decide_round_type in newammoc.c, (null)
 ammoc_start_external_resupply in newammoc.c, (null)
 ammoc_receive_quiet_state in resupp.c, (null)
 ammoc_receive_request_state in resupp.c, (null)
 ammoc_receive_request_state in resupp.c, IF DEBUG
 resupply_debug_actual_prints in resupp.c, (null)
 print_resupply_status in resupp.c, (null)
FUNCTION: ammoc_decide_round_type()

calledBy:
send_feed_me_packets_ammo_carriers in kato_resupp.c, (null)
send_feed_me_packets_ammo_carriers in resupp.c, (null)
FUNCTION: ammo_resupply_receive_timeout_check()
calledBy:
ammo_receive_loading_state in kato_resupp.c, (null)
ammo_receive_loading_state in resupp.c, (null)
FUNCTION: ammo_stop_resupply_timer()
calledBy:
ammo_stop_resupply in kato_ammo.c, (null)
resupply_stop_ammo_resupply in kato_resupp.c, (null)
ammo_finished_receiving in ammo.c, (null)
ammo_stop_resupply in newammo.c, (null)
resupply_stop_ammo_resupply in resupp.c, (null)
FUNCTION: ammo_start_external_resupply(types_offered)
calledBy:
resupply_offer_packet in kato_resupp.c, (null)
resupply_offer_packet in resupp.c, (null)
FUNCTION: ammo_start_resupply_receive_timer()
calledBy:
ammo_start_external_resupply in kato_ammo.c, (null)
ammo_start_external_resupply in ammo.c, (null)
ammo_start_external_resupply in newammo.c, (null)
FUNCTION: ammo_stop_resupply()
calledBy:
ammo_resupply_receive_timeout_check in kato_ammo.c, (null)
ammo_resupply_receive_timeout_check in newammo.c, (null)
FILE: kato_attach.c
FUNCTION: attach_check_vehicle_from_rva(veh)
FUNCTION: attach_init()
calledBy:
kato_init in kato_simul.c, (null)
FUNCTION: attach_unattached()
calledBy:
state_vehicle_detach in kato_state.c, (null)
FUNCTION: attach_set_vehicle_id(id)
calledBy:
attach_lock_on_vehicle in kato_attach.c, (null)
process_attach in kato_network.c, (null)
process_mimic in kato_network.c, (null)
FUNCTION: attach_simul()
calledBy:
kato_simul in kato_simul.c, (null)
FUNCTION: attach_lock_on_vehicle()
calledBy:
handles_pil_trigger_1_depressed in kato_stubs.c, (null)
FUNCTION: attached_vehicle_id()
calledBy:
controller_init_vehicle in kato_control.c, (null)
state_vel_attach in kato_state.c, (null)
state_world_attach in kato_state.c, (null)
state_orbit_attach in kato_state.c, (null)
state_mimic in kato_state.c, (null)
state_vehicle_attach in kato_state.c, (null)

state_vehicle_detach in kato_state.c, (null)
 FUNCTION: attached_vehicle_packet()
 calledBy:
 controller_attached in kato_control.c, (null)
 FUNCTION: attach_attach_to_vehicle()
 calledBy:
 attach_timer_simul in kato_network.c, (null)
 handles_pil_trigger_1_depressed in kato_stubs.c, (null)
 FUNCTION: lock_on_target_vehicle(sight_to_world, locked_on_vec_cos_prod)
 calledBy:
 attach_lock_on_vehicle in kato_attach.c, (null)
 FUNCTION: attach_check_target_in_rva()
 calledBy:
 attach_simul in kato_attach.c, (null)
 attach_timer_simul in kato_network.c, (null)
 FUNCTION: attach_exit_gracefully()
 calledBy:
 veh_spec_exit in kato_main.c, (null)
 FUNCTION: attach_no_smoothing()
 calledBy:
 main in kato_main.c, (null)
 FILE: kato_cig.c
 FUNCTION: cig_init_ctr()
 calledBy:
 veh_spec_init in kato_main.c, (null)
 FUNCTION: cig_local_init()
 FUNCTION: cig_msg_prepend_my_veh_state()
 calledBy:
 cig_prepare_buffer in kato_cig.c, (null)
 FUNCTION: cig_prepare_buffer()
 calledBy:
 net_simul in net_simul.c, (null)
 cigex_start in cig_start.c, (null)
 net_simul in n_net_simul.c, (null)
 io_simul in io_simul.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 FUNCTION: process_msg_hit(mp, length)
 FUNCTION: cig_spec_init()
 calledBy:
 simulation_state_machine in main.c, (null)
 FUNCTION: cig_setup_configuration()
 calledBy:
 cig_reconfig_start in cig_r_start.c, (null)
 FUNCTION: cig_stealth_views()
 calledBy:
 state_vel_attach in kato_state.c, (null)
 state_world_attach in kato_state.c, (null)
 state_orbit_attach in kato_state.c, (null)
 state_mimic in kato_state.c, (null)
 state_vehicle_detach in kato_state.c, (null)
 FUNCTION: cig_mimic_views()
 calledBy:
 state_mimic in kato_state.c, (null)
 FILE: kato_cig_2d.c

FUNCTION: cig_2d_do_init()
calledBy:
veh_spec_init in kato_main.c, (null)
FUNCTION: cig_2d_set_reticle(state)
FUNCTION: cig_2d_set_overlay_color(state)
FUNCTION: cig_2d_init()
calledBy:
cig_2d_make_buffer in kato_cig_2d.c, (null)
FUNCTION: cig_2d_make_buffer()
FILE: kato_cmcflt.c
FUNCTION: filter(packet, registers, ptable, pindex)
FILE: kato_control.c
FUNCTION: controller_velocity_mul(val)
FUNCTION: controller_collective_mul(val)
FUNCTION: controller_init()
calledBy:
kato_init in kato_simul.c, (null)
FUNCTION: kato_control_toggle_z_input()
calledBy:
mypressed in kato_sb.c, IFDEF ODIN
FUNCTION: controller_controls_zero()
calledBy:
state_simul in kato_state.c, (null)
FUNCTION: controller_attached()
calledBy:
controller_init_vehicle in kato_control.c, (null)
state_simul in kato_state.c, (null)
FUNCTION: controller_simul()
calledBy:
kato_simul in kato_simul.c, (null)
FUNCTION: controller_init_orientation()
calledBy:
controller_to_vel in kato_control.c, (null)
controller_to_world in kato_control.c, (null)
controller_to_orbit in kato_control.c, (null)
state_vehicle_detach in kato_state.c, (null)
state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
FUNCTION: controller_init_offsets()
calledBy:
attach_attach_to_vehicle in kato_attach.c, (null)
state_vel_attach in kato_state.c, (null)
state_world_attach in kato_state.c, (null)
state_vehicle_attach in kato_state.c, (null)
state_vehicle_detach in kato_state.c, (null)
state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
handles_pil_thumb_lower_depressed in kato_stubs.c, (null)
FUNCTION: controller_init_mimic()
calledBy:
attach_attach_to_vehicle in kato_attach.c, (null)
state_mimic in kato_state.c, (null)
state_vehicle_attach in kato_state.c, (null)
handles_pil_thumb_lower_depressed in kato_stubs.c, (null)
FUNCTION: controller_init_altitude()
calledBy:

state_terrain_follow_on in kato_state.c, (null)
 FUNCTION: controller_init_orbit()
 calledBy:
 attach_attach_to_vehicle in kato_attach.c, (null)
 state_orbit_attach in kato_state.c, (null)
 state_vehicle_attach in kato_state.c, (null)
 handles_pil_thumb_lower_depressed in kato_stubs.c, (null)
 FUNCTION: controller_init_vehicle()
 calledBy:
 state_world_attach in kato_state.c, (null)
 state_vehicle_attach in kato_state.c, (null)
 FUNCTION: controller_velocity_init()
 calledBy:
 attach_attach_to_vehicle in kato_attach.c, (null)
 state_world_attach in kato_state.c, (null)
 state_vehicle_attach in kato_state.c, (null)
 handles_pil_thumb_lower_depressed in kato_stubs.c, (null)
 FUNCTION: controller_to_vel()
 calledBy:
 state_vel_attach in kato_state.c, (null)
 FUNCTION: controller_make_orbit_pitch()
 calledBy:
 state_vel_attach in kato_state.c, (null)
 state_world_attach in kato_state.c, (null)
 FUNCTION: controller_to_world()
 calledBy:
 state_world_attach in kato_state.c, (null)
 FUNCTION: controller_to_orbit()
 calledBy:
 state_orbit_attach in kato_state.c, (null)
 FUNCTION: controller_angular_control()
 FUNCTION: controller_velocity_control()
 calledBy:
 state_simul in kato_state.c, IFDEF ODIN
 state_simul in kato_state.c, IFNDEF ODIN
 FUNCTION: controller_f18_control()
 calledBy:
 state_simul in kato_state.c, IFDEF ODIN
 FUNCTION: controller_a6_control()
 calledBy:
 state_simul in kato_state.c, IFDEF ODIN
 FUNCTION: controller_a10_control()
 calledBy:
 state_simul in kato_state.c, IFDEF ODIN
 FUNCTION: controller_force_control()
 FUNCTION: controller_velocity_attach()
 calledBy:
 state_simul in kato_state.c, (null)
 FUNCTION: controller_orbit_attach()
 calledBy:
 state_simul in kato_state.c, (null)
 FUNCTION: controller_world_velocity_attach()
 calledBy:
 state_simul in kato_state.c, (null)

FUNCTION: controller_mimic_driver()
calledBy:
state_simul in kato_state.c, (null)

FUNCTION: controller_mimic_gunner()
calledBy:
controller_mimic_sights in kato_control.c, (null)
state_simul in kato_state.c, (null)

FUNCTION: controller_terrain_follow()
calledBy:
state_simul in kato_state.c, (null)

FUNCTION: controller_torques()
calledBy:
controller_angular_control in kato_control.c, (null)
controller_velocity_control in kato_control.c, (null)
controller_f18_control in kato_control.c, IFDEF ODIN
controller_a6_control in kato_control.c, IFDEF ODIN
controller_a10_control in kato_control.c, IFDEF ODIN
controller_force_control in kato_control.c, (null)
controller_world_velocity_attach in kato_control.c, (null)
controller_terrain_follow in kato_control.c, (null)

FUNCTION: controller_forces()
calledBy:
controller_angular_control in kato_control.c, (null)
controller_velocity_control in kato_control.c, (null)
controller_f18_control in kato_control.c, IFDEF ODIN
controller_a6_control in kato_control.c, IFDEF ODIN
controller_a10_control in kato_control.c, IFDEF ODIN
controller_world_velocity_attach in kato_control.c, (null)
controller_terrain_follow in kato_control.c, (null)

FUNCTION: get_packet_parameters(pktP)
calledBy:
controller_attached in kato_control.c, (null)

FUNCTION: controller_main_cyclic_long(val)
calledBy:
controls_pil_cyc_pitch_check in kato_ctl_sim.c, (null)
controls_pil_cyc_pitch_init in kato_ctl_sim.c, (null)
controls_pil_cyc_pitch_exit in kato_ctl_sim.c, (null)
geotranslate in kato_geo.c, (null)
mytranslate in kato_sb.c, (null)

FUNCTION: controller_main_cyclic_lateral(val)
calledBy:
controls_pil_cyc_roll_check in kato_ctl_sim.c, (null)
controls_pil_cyc_roll_init in kato_ctl_sim.c, (null)
controls_pil_cyc_roll_exit in kato_ctl_sim.c, (null)
geotranslate in kato_geo.c, (null)
mytranslate in kato_sb.c, (null)

FUNCTION: controller_main_collective(val)
calledBy:
controls_pil_coll_check in kato_ctl_sim.c, (null)
controls_pil_coll_init in kato_ctl_sim.c, (null)
controls_pil_coll_exit in kato_ctl_sim.c, (null)
geotranslate in kato_geo.c, (null)
mytranslate in kato_sb.c, (null)

FUNCTION: pedal_tail_rotor_collective(val)

calledBy:
 controls_pil_pedal_check in kato_ctl_sim.c, (null)
 controls_pil_pedal_init in kato_ctl_sim.c, (null)
 controls_pil_pedal_exit in kato_ctl_sim.c, (null)
 georotate in kato_geo.c, (null)
 myrotate in kato_sb.c, (null)
 FUNCTION: trim_tail_rotor_collective(val)
 calledBy:
 controls_trim_pushed in kato_control.c, (null)
 FUNCTION: controls_trim_pushed(direction)
 FUNCTION: controller_calc_air_speed()
 FUNCTION: controller_send_air_speed(speed_vec)
 calledBy:
 controller_velocity_control in kato_control.c, IFDEF ODIN
 controller_f18_control in kato_control.c, IFDEF ODIN
 controller_a6_control in kato_control.c, IFDEF ODIN
 controller_a10_control in kato_control.c, IFDEF ODIN
 controller_velocity_attach in kato_control.c, IFDEF ODIN
 controller_orbit_attach in kato_control.c, IFDEF ODIN
 controller_world_velocity_attach in kato_control.c, IFDEF ODIN
 controller_mimic_driver in kato_control.c, IFDEF ODIN
 controller_mimic_gunner in kato_control.c, IFDEF ODIN
 controller_terrain_follow in kato_control.c, IFDEF ODIN
 controller_calc_air_speed in kato_control.c, (null)
 FUNCTION: controller_alt_up_released()
 FUNCTION: controller_alt_up_depressed()
 FUNCTION: controller_alt_down_released()
 FUNCTION: controller_alt_down_depressed()
 FUNCTION: alt_simul()
 FUNCTION: controller_nlos_init_altitude()
 FUNCTION: controller_class_tank()
 calledBy:
 state_mimic in kato_state.c, (null)
 FUNCTION: controller_driver_view()
 calledBy:
 state_vel_attach in kato_state.c, (null)
 state_world_attach in kato_state.c, (null)
 state_orbit_attach in kato_state.c, (null)
 state_mimic in kato_state.c, (null)
 state_vehicle_detach in kato_state.c, (null)
 FUNCTION: controller_gun_view()
 calledBy:
 state_mimic in kato_state.c, (null)
 FUNCTION: controller_target_is_dead()
 calledBy:
 state_simul in kato_state.c, (null)
 FUNCTION: controller_mimic_sights()
 calledBy:
 state_simul in kato_state.c, (null)
 FILE: kato_ctl_fsm.c
 FUNCTION: controls_fsm_init()
 calledBy:
 controls_restore_controls in kato_ctl_fsm.c, (null)
 veh_spec_init in kato_main.c, (null)

FUNCTION: controls_simul()
calledBy:
veh_spec_simulate in kato_main.c, (null)

FUNCTION: controls_power_status()
calledBy:
b_level_check in b_levels.c, (null)
b_level_init in b_levels.c, (null)
b_level_exit in b_levels.c, (null)
edge_check in edges.c, (null)
g_edge_check in g_edges.c, (null)
light_check in lights.c, (null)
light_exit in lights.c, (null)
m_level_check in m_levels.c, (null)
m_level_init in m_levels.c, (null)
m_level_exit in m_levels.c, (null)
meter_check in meters.c, (null)
pot_init in pots.c, (null)
pot_print in pots.c, (null)
pot_check in pots.c, (null)
pot_exit in pots.c, (null)
meter_altitude_set in kato_meter.c, (null)
meter_radar_alt_set in kato_meter.c, (null)
meter_kato_air_speed_set in kato_meter.c, (null)
meter_dg_set in kato_meter.c, (null)
meter_vertical_speed_set in kato_meter.c, (null)
meter_aoa_set in kato_meter.c, (null)
meter_adi_set in kato_meter.c, (null)
meter_veh_id_set in kato_meter.c, (null)

FUNCTION: controls_break_controls()
calledBy:
keyboard_simul in kato_keybrd.c, (null)
fail_vehicle_is_destroyed in f_cat_kill.c, (null)

FUNCTION: controls_restore_controls()
calledBy:
keyboard_simul in kato_keybrd.c, (null)
fail_init in f_flags.c, IF 0
fail_init in f_init.c, (null)
repair_all_systems in repair.c, (null)

FUNCTION: controls_failure_status()
calledBy:
meter_altitude_set in kato_meter.c, (null)
meter_radar_alt_set in kato_meter.c, (null)
meter_kato_air_speed_set in kato_meter.c, (null)
meter_dg_set in kato_meter.c, (null)
meter_vertical_speed_set in kato_meter.c, (null)
meter_aoa_set in kato_meter.c, (null)
meter_adi_set in kato_meter.c, (null)
meter_veh_id_set in kato_meter.c, (null)
ammo_receive_quiet_state in kato_resupp.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)

FUNCTION: controls_edges_clear()
calledBy:
controls_edge_init in kato_ctl_fsm.c, (null)

FUNCTION: controls_edge_init()

calledBy:
controls_restore_controls in kato_ctl_fsm.c, (null)
veh_spec_init in kato_main.c, (null)
FUNCTION: controls_lamp_init()
calledBy:
controls_restore_controls in kato_ctl_fsm.c, (null)
FUNCTION: controls_sim_next_state()
calledBy:
controls_simul in kato_ctl_fsm.c, (null)
FILE: kato_ctl_nls.c
FUNCTION: controls_nlos_init()
FUNCTION: controls_nlos_simul()
FUNCTION: controls_nlos_pdp_left_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: controls_nlos_pdp_center_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: controls_nlos_pdp_right_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: controls_nlos_retrieve_waypoints_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: controls_get_waypoint_path_num()
calledBy:
read_file_containing_waypoints in kato_nlos.c, (null)
FUNCTION: controls_set_path_num_to_none()
calledBy:
read_file_containing_waypoints in kato_nlos.c, (null)
FUNCTION: controls_nlos_start_scan_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: controls_nlos_stop_scan_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: controls_nlos_alt_inc_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: controls_nlos_alt_dec_check()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
FUNCTION: nlos_pdp_left_depressed()
calledBy:
controls_nlos_pdp_left_check in kato_ctl_nls.c, (null)
FUNCTION: nlos_pdp_center_depressed()
calledBy:
controls_nlos_pdp_center_check in kato_ctl_nls.c, (null)
FUNCTION: nlos_pdp_right_depressed()
calledBy:
controls_nlos_pdp_right_check in kato_ctl_nls.c, (null)
FUNCTION: nlos_menu_change(new_menu)
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)

nlos_pdp_left_depressed in kato_ctl_nls.c, (null)
nlos_pdp_center_depressed in kato_ctl_nls.c, (null)
nlos_pdp_right_depressed in kato_ctl_nls.c, (null)
FUNCTION: nlos_print_control_state()
calledBy:
nlos_menu_change in kato_ctl_nls.c, (null)
FUNCTION: controls_draw_heading_indicators()
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: controls_draw_heading(new_ang)
calledBy:
controls_draw_heading_indicators in kato_ctl_nls.c, (null)
FUNCTION: controls_draw_view_heading(new_ang)
calledBy:
controls_draw_heading_indicators in kato_ctl_nls.c, (null)
FUNCTION: control_draw_desired_missile_heading(new_ang)
FUNCTION: controls_draw_missile_pos(x_position, y_position)
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: controls_nlos_emplaced()
calledBy:
nlos_keyboard_launch in kato_nlos.c, (null)
FUNCTION: controls_ok_to_launch()
calledBy:
nlos_launch in kato_nlos.c, (null)
FUNCTION: nlos_stop_launcher_timer()
calledBy:
controls_nlos_simul in kato_ctl_nls.c, (null)
nlos_pdp_center_depressed in kato_ctl_nls.c, (null)
FUNCTION: nlos_launcher_erect_immediately()
calledBy:
nlos_keyboard_launch in kato_nlos.c, (null)
FUNCTION: nlos_reset_controls()
calledBy:
nlos_launch in kato_nlos.c, (null)
FUNCTION: nlos_get_number_of_missiles_to_launch()
calledBy:
controls_ok_to_launch in kato_ctl_nls.c, (null)
nlos_launch in kato_nlos.c, (null)
FILE: kato_ctl_sim.c
FUNCTION: controls_sim_init()
calledBy:
controls_restore_controls in kato_ctl_fsm.c, (null)
veh_spec_init in kato_main.c, (null)
FUNCTION: controls_sim_routines()
calledBy:
controls_sim_next_state in kato_ctl_fsm.c, (null)
FUNCTION: controls_pil_cyc_roll_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_get_real_pil_cyc_roll_val()
calledBy:
nlos_compute_missile_target_loc in kato_nlos.c, (null)
FUNCTION: controls_pil_cyc_roll_init()

calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_cyc_roll_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_cyc_pitch_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_get_real_pil_cyc_pitch_val()
calledBy:
nlos_compute_missile_target_loc in kato_nlos.c, (null)
FUNCTION: controls_pil_cyc_pitch_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_cyc_pitch_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_pedal_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_pil_pedal_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_pedal_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, (null)
FUNCTION: controls_cpo_elevate_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_cpo_elevate_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_cpo_elevate_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_coll_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_pil_coll_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_coll_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_trigger_1_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_pil_trigger_1_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_trigger_1_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_trigger_2_check()

calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_pil_trigger_2_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_trigger_2_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_thumb_lower_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_pil_thumb_lower_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_pil_thumb_upper_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_pil_thumb_upper_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_free_fly_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, (null)
FUNCTION: controls_free_fly_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)
FUNCTION: controls_hug_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, (null)
FUNCTION: controls_tether_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, (null)
FUNCTION: controls_orbit_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, (null)
FUNCTION: controls_compass_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, (null)
FUNCTION: controls_mimic_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, (null)
FUNCTION: controls_lamps_off()
calledBy:
controls_free_fly_init in kato_ctl_sim.c, (null)
state_lamp_light in kato_state.c, (null)
FUNCTION: controls_sim_off()
calledBy:
controls_sim_next_state in kato_ctl_fsm.c, (null)
FUNCTION: controls_pil_trim_check()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL
FUNCTION: controls_pil_trim_init()
calledBy:
controls_sim_init in kato_ctl_sim.c, (null)

FUNCTION: controls_pil_trim_exit()
 calledBy:
 controls_sim_off in kato_ctl_sim.c, (null)

FUNCTION: controls_view_ind_init()
 calledBy:
 controls_lamp_init in kato_ctl_fsm.c, IFNDEF USE_SPACEBALL
 view_init in kato_view.c, IFNDEF USE_SPACEBALL

FUNCTION: controls_view_ind_up()
 calledBy:
 view_simul in kato_view.c, IFNDEF USE_SPACEBALL

FUNCTION: controls_view_ind_down()
 calledBy:
 view_simul in kato_view.c, IFNDEF USE_SPACEBALL

FUNCTION: controls_view_ind_centered()
 calledBy:
 view_init in kato_view.c, IFNDEF USE_SPACEBALL

FUNCTION: controls_pil_pinky_check()
 calledBy:
 controls_sim_routines in kato_ctl_sim.c, IFNDEF USE_SPACEBALL

FUNCTION: controls_radar_warning_reset()
 calledBy:
 rad_simul in old_way_ed.c, (null)
 rad_simul in way_ed.c, (null)

FUNCTION: controls_radar_warning(lamp, type)
 calledBy:
 rad_simul in old_way_ed.c, (null)
 rad_simul in way_ed.c, (null)

FUNCTION: controls_radar_warning_flash_check()

FUNCTION: controls_free_fly_buttons_state()

FUNCTION: controls_get_pil_trigger_1()
 calledBy:
 nlos_compute_missile_target_loc in kato_nlos.c, (null)
 nlos_update_nlos_mode in kato_nlos.c, (null)

FUNCTION: controls_get_pil_trigger_2()
 calledBy:
 nlos_compute_missile_target_loc in kato_nlos.c, (null)
 nlos_update_nlos_mode in kato_nlos.c, (null)

FUNCTION: controls_set_spaceball_tty(newtty)
 calledBy:
 main in kato_main.c, (null)

FUNCTION: controls_use_geoball()
 calledBy:
 main in kato_main.c, (null)

FILE: kato_failure.c
 FUNCTION: failure_check_cat_kill(hit_msg)
 calledBy:
 veh_impact_me in impact.c, (null)

FILE: kato_geo.c
 FUNCTION: geoball_simul()
 calledBy:
 controls_sim_routines in kato_ctl_sim.c, IFDEF USE_SPACEBALL

FUNCTION: geoball_exit()
 calledBy:
 controls_sim_off in kato_ctl_sim.c, IFDEF USE_SPACEBALL

FUNCTION: initialize_geoball(tty_line)
 calledBy:
 controls_sim_init in kato_ctl_sim.c, IFDEF USE_SPACEBALL
FUNCTION: geopressed()
FUNCTION: geopic()
FUNCTION: geotranslate(tra_vector)
FUNCTION: georotate(rot_vector)
FUNCTION: wait(time)
 calledBy:
 geopressed in kato_geo.c, IFNDEF MASSCOMP
FILE: kato_gunmnt.c
 FUNCTION: gunmnt_init()
 calledBy:
 veh_spec_init in kato_main.c, (null)
 FUNCTION: gunmnt_set_gun_depression(new_depression)
 FUNCTION: gunmnt_get_gun_to_world()
FILE: kato_idc.c
 FUNCTION: idc_get_num_idcs()
 calledBy:
 idc_choose_fifo in choose_fifo.c, (null)
 idc_open_port in i_opn_port.c, IFDEF _GT_
 idc_simul in i_simul.c, IFNDEF SIMBFLY
 idc_fifo_init in init.c, (null)
 idc_fifo_uninit in init.c, (null)
 idc_reset_output in init.c, (null)
 FUNCTION: idc_array_init()
 calledBy:
 idc_init in init.c, (null)
 FUNCTION: idc_veh_spec_init()
 calledBy:
 idc_init in init.c, (null)
FILE: kato_key_ctl.c
 FUNCTION: main()
FILE: kato_keybrd.c
 FUNCTION: keyboard_really_use()
 calledBy:
 main in niu_main.c, (null)
 main in kato_main.c, (null)
 FUNCTION: keyboard_init()
 calledBy:
 veh_spec_startup in niu_main.c, (null)
 veh_spec_startup in kato_main.c, (null)
 FUNCTION: keyboard_simul()
 calledBy:
 veh_spec_idle in niu_main.c, (null)
 veh_spec_simulate in niu_main.c, (null)
 veh_spec_idle in kato_main.c, (null)
 veh_spec_simulate in kato_main.c, (null)
 FUNCTION: keyboard_setup_terminal()
 calledBy:
 keyboard_init in kato_keybrd.c, (null)
 FUNCTION: keyboard_reset_terminal()
 calledBy:
 keyboard_exit_gracefully in kato_keybrd.c, (null)

FUNCTION: keyboard_exit_gracefully()
calledBy:
veh_spec_exit in niu_main.c, (null)
veh_spec_exit in kato_main.c, (null)

FILE: kato_main.c

FUNCTION: print_help(progname)
calledBy:
main in niu_main.c, (null)
main in kato_main.c, (null)

FUNCTION: print_veh_logo()
calledBy:
enter_gracefully in stt_machine.c, (null)
enter_gracefully in main.c, (null)

FUNCTION: veh_spec_startup()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_idle()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_init()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_simulate()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_stop()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_exit()
calledBy:
simulation_state_machine in stt_machine.c, (null)
keyboard_simul in niu_keybrd.c, IFDEF_GT_
simulation_state_machine in main.c, (null)

FUNCTION: main(argc, argv)

FUNCTION: reconstitute_vehicle()
calledBy:
process_a_packet in proc_a_pkt.c, (null)

FILE: kato_mem.c

FUNCTION: mem_assign_other_ptrs()
calledBy:
mem_assign_shared_memory in assign_sm.c, (null)

FILE: kato_meter.c

FUNCTION: conv_m_to_ft(m)
calledBy:
meter_altitude_set in kato_meter.c, (null)
meter_radar_alt_set in kato_meter.c, (null)

FUNCTION: conv_mps_to_knots(mps)
calledBy:
meter_kato_air_speed_set in kato_meter.c, (null)

FUNCTION: conv_knots_to_kph(knots)
FUNCTION: conv_mps_to_fpm(mps)
 calledBy:
 meter_vertical_speed_set in kato_meter.c, (null)
FUNCTION: conv_frac_to_percent(frac)
FUNCTION: conv_frac_to_per_tenth(frac)
 calledBy:
 meter_aoa_set in kato_meter.c, (null)
FUNCTION: conv_degrees_to_units(deg)
 calledBy:
 meter_aoa_set in kato_meter.c, (null)
FUNCTION: meter_init()
 calledBy:
 veh_spec_init in kato_main.c, (null)
FUNCTION: meter_simul()
 calledBy:
 veh_spec_simulate in kato_main.c, (null)
FUNCTION: meter_altitude_set(val)
 calledBy:
 orientation_calc in parameters.c, (null)
FUNCTION: meter_radar_alt_set(val)
 calledBy:
 controller_velocity_control in kato_control.c, IFDEF ODIN
 controller_f18_control in kato_control.c, IFDEF ODIN
 controller_a6_control in kato_control.c, IFDEF ODIN
 controller_a10_control in kato_control.c, IFDEF ODIN
 controller_velocity_attach in kato_control.c, IFDEF ODIN
 controller_orbit_attach in kato_control.c, IFDEF ODIN
 controller_world_velocity_attach in kato_control.c, IFDEF ODIN
 controller_mimic_driver in kato_control.c, IFDEF ODIN
 controller_mimic_gunner in kato_control.c, IFDEF ODIN
 controller_terrain_follow in kato_control.c, IFDEF ODIN
FUNCTION: meter_air_speed_set(val)
 calledBy:
 orientation_calc in parameters.c, (null)
FUNCTION: meter_kato_air_speed_set(val)
 calledBy:
 controller_send_air_speed in kato_control.c, (null)
FUNCTION: meter_dg_set(val_hdg, val_bug)
 calledBy:
 controller_velocity_control in kato_control.c, (null)
 controller_f18_control in kato_control.c, IFDEF ODIN
 controller_a6_control in kato_control.c, IFDEF ODIN
 controller_a10_control in kato_control.c, IFDEF ODIN
 controller_velocity_attach in kato_control.c, (null)
 controller_orbit_attach in kato_control.c, (null)
 controller_world_velocity_attach in kato_control.c, (null)
 controller_mimic_driver in kato_control.c, (null)
 controller_mimic_gunner in kato_control.c, (null)
 controller_terrain_follow in kato_control.c, (null)
FUNCTION: meter_vertical_speed_set(val)
 calledBy:
 orientation_calc in parameters.c, (null)
FUNCTION: meter_aoa_set(val)

FUNCTION: meter_adi_set(val_roll, val_pitch)

FUNCTION: meter_veh_id_set(vad)

calledBy:

attach_attach_to_vehicle in kato_attach.c, (null)
 controller_velocity_control in kato_control.c, (null)
 controller_f18_control in kato_control.c, IFDEF ODIN
 controller_a6_control in kato_control.c, IFDEF ODIN
 controller_a10_control in kato_control.c, IFDEF ODIN
 controller_terrain_follow in kato_control.c, (null)

FUNCTION: meter_exit_gracefully()

calledBy:

veh_spec_exit in kato_main.c, (null)

FUNCTION: obj_flat_panel()

calledBy:

keyboard_simul in kato_keybrd.c, (null)
 main in kato_main.c, (null)

FUNCTION: get_obj_mode()

calledBy:

controller_velocity_control in kato_control.c, IFDEF ODIN
 controller_f18_control in kato_control.c, IFDEF ODIN
 controller_a6_control in kato_control.c, IFDEF ODIN
 controller_a10_control in kato_control.c, IFDEF ODIN
 controller_velocity_attach in kato_control.c, IFDEF ODIN
 controller_orbit_attach in kato_control.c, IFDEF ODIN
 controller_world_velocity_attach in kato_control.c, IFDEF ODIN
 controller_mimic_driver in kato_control.c, IFDEF ODIN
 controller_mimic_gunner in kato_control.c, IFDEF ODIN
 controller_terrain_follow in kato_control.c, IFDEF ODIN

FILE: kato_network.c

FUNCTION: send_equipment_status()

calledBy:

network_xmit in nwk_xmit.c, (null)
 network_xmit_idle in nwk_xmit.c, (null)
 network_xmit in net_xmit.c, (null)
 network_xmit_idle in net_xmit.c, (null)

FUNCTION: send_attached_packet(vehicle_id, det)

calledBy:

attach_attach_to_vehicle in kato_attach.c, (null)
 attach_exit_gracefully in kato_attach.c, (null)
 state_vehicle_detach in kato_state.c, (null)

FUNCTION: send_error_packet(res, msg)

calledBy:

attach_timer_simul in kato_network.c, (null)

FUNCTION: process_teleport(pdu)

calledBy:

do_protocol_on_stealth_packet in kato_network.c, (null)

FUNCTION: process_attach(pdu)

calledBy:

do_protocol_on_stealth_packet in kato_network.c, (null)

FUNCTION: process_mimic(pdu)

calledBy:

do_protocol_on_stealth_packet in kato_network.c, (null)

FUNCTION: process_visibility(pdu)

calledBy:

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    do_protocol_on_stealth_packet in kato_network.c, (null)
FUNCTION: process_metamorphose(pdu)
    calledBy:
    do_protocol_on_stealth_packet in kato_network.c, (null)
FUNCTION: do_protocol_on_stealth_packet(pdu)
    calledBy:
    network_process_a_packet in nwk_pkt.c, IF 0
    process_a_packet in proc_a_pkt.c, (null)
FUNCTION: process_radiate(pkt)
    calledBy:
    do_protocol_on_sim_packet in proc_a_pkt.c, (null)
FUNCTION: app_init()
    calledBy:
    veh_spec_init in niu_main.c, (null)
    veh_spec_init in kato_main.c, (null)
FUNCTION: attach_timer_simul()
    calledBy:
    kato_simul in kato_simul.c, (null)
FUNCTION: network_xmit()
    calledBy:
    net_simul in net_simul.c, (null)
    net_simul in n_net_simul.c, (null)
    io_simul in io_simul.c, (null)
    io_simul_idle in io_simul.c, (null)
FUNCTION: network_xmit_idle()
    calledBy:
    io_simul_idle in io_simul.c, (null)
    io_simul_idle in niu_io_simul.c, (null)
FUNCTION: network_respond_to_status_query()
FUNCTION: send_deactivate_pkt()
    calledBy:
    exit_gracefully in main.c, (null)
FUNCTION: fill_vehicle_spec_appearance(pdu)
    calledBy:
    format_vehicle_appearance in appearance.c, (null)
    format_stealth_appearance in appearance.c, (null)
FILE: kato_nlos.c
FUNCTION: nlos_init()
FUNCTION: nlos_simul()
FUNCTION: nlos_launch()
    calledBy:
    nlos_keyboard_launch in kato_nlos.c, (null)
FUNCTION: nlos_launch_trailing_missile(which_missile)
    calledBy:
    nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_missile_flying()
    calledBy:
    controls_draw_heading_indicators in kato_ctl_nls.c, (null)
FUNCTION: nlos_missile_x_pos()
FUNCTION: nlos_missile_y_pos()
FUNCTION: kludge_fcn()
FUNCTION: nlos_yaw_view(direction)
FUNCTION: nlos_view_stop_yaw()
    calledBy:

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nlos_stop_missile in kato_nlos.c, (null)
FUNCTION: nlos_get_yaw_rate()
FUNCTION: nlos_update_yaw()
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_start_scan_depressed()
calledBy:
controls_nlos_start_scan_check in kato_ctl_nls.c, (null)
FUNCTION: nlos_stop_scan_depressed()
calledBy:
controls_nlos_stop_scan_check in kato_ctl_nls.c, (null)
FUNCTION: nlos_alt_inc_depressed()
calledBy:
controls_nlos_alt_inc_check in kato_ctl_nls.c, (null)
FUNCTION: nlos_alt_dec_depressed()
calledBy:
controls_nlos_alt_dec_check in kato_ctl_nls.c, (null)
FUNCTION: nlos_compute_missile_heading()
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_get_missile_heading()
calledBy:
controls_draw_heading_indicators in kato_ctl_nls.c, (null)
FUNCTION: nlos_stop_missile()
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_compute_missile_target_loc()
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: update_active_waypoint()
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_set_waypoint_at_present_yaw()
calledBy:
nlos_launch in kato_nlos.c, (null)
FUNCTION: nlos_keyboard_launch()
FUNCTION: read_file_containing_waypoints()
calledBy:
nlos_pdp_left_depressed in kato_ctl_nls.c, (null)
nlos_pdp_center_depressed in kato_ctl_nls.c, (null)
nlos_pdp_right_depressed in kato_ctl_nls.c, (null)
FUNCTION: check_waypoints(vec1, vec2, vec3)
calledBy:
read_file_containing_waypoints in kato_nlos.c, (null)
FUNCTION: nlos_stop_trail_timer(timer_number)
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_stop_wait_for_good_agl()
calledBy:
nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_try_to_lock_on_target()
FUNCTION: nlos_stop_lock_on_target()
FUNCTION: nlos_update_nlos_mode()
calledBy:

nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_view_and_missile_coincide()
FUNCTION: nlos_pre_terminal()
FUNCTION: nlos_view_greater_than_terminal_angle()
 calledBy:
 nlos_update_nlos_mode in kato_nlos.c, (null)
FUNCTION: nlos_set_target_type(type)
 calledBy:
 nlos_pdp_center_depressed in kato_ctl_nls.c, (null)
 nlos_pdp_right_depressed in kato_ctl_nls.c, (null)
FUNCTION: nlos_stop_pre_terminal_timer()
 calledBy:
 nlos_update_nlos_mode in kato_nlos.c, (null)
FUNCTION: nlos_set_pre_terminal_view_point()
 calledBy:
 nlos_update_nlos_mode in kato_nlos.c, (null)
FUNCTION: nlos_auto_scan_active()
FUNCTION: nlos_trigger_l_depressed()
FILE: kato_p_buf.c
 FUNCTION: veh_spec_proc_buf(mbp_dot, hp, buffer_num)
 calledBy:
 process_buffer in proc_buf.c, (null)
FILE: kato_periph.c
 FUNCTION: init_point_to_point()
 calledBy:
 veh_spec_init in kato_main.c, (null)
 FUNCTION: get_pvd_addr()
 calledBy:
 send_attached_packet in kato_network.c, (null)
 send_error_packet in kato_network.c, (null)
 network_xmit in kato_network.c, (null)
FILE: kato_pots.c
 FUNCTION: pots_init()
 calledBy:
 simulation_state_machine in main.c, (null)
 FUNCTION: pots_pil_cyc_roll_real(pot)
 calledBy:
 controls_pil_cyc_roll_check in kato_ctl_sim.c, (null)
 controls_pil_cyc_roll_init in kato_ctl_sim.c, (null)
 FUNCTION: pots_pil_cyc_pitch_real(pot)
 calledBy:
 controls_pil_cyc_pitch_check in kato_ctl_sim.c, (null)
 controls_pil_cyc_pitch_init in kato_ctl_sim.c, (null)
 FUNCTION: pots_pil_pedal_real(pot)
 calledBy:
 controls_pil_pedal_check in kato_ctl_sim.c, (null)
 controls_pil_pedal_init in kato_ctl_sim.c, (null)
 FUNCTION: pots_pil_coll_real(pot)
 calledBy:
 controls_pil_coll_check in kato_ctl_sim.c, (null)
 controls_pil_coll_init in kato_ctl_sim.c, (null)
 FUNCTION: pots_co_cyc_roll_real(pot)
 FUNCTION: pots_co_cyc_pitch_real(pot)
 FUNCTION: pots_cpo_elevate_real(pot)

calledBy:
controls_cpo_elevate_check in kato_ctl_sim.c, (null)
controls_cpo_elevate_init in kato_ctl_sim.c, (null)

FILE: kato_resupp.c

FUNCTION: clear_ammo_carriers()
calledBy:
resupply_init in kato_resupp.c, (null)
resupply_simul in kato_resupp.c, (null)
resupply_init in resupp.c, (null)
resupply_simul in resupp.c, IFDEF notdef

FUNCTION: ammo_receive_quiet_state()
calledBy:
ammo_resupply_receive_simul in kato_resupp.c, (null)
ammo_resupply_receive_simul in resupp.c, (null)

FUNCTION: ammo_receive_request_state()
calledBy:
ammo_resupply_receive_simul in kato_resupp.c, (null)
ammo_resupply_receive_simul in resupp.c, (null)

FUNCTION: resupply_ammo_completed(ammo_type)
calledBy:
ammo_stop_resupply in kato_ammo.c, (null)
ammo_finished_receiving in ammo.c, (null)
ammo_stop_resupply in newammo.c, (null)

FUNCTION: ammo_receive_loading_state()
calledBy:
ammo_resupply_receive_simul in kato_resupp.c, (null!)
ammo_resupply_receive_simul in resupp.c, (null)

FUNCTION: send_feed_me_packets_ammo_carriers()
calledBy:
ammo_receive_quiet_state in kato_resupp.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)
ammo_receive_quiet_state in resupp.c, (null)
ammo_receive_request_state in resupp.c, (null)

FUNCTION: ammo_resupply_receive_simul()
calledBy:
resupply_simul in kato_resupp.c, (null)
resupply_simul in resupp.c, (null)

FUNCTION: resupply_init()
calledBy:
veh_spec_init in kato_main.c, (null)

FUNCTION: resupply_simul()
calledBy:
veh_spec_simulate in kato_main.c, (null)

FUNCTION: resupply_stop_ammo_resupply()
calledBy:
ammo_receive_loading_state in kato_resupp.c, (null)
ammo_receive_loading_state in resupp.c, (null)

FUNCTION: resupply_offer_packet(carrier_id, num_supplies, supplies)
calledBy:
process_resupply_offer in resupp_offer.c, (null)

FUNCTION: service_check_vehicle_type(role, type, id)

FUNCTION: resupply_near_ammo_carrier(n)
calledBy:
service_check_vehicle_type in kato_resupp.c, (null)

service_check_vehicle_type in resupp.c, IFDEF notdef
FUNCTION: resupply_near_fuel_carrier(n)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
FILE: kato_rotate.c
FUNCTION: turret_init()
calledBy:
simulation_state_machine in main.c, (null)
FUNCTION: turret_simul()
calledBy:
simulation_state_machine in main.c, (null)
FILE: kato_sb.c
FUNCTION: spaceball_simul()
calledBy:
controls_sim_routines in kato_ctl_sim.c, IFDEF USE_SPACEBALL
FUNCTION: spaceball_exit()
calledBy:
controls_sim_off in kato_ctl_sim.c, IFDEF USE_SPACEBALL
FUNCTION: initialize_spaceball(tty_line)
calledBy:
controls_sim_init in kato_ctl_sim.c, IFDEF USE_SPACEBALL
main in sbtest.c, (null)
FUNCTION: display_data()
calledBy:
main in sbtest.c, (null)
FUNCTION: mypressed(keys)
FUNCTION: kato_sb_save_dominant()
calledBy:
state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
FUNCTION: kato_sb_restore_dominant()
calledBy:
state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
FUNCTION: mytranslate(period, vec)
FUNCTION: myrotate(period, vec)
FILE: kato_simul.c
FUNCTION: kato_init()
calledBy:
veh_spec_init in kato_main.c, (null)
FUNCTION: kato_simul()
calledBy:
veh_spec_simulate in kato_main.c, (null)
FILE: kato_sound.c
FUNCTION: sound_denial_check()
calledBy:
sound_make_veh_spec_sound in kato_sound.c, (null)
FUNCTION: sound_make_veh_spec_sound(sound_str, str_len)
calledBy:
sound_make_const_sound in libsound.c, (null)
sound_make_var_sound in libsound.c, (null)
sound_make_arg_sound in libsound.c, (null)
sound_make_cont_sound in libsound.c, (null)
sound_stop_cont_sound in libsound.c, (null)
FUNCTION: sound_force_veh_spec_sound(sound_str, str_len)
calledBy:

sound_force_const_sound in libsound.c, (null)
FUNCTION: sound_init()
 calledBy:
 veh_spec_stop in kato_main.c, (null)
 simulation_state_machine in main.c, (null)
FUNCTION: sound_dont_use()
 calledBy:
 main in kato_main.c, (null)
FUNCTION: sound_simul()
 calledBy:
 veh_spec_simulate in kato_main.c, (null)
FUNCTION: sound_reset()
 calledBy:
 keyboard_simul in kato_keybrd.c, (null)
 veh_spec_init in kato_main.c, (null)
 sound_init in kato_sound.c, (null)
 sound_we_just_died in kato_sound.c, (null)
 simulation_state_machine in main.c, (null)
FUNCTION: sound_we_just_died()
 calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
FUNCTION: sound_of_vehicle(guise, eng_speed, velocity)
 calledBy:
 controller_attached in kato_control.c, (null)
 controller_velocity_control in kato_control.c, (null)
 controller_f18_control in kato_control.c, IFDEF ODIN
 controller_a6_control in kato_control.c, IFDEF ODIN
 controller_a10_control in kato_control.c, IFDEF ODIN
 controller_terrain_follow in kato_control.c, (null)
FUNCTION: sound_of_random_sounds()
 calledBy:
 sound_simul in kato_sound.c, (null)
FUNCTION: sound_activate_wegmann_sounds()
 calledBy:
 main in kato_main.c, (null)
FILE: kato_state.c
FUNCTION: state_init()
 calledBy:
 kato_init in kato_simul.c, (null)
FUNCTION: state_simul()
 calledBy:
 kato_simul in kato_simul.c, (null)
FUNCTION: state_lamp_light()
 calledBy:
 state_vel_attach in kato_state.c, (null)
 state_world_attach in kato_state.c, (null)
 state_orbit_attach in kato_state.c, (null)
 state_mimic in kato_state.c, (null)
 state_vehicle_attach in kato_state.c, (null)
 state_vehicle_detach in kato_state.c, (null)
 state_terrain_follow_on in kato_state.c, (null)
 state_terrain_follow_off in kato_state.c, (null)
FUNCTION: state_vel_attach()
 calledBy:

controls_tether_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_world_attach()
calledBy:
controls_compass_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_orbit_attach()
calledBy:
controls_orbit_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_mimic()
calledBy:
controls_mimic_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
attach_timer_simul in kato_network.c, (null)
FUNCTION: state_vehicle_attach()
calledBy:
attach_attach_to_vehicle in kato_attach.c, (null)
FUNCTION: state_vehicle_detach()
calledBy:
attach_simul in kato_attach.c, (null)
attach_lock_on_vehicle in kato_attach.c, (null)
controller_attached in kato_control.c, (null)
controls_free_fly_check in kato_ctl_sim.c, IFNDEF ODIN
keyboard_simul in kato_keybrd.c, (null)
process_teleport in kato_network.c, (null)
process_attach in kato_network.c, (null)
process_mimic in kato_network.c, (null)
process_metamorphose in kato_network.c, (null)
state_terrain_follow_on in kato_state.c, (null)
state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
FUNCTION: state_terrain_follow_on()
calledBy:
controls_hug_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_terrain_follow_off()
calledBy:
controls_free_fly_check in kato_ctl_sim.c, IFDEF ODIN
controls_free_fly_check in kato_ctl_sim.c, IFNDEF ODIN
keyboard_simul in kato_keybrd.c, (null)
process_teleport in kato_network.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_toggle_fix()
calledBy:
controls_pil_thumb_upper_check in kato_ctl_sim.c, (null)
controls_pil_pinky_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
FUNCTION: state_fix()
FUNCTION: state_unfix()

FUNCTION: state_return_fix_state()
FUNCTION: cig_type_lowres()
 calledBy:
 main in kato_main.c, (null)
FUNCTION: state_return_attach_mode()
 calledBy:
 georotate in kato_geo.c, (null)
 myrotate in kato_sb.c, (null)
FUNCTION: state_return_attach_state()
 calledBy:
 georotate in kato_geo.c, (null)
 myrotate in kato_sb.c, (null)
FUNCTION: state_saf_mode_on()
 calledBy:
 keyboard_simul in kato_keybrd.c, (null)
 main in kato_main.c, (null)
FUNCTION: state_saf_mode_off()
 calledBy:
 keyboard_simul in kato_keybrd.c, (null)
FUNCTION: state_return_saf_mode()
 calledBy:
 handles_pil_trigger_1_depressed in kato_stubs.c, (null)
FUNCTION: state_wegmann_mode_on()
 calledBy:
 main in kato_main.c, (null)
FUNCTION: state_vehicle_toggle_free_fly()
 calledBy:
 controls_free_fly_check in kato_ctl_sim.c, IFDEF ODIN
FILE: kato_status.c
FUNCTION: what_is_voltage12P()
FUNCTION: what_is_voltage12N()
FUNCTION: what_is_voltage5()
FUNCTION: what_is_temperature()
FUNCTION: status_preset()
 calledBy:
 veh_spec_init in kato_main.c, (null)
 status_init in kato_status.c, (null)
FUNCTION: status_init()
 calledBy:
 simulation_state_machine in main.c, (null)
FUNCTION: status_simul()
 calledBy:
 veh_spec_idle in kato_main.c, (null)
 veh_spec_simulate in kato_main.c, (null)
FUNCTION: status_print_temp_and_supplies()
 calledBy:
 keyboard_simul in kato_keybrd.c, (null)
FUNCTION: hard_dead(p)
 calledBy:
 monitor_status in kato_status.c, IFNDEF USE_SPACEBALL
FUNCTION: soft_dead(p)
 calledBy:
 monitor_status in kato_status.c, (null)
FUNCTION: cig_dead(p)

calledBy:
cig_failed_fsm in kato_status.c, (null)
FUNCTION: net_dead(p)
calledBy:
monitor_status in kato_status.c, (null)
FUNCTION: ser_dead(p)
calledBy:
monitor_status in kato_status.c, (null)
FUNCTION: dtad_dead(p)
calledBy:
monitor_status in kato_status.c, (null)
FUNCTION: sound_dead(p)
calledBy:
monitor_status in kato_status.c, (null)
FUNCTION: plus12_dead(p, val)
calledBy:
monitor_status in kato_status.c, (null)
FUNCTION: minus12_dead(p, val)
calledBy:
monitor_status in kato_status.c, (null)
FUNCTION: plus5_dead(p, val)
calledBy:
monitor_status in kato_status.c, (null)
FUNCTION: enable_status_printing()
FUNCTION: disable_status_printing()
FUNCTION: cig_failed_fsm()
calledBy:
io_simul in io_simul.c, IFNDEF_GT_
io_simul_idle in io_simul.c, (null)
net_simul in net_simul.c, IFDEF SIMBFLY
io_simul in io_simul.c, (null)
io_simul_idle in io_simul.c, (null)
FUNCTION: monitor_status(which)
calledBy:
status_simul in kato_status.c, (null)
cig_failed_fsm in kato_status.c, (null)
FUNCTION: status_set_wegmann_mode_on()
calledBy:
main in kato_main.c, (null)
FILE: kato_stubs.c
FUNCTION: failure_check_indir_fire_damages()
calledBy:
process_indirect_fire in indir_fire.c, (null)
FUNCTION: collision_forget_about()
FUNCTION: collision_check_veh_coll_at()
calledBy:
process_collision in collision.c, (null)
collision_simul in coll_vehicle.c, (null)
FUNCTION: engine_get_speed()
calledBy:
format_vehicle_appearance in appearance.c, (null)
FUNCTION: forward_vel()
calledBy:
kinematics_vehicle_init in veh_init.c, (null)

FUNCTION: bcs_get_ammo_type_indexed()
calledBy:
process_msg_hit in kato_cig.c, IFDEF old

FUNCTION: network_send_status_change()
calledBy:
cfail_check_damages in c_chk_dam.c, (null)
fail_break_system in f_break_sys.c, (null)
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
fail_init in f_init.c, (null)
fail_simul in f_simul.c, (null)
repair_system_is_fixed in repair.c, (null)
repair_complete_repair in repair.c, (null)
repair_all_systems in repair.c, (null)
sfail_event_occurred in s_event.c, (null)

FUNCTION: repair_init()
calledBy:
simulation_state_machine in main.c, (null)

FUNCTION: repair_simul()
calledBy:
simulation_state_machine in main.c, (null)

FUNCTION: repair_request()
calledBy:
process_repair in repair.c, (null)

FUNCTION: resupply_init()
calledBy:
veh_spec_init in kato_main.c, (null)

FUNCTION: resupply_simul()
calledBy:
veh_spec_simulate in kato_main.c, (null)

FUNCTION: resupply_offer_packet()
calledBy:
process_resupply_offer in resupp_offer.c, (null)

FUNCTION: resupply_feed_me_packet()
calledBy:
process_service_request in service_req.c, (null)

FUNCTION: resupply_thank_you_packet()
calledBy:
process_resupply_received in resupp_recvd.c, (null)

FUNCTION: resupply_offer_canceled()
calledBy:
process_resupply_cancel in resupp_canc.c, (null)

FUNCTION: resupply_request_canceled()
calledBy:
process_resupply_cancel in resupp_canc.c, (null)

FUNCTION: send_vehicle_status()
calledBy:
network_xmit in nwk_xmit.c, (null)
network_xmit in net_xmit.c, (null)
network_respond_to_query_pkt in stat_rsp.c, (null)

FUNCTION: send_vehicle_status_trans()
calledBy:
network_respond_to_query_trans in stat_rsp.c, (null)

FUNCTION: send_vehicle_status_in_f_ing_multicast_group_zero()
calledBy:

network_respond_to_query_pkt in stat_rsp.c, (null)
FUNCTION: veh_spec_activate_time()
calledBy:
network_send_activate_response in nwk_act_ack.c, (null)
send_activate_response in act_rsp.c, (null)
FUNCTION: vehicle_get_elapsed_km()
calledBy:
build_vehicle_status in veh_status.c, (null)
FUNCTION: get_ballistics_debug()
calledBy:
check_buffer in checkbuffer.c, (null)
FUNCTION: tracks_get_dust_cloud()
FUNCTION: controls_electsys_dead()
calledBy:
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
FUNCTION: handles_pil_trigger_1_depressed()
calledBy:
controls_pil_trigger_1_check in kato_ctl_sim.c, (null)
controls_pil_trigger_1_init in kato_ctl_sim.c, (null)
geopic in kato_geo.c, IFNDEF MASSCOMP
mypressed in kato_sb.c, (null)
FUNCTION: handles_pil_trigger_1_released()
calledBy:
controls_pil_trigger_1_check in kato_ctl_sim.c, (null)
controls_pil_trigger_1_init in kato_ctl_sim.c, (null)
controls_pil_trigger_1_exit in kato_ctl_sim.c, (null)
FUNCTION: handles_pil_trigger_2_depressed()
calledBy:
controls_pil_trigger_2_check in kato_ctl_sim.c, (null)
controls_pil_trigger_2_init in kato_ctl_sim.c, (null)
FUNCTION: handles_pil_trigger_2_released()
calledBy:
controls_pil_trigger_2_check in kato_ctl_sim.c, (null)
controls_pil_trigger_2_init in kato_ctl_sim.c, (null)
controls_pil_trigger_2_exit in kato_ctl_sim.c, (null)
FUNCTION: handles_pil_thumb_lower_depressed()
calledBy:
controls_pil_thumb_lower_check in kato_ctl_sim.c, (null)
geopressed in kato_geo.c, IFNDEF MASSCOMP
mypressed in kato_sb.c, (null)
FUNCTION: handles_pil_thumb_lower_released()
calledBy:
controls_pil_thumb_lower_check in kato_ctl_sim.c, (null)
FUNCTION: handles_pil_thumb_upper_depressed()
FUNCTION: handles_pil_thumb_upper_released()
FUNCTION: china_hat_up_released()
calledBy:
controls_pil_trim_check in kato_ctl_sim.c, (null)
controls_pil_trim_init in kato_ctl_sim.c, (null)
controls_pil_trim_exit in kato_ctl_sim.c, (null)
FUNCTION: china_hat_down_released()
calledBy:
controls_pil_trim_check in kato_ctl_sim.c, (null)
controls_pil_trim_init in kato_ctl_sim.c, (null)

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    controls_pil_trim_exit in kato_ctl_sim.c, (null)
FUNCTION: china_hat_up_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: china_hat_down_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: china_hat_right_released()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
        controls_pil_trim_exit in kato_ctl_sim.c, (null)
FUNCTION: china_hat_left_released()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
        controls_pil_trim_exit in kato_ctl_sim.c, (null)
FUNCTION: china_hat_right_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: china_hat_left_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: service_check_vehicle_type(role, type, id)
FUNCTION: weapons_download_ballistics_tables()
    calledBy:
        cigex_wakeup_cig in cig_start.c, IFDEF
        NOT_UNTIL_LARGER_BUFFER_AVAILABLE
        cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: resupply_ammo_completed()
    calledBy:
        ammo_stop_resupply in kato_ammo.c, (null)
        ammo_finished_receiving in ammo.c, (null)
        ammo_stop_resupply in newammo.c, (null)
FUNCTION: fuel_init()
    calledBy:
        network_use_activation in use_activ.c, (null)
FILE: kato_view.c
FUNCTION: view()
    calledBy:
        cig_prepare_buffer in kato_cig.c, IFDEF ODIN
        nlos_simul in kato_nlos.c, (null)
        nlos_launch in kato_nlos.c, (null)
        nlos_launch_trailing_missile in kato_nlos.c, (null)
        nlos_compute_missile_target_loc in kato_nlos.c, (null)
        nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
        read_file_containing_waypoints in kato_nlos.c, (null)
        nlos_update_nlos_mode in kato_nlos.c, (null)
        nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
        compute_fudge_matrix in het_calib.c, IFDEF notdef

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het_init in het_inter.c, (null)
het_init in het_kin.c, (null)
het_simul in het_kin.c, (null)
het_kin_keybrd_print_gaze in het_kin.c, (null)
ldam_use_fire_to_compute_damages in het_ldam.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
ldam_draw_game_over in het_md.c, (null)
ldam_draw_glare in het_vg.c, (null)
FUNCTION: view_init()
calledBy:
veh_spec_init in kato_main.c, (null)
FUNCTION: view_simul()
calledBy:
veh_spec_simulate in kato_main.c, (null)
FUNCTION: view_set_cpo_elevate_rate(new_rate)
calledBy:
controls_cpo_elevate_check in kato_ctl_sim.c, (null)
controls_cpo_elevate_init in kato_ctl_sim.c, (null)
controls_cpo_elevate_exit in kato_ctl_sim.c, (null)
FUNCTION: view_set_pitch_rate(new_rate)
calledBy:
georotate in kato_geo.c, (null)
myrotate in kato_sb.c, (null)
FUNCTION: view_centered()
calledBy:
controller_init_offsets in kato_control.c, (null)
controller_init_mimic in kato_control.c, (null)
controller_init_orbit in kato_control.c, (null)
keyboard_simul in kato_keybrd.c, (null)
nlos_start_scan_depressed in kato_nlos.c, (null)
nlos_stop_scan_depressed in kato_nlos.c, (null)
state_simul in kato_state.c, IFDEF ODIN
FUNCTION: view_up_depressed()
FUNCTION: view_up_released()
calledBy:
china_hat_down_released in kato_stubs.c, (null)
FUNCTION: view_down_depressed()
FUNCTION: view_down_released()
calledBy:
china_hat_up_released in kato_stubs.c, (null)
FUNCTION: view_to_world()
calledBy:
attach_lock_on_vehicle in kato_attach.c, (null)
FUNCTION: view_get_desired_missile_heading()
FUNCTION: view_get_pitch_angle()
calledBy:
controller_make_orbit_pitch in kato_control.c, (null)
controller_to_orbit in kato_control.c, (null)
keyboard_simul in kato_keybrd.c, (null)
nlos_view_greater_than_terminal_angle in kato_nlos.c, (null)
FUNCTION: view_get_yaw_angle()
calledBy:
controls_draw_heading_indicators in kato_ctl_nls.c, (null)
FUNCTION: yaw_filter(angle)

FUNCTION: pitch_filter(angle)
FUNCTION: view_set_pitch_angle(pitch)
 calledBy:
 controller_make_orbit_pitch in kato_control.c, (null)
 controller_to_orbit in kato_control.c, (null)
FUNCTION: view_set_wegmann_mode_on()
 calledBy:
 main in kato_main.c, (null)
FILE: kato_vision.c
FUNCTION: vision_restore_all_blocks()
 calledBy:
 veh_spec_init in kato_main.c, (null)
 state_vehicle_attach in kato_state.c, (null)
 repair_all_systems in repair.c, (null)
FUNCTION: vision_break_all_blocks()
 calledBy:
 veh_spec_stop in kato_main.c, (null)
 state_simul in kato_state.c, (null)
 state_vehicle_detach in kato_state.c, (null)
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)

DIRECTORY: ./gt/vehicle/lib
 No files defined.

DIRECTORY: ./gt/vehicle/libsrc
 No files defined.

DIRECTORY: ./gt/vehicle/libsrc/libRcvNet
FILE: activate.c
 FUNCTION: process_activate_request(p, originator, tid, exercise)
 calledBy:
 veh_spec_idle in kato_main.c, (null)
 process_sim_transaction in proc_a_pkt.c, (null)
FILE: alert_status.c
 FUNCTION: process_alert_status(p)
FILE: can_rcv.c
 FUNCTION: network_can_process_packets()
 calledBy:
 network_ok_to_process_vehicle_packets in can_rcv.c, (null)
 FUNCTION: network_ok_to_process_vehicle_packets()
FILE: cannot_rcv.c
 FUNCTION: network_cannot_process_packets()
 calledBy:
 network_not_ok_to_process_vehicle_packets in cannot_rcv.c, (null)
 FUNCTION: network_not_ok_to_process_vehicle_packets()
FILE: collision.c
 FUNCTION: process_collision(p, originator, tid)
 calledBy:
 process_sim_transaction in proc_a_pkt.c, (null)
FILE: deactivate.c
 FUNCTION: process_deactivate_me(pkt, originator, tid)
 calledBy:
 process_sim_transaction in proc_a_pkt.c, (null)

FUNCTION: process_deactivate_other(pkt)
calledBy:
do_protocol_on_sim_packet in nwk_pkt.c, (null)
do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: fire.c
FUNCTION: process_fire(p)
calledBy:
do_protocol_on_sim_packet in nwk_pkt.c, (null)
do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: fire_probe.c
FUNCTION: process_fire_unit_probe()

FILE: idiot_check.c
FUNCTION: idiot_check(p)

FILE: impact.c
FUNCTION: process_hit_me(p, originator, tid)
calledBy:
process_sim_transaction in proc_a_pkt.c, (null)

FUNCTION: process_hit_other(p)
calledBy:
do_protocol_on_sim_packet in nwk_pkt.c, (null)
do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FUNCTION: process_dg_hit_me(p)
calledBy:
do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FUNCTION: veh_impact_me(p)
calledBy:
process_hit_me in impact.c, (null)
process_dg_hit_me in impact.c, (null)

FUNCTION: veh_impact_other(p)
calledBy:
process_hit_other in impact.c, (null)

FUNCTION: ground_impact(p)
calledBy:
process_hit_other in impact.c, (null)

FUNCTION: proximate_impact(p)
calledBy:
process_hit_other in impact.c, (null)

FUNCTION: water_impact(p)
calledBy:
process_hit_other in impact.c, IFDEF waterImpact

FUNCTION: structure_impact(p)
calledBy:
process_hit_other in impact.c, IFDEF structureImpact

FUNCTION: road_impact(p)
calledBy:
process_hit_other in impact.c, IFDEF roadImpact

FUNCTION: non_impact(p)
calledBy:
process_hit_other in impact.c, (null)

FILE: indir_fire.c
FUNCTION: process_indirect_fire(p)
calledBy:
do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: laser_range.c

FUNCTION: process_laser_range(pkt)
 calledBy:
 do_protocol_on_data_analysis_packet in nwk_pkt.c, IF 0
 do_protocol_on_data_analysis_packet in proc_a_pkt.c, (null)

FILE: map_ammoc.c
FUNCTION: map_projectile_to_ammo_type(p)
 calledBy:
 cfail_dir_fire_damages in oc_dir_fire.c, IF 0

FUNCTION: classify_missile(p)
 calledBy:
 map_projectile_to_ammo_type in map_ammoc.c, (null)

FUNCTION: classify_projectile(p)
 calledBy:
 map_projectile_to_ammo_type in map_ammoc.c, (null)

FILE: markers.c
FUNCTION: process_markers(m)
 calledBy:
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: net_restart.c
FUNCTION: network_restart()

FILE: network_init.c
FUNCTION: network_get_net_handle()
 calledBy:
 filter_dump_filter_info in dump.c, (null)
 rtc_read_clock in rtc_timing.c, IFNDEF SIMBFLY, IFNDEF _GT_, IFDEF MASSCOMP
 rva_adjust_vehicles in rva_adjust.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 process_known_vehicle in rva_update.c, (null)
 process_unknown_vehicle in rva_update.c, (null)
 rva_process_update in rva_update.c, (null)
 io_simul in io_simul.c, IFNDEF _GT_
 io_simul_idle in io_simul.c, (null)
 net_simul in net_simul.c, (null)
 msg_process_collision in prc_collide.c, (null)
 msg_collision_to_pdu in prc_collide.c, (null)
 msg_process_deactivate_req in prc_deactiv.c, (null)
 msg_process_deactivate_rsp in prc_deactiv.c, (null)
 msg_deactivate_req_to_pdu in prc_deactiv.c, (null)
 msg_deactivate_rsp_to_pdu in prc_deactiv.c, (null)
 msg_fire_to_pdu in prc_fire.c, (null)
 msg_process_fire in prc_fire.c, (null)
 msg_impact_to_pdu in prc_impact.c, (null)
 msg_process_impact in prc_impact.c, (null)
 network_process_activate_request in nwk_activ.c, (null)
 process_deactivate_other in nwk_deact.c, (null)
 network_init in nwk_init.c, (null)
 network_process_a_packet in nwk_pkt.c, (null)
 network_fill_hdr_send_sim_rsp in nwk_rsp.c, (null)
 network_fill_hdr_send_de_rsp in nwk_rsp.c, (null)
 network_check_veh_appearance in nwk_thresh.c, (null)
 network_fill_hdr_send_sim_trans in nwk_trans.c, (null)
 network_fill_hdr_send_de_trans in nwk_trans.c, (null)
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

rva_adjust_static_vehicles in rva_adjust.c, (null)
 rva_smooth_get_new_velocities in rva_smooth.c, (null)
 process_known_static in rva_update.c, (null)
 process_unknown_static in rva_update.c, (null)
 process_known_dynamic in rva_update.c, (null)
 process_unknown_dynamic in rva_update.c, (null)
 rva_process_update in rva_update.c, (null)
 simulation_state_machine in stt_machine.c, (null)
 io_simul_idle in niu_io_simul.c, (null)
 keyboard_simul in niu_keybrd.c, (null)
 lock_on_target_vehicle in kato_attach.c, IFDEF ODIN
 veh_spec_startup in kato_main.c, (null)
 veh_spec_init in kato_main.c, IFDEF ODIN
 process_visibility in kato_network.c, (null)
 cig_failed_fsm in kato_status.c, (null)
 process_activate_request in activate.c, (null)
 process_a_packet in proc_a_pkt.c, (null)
 send_activate_response in act_rsp.c, (null)
 format_vehicle_appearance in appearance.c, (null)
 format_stealth_appearance in appearance.c, (null)
 send_exercise_status_pkt in ex_status.c, (null)
 send_exercise_status_trans in ex_status.c, (null)
 network_send_missile_appearance in missile.c, (null)
 network_fill_hdr_send_sim_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
 send_pt_packet in send_pt_pkt.c, (null)
 network_fill_hdr_send_sim_rsp in send_rsp.c, (null)
 network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
 network_fill_hdr_send_sim_trans in send_trans.c, (null)
 network_fill_hdr_send_dc_trans in send_trans.c, (null)
 send_simulation_status_pkt in sim_status.c, (null)
 send_simulation_status_trans in sim_status.c, (null)
 send_status_response_trans in stat_rsp.c, (null)
 send_vehicle_status_in_fring_multicast_group_zero in veh_status.c, (null)
 send_vehicle_status_trans in veh_status.c, (null)
 het_send_packet in het_send_pkt.c, (null)
 simulation_state_machine in main.c, (null)
 obj_adjust_static_objects in obj_adjust.c, (null)
 obj_process_object in obj_storage.c, (null)
 SbMilliseconds in sbcustom.c, (null)

FUNCTION: network_set_net_layer(layer)
 main in kato_main.c, (null)

FUNCTION: network_init()
 calledBy:
 simulation_state_machine in stt_machine.c, (null)
 network_restart in net_restart.c, (null)
 simulation_state_machine in main.c, (null)

FUNCTION: network_set_network_device(device)
 calledBy:
 main in niu_main.c, (null)
 main in kato_main.c, IFDEF _GT_

FUNCTION: network_get_network_device()
 calledBy:
 print_help in niu_main.c, (null)
 network_restart in net_restart.c, (null)

FILE: network_test.c
 FUNCTION: process_network_test(pkt)
 calledBy:
 do_protocol_on_diag_packet in proc_a_pkt.c, IF 0

FILE: not_open_net.c
 FUNCTION: network_dont_really_open_up_ethernet()
 calledBy:
 main in niu_main.c, (null)
 main in kato_main.c, (null)

FILE: o_ind_fire.c
 FUNCTION: process_indirect_fire(p)
 calledBy:
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: open_net.c
 FUNCTION: network_really_open_up_ethernet()

FILE: print_stats.c
 FUNCTION: network_print_statistics()
 calledBy:
 keyboard_simul in niu_keybrd.c, (null)
 veh_spec_exit in niu_main.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 veh_spec_exit in kato_main.c, (null)

FILE: print_vimp.c
 FUNCTION: print_you_are_dead_msg(pkt)

FILE: proc_a_pkt.c
 FUNCTION: (*process_pkt_fn)()
 FUNCTION: set_process_pkt_fn(fn)
 calledBy:
 network_init in network_init.c, (null)

FUNCTION: do_protocol_on_catc_packet(pkt)
 calledBy:
 network_process_a_packet in nwk_pkt.c, IF 0
 process_a_packet in proc_a_pkt.c, IF 0

FUNCTION: do_protocol_on_diag_packet(pkt)
 calledBy:
 network_process_a_packet in nwk_pkt.c, IF 0
 process_a_packet in proc_a_pkt.c, IF 0

FUNCTION: do_protocol_on_mgmt_packet(pkt)
 calledBy:
 network_process_a_packet in nwk_pkt.c, IF 0
 process_a_packet in proc_a_pkt.c, (null)

FUNCTION: do_protocol_on_data_analysis_packet(pkt, exercise)
 calledBy:
 network_process_a_packet in nwk_pkt.c, IF 0
 process_a_packet in proc_a_pkt.c, (null)

FUNCTION: do_protocol_on_sim_packet(pkt)
 calledBy:
 network_process_a_packet in nwk_pkt.c, (null)
 process_a_packet in proc_a_pkt.c, (null)

FUNCTION: process_sim_transaction(pkt, originator, transID)

calledBy:
network_process_a_packet in nwk_pkt.c, (null)
process_a_packet in proc_a_pkt.c, (null)
FUNCTION: process_dc_transaction(pkt, originator, tid, exercise)
calledBy:
network_process_a_packet in nwk_pkt.c, IF 0
process_a_packet in proc_a_pkt.c, (null)
FUNCTION: reconstitute_from_keyboard()
FUNCTION: process_a_packet()
calledBy:
NetworkService in network.c, (null)
io_simul in io_simul.c, IFDEF_GT_
io_simul in io_simul.c, IFNDEF_GT_
io_simul_idle in io_simul.c, (null)
io_simul in io_simul.c, (null)
io_simul_idle in io_simul.c, (null)
FILE: prot_faad.c
FUNCTION: do_protocol_on_faad_packet()
calledBy:
network_process_a_packet in nwk_pkt.c, IF 0
process_a_packet in proc_a_pkt.c, (null)
FILE: prot_ivis.c
FUNCTION: do_protocol_on_ivis_packet()
calledBy:
network_process_a_packet in nwk_pkt.c, IF 0
process_a_packet in proc_a_pkt.c, IF 0
FILE: prot_laser.c
FUNCTION: do_protocol_on_laser_packet()
calledBy:
network_process_a_packet in nwk_pkt.c, IF 0
process_a_packet in proc_a_pkt.c, IF 0
FILE: prot_stealth.c
FUNCTION: do_protocol_on_stealth_packet()
calledBy:
network_process_a_packet in nwk_pkt.c, IF 0
process_a_packet in proc_a_pkt.c, (null)
FILE: rad_state.c
FUNCTION: process_radiating_state(p)
FILE: radiate.c
FUNCTION: process_radiate(pkt)
calledBy:
do_protocol_on_sim_packet in proc_a_pkt.c, (null)
FILE: rcv_loc.c
FILE: really.c
FUNCTION: network_can_i_really_use_network()
calledBy:
network_process_a_packet in nwk_pkt.c, (null)
network_check_veh_appearance in nwk_thresh.c, (null)
network_xmit in nwk_xmit.c, (null)
network_xmit_idle in nwk_xmit.c, (null)
simulation_state_machine in stt_machine.c, (null)
io_simul in niu_io_simul.c, (null)
io_simul_idle in niu_io_simul.c, (null)
simulation_state_machine in main.c, (null)

FILE: repair.c
FUNCTION: process_repair(p, originator, tid)
calledBy:
 process_sim_transaction in proc_a_pkt.c, (null)

FILE: resupp_canc.c
FUNCTION: process_resupply_cancel(p)
calledBy:
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: resupp_offer.c
FUNCTION: process_resupply_offer(p)
calledBy:
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: resupp_rcvd.c
FUNCTION: process_resupply_received(p)
calledBy:
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: service_req.c
FUNCTION: process_service_request(p)
calledBy:
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)

FILE: show_effect.c
FUNCTION: process_show_effect(pkt)
calledBy:
 do_protocol_on_mgmt_packet in nwk_pkt.c, IF 0
 do_protocol_on_diag_packet in proc_a_pkt.c, IF 0
 do_protocol_on_mgmt_packet in proc_a_pkt.c, (null)

FILE: status_query.c
FUNCTION: process_status_query(pkt, exercise)
calledBy:
 do_protocol_on_data_analysis_packet in nwk_pkt.c, IF 0
 do_protocol_on_data_analysis_packet in proc_a_pkt.c, (null)
FUNCTION: process_query_me(pkt, originator, tid, exercise)
calledBy:
 process_dc_transaction in nwk_pkt.c, IF 0
 process_dc_transaction in proc_a_pkt.c, (null)

FILE: tgt_fire_cmd.c
FUNCTION: process_target_fire_command(p)

FILE: tgt_handoff.c
FUNCTION: process_target_handoff_eo(p)

FILE: tgt_vis.c
FUNCTION: process_target_visibility(p)

FILE: veh_appear.c
FUNCTION: process_update(p)
calledBy:
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libSendNet

FILE: act_rsp.c
FUNCTION: send_activate_response(originator, tid)

calledBy:
network_use_activation in use_activ.c, (null)

FILE: activ_params.c
FUNCTION: network_process_activation_parameters(status)
calledBy:
network_process_activate_request in nwk_activ.c, (null)
network_use_activation in ause_activ.c, (null)
network_use_activation in use_activ.c, (null)

FILE: activate.c
FUNCTION: send_activate_pkt(addr)

FILE: amissile_app.c
FUNCTION: network_missiles_init(appear_pkt)
calledBy:
network_use_activation in ause_activ.c, (null)
missile_util_comm_init in util_comm.c, (null)

FUNCTION: network_send_missile_appearance(eventID, chord_start, chord_end)
calledBy:
missile_util_comm_fly_missile in util_comm.c, (null)

FUNCTION: network_stop_missile_flyout(eventID)
calledBy:
missile_util_comm_stop_missile in util_comm.c, (null)
missile_util_comm_check_detonate in util_comm.c, (null)

FILE: appear.ce.c
FUNCTION: network_scale_veh_size(scale_factor)
FUNCTION: format_vehicle_appearance(pkt)
calledBy:
network_xmit in net_xmit.c, (null)

FUNCTION: format_stealth_appearance(pkt)
calledBy:
network_xmit in kato_network.c, (null)

FILE: ause_activ.c
FUNCTION: format_db_filename(database, name, version)
calledBy:
network_use_activation in ause_activ.c, (null)
network_use_activation in use_activ.c, (null)

FUNCTION: network_use_activation(pkt)
calledBy:
process_activate_request in activate.c, (null)

FILE: can_send.c
FUNCTION: network_ok_to_send_vehicle_packets()
calledBy:
network_can_process_packets in can_rcv.c, (null)

FILE: cannot_send.c
FUNCTION: network_not_ok_to_send_vehicle_packets()
calledBy:
network_cannot_process_packets in cannot_rcv.c, (null)

FILE: citv_event.c
FUNCTION: network_send_citv_event(citv_off, citv_cooling, citv_search, citv_ascan, citv_glos, citv_gps, designate_pressed)

FILE: citv_instr.c
FUNCTION: network_send_citv_instrumentation(citv_state, designate_pressed, citv_mag, citv_polarity, ascan_left, ascan_right, ascan_rate, cmdr_stack_on, cmdr_stack_button, gnr_stack_on, gnr_stack_button)

FILE: citv_orient.c

FUNCTION: network_send_citv_orientation(azimuth, elevation)
FILE: coll_rsp.c
FUNCTION: network_send_collision_response(originator, tid)
calledBy:
 process_collision in collision.c, (null)
FILE: collision.c
FUNCTION: network_send_outta_my_way_mf(eventID, the_guy_i_hit)
FILE: deact_rsp.c
FUNCTION: network_send_deactivate_response(originator, tid)
calledBy:
 process_deactivate_me in deactivate.c, (null)
FILE: deactivate.c
FUNCTION: send_deactivate_pkt(reason)
calledBy:
 exit_gracefully in main.c, (null)
FILE: death_status.c
FUNCTION: network_set_death_status(we_are_dead)
calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
 fail_reincarnation in f_reincarn.c, (null)
FUNCTION: network_set_smoking_status(new_smoke)
calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
 fail_reincarnation in f_reincarn.c, (null)
 fail_simul in f_simul.c, (null)
FUNCTION: network_set_burning_status(new_burn)
calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
 fail_reincarnation in f_reincarn.c, (null)
 fail_simul in f_simul.c, (null)
FUNCTION: network_set_commo_kill(kill_status)
FUNCTION: network_set_mobility_kill(kill_status)
FUNCTION: network_set_firepower_kill(kill_status)
FILE: dust_status.c
FUNCTION: network_set_dust_cloud(new_cloud)
FILE: event_flag.c
FUNCTION: network_send_event_flag(va_alist)
FILE: ex_status.c
FUNCTION: send_exercise_status_pkt(exercise)
calledBy:
 network_respond_to_query_pkt in stat_rsp.c, (null)
FUNCTION: send_exercise_status_trans(originator, tid, exercise)
calledBy:
 network_respond_to_query_trans in stat_rsp.c, (null)
FILE: fuState.c
FUNCTION: network_send_fire_unit_state(target_id, fuState)
FILE: get_exer_id.c
FUNCTION: network_get_exercise_id()
calledBy:
 veh_spec_idle in kato_main.c, (null)
 process_visibility in kato_network.c, (null)
 process_activate_request in activate.c, (null)
 can_ignore in stat_rsp.c, (null)
FILE: get_force.c

FUNCTION: network_get_vehicle_force()

calledBy:

- can_ignore in stat_rsp.c, (null)
- add_veh_to_cig_msg in ADD_veh2cig.c, (null)
- add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
- msg_adjust_static_vehicle in adj_chg_stat.c, (null)
- add_dynamic_veh_to_cig_msg in adj_otherveh.c, (null)
- cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
- cig_msg_append_staticveh_state in app_stat_veh.c, (null)
- msg_delete_static_vehicle in pre_stat_rm.c, (null)
- msg_add_static_vehicle in pre_stat_veh.c, (null)
- obj_process_markers in obj_markers.c, (null)

FILE: get_guises.c

FUNCTION: network_get_vehicle_guises()

FILE: get_sim_type.c

FUNCTION: network_get_simulator_type()

calledBy:

- send_equipment_status in niu_network.c, IFDEF notdef
- network_send_offer_packet in resupp_offer.c, (null)
- network_send_thank_you_packet in resupp_rcvd.c, (null)
- network_send_feed_me_packet in service_req.c, (null)
- send_simulation_status_pkt in sim_status.c, (null)
- send_simulation_status_trans in sim_status.c, (null)
- can_ignore in stat_rsp.c, (null)

FILE: get_unit.c

FUNCTION: network_get_vehicle_unit()

calledBy:

- can_ignore in stat_rsp.c, (null)

FILE: get_veh_app.c

FUNCTION: network_get_vehicle_appearance()

FILE: get_veh_id.c

FUNCTION: network_get_vehicle_id()

calledBy:

- process_collision in collision.c, (null)
- do_protocol_on_sim_packet in proc_a_pkt.c, (null)
- format_stealth_appearance in appearance.c, (null)
- network_send_citv_instrumentation in citv_instr.c, (null)
- network_send_citv_orientation in citv_orient.c, (null)
- can_ignore in stat_rsp.c, (null)
- het_send_packet in het_send_pkt.c, (null)
- sad_radar_warning in way_ed.c, (null)

FILE: get_veh_type.c

FUNCTION: network_get_vehicle_type()

calledBy:

- network_send_offer_packet in resupp_offer.c, (null)
- network_send_thank_you_packet in resupp_rcvd.c, (null)
- network_send_feed_me_packet in service_req.c, (null)
- network_init_thresholds in thresh.c, (null)
- ldam_check_sensor_blackout in het_bo.c, (null)
- laserdam_init in het_dmg.c, (null)
- het_toggle_goggles in het_goggles.c, (null)
- goggles_on in het_goggles.c, (null)
- goggles_off in het_goggles.c, (null)
- sunglasses_effect in het_goggles.c, (null)

het_init in het_kin.c, (null)
keybrd_send_stamp_init_model in het_kin.c, (null)
het_keybrd_send_ctas_grow_model in het_kin.c, (null)
ldam_check_for_eye_damage in het_ldam.c, (null)
ldam_check_failures in het_ldam.c, (null)
ldam_draw_glare in het_vg.c, (null)

FILE: ~~get~~ xmt_fail.c
FUNCTION: net_xmt_failed()
calledBy:
monitor_status in kato_status.c, (null)

FILE: ~~gnd~~ impact.c
FUNCTION: network_send_ground_impact(eventID, ammo_type, detonator_type, quantity, rate, location, range)
calledBy:
process_msg_hit in kato_cig.c, IFDEF old
process_msg_hit_return in proc_hit.c, (null)

FILE: ~~irnp~~ rsp.c
FUNCTION: network_send_impact_response(originator, tid)
calledBy:
process_hit_me in impact.c, (null)

FILE: ~~irnp~~ impact.c
FUNCTION: network_send_impact(eventID, ammo_type, detonator_type, quantity, rate, location, range, type_of_impact)
calledBy:
missile_util_comm_check_detonate in util_comm.c, (null)

FILE: ~~itad~~ fire.c
FILE: ~~laser~~ detect.c
FUNCTION: network_send_laser_range(success, event_id, detecting_id, loc)

FILE: ~~laser~~ fire.c
FUNCTION: network_send_laser_range(event_id, target_id, power, type, laser_tip, laser_dir)

FILE: ~~laser~~ range.c
FUNCTION: network_send_laser_range(result, LRswitch, targetID, laser_tip, location, whichLaser)

FILE: ~~laser~~ result.c
FUNCTION: network_send_laser_range(event_id, gnr_state, cmdr_state)

FILE: ~~ldam~~ scatoma.c
FUNCTION: send_glare_and_scatoma_dam(defeat, glare, scatoma, alpha_eye2las, dist_eye, range_eye, alpha_sens2las, dist_sens, range_sens, goggles_on, sensr_burn, sensr_bloom, sensr_black)
send_pkt_and_clear in het_stat.c, (null)

FILE: ~~ma~~issile.c
FUNCTION: network_missiles_init()
calledBy:
network_use_activation in ause_activ.c, (null)
missile_util_comm_init in util_comm.c, (null)
FUNCTION: network_send_missile_appearance(vehicle, chord_start, chord_end, orientation, velocity, guises)
calledBy:
missile_util_comm_fly_missile in util_comm.c, (null)
FUNCTION: network_stop_missile_flyout(vehicle)
calledBy:
missile_util_comm_stop_missile in util_comm.c, (null)
missile_util_comm_check_detonate in util_comm.c, (null)

FUNCTION: network_send_missile_fire_pkt(eventID, ammo_type, detonator_type, quantity, rate, targetType, targetID, muzzle, velocity, tube)
calledBy:
missile_util_comm_fire_missile in util_comm.c, (null)

FILE: net_xmit.c
FUNCTION: need_to_send_veh_status()
calledBy:
ammo_finished_receiving in ammo.c, (null)
fuel_stop_resupply in fuelsys.c, (null)
ammo_stop_resupply in newammo.c, (null)

FUNCTION: network_xmit()
calledBy:
net_simul in net_simul.c, (null)
net_simul in n_net_simul.c, (null)
io_simul in io_simul.c, (null)
io_simul_idle in io_simul.c, (null)

FUNCTION: network_xmit_idle()
calledBy:
io_simul_idle in io_simul.c, (null)
io_simul_idle in niu_io_simul.c, (null)

FILE: non_impact.c
FUNCTION: network_send_non_impact(eventID, ammo_type)
calledBy:
missile_util_comm_stop_missile in util_comm.c, (null)
missile_util_comm_check_detonate in util_comm.c, (null)
process_msg_miss in proc_miss.c, (null)

FILE: nprintf.c
FUNCTION: nprintf(va_alist)
calledBy:
controls_simul in kato_ctl_fsm.c, (null)
controls_break_controls in kato_ctl_fsm.c, (null)
controls_pil_trigger_1_check in kato_ctl_sim.c, (null)
controls_pil_trigger_1_init in kato_ctl_sim.c, (null)
controls_pil_trigger_2_check in kato_ctl_sim.c, (null)
controls_pil_trigger_2_init in kato_ctl_sim.c, (null)
controls_pil_thumb_lower_check in kato_ctl_sim.c, (null)
controls_pil_trim_check in kato_ctl_sim.c, (null)
controls_pil_trim_init in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
meter_simul in kato_meter.c, (null)
ammo_resupply_receive_simul in kato_resupp.c, (null)
resupply_offer_packet in kato_resupp.c, (null)
hard_dead in kato_status.c, IFNDEF USE_SPACEBALL
soft_dead in kato_status.c, (null)
cig_dead in kato_status.c, (null)
net_dead in kato_status.c, (null)
ser_dead in kato_status.c, (null)
dtad_dead in kato_status.c, (null)
sound_dead in kato_status.c, (null)
plus12_dead in kato_status.c, (null)
minus12_dead in kato_status.c, (null)
plus5_dead in kato_status.c, (null)
network_send_missile_appearance in missile.c, (null)
network_stop_missile_flyout in missile.c, (null)

cfail_dir_fire_damages in c_dir_fire.c, (null)
 cfail_indirect_fire_damages in c_ind_fire.c, (null)
 init_indirect_fire_table in c_init.c, (null)
 init_direct_fire_table in c_init.c, (null)
 cfail_cdamage_init in c_init.c, (null)
 fail_break_flag in f_flags.c, IF 0
 fail_repair_flag in f_flags.c, IF 0
 cfail_dir_fire_damages in oc_dir_fire.c, IF 0
 cfail_get_composite_index in oc_dir_fire.c, IF 0
 repair_fix_failure in repair.c, (null)
 repair_start_self_repair in repair.c, (null)
 get_curr_condition in s_curr_cond.c, (null)
 sfail_init in s_init.c, (null)
 sfail_get_maint_condition in s_mnt_cond.c, (null)
 sfail_maintenance_condition in s_mnt_cond.c, (null)
 kinematics_simul in kin_simul.c, (null)
 resupply_near_ammunition_receiver in resupp.c, (null)

FILE: position.c
 FUNCTION: network_set_di_position(position)

FILE: power_supply.c
 FUNCTION: send_power_supply_pkt(power_on_status, subsystem)

FILE: proj_fire.c
 FUNCTION: network_send_projectile_fire_pkt(eventID, ammo_type, detonator_type, quantity, muzzle, velocity)
 calledBy:
 missile_util_comm_release_submunition in util_comm.c, (null)

FILE: prox_impact.c
 FUNCTION: network_send_prox_impact(eventID, ammo_type, detonator_type, quantity, rate, location, range)

FILE: reloadReq.c
 FUNCTION: network_send_reload_request()

FILE: repaired.c
 FUNCTION: send_repaired_pkt(supplierID, result, originator, tid)

FILE: resupp_cancel.c
 FUNCTION: network_send_cancel_packet(supplierID)

FILE: resupp_offer.c
 FUNCTION: network_send_offer_packet(receiverID, num_munitions, munitions)
 calledBy:
 resupply_feed_me_packet in resupp.c, (null)

FILE: resupp_recvd.c
 FUNCTION: network_send_thank_you_packet(supplierID, num_munitions, munitions)
 calledBy:
 ammo_receive_loading_state in kato_resupp.c, (null)
 ammo_receive_loading_state in resupp.c, (null)
 fuel_receive_loading_state in resupp.c, (null)

FILE: send_dg_pkt.c
 FUNCTION: fill_simHdr(pdu, pduKind)
 calledBy:
 send_activate_response in act_rsp.c, (null)
 network_fill_hdr_send_sim_pkt in send_dg_pkt.c, (null)
 network_fill_hdr_send_sim_rsp in send_rsp.c, (null)
 network_fill_hdr_send_sim_trans in send_trans.c, (null)

FUNCTION: fill_mgmtHdr(pdu, pduKind)

calledBy:
network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
FUNCTION: fill_ivisHdr(pdu, pduKind)
calledBy:
network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
FUNCTION: fill_faadHdr(pdu, pduKind)
calledBy:
network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
FUNCTION: fill_dcHdr(pdu, pduKind)
calledBy:
network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
network_fill_hdr_send_dc_trans in send_trans.c, (null)
send_vehicle_status_in_f_ing_multicast_group_zero in veh_status.c, (null)
send_vehicle_status_trans in veh_status.c, (null)
FUNCTION: network_fill_hdr_send_sim_pkt(pdu, pduSize, pduKind)
calledBy:
network_send_deactivate_pkt in nwk_deact.c, (null)
send_deactivate_pkt in deactivate.c, (null)
network_send_ground_impact in gnd_impact.c, (null)
network_send_impact in impact.c, (null)
network_send_missile_appearance in missile.c, (null)
network_stop_missile_flyout in missile.c, (null)
network_send_missile_fire_pkt in missile.c, (null)
network_send_non_impact in non_impact.c, (null)
network_send_projectile_fire_pkt in proj_fire.c, (null)
network_send_prox_impact in prox_impact.c, (null)
network_send_offer_packet in resupp_offer.c, (null)
network_send_thank_you_packet in resupp_recvd.c, (null)
network_send_feed_me_packet in service_req.c, (null)
network_send_shell_fire_pkt in shell_fire.c, (null)
network_check_veh_appearance in thresh.c, (null)
network_send_vehicle_impact_dg in veh_impact_dg.c, (null)
FUNCTION: network_fill_hdr_send_dc_pkt(pdu, pduSize, pduKind)
calledBy:
network_send_laser_range in laser_range.c, (null)
send_glare_and_scatoma_dam in ldam_scatoma.c, (null)
network_send_status_change in stat_change.c, (null)
send_vehicle_status in veh_status.c, (null)
het_send_packet in het_send_pkt.c, (null)
FUNCTION: network_fill_hdr_send_mgmt_pkt(pdu, pduSize, pduKind)
calledBy:
send_equipment_status in niu_network.c, IFDEF notdef
FUNCTION: network_fill_hdr_send_ivis_pkt(pdu, pduSize, pduKind)
calledBy:
network_send_citv_instrumentation in citv_instr.c, (null)
network_send_citv_orientation in citv_orient.c, (null)
FUNCTION: network_fill_hdr_send_faad_pkt(pdu, pduSize, pduKind)
calledBy:
network_send_fire_unit_state in fuState.c, (null)
network_send_reload_request in reloadReq.c, (null)
network_send_target_disengage in targetDiseng.c, (null)
network_send_target_engage in target_engag.c, (null)
FILE: send_loc.c

FILE: send_pt_pkt.c

FUNCTION: send_pt_packet(buf, pduSize, exerciseID, protocol, addr)

calledBy:

send_attached_packet in kato_network.c, (null)
send_error_packet in kato_network.c, (null)
network_xmit in kato_network.c, (null)

FILE: send_rsp.c

FUNCTION: network_fill_hdr_send_sim_rsp(pdu, size, kind, originator, tid, cache)

calledBy:

network_send_collision_response in coll_rsp.c, (null)
network_send_deactivate_response in deact_rsp.c, (null)
network_send_impact_response in imp_rsp.c, (null)
send_repaired_pkt in repaired.c, (null)

FUNCTION: network_fill_hdr_send_dc_rsp(pdu, size, kind, originator, cache)

FILE: send_trans.c

FUNCTION: network_fill_hdr_send_sim_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)

calledBy:

send_activate_pkt in activate.c, (null)
network_send_outta_my_way_mf in collision.c, (null)
network_send_vehicle_impact in veh_impact.c, (null)

FUNCTION: network_fill_hdr_send_dc_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)

FILE: service_req.c

FUNCTION: network_send_feed_me_packet(supplierID, num_munitions, munitions)

calledBy:

send_feed_me_packets_ammo_carriers in kato_resupp.c, (null)
send_feed_me_packets_ammo_carriers in resupp.c, (null)
send_feed_me_packets_fuel_carriers in resupp.c, (null)

FILE: set_ex_id.c

FUNCTION: network_set_exercise_id(new_id)

calledBy:

main in kato_main.c, (null)
process_visibility in kato_network.c, (null)
process_activate_request in activate.c, (null)

FILE: set_force.c

FUNCTION: network_set_force(force)

calledBy:

geopressed in kato_geo.c, IFNDEF MASSCOMP
keyboard_simul in kato_keybrd.c, (null)
mypressed in kato_sb.c, (null)

FILE: set_guises.c

FUNCTION: network_set_vehicle_guises(guises)

FILE: set_sim_type.c

FUNCTION: network_set_simulator_type(type)

calledBy:

veh_spec_startup in kato_main.c, (null)

FILE: set_veh_app.c

FUNCTION: network_set_vehicle_appearance(new_appearance)

FILE: set_veh_clas.c

FUNCTION: network_set_vehicle_class(new_class)

calledBy:

veh_spec_startup in kato_main.c, (null)

FILE: set_veh_id.c

FUNCTION: network_set_vehicle_id(new_id)
calledBy:
network_init in network_init.c, (null)

FILE: set_xmt_fail.c
FUNCTION: set_xmt_failed(state)
calledBy:
monitor_status in kato_status.c, (null)

FILE: shell_fire.c
FUNCTION: network_send_shell_fire_pkt(eventID, ammo_type, detonator_type,
quantity, rate, targetType, targetID, muzzle, velocity, range, slew_rate,
ammoSelected)

FILE: show_effect.c
FUNCTION: network_send_show_effect_packet(position, effect_type)

FILE: sim_status.c
FUNCTION: send_simulation_status_pkt(exercise)
calledBy:
network_respond_to_query_pkt in stat_rsp.c, (null)

FUNCTION: send_simulation_status_trans(originator, tid, exercise)
calledBy:
network_respond_to_query_trans in stat_rsp.c, (null)

FILE: spec_appear.c
FUNCTION: fill_vehicle_spec_appearance(pkt)
calledBy:
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)

FILE: spec_status.c
FUNCTION: fill_vehicle_spec_status(pkt)
calledBy:
build_vehicle_status in veh_status.c, (null)

FILE: stat_change.c
FUNCTION: network_send_status_change(effect, cause, agentID, eventID,
subsystem)
calledBy:
cfail_check_damages in c_chk_dam.c, (null)
fail_break_system in f_break_sys.c, (null)
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
fail_init in f_init.c, (null)
fail_simul in f_simul.c, (null)
repair_system_is_fixed in repair.c, (null)
repair_complete_repair in repair.c, (null)
repair_all_systems in repair.c, (null)
sfail_event_occurred in s_event.c, (null)

FILE: stat_rsp.c
FUNCTION: network_respond_to_query_trans(pkt, exercise, originator, tid)
calledBy:
process_query_me in status_query.c, (null)

FUNCTION: network_respond_to_query_pkt(pkt, exercise)
calledBy:
process_status_query in status_query.c, (null)

FUNCTION: can_ignore(pkt, exercise)
calledBy:
network_respond_to_query_trans in stat_rsp.c, (null)
network_respond_to_query_pkt in stat_rsp.c, (null)

FUNCTION: same_unit(other, me)

calledBy:
 can_ignore in stat_rsp.c, (null)
FUNCTION: included_unit(other, me)
 calledBy:
 can_ignore in stat_rsp.c, (null)
FUNCTION: including_unit(other, me)
 calledBy:
 can_ignore in stat_rsp.c, (null)
FUNCTION: send_status_response_trans(result, originator, tid, exercise)
 calledBy:
 network_respond_to_query_trans in stat_rsp.c, (null)
FILE: targetDiseng.c
 FUNCTION: network_send_target_disengage(veh_id)
FILE: target_engag.c
 FUNCTION: network_send_target_engage(veh_id)
FILE: thresh.c
 FUNCTION: v_pkt_verbose_mode()
 FUNCTION: network_stop_sending_app()
 FUNCTION: network_restart_sending_app()
 FUNCTION: network_check_veh_appearance(pdu)
 calledBy:
 network_xmit in nwk_xmit.c, (null)
 network_xmit in net_xmit.c, (null)
 FUNCTION: network_init_thresholds(thresh_file)
 calledBy:
 app_init in niu_network.c, (null)
FILE: tow_status.c
 FUNCTION: network_tow_launcher_up()
 FUNCTION: network_tow_launcher_down()
FILE: use_activ.c
 FUNCTION: format_db_filename(database, name, version)
 calledBy:
 network_use_activation in ause_activ.c, (null)
 network_use_activation in use_activ.c, (null)
 FUNCTION: network_use_activation(pkt, originator, tid)
 calledBy:
 process_activate_request in activate.c, (null)
FILE: veh_impact.c
 FUNCTION: network_send_vehicle_impact(eventID, ammo_type, detonator_type,
 quantity, rate, vehicle_struck, object_tag, chord_start, chord_end, location,
 range)
 calledBy:
 process_msg_hit in kato_cig.c, IFDEF old
 missile_util_comm_check_detonate in util_comm.c, (null)
 missile_util_comm_check_sub_mun in util_comm.c, (null)
 process_msg_hit_return in proc_hit.c, (null)
FILE: veh_impact_dg.c
 FUNCTION: network_send_vehicle_impact_dg(eventID, ammo_type, detonator_type,
 quantity, rate, vehicle_struck, object_tag, chord_start, chord_end, location,
 range)
FILE: veh_status.c
 FUNCTION: send_vehicle_status()
 calledBy:
 network_xmit in nwk_xmit.c, (null)

network_xmit in net_xmit.c, (null)
network_respond_to_query_pkt in stat_rsp.c, (null)
FUNCTION: send_vehicle_status_in_f__ing_multicast_group_zero()
calledBy:
network_respond_to_query_pkt in stat_rsp.c, (null)
FUNCTION: send_vehicle_status_trans(originator, tid, exercise)
calledBy:
network_respond_to_query_trans in stat_rsp.c, (null)
FUNCTION: build_vehicle_status(pkt)
calledBy:
send_vehicle_status in veh_status.c, (null)
send_vehicle_status_in_f__ing_multicast_group_zero in veh_status.c, (null)
send_vehicle_status_trans in veh_status.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libaero

FILE: aero_calc.c

FUNCTION: aero_calc(vel, plane_num, unit_lift_vec, unit_drag_vec)

FILE: parameters.c

FUNCTION: parameters_calc()

FUNCTION: orientation_calc()

calledBy:

kato_simul in kato_simul.c, (null)

FUNCTION: attack_angle_sin()

FUNCTION: attack_angle_cos()

FUNCTION: slip_angle_sin()

FUNCTION: slip_angle_cos()

FUNCTION: pitch_angle()

FUNCTION: pitch_angle_sin()

FUNCTION: pitch_angle_cos()

FUNCTION: roll_angle()

FUNCTION: roll_angle_sin()

FUNCTION: roll_angle_cos()

FUNCTION: heading_angle()

calledBy:

cig_prepare_buffer in kato_cig.c, IFDEF ODIN

controller_velocity_control in kato_control.c, (null)

controller_f18_control in kato_control.c, IFDEF ODIN

controller_a6_control in kato_control.c, IFDEF ODIN

controller_a10_control in kato_control.c, IFDEF ODIN

controller_velocity_attach in kato_control.c, (null)

controller_orbit_attach in kato_control.c, (null)

controller_world_velocity_attach in kato_control.c, (null)

controller_mimic_driver in kato_control.c, (null)

controller_mimic_gunner in kato_control.c, (null)

controller_terrain_follow in kato_control.c, (null)

controls_draw_heading_indicators in kato_ctl_nls.c, (null)

FUNCTION: heading_angle_sin()

calledBy:

ground_frame_calc in ground.c, (null)

sad_simul in old_way_ed.c, (null)

FUNCTION: heading_angle_cos()

calledBy:

ground_frame_calc in ground.c, (null)

sad_simul in old_way_ed.c, (null)

FUNCTION: vert_speed()

FILE: range.c

FUNCTION: kinematics_range_squared(out_kinemat, p2)

calledBy:

process_msg_hit in kato_cig.c, IFDEF old

process_fire in fire.c, (null)

process_indirect_fire in indir_fire.c, (null)

process_indirect_fire in o_ind_fire.c, (null)

process_show_effect in show_effect.c, (null)

missile_hellfire_fly in miss_hellfr.c, (null)

missile_stinger_fly in miss_stinger.c, (null)

missile_tow_fly in miss_tow.c, (null)

missile_util_comm_fly_missile in util_comm.c, (null)

missile_util_comm_check_detonate in util_comm.c, (null)

missile_util_comm_check_sub_mun in util_comm.c, (null)

missile_util_comm_release_sub_munition in util_comm.c, (null)

process_msg_hit_return in proc_hit.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libair

FILE: air_eo.c

FUNCTION: eo_is_power_on()

FUNCTION: eo_is_eo_locked()

FUNCTION: eo_is_datv_on()

FUNCTION: eo_is_hi_mag_on()

FUNCTION: eo_is_flir_white_hot()

FUNCTION: eo_target_not_locked()

FUNCTION: eo_target_locked()

FUNCTION: eo_flir_white_hot()

FUNCTION: eo_flir_black_hot()

FUNCTION: eo_init(tv_lo_mag)

FUNCTION: eo_stop(no_sight)

FUNCTION: eo_toggle_view(tv_lo_mag, tv_hi_mag, flir_lo_mag, flir_hi_mag)

DIRECTORY: ./gt/vehicle/libsrc/libball

FILE: ball_calc.c

FUNCTION: ballistics_calc_time(xb_coefficients, yb_coefficients, desired_range)

calledBy:

ballistics_calc_se in ball_calc.c, (null)

FUNCTION: ballistics_calc_se(xb_coefficients, yb_coefficients, range)

FILE: ball_fire.c

FUNCTION: ballistics_fire_a_round(ammo, gun_position, gun_velocity,
gun_to_world, tracer_lit, round_id)

FILE: ball_load.c

FUNCTION: eof(fp)

calledBy:

read_firing_table in genbal.c, (null)

ballistics_load_trajectory_file in ball_load.c, IFNDEF_GT_

missile_util_load_ball_traj_file in util_ball.c, IFNDEF_GT_

FUNCTION: exchange_buffers()

calledBy:

ballistics_load_trajectory_file in ball_load.c, IFDEF_GT_

ballistics_load_trajeciory_file in ball_load.c, IFNDEF_GT_

ballistics_load_trajectory_file in ball_load.c, (null)
 FUNCTION: ballistics_load_trajectory_file(file, ammo_type, trajectory_index)
 FUNCTION: ballistics_load_parameter_file(file, yb_coeff, zb_coeff)
 calledBy:
 missile_util_load_ball_param_file in util_ball.c, (null)
 FILE: ball_orient.c
 FUNCTION: ballistics_calc_azm_elev(m)
DIRECTORY: ./gt/vehicle/libsrc/libbigwh
 FILE: bigwh_init.c
 FUNCTION: bigwheel_uninit(out_bigwh)
 calledBy:
 bigwheel_init in bigwh_init.c, (null)
 hull_uninit in hull_init.c, (null)
 FUNCTION: bigwheel_init(out_bigwheel, out_suspension, out_terrain)
 calledBy:
 kinematics_init in kin_init.c, (null)
 FILE: calc_u_norm.c
 FUNCTION: bigwheel_calc_unit_normal(wheels, result)
 calledBy:
 bigwheel_init_support_plane in init_suppt.c, (null)
 bigwheel_set_support_plane in set_suppt.c, (null)
 FILE: chk_coll.c
 FUNCTION: collision_left_collision(out_bigwheel)
 FUNCTION: collision_right_collision(out_bigwheel)
 FUNCTION: collision_rear_collision(out_bigwheel)
 FILE: coll_init.c
 FUNCTION: collision_init(out_bigwheel, failure_rtn)
 FILE: coll_vehicle.c
 FUNCTION: collision_simul(list_of_vehs, number_of_vehs)
 FILE: collision.c
 FUNCTION: collision_check_veh_coll_at(out_bigwheel, confirmed_hit, veh_id)
 calledBy:
 process_collision in collision.c, (null)
 collision_simul in coll_vehicle.c, (null)
 FUNCTION: collision_cleared(loc_bigwh, coll_dir, cause)
 calledBy:
 collision_simul in coll_vehicle.c, (null)
 collision_check_veh_coll_at in collision.c, (null)
 reg_gnd_wheel in set_suppt.c, (null)
 FUNCTION: collision_detected(loc_bigwh, coll_dir, cause, ground)
 calledBy:
 collision_check_veh_coll_at in collision.c, (null)
 reg_gnd_wheel in set_suppt.c, (null)
 FUNCTION: collision_forget_about(out_bigwheel, veh_id)
 FUNCTION: collision_clear_veh_collisions(out_bigwheel)
 calledBy:
 collision_simul in coll_vehicle.c, (null)
 FILE: init_suppt.c
 FUNCTION: bigwheel_init_support_plane(out_bigwheel, h_to_w, h_to_o, u_norm)
 calledBy:
 kinematics_simul in kin_simul.c, (null)
 kinematics_vehicle_init in veh_init.c, (null)

FUNCTION: bigwh_init_height(loc_bigwh, wheel_num, h_to_o, h_to_w)
 calledBy:
 bigwheel_init_support_plane in init_suppt.c, (null)
 FILE: set_suppt.c
 FUNCTION: bigwheel_set_support_plane(out_bigwheel, h_to_w, h_to_o, u_norm)
 calledBy:
 kinematics_set_local_kinematics in set_loc_kin.c, (null)
 FUNCTION: reg_gnd_wheel(loc_bigwh, wheel_num, h_to_w, h_to_o, track_offset)
 calledBy:
 bigwheel_set_support_plane in set_suppt.c, (null)
 FUNCTION: get_height_under_wheel(loc_bigwh, wheel_num, h_to_w, h_to_o)
 calledBy:
 reg_gnd_wheel in set_suppt.c, (null)
 FILE: sqr_range.c
 FUNCTION: compute_sqr_range(v1, v2)
 calledBy:
 collision_check_veh_coll_at in collision.c, (null)
 FILE: tracks_stat.c
 FUNCTION: bigwheel_left_track_broken(out_bigwheel)
 FUNCTION: bigwheel_right_track_broken(out_bigwheel)
 FUNCTION: bigwheel_repair_tracks(out_bigwheel)
 FILE: veh_init.c
 FUNCTION: bigwheel_veh_init(out_bigwheel, rear, left, right, collisions_permitted,
 thr_tr_disp, wall_height)

DIRECTORY: /gt/vehicle/libsrc/libcig
 FILE: Ocig_stop.c
 FUNCTION: cig_stop()
 calledBy:
 simulation_state_machine in main.c, (null)
 FILE: check_sizes.c
 FUNCTION: check_buffer_sizes(num)
 calledBy:
 cig_prepare in cig_prepare.c, IFDEF SIMBFLY
 cig_prepare in cig_prepare.c, IFNDEF SIMBFLY
 FILE: cig_get_db.c
 FUNCTION: cig_get_db()
 FILE: cig_if_dev.c
 FUNCTION: cig_set_interface(dev)
 FILE: cig_local.c
 FILE: cig_no_op.c
 FUNCTION: cig_prepare_no_op()
 calledBy:
 io_simul_idle in io_simul.c, (null)
 FILE: cig_nuse_gra.c
 FUNCTION: cig_not_using_graphics()
 calledBy:
 main in kato_main.c, (null)
 cig_prepare in cig_prepare.c, IFDEF SIMBFLY
 FILE: cig_prepare.c
 FUNCTION: cig_prepare(ok_to_print)
 calledBy:
 cigutil_start in util.c, (null)

simulation_state_machine in main.c, (null)

FILE: cig_proc_buf.c
 FUNCTION: cig_process_buffer()
 calledBy:
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 io_simul in io_simul.c, (null)

FILE: cig_r_start.c
 FUNCTION: use_print_checkb()
 FUNCTION: set_ded_name(name, subsys_id)
 calledBy:
 main in kato_main.c, (null)
 main_process_pars_arg in read_pars.c, (null)
 FUNCTION: cig_reconfig_start()
 FUNCTION: cig_start()
 FUNCTION: cig_set_number_subsystems(num)
 calledBy:
 main_process_pars_arg in read_pars.c, (null)

FILE: cig_rcv_buf.c
 FUNCTION: cig_receive_buffer()
 calledBy:
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 io_simul_idle in io_simul.c, (null)
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 cigupl in cigupl.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cigutil_change_buf_sizes in util.c, (null)
 exchange_buffers in ball_load.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF_DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF_DEF_71, IFDEF_notdef
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 send_buffer in config_read.c, (null)

FILE: cig_send_buf.c
 FUNCTION: cig_send_buffer()
 calledBy:
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 io_simul_idle in io_simul.c, (null)
 net_simul in net_simul.c, IFDEF_SIMBFLY
 net_simul in net_simul.c, IFNDEF_SIMBFLY
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)

cigmv in cigmv.c, (null)
 cigm in cigm.c, (null)
 cigupl in cigupl.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cigutil_change_buf_sizes in util.c, (null)
 exchange_buffers in ball_load.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 send_buffer in config_read.c, (null)
 FUNCTION: cig_kickoff_dr_transfer(cig_transfers)
 calledBy:
 cig_send_buffer in cig_send_buf.c, (null)
 FUNCTION: cig_poll_dr_transfer()
 calledBy:
 cig_send_buffer in cig_send_buf.c, (null)
 FUNCTION: cig_setup_dr_transfer()
 calledBy:
 cig_send_buffer in cig_send_buf.c, (null)
 FILE: cig_set_conf.c
 FUNCTION: cig_setup_configuration()
 calledBy:
 cig_reconfig_start in cig_r_start.c, (null)
 FILE: cig_stop.c
 FUNCTION: cig_stop()
 calledBy:
 simulation_state_machine in main.c, (null)
 FILE: cig_sync.c
 FUNCTION: cig_synchronize(ok_to_print)
 calledBy:
 cigutil_start in util.c, (null)
 simulation_state_machine in main.c, (null)
 FILE: cig_uninit.c
 FUNCTION: cig_uninit(ok_to_print)
 calledBy:
 main in main.c, (null)
 simulation_state_machine in main.c, (null)
 FILE: cig_use_gra.c
 FUNCTION: cig_using_graphics()
 FILE: db_override.c
 FUNCTION: cig_use_database_override_named(db_name, subsys_id)
 calledBy:
 main in kato_main.c, (null)
 main_process_pars_arg in read_pars.c, (null)
 FILE: get_cig2.c
 FUNCTION: get_cig2_present()

calledBy:
io_simul in io_simul.c, IFDEF GT_
io_simul in io_simul.c, IFNDEF GT_
net_simul in net_simul.c, (null)
cig_reconfig_start in cig_r_start.c, (null)

FILE: get_gstatus.c
FUNCTION: cig_get_graphics_status()

FILE: get_i_sizes.c
FUNCTION: get_initial_sizes(init_send, init_recv)
calledBy:
cigutil_last_write in util.c, (null)

FILE: get_max.c
FUNCTION: get_max_buffer_sizes(bnum, send, recv)
calledBy:
cigutil_change_buf_sizes in util.c, (null)

FILE: get_r_size.c
FUNCTION: get_receive_size()
calledBy:
cig_receive_buffer in cig_recv_buf.c, IFNDEF DEF_71

FILE: get_recv_buf.c
FUNCTION: get_receive_buffer(cig_num)
calledBy:
cig_receive_buffer in cig_recv_buf.c, IFNDEF DEF_71
cig_receive_buffer in cig_recv_buf.c, IFDEF DEF_71
cig_receive_buffer in cig_recv_buf.c, IFNDEF DEF_71
cig_receive_buffer in cig_recv_buf.c, IFDEF DEF_71

FILE: get_s_size.c
FUNCTION: get_send_size()
calledBy:
kludge_fcn in kato_nlos.c, (null)
cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
cig_poll_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
cig_msg_append_end in app_end.c, (null)
append_msg_hdr in app_msg_hdr.c, (null)
prepend_msg_hdr in pre_msg_hdr.c, (null)
cig_msg_prepend_overall_header in pre_overall.c, (null)

FILE: not_prep_buf.c
FUNCTION: cig_not_ok_to_prepare_buffer()
calledBy:
cig_prepare_buffer in kato_cig.c, (null)

FILE: not_proc_buf.c
FUNCTION: cig_not_ok_to_process_buffer()
calledBy:
cig_process_buffer in cig_proc_buf.c, (null)

FILE: send_status.c
FUNCTION: get_send_status()
calledBy:
net_simul in net_simul.c, (null)
cig_stop in Ocig_stop.c, (null)
cig_stop in cig_stop.c, (null)
cig_synchronize in cig_sync.c, (null)

FUNCTION: set_send_status(s)
calledBy:
cig_send_buffer in cig_send_buf.c, (null)

FILE: set_cig_dev.c

FUNCTION: set_cig_dev(cig_num, dev_num)

calledBy:

main in main.c, (null)

cigutil_setup in util.c, IFDEF SIMBFLY

main in kato_main.c, (null)

FILE: set_i_sizes.c

FUNCTION: set_initial_sizes(init_send, init_rcv)

calledBy:

main in main.c, (null)

FILE: set_my_if.c

FUNCTION: set_my_if(i_num)

FILE: set_req_rcv.c

FUNCTION: set_request_receive_size(req_size)

calledBy:

cigutil_change_buf_sizes in util.c, (null)

main in kato_main.c, (null)

FILE: set_req_send.c

FUNCTION: set_request_send_size(req_size)

calledBy:

cigutil_change_buf_sizes in util.c, (null)

main in kato_main.c, (null)

FILE: set_s_flag.c

FUNCTION: set_use_requested_flag(bool)

calledBy:

cigutil_last_write in util.c, (null)

cigutil_change_buf_sizes in util.c, (null)

FILE: setup_buf.c

FUNCTION: setup_buffer_ptrs(num, buf)

calledBy:

cig_prepare in cig_prepare.c, IFDEF SIMBFLY

cig_prepare in cig_prepare.c, IFNDEF SIMBFLY

FILE: use_db_named.c

FUNCTION: cig_use_database_named(db_name)

calledBy:

network_use_activation in ause_activ.c, (null)

network_use_activation in use_activ.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libdyn

FILE: calc_inert.c

FUNCTION: dynamics_calc_inertial_forces(massP, w, v, T, R)

calledBy:

vehicle_update in libupdate.c, (null)

FILE: calc_u.c

FUNCTION: dynamics_calc_u(alpha, a, w, v)

calledBy:

vehicle_update in libupdate.c, (null)

FILE: calc_udot.c

FUNCTION: dynamics_calc_udot(massP, T, R, alpha, a)

calledBy:

vehicle_update in libupdate.c, (null)

FILE: filter.c

FUNCTION: dynamics_filter_init()

calledBy:
 suspension_init in susp_init.c, (null)
 FUNCTION: dynamics_filter_open(filterP, zeta, wn, limit, init, timinc)
 calledBy:
 suspension_veh_init in veh_init.c, (null)
 FUNCTION: dynamics_filter_update(fP, in, in2)
 calledBy:
 suspension in susp_simul.c, (null)
 FILE: init.c
 FUNCTION: dynamics_init(massP, Mass, I)
 calledBy:
 vehicle_mass_init in libupdate.c, (null)
 FUNCTION: dump_mass(massP)
 FILE: lag.c
 FUNCTION: first_order_lag(present_x, target_x, time_constant)

DIRECTORY: ./gt/vehicle/libsrc/libfail

FILE: c_chk_dam.c
 FUNCTION: cfail_check_damages(damage_list, agent_id, event_id, cause, hit_msg, damage_file_index)
 calledBy:
 cfail_dir_fire_damages in c_dir_fire.c, (null)
 cfail_indirect_fire_damages in c_ind_fire.c, (null)
 cfail_dir_fire_damages in oc_dir_fire.c, IF 0
 FUNCTION: cfail_check_damages(damage_list, damage_file_index, hit_msg, cause)
 calledBy:
 cfail_dir_fire_damages in c_dir_fire.c, (null)
 cfail_indirect_fire_damages in c_ind_fire.c, (null)
 cfail_dir_fire_damages in oc_dir_fire.c, IF 0

FILE: c_debug.c
 FUNCTION: cfail_debug_on()
 calledBy:
 cfail_debug_toggle in c_debug.c, (null)
 FUNCTION: cfail_debug_off()
 calledBy:
 cfail_debug_toggle in c_debug.c, (null)
 FUNCTION: cfail_debug_toggle()
 FUNCTION: cfail_debug_enabled()
 FUNCTION: sfail_debug_on()
 called
 sfail_debug_toggle in c_debug.c, (null)
 FUNCTION: sfail_debug_off()
 calledBy:
 sfail_debug_toggle in c_debug.c, (null)
 FUNCTION: sfail_debug_toggle()
 FUNCTION: sfail_debug_enabled()
 FUNCTION: fail_print_debug_on()
 calledBy:
 fail_print_debug_toggle in c_debug.c, (null)
 FUNCTION: fail_print_debug_off()
 calledBy:
 fail_print_debug_toggle in c_debug.c, (null)
 FUNCTION: fail_print_debug_toggle()

FUNCTION: fail_print_enabled()
FILE: c_dir_fire.c
FUNCTION: cfail_dir_fire_damages(hit_msg, ammo_type)
FUNCTION: cfail_get_composite_index(hit_msg)
 calledBy:
 cfail_dir_fire_damages in c_dir_fire.c, (null)
 cfail_dir_fire_damages in oc_dir_fire.c, IF 0
FUNCTION: cfail_compute_impact_incidence_angle(trajectory)
 calledBy:
 cfail_get_composite_index in c_dir_fire.c, (null)
FUNCTION: cfail_compute_side_hit(impact, incidence_angle)
 calledBy:
 cfail_get_composite_index in c_dir_fire.c, (null)
FUNCTION: normalize_x(x_pos)
 calledBy:
 cfail_compute_side_hit in c_dir_fire.c, (null)
FUNCTION: normalize_y(y_pos)
 calledBy:
 cfail_compute_side_hit in c_dir_fire.c, (null)
FUNCTION: compute_incidence_from_back(incidence_angle)
 calledBy:
 cfail_compute_side_hit in c_dir_fire.c, (null)
 compute_incidence_from_left in c_dir_fire.c, (null)
 compute_incidence_from_right in c_dir_fire.c, (null)
FUNCTION: compute_incidence_from_front(incidence_angle)
 calledBy:
 cfail_compute_side_hit in c_dir_fire.c, (null)
FUNCTION: compute_incidence_from_left(incidence_angle)
 calledBy:
 cfail_compute_side_hit in c_dir_fire.c, (null)
FUNCTION: compute_incidence_from_right(incidence_angle)
 calledBy:
 cfail_compute_side_hit in c_dir_fire.c, (null)
FILE: c_ind_fire.c
FUNCTION: cfail_indirect_fire_damages(ammo_type, detonator, shot, range_sqrd,
 h_to_o, w_to_h)
 calledBy:
 process_indirect_fire in o_ind_fire.c, (null)
FUNCTION: cfail_get_indirect_index(ammo, detonator, range_sqrd, ranges, hit_pos)
 calledBy:
 cfail_indirect_fire_damages in c_ind_fire.c, (null)
FILE: c_init.c
FUNCTION: cfail_init(cd_file_root)
FUNCTION: cfail_read_damage_file(damage_file_suffix, ammo_map_index,
 damage_file_type)
 calledBy:
 map_get_damage_files in damage.c, (null)
FUNCTION: init_indirect_fire_table(ammo_fp, ammo_type, ammo_file)
 calledBy:
 cfail_read_damage_file in c_init.c, (null)
FUNCTION: init_direct_fire_table(ammo_fp, ammo_type, ammo_file)
 calledBy:
 cfail_read_damage_file in c_init.c, (null)
FUNCTION: cfail_cdamage_init(ammo_fp, ammo_type, damage_array, table_size)

calledBy:
init_indirect_fire_table in c_init.c, (null)
init_direct_fire_table in c_init.c, (null)

FILE: cfail_loc.c

FILE: f_break_sys.c

FUNCTION: fail_break_system(agent_id, cause, system_num)
calledBy:
failure_check_mine_damage in f_mine_dam.c, (null)

FUNCTION: fail_system_is_broken(system_num)
calledBy:
cfail_check_damages in c_chk_dam.c, (null)
fail_break_system in f_break_sys.c, (null)
fail_init in f_flags.c, IF 0
sfail_event_occurred in s_event.c, (null)

FILE: f_cat_kill.c

FUNCTION: fail_cat_kill(agent_id, cause)
FUNCTION: fail_vehicle_is_destroyed(agent_id, event_id, cause)
calledBy:
cfail_check_damages in c_chk_dam.c, (null)
fail_cat_kill in f_cat_kill.c, (null)
failure_check_mine_damage in f_mine_dam.c, (null)

FILE: f_dth_stat.c

FUNCTION: fail_death_status()
calledBy:
sound_denial_check in kato_sound.c, (null)
het_simul in het_kin.c, (null)

FILE: f_flags.c

FUNCTION: fail_flag_bytes_are(f_bytes)
FUNCTION: fail_init()
calledBy:
simulation_state_machine in main.c, (null)

FUNCTION: fail_zero_flags(flag_list)
calledBy:
fail_init_flags in f_flags.c, IF 0
fail_reinit_temp_subsystems in f_flags.c, IF 0

FUNCTION: fail_init_flags()
FUNCTION: fail_get_flags()
FUNCTION: fail_break_flag(flag_num)
FUNCTION: fail_repair_flag(flag_num)
FUNCTION: fail_reinit_temp_subsystems()
calledBy:
fail_repair_flag in f_flags.c, IF 0

FUNCTION: fail_return_temp_subsystems()

FILE: f_init.c

FUNCTION: fail_table_init()
FUNCTION: fail_init_failure(fail_num, fail_rtn, repair_rtn, self_repair, summaryKill)
FUNCTION: fail_init()
calledBy:
simulation_state_machine in main.c, (null)

FUNCTION: fail_subsystem_name_init()
calledBy:
fail_table_init in f_init.c, (null)

FUNCTION: fail_print_subsystems_status()

FILE: f_mine_dam.c

FUNCTION: failure_check_mine_damage(hit_msg, indir_fire_msg, chance_of_kill,
vehicle_name, system_num, cause, detonation_num)

FILE: f_reincarn.c

FUNCTION: fail_reincarnation()

calledBy:

fail_init in f_flags.c, IF 0

fail_init in f_init.c, (null)

repair_all_systems in repair.c, (null)

FILE: f_simul.c

FUNCTION: fail_simul()

calledBy:

simulation_state_machine in main.c, (null)

FILE: f_subsys.c

FUNCTION: fail_subsys_init()

calledBy:

fail_table_init in f_init.c, (null)

FUNCTION: fail_init_summary_kill(fail_num, summaryKill)

calledBy:

fail_init_failure in f_init.c, (null)

FUNCTION: fail_does_not_exist(fail_num)

calledBy:

fail_init in f_init.c, (null)

FUNCTION: fail_set_subsys(new_subsys)

FUNCTION: fail_clear_subsys(subsys)

calledBy:

fail_set_subsys in f_subsys.c, (null)

fail_get_delta_subsystems in f_subsys.c, (null)

FUNCTION: fail_get_perm_subsys()

calledBy:

build_vehicle_status in veh_status.c, (null)

fail_init in f_init.c, (null)

FUNCTION: fail_is_component_broken(fail_num)

calledBy:

fail_init in f_init.c, (null)

fail_print_subsystems_status in f_init.c, (null)

FUNCTION: fail_get_delta_subsystems()

calledBy:

cfail_check_damages in c_chk_dam.c, (null)

fail_break_system in f_break_sys.c, (null)

fail_vehicle_is_destroyed in f_cat_kill.c, (null)

fail_simul in f_simul.c, (null)

repair_system_is_fixed in repair.c, (null)

repair_complete_repair in repair.c, (null)

repair_all_systems in repair.c, (null)

sfail_event_occurred in s_event.c, (null)

FUNCTION: fail_set_subsys_bit(fail_num)

calledBy:

fail_system_is_broken in f_break_sys.c, (null)

fail_vehicle_is_destroyed in f_cat_kill.c, (null)

FUNCTION: fail_clear_subsys_bit(fail_num)

calledBy:

fail_break_system in f_break_sys.c, (null)

fail_vehicle_is_destroyed in f_cat_kill.c, (null)

fail_simul in f_simul.c, (null)

repair_system_is_fixed in repair.c, (null)
repair_fix_failure in repair.c, (null)
repair_complete_repair in repair.c, (null)
repair_all_systems in repair.c, (null)
FUNCTION: fail_print_subsys_bits(subsys)
FILE: fail_loc.c
FILE: oc_dir_fire.c
FUNCTION: cfail_dir_fire_damages(hit_msg)
FUNCTION: cfail_get_composite_index(hit_msg)
calledBy:
 cfail_dir_fire_damages in c_dir_fire.c, (null)
 cfail_dir_fire_damages in oc_dir_fire.c, IF 0
FILE: rand.c
FUNCTION: srand(s)
calledBy:
 laserdam_init in het_dmg.c, (null)
FUNCTION: rand()
calledBy:
 bivariant_normal_distribution in bivar_dist.c, IFDEF_GT_
 bivariant_normal_distribution in bivar_dist.c, IFNDEF_GT_
 scaled_rand in scaled_rand.c, IFDEF_GT_
 scaled_rand in scaled_rand.c, IFNDEF_GT_
 cfail_check_damages in c_chk_dam.c, (null)
 sfail_event_occurred in s_event.c, (null)
FUNCTION: srand(s)
calledBy:
 laserdam_init in het_dmg.c, (null)
FUNCTION: rand()
calledBy:
 bivariant_normal_distribution in bivar_dist.c, IFDEF_GT_
 bivariant_normal_distribution in bivar_dist.c, IFNDEF_GT_
 scaled_rand in scaled_rand.c, IFDEF_GT_
 scaled_rand in scaled_rand.c, IFNDEF_GT_
 cfail_check_damages in c_chk_dam.c, (null)
 sfail_event_occurred in s_event.c, (null)
FILE: repair.c
FUNCTION: repair_selfrepair_init()
calledBy:
 fail_table_init in f_init.c, (null)
FUNCTION: repair_init_self_repair_timer(flag_num, timer)
calledBy:
 fail_init_failure in f_init.c, (null)
FUNCTION: lrepair_init(veh_dependent_mapping, num_maps)
FUNCTION: repair_uninit()
calledBy:
 network_use_activation in ause_activ.c, (null)
 network_use_activation in use_activ.c, (null)
 simulation_state_machine in main.c, (null)
FUNCTION: repair_fix_system(cause, repair_code)
FUNCTION: repair_system_is_fixed(agent_id, event_id, cause, repair_code)
calledBy:
 repair_fix_system in repair.c, (null)
FUNCTION: repair_fix_failure(failure_code)
FUNCTION: repair_complete_repair(system_num)

FUNCTION: repair_all_systems()
 FUNCTION: repair_start_self_repair(system_number)
 calledBy:
 fail_system_is_broken in f_break_sys.c, (null)
 fail_init in f_init.c, (null)
 FILE: s_curr_cond.c
 FUNCTION: get_curr_condition(best_mmbf, maint_level)
 calledBy:
 sfail_fixed_good_as_new in s_fixed.c, (null)
 sfail_init in s_init.c, (null)
 sfail_maintenance_condition in s_mnt_cond.c, (null)
 FILE: s_event.c
 FUNCTION: sfail_event_occurred(curr_event)
 FILE: s_fixed.c
 FUNCTION: sfail_fixed_good_as_new(subsystem)
 FILE: s_init.c
 FUNCTION: sfail_init(sdam_file, num_sub_sys, num_maint_levels,
 veh_maint_levels)
 FILE: s_mnt_cond.c
 FUNCTION: sfail_get_maint_condition()
 calledBy:
 build_vehicle_status in veh_status.c, (null)
 FUNCTION: sfail_maintenance_condition(condition)
 FILE: sfail_loc.c

DIRECTORY: ./gt/vehicle/libsrc/libgeoball

FILE: D6_libry.c
 FUNCTION: D6_open(tty_name)
 calledBy:
 initialize_geoball in kato_geo.c, IFNDEF MASSCOMP
 FUNCTION: D6_close()
 calledBy:
 geoball_exit in kato_geo.c, IFNDEF MASSCOMP
 D6_open in D6_libry.c, (null)
 D6_prepare_input in D6_libry.c, (null)
 D6_reset in D6_libry.c, (null)
 D6_get_firmware in D6_libry.c, (null)
 D6_get_config in D6_libry.c, (null)
 D6_get_diagn in D6_libry.c, (null)
 FUNCTION: D6_read_char(timeout)
 calledBy:
 D6_reset in D6_libry.c, (null)
 D6_get_firmware in D6_libry.c, (null)
 D6_get_config in D6_libry.c, (null)
 D6_get_diagn in D6_libry.c, (null)
 FUNCTION: D6_pack_input(buff, length)
 calledBy:
 D6_process_data in D6_libry.c, (null)
 FUNCTION: D6_read(dest, maxlength, timeout)
 calledBy:
 D6_check_XON_XOFF in D6_libry.c, (null)
 D6_reset in D6_libry.c, (null)
 D6_process_data in D6_libry.c, (null)

FUNCTION: D6_write(data, length)

calledBy:

- D6_close in D6_libry.c, (null)
- D6_reset in D6_libry.c, (null)
- D6_request_data in D6_libry.c, (null)
- D6_get_firmware in D6_libry.c, (null)
- D6_get_config in D6_libry.c, (null)
- D6_get_diagn in D6_libry.c, (null)
- D6_process_data in D6_libry.c, (null)
- D6_beep in D6_libry.c, (null)
- D6_set_translation_mode in D6_libry.c, (null)
- D6_set_rotation_mode in D6_libry.c, (null)
- D6_set_dominant_mode in D6_libry.c, (null)
- D6_offset_comp in D6_libry.c, (null)
- D6_set_request_byte in D6_libry.c, (null)
- D6_set_led in D6_libry.c, (null)
- D6_set_all_led_on in D6_libry.c, (null)
- D6_set_all_led_off in D6_libry.c, (null)
- D6_set_prot in D6_libry.c, (null)
- D6_set_sample_mode in D6_libry.c, (null)
- D6_set_delay in D6_libry.c, (null)

FUNCTION: D6_perror(s)

calledBy:

- D6_open in D6_libry.c, (null)
- D6_read_char in D6_libry.c, (null)
- D6_read in D6_libry.c, (null)
- D6_write in D6_libry.c, (null)
- D6_lock_tty_port in D6_libry.c, IFDEF D6_LOCK_TTY
- D6_unlock_tty_port in D6_libry.c, IFDEF D6_LOCK_TTY

FUNCTION: D6_file_name_of(ttyname)

calledBy:

- D6_open in D6_libry.c, IF D6_LOCK_TTY

FUNCTION: D6_lock_tty_port(ttyname)

calledBy:

- D6_open in D6_libry.c, IF D6_LOCK_TTY

FUNCTION: D6_unlock_tty_port()

calledBy:

- D6_open in D6_libry.c, IFDEF D6_LOCK_TTY
- D6_close in D6_libry.c, IFDEF D6_LOCK_TTY

FUNCTION: D6_reset_timer()

calledBy:

- D6_read_char in D6_libry.c, (null)

FUNCTION: D6_mseconds()

calledBy:

- D6_read_char in D6_libry.c, (null)

FUNCTION: D6_check_in_buff()

calledBy:

- D6_reset in D6_libry.c, (null)
- D6_process_data in D6_libry.c, (null)

FUNCTION: D6_check_XON_XOFF(buff, length)

calledBy:

- D6_process_data in D6_libry.c, (null)

FUNCTION: D6_prepare_input()

calledBy:

D6_process_data in D6_libry.c, (null)
 FUNCTION: D6_orientate(t_v, r_v, mat)
 calledBy:
 D6_prepare_input in D6_libry.c, (null)
 FUNCTION: D6_transform(direction, vector, logic_plane, logic_coord)
 calledBy:
 D6_prepare_input in D6_libry.c, (null)
 FUNCTION: D6_reset()
 calledBy:
 initialize_geoball in kato_geo.c, IFNDEF MASSCOMP
 D6_process_data in D6_libry.c, (null)
 FUNCTION: D6_request_data()
 calledBy:
 geoball_simul in kato_geo.c, IFNDEF MASSCOMP
 initialize_geoball in kato_geo.c, IFNDEF MASSCOMP
 D6_read in D6_libry.c, (null)
 FUNCTION: D6_get_system_status()
 FUNCTION: D6_trig_buff(buff, length, trig_string)
 calledBy:
 D6_reset in D6_libry.c, (null)
 D6_get_firmware in D6_libry.c, (null)
 D6_get_config in D6_libry.c, (null)
 D6_get_diagn in D6_libry.c, (null)
 FUNCTION: D6_get_firmware()
 calledBy:
 D6_get_system_status in D6_libry.c, (null)
 D6_show_firmware in D6_libry.c, (null)
 FUNCTION: D6_get_config()
 calledBy:
 D6_close in D6_libry.c, (null)
 D6_get_system_status in D6_libry.c, (null)
 D6_show_config in D6_libry.c, (null)
 FUNCTION: D6_get_diagn()
 calledBy:
 D6_reset in D6_libry.c, (null)
 D6_get_system_status in D6_libry.c, (null)
 D6_show_diag in D6_libry.c, (null)
 FUNCTION: D6_process_data()
 calledBy:
 geoball_simul in kato_geo.c, IFNDEF MASSCOMP
 FUNCTION: D6_feel()
 FUNCTION: D6_bleep(num)
 FUNCTION: D6_set_translation_mode(mode)
 FUNCTION: D6_set_rotation_mode(mode)
 FUNCTION: D6_set_scaling_mode(mode)
 FUNCTION: D6_set_dominant_mode(logic)
 FUNCTION: D6_offset_comp()
 calledBy:
 geopressed in kato_geo.c, IFNDEF MASSCOMP
 FUNCTION: D6_set_request_byte(byte)
 FUNCTION: D6_set_led(n, logic)
 FUNCTION: D6_set_all_led_on()
 FUNCTION: D6_set_all_led_off()
 FUNCTION: D6_set_prot(mode)

FUNCTION: D6_set_sample_mode(logic)
 FUNCTION: D6_set_delay(time)
 FUNCTION: D6_set_output_format(format)
 calledBy:
 initialize_geoball in kato_geo.c, IFNDEF MASSCOMP
 D6_process_data in D6_libry.c, (null)
 FUNCTION: D6_set_tra_axis(v, mode, mode1)
 FUNCTION: D6_set_rot_axis(v, mode, mode1)
 FUNCTION: D6_set_mult(logic)
 FUNCTION: D6_set_coordinate(w)
 FUNCTION: D6_set_xyz_scaling(xs, ys, zs)
 FUNCTION: D6_set_absolute(matrix)
 FUNCTION: D6_set_translation_feel(xf, yf, zf)
 FUNCTION: D6_set_rotation_feel(xr, yr, zr)
 FUNCTION: D6_set_translation_func_feel(fx, fy, fz)
 FUNCTION: D6_set_rotation_func_feel(fx, fy, fz)
 FUNCTION: D6_set_null_reg(w)
 FUNCTION: D6_set_rezero()
 FUNCTION: D6_set_display_rate(rate)
 FUNCTION: D6_set_orientation_rotation(vector)
 FUNCTION: D6_set_orientation_translation(xyz)
 FUNCTION: D6_convert_led_hex_ascii(hex_ascii_up, hex_ascii_lo)
 calledBy:
 D6_set_led in D6_libry.c, (null)
 FUNCTION: D6_show_current_status()
 calledBy:
 D6_process_data in D6_libry.c, IFDEF D6_DEBUG_
 FUNCTION: D6_show_firmware()
 calledBy:
 D6_show_current_status in D6_libry.c, (null)
 FUNCTION: D6_show_config()
 calledBy:
 D6_show_current_status in D6_libry.c, (null)
 FUNCTION: D6_show_diag()
 calledBy:
 D6_show_current_status in D6_libry.c, (null)
 FUNCTION: D6_show_buff(buf, length)
 calledBy:
 D6_read in D6_libry.c, IFDEF D6_DEBUG_
 D6_check_in_buff in D6_libry.c, IFDEF D6_DEBUG_
 FUNCTION: D6_show_D6_Matrix(matrix)
 calledBy:
 D6_set_absolute in D6_libry.c, IFDEF D6_DEBUG_
 D6_set_orientation_rotation in D6_libry.c, IFDEF D6_DEBUG_
 D6_set_orientation_translation in D6_libry.c, IFDEF D6_DEBUG_
 D6_show_D6_variables in D6_libry.c, (null)
 FUNCTION: D6_show_D6_variables()
 calledBy:
 D6_show_current_status in D6_libry.c, (null)
 FUNCTION: D6_null_function()
 FUNCTION: D6_absolute()
 FUNCTION: D6_atrest()
 FUNCTION: D6_delta()
 FUNCTION: D6_error()

FUNCTION: D6_event_keys()
FUNCTION: D6_cont_keys()
FUNCTION: D6_event_pics()
FUNCTION: D6_cont_pics()
FUNCTION: D6_rotate()
FUNCTION: D6_translate()
FUNCTION: D6_vectors()
FUNCTION: D6_scale()
FUNCTION: D6_show_lib_vers()

DIRECTORY: ./gt/vehicle/libsrc/libground

FILE: ground.c

FUNCTION: slipping_forces()
 calledBy:
 ground_interaction in ground.c, (null)
FUNCTION: ground_init()
FUNCTION: ground_interaction(ground_forces, ground_torques, points, grnd,
 number)
FUNCTION: grabbing_forces()
 calledBy:
 ground_interaction in ground.c, (null)
FUNCTION: ground_frame_calc()
 calledBy:
 ground_interaction in ground.c, (null)
FUNCTION: BCA_mat_dump()
FUNCTION: BCGRAV_mat_dump()
FUNCTION: ACCGRAV_mat_dump()

DIRECTORY: ./gt/vehicle/libsrc/libhet

FILE: het_bl.c

FUNCTION: bl_read(first_tok)
FUNCTION: bl_init(dmg_file)
 calledBy:
 laserdam_init in het_dmg.c, (null)
FUNCTION: ldam_check_sensor_bloom(alpha_el, range, d_eye_laser_2)
 calledBy:
 ldam_check_failures in het_ldam.c, (null)
FUNCTION: bl_inputs(alpha_el, r, d2)
 calledBy:
 ldam_check_sensor_bloom in het_bl.c, (null)

FILE: het_bloom.c

FUNCTION: bloom_sensor(duration)
 calledBy:
 ldam_check_sensor_bloom in het_bl.c, (null)
FUNCTION: bloom_act()
 calledBy:
 bloom_sensor in het_bloom.c, (null)
 check_bloom_timer in het_bloom.c, (null)
FUNCTION: check_bloom_timer()
 calledBy:
 het_simul in het_kin.c, (null)
FUNCTION: one_tick_bloom()
 calledBy

ldam_check_sensor_bloom in het_bl.c, (null)
FILE: het_bo.c
FUNCTION: bo_read(first_tok)
FUNCTION: bo_init(dmg_file)
calledBy:
laserdam_init in het_dmg.c, (null)
FUNCTION: ldam_check_sensor_blackout(alpha_el, range, d_eye_laser_2)
calledBy:
ldam_check_failures in het_ldam.c, IFDEF notdef
FUNCTION: bo_inputs(alpha_el, r, d2)
calledBy:
ldam_check_sensor_blackout in het_bo.c, (null)
FUNCTION: bo_sensor_disabled()
calledBy:
ldam_check_sensor_bloom in het_bl.c, (null)
check_bloom_timer in het_bloom.c, (null)
FILE: het_calib.c
FUNCTION: het_calibrate_head_eye_tracker(file_name)
calledBy:
head_eye_tracker_init in het_dev.c, (null)
FUNCTION: het_calib_read_calib_file(file_name)
calledBy:
het_calibrate_head_eye_tracker in het_calib.c, (null)
FUNCTION: het_calib_compute_veh_to_transmitter_matrix()
calledBy:
het_calibrate_head_eye_tracker in het_calib.c, (null)
FUNCTION: het_calib_compute_transmitter_loc()
calledBy:
het_calibrate_head_eye_tracker in het_calib.c, (null)
FUNCTION: het_calib_set_transmitter_matrix()
calledBy:
het_simul in het_kin.c, (null)
FUNCTION: het_calib_set_transmitter_loc()
calledBy:
het_simul in het_kin.c, (null)
FUNCTION: het_calib_inc_transmitter_loc()
FUNCTION: het_calib_dec_transmitter_loc()
FUNCTION: compute_fudge_matrix()
FILE: het_data.c
FUNCTION: read_data(fp, hdr, read_fn)
calledBy:
bl_init in het_bl.c, (null)
bo_init in het_bo.c, (null)
md_init in het_md.c, (null)
sb_init in het_sb.c, (null)
sc_init in het_sc.c, (null)
vg_init in het_vg.c, (null)
FUNCTION: lookup_data(hdr, data, inputs)
calledBy:
ldam_check_sensor_bloom in het_bl.c, (null)
ldam_check_sensor_blackout in het_bo.c, (null)
ldam_check_md in het_md.c, (null)
ldam_check_sensor_burn in het_sb.c, (null)
ldam_check_scotoma in het_sc.c, (null)

ldam_check_vg in het_vg.c, (null)
FILE: het_dev.c
FUNCTION: head_eye_tracker_valid_data()
calledBy:
het_send_packet in het_send_pkt.c, (null)
FUNCTION: head_eye_tracker_enable()
calledBy:
head_eye_tracker_toggle_enable in het_dev.c, (null)
main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_disable()
calledBy:
head_eye_tracker_toggle_enable in het_dev.c, (null)
FUNCTION: head_eye_tracker_toggle_enable()
FUNCTION: head_eye_tracker_init(port, head_eye_tracker_calibrate_file)
calledBy:
head_eye_tracker_reset in het_dev.c, (null)
main in het_dev.c, IFDEF HET_TEST, IFDEF GT_
main in het_dev.c, IFDEF HET_TEST, IFNDEF GT_
FUNCTION: head_eye_tracker_uninit()
calledBy:
head_eye_tracker_reset in het_dev.c, (null)
main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_get_position()
calledBy:
het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: head_eye_tracker_get_gaze()
calledBy:
compute_fudge_matrix in het_calib.c, IFDEF notdef
compute_eye_vector in het_inter.c, (null)
compute_eye_vector in het_kin.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: head_eye_tracker_get_roll()
FUNCTION: head_eye_tracker_effect()
FUNCTION: head_eye_tracker_send_request()
calledBy:
main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_reset()
calledBy:
head_eye_tracker_receive_data in het_dev.c, IF 1
head_eye_tracker_receive_data in het_dev.c, IF not 1
FUNCTION: head_eye_tracker_receive_data()
calledBy:
main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_print_timers()
calledBy:
head_eye_tracker_receive_data in het_dev.c, IFDEF notdef
head_eye_tracker_print_values in het_dev.c, (null)
FUNCTION: head_eye_tracker_print_values()
calledBy:
main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_hex_dump()
calledBy:
main in het_dev.c, IFDEF HET_TEST

FUNCTION: start_watch()
 calledBy:
 main in panel_test.c, IFDEF notdef
 head_eye_tracker_init in het_dev.c, (null)
 main in het_dev.c, IFDEF HET_TEST
 FUNCTION: stop_watch()
 calledBy:
 head_eye_tracker_uninit in het_dev.c, (null)
 main in het_dev.c, IFDEF HET_TEST
 FUNCTION: read_watch()
 calledBy:
 head_eye_tracker_send_request in het_dev.c, (null)
 head_eye_tracker_receive_data in het_dev.c, (null)
 main in het_dev.c, IFDEF HET_TEST
 FUNCTION: sc_delay()
 calledBy:
 OpenDr11Channel in chdr11.c, IFDEF _GT_
 cif_connect in connect.c, IFDEF _GT_
 idc_init in init.c, IFNDEF SIMBFLY, IFDEF _GT_
 millisecond_delay in sv_do.c, IFDEF _GT_
 ioutputbuf in vgdrv.c, (null)
 ioutputbuf1 in vgdrv.c, (null)
 enter_gracefully in calibrate.c, IFDEF _GT_
 calib_get_mode in calibrate.c, IFDEF _GT_
 calib_create_mode in calibrate.c, IFDEF _GT_
 clear_line in calibrate.c, IFDEF _GT_
 get_calib_values in calibrate.c, IFDEF _GT_
 get_pos in calibrate.c, IFDEF _GT_
 sleep_lamps in calibrate.c, IFDEF _GT_
 calib_pfile_read in ncalib.c, IF DEBUG , IFDEF _GT_
 enter_gracefully in ncalib.c, IFDEF _GT_
 calib_get_mode in ncalib.c, IFDEF _GT_
 calib_create_mode in ncalib.c, IFDEF _GT_
 clear_line in ncalib.c, IFDEF _GT_
 get_calib_values in ncalib.c, IFDEF _GT_
 get_pos in ncalib.c, IFDEF _GT_
 sleep_lamps in ncalib.c, IFDEF _GT_
 main in panel_test.c, IFDEF _GT_
 enter_gracefully in panel_test.c, IFDEF _GT_
 idc_test in pnl_tst_idc.c, IFDEF _GT_
 check_for_control_changes in pnl_tst_idc.c, IFDEF notdef
 enter_gracefully in panel_test.c, IFDEF _GT_
 idc_test in pnl_tst_idc.c, IFDEF _GT_
 check_for_control_changes in pnl_tst_idc.c, IFDEF notdef
 main in het_dev.c, IFDEF HET_TEST
 FUNCTION: het_calibrate_head_eye_tracker(dummy)
 head_eye_tracker_init in het_dev.c, (null)
 FUNCTION: main(argc, argv)
 FUNCTION: timed_printf()
 calledBy:
 timed_mat_dump in t_mat_dump.c, (null)
 timed_vec_dump in t_vec_dump.c, (null)
 ldam_check_sensor_blackout in het_bo.c, (null)
 het_simul in het_inter.c, IFDEF DEBUG_HET

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compute_eye_coordinates in het_inter.c, IFDEF DEBUG_HET
missile_nlos_fly in miss_nlos.c, (null)
ammo_start_external_resupply in ammo.c, IF DEBUG
ammo_receive_quiet_state in resupp.c, IF DEBUG
ammo_receive_request_state in resupp.c, IF DEBUG
ammo_receive_loading_state in resupp.c, IF DEBUG
empty_veh_spec_resupply in resupp.c, IF DEBUG
resupply_offer_packet in resupp.c, IF DEBUG_OFFER
resupply_offer_packet in resupp.c, IF DEBUG
FUNCTION: head_eye_tracker_in_use()
laserdam_init in het_dmg.c, (null)
het_init in het_kin.c, (null)
het_simul in het_kin.c, (null)
het_keybrd_send_grow_model_TX in het_kin.c, (null)
het_keybrd_send_ctas_grow_model in het_kin.c, (null)
het_keybrd_send_init_stamp_model in het_kin.c, IFDEF notdef
FILE: het_dmg.c
FUNCTION: get_dmg_index(run_name)
calledBy:
laserdam_init in het_dmg.c, (null)
FUNCTION: laserdam_init()
FUNCTION: triggered_goggles_used()
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: het_set_laser_series(series)
FUNCTION: het_get_laser_series()
calledBy:
ldam_use_fire_to_compute_damages in het_ldam.c, (null)
FUNCTION: het_set_damage_dir(dir)
FUNCTION: het_get_damage_dir()
calledBy:
bl_init in het_bl.c, (null)
bo_init in het_bo.c, (null)
md_init in het_md.c, (null)
sb_init in het_sb.c, (null)
sc_init in het_sc.c, (null)
vg_init in het_vg.c, (null)
FILE: het_goggles.c
FUNCTION: het_toggle_goggles()
FUNCTION: impact_goggles()
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: goggles_on()
calledBy:
impact_goggles in het_goggles.c, (null)
FUNCTION: goggles_off()
calledBy:
check_goggles_timer in het_goggles.c, (null)
FUNCTION: check_goggles_timer()
calledBy:
het_simul in het_kin.c, (null)
FUNCTION: add_visor()
FUNCTION: sunglasses_effect()
calledBy:
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het_simul in het_kin.c, (null)
FILE: het_hdr.c
FILE: het_inter.c
FUNCTION: het_transmitter()
calledBy:
het_calib_set_transmitter_matrix in het_calib.c, (null)
het_calib_set_transmitter_loc in het_calib.c, (null)
het_calib_inc_transmitter_loc in het_calib.c, IFDEF notdef
het_calib_dec_transmitter_loc in het_calib.c, IFDEF notdef
compute_fudge_matrix in het_calib.c, IFDEF notdef
het_init in het_inter.c, (null)
het_init in het_kin.c, (null)
het_kin_keybrd_print_gaze in het_kin.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: eye()
calledBy:
het_init in het_inter.c, (null)
het_simul in het_inter.c, (null)
het_init in het_kin.c, (null)
het_simul in het_kin.c, IFDEF DEBUGGING_LDAM
het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
het_simul in het_kin.c, (null)
het_kin_keybrd_print_gaze in het_kin.c, (null)
ldam_use_fire_to_compute_damages in het_ldam.c, (null)
ldam_draw_scotoma in het_sc.c, (null)
het_send_packet in het_send_pkt.c, IFDEF notdef
het_send_packet in het_send_pkt.c, (null)
FUNCTION: het_init()
FUNCTION: het_simul()
FUNCTION: compute_eye_coordinates()
calledBy:
het_simul in het_inter.c, (null)
het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
FUNCTION: het_increment_x()
FUNCTION: het_decrement_x()
FUNCTION: het_zero_x()
FUNCTION: het_increment_z()
FUNCTION: het_decrement_z()
FUNCTION: het_zero_z()
FUNCTION: compute_eye_vector()
calledBy:
compute_eye_coordinates in het_inter.c, (null)
compute_eye_coordinates in het_kin.c, (null)
FILE: het_kin.c
FUNCTION: het_transmitter()
calledBy:
het_calib_set_transmitter_matrix in het_calib.c, (null)
het_calib_set_transmitter_loc in het_calib.c, (null)
het_calib_inc_transmitter_loc in het_calib.c, IFDEF notdef
het_calib_dec_transmitter_loc in het_calib.c, IFDEF notdef
compute_fudge_matrix in het_calib.c, IFDEF notdef
het_init in het_inter.c, (null)
het_init in het_kin.c, (null)
het_kin_keybrd_print_gaze in het_kin.c, (null)

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    compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: eye()
    calledBy:
        het_init in het_inter.c, (null)
        het_simul in het_inter.c, (null)
        het_init in het_kin.c, (null)
        het_simul in het_kin.c, IFDEF DEBUGGING_LDAM
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
        het_simul in het_kin.c, (null)
        het_kin_keybrd_print_gaze in het_kin.c, (null)
        ldam_use_fire_to_compute_damages in het_ldam.c, (null)
        ldam_draw_scotoma in het_sc.c, (null)
        het_send_packet in het_send_pkt.c, IFDEF notdef
        het_send_packet in het_send_pkt.c, (null)
FUNCTION: het_init()
FUNCTION: het_simul()
FUNCTION: compute_eye_coordinates()
    calledBy:
        het_simul in het_inter.c, (null)
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
FUNCTION: compute_eye_vector()
    calledBy:
        compute_eye_coordinates in het_inter.c, (null)
        compute_eye_coordinates in het_kin.c, (null)
FUNCTION: het_assign_matrix_pointer(model_id, aam_addr)
FUNCTION: keybrd_send_stamp_init_model()
    calledBy:
        het_simul in het_kin.c, (null)
FUNCTION: keybrd_send_stamp_init_model_TX()
    calledBy:
        het_simul in het_kin.c, (null)
FUNCTION: keybrd_send_stamp_init_both_backends()
FUNCTION: het_kin_set_veh_to_transmitter_matrix()
FUNCTION: het_decrement_x()
FUNCTION: het_zero_x()
FUNCTION: het_increment_z()
FUNCTION: het_decrement_z()
FUNCTION: het_zero_z()
FUNCTION: het_keybrd_send_grow_model_TX()
FUNCTION: het_kin_keybrd_print_gaze()
FUNCTION: het_keybrd_send_ctas_grow_model()
FUNCTION: het_keybrd_send_init_stamp_model()
FUNCTION: het_get_size()
    calledBy:
        het_keybrd_send_grow_model_TX in het_kin.c, (null)
        het_keybrd_send_ctas_grow_model in het_kin.c, IFDEF
        DEBUGGING_SCOTOMA
        het_keybrd_send_ctas_grow_model in het_kin.c, (null)
FUNCTION: het_inc_size()
FUNCTION: het_increment_x()
FILE: het_ldam.c
FUNCTION: ldam_simul()
FUNCTION: ldam_check_for_eye_damage(eventID, laser_type, laser_trajectory,
    laser_fire_point)

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FUNCTION: ldam_check_failures(eventID, laser_type, range, impact_pt, trajectory)
 FUNCTION: ldam_use_fire_to_compute_damages(laser_fire_point,
 laser_fire_direction, alpha_el, d_eye_to_laser_squared, range_squared)
 calledBy:
 ldam_check_for_eye_damage in het_ldam.c, (null)
 FUNCTION: ldam_compute_damage_table_quantities(dam_rot_elem, d_impact_pt,
 d_trajectory, alpha_el, d_eye_to_laser_squared)
 calledBy:
 ldam_check_failures in het_ldam.c, (null)
 FUNCTION: het_keybrd_toggle_debug_flag()
 FUNCTION: het_debugging_enabled()
 calledBy:
 ldam_check_sensor_bloom in het_bl.c, (null)
 ldam_check_sensor_bloom in het_bl.c, IFDEF notdef
 ldam_check_sensor_blackout in het_bo.c, (null)
 ldam_check_for_eye_damage in het_ldam.c, (null)
 ldam_check_failures in het_ldam.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, IFDEF
 DEBUG_LASER_DAMAGES
 ldam_compute_damage_table_quantities in het_ldam.c, IFDEF notdef
 ldam_check_md in het_md.c, (null)
 ldam_check_md in het_md.c, IFDEF notdef
 ldam_check_sensor_burn in het_sb.c, (null)
 ldam_check_sensor_burn in het_sb.c, IFDEF notdef
 ldam_check_scotoma in het_sc.c, (null)
 ldam_check_scotoma in het_sc.c, IFDEF notdef
 ldam_draw_scotoma in het_sc.c, IFDEF DEBUG_LASER_DAMAGES
 ldam_check_vg in het_vg.c, (null)
 FUNCTION: ldam_bloom_screen()
 FUNCTION: compute_pseudo_gaze()
 calledBy:
 het_simul in het_kin.c, (null)
 FUNCTION: compute_fudge_matrix()
 FUNCTION: get_pseudo_gaze_in_world_coords()
 calledBy:
 het_send_packet in het_send_pkt.c, (null)
 FUNCTION: get_pseudo_gaze_in_view_coords()
 FUNCTION: ldam_adats_in_field_of_view(alpha_sl)
 calledBy:
 ldam_check_failures in het_ldam.c, (null)
 FILE: het_md.c
 FUNCTION: md_read(first_tok)
 FUNCTION: md_init(dmg_file)
 calledBy:
 laserdam_init in het_dmg.c, (null)
 FUNCTION: ldam_check_md(alpha_el, range, d_eye_laser_2)
 calledBy:
 ldam_check_for_eye_damage in het_ldam.c, (null)
 FUNCTION: md_inputs(alpha_el, r, d2)
 calledBy:
 ldam_check_md in het_md.c, (null)
 FUNCTION: ldam_draw_game_over()
 calledBy:
 notify_mission_status in het_md.c, (null)

keybrd_draw_go in het_md.c, (null)
FUNCTION: notify_mission_status()
calledBy:
het_simul in het_kin.c, (null)
FUNCTION: keybrd_draw_go()
FILE: het_rddmg.c
FUNCTION: new_get_line(fp, n, s)
FILE: het_sb.c
FUNCTION: sb_read(first_tok)
FUNCTION: sb_init(dmg_file)
calledBy:
laserdam_init in het_dmg.c, (null)
FUNCTION: sb_inputs(mag, r, d2)
calledBy:
ldam_check_sensor_burn in het_sb.c, (null)
FUNCTION: ldam_check_sensor_burn(alpha_el, r, d2, laser_trajectory)
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: ldam_draw_sensor_burn(size, laser_trajectory)
calledBy:
ldam_check_sensor_burn in het_sb.c, (null)
FILE: het_sc.c
FUNCTION: sc_read(first_tok)
FUNCTION: sc_init(dmg_file)
calledBy:
laserdam_init in het_dmg.c, (null)
FUNCTION: sc_inputs(alpha_el, r, d2)
calledBy:
ldam_check_scotoma in het_sc.c, (null)
FUNCTION: ldam_check_scotoma(alpha_el, range, d_eye_laser_2, laser_fire_point,
is_an_rwa)
calledBy:
ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: ldam_draw_scotoma(size, laser_fire_point, is_an_rwa)
calledBy:
ldam_check_scotoma in het_sc.c, (null)
FILE: het_send_pkt.c
FUNCTION: het_send_packet()
calledBy:
het_simul in het_kin.c, (null)
FUNCTION: print_het_packet()
calledBy:
het_send_packet in het_send_pkt.c, (null)
FILE: het_stat.c
FUNCTION: het_status_init()
calledBy:
het_init in het_kin.c, (null)
FUNCTION: het_status_simul()
calledBy:
het_simul in het_kin.c, (null)
FUNCTION: het_init_eye_status(eventID)
calledBy:
ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: het_eye_status_done(send_now)

calledBy:
ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: het_match_impact_to_fire(eventID)
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: het_sensor_status_done()
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: clear_pkt(pkt)
calledBy:
het_status_init in het_stat.c, (null)
send_pkt_and_clear in het_stat.c, (null)
FUNCTION: send_pkt_and_clear(send_index, send_pkt)
calledBy:
het_status_simul in het_stat.c, (null)
het_eye_status_done in het_stat.c, (null)
het_sensor_status_done in het_stat.c, (null)
FUNCTION: het_toggle_debug_status()
FUNCTION: het_debug_status()
calledBy:
send_glare_and_scatoma_dam in ldam_scatoma.c, IFDEF notdef
FUNCTION: het_set_status_goggles()
calledBy:
goggles_on in het_goggles.c, (null)
goggles_off in het_goggles.c, (null)
FUNCTION: het_get_status_goggles()
FUNCTION: het_set_status_alpha_el(alpha_el)
calledBy:
ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: het_set_status_alpha_sl(alpha_sl)
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: het_set_status_dist_sens(dist_sens)
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: het_set_status_dist_eye(dist_eye)
calledBy:
ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: het_set_status_range(range)
calledBy:
ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: het_set_status_range_sens(range_sens)
calledBy:
ldam_check_failures in het_ldam.c, (null)
FUNCTION: het_set_status_md()
calledBy:
ldam_check_md in het_md.c, (null)
FUNCTION: het_set_status_vg(size)
calledBy:
ldam_check_vg in het_vg.c, (null)
FUNCTION: het_set_status_bl(duration)
calledBy:
ldam_check_sensor_bloom in het_bl.c, (null)
FUNCTION: het_set_status_bo()

calledBy:
 ldam_check_sensor_blackout in het_bo.c, (null)
 FUNCTION: het_set_status_sc(size)
 calledBy:
 ldam_draw_scotoma in het_sc.c, (null)
 FUNCTION: het_set_status_sb(size)
 calledBy:
 ldam_check_sensor_burn in het_sb.c, (null)
 ldam_draw_sensor_burn in het_sb.c, (null)
 FILE: het_vg.c
 FUNCTION: vg_read(first_tok)
 FUNCTION: vg_init(dmg_file)
 calledBy:
 laserdam_init in het_dmg.c, (null)
 FUNCTION: ldam_check_vg(alpha_el, range, d_eye_laser_2, laser_fire_point)
 calledBy:
 ldam_check_for_eye_damage in het_ldam.c, (null)
 FUNCTION: glare_simul()
 calledBy:
 het_simul in het_kin.c, (null)
 FUNCTION: vg_inputs(r, d2)
 calledBy:
 ldam_check_vg in het_vg.c, (null)
 FUNCTION: keybrd_draw_glare()
 FUNCTION: ldam_draw_glare(laser_fire_point, size)
 calledBy:
 glare_simul in het_vg.c, (null)
 keybrd_draw_glare in het_vg.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libhull

FILE: hull_init.c
 FUNCTION: hull_init()
 calledBy:
 simulation_state_machine in main.c, (null)
 FUNCTION: hull_uninit()
 calledBy:
 network_use_activation in ause_activ.c, (null)
 network_use_activation in use_activ.c, (null)
 simulation_state_machine in main.c, (null)
 FILE: hull_loc.c

DIRECTORY: ./gt/vehicle/libsrc/libkin

FILE: KXturn_veh.c
 FUNCTION: kinematics_turn_vehicle(out_kinemat, angle)
 FILE: chk_update.c
 FUNCTION: kinematics_update_check(out_kinemat)
 FILE: hull_info.c
 FUNCTION: kinematics_get_w_to_h(out_kinemat)
 calledBy:
 get_packet_parameters in kato_control.c, (null)
 veh_spec_init in kato_main.c, (null)
 process_indirect_fire in o_ind_fire.c, (null)
 rotate_hull_init in rot_comm.c, (null)


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rotate_hull_simul in rot_comm.c, (null)
turret_get_stab_changes in turret.c, (null)
turret_get_g_to_w in turret.c, (null)
turret_calc_azimuth in turret.c, (null)
FUNCTION: kinematics_get_h_to_w(out_kinemat)
calledBy:
  controller_init_orientation in kato_control.c, (null)
  controller_velocity_attach in kato_control.c, (null)
  format_vehicle_appearance in appearance.c, (null)
  format_stealth_appearance in appearance.c, (null)
  ground_frame_calc in ground.c, (null)
  turret_set_stab_sys in turret.c, (null)
FUNCTION: kinematics_get_h_to_o(out_kinemat)
calledBy:
  process_indirect_fire in o_ind_fire.c, (null)
FUNCTION: kinematics_get_o_to_h(out_kinemat)
calledBy:
  lock_on_target_vehicle in kato_attach.c, (null)
  controller_init_orientation in kato_control.c, (null)
  controller_terrain_follow in kato_control.c, (null)
  keyboard_simul in kato_keybrd.c, (null)
  veh_spec_init in kato_main.c, (null)
  process_fire in fire.c, (null)
  format_vehicle_appearance in appearance.c, (null)
  format_stealth_appearance in appearance.c, (null)
  process_msg_local_terrain in proc_l_terr.c, (null)
  process_msg_lt_piece in proc_lt_pi.c, IFDEF OLD
  rotate_hull_init in rot_comm.c, (null)
  rotate_hull_simul in rot_comm.c, (null)
  sad_simul in old_way_ed.c, (null)
  waypoint_editor in way_ed.c, (null)
  sad_simul in way_ed.c, (null)
FUNCTION: kinematics_get_u_norm(out_kinemat)
FUNCTION: kinematics_get_velocity(out_kinemat)
calledBy:
  format_vehicle_appearance in appearance.c, (null)
  format_stealth_appearance in appearance.c, (null)
FUNCTION: kinematics_get_d_pos(out_kinemat)
FUNCTION: kinematics_get_slope_ind(out_kinemat, hull_dir, cos_hull_slope)
FILE: kin_init.c
FUNCTION: kinematics_uninit(out_kinemat)
calledBy:
  hull_uninit in hull_init.c, (null)
  kinematics_init in kin_init.c, (null)
FUNCTION: kinematics_init(veh_kin, veh_bigwh, veh_susp, veh_terr)
calledBy:
  hull_init in hull_init.c, (null)
FILE: kin_loc.c
FILE: kin_simul.c
FUNCTION: kinematics_simul(out_kinemat)
calledBy:
  simulation_state_machine in main.c, (null)
FILE: move_veh.c
FUNCTION: kinematics_move_vehicle(out_kinemat, inc)

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FILE: p_c_sines.c

FUNCTION: kinematics_cant_cos(out_kinemat)

FUNCTION: kinematics_pitch_cos(out_kinemat)

FUNCTION: kinematics_cant_sin(out_kinemat)

FUNCTION: kinematics_pitch_sin(out_kinemat)

FILE: set_loc_kin.c

FUNCTION: kinematics_set_local_kinematics(loc_kin)

calledBy:

kinematics_simul in kin_simul.c, (null)

FUNCTION: kinematics_fix_matrix(w_to_h, h_to_w, h_to_o, o_to_h)

calledBy:

kinematics_set_local_kinematics in set_loc_kin.c, (null)

FUNCTION: get_orient_vecs(loc_kin, u_ptr, v_ptr, w_ptr)

calledBy:

kinematics_set_local_kinematics in set_loc_kin.c, (null)

FILE: sqr_range.c

FUNCTION: kinematics_range_squared(out_kinemat, p2)

calledBy:

process_msg_hit in kato_cig.c, IFDEF old

process_fire in fire.c, (null)

process_indirect_fire in indir_fire.c, (null)

process_indirect_fire in o_ind_fire.c, (null)

process_show_effect in show_effect.c, (null)

missile_hellfire_fly in miss_hellfr.c, (null)

missile_stinger_fly in miss_stinger.c, (null)

missile_tow_fly in miss_tow.c, (null)

missile_util_comm_fly_missile in util_comm.c, (null)

missile_util_comm_check_detonate in util_comm.c, (null)

missile_util_comm_check_sub_mun in util_comm.c, (null)

missile_util_comm_release_sub_munition in util_comm.c, (null)

process_msg_hit_return in proc_hit.c, (null)

FILE: turn_veh.c

FUNCTION: kinematics_turn_vehicle(out_kinemat, angle)

FILE: update.c

FUNCTION: kinematics_update_rva(out_kinemat)

FILE: veh_init.c

FUNCTION: kinematics_pos_init(out_kinemat, x, y, yaw)

calledBy:

network_use_activation in ause_activ.c, (null)

network_use_activation in use_activ.c, (null)

kinematics_uninit in kin_init.c, (null)

FUNCTION: kinematics_vehicle_init(loc_kin, x, y, yaw)

calledBy:

kinematics_simul in kin_simul.c, (null)

kinematics_pos_init in veh_init.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libmain

FILE: main.c

FUNCTION: enter_gracefully()

calledBy:

main in niu_main.c, (null)

main in calibrate.c, (null)

main in ncalib.c, (null)

main in panel_test.c, (null)
main in kato_main.c, (null)
FUNCTION: exit_gracefully(reboot)
calledBy:
dump_core in dump_core.c, IFDEF_GT_
keyboard_simul in niu_keybrd.c, (null)
main in calibrate.c, (null)
calib_get_mode in calibrate.c, (null)
calib_file_nomatch in calibrate.c, (null)
get_calib_values in calibrate.c, (null)
get_pos in calibrate.c, (null)
write_calib_file in calibrate.c, (null)
main in ncalib.c, (null)
calib_file_nomatch in ncalib.c, (null)
get_calib_values in ncalib.c, (null)
write_calib_file in ncalib.c, (null)
main in panel_test.c, (null)
report_and_exit in panel_test.c, (null)
main in panel_test.c, (null)
report_and_exit in panel_test.c, (null)
keyboard_simul in kato_keybrd.c, (null)
FUNCTION: activate_simulation()
calledBy:
network_process_activate_request in nwk_activ.c, (null)
network_use_activation in ause_activ.c, (null)
network_use_activation in use_activ.c, (null)
FUNCTION: deactivate_simulation()
calledBy:
process_deactivate_me in deactivate.c, (null)
FUNCTION: sim_state_startup()
calledBy:
main in niu_main.c, (null)
main in kato_main.c, (null)
FUNCTION: sim_state_idle()
calledBy:
enter_gracefully in stt_machine.c, (null)
simulation_state_machine in stt_machine.c, (null)
enter_gracefully in main.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: sim_state_siminit()
calledBy:
activate_simulation in stt_machine.c, (null)
activate_simulation in main.c, (null)
FUNCTION: sim_state_simulate()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: sim_state_simstop()
calledBy:
deactivate_simulation in stt_machine.c, (null)
deactivate_simulation in main.c, (null)
FUNCTION: sim_state_simexit()
calledBy:
exit_gracefully in stt_machine.c, (null)

exit_gracefully in main.c, (null)
FUNCTION: sim_state_simulating()
calledBy:
network_process_a_packet in nwk_pkt.c, (null)
network_process_a_packet in nwk_pkt.c, IF 0
exit_gracefully in stt_machine.c, (null)
process_sim_transaction in proc_a_pkt.c, (null)
process_a_packet in proc_a_pkt.c, (null)
FUNCTION: sim_state_sounds_denied()
calledBy:
sound_denial_check in kato_sound.c, (null)
FUNCTION: use_cig_reconfig_startup()
calledBy:
veh_spec_startup in kato_main.c, (null)
FUNCTION: simulation_state_machine()
calledBy:
main in niu_main.c, (null)
main in kato_main.c, (null)
FUNCTION: cjc_dont_use_filter()
FUNCTION: dont_use_filter()
FILE: read_pars.c
FUNCTION: main_process_pars_arg(argv_1, def_path, def_fn)
calledBy:
main in kato_main.c, (null)
FUNCTION: get_eye_to_screen_distance()
calledBy:
keybrd_send_stamp_init_model in het_kin.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: get_libmsg_pars_file()
calledBy:
msg_startup in msg_init.c, (null)
FUNCTION: get_vconfig_file1()
calledBy:
print_pars_files in stt_pars.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_vconfig_file2()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_asid_map_file()
calledBy:
print_pars_files in stt_pars.c, (null)
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_veh_map_file()
calledBy:
print_pars_files in stt_pars.c, (null)
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_ammo_map_file()
calledBy:

print_pars_files in stt_pars.c, (null)
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_sdamage_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_thresh_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_idle_filter_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_priority_list_file()
calledBy:
simulation_state_machine in stt_machine.c, (null)
print_pars_files in stt_pars.c, (null)
simulation_state_machine in main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_register_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_devices_file()
FUNCTION: get_calib_file()
FUNCTION: main_get_assoc_def_file()
calledBy:
network_init in network_init.c, (null)
FUNCTION: get_het_calib_file()
FUNCTION: get_sim_filter_file()
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_default_db_name()
calledBy:
print_pars_files in stt_pars.c, (null)
main in niu_main.c, (null)
main in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_default_db_version()
calledBy:
print_pars_files in stt_pars.c, (null)
main in niu_main.c, (null)
main in kato_main.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_ded_override(subsys_id)
calledBy:
print_pars_files in stt_pars.c, (null)
print_pars_files in read_pars.c, (null)
FUNCTION: get_db_override(subsys_id)
calledBy:

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    print_pars_files in stt_pars.c, (null)
    print_pars_files in read_pars.c, (null)
FUNCTION: get_constants_file()
    calledBy:
        print_pars_files in read_pars.c, (null)
FUNCTION: get_overlay_file(subsys_id)
    calledBy:
        cig_reconfig_start in cig_r_start.c, IFDEF_GT_
        print_pars_files in read_pars.c, (null)
FUNCTION: get_waypoint_list()
    calledBy:
        print_pars_files in read_pars.c, (null)
        store_waypoints in way_ed.c, (null)
        recall_waypoints in way_ed.c, (null)
FUNCTION: print_pars_files()

```

DIRECTORY: ./gt/vehicle/libsrc/libmissile**FILE: fuze_prox.c**

```

FUNCTION: missile_fuze_prox_init()
    calledBy:
        missile_adat_init in miss_adat.c, (null)
        missile_stinger_init in miss_stinger.c, (null)
        missile_hydra_init in rkt_hydra.c, (null)
FUNCTION: missile_fuze_prox(msl_ptr, msl_type, target_flag, targ_vehicle_id,
    first_targ, veh_list, invest_dist_2, prox_dist_2)
    calledBy:
        missile_adat_fly in miss_adat.c, (null)
        missile_stinger_fly in miss_stinger.c, (null)
FUNCTION: missile_fuze_all_prox(msl_ptr, msl_type, target_flag, targ_vehicle_id,
    first_targ, veh_list, invest_dist_2, prox_dist_2)
    calledBy:
        missile_flechette_fly in sub_flech.c, (null)
FUNCTION: missile_fuze_invest_prox(msl_ptr, msl_type, target_flag,
    targ_vehicle_id, first_targ, veh_list, invest_dist_2, prox_dist_2)
    calledBy:
        missile_fuze_prox in fuze_prox.c, (null)
        missile_fuze_all_prox in fuze_prox.c, (null)
FUNCTION: missile_fuze_detonate_prox(msl_ptr, msl_type, first_targ, prox_dist_2,
    not_found_expl)
    calledBy:
        missile_fuze_prox in fuze_prox.c, (null)
        missile_fuze_all_prox in fuze_prox.c, (null)
        missile_flechette_fly in sub_flech.c, (null)
FUNCTION: missile_fuze_prox_stop(first_targ)
    calledBy:
        missile_adat_stop in miss_adat.c, (null)
        missile_stinger_stop in miss_stinger.c, (null)
        missile_hydra_fly_rockets in rkt_hydra.c, (null)
FUNCTION: get_prox()
    calledBy:
        missile_fuze_invest_prox in fuze_prox.c, (null)
FUNCTION: free_prox(prox_ptr)
    calledBy:

```

missile_fuze_prox in fuze_prox.c, (null)
missile_fuze_invest_prox in fuze_prox.c, (null)
missile_fuze_detonate_prox in fuze_prox.c, (null)
missile_fuze_prox_stop in fuze_prox.c, (null)
FUNCTION: f2d_mat_transpose(src, dst)
calledBy:
missile_fuze_detonate_prox in fuze_prox.c, (null)
FUNCTION: dfd_vec_sub(v1, v2, result)
FUNCTION: f2d_vec_scale(v, scale_factor, result)
calledBy:
missile_fuze_detonate_prox in fuze_prox.c, (null)
FILE: miss_adat.c
FUNCTION: missile_adat_init(missile_array, num_missiles)
FUNCTION: missile_adat_is_free(missile)
FUNCTION: missile_adat_fire(aptr, target_type, launch_point, loc_sight_to_world,
launch_speed, range_to_intercept, tube, target_vehicle_id)
FUNCTION: missile_adat_fly_missiles(sight_location, loc_sight_to_world, veh_list)
FUNCTION: missile_adat_fly(aptr, sight_location, loc_sight_to_world, tube, veh_list)
calledBy:
missile_adat_fly_missiles in miss_adat.c, (null)
FUNCTION: missile_adat_reset_missiles()
FUNCTION: missile_adat_stop(aptr)
calledBy:
missile_adat_fly in miss_adat.c, (null)
FILE: miss_atgm.c
FUNCTION: missile_atgm_init(tptr)
FUNCTION: missile_atgm_fire(tptr, launch_point, loc_sight_to_world, launch_speed,
tube, try_to_hit_target, target_id, target_loc)
FUNCTION: missile_atgm_fly(tptr, sight_location, loc_sight_to_world)
FUNCTION: missile_atgm_stop(tptr)
calledBy:
missile_atgm_fly in miss_atgm.c, (null)
FUNCTION: missile_atgm_cut_wire(tptr)
FILE: miss_hellfr.c
FUNCTION: missile_hellfire_init(mptr)
FUNCTION: missile_hellfire_set_speed_factor(scale_speed)
FUNCTION: missile_hellfire_set_max_range_limit(limit_range)
FUNCTION: missile_hellfire_set_ammotype(ammotype)
FUNCTION: missile_hellfire_calc_tof(range)
calledBy:
missile_hellfire_fire in miss_hellfr.c, IFDEF notdeff
FUNCTION: missile_hellfire_fire(mptr, launch_point, launch_to_world,
launch_speed, tube)
FUNCTION: missile_hellfire_fly(mptr, target_location)
FUNCTION: missile_hellfire_stop(mptr)
calledBy:
missile_hellfire_fly in miss_hellfr.c, (null)
FILE: miss_kem.c
FUNCTION: missile_kem_init(missile_array, num_missiles)
FUNCTION: missile_kem_is_free(missile)
FUNCTION: missile_kem_fire(kptr, launch_point, loc_sight_to_world, launch_speed,
target_id, target_loc, target_vehicle_id)
FUNCTION: missile_kem_update_guidance(missile, target_location)
FUNCTION: missile_kem_fly(missile)

FUNCTION: missile_kem_reset_missiles()
FUNCTION: missile_kem_stop(kptr)
 calledBy:
 missile_kem_fly in miss_kem.c, (null)

FILE: miss_maverck.c
FUNCTION: missile_maverick_init(missile_array, num_missiles)
FUNCTION: missile_maverick_ready()
FUNCTION: missile_maverick_pre_launch(mvptr, launch_point, launch_to_world,
 veh_list)
FUNCTION: missile_maverick_fire(mvptr, launch_point, launch_to_world,
 launch_speed, tube)
FUNCTION: missile_maverick_fly_missiles(veh_list)
FUNCTION: missile_maverick_fly(mvptr, veh_list)
 calledBy:
 missile_maverick_fly_missiles in miss_maverck.c, (null)

FUNCTION: missile_maverick_stop(mvptr)
 calledBy:
 missile_maverick_fly in miss_maverck.c, (null)

FILE: miss_nlos.c
FUNCTION: missile_nlos_init(mptr)
 calledBy:
 nlos_init in kato_nlos.c, (null)

FUNCTION: missile_nlos_fire(mptr, launch_point, launch_to_world, launch_speed,
 tube)
 calledBy:
 nlos_launch in kato_nlos.c, (null)
 nlos_launch_trailing_missile in kato_nlos.c, (null)

FUNCTION: missile_nlos_fly(mptr, nlos_target_loc, target_scheme)
 calledBy:
 nlos_simul in kato_nlos.c, (null)

FUNCTION: missile_nlos_stop(mptr)
 calledBy:
 missile_nlos_fly in miss_nlos.c, (null)

FILE: miss_stinger.c
FUNCTION: missile_stinger_init(missile_array, num_missiles)
FUNCTION: missile_stinger_set_speed_factor(scale_speed)
FUNCTION: missile_stinger_set_max_range_limit(limit_range)
FUNCTION: missile_stinger_set_ammo_type(ammo)
FUNCTION: missile_stinger_ready()
FUNCTION: missile_stinger_pre_launch(sptr, launch_point, launch_to_world,
 veh_list)
FUNCTION: missile_stinger_fire(sptr, launch_point, launch_to_world, launch_speed,
 tube)
FUNCTION: missile_stinger_fly_missiles(veh_list)
FUNCTION: missile_stinger_fly(sptr, veh_list)
 calledBy:
 missile_stinger_fly_missiles in miss_stinger.c, (null)

FUNCTION: missile_stinger_stop(sptr)
 calledBy:
 missile_stinger_fly in miss_stinger.c, (null)

FILE: miss_tow.c
FUNCTION: missile_tow_init(tptr)
FUNCTION: missile_tow_set_speed_factor(scale_speed)
FUNCTION: missile_tow_set_max_range_limit(limit_range)

FUNCTION: missile_tow_set_ammo_type(ammo)
FUNCTION: missile_tow_fire(tptr, launch_point, loc_sight_to_world, launch_speed, tube)
FUNCTION: missile_tow_fly(tptr, sight_location, loc_sight_to_world)
FUNCTION: missile_tow_stop(tptr)
calledBy:
missile_tow_fly in miss_tow.c, (null)
FUNCTION: missile_tow_cut_wire(tptr)
FILE: rkt_hydra.c
FUNCTION: missile_hydra_init(rocket_array, num_rocket)
FUNCTION: missile_hydra_is_free(rocket)
FUNCTION: missile_hydra_set_pylon_position_offsets(x, y, z)
FUNCTION: missile_hydra_set_speed_factor(speed_scale)
FUNCTION: missile_hydra_set_max_range_limit(limit_range)
FUNCTION: missile_hydra_set_pylon_articulation(tgt_range, rkt_type, time, se_angle, lead_angle)
FUNCTION: missile_hydra_fire(rkt_type, ammo, launch_pt, launch_orient, launch_speed)
FUNCTION: missile_hydra_fly_rockets()
FUNCTION: missile_hydra_fly(rkt)
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
FUNCTION: missile_hydra_stop(rkt)
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
missile_hydra_fly in rkt_hydra.c, (null)
FUNCTION: missile_hydra_purge_free_missiles()
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
FUNCTION: mbmat(mat)
FUNCTION: mbmat_nan(mat)
FUNCTION: mbm(n, msg)
FUNCTION: mbfl(n, msg)
FILE: sub_flech.c
FUNCTION: flechette_is_valid_veh(veh)
FUNCTION: missile_flechette_init(bmptr, sub_mun, init_speed)
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
FUNCTION: missile_flechette_fly(bmptr, sub_mun, veh_list)
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
FILE: sub_m73.c
FUNCTION: missile_m73_init(bmptr, sub_mun, speed)
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
FUNCTION: missile_m73_drop(bmptr, sub_mun)
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
FUNCTION: missile_m73_impact(bmptr, sub_mun)
calledBy:
missile_hydra_fly_rockets in rkt_hydra.c, (null)
FUNCTION: missile_m73_get_impact(release_pt, impact_pt, mCw, height)
calledBy:
missile_m73_drop in sub_m73.c, (null)

missile_m73_impact in sub_m73.c, (null)

FILE: targ_agm.c
FUNCTION: missile_target_agm(mptr, target, sin_unguide, cos_unguide, sin_climb, cos_climb, sin_lock, cos_lock, cos_term, cos_lose)
calledBy:
missile_hellfire_fly in miss_hellfr.c, (null)
missile_maverick_fly in miss_maverck.c, (null)

FUNCTION: agm_seek(mptr, sin_unguide, cos_unguide)
calledBy:
missile_target_agm in targ_agm.c, (null)

FILE: targ_ground.c
FUNCTION: missile_target_ground(mptr)
calledBy:
missile_atgm_fly in miss_atgm.c, (null)
missile_hellfire_fly in miss_hellfr.c, (null)
missile_stinger_fly in miss_stinger.c, (null)
missile_tow_fly in miss_tow.c, (null)

FILE: targ_intrcpt.c
FUNCTION: missile_target_intercept_pre_burnout(mptr, tptr, burn_range, burn_time, burn_deg, range_1, range_2, deg)
calledBy:
missile_stinger_fly in miss_stinger.c, (null)

FUNCTION: missile_target_intercept(mptr, tptr, range_1, range_2, deg)
calledBy:
missile_stinger_fly in miss_stinger.c, (null)
missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)

FUNCTION: missile_target_intercept_find_poly(speed_deg, init_speed, speed, range, range_2)
calledBy:
missile_stinger_fire in miss_stinger.c, (null)

FILE: targ_lev_los.c
FUNCTION: missile_target_level_los(mptr, sight_location, loc_sight_to_world)
calledBy:
missile_tow_fly in miss_tow.c, (null)

FILE: targ_los.c
FUNCTION: missile_target_los(mptr, sight_location, loc_sight_to_world)
calledBy:
missile_adat_fly in miss_adat.c, (null)

FILE: targ_losbias.c
FUNCTION: missile_target_los_bias(mptr, sight_location, loc_sight_to_world, bias_x, bias_z)
calledBy:
missile_adat_fly in miss_adat.c, (null)

FILE: targ_nlos.c
FUNCTION: missile_target_nlos(mptr, nlos_control_input)
calledBy:
missile_nlos_fly in miss_nlos.c, (null)

FUNCTION: missile_nlos_fly_to_point(mptr, nlos_target)
calledBy:
missile_nlos_fly in miss_nlos.c, (null)

FILE: targ_point.c
FUNCTION: missile_target_point(mptr, loc)
calledBy:
missile_atgm_fly in miss_atgm.c, (null)

missile_kem_fly in miss_kem.c, (null)
FILE: targ_pursuit.c
FUNCTION: missile_target_pursuit(mptr, tptr)
calledBy:
missile_maverick_pre_launch in miss_maverck.c, (null)
missile_nlos_fly in miss_nlos.c, (null)
missile_stinger_pre_launch in miss_stinger.c, (null)
FILE: targ_unguide.c
FUNCTION: missile_target_unguided(mptr)
calledBy:
missile_adat_fly in miss_adat.c, (null)
missile_atgm_fly in miss_atgm.c, (null)
missile_nlos_fly in miss_nlos.c, (null)
missile_stinger_fly in miss_stinger.c, (null)
FILE: util_ball.c
FUNCTION: missile_util_ballistics_calc_time(table, table_size, range)
calledBy:
missile_util_ballistics_calc_se in util_ball.c, (null)
missile_util_ballistics_calc_traj in util_ball.c, (null)
FUNCTION: missile_util_ballistics_calc_se(table, table_size, range)
FUNCTION: missile_util_ballistics_calc_traj(table, table_size, range, distance, height, tof, se)
calledBy:
missile_hydra_set_pylon_articulation in rkt_hydra.c, (null)
FUNCTION: missile_util_load_ball_traj_file(file, table)
calledBy:
missile_hydra_init in rkt_hydra.c, (null)
FUNCTION: missile_util_load_ball_param_file(file, yb_coeff, zb_coeff)
FUNCTION: eof(fp)
calledBy:
read_firing_table in genbal.c, (null)
ballistics_load_trajectory_file in ball_load.c, IFNDEF_GT_
missile_util_load_ball_traj_file in util_ball.c, IFNDEF_GT_
FILE: util_comm.c
FUNCTION: missile_util_comm_init()
calledBy:
missile_util_init in util_init.c, (null)
FUNCTION: missile_util_comm_fire_missile(msl_ptr, msl_type, ammo_type, distinguished, other, target_id, target_type, fuze, tube)
calledBy:
missile_adat_fire in miss_adat.c, (null)
missile_atgm_fire in miss_atgm.c, (null)
missile_hellfire_fire in miss_hellfr.c, (null)
missile_kem_fire in miss_kem.c, (null)
missile_maverick_fire in miss_maverck.c, (null)
missile_nlos_fire in miss_nlos.c, (null)
missile_stinger_fire in miss_stinger.c, (null)
missile_tow_fire in miss_tow.c, (null)
missile_hydra_fire in rkt_hydra.c, (null)
FUNCTION: missile_util_comm_fly_missile(msl_ptr, msl_type, chord_start, velocity)
calledBy:
missile_util_flyout in util_flyout.c, (null)
missile_util_ball_flyout in util_flyout.c, (null)

FUNCTION: missile_util_comm_fuze_detonate(msl_ptr, msl_type, target_id, miss_pt, chord_start, chord_end, targ_w_to_h, targ_class)
calledBy:
missile_fuze_detonate_prox in fuze_prox.c, (null)

FUNCTION: missile_util_comm_stop_missile(msl_ptr, msl_type)
calledBy:
missile_adat_stop in miss_adat.c, (null)
missile_atgm_stop in miss_atgm.c, (null)
missile_hellfire_stop in miss_hellfr.c, (null)
missile_kem_stop in miss_kem.c, (null)
missile_maverick_stop in miss_maverck.c, (null)
missile_nlos_stop in miss_nlos.c, (null)
missile_stinger_stop in miss_stinger.c, (null)
missile_tow_stop in miss_tow.c, (null)
missile_hydra_stop in rkt_hydra.c, (null)
missile_util_comm_fly_missile in util_comm.c, (null)

FUNCTION: missile_util_comm_check_intersection(msl_ptr, msl_type)
calledBy:
missile_atgm_fly in miss_atgm.c, (null)
missile_hellfire_fly in miss_hellfr.c, (null)
missile_maverick_fly in miss_maverck.c, (null)
missile_nlos_fly in miss_nlos.c, (null)
missile_tow_fly in miss_tow.c, (null)
missile_hydra_fly in rkt_hydra.c, (null)

FUNCTION: missile_util_comm_check_detonate(msl_ptr, msl_type)
calledBy:
missile_adat_fly in miss_adat.c, (null)
missile_atgm_fly in miss_atgm.c, (null)
missile_hellfire_fly in miss_hellfr.c, (null)
missile_kem_fly in miss_kem.c, (null)
missile_maverick_fly in miss_maverck.c, (null)
missile_nlos_fly in miss_nlos.c, (null)
missile_stinger_fly in miss_stinger.c, (null)
missile_tow_fly in miss_tow.c, (null)
missile_hydra_fly in rkt_hydra.c, (null)

FUNCTION: missile_util_comm_check_timer(msl_ptr, msl_type)
calledBy:
missile_hydra_fly in rkt_hydra.c, (null)

FUNCTION: missile_util_comm_check_sub_mun(msl_ptr, msl_type, sub_mun, sub_mun_type)
calledBy:
missile_flechette_fly in sub_flech.c, (null)
missile_m73_drop in sub_m73.c, (null)
missile_m73_impact in sub_m73.c, (null)

FUNCTION: missile_util_comm_release_sub_munition(msl_ptr, msl_type, sub_mun, sub_mun_type, impact_pt, velocity)
calledBy:
missile_flechette_init in sub_flech.c, (null)
missile_flechette_fly in sub_flech.c, (null)
missile_m73_init in sub_m73.c, (null)
missile_m73_drop in sub_m73.c, (null)
missile_m73_impact in sub_m73.c, (null)

FUNCTION: missile_util_comm_intersected_poly(event_id, soil_type, intersection_point)

calledBy:
 process_msg_hit_return in proc_hit.c, (null)
 FUNCTION: missile_util_comm_intersected_model(event_id, vehicle_id, object_type,
 intersection_point, chord_start, chord_end)
 calledBy:
 process_msg_hit_return in proc_hit.c, (null)
 FILE: util_eval.c
 FUNCTION: missile_util_eval_poly(deg, coeff, param)
 calledBy:
 missile_adat_fire in miss_adat.c, (null)
 missile_adat_fly in miss_adat.c, (null)
 missile_atgm_fire in miss_atgm.c, (null)
 missile_atgm_fly in miss_atgm.c, (null)
 missile_hellfire_calc_tof in miss_hellfr.c, (null)
 missile_hellfire_fire in miss_hellfr.c, (null)
 missile_hellfire_fly in miss_hellfr.c, (null)
 missile_kem_fire in miss_kem.c, (null)
 missile_kem_fly in miss_kem.c, (null)
 missile_maverick_fire in miss_maverck.c, (null)
 missile_maverick_fly in miss_maverck.c, (null)
 missile_stinger_fire in miss_stinger.c, (null)
 missile_stinger_fly in miss_stinger.c, (null)
 missile_tow_fire in miss_tow.c, (null)
 missile_tow_fly in miss_tow.c, (null)
 missile_flechette_fly in sub_flech.c, (null)
 missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)
 missile_target_intercept in targ_intrcpt.c, (null)
 missile_util_eval_cos_coeff in util_eval.c, (null)
 missile_util_eval_newton_raphson in util_eval.c, (null)
 FUNCTION: missile_util_eval_cos_coeff(mptr, coeff, param)
 calledBy:
 missile_atgm_fly in miss_atgm.c, (null)
 missile_tow_fly in miss_tow.c, (null)
 FUNCTION: missile_util_eval_newton_raphson(deg, coeff, seed, tolerance, max_iter)
 calledBy:
 missile_target_intercept in targ_intrcpt.c, (null)
 FILE: util_flyout.c
 FUNCTION: missile_util_flyout(mptr)
 calledBy:
 missile_adat_fly in miss_adat.c, (null)
 missile_atgm_fly in miss_atgm.c, (null)
 missile_hellfire_fly in miss_hellfr.c, (null)
 missile_kem_fly in miss_kem.c, (null)
 missile_maverick_fly in miss_maverck.c, (null)
 missile_nlos_fly in miss_nlos.c, (null)
 missile_stinger_fly in miss_stinger.c, (null)
 missile_tow_fly in miss_tow.c, (null)
 FUNCTION: missile_util_ball_flyout(bmptr, ball_entry, table_size, scale_speed)
 calledBy:
 missile_hydra_fly in rkt_hydra.c, (null)
 FILE: util_init.c
 FUNCTION: missile_util_init()
 calledBy:
 nlos_init in kato_nlos.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libmsg

FILE: ADD_veh2cig.c

FUNCTION: add_veh_to_cig_msg(r)

FILE: add_veh2cig.c

FUNCTION: msg_add_new_othervehs()

FUNCTION: add_dynamic_veh_to_cig_msg(vap, hash_id)

calledBy:

cig_msg_add_new_othervehs in add_veh2cig.c, (null)

msg_add_new_othervehs in add_veh2cig.c, (null)

msg_process_othervehs in adj_otherveh.c, (null)

FUNCTION: cig_too_many_vehicles()

calledBy:

process_msg_sys_error in proc_sys_err.c, (null)

FILE: adj_chg_stat.c

FUNCTION: msg_adjust_static_vehicle(vap, hash_id)

calledBy:

msg_process_othervehs in adj_otherveh.c, (null)

FUNCTION: fill_changed_static_remove_msg(mp, hash_id)

calledBy:

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)

FUNCTION: fill_changed_static_msg(mp, hash_id, location, rotation, asid, new_type)

calledBy:

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)

FUNCTION: add_changed_static_to_cig_msg(hash_id, old_type, new_type)

calledBy:

cig_msg_adjust_staticveh_state in adj_chg_stat.c, (null)

msg_adjust_static_vehicle in adj_chg_stat.c, (null)

msg_process_static_wait_list in tell_cig.c, (null)

FILE: adj_dyn_msg.c

FUNCTION: msg_adjust_dynamic_veh_msgs()

calledBy:

cig_prepare_buffer in kato_cig.c, (null)

FILE: adj_otherveh.c

FUNCTION: msg_process_othervehs()

calledBy:

msg_adjust_dynamic_veh_msgs in adj_dyn_msg.c, (null)

msg_tell_cig_about_remote_entities in tell_cig.c, (null)

FUNCTION: add_dynamic_veh_to_cig_msg(vap, hash_id, mp)

calledBy:

cig_msg_add_new_othervehs in add_veh2cig.c, (null)

msg_add_new_othervehs in add_veh2cig.c, (null)

msg_process_othervehs in adj_otherveh.c, (null)

FUNCTION: cig_too_many_vehicles()

calledBy:

process_msg_sys_error in proc_sys_err.c, (null)

FILE: app_end.c

FUNCTION: cig_msg_append_end()

calledBy:

cigex_send_buffer in cig_comm.c, (null)

cig_setup_dr_transfer in cig_send_buf.c, (null)

FILE: app_msg_hdr.c

FUNCTION: append_msg_hdr(type, length)

calledBy:

add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
 push_msg_cig_ctl in app_cig_ctl.c, (null)
 cig_msg_append_dr11_pkt_size in app_dr11.c, (null)
 cig_msg_append_process_round in app_proc_rnd.c, (null)
 cig_msg_append_rts4x3_matrix in app_rts4x3.c, (null)
 cig_msg_append_show_effect in app_show_eff.c, (null)
 cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
 add_static_veh_to_cig_msg in app_stat_veh.c, (null)
 cig_msg_append_traj_table_xfer in app_traj.c, (null)
 cig_msg_append_traj_entry_xfer in app_traj.c, (null)
 cig_msg_append_view_flags in app_vflags.c, (null)
 process_keyword in config_read.c, (null)
 push_msg_file_descr in file_descr.c, (null)
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_append_viewport_state in vport.c, (null)
 cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
 cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
 cig_msg_append_staticveh_state in app_stat_veh.c, (null)
 cig_msg_append_traj_entry_xfer in app_traj_ent.c, (null)
 cig_msg_append_add_traj_table in app_traj_gt.c, IFDEF_GT_
 cig_msg_append_traj_entry in app_traj_gt.c, IFDEF_GT_
 cig_msg_append_delete_traj_table in app_traj_gt.c, IFDEF_GT_
 cig_msg_append_traj_table_xfer in app_traj_tbl.c, (null)
 cig_msg_append_view_flags in app_vflags.c, (null)
 process_keyword in config_read.c, (null)
 cig_msg_append_lt_state in lt_state.c, IFDEF_GT_
 cig_msg_append_tf_init_header in terrain_fb.c, IFDEF_GT_
 cig_msg_append_tf_init_point in terrain_fb.c, IFDEF_GT_

FILE: app_mtra_ent.c

FUNCTION: multi_cig_append_traj_entry_xfer(buf_mask, bore_x, bore_z)

FILE: app_mtra_tbl.c

FUNCTION: multi_cig_append_traj_table_xfer(buf_mask, ammo_type, traj_index, count)

FILE: app_stat_rm.c

FUNCTION: cig_msg_append_staticveh_rem(veh_list, num_veh)

calledBy:

cig_msg_delete_old_staticvehs in app_stat_rm.c, (null)

FILE: app_stat_veh.c

FUNCTION: cig_msg_append_staticveh_state(veh_list, num_veh)

FILE: app_traj_ent.c

FUNCTION: cig_msg_append_traj_entry_xfer(bore_x, bore_z)

calledBy:

ballistics_load_trajectory_file in ball_load.c, IFNDEF_GT_

multi_cig_append_traj_entry_xfer in app_mtra_ent.c, (null)

FILE: app_traj_gt.c

FUNCTION: cig_msg_append_add_traj_table(ammo_type, tracer_type, count)

calledBy:

ballistics_load_trajectory_file in ball_load.c, IFDEF_GT_

FUNCTION: cig_msg_append_traj_entry(ammo_type, entry_index, bore_x, bore_z)

calledBy:

ballistics_load_trajectory_file in ball_load.c, IFDEF_GT_

FUNCTION: cig_msg_append_delete_traj_table(ammo_type)

FILE: app_traj_tbl.c

FUNCTION: `cig_msg_append_traj_table_xfer(ammo_type, traj_index, count)`
 calledBy:
 `ballistics_load_trajectory_file` in `ball_load.c`, IFNDEF `_GT_`
 `multi_cig_append_traj_table_xfer` in `app_mtra_tbl.c`, (null)

FILE: `app_vflags.c`

FUNCTION: `cig_msg_append_view_flags(view_flags, branch_value)`
 calledBy:
 `cigex_msg_configure_view` in `cig_conf_msg.c`, (null)
 `cigex_stop_init` in `cig_init.c`, (null)
 `cigex_vp_init` in `cig_init.c`, (null)
 `cigex_msg_configure_view` in `cig_start.c`, (null)
 `cigex_stop` in `cig_stop.c`, (null)
 `cig_msg_msg_veh_state` in `niu_cig.c`, (null)
 `cig_msg_configure_view` in `config_msg.c`, IFNDEF `_GT_`

FILE: `append_other.c`

FUNCTION: `append_other_in_send_buffer()`
 calledBy:
 `add_dynamic_veh_to_cig_msg` in `add_veh2cig.c`, (null)
 `add_veh_to_cig_msg` in `ADD_veh2cig.c`, (null)
 `msg_add_new_othervehs` in `add_veh2cig.c`, (null)
 `msg_process_othervehs` in `adj_otherveh.c`, (null)

FILE: `ball_buffer.c`

FUNCTION: `init_ballistics_buffer()`
 calledBy:
 `simulation_state_machine` in `main.c`, (null)

FUNCTION: `copy_ballistics_buffer()`
 calledBy:
 `cig_prepare_buffer` in `kato_cig.c`, (null)

FUNCTION: `store_traj_chord(type, tracer, id, begin, end)`
 calledBy:
 `missile_util_comm_fly_missile` in `util_comm.c`, (null)
 `missile_util_comm_release_sub_munition` in `util_comm.c`, (null)

FUNCTION: `store_round_fired(type, tracer, id, gunpos, gunvel, sinelv, coselv, sinazm, cosazm, est_impact_time, est_impact_range)`
 calledBy:
 `ballistics_fire_a_round` in `ball_fire.c`, (null)

FUNCTION: `store_view_magnification(node_index, lod_multiplier, i, j)`
 calledBy:
 `controller_driver_view` in `kato_control.c`, (null)
 `controller_gun_view` in `kato_control.c`, (null)

FUNCTION: `store_otherveh_state(hash_id, veh_type, asid, t1, t2, t3)`
 calledBy:
 `het_simulator_het_inter` in `het_inter.c`, (null)
 `ldam_draw_game_over` in `het_md.c`, (null)
 `ldam_draw_glare` in `het_vg.c`, (null)

FUNCTION: `store_init_stamp_model(id, b_mask, type, viewing_plane, display_plane, ded_cat_name, stamp_count)`
 calledBy:
 `keybrd_send_stamp_init_model` in `het_kin.c`, (null)
 `keybrd_send_stamp_init_model_TX` in `het_kin.c`, (null)
 `keybrd_send_stamp_init_both_backends` in `het_kin.c`, (null)
 `het_keybrd_send_init_stamp_model` in `het_kin.c`, IFDEF `notdef`

FUNCTION: `store_grow_model(id, b_mask, azimuth, elev, arc)`
 calledBy:

het_keybrd_send_grow_model_TX in het_kin.c, (null)
 het_keybrd_send_ctas_grow_model in het_kin.c, (null)
 ldam_draw_sensor_burn in het_sb.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 FUNCTION: store_process_chord(id, db_index, type, tracer, mode, length, start, end,
 sinelv, coselv, sinazm, cosazm)
 FUNCTION: store_request_point_info(x, y)
 FILE: buf_reset.c
 FUNCTION: buffer_reset()
 calledBy:
 io_simul_idle in io_simul.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 simulation_state_machine in main.c, (null)
 FILE: buf_setup.c
 FUNCTION: buffer_setup()
 calledBy:
 simulation_state_machine in main.c, (null)
 FILE: check_all.c
 FUNCTION: check_all(mbp, bnum)
 calledBy:
 check_buffer in checkbuffer.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 check_buffer in checkbuffer.c, (null)
 process_msg_sys_error in proc_sys_err.c, IFDEF _GT_
 FILE: checkbuffer.c
 FUNCTION: check_buffer(mbp, bnum)
 calledBy:
 io_simul in io_simul.c, IFDEF _GT_
 io_simul in io_simul.c, IFNDEF _GT_
 cigex_wakeup_cig in cig_start.c, IFDEF
 NOT_UNTIL_LARGER_BUFFER_AVAILABLE
 cigex_wakeup_cig in cig_start.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 FUNCTION: print_msg_pass_on(hp, len)
 FILE: cig_copy_buf.c
 FUNCTION: cig_copy_otherevhs(src_start, src_end, dest_start)
 FILE: cig_flushbuf.c
 FUNCTION: cig_flush_buffer()
 calledBy:
 net_simul in net_simul.c, (null)
 io_simul in io_simul.c, (null)
 FILE: clr_n_mapped.c
 FUNCTION: clear_n_mapped()
 calledBy:
 buffer_reset in buf_reset.c, (null)
 FILE: ccnfig_key.c
 FUNCTION: key_list_initialized()
 calledBy:
 cig_read_configfile in config_read.c, (null)
 FUNCTION: key_list_init()

calledBy:
 cig_read_configfile in config_read.c, (null)
 FUNCTION: add_keyword(listP, keyword, type, offset, length, state)
 calledBy:
 key_list_init in config_key.c, (null)
 FUNCTION: lookup_keyword(keyword, table_list)
 calledBy:
 cig_read_configfile in config_read.c, (null)
 FILE: config_msg.c
 FUNCTION: cig_set_view_config_file(file_name)
 calledBy:
 veh_spec_startup in kato_main.c, (null)
 FUNCTION: cig_set_traj_config_file(file_name)
 FUNCTION: cig_msg_configure_traj()
 FUNCTION: cig_msg_configure_view(buf_index)
 calledBy:
 cig_setup_configuration in kato_cig.c, (null)
 cig_setup_configuration in cig_set_conf.c, (null)
 FILE: config_read.c
 FUNCTION: config_pos_init(pos, head)
 FUNCTION: config_pos_init2(pos, rot)
 calledBy:
 veh_spec_init in kato_main.c, (null)
 FUNCTION: cig_read_configfile(file_name, config_nameP)
 calledBy:
 cigex_msg_configure_view in cig_conf_msg.c, (null)
 cigex_msg_configure_view in cig_start.c, (null)
 cig_msg_configure_traj in config_msg.c, (null)
 cig_msg_configure_view in config_msg.c, (null)
 FUNCTION: read_keyword_data(keywordP, input_str)
 calledBy:
 cig_read_configfile in config_read.c, (null)
 FUNCTION: process_keyword(state, keywordP, table_list)
 calledBy:
 cig_read_configfile in config_read.c, (null)
 FUNCTION: send_buffer()
 calledBy:
 process_keyword in config_read.c, (null)
 FILE: dealloc_abuf.c
 FUNCTION: deallocate_appended_buffer_space(length)
 calledBy:
 add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
 FILE: dealloc_pbuf.c
 FUNCTION: deallocate_prependded_buffer_space(length)
 calledBy:
 add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
 FILE: del_veh.c
 FUNCTION: delete_veh_from_cig_msg(veh_id, hash_id, class)
 calledBy:
 cig_msg_delete_old_othervehs in del_veh.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 FILE: flushbuf.c
 FUNCTION: flush_buffer()
 calledBy:

cigex_msg_configure_view in cig_conf_msg.c, (null)
 cigex_stop_init in cig_init.c, (null)
 cigex_vp_init in cig_init.c, (null)
 cigex_prepare_no_op in cig_no_op.c, (null)
 cigex_msg_configure_view in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF notdef
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF
 NOT_UNTIL_LARGER_BUFFER_AVAILABLE
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF old
 cigex_start in cig_start.c, (null)
 cigex_stop in cig_stop.c, (null)
 cigex_synchronize in cig_sync.c, (null)
 send_buffer in config_read.c, (null)
 net_simul in n_net_simul.c, (null)
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 cigupl in cigupl.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 prepare_no_op in msgs.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cigutil_change_buf_sizes in util.c, (null)
 exchange_buffers in ball_load.c, (null)
 ballistic_load_trajectory_file in ball_load.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_prepare_no_op in cig_no_op.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 cig_flush_buffer in cig_flushbuf.c, (null)
 cig_msg_configure_view in config_msg.c, (null)
 send_buffer in config_read.c, (null)

FILE: get_asid.c

FUNCTION: cig_msg_set_asid(value, clear_mask)

FUNCTION: cig_msg_clear_asid(value)

FUNCTION: cig_msg_set_bumper_numbers(marking)

FUNCTION: cig_msg_get_asid()

FILE: get_back.c

FUNCTION: get_back_of_send_buffer(buf_index)

FILE: get_cig_mask.c

FUNCTION: get_cig_mask()

FILE: get_debug.c

FUNCTION: get_static_debug()

FILE: get_front.c

FUNCTION: get_front_of_send_buffer(buf_index)
 calledBy:
 io_simul in io_simul.c, IFDEF_GT_
 io_simul in io_simul.c, IFNDEF_GT_
 cig_reconfig_start in cig_r_start.c, (null)
 cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF_DEF_71
 cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF_DEF_71
 cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF_DEF_71
 cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF_DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFNDEF_DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFDEF_DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFNDEF_DEF_71
 cig_poll_dr_transfer in cig_send_buf.c, IFDEF_DEF_71
 process_msg_sys_error in proc_sys_err.c, IFDEF_GT_
 FILE: get_init_buf.c
 FUNCTION: get_init_ptrs()
 calledBy:
 setup_buffer_ptrs in setup_buf.c, (null)
 FILE: get_n_mapped.c
 FUNCTION: get_n_mapped()
 FILE: get_other_start.c
 FUNCTION: get_other_start_in_send_buffer(buf_index)
 FILE: get_sbuffer.c
 FUNCTION: get_sbuffer()
 FILE: lt_state.c
 FUNCTION: cig_msg_prepend_lt_state(code, size, interval)
 FUNCTION: cig_msg_append_lt_state(code, size, interval)
 calledBy:
 cig_setup_configuration in kato_cig.c, IFDEF_GT_
 FILE: make_include.c
 FILE: msg_hash.c
 FUNCTION: msg_get_hash_table_size()
 calledBy:
 msg_process_othervehs in adj_otherveh.c, (null)
 msg_write_hash_table in msg_loc.c, (null)
 FUNCTION: msg_create_hash_table()
 calledBy:
 msg_startup in msg_init.c, (null)
 FUNCTION: msg_init_hash_table()
 calledBy:
 msg_init in msg_init.c, (null)
 FUNCTION: msg_add_hash_entry(vehicleID)
 calledBy:
 add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
 add_static_veh_to_cig_msg in app_stat_veh.c, (null)
 msg_add_new_othervehs in add_veh2cig.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 msg_add_new_static_objects in pre_stat_veh.c, (null)
 FUNCTION: msg_remove_hash_entry(vehicleID)
 calledBy:
 cig_msg_delete_old_staticvehs in app_stat_rm.c, (null)
 delete_veh_from_cig_msg in del_veh.c, (null)
 msg_add_new_othervehs in add_veh2cig.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)

delete_veh_from_cig_msg in del_veh.c, (null)
msg_delete_static_vehicle in pre_stat_rm.c, (null)
msg_delete_old_static_objects in pre_stat_rm.c, (null)
FUNCTION: msg_find_hash_entry(vehicleID)
calledBy:
add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
delete_veh_from_cig_msg in del_veh.c, (null)
msg_add_new_othervehs in add_veh2cig.c, (null)
msg_delete_old_static_objects in pre_stat_rm.c, (null)
msg_add_new_static_objects in pre_stat_veh.c, (null)
FUNCTION: msg_get_veh_id_from_cig_id(cig_id)
FILE: msg_init.c
FUNCTION: msg_startup()
calledBy:
simulation_state_machine in main.c, (null)
FUNCTION: msg_init()
calledBy:
simulation_state_machine in main.c, (null)
FILE: msg_loc.c
FUNCTION: msg_write_hash_table(fp)
FUNCTION: msg_write_update_list(fp)
FUNCTION: msg_write_othervehs_in_buffer(fp)
FUNCTION: msg_print_vehicle_statistics()
calledBy:
keyboard_simul in kato_keybrd.c, (null)
FILE: msg_pars.c
FUNCTION: upshift(str)
calledBy:
AssocReadParams in params.c, (null)
ProcessProtocolFamily in params.c, (null)
msg_read_params in msg_pars.c, (null)
FUNCTION: msg_read_params(param_file)
calledBy:
msg_startup in msg_init.c, (null)
FUNCTION: process_max_static_vehs(token_ptr)
FUNCTION: process_max_static_objects(token_ptr)
FUNCTION: process_static_wait_list_size(token_ptr)
FUNCTION: process_max_vehs_in_buffer(token_ptr)
FUNCTION: msg_get_max_static_vehs()
calledBy:
msg_process_othervehs in adj_otherveh.c, (null)
msg_create_hash_table in msg_hash.c, (null)
FUNCTION: msg_get_max_static_objects()
calledBy:
msg_create_hash_table in msg_hash.c, (null)
msg_add_new_static_objects in pre_stat_veh.c, (null)
FUNCTION: msg_get_static_wait_list_size()
calledBy:
msg_create_static_free_list in stat_queue.c, (null)
msg_init_static_free_list in stat_queue.c, (null)
FUNCTION: msg_get_max_vehs_in_buffer()

calledBy:
msg_create_hash_table in msg_hash.c, (null)
msg_init in msg_init.c, (null)

FILE: pr_agl.c
FUNCTION: print_msg_agl(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)

FILE: pr_cig_ctl.c
FUNCTION: print_msg_cig_ctl(mp, length)
calledBy:
check_all in check_all.c, (null)
print_buffer in printbuffer.c, (null)

FILE: pr_ct_gm.c
FUNCTION: print_msg_ctas_grow_model(mp, length)

FILE: pr_ct_ism.c
FUNCTION: print_msg_ctas_init_stamp_model(mp, length)

FILE: pr_end.c
FUNCTION: print_msg_end()
calledBy:
print_buffer in printbuffer.c, (null)

FILE: pr_eo.c
FUNCTION: print_msg_eo(mp, length)

FILE: pr_file_desc.c
FUNCTION: print_msg_file_descr(mp, length)
calledBy:
cigls in cigls.c, (null)
check_buffer in checkbuffer.c, (null)
print_buffer in printbuffer.c, (null)
process_msg_file_descr in proc_fdescr.c, (null)

FILE: pr_file_stat.c
FUNCTION: print_msg_file_status(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)

FILE: pr_file_xfer.c
FUNCTION: print_msg_file_xfer(mp, length)
calledBy:
check_buffer in checkbuffer.c, (null)
print_buffer in printbuffer.c, (null)
process_msg_file_xfer in proc_f_xfer.c, IFNDEF TRUE

FILE: pr_hit.c
FUNCTION: print_msg_hit(mp, length)
calledBy:
process_msg_hit in kato_cig.c, IFDEF old

FILE: pr_hit_rtn.c
FUNCTION: print_msg_hit_return(mp, length)

FILE: pr_laser_rtn.c
FUNCTION: print_msg_laser_return(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)

FILE: pr_loc_terr.c
FUNCTION: print_msg_local_terrain(mp, length)
calledBy:
print_buffer in printbuffer.c, IF not 1

FILE: pr_m2veh.c

FUNCTION: print_msg_m2veh_state(mp, length)
FILE: pr_miss.c
FUNCTION: print_msg_miss(mp, length)
FILE: pr_myveh.c
FUNCTION: print_msg_myveh_state(mp, length)
FILE: pr_otherveh.c
FUNCTION: print_msg_otherveh_state(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)
FILE: pr_proc_rnd.c
FUNCTION: print_msg_process_round(mp, length)
calledBy:
check_buffer in checkbuffer.c, (null)
FILE: pr_rnd_fired.c
FUNCTION: print_msg_round_fired(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)
FILE: pr_rtn_lt.c
FUNCTION: print_msg_rtn_lt(mp, length)
FILE: pr_show_eff.c
FUNCTION: print_msg_show_effect(mp, length)
calledBy:
check_buffer in checkbuffer.c, (null)
print_buffer in printbuffer.c, (null)
FILE: pr_staticrem.c
FUNCTION: print_msg_staticveh_rem(mp, length)
calledBy:
check_buffer in checkbuffer.c, (null)
print_buffer in printbuffer.c, (null)
FILE: pr_staticveh.c
FUNCTION: print_msg_staticveh_state(mp, length)
calledBy:
check_buffer in checkbuffer.c, (null)
print_buffer in printbuffer.c, (null)
FILE: pr_submode.c
FUNCTION: print_msg_subsys_mode(mp, length)
FILE: pr_sys_err.c
FUNCTION: print_msg_sys_error(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)
process_msg_sys_error in proc_sys_err.c, (null)
FILE: pr_test_name.c
FUNCTION: print_msg_test_name(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)
FILE: pr_traj_chrd.c
FUNCTION: print_msg_traj_chord(mp, length)
calledBy:
print_buffer in printbuffer.c, (null)
FILE: pr_vupdate.c
FUNCTION: print_msg_viewport_update(mp, length)
FILE: pre_1rot.c
FUNCTION: cig_msg_prepend_1rotation(node_index, rotation_axis, rotation)
FILE: pre_3rot.c

FUNCTION: cig_msg_prepend_3rotations(node_index, heading, pitch, roll)
 FILE: pre_agl_set.c
 FUNCTION: cig_msg_prepend_agl_setup(state)
 calledBy:
 cig_spec_init in kato_cig.c, (null)
 FILE: pre_am_dfn.c
 FUNCTION: cig_msg_prepend_ammo_define(ammo0, ammo1, ammo2, ammo3)
 FILE: pre_cig_ctl.c
 FUNCTION: push_msg_cig_ctl(state)
 calledBy:
 cigex_msg_configure_view in cig_conf_msg.c, (null)
 cigex_prepare_no_op in cig_no_op.c, (null)
 cigex_msg_configure_view in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF notdef
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF old
 cigex_start in cig_start.c, (null)
 prepare_no_op in msgs.c, (null)
 cigutil_file_xfer_setup in util.c, (null)
 cigutil_last_write in util.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_prepare_no_op in cig_no_op.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)
 cig_msg_configure_view in config_msg.c, (null)
 FILE: pre_config.c
 FUNCTION: cig_msg_prepend_cig_config()
 FILE: pre_ct_gm.c
 FUNCTION: cig_msg_prepend_grow_model(id, b_mask, azimuth, elev, arc)
 FILE: pre_ct_ism.c
 FUNCTION: cig_msg_prepend_init_stamp_model(id, b_mask, type, viewing_plane,
 display_plane, ded_cat_name, stamp_count)
 FILE: pre_dr11.c
 FUNCTION: cig_msg_prepend_dr11_pkt_size(send_size, rcv_size, lt_chunk_size,
 lt_interval, hw_type)
 calledBy:
 multi_cig_prepend_dr11_pkt_size in pre_mdr11.c, (null)
 FILE: pre_eo.c
 FUNCTION: cig_msg_prepend_eo(datv, hot, mag, locked, power_on, x_rot, z_rot)
 FILE: pre_file_descr.c
 FUNCTION: push_msg_file_descr(db_size, db_no, db_req, db_name)
 calledBy:
 cigex_wakeup_cig in cig_start.c, (null)
 cigex_wakeup_cig in cig_start.c, IFDEF _GT_
 cigdownl in cigdownl.c, (null)
 cigls in cigls.c, (null)
 cigmv in cigmv.c, (null)
 cigrm in cigrm.c, (null)
 get_cigfile_size in cigupl.c, (null)
 setup_to_upload in cigupl.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_reconfig_start in cig_r_start.c, IFNDEF _GT_
 cig_reconfig_start in cig_r_start.c, IFDEF _GT_

cig_reconfig_start in cig_r_start.c, (null)
 FILE: pre_file_sts.c
 FUNCTION: push_msg_file_status(type, abort_descr_no, blk_seq_no)
 calledBy:
 cigupl in cigupl.c, (null)
 FILE: pre_file_xfr.c
 FUNCTION: push_msg_file_xfer(type, blk_size, blk_seq_no, data)
 calledBy:
 cigdownl in cigdownl.c, (null)
 FILE: pre_gen_tree.c
 FUNCTION: cig_msg_prepend_gen_configtree(filename)
 FILE: pre_genveh.c
 FUNCTION: cig_msg_prepend_genveh_state(id, type, t1_mtx, t1_vec, t4_mtx, t4_vec, channel, sky)
 FILE: pre_gun_over.c
 FUNCTION: cig_msg_prepend_gun_overlay(type, lrf_rdy, lrf_mal, lrf_mrb, lrf_rng, azimuth, range, ammo, t_v_mtx)
 FILE: pre_hit.c
 FUNCTION: push_msg_hit(obj_id, obj_type, obj_tag, chord_type, intersection_pt)
 FILE: pre_hprxyzs.c
 FUNCTION: cig_msg_prepend_hprxyzs_matrix(node_index, heading, pitch, roll, translation, scale, concat_order)
 FILE: pre_lase_rtn.c
 FUNCTION: push_msg_laser_return(z_range)
 FILE: pre_mcig_ctl.c
 FUNCTION: multi_cig_push_cig_ctl(buf_mask, state)
 FILE: pre_mdr11.c
 FUNCTION: multi_cig_prepend_dr11_pkt_size(buf_mask, send_size, rcv_size, lt_chunk_size, lt_interval, hw_type)
 calledBy:
 cig_stop in Ocig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 FILE: pre_mpass_on.c
 FUNCTION: multi_cig_msg_prepend_pass_on(buf_mask, subsys_id, subsys_ch, subsys_msg, msg_length)
 calledBy:
 cig_2d_make_buffer in kato_cig_2d.c, IFNDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFNDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFNDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFDEF GT_
 FUNCTION: multi_cig_msg_prepend_pass_on(buf_mask, subsys_id, subsys_msg, msg_length)
 calledBy:
 cig_2d_make_buffer in kato_cig_2d.c, IFNDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFNDEF GT_
 cig_2d_make_buffer in kato_cig_2d.c, IFDEF GT_

cig_2d_make_buffer in kato_cig_2d.c, IFNDEF_GT_
cig_2d_make_buffer in kato_cig_2d.c, IFDEF_GT_
FILE: pre_mreq_lsr.c
FUNCTION: multi_cig_msg_prepend_request_laser_range(buf_mask, id, i, j)
FILE: pre_mrts4x3.c
FUNCTION: multi_cig_msg_prepend_rts4x3_matrix(buf_mask, node_index, rot_mtx,
vec)
calledBy:
rotate_send_msgs in rot_comm.c, (null)
FILE: pre_msg_hdr.c
FUNCTION: prepend_msg_hdr(type, length)
calledBy:
add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
cig_msg_prepend_lt_state in lt_state.c, IFDEF_GT_
cig_msg_prepend_1rotation in pre_1rot.c, (null)
cig_msg_prepend_3rotations in pre_3rot.c, (null)
cig_msg_prepend_agl_setup in pre_agl_set.c, (null)
cig_msg_prepend_amm_define in pre_am_dfn.c, (null)
push_msg_cig_ctl in pre_cig_ctl.c, (null)
cig_msg_prepend_cig_config in pre_config.c, (null)
cig_msg_prepend_grow_model in pre_ct_gm.c, IFDEF_GT_
cig_msg_prepend_init_stamp_model in pre_ct_ism.c, IFDEF_GT_
cig_msg_prepend_dr11_pkt_size in pre_dr11.c, (null)
cig_msg_prepend_eo in pre_eo.c, (null)
push_msg_file_descr in pre_file_des.c, (null)
push_msg_file_status in pre_file_sts.c, (null)
push_msg_file_xfer in pre_file_xfr.c, (null)
cig_msg_prepend_gen_configtree in pre_gen_tree.c, (null)
cig_msg_prepend_genveh_state in pre_genveh.c, (null)
cig_msg_prepend_gun_overlay in pre_gun_over.c, (null)
push_msg_hit in pre_hit.c, (null)
cig_msg_prepend_hprxyzs_matrix in pre_hprxyzs.c, (null)
push_msg_laser_return in pre_lase_rtn.c, (null)
cig_msg_prepend_obscure in pre_obscure.c, (null)
cig_msg_prepend_overlay_setup in pre_ovr_set.c, (null)
cig_msg_prepend_pass_bk in pre_pass_bk.c, (null)
cig_msg_prepend_pass_on in pre_pass_on.c, (null)
cig_msg_prepend_set_ppm_display_mode in pre_ppm_mod.c, IFDEF_GT_
cig_msg_prepend_set_ppm_display_offset in pre_ppm_off.c, IFDEF_GT_
cig_msg_prepend_set_ppm_pixel_location in pre_ppm_pel.c, IFDEF_GT_
cig_msg_prepend_set_ppm_pixel_state in pre_ppm_pst.c, IFDEF_GT_
cig_msg_prepend_ballistics_msg in pre_proc_rnd.c, (null)
cig_msg_prepend_request_laser_range in pre_req_lsr.c, (null)
cig_msg_prepend_ballistics_msg in pre_rnd_fir.c, (null)
cig_msg_prepend_rot2x1_matrix in pre_rot2x1.c, (null)
push_msg_rtn_lt in pre_rtn_lt.c, (null)
cig_msg_prepend_rts4x3_matrix in pre_rts4x3.c, (null)
cig_msg_prepend_scale in pre_scale.c, (null)
cig_msg_prepend_show_effect in pre_show_eff.c, (null)
cig_msg_prepend_staticveh_rem in pre_stat_rm.c, (null)
add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)
cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
push_msg_sys_error in pre_sys_err.c, (null)
push_msg_test_name in pre_test_nam.c, (null)

cig_msg_prepend_traj_chord in pre_traj_chd.c, (null)
 cig_msg_prepend_traj_entry_xfer in pre_traj_ent.c, (null)
 cig_msg_prepend_traj_table_xfer in pre_traj_tbl.c, (null)
 cig_msg_prepend_update_translation in pre_trans.c, (null)
 cig_msg_prepend_view_flags in pre_vflags.c, (null)
 cig_msg_prepend_view_magnification in pre_vmag.c, (null)
 cig_msg_prepend_view_mode in pre_vmode.c, IFNDEF_GT_
 cig_msg_prepend_viewport_state in pre_vport.c, (null)
 cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
 cig_msg_prepend_process_chord in proc_chord.c, IFDEF_GT_
 FILE: pre_mvflags.c
 FUNCTION: multi_cig_msg_prepend_view_flags(buf_mask, view_flags,
 branch_value)
 FILE: pre_obscure.c
 FUNCTION: cig_msg_prepend_obscure(channel, texture, repeat, glare)
 FILE: pre_overall.c
 FUNCTION: cig_msg_prepend_overall_header(buf_index)
 calledBy:
 cigex_send_buffer in cig_comm.c, (null)
 cig_setup_dr_transfer in cig_send_buf.c, (null)
 FILE: pre_ovr_set.c
 FUNCTION: cig_msg_prepend_overlay_setup(type, node, offset, vp0, vp1, vp2,
 gunvp)
 FILE: pre_pass_bk.c
 FUNCTION: cig_msg_prepend_pass_bk(subsys_id, subsys_msg, msg_length)
 FILE: pre_pass_on.c
 FUNCTION: cig_msg_prepend_pass_on(subsys_id, subsys_ch, subsys_msg,
 msg_length)
 calledBy:
 multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFDEF_GT_
 multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFNDEF_GT_
 multi_cig_msg_prepend_pass_on in pre_mpass_on.c, (null)
 FUNCTION: cig_msg_prepend_pass_on(subsys_id, subsys_msg, msg_length)
 calledBy:
 multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFDEF_GT_
 multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFNDEF_GT_
 multi_cig_msg_prepend_pass_on in pre_mpass_on.c, (null)
 FILE: pre_ppm_mod.c
 FUNCTION: cig_msg_prepend_set_ppm_display_mode(subsystem, channel, mode)
 FILE: pre_ppm_off.c
 FUNCTION: cig_msg_prepend_set_ppm_display_offset(subsystem, channel, offset_i,
 offset_j)
 FILE: pre_ppm_pel.c
 FUNCTION: cig_msg_prepend_set_ppm_pixel_location(subsystem, channel,
 location_i, location_j)
 FILE: pre_ppm_pst.c
 FUNCTION: cig_msg_prepend_set_ppm_pixel_state(subsystem, channel, state)
 FILE: pre_proc_rnd.c
 FUNCTION: cig_msg_prepend_ballistics_msg(type, tracer, id, gunpos, gunvel,
 sinelv, coselv, sinazm, cosazm, est_impact_time, est_impact_range)
 FILE: pre_req_lsr.c
 FUNCTION: cig_msg_prepend_request_laser_range(id, ch, i, j)
 calledBy:
 multi_cig_msg_prepend_request_laser_range in pre_mreq_lsr.c, (null)

FUNCTION: cig_msg_prepend_request_laser_range(id, i, j)
calledBy:
multi_cig_msg_prepend_request_laser_range in pre_mreq_lsr.c, (null)
FILE: pre_rnd_fir.c
FUNCTION: cig_msg_prepend_ballistics_msg(type, tracer, id, gunpos, gunvel,
sinelv, coseiv, sinazm, cosazm, est_impact_time, est_impact_range)
FILE: pre_rot2x1.c
FUNCTION: cig_msg_prepend_rot2x1_matrix(node_index, cos_rot, sin_rot, axis)
FILE: pre_rtn_lt.c
FUNCTION: push_msg_rtn_lt(x, y)
FILE: pre_rts4x3.c
FUNCTION: cig_msg_prepend_rts4x3_matrix(node_index, rot_mtx, vec)
calledBy:
multi_cig_msg_prepend_rts4x3_matrix in pre_mrts4x3.c, (null)
FILE: pre_scale.c
FUNCTION: cig_msg_prepend_scale(node_index, scalep)
FILE: pre_show_eff.c
FUNCTION: cig_msg_prepend_show_effect(id, type, t1)
calledBy:
impacts_tell_cig_about_impacts in impacts.c, (null)
FILE: pre_stat_msg.c
FILE: pre_stat_rm.c
FUNCTION: msg_delete_static_vehicle(pkt, hash_id)
calledBy:
msg_process_othervehs in adj_otherveh.c, (null)
FUNCTION: msg_delete_old_static_objects()
calledBy:
msg_tell_cig_about_remote_entities in tell_cig.c, (null)
FUNCTION: cig_msg_prepend_staticveh_rem(cig_vid, location, type)
calledBy:
msg_delete_static_vehicle in pre_stat_rm.c, (null)
msg_delete_old_static_objects in pre_stat_rm.c, (null)
msg_process_static_wait_list in tell_cig.c, (null)
FILE: pre_stat_veh.c
FUNCTION: msg_add_static_vehicle(pkt, hash_id)
calledBy:
msg_process_othervehs in adj_otherveh.c, (null)
FUNCTION: msg_add_new_static_objects()
calledBy:
msg_tell_cig_about_remote_entities in tell_cig.c, (null)
FUNCTION: add_staticveh_state_to_cig_msg(hash_id, cig_type)
calledBy:
msg_add_static_vehicle in pre_stat_veh.c, (null)
msg_add_new_static_objects in pre_stat_veh.c, (null)
msg_process_static_wait_list in tell_cig.c, (null)
FILE: pre_submode.c
FUNCTION: cig_msg_prepend_subsys_modes()
calledBy:
cig_msg_prepend_my_veh_state in kato_cig.c, IFDEF_GT_
cig_stop in Ocig_stop.c, IFDEF_GT_
cig_stop in cig_stop.c, IFDEF_GT_
FILE: pre_sys_err.c
FUNCTION: push_msg_sys_error(error_msg, cig_state)
FILE: pre_test_nam.c

FUNCTION: push_msg_test_name(test_number)
FILE: pre_traj_chd.c
FUNCTION: cig_msg_prepend_traj_chord(type, tracer, id, begin, end)
FILE: pre_traj_ent.c
FUNCTION: cig_msg_prepend_traj_entry_xfer(bore_x, bore_z)
FILE: pre_traj_tbl.c
FUNCTION: cig_msg_prepend_traj_table_xfer(ammo_type, traj_index, count)
FILE: pre_trans.c
FUNCTION: cig_msg_prepend_update_translation(node_index, transp)
FILE: pre_vflags.c
FUNCTION: cig_msg_prepend_view_flags(view_flags, branch_value)
calledBy:
 cig_msg_prepend_my_veh_state in kato_cig.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in cig_stop.c, (null)
 multi_cig_msg_prepend_view_flags in pre_mvflags.c, (null)
FILE: pre_vmag.c
FUNCTION: cig_msg_prepend_view_magnification(node_index, lod_multiplier, i, j)
FILE: pre_vmode.c
FUNCTION: cig_msg_prepend_view_mode(view_mode)
FILE: pre_vport.c
FUNCTION: cig_msg_prepend_viewport_state(node_index, viewport_id,
 database_id, res, viewing_range, near_plane, i, j, lod_multiplier, aspect_ratio)
FILE: pre_vupdate.c
FUNCTION: cig_msg_prepend_viewport_updates()
calledBy:
 cig_msg_prepend_my_veh_state in kato_cig.c, IFDEF _GT_
 cig_stop in Ocig_stop.c, IFDEF _GT_
 cig_stop in cig_stop.c, IFDEF _GT_
FILE: printbuffer.c
FUNCTION: print_buffer(mbp)
calledBy:
 print_send_buf in buf.c, IFDEF BUF_DEBUG
 print_rec_buf in buf.c, IFDEF BUF_DEBUG
FILE: proc_chord.c
FUNCTION: cig_msg_prepend_process_chord(id, db_index, type, tracer, mode,
 length, start, end, sinelv, coselv, sinazm, cosazm)
FILE: set_assym.c
FUNCTION: set_assymmetric_on()
calledBy:
 main in kato_main.c, (null)
FILE: set_buf_num.c
FUNCTION: set_buffer_num(num)
calledBy:
 net_simul in net_simul.c, (null)
 cig_stop in Ocig_stop.c, (null)
 cig_stop in Ocig_stop.c, IFNDEF DEF_71
 cig_stop in Ocig_stop.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 cig_setup_dr_transfer in cig_send_buf.c, (null)
 cig_stop in cig_stop.c, (null)
 cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
 cig_stop in cig_stop.c, (null)
 cig_synchronize in cig_sync.c, (null)

FILE: set_cig_mask.c
FUNCTION: set_cig_mask(num)
calledBy:
main in kato_main.c, (null)

FILE: set_veh_spec.c
FUNCTION: cig_set_veh_spec_ptrs()

FILE: stat_queue.c
FUNCTION: msg_create_static_free_list()
calledBy:
msg_startup in msg_init.c, (null)

FUNCTION: msg_init_static_free_list()
calledBy:
msg_init in msg_init.c, (null)

FUNCTION: msg_enqueue_static_msg(msg_type, hash_id, location, old_type,
new_type)
calledBy:
msg_adjust_static_vehicle in adj_chg_stat.c, (null)
msg_delete_static_vehicle in pre_stat_rm.c, (null)
msg_delete_old_static_objects in pre_stat_rm.c, (null)
msg_add_static_vehicle in pre_stat_veh.c, (null)
msg_add_new_static_objects in pre_stat_veh.c, (null)

FUNCTION: msg_get_next_static_msg(hash_id, msg_type, location, old_type,
new_type)
calledBy:
msg_process_static_wait_list in tell_cig.c, (null)

FUNCTION: msg_dequeue_static_msg()
calledBy:
msg_process_static_wait_list in tell_cig.c, (null)

FUNCTION: get_queue_element()
calledBy:
msg_enqueue_static_msg in stat_queue.c, (null)

FUNCTION: free_queue_element(element)
calledBy:
dequeue_element in stat_queue.c, (null)

FUNCTION: enqueue_element(element)
calledBy:
msg_enqueue_static_msg in stat_queue.c, (null)

FUNCTION: dequeue_element(element)
calledBy:
msg_dequeue_static_msg in stat_queue.c, (null)

FILE: tell_cig.c
FUNCTION: msg_tell_cig_about_remote_entities()
FUNCTION: msg_process_static_wait_list()
calledBy:
msg_tell_cig_about_remote_entities in tell_cig.c, (null)

FILE: terrain_fb.c
FUNCTION: cig_msg_append_tf_init_header(vehicle_id, point_count, frequency)
FUNCTION: cig_msg_append_tf_init_point(vehicle_id, point_number,
point_coordinates)
FUNCTION: cig_msg_store_tf_state(vehicle_id, code, frequency)

FILE: use_bump_num.c
FUNCTION: use_bumper_numbers()
FUNCTION: no_bumper_numbers()

FILE: use_debug.c

FUNCTION: use_static_debug(on)

DIRECTORY: ./gt/vehicle/libsrc/libmun

FILE: ammo.c

FUNCTION: ammo_quantity_has_changed()

FUNCTION: ammo_set_max_quantity(type, how_many, ptr_ammo_struct)

calledBy:

ammo_init_structure in ammo.c, (null)

ammo_init_structure in newammo.c, (null)

FUNCTION: ammo_get_max_quantity(type, ptr_ammo_struct)

FUNCTION: ammo_set_quantity(type, how_many, ptr_ammo_struct)

calledBy:

ammo_init_structure in ammo.c, (null)

ammo_init_structure in newammo.c, (null)

FUNCTION: ammo_set_priority(type, priority, ptr_ammo_struct)

calledBy:

ammo_init_structure in ammo.c, (null)

ammo_init_structure in newammo.c, (null)

FUNCTION: ammo_restore_stores(ptr_ammo_struct)

FUNCTION: ammo_print_current_stores(ptr_ammo_struct)

FUNCTION: ammo_set_all_quantity_zero(ptr_ammo_struct)

FUNCTION: ammo_check_availability(type, ptr_ammo_struct)

calledBy:

nlos_get_number_of_missiles_to_launch in kato_ctl_nls.c, (null)

keybrd_tty_read in sun_wayed.c, (null)

FUNCTION: ammo_fired(type, ptr_ammo_struct)

calledBy:

nlos_launch in kato_nlos.c, (null)

FUNCTION: ammo_type_full(type, ptr_ammo_struct)

FUNCTION: ammo_supply_empty(ptr_ammo_struct)

calledBy:

ammo_send_quiet_state in resupp.c, (null)

ammo_send_waiting_state in resupp.c, (null)

FUNCTION: ammo_supply_full(ptr_ammo_struct)

calledBy:

ammo_receive_quiet_state in kato_resupp.c, (null)

ammo_receive_request_state in kato_resupp.c, (null)

ammo_decide_round_type in ammo.c, (null)

ammo_start_external_resupply in ammo.c, (null)

ammo_decide_round_type in newammo.c, (null)

ammo_start_external_resupply in newammo.c, (null)

ammo_receive_quiet_state in resupp.c, (null)

ammo_receive_request_state in resupp.c, (null)

ammo_receive_request_state in resupp.c, IF DEBUG

resupply_debug_actual_prints in resupp.c, (null)

print_resupply_status in resupp.c, (null)

FUNCTION: ammo_decide_round_type(ptr_ammo_struct)

calledBy:

send_feed_me_packets_ammo_carriers in kato_resupp.c, (null)

send_feed_me_packets_ammo_carriers in resupp.c, (null)

FUNCTION: ammo_start_external_resupply(ptr_ammo_struct)

calledBy:

resupply_offer_packet in kato_resupp.c, (null)

resupply_offer_packet in resupp.c, (null)
FUNCTION: ammo_start_resupply_receive_timer(ptr_ammo_struct)
calledBy:
ammo_start_external_resupply in kato_ammo.c, (null)
ammo_start_external_resupply in ammo.c, (null)
ammo_start_external_resupply in newammo.c, (null)
FUNCTION: ammo_stop_resupply_timer()
calledBy:
ammo_stop_resupply in kato_ammo.c, (null)
resupply_stop_ammo_resupply in kato_resupp.c, (null)
ammo_finished_receiving in ammo.c, (null)
ammo_stop_resupply in newammo.c, (null)
resupply_stop_ammo_resupply in resupp.c, (null)
FUNCTION: ammo_finished_receiving(ptr_ammo_struct)
calledBy:
ammo_resupply_receive_timeout_check in ammo.c, (null)
resupply_thank_you_packet in resupp.c, (null)
FUNCTION: ammo_resupply_receive_timeout_check(ptr_ammo_struct)
calledBy:
ammo_receive_loading_state in kato_resupp.c, (null)
ammo_receive_loading_state in resupp.c, (null)
FUNCTION: ammo_init_structure(ammo_index, quantity, max_quantity, priority,
delay_ticks, resupply_quantity, ptr_ammo_struct)
calledBy:
main in sun_wayed.c, (null)
FUNCTION: ammo_index_ok(ammo_index)
calledBy:
ammo_set_max_quantity in ammo.c, (null)
ammo_get_max_quantity in ammo.c, (null)
ammo_set_quantity in ammo.c, (null)
ammo_check_availability in ammo.c, (null)
ammo_fired in ammo.c, (null)
ammo_init_structure in ammo.c, (null)
ammo_resupply_sent in ammo.c, (null)
FUNCTION: ammo_toggle_unlimited_status()
FUNCTION: ammo_finished_sending()
FUNCTION: ammo_get_ammo_to_offer(ammo_to_be_offered, ptr_ammo_struct)
calledBy:
resupply_feed_me_packet in resupp.c, (null)
FUNCTION: ammo_resupply_sent(munition_type, quantity, ptr_ammo_struct)
calledBy:
resupply_thank_you_packet in resupp.c, (null)
FUNCTION: ammo_get_ammo_resupply_quantity(index, ptr_ammo_struct)
calledBy:
ammo_receive_loading_state in resupp.c, (null)
FILE: fuelsys.c
FUNCTION: fuel_quantity_has_changed()
FUNCTION: fuel_resupply_receive_timeout_check()
calledBy:
fuel_receive_loading_state in resupp.c, (null)
FUNCTION: fuel_init_structure(quantity, max_quantity, resupply_rate, min_quantity,
start_resupply)
FUNCTION: fuel_get_current_level()
FUNCTION: fuel_get_max_level()

FUNCTION: fuel_get_min_level()
FUNCTION: fuel_init_fuel_level(fuel)
FUNCTION: fuel_stop_resupply()
 calledBy:
 fuel_resupply_receive_timeout_check in fuelsys.c, (null)
 fuel_resupply_tank in fuelsys.c, (null)
 fuel_receive_loading_state in resupp.c, (null)
FUNCTION: fuel_print_level()
FUNCTION: fuel_init_resupply_vars()
FUNCTION: fuel_used_by_engine(fuel_used)
FUNCTION: fuel_level_empty()
FUNCTION: fuel_level_close_to_full()
 calledBy:
 fuel_receive_quiet_state in resupp.c, (null)
 fuel_receive_request_state in resupp.c, (null)
 resupply_debug_actual_prints in resupp.c, (null)
 print_resupply_status in resupp.c, (null)
FUNCTION: fuel_level_full()
 calledBy:
 fuel_start_external_resupply in fuelsys.c, (null)
 fuel_resupply_tank in fuelsys.c, (null)
 fuel_receive_loading_state in resupp.c, (null)
FUNCTION: fuel_decide_resupply_quantity()
 calledBy:
 send_feed_me_packets_fuel_carriers in resupp.c, (null)
FUNCTION: fuel_start_external_resupply(fuel_offered)
 calledBy:
 resupply_offer_packet in resupp.c, (null)
FUNCTION: fuel_resupply_tank()
 calledBy:
 fuel_receive_loading_state in resupp.c, (null)
FUNCTION: fuel_resupply_sent(fuel_type, quantity)
 calledBy:
 resupply_thank_you_packet in resupp.c, (null)
FILE: newammo.c
FUNCTION: ammo_quantity_has_changed()
FUNCTION: ammo_set_max_quantity(type, how_many)
 calledBy:
 ammo_init_structure in ammo.c, (null)
 ammo_init_structure in newammo.c, (null)
FUNCTION: ammo_set_quantity(type, how_many)
 calledBy:
 ammo_init_structure in ammo.c, (null)
 ammo_init_structure in newammo.c, (null)
FUNCTION: ammo_set_priority(type, priority)
 calledBy:
 ammo_init_structure in ammo.c, (null)
 ammo_init_structure in newammo.c, (null)
FUNCTION: ammo_restore_stores()
FUNCTION: ammo_print_current_stores()
FUNCTION: ammo_set_all_quantity_zero()
FUNCTION: ammo_check_availability(type)
 calledBy:
 nlos_get_number_of_missiles_to_launch in kato_ctl_nls.c, (null)

keybrd_tty_read in sun_wayed.c, (null)
FUNCTION: ammo_fired(type)
calledBy:
nlos_launch in kato_nlos.c, (null)
FUNCTION: ammo_type_full(type)
FUNCTION: ammo_supply_full()
calledBy:
ammo_receive_quiet_state in kato_resupp.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)
ammo_decide_round_type in ammo.c, (null)
ammo_start_external_resupply in ammo.c, (null)
ammo_decide_round_type in newammo.c, (null)
ammo_start_external_resupply in newammo.c, (null)
ammo_receive_quiet_state in resupp.c, (null)
ammo_receive_request_state in resupp.c, (null)
ammo_receive_request_state in resupp.c, IF DEBUG
resupply_debug_actual_prints in resupp.c, (null)
print_resupply_status in resupp.c, (null)
FUNCTION: ammo_decide_round_type()
calledBy:
send_feed_me_packets_ammo_carriers in kato_resupp.c, (null)
send_feed_me_packets_ammo_carriers in resupp.c, (null)
FUNCTION: ammo_start_external_resupply(types_offered)
calledBy:
resupply_offer_packet in kato_resupp.c, (null)
resupply_offer_packet in resupp.c, (null)
FUNCTION: ammo_start_resupply_receive_timer()
calledBy:
ammo_start_external_resupply in kato_ammo.c, (null)
ammo_start_external_resupply in ammo.c, (null)
ammo_start_external_resupply in newammo.c, (null)
FUNCTION: ammo_stop_resupply_timer()
calledBy:
ammo_stop_resupply in kato_ammo.c, (null)
resupply_stop_ammo_resupply in kato_resupp.c, (null)
ammo_finished_receiving in ammo.c, (null)
ammo_stop_resupply in newammo.c, (null)
resupply_stop_ammo_resupply in resupp.c, (null)
FUNCTION: ammo_stop_resupply()
calledBy:
ammo_resupply_receive_timeout_check in kato_ammo.c, (null)
ammo_resupply_receive_timeout_check in newammo.c, (null)
FUNCTION: ammo_resupply_receive_timeout_check()
calledBy:
ammo_receive_loading_state in kato_resupp.c, (null)
ammo_receive_loading_state in resupp.c, (null)
FUNCTION: ammo_init_structure(ammo_index, quantity, max_quantity, priority,
delay_ticks, resupply_quantity)
calledBy:
main in sun_wayed.c, (null)
FILE: resupp.c
FUNCTION: (*veh_spec_resupply_completed)()
FUNCTION: (*veh_spec_resupply_started)()
FUNCTION: resupply_vehicles_are_near_us()

calledBy:
 waypoint_editor in way_ed.c, (null)
FUNCTION: refuel_vehicles_are_near_us()
FUNCTION: clear_ammo_carriers()
 calledBy:
 resupply_init in kato_resupp.c, (null)
 resupply_simul in kato_resupp.c, (null)
 resupply_init in resupp.c, (null)
 resupply_simul in resupp.c, IFDEF notdef
FUNCTION: clear_fuel_carriers()
 calledBy:
 resupply_init in resupp.c, (null)
 resupply_simul in resupp.c, IFDEF notdef
FUNCTION: ammo_receive_quiet_state()
 calledBy:
 ammo_resupply_receive_simul in kato_resupp.c, (null)
 ammo_resupply_receive_simul in resupp.c, (null)
FUNCTION: fuel_receive_quiet_state()
 calledBy:
 fuel_resupply_receive_simul in resupp.c, (null)
FUNCTION: ammo_receive_request_state()
 calledBy:
 ammo_resupply_receive_simul in kato_resupp.c, (null)
 ammo_resupply_receive_simul in resupp.c, (null)
FUNCTION: fuel_receive_request_state()
 calledBy:
 fuel_resupply_receive_simul in resupp.c, (null)
FUNCTION: resupply_ammo_completed(ammo_type, ptr_ammo_struct)
 calledBy:
 ammo_stop_resupply in kato_ammo.c, (null)
 ammo_finished_receiving in ammo.c, (null)
 ammo_stop_resupply in newammo.c, (null)
FUNCTION: ammo_receive_loading_state()
 calledBy:
 ammo_resupply_receive_simul in kato_resupp.c, (null)
 ammo_resupply_receive_simul in resupp.c, (null)
FUNCTION: resupply_fuel_completed(fuel_received)
 calledBy:
 fuel_stop_resupply in fuelsys.c, (null)
FUNCTION: fuel_receive_loading_state()
 calledBy:
 fuel_resupply_receive_simul in resupp.c, (null)
FUNCTION: send_feed_me_packets_ammo_carriers()
 calledBy:
 ammo_receive_quiet_state in kato_resupp.c, (null)
 ammo_receive_request_state in kato_resupp.c, (null)
 ammo_receive_quiet_state in resupp.c, (null)
 ammo_receive_request_state in resupp.c, (null)
FUNCTION: send_feed_me_packets_fuel_carriers()
 calledBy:
 fuel_receive_quiet_state in resupp.c, (null)
 fuel_receive_request_state in resupp.c, (null)
FUNCTION: ammo_resupply_receive_simul()
 calledBy:

resupply_simul in kato_resupp.c, (null)
resupply_simul in resupp.c, (null)
FUNCTION: fuel_resupply_receive_simul()
calledBy:
resupply_simul in resupp.c, (null)
FUNCTION: empty_veh_spec_resupply(ammo_struct, ammo_index, quantity)
FUNCTION: mun_set_veh_spec_resupply_started(ptr_to_a_function)
calledBy:
resupply_init in resupp.c, (null)
FUNCTION: mun_set_veh_spec_resupply_completed(ptr_to_a_function)
calledBy:
resupply_init in resupp.c, (null)
FUNCTION: resupply_init()
calledBy:
veh_spec_init in kato_main.c, (null)
FUNCTION: resupply_simul()
calledBy:
veh_spec_simulate in kato_main.c, (null)
FUNCTION: resupply_start_ammo_loading(ammo_index, ptr_ammo_struct)
calledBy:
ammo_start_external_resupply in ammo.c, (null)
FUNCTION: resupply_stop_ammo_resupply()
calledBy:
ammo_receive_loading_state in kato_resupp.c, (null)
ammo_receive_loading_state in resupp.c, (null)
FUNCTION: resupply_offer_packet(carrier_id, num_munitions, munitions)
calledBy:
process_resupply_offer in resupp_offer.c, (null)
FUNCTION: service_check_vehicle_type(pkt)
FUNCTION: resupply_near_a_mmo_receiver(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
FUNCTION: resupply_ammo_received(ammo_type)
FUNCTION: resupply_fuel_received(gallons)
FUNCTION: vehicle_ammo_is_close(list, vehicle, size_of_list)
calledBy:
ammo_receive_loading_state in resupp.c, (null)
FUNCTION: vehicle_fuel_is_close(list, vehicle, size_of_list)
calledBy:
fuel_receive_loading_state in resupp.c, (null)
FUNCTION: resupply_debug_prints()
FUNCTION: resupply_debug_actual_prints()
FUNCTION: resupply_get_ammo_offered(type)
calledBy:
ammo_decide_round_type in ammo.c, IFDEF LIBMUN_DEBUG
ammo_start_external_resupply in ammo.c, IFDEF LIBMUN_DEBUG
ammo_start_external_resupply in ammo.c, (null)
FUNCTION: resupply_thank_you_packet(receiver_id, num_munitions, munitions)
calledBy:
process_resupply_received in resupp_recvd.c, (null)
FUNCTION: ammo_resupply_send_simul()
calledBy:
resupply_simul in resupp.c, (null)
FUNCTION: ammo_send_quiet_state()

calledBy:
 ammo_resupply_send_simul in resupp.c, (null)
 FUNCTION: ammo_send_waiting_state()
 calledBy:
 ammo_resupply_send_simul in resupp.c, (null)
 FUNCTION: ammo_send_servicing_state()
 calledBy:
 ammo_resupply_send_simul in resupp.c, (null)
 FUNCTION: resupply_feed_me_packet(receiver_id, num_munitions,
 feed_me_munitions)
 calledBy:
 process_service_request in service_req.c, (null)
 FUNCTION: resupply_offer_canceled(carrier_id)
 calledBy:
 process_resupply_cancel in resupp_canc.c, (null)
 FUNCTION: resupply_request_canceled(receiver_id)
 calledBy:
 process_resupply_cancel in resupp_canc.c, (null)
 FUNCTION: clear_ammo_receivers()
 FUNCTION: print_resupply_status(s)
 calledBy:
 resupply_simul in resupp.c, (null)
 FUNCTION: mun_get_ammo_resupply_receive_state()
 FUNCTION: mun_get_ammo_resupply_send_state()
 FUNCTION: mun_get_fuel_resupply_receive_state()
 FUNCTION: mun_set_ammo_resupply_list(ammo_vehs, num_of_ammo_vehs)
 FUNCTION: mun_set_fuel_resupply_list(fuel_vehs, num_of_fuel_vehs)

DIRECTORY: ./gt/vehicle/libsrc/libnear**FILE: near_point.c**

FUNCTION: near_get_next_veh_near_point(veh_list_id, point, dist_2, index)
 calledBy:
 missile_fuze_invest_prox in fuze_prox.c, (null)
 FUNCTION: near_get_veh_if_still_near_point(vehicle_id, point, dist_2)
 calledBy:
 missile_fuze_invest_prox in fuze_prox.c, (null)
 near_get_preferred_veh_near_point in near_point.c, (null)
 FUNCTION: near_get_veh_closest_to_point(veh_list_id, point, dist_2)
 calledBy:
 near_get_preferred_veh_near_point in near_point.c, (null)
 FUNCTION: near_get_preferred_veh_near_point(veh_id, veh_list_id, point, dist_2)

FILE: near_vector.c

FUNCTION: near_get_next_veh_near_vector(veh_list_id, loc, vec, cos_2, index)
 FUNCTION: near_get_veh_if_still_near_vector(veh_id, loc, vec, cos_2)
 calledBy:
 near_get_preferred_veh_near_vector in near_vector.c, (null)
 FUNCTION: near_get_veh_closest_to_vector(veh_list_id, loc, vec, cos_2)
 calledBy:
 near_get_preferred_veh_near_vector in near_vector.c, (null)
 FUNCTION: near_get_preferred_veh_near_vector(veh_id, veh_list_id, loc, vec,
 cos_2)
 calledBy:
 missile_maverick_pre_launch in miss_maverck.c, (null)

missile_maverick_fly in miss_maverck.c, (null)
missile_nlos_fly in miss_nlos.c, (null)
missile_stinger_pre_launch in miss_stinger.c, (null)
missile_stinger_fly in miss_stinger.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libnewkin

FILE: chk_update.c

FUNCTION: kinematics_update_check(out_kinemat)

FILE: hull_info.c

FUNCTION: kinematics_get_w_to_h(out_kinemat)

calledBy:

get_packet_parameters in kato_control.c, (null)
veh_spec_init in kato_main.c, (null)
process_indirect_fire in o_ind_fire.c, (null)
rotate_hull_init in rot_comm.c, (null)
rotate_hull_simul in rot_comm.c, (null)
turret_get_stab_changes in turret.c, (null)
turret_get_g_to_w in turret.c, (null)
turret_calc_azimuth in turret.c, (null)

FUNCTION: kinematics_get_h_to_w(out_kinemat)

calledBy:

controller_init_orientation in kato_control.c, (null)
controller_velocity_attach in kato_control.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
ground_frame_calc in ground.c, (null)
turret_set_stab_sys in turret.c, (null)

FUNCTION: kinematics_get_h_to_o(out_kinemat)

calledBy:

process_indirect_fire in o_ind_fire.c, (null)

FUNCTION: kinematics_get_o_to_h(out_kinemat)

calledBy:

lock_on_target_vehicle in kato_attach.c, (null)
controller_init_orientation in kato_control.c, (null)
controller_terrain_follow in kato_control.c, (null)
keyboard_simul in kato_keybrd.c, (null)
veh_spec_init in kato_main.c, (null)
process_fire in fire.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
process_msg_local_terrain in proc_l_terr.c, (null)
process_msg_lt_piece in proc_lt_pi.c, IFDEF OLD
rotate_hull_init in rot_comm.c, (null)
rotate_hull_simul in rot_comm.c, (null)
sad_simul in old_way_ed.c, (null)
waypoint_editor in way_ed.c, (null)
sad_simul in way_ed.c, (null)

FUNCTION: kinematics_get_u_norm(out_kinemat)

FUNCTION: kinematics_get_velocity(out_kinemat)

calledBy:

format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)

FUNCTION: kinematics_get_d_pos(out_kinemat)

FILE: kin_init.c

FUNCTION: kinematics_uninit(out_kinemat)

calledBy:

hull_uninit in hull_init.c, (null)

kinematics_init in kin_init.c, (null)

FUNCTION: kinematics_init(veh_kin, veh_bigwh, veh_susp, veh_terr)

calledBy:

hull_init in hull_init.c, (null)

FILE: kin_simul.c

FUNCTION: kinematics_simul(out_kinemat)

calledBy:

simulation_state_machine in main.c, (null)

FILE: set_loc_kin.c

FUNCTION: kinematics_set_local_kinematics(loc_kin)

calledBy:

kinematics_simul in kin_simul.c, (null)

FILE: update.c

FUNCTION: kinematics_update_rva(out_kinemat)

FILE: veh_init.c

FUNCTION: kinematics_pos_init(out_kinemat, x, y, yaw)

calledBy:

network_use_activation in ause_activ.c, (null)

network_use_activation in use_activ.c, (null)

kinematics_uninit in kin_init.c, (null)

FUNCTION: kinematics_vehicle_init(loc_kin, x, y, z, yaw)

calledBy:

kinematics_simul in kin_simul.c, (null)

kinematics_pos_init in veh_init.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libobjects

FILE: obj_adjust.c

FUNCTION: obj_adjust_static_objects()

calledBy:

msg_tell_cig_about_remote_entities in tell_cig.c, (null)

FILE: obj_info.c

FUNCTION: obj_get_object_location(object_id)

calledBy:

msg_delete_old_static_objects in pre_stat_rm.c, (null)

msg_add_new_static_objects in pre_stat_veh.c, (null)

add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)

FUNCTION: obj_get_object_orientation(object_id)

calledBy:

add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)

FUNCTION: obj_get_object_type(object_id)

calledBy:

msg_delete_old_static_objects in pre_stat_rm.c, (null)

msg_add_new_static_objects in pre_stat_veh.c, (null)

FUNCTION: obj_get_object_appearance_modifiers(object_id)
calledBy:
 msg_delete_old_static_objects in pre_stat_rm.c, (null)
 msg_add_new_static_objects in pre_stat_veh.c, (null)

FUNCTION: obj_get_object_hash_key(object_id)
calledBy:
 msg_delete_old_static_objects in pre_stat_rm.c, (null)
 msg_add_new_static_objects in pre_stat_veh.c, (null)

FILE: obj_lists.c

FUNCTION: obj_create_output_lists(num_objects)
calledBy:
 obj_create_objects in obj_storage.c, (null)

FUNCTION: obj_clear_object_lists()
calledBy:
 obj_adjust_static_objects in obj_adjust.c, (null)
 obj_create_output_lists in obj_lists.c, (null)

FUNCTION: obj_add_to_list(list_id, object_id)
calledBy:
 obj_adjust_static_objects in obj_adjust.c, (null)

FUNCTION: obj_get_object_list(list_id, num_objects)
calledBy:
 msg_delete_old_static_objects in pre_stat_rm.c, (null)
 msg_add_new_static_objects in pre_stat_veh.c, (null)

FILE: obj_markers.c

FUNCTION: obj_process_markers(markers)
calledBy:
 process_markers in markers.c, (null)

FUNCTION: process_marker(marker, key, type)
calledBy:
 obj_process_markers in obj_markers.c, (null)

FILE: obj_range.c

FUNCTION: obj_check_range(center)
calledBy:
 cig_prepare_buffer in kato_cig.c, (null)

FUNCTION: obj_dont_check_range()

FUNCTION: obj_get_range_squared(loc)
calledBy:
 process_marker in obj_markers.c, (null)

FILE: obj_storage.c

FUNCTION: obj_create_objects(num_objects)
calledBy:
 simulation_state_machine in main.c, (null)

FUNCTION: obj_init_objects()
calledBy:
 simulation_state_machine in main.c, (null)

FUNCTION: obj_process_object(location, orientation, type, app_mods, hash_key)
calledBy:
 process_marker in obj_markers.c, (null)

FUNCTION: obj_delete_object(hash_key)
calledBy:
 obj_adjust_static_objects in obj_adjust.c, (null)

DIRECTORY: /gt/vehicle/libsrc/libproc

FILE: alt_abv_gnd.c
FUNCTION: cig_altitude_above_gnd()
calledBy:
 controller_simul in kato_control.c, (null)
 ground_interaction in ground.c, (null)
 vehicle_update in libupdate.c, (null)

FILE: get_f_status.c
FUNCTION: cig_get_file_status_data()

FILE: get_file_dat.c
FUNCTION: cig_get_file_xfer_data()

FILE: get_laser.c
FUNCTION: cig_laser_range()

FILE: get_laser2.c
FUNCTION: cig_laser_range2()

FILE: init_agl_rtn.c
FUNCTION: cig_init_msg_agl_routine(rtn)

FILE: proc_agl.c
FUNCTION: process_msg_agl(mp)
calledBy:
 veh_spec_proc_buf in kato_p_buf.c, (null)

FILE: proc_buf.c
FUNCTION: process_buffer(mbp, buffer_num)
calledBy:
 cig_process_buffer in cig_proc_buf.c, (null)

FILE: proc_ct_ram.c
FUNCTION: process_msg_ctas_return_aam_matrix(mp)

FILE: proc_end.c
FUNCTION: process_msg_end()

FILE: proc_f_stat.c
FUNCTION: process_msg_file_status(mp, length)
calledBy:
 process_buffer in proc_buf.c, (null)

FILE: proc_f_xfer.c
FUNCTION: process_msg_file_xfer(mp, length)
calledBy:
 process_buffer in proc_buf.c, (null)

FILE: proc_fdescr.c
FUNCTION: process_msg_file_descr(mp, length)
calledBy:
 process_buffer in proc_buf.c, (null)

FILE: proc_hit.c
FUNCTION: process_msg_hit_return(mp, length)
FUNCTION: process_msg_hit(mp, length)

FILE: proc_l_terr.c
FUNCTION: process_msg_local_terrain(mp, length)
calledBy:
 process_msg_lt_piece in proc_lt_pi.c, (null)

FILE: proc_laser.c
FUNCTION: (*laser_range_response_handler)()
FUNCTION: process_msg_laser_return(mp, buffer_num)

FILE: proc_loc.c

FILE: proc_lt_pi.c
FUNCTION: process_msg_lt_piece(mp, length)
calledBy:
veh_spec_proc_buf in kato_p_buf.c, (null)

FILE: proc_miss.c
FUNCTION: process_msg_miss(mp, length)

FILE: proc_pback.c
FUNCTION: process_msg_pass_back(mp)

FILE: proc_sys_err.c
FUNCTION: process_msg_sys_error(mp, length)
calledBy:
process_buffer in proc_buf.c, (null)

FILE: set_chunk.c
FUNCTION: set_chunk_size(size)
calledBy:
cig_reconfig_start in cig_r_start.c, (null)

FILE: set_laser.c
FUNCTION: set_laser_range_response_handler(handler)

DIRECTORY: ./gt/vehicle/libsrc/librotate

FILE: rot_comm.c
FUNCTION: rotate_init_cig_element(cig_id, cig_node, parent, child)
calledBy:
view_init in kato_view.c, (null)
rotate_hull_init in rot_comm.c, (null)
FUNCTION: rotate_reassign_cig_element(cig_id, cig_node, child)
FUNCTION: rotate_reset_cig_list()
FUNCTION: rotate_get_cig_info(cig_id, cig_node, mat, loc)
calledBy:
rotate_send_msgs in rot_comm.c, (null)
FUNCTION: rotate_send_msgs()
calledBy:
cig_msg_prepend_my_veh_state in kato_cig.c, (null)
FUNCTION: hull()
calledBy:
cig_prepare_buffer in kato_cig.c, IFDEF ODIN
cig_prepare_buffer in kato_cig.c, (null)
view_init in kato_view.c, (null)
het_keybrd_send_grow_model_TX in het_kin.c, (null)
het_kin_keybrd_print_gaze in het_kin.c, (null)
ldam_use_fire_to_compute_damages in het_ldam.c, (null)
ldam_compute_damage_table_quantities in het_ldam.c, (null)
ldam_draw_sensor_burn in het_sb.c, (null)
ldam_draw_glare in het_vg.c, (null)
sad_get_own_vehicle_heading_degrees in veh_heading.c, (null)
sad_get_own_vehicle_heading_mils in veh_heading.c, (null)
sad_get_heading_angle_sin in veh_heading.c, (null)
sad_get_heading_angle_cos in veh_heading.c, (null)
FUNCTION: rotate_hull_init()
calledBy:
turret_init in kato_rotate.c, (null)
FUNCTION: rotate_hull_simul()
calledBy:

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    turret_simul in kato_rotate.c, (null)
FILE: rot_element.c
FUNCTION: rotate_allocate_element()
FUNCTION: rotate_init_element(element, parent, axis_x, axis_y, axis_z, angle,
    stop_neg, stop_pos, max_rate, loc_x, loc_y, loc_z)
    view_init in kato_view.c, (null)
    het_init in het_inter.c, (null)
    het_init in het_kin.c, (null)
    rotate_hull_init in rot_comm.c, (null)
    rotate_init in rot_util.c, (null)
FUNCTION: rotate_init_stab_family(stab_child, base_x, base_y, base_z,
    priority_child)
FUNCTION: rotate_init_stab_orphan(element, base_x, base_y, base_z)
FUNCTION: rotate_init_stab_element(element, base_x, base_y, base_z)
    calledBy:
        rotate_init_stab_family in rot_element.c, (null)
        rotate_init_stab_orphan in rot_element.c, (null)
FUNCTION: rotate_init_offset_element(element)
FUNCTION: rotate_prioritize_elements(high, low)
FUNCTION: rotate_set_child_priority(element, priority)
FUNCTION: rotate_set_stops(element, stop_neg, stop_pos)
    calledBy:
        rotate_init_element in rot_element.c, (null)
FUNCTION: rotate_set_max_rate(element, max_rate)
    calledBy:
        view_centered in kato_view.c, (null)
        view_up_depressed in kato_view.c, (null)
        view_down_depressed in kato_view.c, (null)
        view_set_pitch_angle in kato_view.c, (null)
        rotate_init_element in rot_element.c, (null)
FUNCTION: rotate_set_dynamic_characteristics(element, nat_freq, damping_fac)
FUNCTION: rotate_set_dynamic_state(element, dynamics_on)
FUNCTION: rotate_set_pre_command_function(element, function_ptr)
FUNCTION: rotate_set_post_command_function(element, function_ptr)
FUNCTION: rotate_set_no_rotate(element)
FUNCTION: rotate_set_mat(element, parent_to_self)
    calledBy:
        het_calib_set_transmitter_matrix in het_calib.c, (null)
        compute_fudge_matrix in het_calib.c, IFDEF notdef
        het_init in het_inter.c, (null)
        het_simul in het_inter.c, (null)
        het_init in het_kin.c, (null)
        het_simul in het_kin.c, IFDEF DEBUGGING_LDAM
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
        rotate_hull_init in rot_comm.c, (null)
        rotate_hull_simul in rot_comm.c, (null)
FUNCTION: rotate_set_angle(element, angle)
    calledBy:
        view_simul in kato_view.c, (null)
        rotate_set_current_angle in rot_element.c, (null)
FUNCTION: rotate_set_rate(element, rate)
    calledBy:
        view_simul in kato_view.c, (null)
        view_simul in kato_view.c, IFNDEF USE_SPACEBALL

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    vicw_set_pitch_rate in kato_view.c, (null)
FUNCTION: rotate_set_angle_and_rate(element, angle, rate)
FUNCTION: rotate_set_current_angle(element)
FUNCTION: rotate_modify_stab_offset(element, offset)
FUNCTION: rotate_set_stab_vector(element, stab_vector)
FUNCTION: rotate_set_stab_vector_in_coordinates(element, stab_vector, coords)
    calledBy:
        rotate_set_stab_vector in rot_element.c, (null)
        rotate_set_stab_current_position_in_coordinates in rot_element.c, (null)
FUNCTION: rotate_set_stab_current_position(element)
FUNCTION: rotate_set_stab_current_position_in_coordinates(element, coords)
    calledBy:
        rotate_set_stab_current_position in rot_element.c, (null)
FUNCTION: rotate_set_stab_point(element, stab_point)
FUNCTION: rotate_set_stab_point_in_coordinates(element, stab_point, coords)
    calledBy:
        rotate_set_stab_point in rot_element.c, (null)
FUNCTION: rotate_set_stab_rate(element, rate)
FUNCTION: rotate_set_stab_rate_in_coordinates(element, rate, coords)
    calledBy:
        rotate_set_stab_rate in rot_element.c, (null)
FUNCTION: rotate_set_loc(element, location)
    calledBy:
        het_calib_set_transmitter_loc in het_calib.c, (null)
        het_calib_inc_transmitter_loc in het_calib.c, IFDEF notdef
        het_calib_dec_transmitter_loc in het_calib.c, IFDEF notdef
        het_init in het_inter.c, (null)
        het_simul in het_inter.c, (null)
        het_init in het_kin.c, (null)
        het_simul in het_kin.c, IFDEF DEBUGGING_LDAM
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
        rotate_hull_init in rot_comm.c, (null)
        rotate_hull_simul in rot_comm.c, (null)
FUNCTION: rotate_get_angle(element)
    calledBy:
        view_simul in kato_view.c, (null)
        view_get_pitch_angle in kato_view.c, (null)
        view_get_yaw_angle in kato_view.c, (null)
FUNCTION: rotate_get_sin_angle(element)
FUNCTION: rotate_get_cos_angle(element)
FUNCTION: rotate_get_rate(element)
FILE: rot_relate.c
FUNCTION: rotate_relate_init()
    calledBy:
        rotate_init in rot_util.c, (null)
FUNCTION: rotate_number_node(element)
    calledBy:
        rotate_relate_init in rot_relate.c, (null)
        rotate_number_node in rot_relate.c, (null)
FUNCTION: rotate_fill_permanent_tree(element)
    calledBy:
        rotate_relate_init in rot_relate.c, (null)
        rotate_fill_permanent_tree in rot_relate.c, (null)
FUNCTION: rotate_find_path(last, from, to, path)

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calledBy:
 rotate_relate_init in rot_relate.c, (null)
 rotate_find_path in rot_relate.c, (null)
 FUNCTION: rotate_relate_simul()
 calledBy:
 rotate_simul in rot_util.c, (null)
 FUNCTION: rotate_update_product(index)
 calledBy:
 rotate_relate_simul in rot_relate.c, (null)
 FUNCTION: rotate_get_mat(from, to)
 calledBy:
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 nlos_launch in kato_nlos.c, (null)
 nlos_launch_trailing_missile in kato_nlos.c, (null)
 nlos_compute_missile_target_loc in kato_nlos.c, (null)
 nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
 read_file_containing_waypoints in kato_nlos.c, (null)
 nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
 view_to_world in kato_view.c, (null)
 compute_fudge_matrix in het_calib.c, IFDEF notdef
 het_simul in het_inter.c, (null)
 het_simul in het_kin.c, (null)
 het_keybrd_send_grow_model_TX in het_kin.c, (null)
 het_kin_keybrd_print_gaze in het_kin.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_game_over in het_md.c, (null)
 ldam_draw_sensor_burn in het_sb.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 het_send_packet in het_send_pkt.c, IFDEF notdef
 ldam_draw_glare in het_vg.c, (null)
 rotate_get_cig_info in rot_comm.c, (null)
 rotate_set_stab_current_position_in_coordinates in rot_element.c, (null)
 rotate_set_stab_rate_in_coordinates in rot_element.c, (null)
 rotate_exec in rot_util.c, (null)
 rotate_stab in rot_util.c, (null)
 sad_get_own_vehicle_heading_degrees in veh_heading.c, (null)
 sad_get_own_vehicle_heading_mils in veh_heading.c, (null)
 sad_get_heading_angle_sin in veh_heading.c, (null)
 sad_get_heading_angle_cos in veh_heading.c, (null)
 FUNCTION: rotate_mat(from, to)
 calledBy:
 rotate_get_mat in rot_relate.c, (null)
 rotate_mat in rot_relate.c, (null)
 rotate_get_loc in rot_relate.c, (null)
 FUNCTION: rotate_set_transform(element)
 calledBy:
 rotate_exec in rot_util.c, (null)
 FUNCTION: rotate_transform_index(from, to)
 calledBy:
 rotate_relate_init in rot_relate.c, (null)
 rotate_fill_permanent_tree in rot_relate.c, (null)
 rotate_find_path in rot_relate.c, (null)
 rotate_update_product in rot_relate.c, (null)

rotate_get_mat in rot_relate.c, (null)
 rotate_mat in rot_relate.c, (null)
 dump_transform in rot_relate.c, (null)
 rotate_print_transform_values in rot_relate.c, (null)
 rotate_print_transform_net_values in rot_relate.c, (null)
 rotate_print_transform_products in rot_relate.c, (null)
 FUNCTION: rotate_get_loc(from_element, to_element)
 calledBy:
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 cig_prepare_buffer in kato_cig.c, (null)
 nlos_simul in kato_nlos.c, (null)
 nlos_launch in kato_nlos.c, (null)
 nlos_launch_trailing_missile in kato_nlos.c, (null)
 nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
 read_file_containing_waypoints in kato_nlos.c, (null)
 het_simul in het_inter.c, (null)
 het_simul in het_kin.c, (null)
 het_kin_keybrd_print_gaze in het_kin.c, (null)
 ldam_use_fire_to_compute_damages in het_ldam.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_game_over in het_md.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 het_send_packet in het_send_pkt.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 rotate_get_cig_info in rot_comm.c, (null)
 rotate_stab in rot_util.c, (null)
 FUNCTION: rotate_set_location(element)
 calledBy:
 rotate_exec in rot_util.c, (null)
 FUNCTION: rotate_location_index(from, to)
 calledBy:
 rotate_relate_init in rot_relate.c, (null)
 rotate_fill_permanent_tree in rot_relate.c, (null)
 rotate_get_loc in rot_relate.c, (null)
 dump_location in rot_relate.c, (null)
 FUNCTION: rotate_break_links(element, translation, orientation, rotation)
 calledBy:
 rotate_exec in rot_util.c, (null)
 FUNCTION: dump_transform(from, to)
 calledBy:
 relate_dump_transforms in rot_relate.c, (null)
 FUNCTION: dump_location(from, to)
 calledBy:
 relate_dump_locations in rot_relate.c, (null)
 FUNCTION: dump_break_list(break_list)
 FUNCTION: relate_dump_transforms()
 FUNCTION: relate_dump_locations()
 FUNCTION: rotate_print_transform_values()
 FUNCTION: rotate_print_transform_net_values()
 FUNCTION: rotate_print_transform_products()
 FILE: rot_transf.c
 FUNCTION: rotate_storage_clear()
 FUNCTION: rotate_set_transform(from, to, from_to_to)

calledBy:
 rotate_exec in rot_util.c, (null)

FUNCTION: rotate_get_mat(from, to, result)
 calledBy:
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 nlos_launch in kato_nlos.c, (null)
 nlos_launch_trailing_missile in kato_nlos.c, (null)
 nlos_compute_missile_target_loc in kato_nlos.c, (null)
 nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
 read_file_containing_waypoints in kato_nlos.c, (null)
 nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
 view_to_world in kato_view.c, (null)
 compute_fudge_matrix in het_calib.c, IFDEF notdef
 het_simul in het_inter.c, (null)
 het_simul in het_kin.c, (null)
 het_keybrd_send_grow_model_TX in het_kin.c, (null)
 het_kin_keybrd_print_gaze in het_kin.c, (null)
 ldam_compute_damage_table_quantities in het_ldam.c, (null)
 compute_pseudo_gaze in het_ldam.c, (null)
 ldam_draw_game_over in het_md.c, (null)
 ldam_draw_sensor_burn in het_sb.c, (null)
 ldam_draw_scotoma in het_sc.c, (null)
 het_send_packet in het_send_pkt.c, IFDEF notdef
 ldam_draw_glare in het_vg.c, (null)
 rotate_get_cig_info in rot_comm.c, (null)
 rotate_set_stab_current_position_in_coordinates in rot_element.c, (null)
 rotate_set_stab_rate_in_coordinates in rot_element.c, (null)
 rotate_exec in rot_util.c, (null)
 rotate_stab in rot_util.c, (null)
 sad_get_own_vehicle_heading_degrees in veh_heading.c, (null)
 sad_get_own_vehicle_heading_mils in veh_heading.c, (null)
 sad_get_heading_angle_sin in veh_heading.c, (null)
 sad_get_heading_angle_cos in veh_heading.c, (null)

FUNCTION: rotate_get_stored_trans(from, to, index)
 calledBy:
 rotate_get_mat in rot_transf.c, (null)
 rotate_get_loc in rot_transf.c, (null)

FUNCTION: rotate_calculate_mat(from, to, result)
 calledBy:
 rotate_get_mat in rot_transf.c, (null)

FUNCTION: rotate_calculate_dir_mat(from, to, result)
 calledBy:
 rotate_calculate_mat in rot_transf.c, (null)
 rotate_calculate_dir_mat in rot_transf.c, (null)

FUNCTION: rotate_get_loc(from, to, result)
 calledBy:
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN
 cig_prepare_buffer in kato_cig.c, (null)
 nlos_simul in kato_nlos.c, (null)
 nlos_launch in kato_nlos.c, (null)
 nlos_launch_trailing_missile in kato_nlos.c, (null)
 nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
 read_file_containing_waypoints in kato_nlos.c, (null)
 het_simul in het_inter.c, (null)

het_simul in het_kin.c, (null)
het_kin_keybrd_print_gaze in het_kin.c, (null)
ldam_use_fire_to_compute_damages in het_ldam.c, (null)
ldam_compute_damage_table_quantities in het_ldam.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
ldam_draw_game_over in het_md.c, (null)
ldam_draw_scotoma in het_sc.c, (null)
het_send_packet in het_send_pkt.c, (null)
ldam_draw_glare in het_vg.c, (null)
rotate_get_cig_info in rot_comm.c, (null)
rotate_stab in rot_util.c, (null)
FUNCTION: rotate_get_stored_loc(from, to, index)
calledBy:
rotate_get_loc in rot_transf.c, (null)
FUNCTION: rotate_calculate_loc(from, to, result)
calledBy:
rotate_get_loc in rot_transf.c, (null)
FUNCTION: rotate_calculate_loc_descend(from, to, result)
calledBy:
rotate_calculate_loc in rot_transf.c, (null)
rotate_calculate_loc_descend in rot_transf.c, (null)
FUNCTION: rotate_calculate_loc_ascend(from, to, result)
calledBy:
rotate_calculate_loc in rot_transf.c, (null)
rotate_calculate_loc_ascend in rot_transf.c, (null)
FUNCTION: rotate_find_ancestor(current_level, target_depth)
calledBy:
rotate_calculate_mat in rot_transf.c, (null)
rotate_calculate_loc in rot_transf.c, (null)
rotate_find_ancestor in rot_transf.c, (null)
FUNCTION: rotate_find_common_ancestor(level_a, level_b)
calledBy:
rotate_calculate_mat in rot_transf.c, (null)
rotate_calculate_loc in rot_transf.c, (null)
rotate_find_common_ancestor in rot_transf.c, (null)
FILE: rot_util.c
FUNCTION: rotate_init()
calledBy:
turret_init in kato_rotate.c, (null)
FUNCTION: rotate_init_check(self)
calledBy:
rotate_init in rot_util.c, (null)
rotate_init_check in rot_util.c, (null)
FUNCTION: rotate_simul()
calledBy:
turret_simul in kato_rotate.c, (null)
FUNCTION: rotate_exec(self)
calledBy:
rotate_init in rot_util.c, (null)
rotate_simul in rot_util.c, (null)
rotate_exec in rot_util.c, (null)
FUNCTION: rotate_become_legal(element, angle, new_angle, rate)
calledBy:
rotate_exec in rot_util.c, (null)

FUNCTION: rotate_stab(self)

calledBy:

rotate_exec in rot_util.c, (null)

FUNCTION: rotate_valid_angle(angle)

calledBy:

rotate_init_element in rot_element.c, (null)

rotate_set_angle in rot_element.c, (null)

rotate_set_angle_and_rate in rot_element.c, (null)

rotate_exec in rot_util.c, (null)

rotate_stab in rot_util.c, (null)

FUNCTION: world()

calledBy:

cig_prepare_buffer in kato_cig.c, IFDEF ODIN

cig_prepare_buffer in kato_cig.c, (null)

nlos_simul in kato_nlos.c, (null)

nlos_launch in kato_nlos.c, (null)

nlos_launch_trailing_missile in kato_nlos.c, (null)

nlos_compute_missile_target_loc in kato_nlos.c, (null)

nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)

read_file_containing_waypoints in kato_nlos.c, (null)

nlos_set_pre_terminal_view_point in kato_nlos.c, (null)

view_to_world in kato_view.c, (null)

het_simul in het_inter.c, (null)

het_kin_keybrd_print_gaze in het_kin.c, (null)

ldam_use_fire_to_compute_damages in het_ldam.c, (null)

compute_pseudo_gaze in het_ldam.c, (null)

ldam_draw_game_over in het_md.c, (null)

ldam_draw_scotoma in het_sc.c, (null)

het_send_packet in het_send_pkt.c, IFDEF notdef

het_send_packet in het_send_pkt.c, (null)

ldam_draw_glare in het_vg.c, (null)

rotate_hull_init in rot_comm.c, (null)

rotate_init_element in rot_element.c, (null)

rotate_set_stab_vector in rot_element.c, (null)

rotate_set_stab_current_position in rot_element.c, (null)

rotate_set_stab_point in rot_element.c, (null)

rotate_set_stab_rate in rot_element.c, (null)

rotate_relate_init in rot_relate.c, (null)

sad_get_own_vehicle_heading_degrees in veh_heading.c, (null)

sad_get_own_vehicle_heading_mils in veh_heading.c, (null)

sad_get_heading_angle_sin in veh_heading.c, (null)

sad_get_heading_angle_cos in veh_heading.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libsad

FILE: database.c

FUNCTION: sad_get_database_map_info()

calledBy:

sad_init in way_ed.c, (null)

FUNCTION: read_map_info(fp, map_infop)

calledBy:

sad_get_database_map_info in database.c, (null)

FILE: drv_display.c

FUNCTION: drivers_display_init(which_tty)

FUNCTION: drivers_display(veh_heading, waypoint_heading, waypoint_number,
 waypoint_dist)
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: drivers_display_uninit()
 FILE: map.c
 FUNCTION: utm_to_xy(map_info, utm_str, coord)
 calledBy:
 waypoint_editor in old_way_ed.c, IFDEF notdef
 waypoint_editor in way_ed.c, (null)
 recall_waypoints in way_ed.c, (null)
 FUNCTION: xy_to_utm(map_info, coord, utm_str, prec, separator)
 calledBy:
 sad_drop_marker in old_way_ed.c, IFDEF notdef
 waypoint_editor in way_ed.c, (null)
 sad_simul in way_ed.c, (null)
 sad_drop_marker in way_ed.c, (null)
 sad_target_store in way_ed.c, (null)
 sad_get_my_utm in way_ed.c, (null)
 FILE: old_way_ed.c
 FUNCTION: waypoint_editor()
 calledBy:
 main in sun_wayed.c, (null)
 FUNCTION: sad_simul()
 FUNCTION: sad_drop_marker()
 FUNCTION: sad_radar_warning(radar_packet)
 FUNCTION: sad_get_terminal_pointer(term_pointer)
 FILE: sun_stubs.c
 FUNCTION: sad_get_database_map_info()
 calledBy:
 sad_init in way_ed.c, (null)
 FUNCTION: controls_radar_warning()
 calledBy:
 sad_simul in old_way_ed.c, (null)
 sad_simul in way_ed.c, (null)
 FUNCTION: softp_bearing_update()
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: softp_marker_update()
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: softp_font_size()
 calledBy:
 clear_waypoints in way_ed.c, (null)
 renumber_waypoints in way_ed.c, (null)
 waypoint_editor in way_ed.c, (null)
 recall_waypoints in way_ed.c, (null)
 FUNCTION: kinematics_get_o_to_h()
 calledBy:
 lock_on_target_vehicle in kato_attach.c, (null)
 controller_init_orientation in kato_control.c, (null)
 controller_terrain_follow in kato_control.c, (null)
 keyboard_simul in kato_keybrd.c, (null)
 veh_spec_init in kato_main.c, (null)

process_fire in fire.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
process_msg_local_terrain in proc_l_terr.c, (null)
process_msg_lt_piece in proc_lt_pi.c, IFDEF OLD
rotate_hull_init in rot_comm.c, (null)
rotate_hull_simul in rot_comm.c, (null)
sad_simul in old_way_ed.c, (null)
waypoint_editor in way_ed.c, (null)
sad_simul in way_ed.c, (null)
FUNCTION: sad_get_own_vehicle_heading_mils()
calledBy:
sad_simul in way_ed.c, (null)
FUNCTION: rva_get_air_veh_list()
calledBy:
rva_get_output_list in get_list.c, (null)
sad_simul in old_way_ed.c, (null)
FUNCTION: xy_to_utm()
calledBy:
sad_drop_marker in old_way_ed.c, IFDEF notdef
waypoint_editor in way_ed.c, (null)
sad_simul in way_ed.c, (null)
sad_drop_marker in way_ed.c, (null)
sad_target_store in way_ed.c, (null)
sad_get_my_utm in way_ed.c, (null)
FUNCTION: set_cmd_heading_state()
calledBy:
sad_simul in way_ed.c, (null)
FUNCTION: sad_get_heading_angle_cos()
calledBy:
sad_simul in way_ed.c, (null)
FUNCTION: drivers_display()
calledBy:
sad_simul in way_ed.c, (null)
FUNCTION: softp_range_update()
calledBy:
sad_simul in way_ed.c, (null)
FUNCTION: veh_kinematics()
FUNCTION: cig_2d_set_cmd_heading()
calledBy:
sad_simul in way_ed.c, (null)
FUNCTION: timers_get_current_tick()
calledBy:
timed_printf in timed_printf.c, IFNDEF_GT_
network_print_statistics in nwk_stats.c, (null)
network_check_veh_appearance in nwk_thresh.c, (null)
veh_spec_exit in niu_main.c, (null)
veh_spec_exit in kato_main.c, (null)
meter_simul in kato_meter.c, (null)
network_print_statistics in print_stats.c, (null)
network_check_veh_appearance in thresh.c, (null)
process_msg_lt_piece in proc_lt_pi.c, IF DEBUG
sad_simul in way_ed.c, (null)
FUNCTION: controls_radar_warning_reset()

calledBy:
 sad_simul in old_way_ed.c, (null)
 sad_simul in way_ed.c, (null)
 FUNCTION: softp_current_posit_update()
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: keybrd_tty_close()
 calledBy:
 main in svstst.c, (null)
 keyboard_exit_gracefully in niu_keybrd.c, (null)
 exit_gracefully in calibrate.c, (null)
 exit_gracefully in ncalib.c, (null)
 exit_gracefully in panel_test.c, (null)
 keyboard_exit_gracefully in kato_keybrd.c, (null)
 D6_close in D6_libry.c, (null)
 drivers_display_uninit in drv_display.c, (null)
 sad_uninit in way_ed.c, (null)
 SbClose in sbcustom.c, (null)
 FUNCTION: network_get_vehicle_id()
 calledBy:
 process_collision in collision.c, (null)
 do_protocol_on_sim_packet in proc_a_pkt.c, (null)
 format_stealth_appearance in appearance.c, (null)
 network_send_citv_instrumentation in citv_instr.c, (null)
 network_send_citv_orientation in citv_orient.c, (null)
 can_ignore in stat_rsp.c, (null)
 het_send_packet in het_send_pkt.c, (null)
 sad_radar_warning in way_ed.c, (null)
 FUNCTION: meter_cmd_heading_set()
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: sad_get_heading_angle_sin()
 calledBy:
 sad_simul in way_ed.c, (null)
 FUNCTION: keybrd_tty_reset()
 calledBy:
 keyboard_exit_gracefully in niu_keybrd.c, (null)
 exit_gracefully in calibrate.c, (null)
 exit_gracefully in ncalib.c, (null)
 exit_gracefully in panel_test.c, (null)
 keyboard_reset_terminal in kato_keybrd.c, (null)
 drivers_display_uninit in drv_display.c, (null)
 sad_uninit in way_ed.c, (null)
 FUNCTION: rva_get_output_list()
 calledBy:
 NetworkDumpRva in network.c, (null)
 ResetVehicleList in network.c, (null)
 TrackAcquire in track.c, (null)
 msg_bld_vehicle_buffer in bld_updates.c, (null)
 cig_msg_add_new_othervehs in add_veh2cig.c, (null)
 cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
 cig_msg_delete_old_othervehs in del_veh.c, (null)
 lock_on_target_vehicle in kato_attach.c, (null)
 cig_prepare_buffer in kato_cig.c, IFDEF ODIN

msg_add_new_othervehs in add_veh2cig.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)
msg_write_update_list in msg_loc.c, (null)
near_get_next_veh_near_point in near_point.c, (null)
near_get_veh_closest_to_point in near_point.c, (null)
near_get_next_veh_near_vector in near_vector.c, (null)
near_get_veh_closest_to_vector in near_vector.c, (null)
sad_simul in way_ed.c, (null)
FUNCTION: is_air_vehicle()
calledBy:
SubmitIvsvrRequest in ivsvrif.c, (null)
sad_simul in way_ed.c, (null)
sad_is_air_veh in way_ed.c, (null)
FUNCTION: rva_create_output_list()
calledBy:
rva_setup in rva_setup.c, (null)
missile_hydra_init in rkt_hydra.c, (null)
sad_init in way_ed.c, (null)
FUNCTION: need_to_send_veh_status()
calledBy:
ammo_finished_receiving in ammo.c, (null)
fuel_stop_resupply in fuelsys.c, (null)
ammo_stop_resupply in newammo.c, (null)
FUNCTION: resupply_get_ammo_offered()
calledBy:
ammo_decide_round_type in ammo.c, IFDEF LIBMUN_DEBUG
ammo_start_external_resupply in ammo.c, IFDEF LIBMUN_DEBUG
ammo_start_external_resupply in ammo.c, (null)
FUNCTION: timers_free_timer()
calledBy:
timers_simul in t_simul.c, (null)
ammo_stop_resupply_timer in kato_ammo.c, (null)
ammo_start_resupply_receive_timer in kato_ammo.c, (null)
nlos_stop_launcher_timer in kato_ctl_nls.c, (null)
nlos_stop_trail_timer in kato_nlos.c, (null)
nlos_stop_wait_for_good_agl in kato_nlos.c, (null)
nlos_stop_pre_terminal_timer in kato_nlos.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)
ammo_receive_loading_state in kato_resupp.c, (null)
resupply_stop_ammo_resupply in kato_resupp.c, (null)
resupply_offer_packet in kato_resupp.c, (null)
fail_simul in f_simul.c, (null)
repair_uninit in repair.c, (null)
repair_complete_repair in repair.c, (null)
repair_start_self_repair in repair.c, (null)
bloom_sensor in het_bloom.c, (null)
check_bloom_timer in het_bloom.c, (null)
one_tick_bloom in het_bloom.c, (null)
impact_goggles in het_goggles.c, (null)
check_goggles_timer in het_goggles.c, (null)
ammo_start_resupply_receive_timer in ammo.c, (null)
ammo_stop_resupply_timer in ammo.c, (null)
fuel_stop_resupply in fuelsys.c, (null)
ammo_start_resupply_receive_timer in newammo.c, (null)

ammo_stop_resupply_timer in newammo.c, (null)
ammo_receive_request_state in resupp.c, (null)
fuel_receive_request_state in resupp.c, (null)
fuel_receive_loading_state in resupp.c, (null)
resupply_stop_ammo_resupply in resupp.c, (null)
resupply_offer_packet in resupp.c, (null)
resupply_thank_you_packet in resupp.c, (null)
ammo_send_servicing_state in resupp.c, (null)
resupply_feed_me_packet in resupp.c, (null)

FUNCTION: timers_get_timeout_edge()

calledBy:

ammo_resupply_receive_timeout_check in kato_ammo.c, (null)
controls_nlos_simul in kato_ctl_nls.c, (null)
nlos_simul in kato_nlos.c, (null)
nlos_update_nlos_mode in kato_nlos.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)
fail_simul in f_simul.c, (null)
check_bloom_timer in het_bloom.c, (null)
check_goggles_timer in het_goggles.c, (null)
het_simul in het_kin.c, (null)
ammo_resupply_receive_timeout_check in ammo.c, (null)
fuel_resupply_receive_timeout_check in fuelsys.c, (null)
ammo_resupply_receive_timeout_check in newammo.c, (null)
ammo_receive_request_state in resupp.c, (null)
fuel_receive_request_state in resupp.c, (null)
ammo_send_servicing_state in resupp.c, (null)

FUNCTION: timers_get_timer()

calledBy:

timers_delay_proc in t_del_proc.c, (null)
ammo_start_resupply_receive_timer in kato_ammo.c, (null)
nlos_pdp_left_depressed in kato_ctl_nls.c, (null)
nlos_pdp_center_depressed in kato_ctl_nls.c, (null)
nlos_pdp_right_depressed in kato_ctl_nls.c, (null)
nlos_simul in kato_nlos.c, (null)
nlos_launch in kato_nlos.c, (null)
nlos_update_nlos_mode in kato_nlos.c, (null)
ammo_receive_quiet_state in kato_resupp.c, (null)
ammo_receive_request_state in kato_resupp.c, (null)
resupply_offer_packet in kato_resupp.c, (null)
repair_start_self_repair in repair.c, (null)
bloom_act in het_bloom.c, (null)
impact_goggles in het_goggles.c, (null)
het_init in het_kin.c, (null)
ammo_start_resupply_receive_timer in ammo.c, (null)
fuel_start_external_resupply in fuelsys.c, (null)
ammo_receive_quiet_state in resupp.c, (null)
fuel_receive_quiet_state in resupp.c, (null)
ammo_receive_request_state in resupp.c, (null)
fuel_receive_request_state in resupp.c, (null)
resupply_offer_packet in resupp.c, (null)
resupply_feed_me_packet in resupp.c, (null)

FUNCTION: timers_set_null_timer()

calledBy:

ammo_stop_resupply_timer in kato_ammo.c, (null)

fail_simul in f_simul.c, (null)
 repair_uninit in repair.c, (null)
 repair_complete_repair in repair.c, (null)
 repair_start_self_repair in repair.c, (null)
 ammo_stop_resupply_timer in ammo.c, (null)
 ammo_stop_resupply_timer in newammo.c, (null)
 FUNCTION: resupply_ammo_completed()
 calledBy:
 ammo_stop_resupply in kato_ammo.c, (null)
 ammo_finished_receiving in ammo.c, (null)
 ammo_stop_resupply in newammo.c, (null)
 FUNCTION: map_get_network_type_from_ammo_entry()
 calledBy:
 network_send_ground_impact in gnd_impact.c, (null)
 network_send_impact in impact.c, (null)
 network_send_missile_fire_pkt in missile.c, (null)
 network_send_non_impact in non_impact.c, (null)
 network_send_projectile_fire_pkt in proj_fire.c, (null)
 network_send_prox_impact in prox_impact.c, (null)
 network_send_shell_fire_pkt in shell_fire.c, (null)
 network_send_vehicle_impact in veh_impact.c, (null)
 network_send_vehicle_impact_dg in veh_impact_dg.c, (null)
 ammo_get_ammo_to_offer in ammo.c, (null)
 ammo_receive_loading_state in resupp.c, (null)
 send_feed_me_packets_ammo_carriers in resupp.c, (null)
 FILE: sun_wayed.c
 FUNCTION: cup(r, c)
 calledBy:
 keybrd_tty_read in sun_wayed.c, (null)
 softp_way_ed_print in sun_wayed.c, (null)
 softp_way_ed_off in sun_wayed.c, (null)
 main in sun_wayed.c, (null)
 FUNCTION: blank(m)
 calledBy:
 softp_way_ed_on in sun_wayed.c, (null)
 softp_way_ed_clear in sun_wayed.c, (null)
 main in sun_wayed.c, (null)
 FUNCTION: save_cur()
 FUNCTION: restore_cur()
 FUNCTION: keybrd_tty_init()
 calledBy:
 tty_setup_modes in init.c, IFNDEF SIMBFLY, IFDEF _GT_
 QuitCheck in tfx.c, IFDEF _GT_
 main in svstst.c, (null)
 keyboard_init in niu_keybrd.c, (null)
 main in calibrate.c, (null)
 main in ncalib.c, (null)
 main in panel_test.c, (null)
 keyboard_setup_terminal in kato_keybrd.c, (null)
 D6_open in D6_libry.c, (null)
 drivers_display_init in drv_display.c, (null)
 sad_init in way_ed.c, (null)
 SbOpen in sbcustom.c, (null)
 FUNCTION: keybrd_tty_read(desc)

calledBy:

- tty_getchar in get.c, IFNDEF SIMBFLY, IFDEF _GT_
- QuitCheck in tfx.c, IFDEF _GT_
- main in svtst.c, (null)
- keyboard_simul in niu_keybrd.c, (null)
- calib_get_mode in calibrate.c, (null)
- calib_file_nomatch in calibrate.c, (null)
- calib_create_mode in calibrate.c, (null)
- calib_edit_mode in calibrate.c, (null)
- get_pos in calibrate.c, (null)
- calib_get_mode in ncalib.c, (null)
- calib_file_nomatch in ncalib.c, (null)
- calib_create_mode in ncalib.c, (null)
- calib_edit_mode in ncalib.c, (null)
- get_pos in ncalib.c, (null)
- main in panel_test.c, (null)
- alpha_display in pnl_tst_alp.c, (null)
- lamp_toggle in pnl_tst_bin.c, (null)
- digital_display in pnl_tst_dig.c, (null)
- check_for_control_changes in pnl_tst_inp.c, (null)
- meter_toggle in pnl_tst_met.c, (null)
- meter16_toggle in pnl_tst_met.c, (null)
- sad_display in pnl_tst_sad.c, (null)
- get_sound_command in pnl_tst_snd.c, (null)
- main in panel_test.c, (null)
- alpha_display in pnl_tst_alp.c, (null)
- lamp_toggle in pnl_tst_bin.c, (null)
- digital_display in pnl_tst_dig.c, (null)
- check_for_control_changes in pnl_tst_inp.c, (null)
- meter_toggle in pnl_tst_met.c, (null)
- meter16_toggle in pnl_tst_met.c, (null)
- sad_display in pnl_tst_sad.c, (null)
- get_sound_command in pnl_tst_snd.c, (null)
- keyboard_simul in kato_keybrd.c, (null)
- D6_read_char in D6_libry.c, (null)
- D6_check_in_buff in D6_libry.c, (null)
- D6_reset in D6_libry.c, (null)
- D6_get_firmware in D6_libry.c, (null)
- D6_get_config in D6_libry.c, (null)
- D6_get_diagn in D6_libry.c, (null)
- waypoint_editor in way_ed.c, (null)
- SbClearInput in sbcustom.c, (null)

FUNCTION: softp_way_ed_print(y, x, msg)

calledBy:

- waypoint_state in way_ed.c, (null)
- command_line_editor in way_ed.c, (null)
- display_waypoint in way_ed.c, (null)
- clear_waypoints in way_ed.c, (null)
- waypoint_editor in way_ed.c, (null)

FUNCTION: softp_way_ed_off()

calledBy:

- waypoint_editor in way_ed.c, (null)

FUNCTION: softp_way_ed_on()

calledBy:

waypoint_editor in way_ed.c, (null)
 FUNCTION: softp_way_ed_clear()
 calledBy:
 waypoint_editor in way_ed.c, (null)
 FUNCTION: meter_sad_set()
 calledBy:
 sad_simul in old_way_ed.c, (null)
 clear_waypoints in way_ed.c, (null)
 waypoint_editor in way_ed.c, (null)
 sad_simul in way_ed.c, (null)
 recall_waypoints in way_ed.c, (null)
 FUNCTION: utm_to_xy(dummy_ptr, utm_string, dummy_loc)
 calledBy:
 waypoint_editor in old_way_ed.c, IFDEF notdef
 waypoint_editor in way_ed.c, (null)
 recall_waypoints in way_ed.c, (null)
 FUNCTION: network_get_vehicle_type()
 calledBy:
 network_send_offer_packet in resupp_offer.c, (null)
 network_send_thank_you_packet in resupp_recvd.c, (null)
 network_send_feed_me_packet in service_req.c, (null)
 network_init_thresholds in thresh.c, (null)
 ldam_check_sensor_blackout in het_bo.c, (null)
 laserdam_init in het_dmg.c, (null)
 het_toggle_goggles in het_goggles.c, (null)
 goggles_on in het_goggles.c, (null)
 goggles_off in het_goggles.c, (null)
 sunglasses_effect in het_goggles.c, (null)
 het_init in het_kin.c, (null)
 keybrd_send_stamp_init_model in het_kin.c, (null)
 het_keybrd_send_ctas_grow_model in het_kin.c, (null)
 ldam_check_for_eye_damage in het_ldam.c, (null)
 ldam_check_failures in het_ldam.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 FUNCTION: is_rwa(type)
 calledBy:
 process_known_vehicle in rva_update.c, (null)
 process_unknown_vehicle in rva_update.c, (null)
 image_get_object_points in libimage.c, (null)
 cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
 rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
 process_known_dynamic in rva_update.c, (null)
 ldam_check_sensor_blackout in het_bo.c, (null)
 laserdam_init in het_dmg.c, (null)
 het_init in het_kin.c, (null)
 keybrd_send_stamp_init_model in het_kin.c, (null)
 het_keybrd_send_ctas_grow_model in het_kin.c, (null)
 ldam_check_for_eye_damage in het_ldam.c, (null)
 ldam_check_failures in het_ldam.c, (null)
 ldam_draw_glare in het_vg.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)
 FUNCTION: is_attack_rwa(type)
 FUNCTION: is_friendly(force)
 calledBy:

rva_get_priority_list in rva_pr_get.c, (null)
 map_format_asid in map_asid.c, (null)
 rva_get_priority_list in rva_pr_get.c, (null)
 service_check_vehicle_type in resupp.c, IFDEF notdef

FUNCTION: veh_get_force()

calledBy:

rva_rotate_rwa_blades in rva_blades.c, (null)
 map_format_asid in map_asid.c, (null)
 cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
 rva_rotate_rwa_blades in rva_blades.c, (null)
 format_stealth_appearance in appearance.c, (null)
 msg_process_othervehs in adj_otherveh.c, (null)

FUNCTION: map_get_ammo_entry_from_network_type(mun_type)

calledBy:

process_fire in fire.c, (null)
 process_show_effect in show_effect.c, (null)
 ballistics_load_trajectory_file in ball_load.c, (null)
 het_init in het_inter.c, (null)
 missile_adat_fire in miss_adat.c, (null)
 missile_atgm_fire in miss_atgm.c, (null)
 missile_hellfire_fire in miss_hellfr.c, (null)
 missile_kem_fire in miss_kem.c, (null)
 missile_maverick_fire in miss_maverck.c, (null)
 missile_stinger_fire in miss_stinger.c, (null)
 missile_tow_fire in miss_tow.c, (null)
 missile_hydra_fire in rkt_hydra.c, (null)
 missile_util_comm_check_sub_mun in util_comm.c, (null)
 missile_util_comm_release_sub_munition in util_comm.c, (null)
 ammo_resupply_sent in ammo.c, (null)
 resupply_offer_packet in resupp.c, (null)
 main in sun_wayed.c, (null)

FUNCTION: cig_altitude_above_gnd()

calledBy:

controller_simul in kato_control.c, (null)
 ground_interaction in ground.c, (null)
 vehicle_update in libupdate.c, (null)

FUNCTION: main(argc, argv)

FILE: weh_heading.c

FUNCTION: sad_get_own_vehicle_heading_degrees()

FUNCTION: sad_get_own_vehicle_heading_mils()

calledBy:

sad_simul in way_ed.c, (null)

FUNCTION: sad_get_heading_angle_sin()

calledBy:

sad_simul in way_ed.c, (null)

FUNCTION: sad_get_heading_angle_cos()

calledBy:

sad_simul in way_ed.c, (null)

FILE: way_ed.c

FUNCTION: waypoint_state(state_msg, mode)

calledBy:

command_line_editor in way_ed.c, (null)
 waypoint_editor in way_ed.c, (null)
 store_waypoints in way_ed.c, (null)

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    recall_waypoints in way_ed.c, (null)
    weapons_none in weapons_config.c, (null)
FUNCTION: command_line_editor(key, line_limit, mode)
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: display_waypoint(num, selected)
    calledBy:
        clear_waypoints in way_ed.c, (null)
        renumber_waypoints in way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
        recall_waypoints in way_ed.c, (null)
FUNCTION: clear_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: renumber_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: waypoint_terminal_descriptor(return_function, console_desc)
FUNCTION: sad_doppler_present(active)
FUNCTION: waypoint_editor()
    calledBy:
        main in sun_wayed.c, (null)
FUNCTION: sad_simul()
FUNCTION: sad_drop_marker()
FUNCTION: sad_target_store(target_loc)
FUNCTION: sad_radar_warning(radar_packet)
FUNCTION: sad_radar_present(state, sweep_angle)
    calledBy:
        sad_show_aircraft in way_ed.c, (null)
FUNCTION: sad_show_aircraft(state)
FUNCTION: sad_show_posnav_driver_display(state)
FUNCTION: sad_is_air_veh(veh)
FUNCTION: sad_is_gnd_veh(veh)
FUNCTION: sad_init(tty, guide_type)
    calledBy:
        main in sun_wayed.c, (null)
FUNCTION: sad_uninit()
FUNCTION: sad_set_vehicle_type(type)
FUNCTION: sad_get_my_utm(my_xy_position, my_utm_position)
FUNCTION: get_comments(fp)
    calledBy:
        recall_waypoints in way_ed.c, (null)
FUNCTION: store_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: recall_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FILE: weapons_config.c
FUNCTION: weapons_config_override_on()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: weapons_config_toggle_override()
FUNCTION: weapons_none()

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FUNCTION: weapons_config_set_vehicle_specific_menu(vehicle_specific_menu)
calledBy:
 weapons_config_menu_init in weapons_config.c, (null)
FUNCTION: weapons_config_menu_init()
calledBy:
 sad_init in way_ed.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libspaceball**FILE: libmem.c**

FUNCTION: memcmp(s1, s2, n)
calledBy:
 SbProcessPacket in sblibry.c, (null)
 SbWatchReset in sblibry.c, (null)
FUNCTION: memcpy(s1, s2, n)
calledBy:
 SbOpen in sbcustom.c, IF Sb_NUMBER_OF_SPACEBALLS > 1
 SbProcessPacket in sblibry.c, (null)
 SbReset in sblibry.c, (null)
 SbGetPacket in sblibry.c, (null)
 SbPacketReady in sblibry.c, (null)
 SbMatricize in sblibry.c, (null)
 mytranslate in sbtest.c, (null)
 myrotate in sbtest.c, (null)
 mypressed in sbtute.c, (null)
FUNCTION: memset(s, c, n)

FILE: sbcustom.c

FUNCTION: SbOpen(tty_name)
calledBy:
 initialize_spaceball in kato_sb.c, (null)
 initialize_spaceball in sbtest.c, (null)
 initialize_spaceball in sbtute.c, (null)
FUNCTION: SbClose()
calledBy:
 spaceball_exit in kato_sb.c, (null)
 SbOpen in sbcustom.c, (null)
 main in sbtest.c, (null)
 initialize_spaceball in sbtute.c, (null)
 close_spaceball in sbtute.c, (null)
FUNCTION: myperror(s)
calledBy:
 SbOpen in sbcustom.c, (null)
 lock_ttyline in sbcustom.c, IF Sb_LOCK_TTY
 unlock_ttyline in sbcustom.c, IF Sb_LOCK_TTY
 SbInput in sbcustom.c, (null)
 SbOutput in sbcustom.c, (null)
FUNCTION: filenameof(ttyname)
calledBy:
 SbOpen in sbcustom.c, IF Sb_LOCK_TTY
FUNCTION: lock_ttyline(ttyname)
calledBy:
 SbOpen in sbcustom.c, IF Sb_LOCK_TTY
FUNCTION: unlock_ttyline()
calledBy:

SbOpen in sbcustom.c, IF Sb_LOCK_TTY
 SbClose in sbcustom.c, IF Sb_LOCK_TTY
 FUNCTION: SbInput(dest, maxlength, timeout)
 calledBy:
 SbGetPacket in sblibry.c, (null)
 SbPacketReady in sblibry.c, (null)
 SbWaitForPacket in sblibry.c, (null)
 FUNCTION: SbOutput(data, length)
 calledBy:
 SbPutChar in sblibry.c, (null)
 FUNCTION: SbMilliseconds()
 calledBy:
 display_data in kato_sb.c, (null)
 SbReset in sblibry.c, IF 0
 SbWatchReset in sblibry.c, (null)
 SbWaitForSync in sblibry.c, (null)
 SbWaitForPacket in sblibry.c, (null)
 main in sbtest.c, (null)
 display_data in sbtest.c, (null)
 FUNCTION: SbClearInput()
 FILE: sblibry.c
 FUNCTION: SbPutChar(c)
 calledBy:
 SbPutStr in sblibry.c, (null)
 SbPutByte in sblibry.c, (null)
 SbProcessReset in sblibry.c, (null)
 SbProcessPacket in sblibry.c, (null)
 SbWatchReset in sblibry.c, (null)
 SbSetAbsolute in sblibry.c, (null)
 SbSetBallMode in sblibry.c, (null)
 SbSetRS232Mode in sblibry.c, (null)
 SbSetNullRegion in sblibry.c, (null)
 SbSetOrientation in sblibry.c, (null)
 SbSetPulse in sblibry.c, (null)
 SbSetRotationFeel in sblibry.c, (null)
 SbSetRotationFreedom in sblibry.c, (null)
 SbSetRotationMode in sblibry.c, (null)
 SbSetSpinRate in sblibry.c, (null)
 SbSetTranslationFeel in sblibry.c, (null)
 SbSetTranslationFreedom in sblibry.c, (null)
 SbSetTranslationMode in sblibry.c, (null)
 SbSetXYZScalings in sblibry.c, (null)
 SbSetZero in sblibry.c, (null)
 FUNCTION: SbPutStr(s)
 calledBy:
 SbProcessPacket in sblibry.c, (null)
 SbReset in sblibry.c, (null)
 SbRequestSettings in sblibry.c, (null)
 SbWaitForSync in sblibry.c, IF SGI
 SbSetBallMode in sblibry.c, (null)
 SbSetRS232Mode in sblibry.c, (null)
 SbSetRotationFeel in sblibry.c, (null)
 SbSetRotationFreedom in sblibry.c, (null)
 SbSetTranslationFeel in sblibry.c, (null)

SbSetTranslationFreedom in sblibry.c, (null)
FUNCTION: SbPutByte(c)
 calledBy:
 SbPutBytes in sblibry.c, (null)
 SbPutWords in sblibry.c, IF SWAP_BYTE
 SbPutWords in sblibry.c, IF not SWAP_BYTE
FUNCTION: SbPutBytes(bytes, length)
 calledBy:
 SbProcessReset in sblibry.c, (null)
 SbSetRotationMode in sblibry.c, (null)
 SbSetTranslationMode in sblibry.c, (null)
FUNCTION: SbPutWords(words, length)
 calledBy:
 SbSetAbsolute in sblibry.c, (null)
 SbSetOrientation in sblibry.c, (null)
 SbSetRotationFreedom in sblibry.c, (null)
 SbSetTranslationFreedom in sblibry.c, (null)
 SbSetXYZScalings in sblibry.c, (null)
FUNCTION: SbShowPacket(packet, lth)
 calledBy:
 SbInput in sbcustom.c, IFDEF Sb_DEBUG
 SbOutput in sbcustom.c, IFDEF Sb_DEBUG
 Sbad in sblibry.c, (null)
 SbProcessInvalid in sblibry.c, (null)
 SbProcessOther in sblibry.c, (null)
 SquashPacket in sblibry.c, IF Sb_DEBUG
 SbGetPacket in sblibry.c, IF Sb_DEBUG
 SbCheckSpaceball in sblibry.c, (null)
FUNCTION: SbShowMatrix(matrix)
 calledBy:
 mypressed in sbtute.c, (null)
FUNCTION: Sbad(packet, lth)
 calledBy:
 SbProcessPacket in sblibry.c, (null)
FUNCTION: SbPackVector(vector, pvec)
 calledBy:
 SbSetRotationFreedom in sblibry.c, (null)
 SbSetTranslationFreedom in sblibry.c, (null)
 SbSetXYZScalings in sblibry.c, (null)
FUNCTION: SbUnpackVector(pvec, vector)
 calledBy:
 SbProcessPacket in sblibry.c, (null)
FUNCTION: pack_cs(c, s)
 calledBy:
 SbPackMatrix in sblibry.c, (null)
FUNCTION: unpack_cs(p, c, s)
 calledBy:
 SbUnpackMatrix in sblibry.c, (null)
FUNCTION: find_minimum(a, b, c, d, e, f)
 calledBy:
 SbPackMatrix in sblibry.c, (null)
FUNCTION: SbPackMatrix(matrix, pmat)
 calledBy:
 SbSetAbsolute in sblibry.c, (null)

SbSetOrientation in sblibry.c, (null)
FUNCTION: XYZ_select(sx, cx, sy, cy, sz, cz)
calledBy:
SbUnpackMatrix in sblibry.c, (null)
FUNCTION: SbUnpackMatrix(pmat, matrix)
calledBy:
SbProcessPacket in sblibry.c, (null)
FUNCTION: SbConvertMatrix(mask, mat)
FUNCTION: SbNullFunction()
FUNCTION: SbProcessReset(packet)
FUNCTION: SbProcessEcho(s)
FUNCTION: SbProcessError(s)
FUNCTION: SbProcessInvalid(packet, lth)
FUNCTION: SbProcessIRotate(period, ivector)
FUNCTION: SbProcessITranslate(period, ivector)
FUNCTION: SbProcessOther(packet, length)
FUNCTION: SbProcessPacket(packet, lth)
calledBy:
SbWaitForSync in sblibry.c, (null)
SbCheckSpaceball in sblibry.c, (null)
FUNCTION: SbReset(wait)
calledBy:
initialize_spaceball in kato_sb.c, (null)
initialize_spaceball in sbtest.c, (null)
initialize_spaceball in sbtute.c, (null)
FUNCTION: SbWatchReset(timeout)
calledBy:
SbReset in sblibry.c, (null)
SbSynchronize in sblibry.c, (null)
FUNCTION: SbRequestSettings()
calledBy:
SbWatchReset in sblibry.c, (null)
FUNCTION: SbSynchronize()
calledBy:
spaceball_exit in kato_sb.c, (null)
SbWatchReset in sblibry.c, (null)
FUNCTION: SbWaitForSync(timeout)
calledBy:
SbSynchronize in sblibry.c, (null)
FUNCTION: SquashPacket(new, old, lth)
calledBy:
SbGetPacket in sblibry.c, (null)
FUNCTION: SbGetPacket(packet)
FUNCTION: SbPacketReady()
FUNCTION: SbCheckSpaceball()
calledBy:
spaceball_simul in kato_sb.c, (null)
main in sbtest.c, (null)
check_spaceball in sbtute.c, (null)
FUNCTION: SbWaitForPacket(timeout)
calledBy:
SbReset in sblibry.c, IF 0
SbWatchReset in sblibry.c, (null)
SbWaitForSync in sblibry.c, (null)

main in sbtest.c, (null)
FUNCTION: SbSetAbsolute(matrix)
FUNCTION: SbSetBallMode(mode)
calledBy:
spaceball_exit in kato_sb.c, (null)
initialize_spaceball in kato_sb.c, (null)
mypressed in kato_sb.c, IFNDEF ODIN
mypressed in kato_sb.c, (null)
SbClose in sbcustom.c, (null)
main in sbtest.c, (null)
initialize_spaceball in sbtest.c, (null)
mypressed in sbtest.c, (null)
initialize_spaceball in sbtute.c, (null)
mypressed in sbtute.c, (null)
rate_pressed in sbtute.c, (null)
FUNCTION: SbSetRS232Mode(mode)
calledBy:
SbProcessReset in sbllibry.c, IF Sb_PRINTABLE_MODE
SbWatchReset in sbllibry.c, IF Sb_PRINTABLE_MODE
FUNCTION: SbSetCurrentSpaceball(n)
FUNCTION: SbSetNullRegion(nr)
calledBy:
initialize_spaceball in kato_sb.c, (null)
initialize_spaceball in sbtute.c, (null)
FUNCTION: SbSetOrientation(matrix)
FUNCTION: SbSetPulse(p)
FUNCTION: SbSetRotationFeel(feel)
calledBy:
initialize_spaceball in kato_sb.c, (null)
FUNCTION: SbSetRotationFreedom(vector)
FUNCTION: SbSetRotationMode(lpsys)
FUNCTION: SbSetSpinRate(spinrate)
FUNCTION: SbSetTranslationFeel(feel)
calledBy:
initialize_spaceball in kato_sb.c, (null)
FUNCTION: SbSetTranslationFreedom(vector)
FUNCTION: SbSetTranslationMode(lpsys)
FUNCTION: SbSetXYZScalings(xyzscalings)
FUNCTION: SbSetZero(zero)
FUNCTION: SbDominant(vec)
calledBy:
mytranslate in kato_sb.c, (null)
myrotate in kato_sb.c, (null)
mytranslate in sbtute.c, (null)
myrotate in sbtute.c, (null)
FUNCTION: SbMatricize(factor, vec, delta_matrix)
calledBy:
myrotate in sbtute.c, (null)
FUNCTION: SbRotateAbout(radians, unit_vec, delta_matrix)
calledBy:
SbMatricize in sbllibry.c, (null)
FUNCTION: SbMatrix3x3Multiply(mat1, mat2, result)
calledBy:
myrotate in sbtute.c, (null)

FILE: sbtest.c

FUNCTION: main(argc, argv)

FUNCTION: initialize_spaceball(tty_line)

calledBy:

controls_sim_init in kato_ctl_sim.c, IFDEF USE_SPACEBALL

main in sbtest.c, (null)

FUNCTION: display_data()

calledBy:

main in sbtest.c, (null)

FUNCTION: mypressed(keys)

FUNCTION: mytranslate(period, vec)

FUNCTION: myrotate(period, vec)

FILE: sbtute.c

FUNCTION: main_routine(arguments)

FUNCTION: initialize_spaceball()

calledBy:

controls_sim_init in kato_ctl_sim.c, IFDEF USE_SPACEBALL

main in sbtest.c, (null)

FUNCTION: close_spaceball()

FUNCTION: prompt_spaceball()

calledBy:

check_spaceball in sbtute.c, (null)

FUNCTION: check_spaceball()

FUNCTION: mypressed(keys)

FUNCTION: rate_pressed(keys)

FUNCTION: mytranslate(period, vec)

FUNCTION: myrotate(period, vec)

FUNCTION: trate_rotate(period, vec)

FUNCTION: rrate_rotate(period, vec)

DIRECTORY: ./gt/vehicle/libsrc/lib susp**FILE: gun_fired.c**

FUNCTION: suspension_gun_fired(out_susp, t_cos, t_sin)

FILE: susp_accel.c

FUNCTION: suspension_acceleration_is(out_susp, accel)

FILE: susp_init.c

FUNCTION: suspension_uninit(out_susp)

calledBy:

hull_uninit in hull_init.c, (null)

suspension_init in susp_init.c, (null)

FUNCTION: suspension_init(out_susp)

calledBy:

bigwheel_init in bigwh_init.c, (null)

FILE: susp_params.cFUNCTION: suspension_params(out_susp, rot_wn, rot_zeta, side_wn, side_zeta,
lever_arm, angle_lim, gun_force, left, right)**FILE: susp_simul.c**

FUNCTION: suspension(out_susp, rear_wheel, h_to_w, u_norm)

calledBy:

bigwheel_set_support_plane in set_supt.c, (null)

FILE: veh_init.c

FUNCTION: suspension_veh_init(out_susp, rear_wheel, h_to_w, u_norm)

calledBy:

bigwheel_init_support_plane in init_suppt.c, (null)

DIRECTORY: /gt/vehicle/libsrc/libturret

FILE: turret.c

FUNCTION: turret_stops_init(sight_max, sight_min, gun_max, gun_min)

FUNCTION: turret_pos_init(init_turret_azimuth)

calledBy:

network_use_activation in ause_activ.c, (null)

network_use_activation in use_activ.c, (null)

FUNCTION: turret_set_stab_sys()

FUNCTION: turret_set_stab_vector(new_stab_vec)

FUNCTION: turret_get_stab_changes(azimuth_rot, elev_rot)

FUNCTION: turret_move_azimuth(total_slew_rate)

FUNCTION: turret_move_elevation(total_elev_rate, gun_slaved_to_sight)

FUNCTION: turret_elevate_sight(elev_rate)

FUNCTION: turret_elevate_gun(elev_rate)

FUNCTION: elevate_system(turret_to_system, system_to_turret, elev_amount, top_stop, bottom_stop, stop_status)

calledBy:

turret_elevate_sight in turret.c, (null)

turret_elevate_gun in turret.c, (null)

FUNCTION: turret_sync_gun_with_sight(difference)

FUNCTION: turret_sync_sight_with_gun(difference)

FUNCTION: set_turret_vars()

FUNCTION: turret_get_g_to_w(g_to_w, lead_azimuth, super_elevation, error_offset)

FUNCTION: turret_get_network_elevation()

FUNCTION: turret_get_network_azimuth()

FUNCTION: turret_get_ref_ind()

FUNCTION: turret_null_azimuth_ind()

FUNCTION: turret_send_azimuth_ind()

FUNCTION: turret_get_azimuth_str()

FUNCTION: turret_update_check()

FUNCTION: turret_update_rva()

FUNCTION: turret_get_sight_in_world()

FUNCTION: turret_calc_azimuth()

calledBy:

turret_get_azimuth_str in turret.c, (null)

FUNCTION: turret_get_total_turret_slew_rate()

FUNCTION: turret_get_total_gun_elev_rate()

DIRECTORY: /gt/vehicle/libsrc/libupdate

FILE: libupdate.c

FUNCTION: vehicle_update()

calledBy:

state_simul in kato_state.c, (null)

FUNCTION: vehicle_place(pos, fvel, direction)

calledBy:

vehicle_update in libupdate.c, (null)

vehicle_init in libupdate.c, (null)

vehicle_restart in libupdate.c, (null)

FUNCTION: vehicle_init(pos, fvel, direction)

calledBy:

kinematics_vehicle_init in veh_init.c, (null)

FUNCTION: vehicle_set_position(pos)

calledBy:

- controller_init_vehicle in kato_control.c, (null)
- controller_velocity_attach in kato_control.c, (null)
- controller_orbit_attach in kato_control.c, (null)
- controller_mimic_driver in kato_control.c, (null)
- controller_mimic_gunner in kato_control.c, (null)
- process_teleport in kato_network.c, (null)

FUNCTION: vehicle_set_orientation(direction)

calledBy:

- controller_init_orientation in kato_control.c, (null)
- controller_init_vehicle in kato_control.c, (null)
- controller_velocity_attach in kato_control.c, (null)
- process_teleport in kato_network.c, (null)

FUNCTION: vehicle_set_orientation_matrix(B_C_A)

calledBy:

- controller_init_orientation in kato_control.c, (null)
- controller_orbit_attach in kato_control.c, (null)
- controller_mimic_driver in kato_control.c, (null)
- controller_mimic_gunner in kato_control.c, (null)

FUNCTION: vehicle_mass_init(mass, I)

calledBy:

- kato_init in kato_simul.c, (null)

FUNCTION: vehicle_restart()

calledBy:

- keyboard_simul in kato_keybrd.c, (null)
- reconstitute_vehicle in kato_main.c, (null)

FUNCTION: vehicle_A_acceleration()

FUNCTION: vehicle_B_acceleration()

FUNCTION: vehicle_A_velocity()

FUNCTION: vehicle_velocity()

calledBy:

- controller_simul in kato_control.c, (null)
- controller_velocity_control in kato_control.c, (null)
- controller_velocity_control in kato_control.c, IFDEF ODIN
- controller_velocity_control in kato_control.c, (null)
- controller_f18_control in kato_control.c, IFDEF ODIN
- controller_a6_control in kato_control.c, IFDEF ODIN
- controller_a10_control in kato_control.c, IFDEF ODIN
- controller_velocity_attach in kato_control.c, IFDEF ODIN
- controller_orbit_attach in kato_control.c, IFDEF ODIN
- controller_world_velocity_attach in kato_control.c, IFDEF ODIN
- controller_mimic_driver in kato_control.c, IFDEF ODIN
- controller_mimic_gunner in kato_control.c, IFDEF ODIN
- controller_terrain_follow in kato_control.c, (null)
- controller_terrain_follow in kato_control.c, IFDEF ODIN
- ground_interaction in ground.c, (null)

FUNCTION: vehicle_velocity_magnitude()

FUNCTION: vehicle_A_r()

calledBy:

- kinematics_get_velocity in hull_info.c, (null)
- kinematics_get_d_pos in hull_info.c, (null)

FUNCTION: vehicle_angular_velocity()

calledBy:

controller_simul in kato_control.c, (null)
 ground_interactions in ground.c, (null)
 FUNCTION: vehicle_A_p()
 calledBy:
 kinematics_get_o_to_h in hull_info.c, (null)
 FUNCTION: vehicle_B_s()
 calledBy:
 kinematics_get_h_to_o in hull_info.c, (null)
 FUNCTION: vehicle_b2()
 calledBy:
 kinematics_get_u_norm in hull_info.c, (null)
 FUNCTION: vehicle_A_C_B()
 calledBy:
 kinematics_get_w_to_h in hull_info.c, (null)
 FUNCTION: vehicle_B_C_A()
 calledBy:
 gunmnt_get_gun_to_world in kato_gunmnt.c, (null)
 kinematics_get_h_to_w in hull_info.c, (null)
 FUNCTION: vehicle_gravity_vector()
 FUNCTION: vehicle_altitude()
 FUNCTION: vehicle_climb_rate()
 FUNCTION: vehicle_freeze()
 FUNCTION: vehicle_thaw()
 FUNCTION: vehicle_freeze_disable()
 calledBy:
 main in kato_main.c, (null)
 FUNCTION: vehicle_torques(val)
 calledBy:
 controller_torques in kato_control.c, (null)
 FUNCTION: vehicle_forces(val)
 calledBy:
 controller_force_control in kato_control.c, (null)
 controller_forces in kato_control.c, (null)
 FUNCTION: freeze_state(w, v)
 calledBy:
 vehicle_update in libupdate.c, (null)
 FUNCTION: kin_dump()
 FUNCTION: w_dump()
 FUNCTION: v_dump()
 FUNCTION: r_dump()
 FUNCTION: t_dump()
 FUNCTION: vehicle_banner()
 FUNCTION: vehicle_set_init_state(new_val)

DIRECTORY: ./gt/vehicle/libsrc/libveh

FILE: force.c

FUNCTION: veh_set_force(new_force)
 calledBy:
 network_process_activate_request in nwk_activ.c, (null)
 geopressed in kato_geo.c, #ifndef MASSCOMP
 keyboard_simul in kato_keybrd.c, (null)
 mypressd in kato_sb.c, (null)
 process_activate_request in activate.c, (null)

FUNCTION: veh_get_force()
calledBy:
rva_rotate_rwa_blades in rva_blades.c, (null)
map_format_asid in map_asid.c, (null)
cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
rva_rotate_rwa_blades in rva_blades.c, (null)
format_stealth_appearance in appearance.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)

FILE: is_air_veh.c
FUNCTION: is_air_vehicle(type)
calledBy:
SubmitIvsvrRequest in ivsvrif.c, (null)
sad_simul in way_ed.c, (null)
sad_is_air_veh in way_ed.c, (null)

FILE: is_alive_veh.c
FUNCTION: is_alive_vehicle(appear)
FUNCTION: is_healthy_vehicle(appear)
FUNCTION: is_mobile_vehicle(appear)

FILE: is_ammo_veh.c
FUNCTION: is_ammo_vehicle(pkt)
calledBy:
service_check_vehicle_type in kato_resupp.c, (null)
service_check_vehicle_type in resupp.c, IFDEF notdef

FUNCTION: is_ammo_carrier(type)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef

FILE: is_anti_air.c
FUNCTION: is_anti_aircraft(type)

FILE: is_apc_veh.c
FUNCTION: is_personnel_carrier(type)

FILE: is_att_rwa.c
FUNCTION: is_attack_rwa(type)

FILE: is_friend.c
FUNCTION: is_friendly(his_force)
calledBy:
rva_get_priority_list in rva_pr_get.c, (null)
map_format_asid in map_asid.c, (null)
rva_get_priority_list in rva_pr_get.c, (null)
service_check_vehicle_type in resupp.c, IFDEF notdef

FUNCTION: veh_set_force(new_force)
calledBy:
network_process_activate_request in nwk_activ.c, (null)
geopressed in kato_geo.c, IFNDEF MASSCOMP
keyboard_simul in kato_keybrd.c, (null)
mypressd in kato_sb.c, (null)
process_activate_request in activate.c, (null)

FUNCTION: veh_get_force()
calledBy:
rva_rotate_rwa_blades in rva_blades.c, (null)
map_format_asid in map_asid.c, (null)
cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
rva_rotate_rwa_blades in rva_blades.c, (null)
format_stealth_appearance in appearance.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)

FILE: is_fuel_veh.c

FUNCTION: is_fuel_vehicle(pkt)

calledBy:

service_check_vehicle_type in resupp.c, IFDEF notdef

FILE: is_fwa.c

FUNCTION: is_fwa(type)

calledBy:

image_get_object_points in libimage.c, (null)

ldam_check_sensor_blackout in het_bo.c, (null)

het_toggle_goggles in het_goggles.c, (null)

goggles_on in het_goggles.c, (null)

goggles_off in het_goggles.c, (null)

sunglasses_effect in het_goggles.c, (null)

ldam_check_for_eye_damage in het_ldam.c, (null)

FILE: is_grad_veh.c

FUNCTION: is_ground_veh(type)

calledBy:

read_is_grad_veh in way_ed.c, (null)

FILE: is_lifeform.c

FUNCTION: is_lifeform(type)

FILE: is_mb_tank.c

FUNCTION: is_main_battle_tank(type)

calledBy:

service_check_vehicle_type in resupp.c, IFDEF notdef

FILE: is_rep_veh.c

FUNCTION: is_repair_vehicle(pkt)

calledBy:

service_check_vehicle_type in resupp.c, IFDEF notdef

FILE: is_rva.c

FUNCTION: is_rva(type)

calledBy:

process_known_vehicle in rva_update.c, (null)

process_unknown_vehicle in rva_update.c, (null)

image_get_object_points in libimage.c, (null)

calc_msg_adjust_otherveh_state in adj_otherveh.c, (null)

rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

process_known_dynamic in rva_update.c, (null)

ldam_check_sensor_blackout in het_bo.c, (null)

laserdam_init in het_dmg.c, (null)

het_init in het_kin.c, (null)

keybrd_send_stamp_init_model in het_kin.c, (null)

het_keybrd_send_ctas_grow_model in het_kin.c, (null)

ldam_check_for_eye_damage in het_ldam.c, (null)

ldam_check_failures in het_ldam.c, (null)

ldam_draw_glare in het_vg.c, (null)

msg_process_othervehs in adj_otherveh.c, (null)

FILE: is_targ_veh.c

FUNCTION: is_target_vehicle(type)

FILE: is_us_veh.c

FUNCTION: is_us_vehicle(type)

DIRECTORY: ./gt/vehicle/libsrc/libvflags

FILE: clr_br_bit.c

FUNCTION: clr_br_bit(br_index, br_mask, cig_index)
calledBy:
vision_gunner_brow_pad_on in new_vision.c, (null)
vision_gunner_brow_pad_off in new_vision.c, (null)
vision_commander_brow_pad_on in new_vision.c, (null)
vision_commander_brow_pad_off in new_vision.c, (null)

FILE: clr_vflags.c
FUNCTION: clear_view_flags(flag_mask, index)
calledBy:
vision_break_all_blocks in kato_vision.c, (null)
vision_break_all_blocks in new_vision.c, (null)
vision_break_isu in new_vision.c, (null)
vision_break_isu_ext in new_vision.c, (null)
vision_break_driver_blocks in new_vision.c, (null)
vision_break_cmdrs_blocks in new_vision.c, (null)
vision_break_gunners_block in new_vision.c, (null)
vision_gunner_brow_pad_on in new_vision.c, (null)
vision_gunner_brow_pad_off in new_vision.c, (null)
vision_commander_brow_pad_on in new_vision.c, (null)
vision_commander_brow_pad_off in new_vision.c, (null)

FILE: get_br_vals.c
FUNCTION: get_br_vals(index)
calledBy:
cigex_stop_init in cig_init.c, (null)
cigex_vp_init in cig_init.c, (null)
cigex_stop in cig_stop.c, (null)
cig_msg_my_veh_state in niu_cig.c, (null)
cig_msg_prepend_my_veh_state in kato_cig.c, (null)
cig_stop in Ocig_stop.c, (null)
cig_stop in cig_stop.c, (null)

FILE: get_vflags.c
FUNCTION: get_view_flags(index)
calledBy:
cigex_stop_init in cig_init.c, (null)
cigex_vp_init in cig_init.c, (null)
cigex_stop in cig_stop.c, (null)
cig_msg_my_veh_state in niu_cig.c, (null)
cig_msg_prepend_my_veh_state in kato_cig.c, (null)
cig_stop in Ocig_stop.c, (null)
cig_stop in cig_stop.c, (null)

FUNCTION: get_view_flags(index)
calledBy:
cigex_stop_init in cig_init.c, (null)
cigex_vp_init in cig_init.c, (null)
cigex_stop in cig_stop.c, (null)
cig_msg_my_veh_state in niu_cig.c, (null)
cig_msg_prepend_my_veh_state in kato_cig.c, (null)
cig_stop in Ocig_stop.c, (null)
cig_stop in cig_stop.c, (null)

FILE: get_vmodes.c
FUNCTION: get_vmodes(index)

FILE: set_br_bit.c
FUNCTION: set_br_bit(br_index, br_mask, cig_index)
calledBy:

cig_gps_mag_12x in new_vision.c, (null)
 cig_gps_mag_4x in new_vision.c, (null)
 vision_cmdrs_pitch_up in new_vision.c, (null)
 vision_cmdrs_pitch_ahead in new_vision.c, (null)
 vision_cmdrs_pitch_down in new_vision.c, (null)
 vision_gunner_brow_pad_on in new_vision.c, (null)
 vision_gunner_brow_pad_off in new_vision.c, (null)
 vision_commander_brow_pad_on in new_vision.c, (null)
 vision_commander_brow_pad_off in new_vision.c, (null)

FILE: set_br_vals.c

FUNCTION: set_br_vals(br_index, br_mask, cig_index)

calledBy:

cig_stealth_views in kato_cig.c, (null)
 cig_mimic_views in kato_cig.c, (null)

FILE: set_vflags.c

FUNCTION: set_view_flags(flag_mask, index)

calledBy:

vision_restore_all_blocks in kato_vision.c, (null)
 vision_restore_all_blocks in new_vision.c, (null)
 vision_restore_isu in new_vision.c, (null)
 vision_restore_isu_ext in new_vision.c, (null)
 vision_restore_driver_blocks in new_vision.c, (null)
 vision_restore_cmdrs_blocks in new_vision.c, (null)
 vision_restore_gunners_block in new_vision.c, (null)
 vision_gunner_brow_pad_on in new_vision.c, (null)
 vision_gunner_brow_pad_off in new_vision.c, (null)
 vision_commander_brow_pad_on in new_vision.c, (null)
 vision_commander_brow_pad_off in new_vision.c, (null)

FILE: set_vmodes.c

FUNCTION: set_vmodes(vm_index, vm_mask, cig_index)

FILE: vflags_loc.c

FILE: vision.c

FUNCTION: vision_reset_views()

FUNCTION: vision_enable_view(port)

calledBy:

vision_restore_all_blocks in kato_vision.c, IFDEF_GT_
 head_eye_tracker_effect in het_dev.c, IFNDEF HET_TEST

FUNCTION: vision_disable_view(port)

calledBy:

vision_break_all_blocks in kato_vision.c, IFDEF_GT_
 ldam_check_sensor_blackout in het_bo.c, (null)
 head_eye_tracker_effect in het_dev.c, IFNDEF HET_TEST

FUNCTION: vision_get_views()

calledBy:

cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
 cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_

FUNCTION: vision_set_white_hot(port)

FUNCTION: vision_set_black_hot(port)

FUNCTION: vision_set_dtv(port)

calledBy:

bloom_act in het_bloom.c, (null)
 check_bloom_timer in het_bloom.c, (null)

FUNCTION: vision_set_normal(port)

FUNCTION: vision_get_modes()

calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
 FUNCTION: vision_get_changes()
 calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
 FUNCTION: vision_TX_changes_needed()
 calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
 FUNCTION: vision_TX_changes_done()
 calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 FUNCTION: vision_T_changes_needed()
 calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
 FUNCTION: vision_T_changes_done()
 calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 FUNCTION: set_vision(subsys, color, fade, special)
 calledBy:
 keyboard_simul in kato_keybrd.c, IFDEF_ODIN, IFDEF_GT_
 bloom_act in het_bloom.c, (null)
 check_bloom_timer in het_bloom.c, (null)
 het_toggle_goggles in het_goggles.c, (null)
 goggles_on in het_goggles.c, (null)
 goggles_off in het_goggles.c, (null)
 sunglasses_effect in het_goggles.c, (null)
 FUNCTION: vision_TX_set_params(msg)
 calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 FUNCTION: vision_T_set_params(msg)
 calledBy:
 cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
 cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
 FUNCTION: vision_3d_off(port)
 FUNCTION: vision_3d_on(port)

DIRECTORY: ./gt/vehicle/m1

No files defined.

DIRECTORY: ./gt/vehicle/m1/src**FILE: m1_ammoc.c****FUNCTION: ammo_init()**

calledBy:

network_use_activation in use_activ.c, (null)

controls_restore_controls in m1_ctl_fsm.c, (null)

FUNCTION: ammo_simul()

calledBy:

veh_spec_simulate in m1_main.c, (null)

FUNCTION: ammo_check_autoloader_unload()

calledBy:

ammo_simul in m1_ammoc.c, (null)

FUNCTION: ammo_check_autoloader_load()

calledBy:

ammo_simul in m1_ammoc.c, (null)

FUNCTION: ammo_init_ammoc_racks(ready_heat, ready_apds, semi_ready_heat, semi_ready_apds, hull_heat, hull_apds)

calledBy:

ammo_restore_ammoc in m1_ammoc.c, (null)

network_process_activation_parameters in m1_network.c, (null)

FUNCTION: ammo_supply_full()

calledBy:

ammo_decide_round_type in ammoc.c, (null)

ammo_start_external_resupply in ammoc.c, (null)

ammo_decide_round_type in newammoc.c, (null)

ammo_start_external_resupply in newammoc.c, (null)

ammo_receive_quiet_state in resupp.c, (null)

ammo_receive_request_state in resupp.c, (null)

ammo_receive_request_state in resupp.c, IF DEBUG

resupply_debug_actual_prints in resupp.c, (null)

print_resupply_status in resupp.c, (null)

ammo_receive_quiet_state in m1_resupp.c, (null)

ammo_receive_request_state in m1_resupp.c, (null)

FUNCTION: ammo_supply_empty()

calledBy:

ammo_send_quiet_state in resupp.c, (null)

ammo_send_waiting_state in resupp.c, (null)

ammo_send_quiet_state in m1_resupp.c, (null)

ammo_send_waiting_state in m1_resupp.c, (null)

FUNCTION: ammoc_loaders_arms()

calledBy:

ammo_receive_quiet_state in m1_resupp.c, (null)

ammo_send_quiet_state in m1_resupp.c, (null)

ammo_receive_request_state in m1_resupp.c, (null)

ammo_send_waiting_state in m1_resupp.c, (null)

ammo_receive_loading_state in m1_resupp.c, (null)

FUNCTION: ammoc_knee_switch_on()

calledBy:

ammo_check_autoloader_unload in m1_ammoc.c, (null)

ammo_check_autoloader_load in m1_ammoc.c, (null)

controls_knee_switch_check in m1_ctl_npc.c, (null)

FUNCTION: ammoc_knee_switch_off()

calledBy:
ammo_check_autoloader_unload in m1_ammo.c, (null)
ammo_check_autoloader_load in m1_ammo.c, (null)
controls_knee_switch_check in m1_ctl_npc.c, (null)
FUNCTION: ammo_tube_selected(slot)
calledBy:
ammo_check_autoloader_unload in m1_ammo.c, (null)
ammo_check_autoloader_load in m1_ammo.c, (null)
controls_ammo_tube_check in m1_ctl_npc.c, (null)
FUNCTION: ammo_arm_panel_check(slot)
calledBy:
ammo_tube_selected in m1_ammo.c, (null)
FUNCTION: ammo_resupply_check(slot)
calledBy:
ammo_tube_selected in m1_ammo.c, (null)
FUNCTION: ammo_get_quantity(type)
calledBy:
controls_transfer_semi_heat in m1_ctl_npc.c, (null)
controls_transfer_semi_apds in m1_ctl_npc.c, (null)
controls_transfer_hull_heat in m1_ctl_npc.c, (null)
controls_transfer_hull_apds in m1_ctl_npc.c, (null)
FUNCTION: ammo_transfer_semi_heat()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_transfer_semi_apds()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_transfer_hull_heat()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_transfer_hull_apds()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_transfer_no_transfer()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_transfer_redist_send()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_transfer_redist_recv()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_get_transfer_status()
calledBy:
ammo_receive_quiet_state in m1_resupp.c, (null)
ammo_send_quiet_state in m1_resupp.c, (null)
ammo_receive_request_state in m1_resupp.c, (null)

ammo_send_waiting_state in m1_resupp.c, (null)
ammo_receive_loading_state in m1_resupp.c, (null)
FUNCTION: ammo_breech_pushed()
calledBy:
ammo_check_autoloader_load in m1_ammo.c, (null)
controls_breech_check in m1_ctl_npc.c, (null)
FUNCTION: ammo_breech_unload_pushed()
calledBy:
ammo_check_autoloader_unload in m1_ammo.c, (null)
controls_breech_unload_check in m1_ctl_npc.c, (null)
FUNCTION: ammo_type_loaded_quick()
calledBy:
weapons_fire_main_gun in m1_weapons.c, (null)
FUNCTION: ammo_ejection_guard_armed()
calledBy:
ammo_check_autoloader_load in m1_ammo.c, (null)
controls_ejection_guard_check in m1_ctl_npc.c, (null)
controls_ejection_guard_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_ejection_guard_safe()
calledBy:
ammo_check_autoloader_unload in m1_ammo.c, (null)
ammo_check_autoloader_load in m1_ammo.c, (null)
controls_ejection_guard_check in m1_ctl_npc.c, (null)
controls_ejection_guard_init in m1_ctl_npc.c, (null)
FUNCTION: ammo_ejection_guard_status()
calledBy:
ammo_ready_to_fire in m1_ammo.c, (null)
FUNCTION: ammo_open_blast_door()
calledBy:
ammo_knee_switch_on in m1_ammo.c, (null)
ammo_transfer_semi_heat in m1_ammo.c, (null)
ammo_transfer_semi_apds in m1_ammo.c, (null)
ammo_transfer_hull_heat in m1_ammo.c, (null)
ammo_transfer_hull_apds in m1_ammo.c, (null)
ammo_transfer_redist_send in m1_ammo.c, (null)
ammo_transfer_redist_rcv in m1_ammo.c, (null)
FUNCTION: ammo_close_blast_door()
calledBy:
ammo_blast_door_check in m1_ammo.c, (null)
FUNCTION: ammo_gun_fired()
calledBy:
weapons_fire_main_gun in m1_weapons.c, (null)
FUNCTION: ammo_ready_to_fire()
calledBy:
firectl_ready_to_fire in m1_firectl.c, (null)
FUNCTION: ammo_get_semi_heat_quantity()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)
FUNCTION: ammo_get_semi_apds_quantity()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)
FUNCTION: ammo_get_hull_heat_quantity()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)

FUNCTION: ammo_get_hull_apds_quantity()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)

FUNCTION: ammo_get_ready_heat_quantity()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)

FUNCTION: ammo_get_ready_apds_quantity()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)

FUNCTION: ammo_get_heat105_quantity()
calledBy:
resupply_feed_me_packet in m1_resupp.c, (null)

FUNCTION: ammo_get_apds105_quantity()
calledBy:
resupply_feed_me_packet in m1_resupp.c, (null)

FUNCTION: ammo_add_round(round)
calledBy:
ammo_arm_panel_check in m1_ammo.c, (null)
ammo_resupply_receive_timeout_check in m1_ammo.c, (null)

FUNCTION: ammo_subtract_round(round)
calledBy:
ammo_arm_panel_check in m1_ammo.c, (null)
ammo_resupply_sent in m1_ammo.c, (null)

FUNCTION: ammo_blast_door_open()
calledBy:
failure_check_cat_kill in m1_failure.c, (null)

FUNCTION: ammo_turret_power_on()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)

FUNCTION: ammo_turret_power_off()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)

FUNCTION: ammo_breech_ready()
calledBy:
ammo_breech_pushed in m1_ammo.c, (null)
controls_breech_ready_check in m1_ctl_npc.c, (null)

FUNCTION: ammo_start_loader_timer()
calledBy:
ammo_knee_switch_off in m1_ammo.c, (null)

FUNCTION: ammo_stop_loader_timer()
calledBy:
ammo_knee_switch_on in m1_ammo.c, (null)

FUNCTION: ammo_start_blast_door_timer()
calledBy:
ammo_knee_switch_on in m1_ammo.c, (null)
ammo_knee_switch_off in m1_ammo.c, (null)
ammo_transfer_no_transfer in m1_ammo.c, (null)

FUNCTION: ammo_stop_blast_door_timer()
calledBy:
ammo_knee_switch_on in m1_ammo.c, (null)
ammo_transfer_semi_heat in m1_ammo.c, (null)
ammo_transfer_semi_apds in m1_ammo.c, (null)
ammo_transfer_hull_heat in m1_ammo.c, (null)
ammo_transfer_hull_apds in m1_ammo.c, (null)

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        ammo_transfer_redist_send in m1_ammo.c, (null)
        ammo_transfer_redist_rcv in m1_ammo.c, (null)
FUNCTION: ammo_blast_door_check()
    calledBy:
        ammo_simul in m1_ammo.c, (null)
FUNCTION: ammo_flash_check()
    calledBy:
        ammo_simul in m1_ammo.c, (null)
FUNCTION: ammo_resupply_receive_timeout_check()
    calledBy:
        ammo_receive_loading_state in resupp.c, (null)
        ammo_simul in m1_ammo.c, (null)
FUNCTION: ammo_start_resupply_receive_timer()
    calledBy:
        ammo_start_external_resupply in ammo.c, (null)
        ammo_start_external_resupply in newammo.c, (null)
        ammo_start_internal_resupply in m1_ammo.c, (null)
        ammo_start_external_resupply in m1_ammo.c, (null)
FUNCTION: ammo_stop_resupply_receive_timer()
    calledBy:
        ammo_stop_resupply in m1_ammo.c, (null)
FUNCTION: ammo_change_resupply(slot)
    calledBy:
        ammo_resupply_check in m1_ammo.c, (null)
FUNCTION: ammo_stop_resupply()
    calledBy:
        ammo_resupply_receive_timeout_check in newammo.c, (null)
        ammo_transfer_semi_heat in m1_ammo.c, (null)
        ammo_transfer_semi_apds in m1_ammo.c, (null)
        ammo_transfer_hull_heat in m1_ammo.c, (null)
        ammo_transfer_hull_apds in m1_ammo.c, (null)
        ammo_transfer_no_transfer in m1_ammo.c, (null)
        ammo_transfer_redist_send in m1_ammo.c, (null)
        ammo_transfer_redist_rcv in m1_ammo.c, (null)
        ammo_restore_amm0 in m1_ammo.c, (null)
        resupply_thank_you_packet in m1_resupp.c, (null)
        ammo_receive_loading_state in m1_resupp.c, (null)
        ammo_send_servicing_state in m1_resupp.c, (null)
FUNCTION: ammo_start_internal_resupply(slot)
    calledBy:
        ammo_resupply_check in m1_ammo.c, (null)
FUNCTION: ammo_start_external_resupply(heat_offered, apds_offered)
    calledBy:
        resupply_offer_packet in resupp.c, (null)
        resupply_offer_packet in m1_resupp.c, (null)
FUNCTION: ammo_start_external_send()
    calledBy:
        resupply_feed_me_packet in resupp.c, IFDEF notdef
        resupply_feed_me_packet in m1_resupp.c, (null)
FUNCTION: ammo_decide_resupply_receive(heat_offered, apds_offered,
    location_ptr, slot_ptr)
    calledBy:
        ammo_start_external_resupply in m1_ammo.c, (null)
FUNCTION: ammo_decide_receive_location(round_type, location_ptr, slot_ptr)

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calledBy:
 ammo_decide_resupply_receive in m1_ammo.c, (null)
 FUNCTION: ammo_decide_round_type()
 calledBy:
 send_feed_me_packets_ammo_carriers in resupp.c, (null)
 ammo_decide_resupply_receive in m1_ammo.c, (null)
 send_feed_me_packets_ammo_carriers in m1_resupp.c, (null)
 FUNCTION: ammo_stop_timers()
 calledBy:
 controls_no_power_off in m1_ctl_npc.c, (null)
 FUNCTION: ammo_restore_ammo()
 calledBy:
 keyboard_simul in m1_keybrd.c, (null)
 FUNCTION: ammo_resupply_sent(ammo_type)
 calledBy:
 resupply_thank_you_packet in resupp.c, (null)
 resupply_thank_you_packet in m1_resupp.c, (null)
 FUNCTION: ammo_decide_resupply_send(ammo_type)
 calledBy:
 ammo_resupply_sent in m1_ammo.c, (null)
 FUNCTION: ammo_decide_resupply_slot(ammo_type)
 calledBy:
 ammo_check_autoloader_unload in m1_ammo.c, (null)
 ammo_decide_receive_location in m1_ammo.c, (null)
 ammo_decide_resupply_send in m1_ammo.c, (null)
 FUNCTION: ammo_print_statistics()
 FUNCTION: ammo_enable_autoloader()
 calledBy:
 main in m1_main.c, (null)
 FILE: m1_bcs.c
 FUNCTION: bcs_dump_lead_buffer()
 calledBy:
 bcs_init in m1_bcs.c, (null)
 turret_simul in m1_turret.c, (null)
 FUNCTION: bcs_init()
 calledBy:
 veh_spec_init in m1_main.c, (null)
 FUNCTION: bcs_simul()
 calledBy:
 veh_spec_simulate in m1_main.c, (null)
 FUNCTION: bcs_manual_range_battlesight()
 calledBy:
 controls_battlesight_check in m1_ctl_tpc.c, (null)
 FUNCTION: bcs_manual_range_add_pushed()
 calledBy:
 controls_add_drop_check in m1_ctl_tpc.c, (null)
 controls_add_drop_init in m1_ctl_tpc.c, (null)
 FUNCTION: bcs_manual_range_drop_pushed()
 calledBy:
 controls_add_drop_check in m1_ctl_tpc.c, (null)
 controls_add_drop_init in m1_ctl_tpc.c, (null)
 FUNCTION: bcs_manual_range_released()
 calledBy:
 controls_add_drop_check in m1_ctl_tpc.c, (null)

controls_add_drop_exit in m1_ctl_tpc.c, (null)
FUNCTION: bcs_amm0_select_heat()
calledBy:
controls_amm0_select_check in m1_ctl_tpc.c, (null)
controls_amm0_select_init in m1_ctl_tpc.c, (null)
FUNCTION: bcs_amm0_select_apds()
calledBy:
controls_amm0_select_check in m1_ctl_tpc.c, (null)
controls_amm0_select_init in m1_ctl_tpc.c, (null)
FUNCTION: bcs_amm0_select_other()
calledBy:
controls_amm0_select_check in m1_ctl_tpc.c, (null)
controls_amm0_select_init in m1_ctl_tpc.c, (null)
FUNCTION: bcs_range_is(range_from_lrf)
calledBy:
laser_perform_lase in m1_laser.c, (null)
FUNCTION: calc_avg_slew_rate()
calledBy:
bcs_set_ballistics_computer in m1_bcs.c, (null)
FUNCTION: bcs_set_ballistics_computer()
calledBy:
turret_get_gun_to_world in m1_turret.c, (null)
FUNCTION: bcs_get_lead_azimuth()
calledBy:
turret_get_gun_to_world in m1_turret.c, (null)
FUNCTION: bcs_get_super_elevation()
calledBy:
turret_get_gun_to_world in m1_turret.c, (null)
FUNCTION: bcs_get_range()
FUNCTION: bcs_get_time_of_flight()
FUNCTION: bcs_get_amm0_type_indexed()
calledBy:
amm0_check_autoloader_load in m1_amm0.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
FUNCTION: bcs_get_range_str()
calledBy:
cig_prepare_buffer in m1_cig.c, (null)
FUNCTION: bcs_boot_computer()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: bcs_computer_status()
calledBy:
controls_gun_select_fsm in m1_ctl_tpc.c, (null)
FUNCTION: bcs_turn_computer_off()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: bcs_check_bootup()
calledBy:
bcs_simul in m1_bcs.c, (null)
FILE: m1_cig.c
FUNCTION: set_ballistics_debug(state)
FUNCTION: get_ballistics_debug()
calledBy:
check_buffer in checkbuffer.c, (null)

veh_spec_proc_buf in m1_p_buf.c, (null)
 FUNCTION: cig_init_ctr()
 calledBy:
 veh_spec_init in m1_main.c, (null)
 FUNCTION: cig_gps_mag_10x()
 calledBy:
 controls_mag_check in m1_ctl_npc.c, (null)
 controls_mag_init in m1_ctl_npc.c, (null)
 thermal_10x in m1_thermal.c, (null)
 turn_on_gunners_thermal_view in m1_thermal.c, (null)
 turn_off_gunners_thermal_view in m1_thermal.c, (null)
 FUNCTION: cig_gps_mag_3x()
 calledBy:
 controls_mag_check in m1_ctl_npc.c, (null)
 controls_mag_init in m1_ctl_npc.c, (null)
 thermal_3x in m1_thermal.c, (null)
 turn_on_gunners_thermal_view in m1_thermal.c, (null)
 turn_off_gunners_thermal_view in m1_thermal.c, (null)
 FUNCTION: cig_msg_prepend_my_veh_state()
 calledBy:
 cig_prepare_buffer in m1_cig.c, (null)
 FUNCTION: cig_prepare_buffer()
 calledBy:
 net_simul in net_simul.c, (null)
 cigex_start in cig_start.c, (null)
 net_simul in n_net_simul.c, (null)
 io_simul in io_simul.c, (null)
 cig_reconfig_start in cig_r_start.c, (null)
 FUNCTION: rotate_send_msgs()
 FUNCTION: cig_spec_init()
 calledBy:
 simulation_state_machine in main.c, (null)
 FUNCTION: cig_setup_configuration()
 calledBy:
 cig_reconfig_start in cig_r_start.c, (null)
 FILE: m1_collision.c
 FUNCTION: m1_collision_check(veh)
 FUNCTION: m1_collision_init()
 calledBy:
 veh_spec_init in m1_main.c, (null)
 FUNCTION: m1_get_rva_collision_list()
 calledBy:
 m1_collision_simul in m1_collision.c, (null)
 FUNCTION: m1_collision_simul()
 calledBy:
 veh_spec_simulate in m1_main.c, (null)
 FILE: m1_ctl_fsm.c
 FUNCTION: controls_fsm_init()
 calledBy:
 controls_restore_controls in m1_ctl_fsm.c, (null)
 veh_spec_init in m1_main.c, (null)
 FUNCTION: controls_simul()
 calledBy:
 veh_spec_simulate in m1_main.c, (null)

FUNCTION: controls_power_status()

calledBy:

b_level_check in b_levels.c, (null)
b_level_init in b_levels.c, (null)
b_level_exit in b_levels.c, (null)
edge_check in edges.c, (null)
g_edge_check in g_edges.c, (null)
light_check in lights.c, (null)
light_exit in lights.c, (null)
m_level_check in m_levels.c, (null)
m_level_init in m_levels.c, (null)
m_level_exit in m_levels.c, (null)
meter_check in meters.c, (null)
pot_init in pots.c, (null)
pot_print in pots.c, (null)
pot_check in pots.c, (null)
pot_exit in pots.c, (null)
controls_master_power_on in m1_ctl_mpc.c, (null)
controls_driver_panel_light_restore in m1_ctl_mpc.c, (null)
controls_engine_started in m1_ctl_mpc.c, (null)
controls_engine_abort in m1_ctl_mpc.c, (null)
controls_engine_overspeed in m1_ctl_mpc.c, (null)
controls_low_fuel_on in m1_ctl_mpc.c, (null)
controls_low_charge_on in m1_ctl_mpc.c, (null)
controls_engine_oil_level_low in m1_ctl_mpc.c, (null)
controls_transmission_oil_level_low in m1_ctl_mpc.c, (null)
controls_engine_oil_filter_clogged in m1_ctl_mpc.c, (null)
controls_transmission_oil_filter_clogged in m1_ctl_mpc.c, (null)
controls_engine_fuel_filter_clogged in m1_ctl_mpc.c, (null)
controls_right_pump_inoperative_on in m1_ctl_mpc.c, (null)
controls_left_pump_inoperative_on in m1_ctl_mpc.c, (null)
controls_engine_oil_temperature_high in m1_ctl_mpc.c, (null)
controls_engine_oil_pressure_low in m1_ctl_mpc.c, (null)
controls_transmission_oil_temperature_high in m1_ctl_mpc.c, (null)
controls_transmission_oil_pressure_low in m1_ctl_mpc.c, (null)
controls_ejection_guard_armed in m1_ctl_npc.c, (null)
controls_ejection_guard_safe in m1_ctl_npc.c, (null)
controls_set_parking_brake in m1_ctl_npc.c, (null)
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
controls_gun_select_check in m1_ctl_tpc.c, (null)
controls_gun_select_init in m1_ctl_tpc.c, (null)
controls_ammo_select_check in m1_ctl_tpc.c, (null)
controls_ammo_select_init in m1_ctl_tpc.c, (null)
controls_commander_panel_light_restore in m1_ctl_tpc.c, (null)
controls_laser_malfunction_set in m1_ctl_tpc.c, (null)
controls_thermal_ready_light_on in m1_ctl_tpc.c, (null)
firectl_ready_to_fire in m1_firectl.c, (null)
meter_speed_set in m1_meter.c, (null)
meter_tach_set in m1_meter.c, (null)
meter_fuel_set in m1_meter.c, (null)
meter_volt_set in m1_meter.c, (null)

FUNCTION: controls_electsys_dead()

calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
 electsys_dead in m1_electsys.c, (null)
 FUNCTION: controls_electsys_reborn()
 calledBy:
 electsys_recharge_battery in m1_electsys.c, (null)
 FUNCTION: controls_electsys_status()
 calledBy:
 controls_master_power_on in m1_ctl_mpc.c, (null)
 controls_driver_panel_light_restore in m1_ctl_mpc.c, (null)
 controls_engine_started in m1_ctl_mpc.c, (null)
 controls_engine_abort in m1_ctl_mpc.c, (null)
 controls_engine_overspeed in m1_ctl_mpc.c, (null)
 controls_low_fuel_on in m1_ctl_mpc.c, (null)
 controls_low_charge_on in m1_ctl_mpc.c, (null)
 controls_engine_oil_level_low in m1_ctl_mpc.c, (null)
 controls_transmission_oil_level_low in m1_ctl_mpc.c, (null)
 controls_engine_oil_filter_clogged in m1_ctl_mpc.c, (null)
 controls_transmission_oil_filter_clogged in m1_ctl_mpc.c, (null)
 controls_engine_fuel_filter_clogged in m1_ctl_mpc.c, (null)
 controls_right_pump_inoperative_on in m1_ctl_mpc.c, (null)
 controls_left_pump_inoperative_on in m1_ctl_mpc.c, (null)
 controls_engine_oil_temperature_high in m1_ctl_mpc.c, (null)
 controls_engine_oil_pressure_low in m1_ctl_mpc.c, (null)
 controls_transmission_oil_temperature_high in m1_ctl_mpc.c, (null)
 controls_transmission_oil_pressure_low in m1_ctl_mpc.c, (null)
 controls_ejection_guard_armed in m1_ctl_npc.c, (null)
 controls_ejection_guard_safe in m1_ctl_npc.c, (null)
 controls_set_parking_brake in m1_ctl_npc.c, (null)
 controls_turret_power_on in m1_ctl_tpc.c, (null)
 controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
 controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
 controls_gun_select_check in m1_ctl_tpc.c, (null)
 controls_gun_select_init in m1_ctl_tpc.c, (null)
 controls_ammo_select_check in m1_ctl_tpc.c, (null)
 controls_ammo_select_init in m1_ctl_tpc.c, (null)
 controls_commander_panel_light_restore in m1_ctl_tpc.c, (null)
 controls_laser_malfunction_set in m1_ctl_tpc.c, (null)
 controls_thermal_ready_light_on in m1_ctl_tpc.c, (null)
 meter_speed_set in m1_meter.c, (null)
 meter_tach_set in m1_meter.c, (null)
 meter_fuel_set in m1_meter.c, (null)
 meter_volt_set in m1_meter.c, (null)
 FUNCTION: controls_break_controls()
 calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
 FUNCTION: controls_restore_controls(check_broken)
 calledBy:
 fail_init in f_flags.c, IF 0
 fail_init in f_init.c, (null)
 repair_all_systems in repair.c, (null)
 FUNCTION: controls_failure_status()
 calledBy:
 controls_master_power_on in m1_ctl_mpc.c, (null)

controls_driver_panel_light_restore in m1_ctl_mpc.c, (null)
 controls_engine_started in m1_ctl_mpc.c, (null)
 controls_engine_abort in m1_ctl_mpc.c, (null)
 controls_engine_overspeed in m1_ctl_mpc.c, (null)
 controls_low_fuel_on in m1_ctl_mpc.c, (null)
 controls_low_charge_on in m1_ctl_mpc.c, (null)
 controls_engine_oil_level_low in m1_ctl_mpc.c, (null)
 controls_transmission_oil_level_low in m1_ctl_mpc.c, (null)
 controls_engine_oil_filter_clogged in m1_ctl_mpc.c, (null)
 controls_transmission_oil_filter_clogged in m1_ctl_mpc.c, (null)
 controls_engine_fuel_filter_clogged in m1_ctl_mpc.c, (null)
 controls_right_pump_inoperative_on in m1_ctl_mpc.c, (null)
 controls_left_pump_inoperative_on in m1_ctl_mpc.c, (null)
 controls_engine_oil_temperature_high in m1_ctl_mpc.c, (null)
 controls_engine_oil_pressure_low in m1_ctl_mpc.c, (null)
 controls_transmission_oil_temperature_high in m1_ctl_mpc.c, (null)
 controls_transmission_oil_pressure_low in m1_ctl_mpc.c, (null)
 controls_ejection_guard_armed in m1_ctl_npc.c, (null)
 controls_ejection_guard_safe in m1_ctl_npc.c, (null)
 controls_set_parking_brake in m1_ctl_npc.c, (null)
 controls_breech_ready_check in m1_ctl_npc.c, (null)
 controls_transfer_semi_heat in m1_ctl_npc.c, (null)
 controls_transfer_semi_apds in m1_ctl_npc.c, (null)
 controls_transfer_hull_heat in m1_ctl_npc.c, (null)
 controls_transfer_hull_apds in m1_ctl_npc.c, (null)
 controls_transfer_redist_send in m1_ctl_npc.c, (null)
 controls_transfer_redist_rcv in m1_ctl_npc.c, (null)
 controls_show_round in m1_ctl_npc.c, (null)
 controls_resupply_restore in m1_ctl_npc.c, (null)
 controls_turret_ref_ind in m1_ctl_npc.c, (null)
 controls_show_breech in m1_ctl_npc.c, (null)
 controls_fuel_restore in m1_ctl_npc.c, (null)
 controls_turret_power_on in m1_ctl_tpc.c, (null)
 controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
 controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
 controls_gun_select_check in m1_ctl_tpc.c, (null)
 controls_gun_select_init in m1_ctl_tpc.c, (null)
 controls_ammo_select_check in m1_ctl_tpc.c, (null)
 controls_ammo_select_init in m1_ctl_tpc.c, (null)
 controls_commander_panel_light_restore in m1_ctl_tpc.c, (null)
 controls_commander_fake_light_restore in m1_ctl_tpc.c, (null)
 controls_laser_malfunction_set in m1_ctl_tpc.c, (null)
 controls_thermal_ready_light_on in m1_ctl_tpc.c, (null)
 meter_speed_set in m1_meter.c, (null)
 meter_tach_set in m1_meter.c, (null)
 meter_fuel_set in m1_meter.c, (null)
 meter_volt_set in m1_meter.c, (null)
 resupply_gating_conditions in m1_resupp.c, (null)
 FUNCTION: controls_other_edges_clear()
 calledBy:
 controls_edge_init in m1_ctl_fsm.c, (null)
 FUNCTION: controls_edge_init()
 calledBy:
 controls_restore_controls in m1_ctl_fsm.c, (null)

veh_spec_init in m1_main.c, (null)
FUNCTION: controls_lamp_init()
calledBy:
controls_restore_controls in m1_ctl_fsm.c, (null)
FUNCTION: controls_no_power_next_state()
calledBy:
controls_simul in m1_ctl_fsm.c, (null)
FUNCTION: controls_master_power_next_state()
calledBy:
controls_simul in m1_ctl_fsm.c, (null)
FUNCTION: controls_turret_power_next_state()
calledBy:
controls_simul in m1_ctl_fsm.c, (null)
FILE: m1_ctl_mpc.c
FUNCTION: controls_mpc_init()
calledBy:
controls_restore_controls in m1_ctl_fsm.c, (null)
FUNCTION: controls_master_power_routines()
calledBy:
controls_master_power_next_state in m1_ctl_fsm.c, (null)
controls_turret_power_next_state in m1_ctl_fsm.c, (null)
FUNCTION: controls_master_power_edges_clear()
calledBy:
controls_edge_init in m1_ctl_fsm.c, (null)
controls_no_power_next_state in m1_ctl_fsm.c, (null)
FUNCTION: controls_master_power_on()
calledBy:
controls_no_power_next_state in m1_ctl_fsm.c, (null)
FUNCTION: controls_driver_panel_status()
calledBy:
controls_engine_lamp_check in m1_ctl_mpc.c, (null)
controls_engine_abort_check in m1_ctl_mpc.c, (null)
controls_caution_reset_check in m1_ctl_mpc.c, (null)
controls_engine_spooling_down in m1_ctl_mpc.c, (null)
controls_engine_reset_abort in m1_ctl_mpc.c, (null)
controls_engine_overspeed_normal in m1_ctl_mpc.c, (null)
controls_low_fuel_off in m1_ctl_mpc.c, (null)
controls_low_charge_off in m1_ctl_mpc.c, (null)
controls_engine_oil_level_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_level_normal in m1_ctl_mpc.c, (null)
controls_engine_oil_filter_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_filter_normal in m1_ctl_mpc.c, (null)
controls_engine_fuel_filter_normal in m1_ctl_mpc.c, (null)
controls_right_pump_inoperative_off in m1_ctl_mpc.c, (null)
controls_left_pump_inoperative_off in m1_ctl_mpc.c, (null)
controls_engine_oil_temperature_normal in m1_ctl_mpc.c, (null)
controls_engine_oil_pressure_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_temperature_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_pressure_normal in m1_ctl_mpc.c, (null)
controls_caution_lamp_off_check in m1_ctl_mpc.c, (null)
controls_warning_lamp_off_check in m1_ctl_mpc.c, (null)
controls_release_parking_brake in m1_ctl_npc.c, (null)
controls_fuel_unflash in m1_ctl_npc.c, (null)
controls_fuel_restore in m1_ctl_npc.c, (null)

controls_thermal_ready_light_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_steer_bar_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_steer_bar_init()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: controls_steer_bar_exit()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: controls_throttle_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_throttle_init()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: controls_throttle_exit()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: controls_transmission_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_transmission_init()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: controls_tank_select_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_tank_select_init()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: controls_driver_panel_light_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_driver_panel_light_init()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: controls_driver_panel_light_exit()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_start_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_start_init()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_shutoff_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_lamp_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_lamp_exit()
calledBy:

controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_abort_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_abort_exit()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: controls_tactical_idle_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_tactical_idle_init()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: controls_caution_reset_check()
calledBy:
controls_master_power_routines in m1_ctl_mpc.c, (null)
FUNCTION: controls_driver_panel_light_on()
calledBy:
controls_driver_panel_light_check in m1_ctl_mpc.c, (null)
controls_driver_panel_light_init in m1_ctl_mpc.c, (null)
FUNCTION: controls_driver_panel_light_restore()
calledBy:
controls_driver_panel_light_check in m1_ctl_mpc.c, (null)
controls_driver_panel_light_init in m1_ctl_mpc.c, (null)
FUNCTION: controls_engine_started()
calledBy:
engine_simul in m1_engine.c, (null)
FUNCTION: controls_engine_spooling_down()
calledBy:
spool_down_engine in m1_engine.c, (null)
FUNCTION: controls_master_power_off()
calledBy:
controls_master_power_next_state in m1_ctl_fsm.c, (null)
controls_turret_power_next_state in m1_ctl_fsm.c, (null)
FUNCTION: controls_engine_abort()
calledBy:
engine_simul in m1_engine.c, (null)
engine_start_switch in m1_engine.c, (null)
engine_shutoff_switch in m1_engine.c, (null)
FUNCTION: controls_engine_reset_abort()
FUNCTION: controls_engine_overspeed()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_engine_overspeed_normal()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_low_fuel_on()
calledBy:
fuel_warning_levels in m1_fuelsys.c, (null)
FUNCTION: controls_low_fuel_off()
calledBy:
fuel_warning_levels in m1_fuelsys.c, (null)
FUNCTION: controls_low_charge_on()
calledBy:

electsys_discharge_battery in m1_electsys.c, (null)
electsys_handle_leaky_battery in m1_electsys.c, (null)
FUNCTION: controls_low_charge_off()
calledBy:
electsys_simul in m1_electsys.c, (null)
electsys_recharge_battery in m1_electsys.c, (null)
FUNCTION: controls_engine_oil_level_low()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_engine_oil_level_normal()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_transmission_oil_level_low()
calledBy:
send_trans_maintenance_status in m1_dtrain.c, (null)
FUNCTION: controls_transmission_oil_level_normal()
calledBy:
send_trans_maintenance_status in m1_dtrain.c, (null)
FUNCTION: controls_engine_oil_filter_clogged()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_engine_oil_filter_normal()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_transmission_oil_filter_clogged()
calledBy:
send_trans_maintenance_status in m1_dtrain.c, (null)
FUNCTION: controls_transmission_oil_filter_normal()
calledBy:
send_trans_maintenance_status in m1_dtrain.c, (null)
FUNCTION: controls_engine_fuel_filter_clogged()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_engine_fuel_filter_normal()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_right_pump_inoperative_on()
calledBy:
fuel_transfer_pump_failure in m1_fuelsys.c, (null)
FUNCTION: controls_right_pump_inoperative_off()
calledBy:
fuel_repair_transfer_pump in m1_fuelsys.c, (null)
FUNCTION: controls_left_pump_inoperative_on()
calledBy:
fuel_transfer_pump_failure in m1_fuelsys.c, (null)
FUNCTION: controls_left_pump_inoperative_off()
calledBy:
fuel_repair_transfer_pump in m1_fuelsys.c, (null)
FUNCTION: controls_engine_oil_temperature_high()
calledBy:
send_engine_controls_status in m1_engine.c, (null)
FUNCTION: controls_engine_oil_temperature_normal()
calledBy:
send_engine_controls_status in m1_engine.c, (null)

FUNCTION: controls_engine_oil_pressure_low()
calledBy:
send_engine_controls_status in m1_engine.c, (null)

FUNCTION: controls_engine_oil_pressure_normal()
calledBy:
send_engine_controls_status in m1_engine.c, (null)

FUNCTION: controls_transmission_oil_temperature_high()
calledBy:
send_transmission_oil_status in m1_dtrain.c, (null)

FUNCTION: controls_transmission_oil_temperature_normal()
calledBy:
send_transmission_oil_status in m1_dtrain.c, (null)

FUNCTION: controls_transmission_oil_pressure_low()
calledBy:
send_transmission_oil_status in m1_dtrain.c, (null)

FUNCTION: controls_transmission_oil_pressure_normal()
calledBy:
send_transmission_oil_status in m1_dtrain.c, (null)

FUNCTION: controls_caution_lamp_off_check()
calledBy:
controls_low_fuel_off in m1_ctl_mpc.c, (null)
controls_low_charge_off in m1_ctl_mpc.c, (null)
controls_engine_oil_level_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_level_normal in m1_ctl_mpc.c, (null)
controls_engine_oil_filter_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_filter_normal in m1_ctl_mpc.c, (null)
controls_engine_fuel_filter_normal in m1_ctl_mpc.c, (null)
controls_right_pump_inoperative_off in m1_ctl_mpc.c, (null)
controls_left_pump_inoperative_off in m1_ctl_mpc.c, (null)

FUNCTION: controls_warning_lamp_off_check()
calledBy:
controls_engine_abort_check in m1_ctl_mpc.c, (null)
controls_master_power_off in m1_ctl_mpc.c, (null)
controls_engine_reset_abort in m1_ctl_mpc.c, (null)
controls_engine_overspeed_normal in m1_ctl_mpc.c, (null)
controls_engine_oil_temperature_normal in m1_ctl_mpc.c, (null)
controls_engine_oil_pressure_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_temperature_normal in m1_ctl_mpc.c, (null)
controls_transmission_oil_pressure_normal in m1_ctl_mpc.c, (null)
controls_release_parking_brake in m1_ctl_npc.c, (null)

FUNCTION: controls_kill_radio()
FUNCTION: controls_restore_radio()

FILE: m1_ctl_npc.c
FUNCTION: controls_npc_init()
calledBy:
controls_restore_controls in m1_ctl_fsm.c, (null)

FUNCTION: controls_no_power_routines()
calledBy:
controls_no_power_next_state in m1_ctl_fsm.c, (null)
controls_master_power_next_state in m1_ctl_fsm.c, (null)
controls_turret_power_next_state in m1_ctl_fsm.c, (null)

FUNCTION: controls_parking_brake_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_service_brake_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_service_brake_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)

FUNCTION: controls_service_brake_exit()
calledBy:
controls_no_power_off in m1_ctl_npc.c, (null)

FUNCTION: controls_mag_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_mag_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)

FUNCTION: get_non_thermal_mag()
calledBy:
turn_off_gunners_thermal_view in m1_thermal.c, (null)

FUNCTION: controls_ejection_guard_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_ejection_guard_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)

FUNCTION: controls_breech_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_breech_unload_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_knee_switch_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_ejection_guard_armed()
calledBy:
controls_ejection_guard_check in m1_ctl_npc.c, (null)
controls_ejection_guard_init in m1_ctl_npc.c, (null)

FUNCTION: controls_ejection_guard_safe()
calledBy:
ammo_init in m1_ammo.c, (null)
controls_ejection_guard_check in m1_ctl_npc.c, (null)
controls_ejection_guard_init in m1_ctl_npc.c, (null)

FUNCTION: controls_set_parking_brake()
calledBy:
controls_parking_brake_check in m1_ctl_npc.c, (null)
drivetrain_init in m1_dtrain.c, (null)

FUNCTION: controls_release_parking_brake()
calledBy:
controls_parking_brake_check in m1_ctl_npc.c, (null)

FUNCTION: controls_breech_ready_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_ammo_transfer_check()
calledBy:

controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_ammo_transfer_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)
FUNCTION: controls_transfer_semi_heat()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
controls_restore_ammo in m1_ctl_npc.c, (null)
FUNCTION: controls_transfer_semi_apds()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
controls_restore_ammo in m1_ctl_npc.c, (null)
FUNCTION: controls_transfer_hull_heat()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
controls_restore_ammo in m1_ctl_npc.c, (null)
FUNCTION: controls_transfer_hull_apds()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
controls_restore_ammo in m1_ctl_npc.c, (null)
FUNCTION: controls_transfer_no_transfer()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
controls_restore_ammo in m1_ctl_npc.c, (null)
FUNCTION: controls_transfer_redist_send()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
controls_restore_ammo in m1_ctl_npc.c, (null)
FUNCTION: controls_transfer_redist_recv()
calledBy:
controls_ammo_transfer_check in m1_ctl_npc.c, (null)
controls_ammo_transfer_init in m1_ctl_npc.c, (null)
controls_restore_ammo in m1_ctl_npc.c, (null)
FUNCTION: controls_resupply_empty(status)
calledBy:
ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
ammo_resupply_sent in m1_ammo.c, (null)
FUNCTION: controls_ammo_tube_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_show_round(slot, contents)
calledBy:
ammo_arm_panel_check in m1_ammo.c, (null)
ammo_open_blast_door in m1_ammo.c, (null)
ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
ammo_restore_ammo in m1_ammo.c, (null)
FUNCTION: controls_unshow_round(slot, contents)
calledBy:

ammo_arm_panel_check in m1_ammo.c, (null)
ammo_close_blast_door in m1_ammo.c, (null)
ammo_resupply_sent in m1_ammo.c, (null)
FUNCTION: controls_commander_weapon_station_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_commander_weapon_station_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)
FUNCTION: controls_loader_periscope_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_loader_periscope_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)
FUNCTION: controls_resupply_flash(slot, transfer_status, resupply_location)
calledBy:
ammo_flash_check in m1_ammo.c, (null)
FUNCTION: controls_resupply_unflash(slot, transfer_status, resupply_location)
calledBy:
ammo_flash_check in m1_ammo.c, (null)
FUNCTION: controls_resupply_restore(slot, transfer_status, resupply_location)
calledBy:
ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
ammo_change_resupply in m1_ammo.c, (null)
ammo_stop_resupply in m1_ammo.c, (null)
ammo_start_internal_resupply in m1_ammo.c, (null)
ammo_start_external_resupply in m1_ammo.c, (null)
ammo_start_external_send in m1_ammo.c, (null)
ammo_resupply_sent in m1_ammo.c, (null)
FUNCTION: controls_odometer_pulse()
calledBy:
odometer_simul in m1_tracks.c, (null)
FUNCTION: controls_turret_ref_ind(radians)
calledBy:
turret_simul in m1_turret.c, (null)
FUNCTION: controls_grid_azimuth_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_show_breech(contents)
calledBy:
ammo_breech_pushed in m1_ammo.c, (null)
ammo_breech_unload_pushed in m1_ammo.c, (null)
ammo_gun_fired in m1_ammo.c, (null)
ammo_restore_ammo in m1_ammo.c, (null)
FUNCTION: controls_no_power_off()
calledBy:
controls_no_power_next_state in m1_ctl_fsm.c, (null)
controls_master_power_next_state in m1_ctl_fsm.c, (null)
controls_turret_power_next_state in m1_ctl_fsm.c, (null)
FUNCTION: controls_fuel_flash_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_start_fuel_flashing()

calledBy:
resupply_offer_packet in m1_resupp.c, (null)
FUNCTION: controls_stop_fuel_flashing()
calledBy:
fuel_receive_loading_state in m1_resupp.c, (null)
FUNCTION: controls_fuel_flash()
calledBy:
controls_fuel_flash_check in m1_ctl_npc.c, (null)
FUNCTION: controls_fuel_unflash()
calledBy:
controls_fuel_flash_check in m1_ctl_npc.c, (null)
FUNCTION: controls_fuel_restore()
calledBy:
controls_start_fuel_flashing in m1_ctl_npc.c, (null)
controls_stop_fuel_flashing in m1_ctl_npc.c, (null)
FUNCTION: controls_odometer_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_odometer_exit()
calledBy:
controls_no_power_off in m1_ctl_npc.c, (null)
FUNCTION: controls_cupola_up_down_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_cupola_up_down_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)
FUNCTION: controls_cupola_up_down_exit()
calledBy:
controls_no_power_off in m1_ctl_npc.c, (null)
FUNCTION: controls_lpscope_up_down_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_lpscope_up_down_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)
FUNCTION: controls_lpscope_up_down_exit()
calledBy:
controls_no_power_off in m1_ctl_npc.c, (null)
FUNCTION: controls_restore_ammo()
calledBy:
keyboard_simul in m1_keybrd.c, (null)
FUNCTION: controls_binoculars_on_off_exit()
calledBy:
controls_no_power_off in m1_ctl_npc.c, (null)
FUNCTION: controls_binoculars_on_off_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)
FUNCTION: controls_binoculars_on_off_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)
FUNCTION: controls_thermal_shutter_check()
calledBy:
controls_no_power_routines in m1_ctl_npc.c, (null)

FUNCTION: controls_thermal_shutter_init()
calledBy:
controls_npc_init in m1_ctl_npc.c, (null)

FILE: m1_ctl_tpc.c

FUNCTION: controls_tpc_init()
calledBy:
controls_restore_controls in m1_ctl_fsm.c, (null)

FUNCTION: controls_turret_power_routines()
calledBy:
controls_turret_power_next_state in m1_ctl_fsm.c, (null)

FUNCTION: controls_turret_power_edges_clear()
calledBy:
controls_edge_init in m1_ctl_fsm.c, (null)
controls_no_power_next_state in m1_ctl_fsm.c, (null)
controls_master_power_next_state in m1_ctl_fsm.c, (null)

FUNCTION: controls_turret_power_on()
calledBy:
controls_no_power_next_state in m1_ctl_fsm.c, (null)
controls_master_power_next_state in m1_ctl_fsm.c, (null)

FUNCTION: controls_commander_panel_status()
calledBy:
controls_lamp_init in m1_ctl_fsm.c, (null)
controls_low_charge_off in m1_ctl_mpc.c, (null)
controls_ejection_guard_armed in m1_ctl_npc.c, (null)
controls_ejection_guard_safe in m1_ctl_npc.c, (null)
controls_breech_ready_check in m1_ctl_npc.c, (null)
controls_transfer_semi_heat in m1_ctl_npc.c, (null)
controls_transfer_semi_apds in m1_ctl_npc.c, (null)
controls_transfer_hull_heat in m1_ctl_npc.c, (null)
controls_transfer_hull_apds in m1_ctl_npc.c, (null)
controls_transfer_no_transfer in m1_ctl_npc.c, (null)
controls_transfer_redist_send in m1_ctl_npc.c, (null)
controls_transfer_redist_rcv in m1_ctl_npc.c, (null)
controls_resupply_empty in m1_ctl_npc.c, (null)
controls_unshow_round in m1_ctl_npc.c, (null)
controls_resupply_unflash in m1_ctl_npc.c, (null)
controls_resupply_restore in m1_ctl_npc.c, (null)
controls_turret_ref_ind in m1_ctl_npc.c, (null)
controls_show_breech in m1_ctl_npc.c, (null)
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
controls_gun_select_check in m1_ctl_tpc.c, (null)
controls_gun_select_init in m1_ctl_tpc.c, (null)
controls_ammo_select_check in m1_ctl_tpc.c, (null)
controls_ammo_select_init in m1_ctl_tpc.c, (null)
controls_laser_malfunction_reset in m1_ctl_tpc.c, (null)

FUNCTION: controls_palm_switch_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)

FUNCTION: controls_palm_switch_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)

FUNCTION: controls_palm_switch_exit()

calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_elevation_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_elevation_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_elevation_exit()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_traverse_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_traverse_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_traverse_exit()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_laser_fired_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_laser_select_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_laser_select_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_trigger_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_battlesight_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_add_drop_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_add_drop_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_add_drop_exit()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_light_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_light_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_light_exit()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_firectl_gundrive_fsm()

calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_firectl_gundrive_check()
calledBy:
controls_firectl_gundrive_fsm in m1_ctl_tpc.c, (null)
FUNCTION: controls_firectl_gundrive_init()
calledBy:
controls_firectl_gundrive_fsm in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_select_fsm()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_select_check()
calledBy:
controls_gun_select_fsm in m1_ctl_tpc.c, (null)
FUNCTION: controls_gun_select_init()
calledBy:
controls_gun_select_fsm in m1_ctl_tpc.c, (null)
FUNCTION: controls_amm0_select_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_amm0_select_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_light_on()
calledBy:
controls_commander_panel_light_check in m1_ctl_tpc.c, (null)
controls_commander_panel_light_init in m1_ctl_tpc.c, (null)
FUNCTION: controls_commander_fake_light_on()
calledBy:
controls_commander_panel_light_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_light_restore()
calledBy:
controls_commander_panel_light_check in m1_ctl_tpc.c, (null)
controls_commander_panel_light_init in m1_ctl_tpc.c, (null)
FUNCTION: controls_commander_fake_light_restore()
calledBy:
controls_commander_panel_light_exit in m1_ctl_tpc.c, (null)
controls_commander_panel_light_restore in m1_ctl_tpc.c, (null)
FUNCTION: controls_turret_power_off()
calledBy:
controls_turret_power_next_state in m1_ctl_fsm.c, (null)
FUNCTION: controls_gun_fired()
calledBy:
weapons_fire_main_gun in m1_weapons.c, (null)
FUNCTION: controls_laser_malfunction_set()
calledBy:
firectl_laser_malfunction_set in m1_firectl.c, (null)
FUNCTION: controls_laser_malfunction_reset()
calledBy:
firectl_laser_malfunction_reset in m1_firectl.c, (null)
FUNCTION: controls_thermal_mode_exit()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_mode_init()

calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_mode_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_polarity_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_polarity_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_polarity_exit()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_magnitude_check()
calledBy:
controls_turret_power_routines in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_magnitude_init()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_magnitude_exit()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: controls_thermal_ready_light_on()
calledBy:
thermal_cooldown_timeout_check in m1_thermal.c, (null)
FUNCTION: controls_thermal_ready_light_off()
calledBy:
thermal_warmup_timeout_check in m1_thermal.c, (null)
FILE: m1_cupola.c
FUNCTION: convert_disp_to_angle(disp, fov, psin, pcos, offset)
calledBy:
cupola_simul in m1_cupola.c, (null)
FUNCTION: cupola_cws_new_value(val)
calledBy:
controls_commander_weapon_station_check in m1_ctl_npc.c, (null)
controls_commander_weapon_station_init in m1_ctl_npc.c, (null)
FUNCTION: cupola_lpscope_new_value(val)
calledBy:
controls_loader_periscope_check in m1_ctl_npc.c, (null)
controls_loader_periscope_init in m1_ctl_npc.c, (null)
FUNCTION: cupola_simul()
calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: cupola_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FILE: m1_dtrain.c
FUNCTION: drivetrain_load_torque_converter(rpm)
calledBy:
engine_dynamics in m1_engine.c, (null)
FUNCTION: drivetrain_lockup_clutch()
calledBy:
engine_dynamics in m1_engine.c, (null)

FUNCTION: drivetrain_torque_converter_speed()
calledBy:
 engine_dynamics in m1_engine.c, (null)

FUNCTION: drivetrain_neutral()
calledBy:
 controls_transmission_check in m1_ctl_mpc.c, (null)
 controls_transmission_init in m1_ctl_mpc.c, (null)

FUNCTION: drivetrain_low()
calledBy:
 controls_transmission_check in m1_ctl_mpc.c, (null)
 controls_transmission_init in m1_ctl_mpc.c, (null)

FUNCTION: drivetrain_drive()
calledBy:
 controls_transmission_check in m1_ctl_mpc.c, (null)
 controls_transmission_init in m1_ctl_mpc.c, (null)

FUNCTION: drivetrain_reverse()
calledBy:
 controls_transmission_check in m1_ctl_mpc.c, (null)
 controls_transmission_init in m1_ctl_mpc.c, (null)

FUNCTION: drivetrain_pivot()
calledBy:
 controls_transmission_check in m1_ctl_mpc.c, (null)
 controls_transmission_init in m1_ctl_mpc.c, (null)

FUNCTION: drivetrain_set_steering_bar(val)
calledBy:
 controls_steer_bar_check in m1_ctl_mpc.c, (null)
 controls_steer_bar_init in m1_ctl_mpc.c, (null)
 controls_steer_bar_exit in m1_ctl_mpc.c, (null)

FUNCTION: drivetrain_set_service_brake(val)
calledBy:
 controls_service_brake_check in m1_ctl_npc.c, (null)
 controls_service_brake_init in m1_ctl_npc.c, (null)
 controls_service_brake_exit in m1_ctl_npc.c, (null)

FUNCTION: drivetrain_set_parking_brake()
calledBy:
 controls_parking_brake_check in m1_ctl_npc.c, (null)

FUNCTION: drivetrain_release_parking_brake()
calledBy:
 controls_parking_brake_check in m1_ctl_npc.c, (null)

FUNCTION: drivetrain_service_brake_failure()
FUNCTION: drivetrain_parking_brake_failure()
FUNCTION: drivetrain_repair_service_brake()
FUNCTION: drivetrain_repair_parking_brake()
FUNCTION: drivetrain_transmission_select_neutral()
calledBy:
 engine_start_switch in m1_engine.c, (null)

FUNCTION: load_sprocket()
calledBy:
 load_drivetrain in m1_dtrain.c, (null)

FUNCTION: compute_fd_brake_torque()
calledBy:
 load_final_drive in m1_dtrain.c, (null)

FUNCTION: get_braking_factor()
calledBy:

differential_steer in m1_dtrain.c, (null)
FUNCTION: load_final_drive()
calledBy:
load_drivetrain in m1_dtrain.c, (null)
FUNCTION: set_gear_ratio()
calledBy:
gearbox_shift in m1_dtrain.c, (null)
FUNCTION: gearbox_shift()
calledBy:
load_gearbox in m1_dtrain.c, (null)
FUNCTION: load_gearbox()
calledBy:
load_drivetrain in m1_dtrain.c, (null)
FUNCTION: power_gearbox()
calledBy:
power_drivetrain in m1_dtrain.c, (null)
FUNCTION: current_fd_inertia()
calledBy:
power_final_drive in m1_dtrain.c, (null)
FUNCTION: power_final_drive()
calledBy:
power_drivetrain in m1_dtrain.c, (null)
FUNCTION: differential_steer()
calledBy:
power_sprocket in m1_dtrain.c, (null)
FUNCTION: power_sprocket()
calledBy:
power_drivetrain in m1_dtrain.c, (null)
FUNCTION: power_engine()
calledBy:
power_drivetrain in m1_dtrain.c, (null)
FUNCTION: compute_lumped_inertias()
calledBy:
compute_compile_time_constants in m1_dtrain.c, (null)
FUNCTION: compute_compile_time_constants()
calledBy:
drivetrain_init in m1_dtrain.c, (null)
FUNCTION: power_torque_converter()
calledBy:
power_drivetrain in m1_dtrain.c, (null)
FUNCTION: load_drivetrain()
calledBy:
drivetrain_simul in m1_dtrain.c, (null)
FUNCTION: power_drivetrain()
calledBy:
drivetrain_simul in m1_dtrain.c, (null)
FUNCTION: send_transmission_oil_status()
calledBy:
send_dtrain_outputs in m1_dtrain.c, (null)
FUNCTION: send_trans_maintenance_status()
calledBy:
send_dtrain_outputs in m1_dtrain.c, (null)
FUNCTION: send_dtrain_outputs()
calledBy:

drivetrain_simul in m1_dtrain.c, (null)
FUNCTION: transmission_oil_system_simul()
calledBy:
drivetrain_simul in m1_dtrain.c, (null)
FUNCTION: drivetrain_simul()
calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: drivetrain_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FUNCTION: drivetrain_clog_transmission_oil_filter()
FUNCTION: drivetrain_replace_transmission_oil_filter()
FUNCTION: drivetrain_transmission_oil_leak()
calledBy:
drivetrain_transmission_failure in m1_dtrain.c, (null)
FUNCTION: drivetrain_repair_transmission_oil_leak()
FUNCTION: drivetrain_refill_transmission_oil()
FUNCTION: drivetrain_replace_transmission()
calledBy:
engine_replace_powerpack in m1_engine.c, (null)
FUNCTION: drivetrain_transmission_failure()
FILE: m1_electsys.c
FUNCTION: electsys_simul()
calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: electsys_dead()
FUNCTION: electsys_charge_battery()
calledBy:
electsys_simul in m1_electsys.c, (null)
FUNCTION: electsys_power_request()
calledBy:
controls_no_power_next_state in m1_ctl_fsm.c, (null)
FUNCTION: electsys_power_off()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: electsys_rpms_to_volts()
calledBy:
electsys_simul in m1_electsys.c, (null)
FUNCTION: electsys_discharge_battery(delta)
calledBy:
electsys_simul in m1_electsys.c, (null)
electsys_aux_pump_request in m1_electsys.c, (null)
electsys_laser_start_request in m1_electsys.c, (null)
FUNCTION: electsys_engine_start_request()
calledBy:
engine_start_switch in m1_engine.c, (null)
FUNCTION: electsys_aux_pump_request()
calledBy:
hydraulic_aux_pump_fill in m1_hydrsys.c, (null)
FUNCTION: electsys_laser_start_request()
calledBy:
laser_perform_lase in m1_laser.c, (null)
FUNCTION: electsys_get_battery_voltage()
calledBy:

fill_vehicle_spec_status in m1_network.c, (null)
FUNCTION: electsys_replace_alternator()
FUNCTION: electsys_alternator_failure()
FUNCTION: electsys_recharge_battery()
calledBy:
electsys_replace_battery in m1_electsys.c, (null)
FUNCTION: electsys_replace_battery()
FUNCTION: electsys_handle_leaky_battery()
calledBy:
electsys_engine_start_request in m1_electsys.c, (null)
electsys_aux_pump_request in m1_electsys.c, (null)
electsys_laser_start_request in m1_electsys.c, (null)
FUNCTION: electsys_battery_failure()
FUNCTION: electsys_vars_status()
FUNCTION: electsys_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FILE: m1_engine.c
FUNCTION: set_power()
calledBy:
engine_dynamics in m1_engine.c, (null)
FUNCTION: compute_fuel_consumption()
calledBy:
engine_dynamics in m1_engine.c, (null)
FUNCTION: engine_dynamics()
calledBy:
engine_simul in m1_engine.c, (null)
FUNCTION: send_engine_sound()
calledBy:
send_all_outputs in m1_engine.c, (null)
FUNCTION: send_engine_controls_status()
calledBy:
send_all_outputs in m1_engine.c, (null)
FUNCTION: send_all_outputs()
calledBy:
engine_simul in m1_engine.c, (null)
FUNCTION: engine_oil_system_simul()
calledBy:
engine_simul in m1_engine.c, (null)
FUNCTION: engine_simul()
calledBy:
power_engine in m1_dtrain.c, (null)
FUNCTION: engine_running()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
power_torque_converter in m1_dtrain.c, (null)
electsys_simul in m1_electsys.c, (null)
electsys_laser_start_request in m1_electsys.c, (null)
fuel_simul in m1_fuelsys.c, (null)
hydraulic_simul in m1_hydrsys.c, (null)
FUNCTION: engine_spooling_up()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: engine_spooling_down()

FUNCTION: engine_get_speed()
calledBy:
format_vehicle_appearance in appearance.c, (null)
differential_steer in m1_dtrain.c, (null)
power_torque_converter in m1_dtrain.c, (null)
transmission_oil_system_simul in m1_dtrain.c, (null)
electsys_rpms_to_volts in m1_electsys.c, (null)
hydraulic_main_pump_fill in m1_hydrsys.c, (null)

FUNCTION: engine_get_torque()
calledBy:
power_torque_converter in m1_dtrain.c, (null)

FUNCTION: engine_get_power()
FUNCTION: engine_get_max_power()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)

FUNCTION: engine_tac_idle_switch_on()
calledBy:
controls_tactical_idle_check in m1_ctl_mpc.c, (null)
controls_tactical_idle_init in m1_ctl_mpc.c, (null)

FUNCTION: engine_tac_idle_switch_off()
calledBy:
controls_tactical_idle_check in m1_ctl_mpc.c, (null)
controls_tactical_idle_init in m1_ctl_mpc.c, (null)

FUNCTION: engine_set_throttle(val)
calledBy:
controls_throttle_check in m1_ctl_mpc.c, (null)
controls_throttle_init in m1_ctl_mpc.c, (null)
controls_throttle_exit in m1_ctl_mpc.c, (null)

FUNCTION: engine_start_switch()
calledBy:
controls_engine_start_check in m1_ctl_mpc.c, (null)
controls_engine_start_init in m1_ctl_mpc.c, (null)

FUNCTION: spool_down_engine()
calledBy:
compute_fuel_consumption in m1_engine.c, (null)
engine_simul in m1_engine.c, (null)
engine_shutoff_switch in m1_engine.c, (null)

FUNCTION: engine_shutoff_switch()
calledBy:
controls_engine_shutoff_check in m1_ctl_mpc.c, (null)
controls_master_power_off in m1_ctl_mpc.c, (null)
electsys_simul in m1_electsys.c, (null)

FUNCTION: compute_engine_compile_time_constants()
calledBy:
engine_init in m1_engine.c, (null)

FUNCTION: engine_init()
calledBy:
drivetrain_init in m1_dtrain.c, (null)

FUNCTION: engine_major_failure()
FUNCTION: engine_replace_powerpack()
FUNCTION: engine_runaway_condition()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)

FUNCTION: engine_fix_runaway_condition()

calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: engine_starter_failure()
FUNCTION: engine_replace_starter()
FUNCTION: engine_pilot_relay_failure()
FUNCTION: engine_replace_pilot_relay()
FUNCTION: engine_clog_oil_filter()
FUNCTION: engine_replace_oil_filter()
FUNCTION: engine_oil_leak()
FUNCTION: engine_degrade_engine_power(value)
FUNCTION: engine_refill_oil()
FUNCTION: engine_cooling_system_failure()
FUNCTION: engine_repair_cooling_system()
FUNCTION: engine_clog_fuel_filter()
FUNCTION: engine_replace_fuel_filter()
FILE: m1_failure.c
FUNCTION: failure_init()
calledBy:
veh_spec_startup in m1_main.c, (null)
FUNCTION: failure_mob_electrical_fixed()
FUNCTION: failure_engine_fixed()
FUNCTION: failure_transmission_fixed()
FUNCTION: failure_fuel_or_brakes_fixed()
FUNCTION: failure_fire_control_fixed()
FUNCTION: failure_gun_turret_fixed()
FUNCTION: failure_collision_damages(direction, cause, event_id)
FUNCTION: failure_check_cat_kill(hit_msg, ammo_type)
calledBy:
veh_impact_me in impact.c, (null)
FUNCTION: failure_check_indir_fire_damages(ammo_type, indir_fire_msg,
r_squared, detonation_num)
calledBy:
process_indirect_fire in indir_fire.c, (null)
FILE: m1_firectl.c
FUNCTION: firectl_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FUNCTION: firectl_malfunction()
calledBy:
cig_prepare_buffer in m1_cig.c, (null)
FUNCTION: firectl_laser_malfunction_set()
calledBy:
laser_lrf_failure in m1_laser.c, (null)
laser_power_up_first_return in m1_laser.c, (null)
laser_power_up_last_return in m1_laser.c, (null)
FUNCTION: firectl_laser_malfunction_reset()
calledBy:
laser_init in m1_laser.c, (null)
laser_select_safe in m1_laser.c, (null)
FUNCTION: firectl_ready_to_fire()
calledBy:
cig_prepare_buffer in m1_cig.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
FUNCTION: firectl_gun_select_main()

calledBy:
controls_gun_select_check in m1_ctl_tpc.c, (null)
controls_gun_select_init in m1_ctl_tpc.c, (null)
FUNCTION: firectl_gun_select_safe()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_gun_select_check in m1_ctl_tpc.c, (null)
controls_gun_select_init in m1_ctl_tpc.c, (null)
FUNCTION: firectl_gun_select_coax()
calledBy:
controls_gun_select_check in m1_ctl_tpc.c, (null)
controls_gun_select_init in m1_ctl_tpc.c, (null)
FUNCTION: firectl_gun_select_status()
calledBy:
ammo_simul in m1_ammo.c, (null)
FUNCTION: firectl_fire_control_normal()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: firectl_fire_control_emergency()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: firectl_fire_control_manual()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: firectl_fire_control_status()
FUNCTION: firectl_gun_drive_manual()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: firectl_gun_drive_powered()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: firectl_gun_drive_uncpl()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: firectl_gun_drive_status()
FILE: m1_fuelsys.c
FUNCTION: fuel_init_tanks(rear, l_front, r_front)
calledBy:
keyboard_simul in m1_keybrd.c, (null)
network_process_activation_parameters in m1_network.c, (null)
FUNCTION: fuel_init()
calledBy:
network_use_activation in use_activ.c, (null)
FUNCTION: fuel_simul()

calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: fuel_meter_value()
calledBy:
fuel_simul in m1_fuelsys.c, (null)
FUNCTION: fuel_warning_levels()
calledBy:
fuel_simul in m1_fuelsys.c, (null)
FUNCTION: fuel_check_xfer_timer()
calledBy:
fuel_simul in m1_fuelsys.c, (null)
FUNCTION: fuel_rear_tank_not_empty()
calledBy:
fuel_simul in m1_fuelsys.c, (null)
fuel_set_flow in m1_fuelsys.c, (null)
FUNCTION: fuel_set_flow(value)
calledBy:
compute_fuel_consumption in m1_engine.c, (null)
FUNCTION: fuel_select_front_left_tank()
calledBy:
controls_tank_select_check in m1_ctl_mpc.c, (null)
controls_tank_select_init in m1_ctl_mpc.c, (null)
fuel_repair_transfer_pump in m1_fuelsys.c, (null)
FUNCTION: fuel_select_front_right_tank()
calledBy:
controls_tank_select_check in m1_ctl_mpc.c, (null)
controls_tank_select_init in m1_ctl_mpc.c, (null)
fuel_repair_transfer_pump in m1_fuelsys.c, (null)
FUNCTION: fuel_select_rear_tank()
calledBy:
controls_tank_select_check in m1_ctl_mpc.c, (null)
controls_tank_select_init in m1_ctl_mpc.c, (null)
FUNCTION: fuel_xfer_fuel()
calledBy:
fuel_simul in m1_fuelsys.c, (null)
FUNCTION: fuel_master_power_on()
calledBy:
controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: fuel_master_power_off()
calledBy:
controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: fuel_level_rear()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)
FUNCTION: fuel_level_left()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)
FUNCTION: fuel_level_right()
calledBy:
fill_vehicle_spec_status in m1_network.c, (null)
FUNCTION: fuel_repair_transfer_pump()
FUNCTION: fuel_transfer_pump_failure()
FUNCTION: fuel_supply_full(delta)
calledBy:

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fuel_receive_quiet_state in m1_resupp.c, (null)
fuel_receive_request_state in m1_resupp.c, (null)
fuel_receive_loading_state in m1_resupp.c, (null)
FUNCTION: fuel_decide_resupply_quantity()
calledBy:
send_feed_me_packets_fuel_carriers in resupp.c, (null)
send_feed_me_packets_fuel_carriers in m1_resupp.c, (null)
FUNCTION: fuel_start_external_resupply(fuel_offered)
calledBy:
resupply_offer_packet in resupp.c, (null)
resupply_offer_packet in m1_resupp.c, (null)
FUNCTION: fuel_stop_resupply()
calledBy:
fuel_resupply_receive_timeout_check in fuelsys.c, (null)
fuel_resupply_tank in fuelsys.c, (null)
fuel_receive_loading_state in resupp.c, (null)
fuel_simul in m1_fuelsys.c, (null)
fuel_receive_loading_state in m1_resupp.c, (null)
FUNCTION: fuel_resupply_tank()
calledBy:
fuel_receive_loading_state in resupp.c, (null)
fuel_simul in m1_fuelsys.c, (null)
FILE: m1_handles.c
FUNCTION: handles_simul()
calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: handles_gunner_control_fixed()
FUNCTION: handles_gunner_control_broken()
FUNCTION: handles_commander_control_fixed()
FUNCTION: handles_commander_control_broken()
FUNCTION: handles_gunner_palm_on()
calledBy:
controls_palm_switch_check in m1_ctl_tpc.c, (null)
controls_palm_switch_init in m1_ctl_tpc.c, (null)
FUNCTION: handles_gunner_palm_off()
calledBy:
controls_palm_switch_check in m1_ctl_tpc.c, (null)
controls_palm_switch_init in m1_ctl_tpc.c, (null)
controls_palm_switch_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_commander_palm_on()
calledBy:
controls_palm_switch_check in m1_ctl_tpc.c, (null)
controls_palm_switch_init in m1_ctl_tpc.c, (null)
FUNCTION: handles_commander_palm_off()
calledBy:
controls_palm_switch_check in m1_ctl_tpc.c, (null)
controls_palm_switch_init in m1_ctl_tpc.c, (null)
controls_palm_switch_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_set_gunner_elevation(elevation_rate)
calledBy:
controls_gun_elevation_check in m1_ctl_tpc.c, (null)
controls_gun_elevation_init in m1_ctl_tpc.c, (null)
controls_gun_elevation_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_set_commander_elevation(elevation_rate)

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calledBy:
controls_gun_elevation_check in m1_ctl_tpc.c, (null)
controls_gun_elevation_init in m1_ctl_tpc.c, (null)
controls_gun_elevation_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_set_gunner_traverse(traverse_rate)
calledBy:
controls_gun_traverse_check in m1_ctl_tpc.c, (null)
controls_gun_traverse_init in m1_ctl_tpc.c, (null)
controls_gun_traverse_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_set_commander_traverse(traverse_rate)
calledBy:
controls_gun_traverse_check in m1_ctl_tpc.c, (null)
controls_gun_traverse_init in m1_ctl_tpc.c, (null)
controls_gun_traverse_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_gunner_laser_button_released()
calledBy:
controls_laser_fired_check in m1_ctl_tpc.c, (null)
FUNCTION: handles_gunner_laser_button_depressed()
calledBy:
controls_laser_fired_check in m1_ctl_tpc.c, (null)
FUNCTION: handles_commander_laser_button_released()
calledBy:
controls_laser_fired_check in m1_ctl_tpc.c, (null)
FUNCTION: handles_commander_laser_button_depressed()
calledBy:
controls_laser_fired_check in m1_ctl_tpc.c, (null)
FUNCTION: handles_gunner_trigger_depressed()
calledBy:
controls_trigger_check in m1_ctl_tpc.c, (null)
FUNCTION: handles_commander_trigger_depressed()
calledBy:
controls_trigger_check in m1_ctl_tpc.c, (null)
FUNCTION: handles_gunner_trigger_released()
FUNCTION: handles_commander_trigger_released()
FUNCTION: handles_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FILE: m1_hydrsys.c
FUNCTION: hydraulic_simul()
calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: hydraulic_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FUNCTION: hydraulic_check_acc()
calledBy:
hydraulic_deplete_reservoir in m1_hydrsys.c, (null)
hydraulic_main_pump_fill in m1_hydrsys.c, (null)
hydraulic_aux_pump_fill in m1_hydrsys.c, (null)
FUNCTION: hydraulic_deplete_reservoir(delta)
calledBy:
hydraulic_ammunition_door_open_request in m1_hydrsys.c, (null)
hydraulic_ammunition_door_closed in m1_hydrsys.c, (null)
hydraulic_parking_brake_on_request in m1_hydrsys.c, (null)

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    hydraulic_slew_turret_request in m1_hydrsys.c, (null)
    hydraulic_elevate_gun_request in m1_hydrsys.c, (null)
FUNCTION: hydraulic_main_pump_fill()
    calledBy:
        hydraulic_simul in m1_hydrsys.c, (null)
FUNCTION: hydraulic_aux_pump_fill()
    calledBy:
        hydraulic_simul in m1_hydrsys.c, (null)
FUNCTION: hydraulic_ammo_door_open_request()
    calledBy:
        ammo_knee_switch_on in m1_ammo.c, (null)
FUNCTION: hydraulic_ammo_door_closed()
    calledBy:
        ammo_blast_door_check in m1_ammo.c, (null)
FUNCTION: hydraulic_parking_brake_on_request()
    calledBy:
        controls_parking_brake_check in m1_ctl_npc.c, (null)
FUNCTION: hydraulic_slew_turret_request(fraction_to_move)
    calledBy:
        turret_calc_turret_slew in m1_turret.c, (null)
FUNCTION: hydraulic_elevate_gun_request(fraction_to_move)
    calledBy:
        turret_calc_gun_elev in m1_turret.c, (null)
FUNCTION: hydraulic_fraction_flow_rate(fraction_to_move)
    calledBy:
        hydraulic_slew_turret_request in m1_hydrsys.c, (null)
        hydraulic_elevate_gun_request in m1_hydrsys.c, (null)
FUNCTION: hydraulic_delta_pressure_calc(flow_rate)
    calledBy:
        hydraulic_slew_turret_request in m1_hydrsys.c, (null)
        hydraulic_elevate_gun_request in m1_hydrsys.c, (null)
FUNCTION: hydraulic_master_power_on()
    calledBy:
        controls_master_power_on in m1_ctl_mpc.c, (null)
FUNCTION: hydraulic_master_power_off()
    calledBy:
        controls_master_power_off in m1_ctl_mpc.c, (null)
FUNCTION: hydraulic_repair_main_pump()
FUNCTION: hydraulic_repair_aux_pump()
FUNCTION: hydraulic_main_pump_failure()
FUNCTION: hydraulic_aux_pump_failure()
FUNCTION: hydraulic_charge_reborn()
    calledBy:
        electsys_recharge_battery in m1_electsys.c, (null)
FUNCTION: hydrsys_vars_status()
FILE: m1_idc.c
FUNCTION: idc_get_num_idcs()
    calledBy:
        idc_choose_fifo in choose_fifo.c, (null)
        idc_open_port in i_opn_port.c, IFDEF_GT_
        idc_simul in i_simul.c, IFNDEF_SIMBFLY
        idc_fifo_init in init.c, (null)
        idc_fifo_uninit in init.c, (null)
        idc_reset_output in init.c, (null)

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FUNCTION: idc_array_init()
calledBy:
 idc_init in init.c, (null)
FUNCTION: idc_invert_outputs()
FUNCTION: idc_veh_spec_init()
calledBy:
 idc_init in init.c, (null)
FILE: m1_key_ctl.c
FUNCTION: enter_gracefully()
calledBy:
 main in niu_main.c, (null)
 main in calibrate.c, (null)
 main in ncalib.c, (null)
 main in panel_test.c, (null)
 main in m1_key_ctl.c, (null)
 main in m1_main.c, (null)
FUNCTION: main(argc, argv)
FUNCTION: process_switches(argc, argv)
calledBy:
 main in m1_key_ctl.c, (null)
FUNCTION: get_command()
calledBy:
 main in m1_key_ctl.c, (null)
FUNCTION: save_command(c)
calledBy:
 main in m1_key_ctl.c, (null)
FUNCTION: port_setup()
calledBy:
 main in m1_key_ctl.c, (null)
FUNCTION: port_restore()
calledBy:
 terminate in m1_key_ctl.c, (null)
FUNCTION: init()
calledBy:
 main in m1_key_ctl.c, (null)
FUNCTION: command(c)
calledBy:
 main in m1_key_ctl.c, (null)
FUNCTION: bcs_add()
calledBy:
 command in m1_key_ctl.c, (null)
FUNCTION: bcs_battlesight()
calledBy:
 command in m1_key_ctl.c, (null)
FUNCTION: bcs_drop()
calledBy:
 command in m1_key_ctl.c, (null)
FUNCTION: brake_action()
calledBy:
 command in m1_key_ctl.c, (null)
FUNCTION: fire_gun()
calledBy:
 command in m1_key_ctl.c, (null)
FUNCTION: fire_laser()

calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: load_heat()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: load_apds()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: mag_change()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: master_power_off()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: palm_on()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: palm_off()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: start_engine()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: terminate()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: transmission_forward()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: transmission_neutral()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: transmission_reverse()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: turret_power_on()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: help()
calledBy:
command in m1_key_ctl.c, (null)
FUNCTION: pots_init()
calledBy:
simulation_state_machine in main.c, (null)
main in m1_key_ctl.c, (null)
FUNCTION: brake_release()
calledBy:
brake_action in m1_key_ctl.c, (null)
FUNCTION: brake_set()
calledBy:
init in m1_key_ctl.c, (null)
brake_action in m1_key_ctl.c, (null)
FUNCTION: steer_center()
calledBy:

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    init in m1_key_ctl.c, (null)
    command in m1_key_ctl.c, (null)
FUNCTION: steer_left()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: steer_right()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: turret_center()
    calledBy:
        init in m1_key_ctl.c, (null)
        command in m1_key_ctl.c, (null)
FUNCTION: turret_left()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: turret_right()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: gun_center()
    calledBy:
        init in m1_key_ctl.c, (null)
        command in m1_key_ctl.c, (null)
FUNCTION: gun_depress()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: gun_elevate()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: throttle_open()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: throttle_close()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: throttle_off()
    calledBy:
        init in m1_key_ctl.c, (null)
FILE: m1_keybrd.c
FUNCTION: keyboard_really_use()
    calledBy:
        main in niu_main.c, (null)
        main in m1_main.c, (null)
FUNCTION: keyboard_init()
    calledBy:
        veh_spec_startup in niu_main.c, (null)
        veh_spec_startup in m1_main.c, (null)
FUNCTION: keyboard_simul()
    calledBy:
        veh_spec_idle in niu_main.c, (null)
        veh_spec_simulate in niu_main.c, (null)
        veh_spec_idle in m1_main.c, (null)
        veh_spec_simulate in m1_main.c, IF defined ( SIMBFLY )
        veh_spec_simulate in m1_main.c, IF not defined ( SIMBFLY )
FUNCTION: keyboard_setup_terminal()
```

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calledBy:
  keyboard_init in m1_keybrd.c, (null)
FUNCTION: keyboard_reset_terminal()
calledBy:
  keyboard_exit_gracefully in m1_keybrd.c, (null)
FUNCTION: keyboard_exit_gracefully()
calledBy:
  veh_spec_exit in niu_main.c, (null)
  veh_spec_exit in m1_main.c, (null)
FILE: m1_laser.c
FUNCTION: laser_init()
calledBy:
  laser_repair_lrf in m1_laser.c, (null)
  laser_power_up_safe in m1_laser.c, (null)
  laser_power_up_first_return in m1_laser.c, (null)
  laser_power_up_last_return in m1_laser.c, (null)
  veh_spec_init in m1_main.c, (null)
FUNCTION: laser_show_status(s)
calledBy:
  laser_repair_lrf in m1_laser.c, (null)
  laser_power_off in m1_laser.c, (null)
  laser_select_safe in m1_laser.c, (null)
  laser_select_first_return in m1_laser.c, (null)
  laser_select_last_return in m1_laser.c, (null)
  laser_power_up_safe in m1_laser.c, (null)
  laser_power_up_first_return in m1_laser.c, (null)
  laser_power_up_last_return in m1_laser.c, (null)
  laser_perform_lase in m1_laser.c, (null)
  laser_perform_lase in m1_laser.c, IF 0
  laser_perform_lase in m1_laser.c, (null)
  laser_lase in m1_laser.c, (null)
FUNCTION: laser_lrf_failure()
FUNCTION: laser_repair_lrf()
FUNCTION: laser_power_off()
calledBy:
  controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: laser_select_safe()
calledBy:
  controls_laser_select_check in m1_ctl_tpc.c, (null)
FUNCTION: laser_select_first_return()
calledBy:
  controls_laser_select_check in m1_ctl_tpc.c, (null)
FUNCTION: laser_select_last_return()
calledBy:
  controls_laser_select_check in m1_ctl_tpc.c, (null)
FUNCTION: laser_power_up_safe()
calledBy:
  controls_laser_select_init in m1_ctl_tpc.c, (null)
FUNCTION: laser_power_up_first_return()
calledBy:
  controls_laser_select_init in m1_ctl_tpc.c, (null)
FUNCTION: laser_power_up_last_return()
calledBy:
  controls_laser_select_init in m1_ctl_tpc.c, (null)

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FUNCTION: time_n_lases_ago(n)
calledBy:
laser_perform_lase in m1_laser.c, (null)
laser_perform_lase in m1_laser.c, IF 0

FUNCTION: record_this_lase()
calledBy:
laser_perform_lase in m1_laser.c, (null)

FUNCTION: laser_perform_lase()
calledBy:
laser_lase in m1_laser.c, (null)

FUNCTION: laser_lase()
calledBy:
handles_simul in m1_handles.c, (null)

FUNCTION: laser_multiple_returns()
calledBy:
cig_prepare_buffer in m1_cig.c, (null)

FUNCTION: laser_ready_to_fire()
FUNCTION: laser_last_return()
FUNCTION: laser_range()
calledBy:
weapons_fire_main_gun in m1_weapons.c, (null)

FUNCTION: laser_fire_control_malfunction()

FILE: m1_main.c

FUNCTION: print_help(progname)
calledBy:
main in niu_main.c, (null)
main in m1_main.c, (null)

FUNCTION: print_veh_logo()
calledBy:
enter_gracefully in stt_machine.c, (null)
enter_gracefully in main.c, (null)

FUNCTION: veh_spec_startup()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_idle()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_init()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_simulate()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_stop()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

FUNCTION: veh_spec_exit()
calledBy:
simulation_state_machine in stt_machine.c, (null)

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    keyboard_simul in niu_keybrd.c, IFDEF_GT_
    simulation_state_machine in main.c, (null)
FUNCTION: main(argc, argv)
FUNCTION: reconstitute_vehicle()
    calledBy:
        process_a_packet in proc_a_pkt.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
FILE: m1_mem.c
FUNCTION: mem_assign_other_ptrs()
    calledBy:
        mem_assign_shared_memory in assign_sm.c, (null)
FILE: m1_meter.c
FUNCTION: meter_init()
    calledBy:
        veh_spec_init in m1_main.c, (null)
FUNCTION: meter_speed_set(val)
    calledBy:
        send_tracks_outputs in m1_tracks.c, (null)
FUNCTION: meter_tach_set(val)
    calledBy:
        send_all_outputs in m1_engine.c, (null)
FUNCTION: meter_fuel_set(val)
    calledBy:
        fuel_meter_value in m1_fuelsys.c, (null)
FUNCTION: meter_volt_set(val)
    calledBy:
        electsys_simul in m1_electsys.c, (null)
        electsys_init in m1_electsys.c, (null)
FUNCTION: meter_select_front_left_tank()
    calledBy:
        controls_tank_select_check in m1_ctl_mpc.c, (null)
        controls_tank_select_init in m1_ctl_mpc.c, (null)
FUNCTION: meter_select_front_right_tank()
    calledBy:
        controls_tank_select_check in m1_ctl_mpc.c, (null)
        controls_tank_select_init in m1_ctl_mpc.c, (null)
FUNCTION: meter_select_rear_tank()
    calledBy:
        controls_tank_select_check in m1_ctl_mpc.c, (null)
        controls_tank_select_init in m1_ctl_mpc.c, (null)
FILE: m1_network.c
FUNCTION: send_equipment_status()
    calledBy:
        network_xmit in nwk_xmit.c, (null)
        network_xmit_idle in nwk_xmit.c, (null)
        network_xmit in net_xmit.c, (null)
        network_xmit_idle in net_xmit.c, (null)
FUNCTION: fill_vehicle_spec_status(pkt)
    calledBy:
        build_vehicle_status in veh_status.c, (null)
FUNCTION: fill_vehicle_spec_appearance(pkt)
    calledBy:
        format_vehicle_appearance in appearance.c, (null)
        format_stealth_appearance in appearance.c, (null)
```

FUNCTION: network_process_activation_parameters(p)

calledBy:

network_process_activate_request in nwk_activ.c, (null)

network_use_activation in ause_activ.c, (null)

network_use_activation in use_activ.c, (null)

FUNCTION: app_init()

calledBy:

veh_spec_init in niu_main.c, (null)

veh_spec_init in m1_main.c, (null)

FUNCTION: veh_spec_activate_time()

calledBy:

network_send_activate_response in nwk_act_ack.c, (null)

send_activate_response in act_rsp.c, (null)

FILE: m1_p_buf.c

FUNCTION: veh_spec_proc_buf(mbp_dot, hp, buffer_num)

calledBy:

process_buffer in proc_buf.c, (null)

FILE: m1_pots.c

FUNCTION: pots_init()

calledBy:

simulation_state_machine in main.c, (null)

main in m1_key_ctl.c, (null)

FUNCTION: pots_comm_trav_real(pot)

calledBy:

controls_gun_traverse_check in m1_ctl_tpc.c, (null)

controls_gun_traverse_init in m1_ctl_tpc.c, (null)

FUNCTION: pots_comm_elev_real(pot)

calledBy:

controls_gun_elevation_check in m1_ctl_tpc.c, (null)

controls_gun_elevation_init in m1_ctl_tpc.c, (null)

FUNCTION: pots_gunn_trav_real(pot)

calledBy:

controls_gun_traverse_check in m1_ctl_tpc.c, (null)

controls_gun_traverse_init in m1_ctl_tpc.c, (null)

FUNCTION: pots_gunn_elev_real(pot)

calledBy:

controls_gun_elevation_check in m1_ctl_tpc.c, (null)

controls_gun_elevation_init in m1_ctl_tpc.c, (null)

FUNCTION: pots_steer_bar_real(pot)

calledBy:

controls_steer_bar_check in m1_ctl_mpc.c, (null)

controls_steer_bar_init in m1_ctl_mpc.c, (null)

FUNCTION: pots_throttle_real(pot)

calledBy:

controls_throttle_check in m1_ctl_mpc.c, (null)

controls_throttle_init in m1_ctl_mpc.c, (null)

FUNCTION: pots_service_brake_real(pot)

calledBy:

controls_service_brake_check in m1_ctl_npc.c, (null)

controls_service_brake_init in m1_ctl_npc.c, (null)

FUNCTION: pots_comm_weap_real(pot)

calledBy:

controls_commander_weapon_station_check in m1_ctl_npc.c, (null)

controls_commander_weapon_station_init in m1_ctl_npc.c, (null)

FUNCTION: pots_load_peri_real(pot)
 calledBy:
 controls_loader_periscope_check in m1_ctl_npc.c, (null)
 controls_loader_periscope_init in m1_ctl_npc.c, (null)

FILE: m1_repair.c

FUNCTION: repair_request(event, agent, code, originator, tid)
 calledBy:
 process_repair in repair.c, (null)

FUNCTION: repair_simul()
 calledBy:
 simulation_state_machine in main.c, (null)

FUNCTION: repair_init()
 calledBy:
 simulation_state_machine in main.c, (null)

FUNCTION: clear_repair_vehicles()
 calledBy:
 repair_simul in m1_repair.c, (null)
 repair_init in m1_repair.c, (null)

FUNCTION: repair_rear_repair(v)
 calledBy:
 service_check_vehicle_type in resupp.c, IFDEF notdef
 service_check_vehicle_type in m1_resupp.c, (null)

FUNCTION: send_feed_me_packets_repair_vehicles()
 calledBy:
 repair_quiet_state in m1_repair.c, (null)
 repair_request_state in m1_repair.c, (null)

FUNCTION: repair_quiet_state()
 calledBy:
 repair_simul in m1_repair.c, (null)

FUNCTION: repair_request_state()
 calledBy:
 repair_simul in m1_repair.c, (null)

FUNCTION: print_repair_status(s)

FILE: m1_resupp.c

FUNCTION: clear_ammunition_carriers()
 calledBy:
 resupply_init in resupp.c, (null)
 resupply_simul in resupp.c, IFDEF notdef
 resupply_init in m1_resupp.c, (null)
 resupply_simul in m1_resupp.c, (null)

FUNCTION: clear_feed_carriers()
 calledBy:
 resupply_init in resupp.c, (null)
 resupply_simul in resupp.c, IFDEF notdef
 resupply_init in m1_resupp.c, (null)
 resupply_simul in m1_resupp.c, (null)

FUNCTION: clear_ammunition_receivers()
 calledBy:
 resupply_init in m1_resupp.c, (null)
 resupply_simul in m1_resupp.c, (null)

FUNCTION: print_resupply_status(s)
 calledBy:
 resupply_simul in resupp.c, (null)

FUNCTION: send_feed_me_packets_ammunition_carriers()

calledBy:
ammo_receive_quiet_state in resupp.c, (null)
ammo_receive_request_state in resupp.c, (null)
ammo_receive_quiet_state in m1_resupp.c, (null)
ammo_receive_request_state in m1_resupp.c, (null)
FUNCTION: send_feed_me_packets_fuel_carriers()
calledBy:
fuel_receive_quiet_state in resupp.c, (null)
fuel_receive_request_state in resupp.c, (null)
fuel_receive_quiet_state in m1_resupp.c, (null)
fuel_receive_request_state in m1_resupp.c, (null)
FUNCTION: resupply_near_ammocarrier(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
service_check_vehicle_type in m1_resupp.c, (null)
FUNCTION: resupply_near_fuel_carrier(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
service_check_vehicle_type in m1_resupp.c, (null)
FUNCTION: resupply_near_ammoreceiver(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
service_check_vehicle_type in m1_resupp.c, (null)
FUNCTION: resupply_ammoreceived(ammotype)
calledBy:
ammo_resupply_receive_timeout_check in m1_ammoc.c, (null)
FUNCTION: resupply_fuel_received(gallons)
calledBy:
fuel_stop_resupply in m1_fuelsys.c, (null)
FUNCTION: resupply_offer_packet(carrier_id, num_munitions, munitions)
calledBy:
process_resupply_offer in resupp_offer.c, (null)
FUNCTION: resupply_thank_you_packet(receiver_id, num_munitions, munitions)
calledBy:
process_resupply_received in resupp_recvd.c, (null)
FUNCTION: resupply_feed_me_packet(receiver_id, num_munitions,
feed_me_munitions)
calledBy:
process_service_request in service_req.c, (null)
FUNCTION: resupply_gating_conditions()
calledBy:
repair_quiet_state in m1_repair.c, (null)
repair_request_state in m1_repair.c, (null)
ammo_receive_quiet_state in m1_resupp.c, (null)
fuel_receive_quiet_state in m1_resupp.c, (null)
ammo_send_quiet_state in m1_resupp.c, (null)
ammo_receive_request_state in m1_resupp.c, (null)
fuel_receive_request_state in m1_resupp.c, (null)
ammo_send_waiting_state in m1_resupp.c, (null)
ammo_receive_loading_state in m1_resupp.c, (null)
fuel_receive_loading_state in m1_resupp.c, (null)
resupply_simul in m1_resupp.c, (null)
FUNCTION: ammo_receive_quiet_state()
calledBy:

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    ammo_resupply_receive_simul in resupp.c, (null)
    ammo_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: fuel_receive_quiet_state()
    calledBy:
        fuel_resupply_receive_simul in resupp.c, (null)
        fuel_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: ammo_send_quiet_state()
    calledBy:
        ammo_resupply_send_simul in resupp.c, (null)
        ammo_resupply_send_simul in m1_resupp.c, (null)
FUNCTION: ammo_receive_request_state()
    calledBy:
        ammo_resupply_receive_simul in resupp.c, (null)
        ammo_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: fuel_receive_request_state()
    calledBy:
        fuel_resupply_receive_simul in resupp.c, (null)
        fuel_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: ammo_send_waiting_state()
    calledBy:
        ammo_resupply_send_simul in resupp.c, (null)
        ammo_resupply_send_simul in m1_resupp.c, (null)
FUNCTION: ammo_receive_loading_state()
    calledBy:
        ammo_resupply_receive_simul in resupp.c, (null)
        ammo_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: fuel_receive_loading_state()
    calledBy:
        fuel_resupply_receive_simul in resupp.c, (null)
        fuel_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: ammo_send_servicing_state()
    calledBy:
        ammo_resupply_send_simul in resupp.c, (null)
        ammo_resupply_send_simul in m1_resupp.c, (null)
FUNCTION: ammo_resupply_receive_simul()
    calledBy:
        resupply_simul in resupp.c, (null)
        resupply_simul in m1_resupp.c, (null)
FUNCTION: fuel_resupply_receive_simul()
    calledBy:
        resupply_simul in resupp.c, (null)
        resupply_simul in m1_resupp.c, (null)
FUNCTION: ammo_resupply_send_simul()
    calledBy:
        resupply_simul in resupp.c, (null)
        resupply_simul in m1_resupp.c, (null)
FUNCTION: resupply_init()
    calledBy:
        veh_spec_init in m1_main.c, (null)
FUNCTION: resupply_simul()
    calledBy:
        veh_spec_simulate in m1_main.c, (null)
FUNCTION: service_check_vehicle_type(pkt)
    calledBy:

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resupply_simul in m1_resupp.c, (null)
FUNCTION: resupply_stop_amm0_resupply()
calledBy:
amm0_receive_loading_state in resupp.c, (null)
amm0_stop_resupply in m1_amm0.c, (null)
FUNCTION: resupply_stop_fuel_resupply()
FUNCTION: resupply_offer_canceled(carrier_id)
calledBy:
process_resupply_cancel in resupp_canc.c, (null)
FUNCTION: resupply_request_canceled(receiver_id)
calledBy:
process_resupply_cancel in resupp_canc.c, (null)
FUNCTION: vehicle_is_close(list, vehicle, size_of_list)
calledBy:
amm0_receive_loading_state in m1_resupp.c, (null)
fuel_receive_loading_state in m1_resupp.c, (null)
FILE: m1_sound.c
FUNCTION: sound_denial_check()
calledBy:
sound_make_veh_spec_sound in m1_sound.c, (null)
FUNCTION: sound_make_veh_spec_sound(sound_str, str_len)
calledBy:
sound_make_const_sound in libsound.c, (null)
sound_make_var_sound in libsound.c, (null)
sound_make_ag_sound in libsound.c, (null)
sound_make_cont_sound in libsound.c, (null)
sound_stop_cont_sound in libsound.c, (null)
FUNCTION: sound_force_veh_spec_sound(sound_str, str_len)
calledBy:
sound_force_const_sound in libsound.c, (null)
FUNCTION: sound_init()
calledBy:
simulation_state_machine in main.c, (null)
veh_spec_init in m1_main.c, (null)
veh_spec_stop in m1_main.c, (null)
FUNCTION: sound_dont_use()
calledBy:
main in m1_main.c, (null)
FUNCTION: sound_simul()
calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: sound_reset()
calledBy:
simulation_state_machine in main.c, (null)
keyboard_simul in m1_keybrd.c, (null)
sound_init in m1_sound.c, (null)
sound_we_just_died in m1_sound.c, (null)
FUNCTION: sound_we_just_died()
calledBy:
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
FUNCTION: sound_of_tracks(fraction_of_max_speed, new_soil_type)
calledBy:
send_track_sound in m1_tracks.c, (null)

FUNCTION: ~~sound~~ of_turret_traversing(traversing, palm_release_or_hydraulic,
 fraction)
 calledBy:
 turret_move in m1_turret.c, (null)
 turret_cal_turret_slew in m1_turret.c, (null)
 make_sound_of_no_slewing in m1_turret.c, (null)
 FUNCTION: ~~sound~~ of_gun_elevating(fraction_of_max_speed, temp_hitting_stop)
 calledBy:
 turret_cal_gun_elev in m1_turret.c, (null)
 make_sound_of_no_elevating in m1_turret.c, (null)
 FUNCTION: ~~sound~~ of_random_sounds()
 calledBy:
 sound_sounds in m1_sound.c, (null)
 FILE: m1_status.c
 FUNCTION: ~~what~~_is_voltage12P()
 calledBy:
 send_equipment_status in m1_network.c, (null)
 FUNCTION: ~~what~~_is_voltage12N()
 calledBy:
 send_equipment_status in m1_network.c, (null)
 FUNCTION: ~~what~~_is_voltage5()
 calledBy:
 send_equipment_status in m1_network.c, (null)
 FUNCTION: ~~what~~_is_temperature()
 calledBy:
 send_equipment_status in m1_network.c, (null)
 FUNCTION: ~~status~~_preset()
 calledBy:
 veh_spec_init in m1_main.c, (null)
 status_init in m1_status.c, (null)
 FUNCTION: ~~status~~_init()
 calledBy:
 simulation_state_machine in main.c, (null)
 FUNCTION: ~~status~~_simul()
 calledBy:
 veh_spec_simul in m1_main.c, (null)
 veh_spec_simulate in m1_main.c, (null)
 FUNCTION: ~~status~~_print_temp_and_supplies()
 calledBy:
 keyboard_simul in m1_keybrd.c, (null)
 FUNCTION: ~~driver~~_dead(p)
 calledBy:
 monitor_status in m1_status.c, (null)
 FUNCTION: ~~turret~~_dead(p)
 calledBy:
 monitor_status in m1_status.c, (null)
 FUNCTION: ~~ammun~~_dead(p)
 calledBy:
 monitor_status in m1_status.c, (null)
 FUNCTION: ~~cig~~_dead(p)
 calledBy:
 cig_failed_alarm in m1_status.c, (null)
 FUNCTION: ~~net~~_dead(p)
 calledBy:

monitor_status in m1_status.c, (null)
FUNCTION: ser_dead(p)
calledBy:
monitor_status in m1_status.c, (null)
FUNCTION: dtad_dead(p)
calledBy:
monitor_status in m1_status.c, (null)
FUNCTION: sound_dead(p)
calledBy:
monitor_status in m1_status.c, (null)
FUNCTION: plus12_dead(p, val)
calledBy:
monitor_status in m1_status.c, (null)
FUNCTION: minus12_dead(p, val)
calledBy:
monitor_status in m1_status.c, (null)
FUNCTION: plus5_dead(p, val)
calledBy:
monitor_status in m1_status.c, (null)
FUNCTION: enable_status_printing()
FUNCTION: disable_status_printing()
calledBy:
main in m1_main.c, (null)
FUNCTION: cig_failed_fsm()
calledBy:
io_simul in io_simul.c, IFNDEF_GT_
io_simul_idle in io_simul.c, (null)
net_simul in net_simul.c, IFDEF SIMBFLY
io_simul in io_simul.c, (null)
io_simul_idle in io_simul.c, (null)
FUNCTION: monitor_status(which)
calledBy:
status_simul in m1_status.c, (null)
cig_failed_fsm in m1_status.c, (null)
FILE: m1_thermal.c
FUNCTION: thermal_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FUNCTION: thermal_simul()
calledBy:
veh_spec_simulate in m1_main.c, (null)
FUNCTION: thermal_mode_on()
calledBy:
controls_thermal_mode_init in m1_ctl_tpc.c, (null)
controls_thermal_mode_check in m1_ctl_tpc.c, (null)
FUNCTION: thermal_mode_standby()
calledBy:
controls_thermal_mode_init in m1_ctl_tpc.c, (null)
controls_thermal_mode_check in m1_ctl_tpc.c, (null)
FUNCTION: thermal_mode_off()
calledBy:
controls_thermal_mode_exit in m1_ctl_tpc.c, (null)
controls_thermal_mode_init in m1_ctl_tpc.c, (null)
controls_thermal_mode_check in m1_ctl_tpc.c, (null)

FUNCTION: thermal_white_hot()
calledBy:
controls_thermal_polarity_check in m1_ctl_tpc.c, (null)
controls_thermal_polarity_init in m1_ctl_tpc.c, (null)

FUNCTION: thermal_black_hot()
calledBy:
controls_thermal_polarity_check in m1_ctl_tpc.c, (null)
controls_thermal_polarity_init in m1_ctl_tpc.c, (null)

FUNCTION: thermal_3x()
calledBy:
controls_thermal_magnitude_check in m1_ctl_tpc.c, (null)
controls_thermal_magnitude_init in m1_ctl_tpc.c, (null)

FUNCTION: thermal_10x()
calledBy:
controls_thermal_magnitude_check in m1_ctl_tpc.c, (null)
controls_thermal_magnitude_init in m1_ctl_tpc.c, (null)

FUNCTION: thermal_view_on()
calledBy:
controls_mag_check in m1_ctl_npc.c, (null)

FUNCTION: thermal_shutter()
calledBy:
controls_thermal_shutter_check in m1_ctl_npc.c, (null)
controls_thermal_shutter_init in m1_ctl_npc.c, (null)

FUNCTION: thermal_clear()
calledBy:
controls_thermal_shutter_check in m1_ctl_npc.c, (null)
controls_thermal_shutter_init in m1_ctl_npc.c, (null)

FUNCTION: start_timing_cooldown_delay()
calledBy:
thermal_mode_on in m1_thermal.c, (null)
thermal_mode_standby in m1_thermal.c, (null)

FUNCTION: start_timing_warmup_delay()
calledBy:
thermal_mode_off in m1_thermal.c, (null)

FUNCTION: turn_on_gunners_thermal_view()
calledBy:
thermal_mode_on in m1_thermal.c, (null)
thermal_shutter in m1_thermal.c, (null)
thermal_cooldown_timeout_check in m1_thermal.c, (null)

FUNCTION: turn_off_gunners_thermal_view()
calledBy:
thermal_mode_standby in m1_thermal.c, (null)
thermal_mode_off in m1_thermal.c, (null)
thermal_clear in m1_thermal.c, (null)

FUNCTION: stop_cooldown_timer()
calledBy:
thermal_mode_off in m1_thermal.c, (null)

FUNCTION: stop_heatup_timer()
FUNCTION: thermal_cooldown_timeout_check()
calledBy:
thermal_simul in m1_thermal.c, (null)

FUNCTION: thermal_warmup_timeout_check()
calledBy:
thermal_simul in m1_thermal.c, (null)

FILE: m1_tracks.c
FUNCTION: tracks_compute_friction_force()
calledBy:
load_sprocket in m1_dtrain.c, (null)
tracks_compute_slipping_state in m1_tracks.c, (null)
tracks_compute_vehicle_force in m1_tracks.c, (null)
FUNCTION: tracks_compute_slipping_state()
calledBy:
compute_actual_vehicle_motion in m1_tracks.c, (null)
FUNCTION: tracks_compute_gravity_load()
calledBy:
load_sprocket in m1_dtrain.c, (null)
compute_actual_vehicle_motion in m1_tracks.c, (null)
FUNCTION: tracks_compute_drag_load()
calledBy:
load_sprocket in m1_dtrain.c, (null)
FUNCTION: tracks_repair_thrown_tracks()
FUNCTION: tracks_throw_left_track()
FUNCTION: tracks_throw_right_track()
FUNCTION: tracks_compute_weight()
FUNCTION: tracks_compute_real_velocity()
FUNCTION: tracks_compute_velocity()
calledBy:
controls_grid_azimuth_check in m1_ctl_npc.c, (null)
load_sprocket in m1_dtrain.c, (null)
compute_fd_brake_torque in m1_dtrain.c, (null)
turret_collision_detected in m1_turret.c, (null)
FUNCTION: odometer_simul()
calledBy:
tracks_send_velocities in m1_tracks.c, (null)
FUNCTION: tracks_set_initial_distance_km(distance)
calledBy:
network_process_activation_parameters in m1_network.c, (null)
FUNCTION: vehicle_get_elapsed_km()
calledBy:
build_vehicle_status in veh_status.c, (null)
FUNCTION: tracks_send_velocities(left, right, torque)
calledBy:
power_sprocket in m1_dtrain.c, (null)
FUNCTION: tracks_stop_drivetrain()
calledBy:
compute_actual_vehicle_motion in m1_tracks.c, (null)
tell_kinematics in m1_tracks.c, (null)
FUNCTION: tracks_init()
calledBy:
drivetrain_init in m1_dtrain.c, (null)
FUNCTION: tracks_compute_vehicle_force()
calledBy:
compute_actual_vehicle_motion in m1_tracks.c, (null)
FUNCTION: compute_actual_vehicle_motion()
calledBy:
tracks_simul in m1_tracks.c, (null)
FUNCTION: tell_kinematics()
calledBy:

tracks_simul in m1_tracks.c, (null)
FUNCTION: get_current_soil_type()
calledBy:
tracks_simul in m1_tracks.c, (null)
FUNCTION: check_for_thrown_track()
calledBy:
tracks_simul in m1_tracks.c, (null)
FUNCTION: send_track_sound()
calledBy:
send_tracks_outputs in m1_tracks.c, (null)
FUNCTION: send_tracks_outputs()
calledBy:
tracks_simul in m1_tracks.c, (null)
FUNCTION: tracks_get_dust_cloud()
calledBy:
tracks_simul in m1_tracks.c, (null)
FUNCTION: tracks_simul()
calledBy:
drivetrain_simul in m1_dtrain.c, (null)
FUNCTION: tracks_motion_disabled()
FUNCTION: check_turning_sounds(angle)
calledBy:
tell_kinematics in m1_tracks.c, (null)
FUNCTION: tracks_return_slip_state()
calledBy:
load_sprocket in m1_dtrain.c, (null)
FILE: m1_turret.c
FUNCTION: turret_init()
calledBy:
simulation_state_machine in main.c, (null)
FUNCTION: turret_simul()
calledBy:
simulation_state_machine in main.c, (null)
FUNCTION: turret_move()
calledBy:
turret_simul in m1_turret.c, (null)
FUNCTION: turret_get_gps_slew_rate()
calledBy:
bcs_simul in m1_bcs.c, (null)
FUNCTION: turret_get_turret_slew_rate()
calledBy:
weapons_fire_main_gun in m1_weapons.c, (null)
FUNCTION: turret_handles_values(gun_slew_rate, gun_elevate_rate,
handle_engaged)
calledBy:
handles_simul in m1_handles.c, (null)
FUNCTION: turret_calc_turret_slew(control_handle, sin_stab_azi_rot)
calledBy:
turret_move in m1_turret.c, (null)
FUNCTION: calc_slew_from_handle(handle_disp)
calledBy:
turret_calc_turret_slew in m1_turret.c, (null)
FUNCTION: turret_calc_gun_elev(control_handle, sin_stab_elev_rot)
calledBy:

turret_move in m1_turret.c, (null)
FUNCTION: calc_elev_from_handle(handle_disp)
calledBy:
turret_calc_gun_elev in m1_turret.c, (null)
FUNCTION: turret_gyros_simul()
calledBy:
turret_simul in m1_turret.c, (null)
FUNCTION: turret_gyros_spool_up()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
FUNCTION: turret_gyros_spool_down()
calledBy:
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: turret_gyros_status()
calledBy:
controls_firectl_gundrive_fsm in m1_ctl_tpc.c, (null)
turret_gyros_simul in m1_turret.c, (null)
FUNCTION: turret_break_gearbox()
FUNCTION: turret_repair_gearbox()
FUNCTION: turret_break_elevation_drive()
FUNCTION: turret_repair_elevation_drive()
FUNCTION: turret_break_stab_system()
FUNCTION: turret_repair_stab_system()
FUNCTION: turret_break_mount_interface()
FUNCTION: turret_repair_mount_interface()
FUNCTION: turret_break_traverse_drive()
FUNCTION: turret_repair_traverse_drive()
FUNCTION: turret_fire_control_emergency()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: turret_fire_control_manual()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: turret_fire_control_normal()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: turret_gun_turret_drive_uncoupled()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: turret_gun_turret_drive_powered()
calledBy:
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)
FUNCTION: turret_gun_turret_drive_manual()
calledBy:
controls_turret_power_on in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_check in m1_ctl_tpc.c, (null)
controls_firectl_gundrive_init in m1_ctl_tpc.c, (null)

controls_turret_power_off in m1_ctl_tpc.c, (null)
 FUNCTION: turret_collision_detected(agent_id, event_id, coll_sector)
 calledBy:
 failure_collision_damages in m1_failure.c, (null)
 FUNCTION: make_sound_of_no_slewing()
 calledBy:
 make_sound_of_no_turret_noise in m1_turret.c, (null)
 FUNCTION: make_sound_of_no_elevating()
 calledBy:
 turret_move in m1_turret.c, (null)
 make_sound_of_no_turret_noise in m1_turret.c, (null)
 FUNCTION: make_sound_of_no_turret_noise()
 calledBy:
 turret_simul in m1_turret.c, (null)
 turret_move in m1_turret.c, (null)
 FUNCTION: turret_get_gun_to_world(g_to_w, error)
 calledBy:
 weapons_fire_main_gun in m1_weapons.c, (null)

FILE: m1_vision.c
 FUNCTION: set_gunners_state(state)
 FUNCTION: set_vision_state(state)
 FUNCTION: set_drivers_state(state)
 FUNCTION: vision_cmdrs_pitch(pitch_state)
 calledBy:
 controls_cupola_up_down_check in m1_ctl_npc.c, (null)
 controls_cupola_up_down_init in m1_ctl_npc.c, (null)
 controls_cupola_up_down_exit in m1_ctl_npc.c, (null)

FUNCTION: vision_loaders_pitch(pitch_state)
 calledBy:
 controls_lpscope_up_down_check in m1_ctl_npc.c, (null)
 controls_lpscope_up_down_init in m1_ctl_npc.c, (null)
 controls_lpscope_up_down_exit in m1_ctl_npc.c, (null)

FUNCTION: vision_cmdrs_binoculars(bin_state)
 calledBy:
 controls_binoculars_on_off_init in m1_ctl_npc.c, (null)
 controls_binoculars_on_off_check in m1_ctl_npc.c, (null)

FUNCTION: vision_restore_all_blocks()
 calledBy:
 repair_all_systems in repair.c, (null)
 veh_spec_init in m1_main.c, (null)

FUNCTION: vision_break_all_blocks()
 calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
 veh_spec_stop in m1_main.c, (null)

FUNCTION: vision_break_gps()
 calledBy:
 thermal_shutter in m1_thermal.c, (null)
 turn_off_gunners_thermal_view in m1_thermal.c, (null)

FUNCTION: vision_break_driver_blocks()
 FUNCTION: vision_break_driver_center_block()
 FUNCTION: vision_break_cmdrs_blocks()
 FUNCTION: vision_break_ldrs_pscope()
 FUNCTION: vision_restore_gps()
 calledBy:

thermal_clear in m1_thermal.c, (null)
FUNCTION: vision_restore_driver_blocks()
calledBy:
toggle_driver_vision_state in m1_vision.c, (null)
FUNCTION: vision_restore_cmdrs_blocks()
FUNCTION: vision_restore_ldrs_pscope()
FUNCTION: vision_get_dvr_rt_vp()
FUNCTION: vision_get_dvr_ctr_vp()
FUNCTION: vision_get_dvr_lt_vp()
FUNCTION: vision_get_gnr_vp()
FUNCTION: vision_set_otw_night_vision()
calledBy:
main in m1_main.c, (null)
FUNCTION: vision_set_gunner_white_hot_thermal()
calledBy:
thermal_white_hot in m1_thermal.c, (null)
turn_on_gunners_thermal_view in m1_thermal.c, (null)
toggle_gunner_vision_state in m1_vision.c, (null)
FUNCTION: vision_set_driver_white_hot_thermal()
calledBy:
toggle_driver_vision_state in m1_vision.c, (null)
FUNCTION: vision_set_gunner_black_hot_thermal()
calledBy:
thermal_black_hot in m1_thermal.c, (null)
turn_on_gunners_thermal_view in m1_thermal.c, (null)
toggle_gunner_vision_state in m1_vision.c, (null)
FUNCTION: vision_set_driver_black_hot_thermal()
calledBy:
toggle_driver_vision_state in m1_vision.c, (null)
FUNCTION: get_catc_mode()
calledBy:
cig_msg_prepend_my_veh_state in m1_cig.c, IFDEF OLD
FUNCTION: set_catc_mode()
calledBy:
main in m1_main.c, (null)
FUNCTION: get_vision_state()
FUNCTION: vision_set_gunner_no_thermal()
calledBy:
controls_thermal_shutter_init in m1_ctl_npc.c, (null)
turn_off_gunners_thermal_view in m1_thermal.c, (null)
toggle_gunner_vision_state in m1_vision.c, (null)
FUNCTION: vision_set_driver_no_thermal()
FUNCTION: toggle_driver_vision_state()
FUNCTION: toggle_gunner_vision_state()
FUNCTION: print_view_modes()
FUNCTION: vision_break_gps_ext()
FUNCTION: vision_restore_gps_ext()
FUNCTION: vision_init()
calledBy:
veh_spec_init in m1_main.c, (null)
FILE: m1_weapons.c
FUNCTION: weapons_download_ballistics_tables()
calledBy:

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    cigex_wakeup_cig in cig_start.c, IFDEF
    NOT_UNTIL_LARGER_BUFFER_AVAILABLE
    cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: weapons_init()
    calledBy:
        veh_spec_init in m1_main.c, (null)
FUNCTION: weapons_simul()
    calledBy:
        veh_spec_simulate in m1_main.c, (null)
FUNCTION: weapons_disable_main_gun()
FUNCTION: weapons_repair_main_gun()
FUNCTION: weapons_fire_main_gun()
    calledBy:
        handles_simul in m1_handles.c, (null)

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DIRECTORY: ./gt/vehicle/m2

No files defined.

DIRECTORY: ./gt/vehicle/m2/src

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FILE: jwc_firectl.c
    FUNCTION: firectl_init()
        calledBy:
            veh_spec_init in m2_main.c, (null)
    FUNCTION: firectl_simul()
        calledBy:
            veh_spec_simulate in m2_main.c, (null)
    FUNCTION: firectl_gps_mag_4x()
        calledBy:
            controls_mag_select_check in m2_ctl_tnp.c, (null)
            controls_mag_select_init in m2_ctl_tnp.c, (null)
    FUNCTION: firectl_gps_mag_12x()
        calledBy:
            controls_mag_select_check in m2_ctl_tnp.c, (null)
            controls_mag_select_init in m2_ctl_tnp.c, (null)
    FUNCTION: firectl_gps_mag_status()
    FUNCTION: firectl_arm()
        calledBy:
            controls_arm_safe_reset_check in m2_ctl_tpc.c, (null)
            controls_arm_safe_reset_init in m2_ctl_tpc.c, (null)
    FUNCTION: firectl_safe()
        calledBy:
            controls_arm_safe_reset_check in m2_ctl_tpc.c, (null)
            controls_arm_safe_reset_init in m2_ctl_tpc.c, (null)
            controls_arm_safe_reset_exit in m2_ctl_tpc.c, (null)
    FUNCTION: firectl_reset()
        calledBy:
            controls_arm_safe_reset_check in m2_ctl_tpc.c, (null)
            controls_arm_safe_reset_init in m2_ctl_tpc.c, (null)
    FUNCTION: firectl_arm_safe_reset_status()
    FUNCTION: firectl_weapon_removed()
        calledBy:
            ammo_weapon_removed in m2_ammo.c, (null)
    FUNCTION: firectl_weapon_ready()

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calledBy:
 weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_25mm_ready_to_fire()
 calledBy:
 weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_tow_ready_to_fire()
 calledBy:
 tow_fired_check in m2_weapons.c, (null)
 weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_trigger_depressed()
FILE: m2_alpha.c
FUNCTION: alpha_init()
 calledBy:
 veh_spec_init in m2_main.c, (null)
FUNCTION: alpha_reset()
 calledBy:
 alpha_init in m2_alpha.c, (null)
 veh_spec_exit in m2_main.c, (null)
FUNCTION: alpha_send_mils(radians)
 calledBy:
 alpha_send in m2_alpha.c, (null)
FUNCTION: alpha_send_load(radians)
 calledBy:
 alpha_send in m2_alpha.c, (null)
FUNCTION: alpha_send(radians)
 calledBy:
 turret_simul in m2_turret.c, (null)
FUNCTION: alpha_get_load()
 calledBy:
 ammo_ready_to_internal_resupply in m2_ammo.c, (null)
 ammo_ready_to_external_resupply in m2_ammo.c, (null)
 ammo_resupply_timeout_check in m2_ammo.c, (null)
FILE: m2_ammo.c
FUNCTION: ammo_init()
 calledBy:
 network_use_activation in use_activ.c, (null)
FUNCTION: ammo_simul()
 calledBy:
 veh_spec_simulate in m2_main.c, (null)
FUNCTION: ammo_init_ammo_supply(temp_apds_can_quantity,
 temp_apds_can_ammo_boxes, temp_hei_can_quantity,
 temp_hei_can_ammo_boxes, temp_apds_stowed_quantity,
 temp_hei_stowed_quantity, temp_tow_stowed_quantity,
 temp_dragon_stowed_quantity, temp_missile1_val, temp_missile2_val,
 temp_m3_configuration_val)
 calledBy:
 ammo_restore_ammo in m2_ammo.c, (null)
 network_process_activation_parameters in m2_network.c, (null)
FUNCTION: ammo_get_apds_can_quantity()
 calledBy:
 fill_vehicle_spec_status in m2_network.c, (null)
FUNCTION: ammo_get_apds_can_ammo_boxes()
 calledBy:
 fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: ammo_get_hei_can_quantity()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: ammo_get_hei_can_ammo_boxes()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: ammo_get_apds_stowed_quantity()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
resupply_feed_me_packet in m2_resupp.c, (null)

FUNCTION: ammo_get_hei_stowed_quantity()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
resupply_feed_me_packet in m2_resupp.c, (null)

FUNCTION: ammo_get_tow_stowed_quantity()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
resupply_feed_me_packet in m2_resupp.c, (null)

FUNCTION: ammo_get_dragon_stowed_quantity()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
resupply_feed_me_packet in m2_resupp.c, (null)

FUNCTION: ammo_get_missile1_val()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: ammo_get_missile2_val()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: ammo_get_m3_configuration_val()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: ammo_hei_can_hei_on()
calledBy:
controls_ammo_hei_can_check in m2_ctl_tnp.c, (null)
controls_ammo_hei_can_init in m2_ctl_tnp.c, (null)

FUNCTION: ammo_hei_can_hei_off()
calledBy:
controls_ammo_hei_can_check in m2_ctl_tnp.c, (null)
controls_ammo_hei_can_init in m2_ctl_tnp.c, (null)
controls_ammo_hei_can_exit in m2_ctl_tnp.c, (null)

FUNCTION: ammo_apds_can_hei_on()
calledBy:
controls_ammo_apds_can_check in m2_ctl_tnp.c, (null)
controls_ammo_apds_can_init in m2_ctl_tnp.c, (null)

FUNCTION: ammo_apds_can_hei_off()
calledBy:
controls_ammo_apds_can_check in m2_ctl_tnp.c, (null)
controls_ammo_apds_can_init in m2_ctl_tnp.c, (null)
controls_ammo_apds_can_exit in m2_ctl_tnp.c, (null)

FUNCTION: ammo_mgmt_receive_pushed()
calledBy:
controls_ammo_receive_check in m2_ctl_tnp.c, (null)

FUNCTION: ammo_mgmt_send_pushed()
calledBy:

controls_ammo_send_check in m2_ctl_tnp.c, (null)
FUNCTION: ammo_mgmt_internal_pushed()
calledBy:
controls_ammo_internal_check in m2_ctl_tnp.c, (null)
FUNCTION: ammo_mgmt_hei_pushed()
calledBy:
controls_ammo_hei_check in m2_ctl_tnp.c, (null)
FUNCTION: ammo_mgmt_apds_pushed()
calledBy:
controls_ammo_apds_check in m2_ctl_tnp.c, (null)
FUNCTION: ammo_mgmt_tow_pushed()
calledBy:
controls_ammo_tow_check in m2_ctl_tnp.c, (null)
FUNCTION: ammo_mgmt_dragon_pushed()
calledBy:
controls_ammo_dragon_check in m2_ctl_tnp.c, (null)
FUNCTION: ammo_round_selected_status()
calledBy:
firectl_trigger_depressed in jwc_firectl.c, (null)
weapons_fire in m2_weapons.c, (null)
FUNCTION: ammo_round_loaded_status()
calledBy:
firectl_trigger_depressed in jwc_firectl.c, (null)
weapons_fire in m2_weapons.c, (null)
FUNCTION: ammo_round_indexed_status()
calledBy:
cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: ammo_reversed_check()
calledBy:
ammo_simul in m2_ammo.c, (null)
FUNCTION: ammo_reversed_status()
FUNCTION: ammo_indexed_check()
calledBy:
ammo_simul in m2_ammo.c, (null)
FUNCTION: ammo_ap_ss_pushed()
calledBy:
controls_ap_ss_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_he_ss_pushed()
calledBy:
controls_he_ss_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_ap_lo_pushed()
calledBy:
controls_ap_lo_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_he_lo_pushed()
calledBy:
controls_he_lo_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_ap_hi_pushed()
calledBy:
controls_ap_hi_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_he_hi_pushed()
calledBy:
controls_he_hi_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_tow_select_pushed()
calledBy:

controls_gunner_tow_select_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_tow_test_pushed()
calledBy:
controls_gunner_tow_test_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_missile1_pushed()
calledBy:
controls_gunner_missile1_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_missile2_pushed()
calledBy:
controls_gunner_missile2_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_tow_launcher_on()
calledBy:
launcher_simul in m2_launcher.c, (null)
FUNCTION: ammo_tow_launcher_off()
calledBy:
launcher_simul in m2_launcher.c, (null)
FUNCTION: ammo_gps_mag_12x()
calledBy:
controls_mag_select_check in m2_ctl_tnp.c, (null)
controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: ammo_gps_mag_4x()
calledBy:
controls_mag_select_check in m2_ctl_tnp.c, (null)
controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: ammo_tow_test_check()
calledBy:
ammo_simul in m2_ammo.c, (null)
FUNCTION: ammo_tow_test_start()
calledBy:
ammo_tow_select_pushed in m2_ammo.c, (null)
ammo_tow_test_pushed in m2_ammo.c, (null)
FUNCTION: ammo_tow_test_stop()
calledBy:
ammo_ap_ss_pushed in m2_ammo.c, (null)
ammo_he_ss_pushed in m2_ammo.c, (null)
ammo_ap_lo_pushed in m2_ammo.c, (null)
ammo_he_lo_pushed in m2_ammo.c, (null)
ammo_ap_hi_pushed in m2_ammo.c, (null)
ammo_he_hi_pushed in m2_ammo.c, (null)
ammo_tow_launcher_off in m2_ammo.c, (null)
ammo_gps_mag_4x in m2_ammo.c, (null)
ammo_turret_power_off in m2_ammo.c, (null)
ammo_weapon_removed in m2_ammo.c, (null)
ammo_restore_ammo in m2_ammo.c, (null)
FUNCTION: ammo_low_ammo_check()
calledBy:
ammo_simul in m2_ammo.c, (null)
FUNCTION: ammo_low_ammo_pushed()
calledBy:
controls_low_ammo_override_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_low_ammo_ready_to_fire()
calledBy:
weapons_fire in m2_weapons.c, (null)
FUNCTION: ammo_turret_power_off()

calledBy:
controls_turret_power_off in m2_ctl_tpc.c, (null)
FUNCTION: ammo_bolt_position_status()
calledBy:
weapons_fire in m2_weapons.c, (null)
FUNCTION: ammo_misfire_lock_status()
calledBy:
weapons_fire in m2_weapons.c, (null)
FUNCTION: ammo_weapon_removed()
calledBy:
ammo_weapon_is_fired in m2_ammo.c, (null)
ammo_weapon_is_misfired in m2_ammo.c, (null)
FUNCTION: ammo_weapon_is_fired()
calledBy:
weapons_missile_is_launched in m2_weapons.c, (null)
weapons_fire in m2_weapons.c, (null)
FUNCTION: ammo_weapon_is_misfired()
FUNCTION: ammo_misfire_corrected()
calledBy:
weapons_misfire_corrected in m2_weapons.c, (null)
FUNCTION: ammo_misfire_pushed()
calledBy:
controls_misfire_check in m2_ctl_tpc.c, (null)
FUNCTION: ammo_restore_ammo()
calledBy:
keyboard_simul in m2_keybrd.c, (null)
FUNCTION: ammo_get_missile_loaded(loaded_status)
calledBy:
ammo_missile1_pushed in m2_ammo.c, (null)
ammo_missile2_pushed in m2_ammo.c, (null)
FUNCTION: ammo_get_apds_can_first_round()
calledBy:
ammo_ap_ss_pushed in m2_ammo.c, (null)
ammo_ap_lo_pushed in m2_ammo.c, (null)
ammo_ap_hi_pushed in m2_ammo.c, (null)
ammo_weapon_removed in m2_ammo.c, (null)
FUNCTION: ammo_get_hei_can_first_round()
calledBy:
ammo_he_ss_pushed in m2_ammo.c, (null)
ammo_he_lo_pushed in m2_ammo.c, (null)
ammo_he_hi_pushed in m2_ammo.c, (null)
ammo_weapon_removed in m2_ammo.c, (null)
FUNCTION: ammo_remove_apds_can_round()
calledBy:
ammo_weapon_removed in m2_ammo.c, (null)
FUNCTION: ammo_remove_hei_can_round()
calledBy:
ammo_weapon_removed in m2_ammo.c, (null)
FUNCTION: ammo_get_apds_can_box(box_num)
calledBy:
ammo_get_apds_can_first_round in m2_ammo.c, (null)
FUNCTION: ammo_get_hei_can_box(box_num)
calledBy:
ammo_get_hei_can_first_round in m2_ammo.c, (null)

FUNCTION: ~~ammo~~_print_ammo_variables()
FUNCTION: ~~ammo~~_ready_to_internal_resupply()
 calledBy:
 ~~ammo~~_internal_resupply_start_check in m2_ammo.c, (null)
 ~~ammo~~_internal_resupply_abort_check in m2_ammo.c, (null)
FUNCTION: ~~ammo~~_ready_to_external_resupply()
 calledBy:
 ~~ammo~~_receive_quiet_state in m2_resupp.c, (null)
 ~~ammo~~_receive_request_state in m2_resupp.c, (null)
 ~~ammo~~_receive_loading_state in m2_resupp.c, (null)
FUNCTION: ~~ammo~~_ready_to_external_send()
 calledBy:
 ~~ammo~~_send_quiet_state in m2_resupp.c, (null)
 ~~ammo~~_send_waiting_state in m2_resupp.c, (null)
FUNCTION: ~~ammo~~_supply_empty_stowage()
 calledBy:
 ~~ammo~~_ready_to_external_send in m2_ammo.c, (null)
FUNCTION: ~~ammo~~_start_internal_resupply()
 calledBy:
 ~~ammo~~_internal_resupply_start_check in m2_ammo.c, (null)
FUNCTION: ~~ammo~~_start_external_resupply(apds25, hei25, tow, dragon)
 calledBy:
 ~~resupply~~_offer_packet in resupp.c, (null)
 ~~resupply~~_offer_packet in m2_resupp.c, (null)
FUNCTION: ~~ammo~~_start_external_send()
 calledBy:
 ~~resupply~~_feed_me_packet in resupp.c, IFDEF notdef
 ~~resupply~~_feed_me_packet in m2_resupp.c, (null)
FUNCTION: ~~ammo~~_stop_resupply()
 calledBy:
 ~~ammo~~_resupply_receive_timeout_check in newammo.c, (null)
 ~~ammo~~_mgmt_receive_pushed in m2_ammo.c, (null)
 ~~ammo~~_mgmt_send_pushed in m2_ammo.c, (null)
 ~~ammo~~_mgmt_internal_pushed in m2_ammo.c, (null)
 ~~ammo~~_mgmt_hei_pushed in m2_ammo.c, (null)
 ~~ammo~~_mgmt_apds_pushed in m2_ammo.c, (null)
 ~~ammo~~_mgmt_tow_pushed in m2_ammo.c, (null)
 ~~ammo~~_mgmt_dragon_pushed in m2_ammo.c, (null)
 ~~ammo~~_restore_ammo in m2_ammo.c, (null)
 ~~ammo~~_internal_resupply_abort_check in m2_ammo.c, (null)
 ~~ammo~~_resupply_sent in m2_ammo.c, (null)
 ~~resupply~~_thank_you_packet in m2_resupp.c, (null)
 ~~ammo~~_receive_loading_state in m2_resupp.c, (null)
 ~~ammo~~_send_servicing_state in m2_resupp.c, (null)
FUNCTION: ~~ammo~~_hei_can_enough_room()
 calledBy:
 ~~ammo~~_ready_to_internal_resupply in m2_ammo.c, (null)
 ~~ammo~~_ready_to_external_resupply in m2_ammo.c, (null)
 ~~ammo~~_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: ~~ammo~~_apds_can_enough_room()
 calledBy:
 ~~ammo~~_ready_to_internal_resupply in m2_ammo.c, (null)
 ~~ammo~~_ready_to_external_resupply in m2_ammo.c, (null)
 ~~ammo~~_resupply_timeout_check in m2_ammo.c, (null)

FUNCTION: ammo_25mm_stowage_enough_room()
calledBy:
ammo_ready_to_external_resupply in m2_ammo.c, (null)

FUNCTION: ammo_tow_tubes_enough_room()
calledBy:
ammo_ready_to_internal_resupply in m2_ammo.c, (null)
ammo_ready_to_external_resupply in m2_ammo.c, (null)

FUNCTION: ammo_tow_stowage_enough_room()
calledBy:
ammo_ready_to_external_resupply in m2_ammo.c, (null)

FUNCTION: ammo_dragon_stowage_enough_room()
calledBy:
ammo_ready_to_external_resupply in m2_ammo.c, (null)

FUNCTION: ammo_hei_stowage_enough_supply()
calledBy:
ammo_ready_to_internal_resupply in m2_ammo.c, (null)

FUNCTION: ammo_apds_stowage_enough_supply()
calledBy:
ammo_ready_to_internal_resupply in m2_ammo.c, (null)

FUNCTION: ammo_tow_stowage_enough_supply()
calledBy:
ammo_ready_to_internal_resupply in m2_ammo.c, (null)

FUNCTION: ammo_turret_no_power_off()
calledBy:
controls_turret_no_power_off in m2_ctl_tnp.c, (null)

FUNCTION: ammo_internal_resupply_start_check()
calledBy:
ammo_simul in m2_ammo.c, (null)

FUNCTION: ammo_internal_resupply_abort_check()
calledBy:
ammo_simul in m2_ammo.c, (null)

FUNCTION: ammo_resupply_timeout_check()
calledBy:
ammo_simul in m2_ammo.c, (null)

FUNCTION: ammo_rounds_on_board_check()
calledBy:
ammo_simul in m2_ammo.c, (null)

FUNCTION: ammo_resupply_sent(ammo_type)
calledBy:
resupply_thank_you_packet in resupp.c, (null)
resupply_thank_you_packet in m2_resupp.c, (null)

FUNCTION: ammo_decide_round_type()
calledBy:
send_feed_me_packets_ammo_carriers in resupp.c, (null)
send_feed_me_packets_ammo_carriers in m2_resupp.c, (null)
ammo_receive_quiet_state in m2_resupp.c, (null)

FILE: m2_bcs.c
FUNCTION: bcs_init()
calledBy:
veh_spec_init in m2_main.c, (null)

FUNCTION: bcs_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)

FUNCTION: bcs_ammo_index_hei_25()

calledBy:
ammo_indexed_check in m2_ammo.c, (null)
FUNCTION: bcs_ammo_index_apds_25()
calledBy:
ammo_indexed_check in m2_ammo.c, (null)
FUNCTION: bcs_ammo_index_no_round()
calledBy:
ammo_indexed_check in m2_ammo.c, (null)
bcs_init in m2_bcs.c, (null)
FUNCTION: bcs_range_is(range_from_switch)
calledBy:
controls_range_select_check in m2_ctl_tnp.c, (null)
controls_range_select_init in m2_ctl_tnp.c, (null)
FUNCTION: bcs_set_ballistics_computer()
calledBy:
bcs_init in m2_bcs.c, (null)
bcs_ammo_index_hei_25 in m2_bcs.c, (null)
bcs_ammo_index_apds_25 in m2_bcs.c, (null)
bcs_range_is in m2_bcs.c, (null)
FUNCTION: bcs_get_super_elevation()
calledBy:
turret_get_gun_to_world in m2_turret.c, (null)
FUNCTION: bcs_get_range()
FUNCTION: bcs_get_time_of_flight()
FUNCTION: bcs_get_ammo_type_indexed()
calledBy:
weapons_fire_round in m2_weapons.c, (null)
FUNCTION: bcs_get_range_str()
calledBy:
cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: bcs_turn_computer_on()
calledBy:
controls_turret_power_switch_on in m2_ctl_fsm.c, (null)
controls_turret_backup_electsys_reborn in m2_ctl_fsm.c, (null)
controls_restore_controls in m2_ctl_fsm.c, (null)
controls_turret_no_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: bcs_turn_computer_off()
calledBy:
controls_turret_power_switch_off in m2_ctl_fsm.c, (null)
controls_turret_no_power_next_state in m2_ctl_fsm.c, (null)
controls_turret_power_next_state in m2_ctl_fsm.c, (null)
controls_turret_drive_next_state in m2_ctl_fsm.c, (null)
FUNCTION: bcs_str_null()
FILE: m2_cig.c
FUNCTION: eight_view_system()
calledBy:
main in m2_main.c, (null)
FUNCTION: is_eight_view()
calledBy:
vision_gunner_brow_pad_off in m2_vision.c, (null)
vision_commander_brow_pad_on in m2_vision.c, (null)
FUNCTION: set_ballistics_debug(state)
FUNCTION: get_ballistics_debug()
calledBy:

check_buffer in checkbuffer.c, (null)
veh_spec_proc_buf in m2_p_buf.c, (null)
FUNCTION: cig_init_ctr()
calledBy:
veh_spec_init in m2_main.c, (null)
FUNCTION: init_brow_pad_state()
calledBy:
veh_spec_init in m2_main.c, (null)
FUNCTION: cig_msg_prepend_my_veh_state()
calledBy:
cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: cig_prepare_buffer()
calledBy:
net_simul in net_simul.c, (null)
cigex_start in cig_start.c, (null)
net_simul in n_net_simul.c, (null)
io_simul in io_simul.c, (null)
cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: cig_failed_fsm()
calledBy:
io_simul in io_simul.c, IFNDEF_GT_
io_simul_idle in io_simul.c, (null)
net_simul in net_simul.c, IFDEF SIMBFLY
io_simul in io_simul.c, (null)
io_simul_idle in io_simul.c, (null)
FUNCTION: cig_dead(p)
calledBy:
cig_failed_fsm in m2_cig.c, IFDEF STUB
cig_failed_fsm in m2_status.c, (null)
FUNCTION: cig_spec_init()
calledBy:
simulation_state_machine in main.c, (null)
FUNCTION: toggle_ammo_info_debug()
FILE: m2_cmc_filt.c
FUNCTION: filter(packet, registers, ptable, pindex)
FILE: m2_cntrlr.c
FUNCTION: controller_init()
calledBy:
powertrain_init in m2_ptrain.c, (null)
FUNCTION: controller_simul()
calledBy:
powertrain_simul in m2_ptrain.c, (null)
FUNCTION: fit_speed_ref(throttle, main_cam)
calledBy:
controller_simul in m2_cntrlr.c, (null)
FUNCTION: shift_check()
calledBy:
controller_simul in m2_cntrlr.c, (null)
FUNCTION: stroke_calc()
calledBy:
controller_simul in m2_cntrlr.c, (null)
FUNCTION: controller_stroke_left()
FUNCTION: controller_stroke_right()
FUNCTION: controller_gear()

calledBy:
engine_run in m2_engine.c, (null)
transmission_simul in m2_trans.c, (null)
FUNCTION: controller_neutral()
calledBy:
controls_transmission_check in m2_ctl_mpc.c, (null)
controls_transmission_init in m2_ctl_mpc.c, (null)
FUNCTION: controller_pivot()
calledBy:
controls_transmission_check in m2_ctl_mpc.c, (null)
controls_transmission_init in m2_ctl_mpc.c, (null)
FUNCTION: controller_drive()
calledBy:
controls_transmission_check in m2_ctl_mpc.c, (null)
controls_transmission_init in m2_ctl_mpc.c, (null)
FUNCTION: controller_low()
calledBy:
controls_transmission_check in m2_ctl_mpc.c, (null)
controls_transmission_init in m2_ctl_mpc.c, (null)
FUNCTION: controller_reverse()
calledBy:
controls_transmission_check in m2_ctl_mpc.c, (null)
controls_transmission_init in m2_ctl_mpc.c, (null)
FUNCTION: controller_start()
calledBy:
controls_transmission_check in m2_ctl_mpc.c, (null)
controls_transmission_init in m2_ctl_mpc.c, (null)
FUNCTION: controller_set_throttle(val)
calledBy:
controls_throttle_check in m2_ctl_mpc.c, (null)
controls_throttle_init in m2_ctl_mpc.c, (null)
controls_throttle_exit in m2_ctl_mpc.c, (null)
FUNCTION: controller_set_steering_bar(val)
calledBy:
controls_steer_bar_check in m2_ctl_mpc.c, (null)
controls_steer_bar_init in m2_ctl_mpc.c, (null)
controls_steer_bar_exit in m2_ctl_mpc.c, (null)
FUNCTION: cntrlr_dump()
FUNCTION: cntrlr_banner()
FUNCTION: cntrlr_data_title()
FUNCTION: cntrlr_data_banner()
FUNCTION: cntrlr_data_dump()
FILE: m2_collision.c
FUNCTION: m2_collision_check(veh)
FUNCTION: m2_collision_init()
calledBy:
veh_spec_init in m2_main.c, (null)
FUNCTION: m2_get_rva_collision_list()
calledBy:
m2_collision_simul in m2_collision.c, (null)
FUNCTION: m2_collision_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FILE: m2_ctl_fsm.c

FUNCTION: controls_fsm_init()

calledBy:

controls_restore_controls in m2_ctl_fsm.c, (null)

veh_spec_init in m2_main.c, (null)

FUNCTION: controls_simul()

calledBy:

veh_spec_simulate in m2_main.c, (null)

FUNCTION: controls_hull_power_status()

calledBy:

controls_master_power_on in m2_ctl_mpc.c, (null)

controls_driver_panel_test_restore in m2_ctl_mpc.c, (null)

controls_engine_accessory_on in m2_ctl_mpc.c, (null)

controls_ramp_unlocked_on in m2_ctl_mpc.c, (null)

controls_cool_hi_temp_flash_check in m2_ctl_mpc.c, (null)

controls_cool_lo_level_flash_check in m2_ctl_mpc.c, (null)

controls_trans_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)

controls_trans_oil_temp_hi_flash_check in m2_ctl_mpc.c, (null)

controls_fuel_filt_clog_flash_check in m2_ctl_mpc.c, (null)

controls_launcher_up_flash_check in m2_ctl_mpc.c, (null)

controls_air_clean_clog_flash_check in m2_ctl_mpc.c, (null)

controls_eng_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)

controls_turret_power_on in m2_ctl_tpc.c, (null)

meter_speed_set in m2_meter.c, (null)

meter_volt_set in m2_meter.c, (null)

meter_temp_set in m2_meter.c, (null)

meter_press_set in m2_meter.c, (null)

FUNCTION: controls_turret_power_status()

calledBy:

firectl_25mm_ready_to_fire in jwc_firectl.c, (null)

firectl_tow_ready_to_fire in jwc_firectl.c, (null)

controls_turret_drive_on in m2_ctl_tdc.c, (null)

controls_turret_stab_on in m2_ctl_tdc.c, (null)

controls_turret_power_on in m2_ctl_tpc.c, (null)

controls_commander_panel_test_restore in m2_ctl_tpc.c, (null)

controls_commander_backup_power_on in m2_ctl_tpc.c, (null)

controls_commander_drive_malfunction_on in m2_ctl_tpc.c, (null)

controls_tow_test_on in m2_ctl_tpc.c, (null)

controls_firectl_arm_on in m2_ctl_tpc.c, (null)

controls_gunner_ammo_reversed_on in m2_ctl_tpc.c, (null)

controls_gunner_tow_launcher_on in m2_ctl_tpc.c, (null)

controls_gunner_tow_circuit_open in m2_ctl_tpc.c, (null)

controls_25_mm_gun_malf_on in m2_ctl_tpc.c, (null)

controls_gunner_drive_malfunction_on in m2_ctl_tpc.c, (null)

controls_round_select_ap_ss in m2_ctl_tpc.c, (null)

controls_round_select_he_ss in m2_ctl_tpc.c, (null)

controls_round_select_ap_lo in m2_ctl_tpc.c, (null)

controls_round_select_he_lo in m2_ctl_tpc.c, (null)

controls_round_select_ap_hi in m2_ctl_tpc.c, (null)

controls_round_select_he_hi in m2_ctl_tpc.c, (null)

controls_round_select_tow in m2_ctl_tpc.c, (null)

controls_turret_ref_ind in m2_ctl_tpc.c, (null)

controls_bolt_position_scar in m2_ctl_tpc.c, (null)

controls_low_ammo_on in m2_ctl_tpc.c, (null)

controls_missile1_on in m2_ctl_tpc.c, (null)

controls_missile2_on in m2_ctl_tpc.c, (null)
controls_sear_flash_check in m2_ctl_tpc.c, (null)
controls_low_ammo_flash_check in m2_ctl_tpc.c, (null)
controls_missile1_flash_check in m2_ctl_tpc.c, (null)
controls_missile2_flash_check in m2_ctl_tpc.c, (null)
firectl_25mm_ready_to_fire in m2_firectl.c, (null)
firectl_tow_ready_to_fire in m2_firectl.c, (null)
FUNCTION: controls_turret_power_switch_on()
calledBy:
controls_turret_power_check in m2_ctl_tnp.c, (null)
controls_turret_power_init in m2_ctl_tnp.c, (null)
FUNCTION: controls_turret_power_switch_off()
calledBy:
controls_turret_power_check in m2_ctl_tnp.c, (null)
controls_turret_power_init in m2_ctl_tnp.c, (null)
controls_turret_power_exit in m2_ctl_tnp.c, (null)
FUNCTION: controls_hull_electsys_dead()
calledBy:
controls_electsys_dead in m2_ctl_fsm.c, (null)
electsys_handle_leaky_hull_battery in m2_electsys.c, (null)
electsys_hull_dead in m2_electsys.c, (null)
FUNCTION: controls_turret_backup_electsys_dead()
calledBy:
controls_electsys_dead in m2_ctl_fsm.c, (null)
electsys_handle_leaky_turret_backup_battery in m2_electsys.c, (null)
electsys_turret_dead in m2_electsys.c, (null)
FUNCTION: controls_electsys_dead()
calledBy:
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
FUNCTION: controls_hull_electsys_reborn()
calledBy:
controls_electsys_reborn in m2_ctl_fsm.c, (null)
electsys_charge_battery in m2_electsys.c, (null)
electsys_replace_hull_battery in m2_electsys.c, (null)
electsys_hull_reborn in m2_electsys.c, (null)
FUNCTION: controls_turret_backup_electsys_reborn()
calledBy:
controls_electsys_reborn in m2_ctl_fsm.c, (null)
electsys_charge_battery in m2_electsys.c, (null)
electsys_replace_turret_backup_battery in m2_electsys.c, (null)
electsys_turret_reborn in m2_electsys.c, (null)
FUNCTION: controls_electsys_reborn()
FUNCTION: controls_hull_electsys_status()
FUNCTION: controls_turret_backup_electsys_status()
FUNCTION: controls_turret_drive_system_on()
calledBy:
turret_gyros_simul in m2_turret.c, (null)
FUNCTION: controls_turret_drive_system_off()
calledBy:
turret_gyros_spool_down in m2_turret.c, (null)
FUNCTION: controls_turret_drive_system_status()
calledBy:
firectl_25mm_ready_to_fire in jwc_firectl.c, (null)
firectl_tow_ready_to_fire in jwc_firectl.c, (null)

ammo_ready_to_internal_resupply in m2_ammo.c, (null)
ammo_ready_to_external_resupply in m2_ammo.c, (null)
ammo_ready_to_external_send in m2_ammo.c, (null)
firectl_25mm_ready_to_fire in m2_firectl.c, (null)
firectl_tow_ready_to_fire in m2_firectl.c, (null)
FUNCTION: controls_turret_power_system_on()
calledBy:
bcs_simul in m2_bcs.c, (null)
FUNCTION: controls_turret_power_system_off()
calledBy:
bcs_turn_computer_off in m2_bcs.c, (null)
FUNCTION: controls_turret_power_system_status()
FUNCTION: controls_break_controls()
calledBy:
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
FUNCTION: controls_restore_controls(check_broken)
calledBy:
fail_init in f_flags.c, IF 0
fail_init in f_init.c, (null)
repair_all_systems in repair.c, (null)
FUNCTION: controls_failure_status()
calledBy:
controls_hull_slope_ind in m2_ctl_hnp.c, (null)
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_restore in m2_ctl_mpc.c, (null)
controls_engine_accessory_on in m2_ctl_mpc.c, (null)
controls_ramp_unlocked_on in m2_ctl_mpc.c, (null)
controls_cool_hi_temp_flash_check in m2_ctl_mpc.c, (null)
controls_cool_lo_level_flash_check in m2_ctl_mpc.c, (null)
controls_trans_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)
controls_trans_oil_temp_hi_flash_check in m2_ctl_mpc.c, (null)
controls_fuel_filt_clog_flash_check in m2_ctl_mpc.c, (null)
controls_launcher_up_flash_check in m2_ctl_mpc.c, (null)
controls_air_clean_clog_flash_check in m2_ctl_mpc.c, (null)
controls_eng_oil_pres_lo_flash_check in m2_ctl_mpc.c, (null)
controls_turret_drive_on in m2_ctl_tdc.c, (null)
controls_turret_stab_on in m2_ctl_tdc.c, (null)
controls_ammo_panel_test_restore in m2_ctl_tnp.c, (null)
controls_turret_slope_ind in m2_ctl_tnp.c, (null)
controls_gunner_brow_pad_on in m2_ctl_tnp.c, (null)
controls_commander_brow_pad_on in m2_ctl_tnp.c, (null)
controls_rounds_on_board in m2_ctl_tnp.c, (null)
controls_receive_flash_check in m2_ctl_tnp.c, (null)
controls_send_flash_check in m2_ctl_tnp.c, (null)
controls_internal_flash_check in m2_ctl_tnp.c, (null)
controls_hei_flash_check in m2_ctl_tnp.c, (null)
controls_apds_flash_check in m2_ctl_tnp.c, (null)
controls_tow_flash_check in m2_ctl_tnp.c, (null)
controls_dragon_flash_check in m2_ctl_tnp.c, (null)
controls_receive_on in m2_ctl_tnp.c, (null)
controls_send_on in m2_ctl_tnp.c, (null)
controls_internal_on in m2_ctl_tnp.c, (null)
controls_hei_on in m2_ctl_tnp.c, (null)
controls_apds_on in m2_ctl_tnp.c, (null)

controls_tow_on in m2_ctl_tnp.c, (null)
controls_dragon_on in m2_ctl_tnp.c, (null)
controls_turret_power_on in m2_ctl_tpc.c, (null)
controls_commander_panel_test_restore in m2_ctl_tpc.c, (null)
controls_commander_backup_power_on in m2_ctl_tpc.c, (null)
controls_commander_drive_malfunction_on in m2_ctl_tpc.c, (null)
controls_tow_test_on in m2_ctl_tpc.c, (null)
controls_firect_arm_on in m2_ctl_tpc.c, (null)
controls_gunner_amm0_reversed_on in m2_ctl_tpc.c, (null)
controls_gunner_tow_launcher_on in m2_ctl_tpc.c, (null)
controls_gunner_tow_circuit_open in m2_ctl_tpc.c, (null)
controls_25_mm_gun_malf_on in m2_ctl_tpc.c, (null)
controls_gunner_drive_malfunction_on in m2_ctl_tpc.c, (null)
controls_round_select_ap_ss in m2_ctl_tpc.c, (null)
controls_round_select_he_ss in m2_ctl_tpc.c, (null)
controls_round_select_ap_lo in m2_ctl_tpc.c, (null)
controls_round_select_he_lo in m2_ctl_tpc.c, (null)
controls_round_select_ap_hi in m2_ctl_tpc.c, (null)
controls_round_select_he_hi in m2_ctl_tpc.c, (null)
controls_round_select_tow in m2_ctl_tpc.c, (null)
controls_turret_ref_ind in m2_ctl_tpc.c, (null)
controls_bolt_position_sear in m2_ctl_tpc.c, (null)
controls_low_amm0_on in m2_ctl_tpc.c, (null)
controls_missile1_on in m2_ctl_tpc.c, (null)
controls_missile2_on in m2_ctl_tpc.c, (null)
controls_sear_flash_check in m2_ctl_tpc.c, (null)
controls_low_amm0_flash_check in m2_ctl_tpc.c, (null)
controls_missile1_flash_check in m2_ctl_tpc.c, (null)
controls_missile2_flash_check in m2_ctl_tpc.c, (null)
meter_speed_set in m2_meter.c, (null)
meter_fuel_set in m2_meter.c, (null)
meter_volt_set in m2_meter.c, (null)
meter_temp_set in m2_meter.c, (null)
meter_press_set in m2_meter.c, (null)
resupply_gating_conditions in m2_resupp.c, (null)
FUNCTION: controls_other_edges_clear()
 calledBy:
 controls_edge_init in m2_ctl_fsm.c, (null)
FUNCTION: controls_edge_init()
 calledBy:
 controls_restore_controls in m2_ctl_fsm.c, (null)
 veh_spec_init in m2_main.c, (null)
FUNCTION: controls_lamp_init()
 calledBy:
 controls_restore_controls in m2_ctl_fsm.c, (null)
FUNCTION: controls_hull_no_power_next_state()
 calledBy:
 controls_simul in m2_ctl_fsm.c, (null)
FUNCTION: controls_master_power_next_state()
 calledBy:
 controls_simul in m2_ctl_fsm.c, (null)
FUNCTION: controls_turret_no_power_next_state()
 calledBy:
 controls_simul in m2_ctl_fsm.c, (null)

FUNCTION: controls_turret_power_next_state()
calledBy:
controls_simul in m2_ctl_fsm.c, (null)

FUNCTION: controls_turret_drive_next_state()
calledBy:
controls_simul in m2_ctl_fsm.c, (null)

FILE: m2_ctl_hnp.c

FUNCTION: controls_hnp_init()
calledBy:
controls_restore_controls in m2_ctl_fsm.c, (null)
veh_spec_init in m2_main.c, (null)

FUNCTION: controls_hull_no_power_edges_clear()
calledBy:
controls_edge_init in m2_ctl_fsm.c, (null)

FUNCTION: controls_hull_no_power_routines()
calledBy:
controls_hull_no_power_next_state in m2_ctl_fsm.c, (null)
controls_master_power_next_state in m2_ctl_fsm.c, (null)

FUNCTION: controls_parking_brake_check()
calledBy:
controls_hull_no_power_routines in m2_ctl_hnp.c, (null)

FUNCTION: controls_parking_brake_init()
calledBy:
controls_hnp_init in m2_ctl_hnp.c, (null)

FUNCTION: controls_parking_brake_exit()
calledBy:
controls_hull_no_power_off in m2_ctl_hnp.c, (null)

FUNCTION: controls_service_brake_check()
calledBy:
controls_hull_no_power_routines in m2_ctl_hnp.c, (null)

FUNCTION: controls_service_brake_exit()
calledBy:
controls_hull_no_power_off in m2_ctl_hnp.c, (null)

FUNCTION: controls_service_brake_init()
calledBy:
controls_hnp_init in m2_ctl_hnp.c, (null)

FUNCTION: controls_fuel_check()
calledBy:
controls_hull_no_power_routines in m2_ctl_hnp.c, (null)

FUNCTION: controls_fuel_init()
calledBy:
controls_hnp_init in m2_ctl_hnp.c, (null)

FUNCTION: controls_odometer_pulse()
calledBy:
odometer_simul in m2_odom.c, (null)

FUNCTION: controls_hull_no_power_off()
calledBy:
controls_hull_no_power_next_state in m2_ctl_fsm.c, (null)
controls_master_power_next_state in m2_ctl_fsm.c, (null)

FUNCTION: controls_odometer_check()
calledBy:
controls_hull_no_power_routines in m2_ctl_hnp.c, (null)

FUNCTION: controls_odometer_exit()
calledBy:

controls_hull_no_power_off in m2_ctl_hnp.c, (null)
FUNCTION: controls_break_hull_slope_ind()
FUNCTION: controls_replace_hull_slope_ind()
FUNCTION: controls_hull_slope_ind(radians, centered)
calledBy:
slope_simul in m2_slope.c, (null)
FILE: m2_ctl_mpc.c
FUNCTION: controls_mpc_init()
calledBy:
controls_restore_controls in m2_ctl_fsm.c, (null)
veh_spec_init in m2_main.c, (null)
FUNCTION: controls_master_power_routines()
calledBy:
controls_master_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: controls_master_power_edges_clear()
calledBy:
controls_edge_init in m2_ctl_fsm.c, (null)
controls_hull_no_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: controls_master_power_on()
calledBy:
controls_hull_no_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: controls_master_power_off()
calledBy:
controls_master_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: controls_driver_panel_status()
calledBy:
controls_lamp_init in m2_ctl_fsm.c, (null)
controls_hull_slope_ind in m2_ctl_hnp.c, (null)
controls_transmission_oil_pressure_normal in m2_ctl_mpc.c, (null)
controls_transmission_oil_temperature_normal in m2_ctl_mpc.c, (null)
controls_coolant_temperature_normal in m2_ctl_mpc.c, (null)
controls_coolant_level_normal in m2_ctl_mpc.c, (null)
controls_fuel_filter_normal in m2_ctl_mpc.c, (null)
controls_air_cleaner_normal in m2_ctl_mpc.c, (null)
controls_engine_oil_pressure_normal in m2_ctl_mpc.c, (null)
controls_engine_accessory_off in m2_ctl_mpc.c, (null)
controls_ramp_unlocked_off in m2_ctl_mpc.c, (null)
controls_turret_power_off in m2_ctl_tpc.c, (null)
controls_gunner_tow_launcher_off in m2_ctl_tpc.c, (null)
FUNCTION: controls_steer_bar_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)
FUNCTION: controls_steer_bar_init()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)
FUNCTION: controls_steer_bar_exit()
calledBy:
controls_master_power_off in m2_ctl_mpc.c, (null)
FUNCTION: controls_throttle_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)
FUNCTION: controls_throttle_init()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)

FUNCTION: controls_throttle_exit()
calledBy:
controls_master_power_off in m2_ctl_mpc.c, (null)

FUNCTION: controls_transmission_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_parking_brake_on()
calledBy:
controls_parking_brake_check in m2_ctl_hnp.c, (null)

FUNCTION: controls_parking_brake_off()
calledBy:
controls_parking_brake_check in m2_ctl_hnp.c, (null)

FUNCTION: controls_transmission_init()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)

FUNCTION: controls_engine_accessory_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_engine_accessory_init()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)

FUNCTION: controls_engine_accessory_exit()
calledBy:
controls_master_power_off in m2_ctl_mpc.c, (null)

FUNCTION: controls_tone_cancel_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_ramp_up_down_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_ramp_up_down_init()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)

FUNCTION: controls_ramp_up_down_exit()
calledBy:
controls_master_power_off in m2_ctl_mpc.c, (null)

FUNCTION: controls_driver_panel_test_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_driver_panel_test_init()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)

FUNCTION: controls_driver_panel_test_exit()
calledBy:
controls_master_power_off in m2_ctl_mpc.c, (null)

FUNCTION: controls_driver_panel_test_on()
calledBy:
controls_driver_panel_test_check in m2_ctl_mpc.c, (null)
controls_driver_panel_test_init in m2_ctl_mpc.c, (null)

FUNCTION: controls_driver_panel_test_restore()
calledBy:
controls_driver_panel_test_check in m2_ctl_mpc.c, (null)
controls_driver_panel_test_init in m2_ctl_mpc.c, (null)

FUNCTION: controls_transmission_oil_pressure_low()

calledBy:
transmission_break_transmission in m2_trans.c, (null)
transmission_oil_leak in m2_trans.c, (null)
FUNCTION: controls_transmission_oil_pressure_normal()
calledBy:
transmission_replace_transmission in m2_trans.c, (null)
transmission_repair_oil_leak in m2_trans.c, (null)
FUNCTION: controls_transmission_oil_temperature_high()
calledBy:
transmission_break_transmission in m2_trans.c, (null)
transmission_simul in m2_trans.c, (null)
FUNCTION: controls_transmission_oil_temperature_normal()
calledBy:
transmission_replace_transmission in m2_trans.c, (null)
transmission_repair_oil_leak in m2_trans.c, (null)
FUNCTION: controls_coolant_temperature_high()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: controls_coolant_temperature_normal()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: controls_coolant_level_low()
calledBy:
engine_coolant_leak in m2_engfail.c, (null)
FUNCTION: controls_coolant_level_normal()
calledBy:
engine_coolant_normal in m2_engfail.c, (null)
FUNCTION: controls_fuel_filter_clogged()
calledBy:
engine_clog_fuel_filter in m2_engfail.c, (null)
FUNCTION: controls_fuel_filter_normal()
calledBy:
engine_fix_fuel_filter in m2_engfail.c, (null)
FUNCTION: controls_air_cleaner_clogged()
calledBy:
engine_clog_air_filter in m2_engfail.c, (null)
FUNCTION: controls_air_cleaner_normal()
calledBy:
engine_fix_air_filter in m2_engfail.c, (null)
FUNCTION: controls_engine_oil_pressure_low()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: controls_engine_oil_pressure_normal()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: controls_engine_accessory_on()
calledBy:
engine_accessory_on in m2_engine.c, (null)
FUNCTION: controls_engine_accessory_off()
calledBy:
engine_accessory_off in m2_engine.c, (null)
FUNCTION: controls_ramp_unlocked_on()
calledBy:
ramp_simul in m2_ramp.c, (null)

FUNCTION: controls_ramp_unlocked_off()
calledBy:
ramp_simul in m2_ramp.c, (null)

FUNCTION: controls_cool_hi_temp_flash_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_cool_hi_temp_flash_event_edge()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_on in m2_ctl_mpc.c, (null)
controls_coolant_temperature_high in m2_ctl_mpc.c, (null)

FUNCTION: controls_cool_lo_level_flash_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_cool_lo_level_flash_event_edge()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_on in m2_ctl_mpc.c, (null)
controls_coolant_level_low in m2_ctl_mpc.c, (null)

FUNCTION: controls_trans_oil_pres_lo_flash_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_trans_oil_pres_lo_flash_event_edge()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_on in m2_ctl_mpc.c, (null)
controls_transmission_oil_pressure_low in m2_ctl_mpc.c, (null)

FUNCTION: controls_trans_oil_temp_hi_flash_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_trans_oil_temp_hi_flash_event_edge()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_on in m2_ctl_mpc.c, (null)
controls_transmission_oil_temperature_high in m2_ctl_mpc.c, (null)

FUNCTION: controls_fuel_filt_clog_flash_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_fuel_filt_clog_flash_event_edge()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_on in m2_ctl_mpc.c, (null)
controls_fuel_filter_clogged in m2_ctl_mpc.c, (null)

FUNCTION: controls_launcher_up_flash_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: controls_launcher_up_flash_event_edge()
calledBy:
controls_master_power_on in m2_ctl_mpc.c, (null)
controls_driver_panel_test_on in m2_ctl_mpc.c, (null)
controls_gunner_tow_launcher_on in m2_ctl_tpc.c, (null)

FUNCTION: controls_air_clean_clog_flash_check()
calledBy:
controls_master_power_routines in m2_ctl_mpc.c, (null)

FUNCTION: ~~controls~~_air_clean_clog_flash_event_edge()
calledBy:
 ~~controls~~_master_power_on in m2_ctl_mpc.c, (null)
 ~~controls~~_driver_panel_test_on in m2_ctl_mpc.c, (null)
 ~~controls~~_air_cleaner_clogged in m2_ctl_mpc.c, (null)
FUNCTION: ~~controls~~_eng_oil_pres_lo_flash_check()
calledBy:
 ~~controls~~_master_power_routines in m2_ctl_mpc.c, (null)
FUNCTION: ~~controls~~_eng_oil_pres_lo_flash_event_edge()
calledBy:
 ~~controls~~_master_power_on in m2_ctl_mpc.c, (null)
 ~~controls~~_driver_panel_test_on in m2_ctl_mpc.c, (null)
 ~~controls~~_engine_oil_pressure_low in m2_ctl_mpc.c, (null)
FUNCTION: ~~controls~~_kill_hull_radio()
calledBy:
 ~~controls~~_kill_radio in m2_ctl_tpc.c, (null)
FUNCTION: ~~controls~~_restore_hull_radio()
calledBy:
 ~~controls~~_restore_radio in m2_ctl_tpc.c, (null)
FUNCTION: ~~controls~~_kill_hull_intercom()
calledBy:
 ~~controls~~_kill_intercom in m2_ctl_tpc.c, (null)
FUNCTION: ~~controls~~_restore_hull_intercom()
calledBy:
 ~~controls~~_restore_intercom in m2_ctl_tpc.c, (null)
FILE: m2_ctl_tdc.c
FUNCTION: ~~controls~~_tdc_init()
calledBy:
 ~~controls~~_restore_controls in m2_ctl_fsm.c, (null)
FUNCTION: ~~controls~~_turret_drive_routines()
calledBy:
 ~~controls~~_turret_drive_next_state in m2_ctl_fsm.c, (null)
FUNCTION: ~~controls~~_turret_drive_edges_clear()
calledBy:
 ~~controls~~_edge_init in m2_ctl_fsm.c, (null)
 ~~controls~~_turret_no_power_next_state in m2_ctl_fsm.c, (null)
 ~~controls~~_turret_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: ~~controls~~_turret_drive_on()
calledBy:
 ~~controls~~_turret_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: ~~controls~~_turret_drive_off()
calledBy:
 ~~controls~~_turret_drive_next_state in m2_ctl_fsm.c, (null)
FUNCTION: ~~controls~~_turret_stab_on()
calledBy:
 turret__stab_on in m2_turret.c, (null)
FUNCTION: ~~controls~~_turret_stab_off()
calledBy:
 turret__init in m2_turret.c, (null)
 turret__stab_off in m2_turret.c, (null)
FUNCTION: ~~controls~~_gunner_traverse_check()
calledBy:
 ~~controls~~_turret_drive_routines in m2_ctl_tdc.c, (null)
FUNCTION: ~~controls~~_gunner_traverse_init()

calledBy:
controls_turret_drive_on in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_traverse_exit()
calledBy:
controls_turret_drive_off in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_elevation_check()
calledBy:
controls_turret_drive_routines in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_elevation_init()
calledBy:
controls_turret_drive_on in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_elevation_exit()
calledBy:
controls_turret_drive_off in m2_ctl_tdc.c, (null)
FUNCTION: controls_commander_traverse_check()
calledBy:
controls_turret_drive_routines in m2_ctl_tdc.c, (null)
FUNCTION: controls_commander_traverse_init()
calledBy:
controls_turret_drive_on in m2_ctl_tdc.c, (null)
FUNCTION: controls_commander_traverse_exit()
calledBy:
controls_turret_drive_off in m2_ctl_tdc.c, (null)
FUNCTION: controls_commander_elevation_check()
calledBy:
controls_turret_drive_routines in m2_ctl_tdc.c, (null)
FUNCTION: controls_commander_elevation_init()
calledBy:
controls_turret_drive_on in m2_ctl_tdc.c, (null)
FUNCTION: controls_commander_elevation_exit()
calledBy:
controls_turret_drive_off in m2_ctl_tdc.c, (null)
FUNCTION: controls_turret_stab_check()
calledBy:
controls_turret_drive_routines in m2_ctl_tdc.c, (null)
FUNCTION: controls_turret_stab_init()
calledBy:
controls_turret_drive_on in m2_ctl_tdc.c, (null)
FUNCTION: controls_turret_stab_exit()
calledBy:
controls_turret_drive_off in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_palm_check()
calledBy:
controls_turret_drive_routines in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_palm_init()
calledBy:
controls_turret_drive_on in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_palm_exit()
calledBy:
controls_turret_drive_off in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_fast_slew_check()
calledBy:
controls_turret_drive_routines in m2_ctl_tdc.c, (null)
FUNCTION: controls_gunner_fast_slew_init()

calledBy:
 controls_turret_drive_on in m2_ctl_tdc.c, (null)
 FUNCTION: controls_gunner_fast_slew_exit()
 calledBy:
 controls_turret_drive_off in m2_ctl_tdc.c, (null)
 FUNCTION: controls_gunner_trigger_check()
 calledBy:
 controls_turret_drive_routines in m2_ctl_tdc.c, (null)
 FUNCTION: controls_gunner_trigger_init()
 calledBy:
 controls_turret_drive_on in m2_ctl_tdc.c, (null)
 FUNCTION: controls_gunner_trigger_exit()
 calledBy:
 controls_turret_drive_off in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_palm_check()
 calledBy:
 controls_turret_drive_routines in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_palm_init()
 calledBy:
 controls_turret_drive_on in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_palm_exit()
 calledBy:
 controls_turret_drive_off in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_fast_slew_check()
 calledBy:
 controls_turret_drive_routines in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_fast_slew_init()
 calledBy:
 controls_turret_drive_on in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_fast_slew_exit()
 calledBy:
 controls_turret_drive_off in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_trigger_check()
 calledBy:
 controls_turret_drive_routines in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_trigger_init()
 calledBy:
 controls_turret_drive_on in m2_ctl_tdc.c, (null)
 FUNCTION: controls_commander_trigger_exit()
 calledBy:
 controls_turret_drive_off in m2_ctl_tdc.c, (null)
 FILE: m2_ctl_tnp.c
 FUNCTION: controls_tnp_init()
 calledBy:
 controls_restore_controls in m2_ctl_fsm.c, (null)
 veh_spec_init in m2_main.c, (null)
 FUNCTION: controls_turret_no_power_edges_clear()
 calledBy:
 controls_edge_init in m2_ctl_fsm.c, (null)
 FUNCTION: controls_turret_no_power_routines()
 calledBy:
 controls_turret_no_power_next_state in m2_ctl_fsm.c, (null)
 controls_turret_power_next_state in m2_ctl_fsm.c, (null)
 controls_turret_drive_next_state in m2_ctl_fsm.c, (null)

FUNCTION: controls_cupola_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_cupola_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, IFNDEF BAE_BUTTERFLY

FUNCTION: controls_range_select_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_range_select_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)

FUNCTION: controls_mag_select_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_mag_select_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)

FUNCTION: controls_gunner_brow_pad_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_gunner_brow_pad_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)

FUNCTION: controls_gunner_brow_pad_exit()
calledBy:
controls_turret_no_power_off in m2_ctl_tnp.c, (null)

FUNCTION: controls_commander_brow_pad_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_commander_brow_pad_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)

FUNCTION: controls_commander_brow_pad_exit()
calledBy:
controls_turret_no_power_off in m2_ctl_tnp.c, (null)

FUNCTION: controls_grid_azimuth_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_cupola_up_down_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_cupola_up_down_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)

FUNCTION: controls_cupola_up_down_exit()
calledBy:
controls_turret_no_power_off in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_receive_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_send_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_internal_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_hei_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_apds_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_tow_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_dragon_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_hei_can_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_hei_can_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_hei_can_exit()
calledBy:
controls_turret_no_power_off in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_apds_can_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_apds_can_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)

FUNCTION: controls_ammo_apds_can_exit()
calledBy:
controls_turret_no_power_off in m2_ctl_tnp.c, (null)

FUNCTION: controls_turret_no_power_off()
calledBy:
controls_turret_no_power_next_state in m2_ctl_fsm.c, (null)
controls_turret_power_next_state in m2_ctl_fsm.c, (null)
controls_turret_drive_next_state in m2_ctl_fsm.c, (null)

FUNCTION: controls_ammo_panel_test_on()
calledBy:
controls_commander_panel_test_on in m2_ctl_tpc.c, (null)

FUNCTION: controls_ammo_panel_test_restore()
calledBy:
controls_commander_panel_test_restore in m2_ctl_tpc.c, (null)

FUNCTION: controls_turret_slope_ind(radians, centered)
calledBy:
slope_simul in m2_slope.c, (null)

FUNCTION: controls_slope_tow_ready_to_fire()

FUNCTION: controls_gunner_brow_pad_on()
calledBy:
vision_gunner_brow_pad_on in m2_vision.c, (null)
vision_gunner_brow_pad_on in new_vision.c, (null)

FUNCTION: controls_gunner_brow_pad_off()
calledBy:

vision_gunner_brow_pad_off in m2_vision.c, (null)
vision_gunner_brow_pad_off in new_vision.c, (null)
FUNCTION: controls_commander_brow_pad_on()
calledBy:
vision_commander_brow_pad_on in m2_vision.c, (null)
vision_commander_brow_pad_on in new_vision.c, (null)
FUNCTION: controls_commander_brow_pad_off()
calledBy:
vision_commander_brow_pad_off in m2_vision.c, (null)
vision_commander_brow_pad_off in new_vision.c, (null)
FUNCTION: controls_lo_mag_reticle()
calledBy:
isu_simul in m2_isu.c, (null)
FUNCTION: controls_hi_mag_reticle()
calledBy:
isu_simul in m2_isu.c, (null)
FUNCTION: controls_tow_reticle()
calledBy:
isu_simul in m2_isu.c, (null)
FUNCTION: controls_no_reticle()
calledBy:
isu_simul in m2_isu.c, (null)
FUNCTION: controls_rounds_on_board(rounds)
calledBy:
ammo_rounds_on_board_check in m2_ammo.c, (null)
FUNCTION: controls_blank_rounds_on_board()
calledBy:
ammo_rounds_on_board_check in m2_ammo.c, (null)
FUNCTION: controls_turret_power_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_turret_power_init()
calledBy:
controls_tnp_init in m2_ctl_tnp.c, (null)
FUNCTION: controls_turret_power_exit()
calledBy:
controls_turret_no_power_off in m2_ctl_tnp.c, (null)
FUNCTION: controls_receive_flash_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_receive_flash_event_edge()
calledBy:
controls_receive_flash in m2_ctl_tnp.c, (null)
FUNCTION: controls_send_flash_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_send_flash_event_edge()
calledBy:
controls_send_flash in m2_ctl_tnp.c, (null)
FUNCTION: controls_internal_flash_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_internal_flash_event_edge()
calledBy:

controls_internal_flash in m2_ctl_tnp.c, (null)
FUNCTION: controls_hei_flash_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_hei_flash_event_edge()
calledBy:
controls_hei_flash in m2_ctl_tnp.c, (null)
FUNCTION: controls_apds_flash_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_apds_flash_event_edge()
calledBy:
controls_apds_flash in m2_ctl_tnp.c, (null)
FUNCTION: controls_tow_flash_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_tow_flash_event_edge()
calledBy:
controls_tow_flash in m2_ctl_tnp.c, (null)
FUNCTION: controls_dragon_flash_check()
calledBy:
controls_turret_no_power_routines in m2_ctl_tnp.c, (null)
FUNCTION: controls_dragon_flash_event_edge()
calledBy:
controls_dragon_flash in m2_ctl_tnp.c, (null)
FUNCTION: controls_receive_off()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
FUNCTION: controls_receive_on()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: controls_receive_flash()
calledBy:
ammo_start_external_resupply in m2_ammo.c, (null)
FUNCTION: controls_send_off()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
FUNCTION: controls_send_on()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
FUNCTION: controls_send_flash()
calledBy:
ammo_start_external_send in m2_ammo.c, (null)
FUNCTION: controls_internal_off()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
FUNCTION: controls_internal_on()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: controls_internal_flash()
calledBy:
ammo_start_internal_resupply in m2_ammo.c, (null)

FUNCTION: controls_hei_off()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)

FUNCTION: controls_hei_on()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)

FUNCTION: controls_hei_flash()
calledBy:
ammo_start_internal_resupply in m2_ammo.c, (null)
ammo_start_external_resupply in m2_ammo.c, (null)

FUNCTION: controls_apds_off()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)

FUNCTION: controls_apds_on()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)

FUNCTION: controls_apds_flash()
calledBy:
ammo_start_internal_resupply in m2_ammo.c, (null)
ammo_start_external_resupply in m2_ammo.c, (null)

FUNCTION: controls_tow_off()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)

FUNCTION: controls_tow_on()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)

FUNCTION: controls_tow_flash()
calledBy:
ammo_start_internal_resupply in m2_ammo.c, (null)
ammo_start_external_resupply in m2_ammo.c, (null)

FUNCTION: controls_dragon_off()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)

FUNCTION: controls_dragon_on()
calledBy:
ammo_stop_resupply in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)

FUNCTION: controls_dragon_flash()
calledBy:
ammo_start_external_resupply in m2_ammo.c, (null)

FILE: m2_ctl_tpc.c
FUNCTION: controls_tpc_init()
calledBy:
controls_restore_controls in m2_ctl_fsm.c, (null)
veh_spec_init in m2_main.c, (null)

FUNCTION: controls_turret_power_routines()
calledBy:
controls_turret_power_next_state in m2_ctl_fsm.c, (null)
controls_turret_drive_next_state in m2_ctl_fsm.c, (null)

FUNCTION: controls_turret_power_edges_clear()
calledBy:

controls_edge_init in m2_ctl_fsm.c, (null)
controls_turret_no_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: controls_turret_power_on()
calledBy:
controls_turret_no_power_next_state in m2_ctl_fsm.c, (null)
FUNCTION: controls_turret_power_off()
calledBy:
controls_turret_power_next_state in m2_ctl_fsm.c, (null)
controls_turret_drive_next_state in m2_ctl_fsm.c, (null)
FUNCTION: controls_commander_panel_status()
calledBy:
controls_lamp_init in m2_ctl_fsm.c, (null)
controls_turret_drive_off in m2_ctl_tdc.c, (null)
controls_turret_stab_off in m2_ctl_tdc.c, (null)
controls_turret_slope_ind in m2_ctl_tnp.c, (null)
controls_receive_off in m2_ctl_tnp.c, (null)
controls_send_off in m2_ctl_tnp.c, (null)
controls_internal_off in m2_ctl_tnp.c, (null)
controls_hei_off in m2_ctl_tnp.c, (null)
controls_apds_off in m2_ctl_tnp.c, (null)
controls_tow_off in m2_ctl_tnp.c, (null)
controls_dragon_off in m2_ctl_tnp.c, (null)
controls_commander_backup_power_off in m2_ctl_tpc.c, (null)
controls_commander_drive_malfunction_off in m2_ctl_tpc.c, (null)
controls_tow_test_off in m2_ctl_tpc.c, (null)
controls_firectl_arm_off in m2_ctl_tpc.c, (null)
controls_gunner_amm0_reversed_off in m2_ctl_tpc.c, (null)
controls_gunner_tow_launcher_off in m2_ctl_tpc.c, (null)
controls_gunner_tow_circuit_closed in m2_ctl_tpc.c, (null)
controls_25_mm_gun_malf_off in m2_ctl_tpc.c, (null)
controls_gunner_drive_malfunction_off in m2_ctl_tpc.c, (null)
controls_round_select_ap_ss in m2_ctl_tpc.c, (null)
controls_round_select_he_ss in m2_ctl_tpc.c, (null)
controls_round_select_ap_lo in m2_ctl_tpc.c, (null)
controls_round_select_he_lo in m2_ctl_tpc.c, (null)
controls_round_select_ap_hi in m2_ctl_tpc.c, (null)
controls_round_select_he_hi in m2_ctl_tpc.c, (null)
controls_round_select_tow in m2_ctl_tpc.c, (null)
controls_round_select_no_round in m2_ctl_tpc.c, (null)
controls_turret_ref_ind in m2_ctl_tpc.c, (null)
controls_bolt_position_neither in m2_ctl_tpc.c, (null)
controls_low_amm0_off in m2_ctl_tpc.c, (null)
controls_missile1_off in m2_ctl_tpc.c, (null)
controls_missile2_off in m2_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_test_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_test_init()
calledBy:
controls_turret_power_on in m2_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_test_exit()
calledBy:
controls_turret_power_off in m2_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_test_on()

calledBy:
controls_commander_panel_test_check in m2_ctl_tpc.c, (null)
controls_commander_panel_test_init in m2_ctl_tpc.c, (null)
FUNCTION: controls_commander_panel_test_restore()
calledBy:
controls_commander_panel_test_check in m2_ctl_tpc.c, (null)
controls_commander_panel_test_init in m2_ctl_tpc.c, (null)
FUNCTION: controls_commander_backup_power_on()
calledBy:
electsys_turret_backup_power_request in m2_electsys.c, (null)
FUNCTION: controls_commander_backup_power_off()
calledBy:
electsys_turret_backup_power_request in m2_electsys.c, (null)
electsys_hull_power_request in m2_electsys.c, (null)
FUNCTION: controls_commander_drive_malfunction_on()
FUNCTION: controls_commander_drive_malfunction_off()
FUNCTION: controls_tow_test_on()
calledBy:
ammo_tow_test_check in m2_ammo.c, (null)
FUNCTION: controls_tow_test_off()
calledBy:
ammo_tow_test_check in m2_ammo.c, (null)
FUNCTION: controls_firectl_arm_on()
calledBy:
firectl_arm in jwc_firectl.c, (null)
firectl_arm in m2_firectl.c, (null)
FUNCTION: controls_firectl_arm_off()
calledBy:
firectl_safe in jwc_firectl.c, (null)
firectl_reset in jwc_firectl.c, (null)
firectl_safe in m2_firectl.c, (null)
firectl_reset in m2_firectl.c, (null)
FUNCTION: controls_gunner_ammo_reversed_on()
calledBy:
ammo_reversed_check in m2_ammo.c, (null)
FUNCTION: controls_gunner_ammo_reversed_off()
calledBy:
ammo_reversed_check in m2_ammo.c, (null)
FUNCTION: controls_gunner_tow_launcher_on()
calledBy:
launcher_simul in m2_launcher.c, (null)
FUNCTION: controls_gunner_tow_launcher_off()
calledBy:
launcher_simul in m2_launcher.c, (null)
FUNCTION: controls_gunner_tow_circuit_open()
FUNCTION: controls_gunner_tow_circuit_closed()
FUNCTION: controls_25_mm_gun_malf_on()
FUNCTION: controls_25_mm_gun_malf_off()
FUNCTION: controls_gunner_drive_malfunction_on()
FUNCTION: controls_gunner_drive_malfunction_off()
FUNCTION: controls_turret_drive_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_turret_drive_init()

calledBy:
controls_turret_power_on in m2_ctl_tpc.c, (null)
FUNCTION: controls_turret_drive_exit()
calledBy:
controls_turret_power_off in m2_ctl_tpc.c, (null)
FUNCTION: controls_arm_safe_reset_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_arm_safe_reset_init()
calledBy:
controls_turret_power_on in m2_ctl_tpc.c, (null)
FUNCTION: controls_arm_safe_reset_exit()
calledBy:
controls_turret_power_off in m2_ctl_tpc.c, (null)
FUNCTION: controls_round_select_ap_ss()
calledBy:
ammo_ap_ss_pushed in m2_ammo.c, (null)
FUNCTION: controls_round_select_he_ss()
calledBy:
ammo_he_ss_pushed in m2_ammo.c, (null)
FUNCTION: controls_round_select_ap_lo()
calledBy:
ammo_ap_lo_pushed in m2_ammo.c, (null)
FUNCTION: controls_round_select_he_lo()
calledBy:
ammo_he_lo_pushed in m2_ammo.c, (null)
FUNCTION: controls_round_select_ap_hi()
calledBy:
ammo_ap_hi_pushed in m2_ammo.c, (null)
FUNCTION: controls_round_select_he_hi()
calledBy:
ammo_he_hi_pushed in m2_ammo.c, (null)
FUNCTION: controls_round_select_tow()
calledBy:
ammo_tow_select_pushed in m2_ammo.c, (null)
FUNCTION: controls_round_select_no_round()
calledBy:
ammo_tow_launcher_off in m2_ammo.c, (null)
ammo_gps_mag_4x in m2_ammo.c, (null)
ammo_turret_power_off in m2_ammo.c, (null)
ammo_restore_ammo in m2_ammo.c, (null)
FUNCTION: controls_low_ammo_override_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_gunner_launcher_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_gunner_launcher_init()
calledBy:
controls_turret_power_on in m2_ctl_tpc.c, (null)
FUNCTION: controls_gunner_launcher_exit()
calledBy:
controls_turret_power_off in m2_ctl_tpc.c, (null)
FUNCTION: controls_misfire_check()

calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_break_turret_ref_ind()
FUNCTION: controls_replace_turret_ref_ind()
FUNCTION: controls_turret_ref_ind(radians)
calledBy:
turret_simul in m2_turret.c, (null)
FUNCTION: controls_ap_ss_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_he_ss_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_ap_lo_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_he_lo_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_ap_hi_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_he_hi_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_gunner_tow_select_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_gunner_tow_test_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_gunner_missile1_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_gunner_missile2_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_bolt_position_neither()
FUNCTION: controls_bolt_position_sear()
calledBy:
ammo_init in m2_ammo.c, (null)
ammo_weapon_is_fired in m2_ammo.c, (null)
ammo_misfire_corrected in m2_ammo.c, (null)
ammo_restore_ammo in m2_ammo.c, (null)
FUNCTION: controls_bolt_position_misfire()
calledBy:
ammo_weapon_is_misfired in m2_ammo.c, (null)
FUNCTION: controls_low_ammo_off()
calledBy:
ammo_low_ammo_check in m2_ammo.c, (null)
FUNCTION: controls_low_ammo_on()
calledBy:
ammo_low_ammo_check in m2_ammo.c, (null)
FUNCTION: controls_low_ammo_flash()

calledBy:
ammo_low_ammo_check in m2_ammo.c, (null)
FUNCTION: controls_missile1_off()
calledBy:
ammo_missile2_pushed in m2_ammo.c, (null)
controls_round_select_ap_ss in m2_ctl_tpc.c, (null)
controls_round_select_he_ss in m2_ctl_tpc.c, (null)
controls_round_select_ap_lo in m2_ctl_tpc.c, (null)
controls_round_select_he_lo in m2_ctl_tpc.c, (null)
controls_round_select_ap_hi in m2_ctl_tpc.c, (null)
controls_round_select_he_hi in m2_ctl_tpc.c, (null)
controls_round_select_tow in m2_ctl_tpc.c, (null)
controls_round_select_no_round in m2_ctl_tpc.c, (null)
FUNCTION: controls_missile1_on()
calledBy:
ammo_missile1_pushed in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: controls_missile1_flash()
calledBy:
ammo_missile1_pushed in m2_ammo.c, (null)
ammo_weapon_removed in m2_ammo.c, (null)
FUNCTION: controls_missile2_off()
calledBy:
ammo_missile1_pushed in m2_ammo.c, (null)
controls_round_select_ap_ss in m2_ctl_tpc.c, (null)
controls_round_select_he_ss in m2_ctl_tpc.c, (null)
controls_round_select_ap_lo in m2_ctl_tpc.c, (null)
controls_round_select_he_lo in m2_ctl_tpc.c, (null)
controls_round_select_ap_hi in m2_ctl_tpc.c, (null)
controls_round_select_he_hi in m2_ctl_tpc.c, (null)
controls_round_select_tow in m2_ctl_tpc.c, (null)
controls_round_select_no_round in m2_ctl_tpc.c, (null)
FUNCTION: controls_missile2_on()
calledBy:
ammo_missile2_pushed in m2_ammo.c, (null)
ammo_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: controls_missile2_flash()
calledBy:
ammo_missile2_pushed in m2_ammo.c, (null)
ammo_weapon_removed in m2_ammo.c, (null)
FUNCTION: controls_sear_flash_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_sear_flash_event_edge()
calledBy:
controls_turret_power_on in m2_ctl_tpc.c, (null)
controls_bolt_position_misfire in m2_ctl_tpc.c, (null)
FUNCTION: controls_low_ammo_flash_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_low_ammo_flash_event_edge()
calledBy:
controls_low_ammo_flash in m2_ctl_tpc.c, (null)
FUNCTION: controls_missile1_flash_check()

calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_missile1_flash_event_edge()
calledBy:
controls_missile1_flash in m2_ctl_tpc.c, (null)
FUNCTION: controls_missile2_flash_check()
calledBy:
controls_turret_power_routines in m2_ctl_tpc.c, (null)
FUNCTION: controls_missile2_flash_event_edge()
calledBy:
controls_missile2_flash in m2_ctl_tpc.c, (null)
FUNCTION: controls_kill_radio()
FUNCTION: controls_restore_radio()
FUNCTION: controls_kill_intercom()
FUNCTION: controls_restore_intercom()
FUNCTION: controls_kill_turret_radio()
calledBy:
controls_kill_radio in m2_ctl_tpc.c, (null)
FUNCTION: controls_restore_turret_radio()
calledBy:
controls_restore_radio in m2_ctl_tpc.c, (null)
FUNCTION: controls_kill_turret_intercom()
calledBy:
controls_kill_intercom in m2_ctl_tpc.c, (null)
FUNCTION: controls_restore_turret_intercom()
calledBy:
controls_restore_intercom in m2_ctl_tpc.c, (null)
FILE: m2_cupola.c
FUNCTION: cupola_get_cws_cos_and_sin(cosine, sine)
calledBy:
cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: cupola_get_real_cws_cos_and_sin(cosine, sine)
calledBy:
cig_msg_prepend_my_veh_state in m2_cig.c, (null)
FUNCTION: convert_disp_to_angle(disp, fov, psin, pcos, offset)
calledBy:
cupola_simul in m2_cupola.c, (null)
FUNCTION: cupola_cws_new_value(val)
calledBy:
controls_cupola_check in m2_ctl_tnp.c, IFNDEF BAE_BUTTERFLY
controls_cupola_init in m2_ctl_tnp.c, (null)
FUNCTION: cupola_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FUNCTION: cupola_init()
calledBy:
veh_spec_init in m2_main.c, (null)
FILE: m2_dtrain.c
FUNCTION: check_for_thrown_track()
calledBy:
drivetrain_simul in m2_dtrain.c, (null)
FUNCTION: drivetrain_simul()
calledBy:
powertrain_simul in m2_pttrain.c, (null)

FUNCTION: rotational_friction_factor(v, w)
calledBy:
drivetrain_simul in m2_dtrain.c, (null)

FUNCTION: compute_traction_force(pitch_sin, state, soil_type)
calledBy:
drivetrain_simul in m2_dtrain.c, (null)

FUNCTION: check_for_slip(traction_force)
calledBy:
drivetrain_simul in m2_dtrain.c, (null)

FUNCTION: check_forward_collision(v)
calledBy:
drivetrain_simul in m2_dtrain.c, (null)

FUNCTION: check_side_collision(w)
calledBy:
drivetrain_simul in m2_dtrain.c, (null)

FUNCTION: drivetrain_get_vehicle_speed()
calledBy:
controls_grid_azimuth_check in m2_ctl_tnp.c, (null)
launcher_up in m2_launcher.c, (null)
odometer_simul in m2_odom.c, (null)
transmission_dump in m2_trans.c, IFDEF PTRAIN_DEBUG
turret_collision_detected in m2_turret.c, (null)
weapons_simul in m2_weapons.c, (null)

FUNCTION: drivetrain_left_omega()
FUNCTION: drivetrain_right_omega()
FUNCTION: drivetrain_set_brake(val)
calledBy:
controls_parking_brake_init in m2_ctl_hnp.c, (null)
controls_service_brake_check in m2_ctl_hnp.c, (null)
controls_service_brake_exit in m2_ctl_hnp.c, (null)
controls_service_brake_init in m2_ctl_hnp.c, (null)

FUNCTION: drivetrain_parking_brake_set()
calledBy:
controls_parking_brake_check in m2_ctl_hnp.c, (null)
controls_parking_brake_init in m2_ctl_hnp.c, (null)

FUNCTION: drivetrain_parking_brake_release()
calledBy:
controls_parking_brake_check in m2_ctl_hnp.c, (null)
controls_parking_brake_init in m2_ctl_hnp.c, (null)
controls_parking_brake_exit in m2_ctl_hnp.c, (null)

FUNCTION: drivetrain_service_brake_failure()
FUNCTION: drivetrain_repair_service_brake()
FUNCTION: drivetrain_parking_brake_failure()
FUNCTION: drivetrain_repair_parking_brake()
FUNCTION: drivetrain_throw_right_track()
FUNCTION: drivetrain_throw_left_track()
FUNCTION: drivetrain_repair_thrown_tracks()
FUNCTION: dump_drivetrain_state()
FUNCTION: drivetrain_data_title()
FUNCTION: drivetrain_data_banner()
FUNCTION: drivetrain_data_dump()
FUNCTION: drivetrain_banner()
FUNCTION: drivetrain_dump()
FUNCTION: drivetrain_init()

calledBy:
powertrain_init in m2_pttrain.c, (null)

FILE: m2_dust.c
FUNCTION: tracks_get_dust_cloud()
calledBy:
drivetrain_simul in m2_dtrain.c, (null)

FILE: m2_electsys.c
FUNCTION: electsys_charge_battery()
calledBy:
electsys_simul in m2_electsys.c, (null)

FUNCTION: electsys_discharge_hull_battery(delta)
calledBy:
electsys_simul in m2_electsys.c, (null)
electsys_engine_start_request in m2_electsys.c, (null)
electsys_tow_request in m2_electsys.c, (null)
electsys_turret_elevation_request in m2_electsys.c, (null)
electsys_turret_traverse_request in m2_electsys.c, (null)
electsys_25mm_gun_request in m2_electsys.c, (null)
electsys_fuel_xfer_pump_request in m2_electsys.c, (null)

FUNCTION: electsys_discharge_turret_backup_battery(delta)
calledBy:
electsys_tow_request in m2_electsys.c, (null)
electsys_turret_elevation_request in m2_electsys.c, (null)
electsys_turret_traverse_request in m2_electsys.c, (null)
electsys_25mm_gun_request in m2_electsys.c, (null)

FUNCTION: electsys_rads_to_volts(rads)
FUNCTION: electsys_handle_leaky_hull_battery()
FUNCTION: electsys_handle_leaky_turret_backup_battery()
FUNCTION: electsys_turret_backup_power_request()
calledBy:
electsys_handle_leaky_hull_battery in m2_electsys.c, (null)
electsys_turret_power_request in m2_electsys.c, (null)
electsys_hull_power_off in m2_electsys.c, (null)

FUNCTION: electsys_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)

FUNCTION: electsys_hull_dead()
calledBy:
electsys_dead in m2_electsys.c, (null)

FUNCTION: electsys_turret_dead()
calledBy:
electsys_dead in m2_electsys.c, (null)

FUNCTION: electsys_dead()
FUNCTION: electsys_drive_malfunction_status()
calledBy:
firectl_25mm_ready_to_fire in jwc_firectl.c, (null)
firectl_tow_ready_to_fire in jwc_firectl.c, (null)
firectl_25mm_ready_to_fire in m2_firectl.c, (null)
firectl_tow_ready_to_fire in m2_firectl.c, (null)

FUNCTION: electsys_set_turret_drive_status(status)
FUNCTION: electsys_25mm_gun_malfunction_status()
calledBy:
firectl_25mm_ready_to_fire in jwc_firectl.c, (null)
firectl_25mm_ready_to_fire in m2_firectl.c, (null)

FUNCTION: electsys_set_25mm_gun_malfunction_status(status)

FUNCTION: electsys_tow_circuit_open_status()

calledBy:

firectl_tow_ready_to_fire in jwc_firectl.c, (null)

ammo_tow_test_check in m2_ammo.c, (null)

firectl_tow_ready_to_fire in m2_firectl.c, (null)

FUNCTION: electsys_set_tow_circuit_open_status(status)

FUNCTION: electsys_hull_power_request()

calledBy:

controls_hull_no_power_next_state in m2_ctl_fsm.c, (null)

FUNCTION: electsys_turret_power_request()

calledBy:

controls_turret_no_power_next_state in m2_ctl_fsm.c, (null)

FUNCTION: electsys_engine_start_request()

calledBy:

engine_crank in m2_engine.c, (null)

FUNCTION: electsys_tow_request()

calledBy:

tow_fired_check in m2_weapons.c, (null)

FUNCTION: electsys_turret_elevation_request(percent)

calledBy:

turret_calc_gun_elev in m2_turret.c, (null)

FUNCTION: electsys_turret_traverse_request(percent)

calledBy:

turret_calc_turret_slew in m2_turret.c, (null)

FUNCTION: electsys_25mm_gun_request()

calledBy:

weapons_fire in m2_weapons.c, (null)

FUNCTION: electsys_fuel_xfer_pump_request()

calledBy:

fuel_simul in m2_fuelsys.c, (null)

FUNCTION: electsys_get_hull_battery_voltage()

calledBy:

fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: electsys_get_turret_backup_battery_voltage()

calledBy:

fill_vehicle_spec_status in m2_network.c, (null)

FUNCTION: electsys_replace_generator()

FUNCTION: electsys_generator_failure()

FUNCTION: electsys_replace_hull_battery()

FUNCTION: electsys_replace_turret_backup_battery()

FUNCTION: electsys_turret_power_off()

calledBy:

controls_turret_power_off in m2_ctl_tpc.c, (null)

FUNCTION: electsys_hull_power_off()

calledBy:

controls_master_power_off in m2_ctl_mpc.c, (null)

FUNCTION: print_electsys_variables()

FUNCTION: electsys_reborn()

FUNCTION: electsys_turret_reborn()

calledBy:

electsys_reborn in m2_electsys.c, (null)

FUNCTION: electsys_hull_reborn()

calledBy:

electsys_reborn in m2_electsys.c, (null)
FUNCTION: electsys_init_batteries(hull, turret)
calledBy:
network_process_activation_parameters in m2_network.c, (null)
FUNCTION: electsys_voltmeter_disabled()
calledBy:
main in m2_main.c, (null)
FUNCTION: electsys_init()
calledBy:
veh_spec_init in m2_main.c, (null)
FILE: m2_engfail.c
FUNCTION: engine_coolant_leak()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: engine_coolant_normal()
FUNCTION: engine_clog_fuel_filter()
FUNCTION: engine_fix_fuel_filter()
FUNCTION: engine_clog_air_filter()
FUNCTION: engine_fix_air_filter()
FUNCTION: engine_oil_leak()
FUNCTION: engine_oil_normal()
FUNCTION: engine_fail_starter()
FUNCTION: engine_fix_starter()
FUNCTION: engine_failure_update()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: engine_init_power(val)
calledBy:
network_process_activation_parameters in m2_network.c, (null)
FUNCTION: engine_power_loss()
calledBy:
fit_engine_torque in m2_engine.c, (null)
FUNCTION: check_starter_failure()
calledBy:
engine_coolant_normal in m2_engfail.c, (null)
engine_fix_fuel_filter in m2_engfail.c, (null)
engine_fix_air_filter in m2_engfail.c, (null)
engine_oil_normal in m2_engfail.c, (null)
engine_fix_starter in m2_engfail.c, (null)
FUNCTION: check_engine_failure()
calledBy:
engine_coolant_normal in m2_engfail.c, (null)
engine_fix_fuel_filter in m2_engfail.c, (null)
engine_fix_air_filter in m2_engfail.c, (null)
engine_oil_normal in m2_engfail.c, (null)
FILE: m2_engine.c
FUNCTION: engine_simul()
calledBy:
powertrain_simul in m2_ptrain.c, (null)
FUNCTION: engine_start()
calledBy:
controller_start in m2_cntrlr.c, (null)
FUNCTION: engine_out_of_start()
calledBy:

controller_neutral in m2_cntrlr.c, (null)
 FUNCTION: engine_accessory_on()
 calledBy:
 controls_engine_accessory_check in m2_ctl_mpc.c, (null)
 controls_engine_accessory_init in m2_ctl_mpc.c, (null)
 FUNCTION: engine_accessory_off()
 calledBy:
 controls_engine_accessory_check in m2_ctl_mpc.c, (null)
 controls_engine_accessory_init in m2_ctl_mpc.c, (null)
 controls_engine_accessory_exit in m2_ctl_mpc.c, (null)
 FUNCTION: engine_fail()
 calledBy:
 engine_coolant_leak in m2_engfail.c, (null)
 engine_clog_fuel_filter in m2_engfail.c, (null)
 engine_clog_air_filter in m2_engfail.c, (null)
 engine_oil_leak in m2_engfail.c, (null)
 FUNCTION: engine_fix()
 calledBy:
 engine_coolant_normal in m2_engfail.c, (null)
 engine_fix_fuel_filter in m2_engfail.c, (null)
 engine_fix_air_filter in m2_engfail.c, (null)
 engine_oil_normal in m2_engfail.c, (null)
 FUNCTION: engine_starter_fail()
 calledBy:
 engine_coolant_leak in m2_engfail.c, (null)
 engine_clog_fuel_filter in m2_engfail.c, (null)
 engine_clog_air_filter in m2_engfail.c, (null)
 engine_oil_leak in m2_engfail.c, (null)
 engine_fail_starter in m2_engfail.c, (null)
 FUNCTION: engine_starter_fix()
 calledBy:
 engine_coolant_normal in m2_engfail.c, (null)
 engine_fix_fuel_filter in m2_engfail.c, (null)
 engine_fix_air_filter in m2_engfail.c, (null)
 engine_oil_normal in m2_engfail.c, (null)
 engine_fix_starter in m2_engfail.c, (null)
 FUNCTION: engine_running()
 calledBy:
 electsys_simul in m2_electsys.c, (null)
 electsys_hull_power_request in m2_electsys.c, (null)
 electsys_tow_request in m2_electsys.c, (null)
 electsys_target_elevation_request in m2_electsys.c, (null)
 electsys_target_traverse_request in m2_electsys.c, (null)
 electsys_25mm_gun_request in m2_electsys.c, (null)
 electsys_fuel_xfer_pump_request in m2_electsys.c, (null)
 fuel_simul in m2_fuelsys.c, (null)
 FUNCTION: engine_speed()
 calledBy:
 controller_simul in m2_cntrlr.c, (null)
 FUNCTION: engine_get_speed()
 calledBy:
 format_vehicle_appearance in appearance.c, (null)
 FUNCTION: engine_rpm()
 FUNCTION: engine_get_max_power()

calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
FUNCTION: engine_set_throttle(val)
calledBy:
controls_throttle_check in m2_ctl_mpc.c, (null)
controls_throttle_init in m2_ctl_mpc.c, (null)
controls_throttle_exit in m2_ctl_mpc.c, (null)
FUNCTION: engine_run()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: engine_crank()
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: engine_off()
calledBy:
engine_power_loss in m2_engfail.c, (null)
engine_run in m2_engine.c, (null)
FUNCTION: fit_engine_torque(throttle, speed)
calledBy:
engine_run in m2_engine.c, (null)
FUNCTION: engine_dump()
FUNCTION: engine_banner()
FUNCTION: engine_data_title()
FUNCTION: engine_data_banner()
FUNCTION: engine_data_dump()
FUNCTION: engine_init()
calledBy:
powertrain_init in m2_pttrain.c, (null)
FILE: m2_failure.c
FUNCTION: failure_init()
calledBy:
veh_spec_startup in m2_main.c, (null)
FUNCTION: failure_collision_damages(direction, cause, event_id)
FUNCTION: failure_check_cat_kill(hit_msg, ammo_type)
calledBy:
veh_impact_me in impact.c, (null)
FUNCTION: failure_check_indir_fire_damages(ammo_type, indir_fire_msg,
r_squared, detonation_num)
calledBy:
process_indirect_fire in indir_fire.c, (null)
FILE: m2_firectl.c
FUNCTION: firectl_init()
calledBy:
veh_spec_init in m2_main.c, (null)
FUNCTION: firectl_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FUNCTION: firectl_gps_mag_4x()
calledBy:
controls_mag_select_check in m2_ctl_tnp.c, (null)
controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: firectl_gps_mag_12x()
calledBy:
controls_mag_select_check in m2_ctl_tnp.c, (null)

controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: firectl_gps_mag_status()
FUNCTION: firectl_arm()
calledBy:
controls_arm_safe_reset_check in m2_ctl_tpc.c, (null)
controls_arm_safe_reset_init in m2_ctl_tpc.c, (null)
FUNCTION: firectl_safe()
calledBy:
controls_arm_safe_reset_check in m2_ctl_tpc.c, (null)
controls_arm_safe_reset_init in m2_ctl_tpc.c, (null)
controls_arm_safe_reset_exit in m2_ctl_tpc.c, (null)
FUNCTION: firectl_reset()
calledBy:
controls_arm_safe_reset_check in m2_ctl_tpc.c, (null)
controls_arm_safe_reset_init in m2_ctl_tpc.c, (null)
FUNCTION: firectl_arm_safe_reset_status()
FUNCTION: firectl_weapon_removed()
calledBy:
ammo_weapon_removed in m2_ammo.c, (null)
FUNCTION: firectl_weapon_ready()
calledBy:
weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_25mm_ready_to_fire()
calledBy:
weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_tow_ready_to_fire()
calledBy:
tow_fired_check in m2_weapons.c, (null)
weapons_fire in m2_weapons.c, (null)
FILE: m2_fuelsys.c
FUNCTION: fuel_init_tanks(top, bottom)
calledBy:
keyboard_simul in m2_keybrd.c, (null)
network_process_activation_parameters in m2_network.c, (null)
FUNCTION: fuel_init()
calledBy:
network_use_activation in use_activ.c, (null)
FUNCTION: fuel_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FUNCTION: fuel_top_tank_not_empty()
calledBy:
fuel_set_flow in m2_fuelsys.c, (null)
FUNCTION: fuel_set_flow(value)
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: fuel_xfer_fuel()
calledBy:
fuel_simul in m2_fuelsys.c, (null)
FUNCTION: fuel_engine_accessory_on()
calledBy:
controls_engine_accessory_check in m2_ctl_mpc.c, (null)
controls_engine_accessory_init in m2_ctl_mpc.c, (null)
FUNCTION: fuel_engine_accessory_off()

calledBy:
controls_engine_accessory_check in m2_ctl_mpc.c, (null)
controls_engine_accessory_init in m2_ctl_mpc.c, (null)
controls_engine_accessory_exit in m2_ctl_mpc.c, (null)
FUNCTION: fuel_level_bottom()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
FUNCTION: fuel_level_top()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
FUNCTION: fuel_supply_full(delta)
calledBy:
fuel_receive_quiet_state in m2_resupp.c, (null)
fuel_receive_request_state in m2_resupp.c, (null)
fuel_receive_loading_state in m2_resupp.c, (null)
FUNCTION: fuel_decide_resupply_quantity()
calledBy:
send_feed_me_packets_fuel_carriers in resupp.c, (null)
send_feed_me_packets_fuel_carriers in m2_resupp.c, (null)
FUNCTION: fuel_start_external_resupply(fuel_offered)
calledBy:
resupply_offer_packet in resupp.c, (null)
resupply_offer_packet in m2_resupp.c, (null)
FUNCTION: fuel_stop_resupply()
calledBy:
fuel_resupply_receive_timeout_check in fuelsys.c, (null)
fuel_resupply_tank in fuelsys.c, (null)
fuel_receive_loading_state in resupp.c, (null)
fuel_simul in m2_fuelsys.c, (null)
fuel_receive_loading_state in m2_resupp.c, (null)
FUNCTION: fuel_resupply_tank()
calledBy:
fuel_receive_loading_state in resupp.c, (null)
fuel_simul in m2_fuelsys.c, (null)
FUNCTION: print_fuel_variables()
FUNCTION: fuel_on()
calledBy:
controls_fuel_check in m2_ctl_hnp.c, (null)
controls_fuel_init in m2_ctl_hnp.c, (null)
FUNCTION: fuel_off()
calledBy:
controls_fuel_check in m2_ctl_hnp.c, (null)
controls_fuel_init in m2_ctl_hnp.c, (null)
FUNCTION: fuel_transfer_pump_failure()
FUNCTION: fuel_repair_transfer_pump()
FILE: m2_gages.c
FUNCTION: gage_oil_pressure(speed, o_temp)
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: gage_oil_temperature(old_temp, cool_temp, speed, torque)
calledBy:
engine_simul in m2_engine.c, (null)
FUNCTION: gage_coolant_temperature(old_temp, o_temp, speed, fail_factor)
calledBy:

engine_simul in m2_engine.c, (null)
FILE: m2_handles.c
FUNCTION: handles_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FUNCTION: handles_gunner_control_fixed()
FUNCTION: handles_gunner_control_broken()
FUNCTION: handles_commander_control_fixed()
FUNCTION: handles_commander_control_broken()
FUNCTION: handles_gunner_palm_on()
calledBy:
controls_gunner_palm_check in m2_ctl_tdc.c, (null)
controls_gunner_palm_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_palm_off()
calledBy:
controls_gunner_palm_check in m2_ctl_tdc.c, (null)
controls_gunner_palm_init in m2_ctl_tdc.c, (null)
controls_gunner_palm_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_palm_on()
calledBy:
controls_commander_palm_check in m2_ctl_tdc.c, (null)
controls_commander_palm_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_palm_off()
calledBy:
controls_commander_palm_check in m2_ctl_tdc.c, (null)
controls_commander_palm_init in m2_ctl_tdc.c, (null)
controls_commander_palm_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_fast_slew_on()
calledBy:
controls_gunner_fast_slew_check in m2_ctl_tdc.c, (null)
controls_gunner_fast_slew_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_fast_slew_off()
calledBy:
controls_gunner_fast_slew_check in m2_ctl_tdc.c, (null)
controls_gunner_fast_slew_init in m2_ctl_tdc.c, (null)
controls_gunner_fast_slew_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_fast_slew_on()
calledBy:
controls_commander_fast_slew_check in m2_ctl_tdc.c, (null)
controls_commander_fast_slew_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_fast_slew_off()
calledBy:
controls_commander_fast_slew_check in m2_ctl_tdc.c, (null)
controls_commander_fast_slew_init in m2_ctl_tdc.c, (null)
controls_commander_fast_slew_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_gunner_elevation(elevation_rate)
calledBy:
controls_gunner_elevation_check in m2_ctl_tdc.c, (null)
controls_gunner_elevation_init in m2_ctl_tdc.c, (null)
controls_gunner_elevation_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_commander_elevation(elevation_rate)
calledBy:
controls_commander_elevation_check in m2_ctl_tdc.c, (null)
controls_commander_elevation_init in m2_ctl_tdc.c, (null)

controls_commander_elevation_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_gunner_traverse(traverse_rate)
 calledBy:
 controls_gunner_traverse_check in m2_ctl_tdc.c, (null)
 controls_gunner_traverse_init in m2_ctl_tdc.c, (null)
 controls_gunner_traverse_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_commander_traverse(traverse_rate)
 calledBy:
 controls_commander_traverse_check in m2_ctl_tdc.c, (null)
 controls_commander_traverse_init in m2_ctl_tdc.c, (null)
 controls_commander_traverse_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_trigger_depressed()
 calledBy:
 controls_gunner_trigger_check in m2_ctl_tdc.c, (null)
 controls_gunner_trigger_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_trigger_depressed()
 calledBy:
 controls_commander_trigger_check in m2_ctl_tdc.c, (null)
 controls_commander_trigger_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_trigger_released()
 calledBy:
 controls_gunner_trigger_check in m2_ctl_tdc.c, (null)
 controls_gunner_trigger_init in m2_ctl_tdc.c, (null)
 controls_gunner_trigger_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_trigger_released()
 calledBy:
 controls_commander_trigger_check in m2_ctl_tdc.c, (null)
 controls_commander_trigger_init in m2_ctl_tdc.c, (null)
 controls_commander_trigger_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_launcher_up()
 calledBy:
 controls_gunner_launcher_check in m2_ctl_tpc.c, (null)
 controls_gunner_launcher_init in m2_ctl_tpc.c, (null)
FUNCTION: handles_launcher_down()
 calledBy:
 controls_gunner_launcher_check in m2_ctl_tpc.c, (null)
 controls_gunner_launcher_init in m2_ctl_tpc.c, (null)
FUNCTION: handles_launcher_idle()
 calledBy:
 controls_gunner_launcher_exit in m2_ctl_tpc.c, (null)
FUNCTION: handles_launcher_check()
 calledBy:
 handles_simul in m2_handles.c, (null)
FUNCTION: handles_launcher_default()
 calledBy:
 handles_simul in m2_handles.c, (null)
FUNCTION: handles_init()
 calledBy:
 veh_spec_init in m2_main.c, (null)
FILE: m2_idc.c
FUNCTION: idc_get_num_idcs()
 calledBy:
 idc_choose_fifo in choose_fifo.c, (null)
 idc_open_port in i_opn_port.c, IFDEF_GT_

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    idc_simul in i_simul.c, IFNDEF SIMBFLY
    idc_fifo_init in init.c, (null)
    idc_fifo_uninit in init.c, (null)
    idc_reset_output in init.c, (null)
FUNCTION: idc_array_init()
    calledBy:
        idc_init in init.c, (null)
FUNCTION: idc_invert_outputs()
    calledBy:
        controls_hull_no_power_off in m2_ctl_hnp.c, (null)
        controls_turret_no_power_off in m2_ctl_tnp.c, (null)
FUNCTION: idc_veh_spec_init()
    calledBy:
        idc_init in init.c, (null)
FUNCTION: idc_set_reticle_init_val(num)
    calledBy:
        main in m2_main.c, (null)
FUNCTION: set_alpha_baud(num)
FILE: m2_isu.c
FUNCTION: isu_init()
    calledBy:
        controls_restore_controls in m2_ctl_fsm.c, (null)
        veh_spec_init in m2_main.c, (null)
FUNCTION: isu_simul()
    calledBy:
        veh_spec_simulate in m2_main.c, (null)
FUNCTION: isu_gps_mag_12x()
    calledBy:
        controls_mag_select_check in m2_ctl_tnp.c, (null)
        controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: isu_gps_mag_4x()
    calledBy:
        controls_mag_select_check in m2_ctl_tnp.c, (null)
        controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: isu_round_select_25mm()
    calledBy:
        ammo_ap_ss_pushed in m2_ammo.c, (null)
        ammo_he_ss_pushed in m2_ammo.c, (null)
        ammo_ap_lo_pushed in m2_ammo.c, (null)
        ammo_he_lo_pushed in m2_ammo.c, (null)
        ammo_ap_hi_pushed in m2_ammo.c, (null)
        ammo_he_hi_pushed in m2_ammo.c, (null)
FUNCTION: isu_round_select_no_round()
    calledBy:
        ammo_tow_launcher_off in m2_ammo.c, (null)
        ammo_gps_mag_4x in m2_ammo.c, (null)
        ammo_turret_power_off in m2_ammo.c, (null)
        ammo_restore_ammo in m2_ammo.c, (null)
FUNCTION: isu_round_select_tow()
    calledBy:
        ammo_tow_select_pushed in m2_ammo.c, (null)
FILE: m2_keybrd.c
FUNCTION: keyboard_really_use()
    calledBy:
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main in niu_main.c, (null)
main in m2_main.c, (null)
FUNCTION: keyboard_init()
calledBy:
veh_spec_startup in niu_main.c, (null)
veh_spec_startup in m2_main.c, (null)
FUNCTION: keyboard_simul()
calledBy:
veh_spec_idle in niu_main.c, (null)
veh_spec_simulate in niu_main.c, (null)
veh_spec_idle in m2_main.c, (null)
veh_spec_simulate in m2_main.c, IF defined (SIMBFLY)
veh_spec_simulate in m2_main.c, IF not defined (SIMBFLY)
FUNCTION: keyboard_setup_terminal()
calledBy:
keyboard_init in m2_keybrd.c, (null)
FUNCTION: keyboard_reset_terminal()
calledBy:
keyboard_exit_gracefully in m2_keybrd.c, (null)
FUNCTION: keyboard_exit_gracefully()
calledBy:
veh_spec_exit in niu_main.c, (null)
veh_spec_exit in m2_main.c, (null)
FILE: m2_launcher.c
FUNCTION: launcher_init_launcher_up(up_status)
calledBy:
network_process_activation_parameters in m2_network.c, (null)
FUNCTION: launcher_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FUNCTION: launcher_up()
calledBy:
handles_launcher_check in m2_handles.c, (null)
FUNCTION: launcher_down()
calledBy:
handles_launcher_check in m2_handles.c, (null)
FUNCTION: launcher_idle()
calledBy:
handles_launcher_check in m2_handles.c, (null)
handles_launcher_default in m2_handles.c, (null)
FUNCTION: launcher_get_val()
calledBy:
ammo_ready_to_internal_resupply in m2_ammo.c, (null)
ammo_receive_quiet_state in m2_resupp.c, (null)
FUNCTION: launcher_up_status()
calledBy:
controller_simul in m2_cntrlr.c, (null)
fill_vehicle_spec_status in m2_network.c, (null)
FILE: m2_main.c
FUNCTION: main_toggle_silent_mode()
calledBy:
keyboard_simul in m2_keybrd.c, (null)
FUNCTION: print_help(progname)
calledBy:

main in niu_main.c, (null)
main in m2_main.c, (null)
FUNCTION: print_veh_logo()
calledBy:
enter_gracefully in stt_machine.c, (null)
enter_gracefully in main.c, (null)
FUNCTION: veh_spec_startup()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_idle()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_init()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_simulate()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_stop()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_exit()
calledBy:
simulation_state_machine in stt_machine.c, (null)
keyboard_simul in niu_keybrd.c, IFDEF_GT_
simulation_state_machine in main.c, (null)
FUNCTION: main(argc, argv)
FUNCTION: reconstitute_vehicle()
calledBy:
process_a_packet in proc_a_pkt.c, (null)
keyboard_simul in m2_keybrd.c, (null)
FILE: m2_mem.c
FUNCTION: mem_assign_other_ptrs()
calledBy:
mem_assign_shared_memory in assign_sm.c, (null)
FILE: m2_meter.c
FUNCTION: meter_init()
calledBy:
veh_spec_init in m2_main.c, (null)
FUNCTION: meter_speed_set(val)
calledBy:
drivetrain_simul in m2_dtrain.c, (null)
FUNCTION: meter_fuel_set(val)
calledBy:
fuel_simul in m2_fuelsys.c, (null)
FUNCTION: meter_volt_set(val)
calledBy:
electsys_simul in m2_electsys.c, (null)
electsys_init in m2_electsys.c, (null)

FUNCTION: meter_temp_set(val)
calledBy:
engine_simul in m2_engine.c, (null)

FUNCTION: meter_press_set(val)
calledBy:
engine_simul in m2_engine.c, (null)

FILE: m2_network.c

FUNCTION: send_equipment_status()
calledBy:
network_xmit in nwk_xmit.c, (null)
network_xmit_idle in nwk_xmit.c, (null)
network_xmit in net_xmit.c, (null)
network_xmit_idle in net_xmit.c, (null)

FUNCTION: fill_vehicle_spec_status(pkt)
calledBy:
build_vehicle_status in veh_status.c, (null)

FUNCTION: fill_vehicle_spec_appearance(pkt)
calledBy:
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)

FUNCTION: network_process_activation_parameters(p)
calledBy:
network_process_activate_request in nwk_activ.c, (null)
network_use_activation in ause_activ.c, (null)
network_use_activation in use_activ.c, (null)

FUNCTION: app_init()
calledBy:
veh_spec_init in niu_main.c, (null)
veh_spec_init in m2_main.c, (null)

FUNCTION: veh_spec_activate_time()
calledBy:
network_send_activate_response in nwk_act_ack.c, (null)
send_activate_response in act_rsp.c, (null)

FILE: m2_odom.c

FUNCTION: odometer_init()
calledBy:
powertrain_init in m2_pttrain.c, (null)

FUNCTION: odometer_simul()
calledBy:
powertrain_simul in m2_pttrain.c, (null)

FUNCTION: odom_set_initial_distance_km(distance)
calledBy:
network_process_activation_parameters in m2_network.c, (null)

FUNCTION: vehicle_get_elapsed_km()
calledBy:
build_vehicle_status in veh_status.c, (null)

FUNCTION: odometer_get_elapsed_km()
FUNCTION: odometer_get_elapsed_miles()
FUNCTION: odometer_mile_counter_reset()
calledBy:
transmission_oil_leak in m2_trans.c, (null)

FUNCTION: odometer_mile_counter()
calledBy:
transmission_simul in m2_trans.c, (null)

FILE: m2_p_buf.c

FUNCTION: veh_spec_proc_buf(mbp_dot, hp, buffer_num)

calledBy:

process_buffer in proc_buf.c, (null)

FILE: m2_pots.c

FUNCTION: pots_init()

calledBy:

simulation_state_machine in main.c, (null)

FUNCTION: pots_comm_trav_real(pot)

calledBy:

controls_commander_traverse_check in m2_ctl_tdc.c, (null)

controls_commander_traverse_init in m2_ctl_tdc.c, (null)

FUNCTION: pots_comm_elev_real(pot)

calledBy:

controls_commander_elevation_check in m2_ctl_tdc.c, (null)

controls_commander_elevation_init in m2_ctl_tdc.c, (null)

FUNCTION: pots_cupola_real(pot)

calledBy:

controls_cupola_check in m2_ctl_tnp.c, IFNDEF BAE_BUTTERFLY

controls_cupola_init in m2_ctl_tnp.c, (null)

FUNCTION: pots_gunn_trav_real(pot)

calledBy:

controls_gunner_traverse_check in m2_ctl_tdc.c, (null)

controls_gunner_traverse_init in m2_ctl_tdc.c, (null)

FUNCTION: pots_gunn_elev_real(pot)

calledBy:

controls_gunner_elevation_check in m2_ctl_tdc.c, (null)

controls_gunner_elevation_init in m2_ctl_tdc.c, (null)

FUNCTION: pots_steer_bar_real(pot)

calledBy:

controls_steer_bar_check in m2_ctl_mpc.c, (null)

controls_steer_bar_init in m2_ctl_mpc.c, (null)

FUNCTION: pots_throttle_real(pot)

calledBy:

controls_throttle_check in m2_ctl_mpc.c, (null)

controls_throttle_init in m2_ctl_mpc.c, (null)

FUNCTION: pots_service_brake_real(pot)

calledBy:

controls_service_brake_check in m2_ctl_hnp.c, (null)

controls_service_brake_init in m2_ctl_hnp.c, (null)

FUNCTION: pots_accelerator_real(pot)

calledBy:

controls_throttle_check in m2_ctl_mpc.c, (null)

controls_throttle_init in m2_ctl_mpc.c, (null)

FILE: m2_ptrain.c

FUNCTION: powertrain_init()

calledBy:

veh_spec_init in m2_main.c, (null)

FUNCTION: powertrain_simul()

calledBy:

veh_spec_simulate in m2_main.c, (null)

FILE: m2_ramp.c

FUNCTION: ramp_init_ramp_down(down_status)

calledBy:

network_process_activation_parameters in m2_network.c, (null)
FUNCTION: ramp_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FUNCTION: ramp_up()
calledBy:
controls_ramp_up_down_check in m2_ctl_mpc.c, (null)
controls_ramp_up_down_init in m2_ctl_mpc.c, (null)
FUNCTION: ramp_down()
calledBy:
controls_ramp_up_down_check in m2_ctl_mpc.c, (null)
controls_ramp_up_down_init in m2_ctl_mpc.c, (null)
FUNCTION: ramp_idle()
calledBy:
controls_ramp_up_down_check in m2_ctl_mpc.c, (null)
controls_ramp_up_down_init in m2_ctl_mpc.c, (null)
controls_ramp_up_down_exit in m2_ctl_mpc.c, (null)
FUNCTION: ramp_get_val()
FUNCTION: ramp_down_status()
calledBy:
fill_vehicle_spec_status in m2_network.c, (null)
FILE: m2_repair.c
FUNCTION: repair_request(event, agent, code, originator, tid)
calledBy:
process_repair in repair.c, (null)
FUNCTION: repair_simul()
calledBy:
simulation_state_machine in main.c, (null)
FUNCTION: repair_init()
calledBy:
simulation_state_machine in main.c, (null)
FUNCTION: clear_repair_vehicles()
calledBy:
repair_simul in m2_repair.c, (null)
repair_init in m2_repair.c, (null)
FUNCTION: repair_near_repair(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
service_check_vehicle_type in m2_resupp.c, (null)
FUNCTION: send_feed_me_packets_repair_vehicles()
calledBy:
repair_quiet_state in m2_repair.c, (null)
repair_request_state in m2_repair.c, (null)
FUNCTION: repair_quiet_state()
calledBy:
repair_simul in m2_repair.c, (null)
FUNCTION: repair_request_state()
calledBy:
repair_simul in m2_repair.c, (null)
FUNCTION: print_repair_status(s)
FILE: m2_resupp.c
FUNCTION: clear_ammo_carriers()
calledBy:
resupply_init in resupp.c, (null)

resupply_simul in resupp.c, IFDEF notdef
resupply_init in m2_resupp.c, (null)
resupply_simul in m2_resupp.c, (null)
FUNCTION: clear_fuel_carriers()
calledBy:
resupply_init in resupp.c, (null)
resupply_simul in resupp.c, IFDEF notdef
resupply_init in m2_resupp.c, (null)
resupply_simul in m2_resupp.c, (null)
FUNCTION: clear_ammo_receivers()
calledBy:
resupply_init in m2_resupp.c, (null)
resupply_simul in m2_resupp.c, (null)
FUNCTION: print_resupply_status(s)
calledBy:
resupply_simul in resupp.c, (null)
FUNCTION: send_feed_me_packets_ammo_carriers()
calledBy:
ammo_receive_quiet_state in resupp.c, (null)
ammo_receive_request_state in resupp.c, (null)
ammo_receive_quiet_state in m2_resupp.c, (null)
ammo_receive_request_state in m2_resupp.c, (null)
FUNCTION: send_feed_me_packets_fuel_carriers()
calledBy:
fuel_receive_quiet_state in resupp.c, (null)
fuel_receive_request_state in resupp.c, (null)
fuel_receive_quiet_state in m2_resupp.c, (null)
fuel_receive_request_state in m2_resupp.c, (null)
FUNCTION: resupply_near_ammo_carrier(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
service_check_vehicle_type in m2_resupp.c, (null)
FUNCTION: resupply_near_fuel_carrier(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
service_check_vehicle_type in m2_resupp.c, (null)
FUNCTION: resupply_near_ammo_receiver(v)
calledBy:
service_check_vehicle_type in resupp.c, IFDEF notdef
service_check_vehicle_type in m2_resupp.c, (null)
FUNCTION: resupply_ammo_received(ammo_type)
calledBy:
ammo_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: resupply_fuel_received(gallons)
calledBy:
fuel_stop_resupply in m2_fuelsys.c, (null)
FUNCTION: resupply_offer_packet(carrier_id, num_munitions, munitions)
calledBy:
process_resupply_offer in resupp_offer.c, (null)
FUNCTION: resupply_thank_you_packet(receiver_id, num_munitions, munitions)
calledBy:
process_resupply_received in resupp_rcvd.c, (null)
FUNCTION: resupply_feed_me_packet(receiver_id, num_munitions,
feed_me_munitions)

calledBy:
 process_service_request in service_req.c, (null)
 FUNCTION: resupply_gating_conditions()
 calledBy:
 ammo_internal_resupply_start_check in m2_ammo.c, (null)
 ammo_internal_resupply_abort_check in m2_ammo.c, (null)
 repair_quiet_state in m2_repair.c, (null)
 repair_request_state in m2_repair.c, (null)
 ammo_receive_quiet_state in m2_resupp.c, (null)
 fuel_receive_quiet_state in m2_resupp.c, (null)
 ammo_send_quiet_state in m2_resupp.c, (null)
 ammo_receive_request_state in m2_resupp.c, (null)
 fuel_receive_request_state in m2_resupp.c, (null)
 ammo_send_waiting_state in m2_resupp.c, (null)
 ammo_receive_loading_state in m2_resupp.c, (null)
 fuel_receive_loading_state in m2_resupp.c, (null)
 resupply_simul in m2_resupp.c, (null)
 FUNCTION: ammo_receive_quiet_state()
 calledBy:
 ammo_resupply_receive_simul in resupp.c, (null)
 ammo_resupply_receive_simul in m2_resupp.c, (null)
 FUNCTION: fuel_receive_quiet_state()
 calledBy:
 fuel_resupply_receive_simul in resupp.c, (null)
 fuel_resupply_receive_simul in m2_resupp.c, (null)
 FUNCTION: ammo_send_quiet_state()
 calledBy:
 ammo_resupply_send_simul in resupp.c, (null)
 ammo_resupply_send_simul in m2_resupp.c, (null)
 FUNCTION: ammo_receive_request_state()
 calledBy:
 ammo_resupply_receive_simul in resupp.c, (null)
 ammo_resupply_receive_simul in m2_resupp.c, (null)
 FUNCTION: fuel_receive_request_state()
 calledBy:
 fuel_resupply_receive_simul in resupp.c, (null)
 fuel_resupply_receive_simul in m2_resupp.c, (null)
 FUNCTION: ammo_send_waiting_state()
 calledBy:
 ammo_resupply_send_simul in resupp.c, (null)
 ammo_resupply_send_simul in m2_resupp.c, (null)
 FUNCTION: ammo_receive_loading_state()
 calledBy:
 ammo_resupply_receive_simul in resupp.c, (null)
 ammo_resupply_receive_simul in m2_resupp.c, (null)
 FUNCTION: fuel_receive_loading_state()
 calledBy:
 fuel_resupply_receive_simul in resupp.c, (null)
 fuel_resupply_receive_simul in m2_resupp.c, (null)
 FUNCTION: ammo_send_servicing_state()
 calledBy:
 ammo_resupply_send_simul in resupp.c, (null)
 ammo_resupply_send_simul in m2_resupp.c, (null)
 FUNCTION: ammo_resupply_receive_simul()

calledBy:
 resupply_simul in resupp.c, (null)
 resupply_simul in m2_resupp.c, (null)
 FUNCTION: fuel_resupply_receive_simul()
 calledBy:
 resupply_simul in resupp.c, (null)
 resupply_simul in m2_resupp.c, (null)
 FUNCTION: ammo_resupply_send_simul()
 calledBy:
 resupply_simul in resupp.c, (null)
 resupply_simul in m2_resupp.c, (null)
 FUNCTION: resupply_init()
 calledBy:
 veh_spec_init in m2_main.c, (null)
 FUNCTION: resupply_simul()
 calledBy:
 veh_spec_simulate in m2_main.c, (null)
 FUNCTION: service_check_vehicle_type(pkt)
 calledBy:
 resupply_simul in m2_resupp.c, (null)
 FUNCTION: resupply_stop_ammo_resupply()
 calledBy:
 ammo_receive_loading_state in resupp.c, (null)
 ammo_stop_resupply in m2_ammo.c, (null)
 FUNCTION: resupply_stop_fuel_resupply()
 FUNCTION: resupply_offer_canceled(carrier_id)
 calledBy:
 process_resupply_cancel in resupp_canc.c, (null)
 FUNCTION: resupply_request_canceled(receiver_id)
 calledBy:
 process_resupply_cancel in resupp_canc.c, (null)
 FUNCTION: vehicle_is_close(list, vehicle, size_of_list)
 calledBy:
 ammo_receive_loading_state in m2_resupp.c, (null)
 fuel_receive_loading_state in m2_resupp.c, (null)
 FUNCTION: keybrd_ammo_carriers_near_here()
 FILE: m2_slope.c
 FUNCTION: slope_simul()
 calledBy:
 veh_spec_simulate in m2_main.c, (null)
 FUNCTION: slope_get_cos_hull_slope()
 FILE: m2_sound.c
 FUNCTION: sound_denial_check()
 calledBy:
 sound_make_veh_spec_sound in m2_sound.c, (null)
 sound_of_main_gun_firing in m2_sound.c, (null)
 sound_of_engine_cranking_start in m2_sound.c, (null)
 sound_of_engine_cranking_stop in m2_sound.c, (null)
 sound_of_engine_stall in m2_sound.c, (null)
 sound_of_engine_start in m2_sound.c, (null)
 sound_of_engine_stop in m2_sound.c, (null)
 sound_of_turret_traversing in m2_sound.c, (null)
 sound_of_turret_power_on in m2_sound.c, (null)
 sound_of_turret_power_already_on in m2_sound.c, (null);

sound_of_turret_power_off in m2_sound.c, (null)
sound_of_turret_drive_on in m2_sound.c, (null)
sound_of_turret_drive_already_on in m2_sound.c, (null)
sound_of_turret_drive_off in m2_sound.c, (null)
sound_of_engine_accessory_on in m2_sound.c, (null)
sound_of_engine_accessory_already_on in m2_sound.c, (null)
sound_of_engine_accessory_off in m2_sound.c, (null)
FUNCTION: sound_make_veh_spec_sound(sound_str, str_len)
calledBy:
sound_make_const_sound in libsound.c, (null)
sound_make_var_sound in libsound.c, (null)
sound_make_arg_sound in libsound.c, (null)
sound_make_cont_sound in libsound.c, (null)
sound_stop_cont_sound in libsound.c, (null)
FUNCTION: sound_force_veh_spec_sound(sound_str, str_len)
calledBy:
sound_force_const_sound in libsound.c, (null)
FUNCTION: sound_init()
calledBy:
simulation_state_machine in main.c, (null)
veh_spec_init in m2_main.c, (null)
veh_spec_stop in m2_main.c, (null)
FUNCTION: sound_dont_use()
calledBy:
main in m2_main.c, (null)
FUNCTION: sound_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)
FUNCTION: sound_reset()
calledBy:
simulation_state_machine in main.c, (null)
keyboard_simul in m2_keybrd.c, (null)
sound_init in m2_sound.c, (null)
sound_we_just_died in m2_sound.c, (null)
FUNCTION: sound_we_just_died()
calledBy:
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
FUNCTION: sound_of_main_gun_firing()
calledBy:
weapons_fire in m2_weapons.c, (null)
FUNCTION: sound_of_engine_cranking_start()
calledBy:
engine_crank in m2_engine.c, (null)
FUNCTION: sound_of_engine_cranking_stop()
calledBy:
engine_out_of_start in m2_engine.c, (null)
engine_crank in m2_engine.c, (null)
FUNCTION: sound_of_engine_stall()
calledBy:
engine_out_of_start in m2_engine.c, (null)
FUNCTION: sound_of_tracks(fraction_of_max_speed, new_soil_type)
calledBy:
drivetrain_simul in m2_dtrain.c, (null)
FUNCTION: sound_of_engine_start()

calledBy:
engine_crank in m2_engine.c, (null)
FUNCTION: sound_of_engine_stop()
calledBy:
engine_off in m2_engine.c, (null)
FUNCTION: sound_of_engine(fraction_of_max_speed)
calledBy:
engine_run in m2_engine.c, (null)
FUNCTION: sound_of_gun_elevating(fraction_of_max_speed, temp_hitting_stop,
temp_fast)
calledBy:
turret_calc_gun_elev in m2_turret.c, (null)
make_sound_of_no_elevating in m2_turret.c, (null)
FUNCTION: sound_of_turret_traversing(fraction_of_max_speed, temp_fast)
calledBy:
turret_calc_turret_slew in m2_turret.c, (null)
make_sound_of_no_slewing in m2_turret.c, (null)
FUNCTION: sound_of_turret_power_on()
calledBy:
controls_turret_power_on in m2_ctl_tpc.c, (null)
FUNCTION: sound_of_turret_power_already_on()
calledBy:
channel_2_check in m2_sound.c, (null)
FUNCTION: sound_of_turret_power_off()
calledBy:
controls_turret_power_off in m2_ctl_tpc.c, (null)
FUNCTION: sound_of_turret_drive_on()
calledBy:
controls_turret_drive_on in m2_ctl_tdc.c, (null)
FUNCTION: sound_of_turret_drive_already_on()
calledBy:
channel_2_check in m2_sound.c, (null)
FUNCTION: sound_of_turret_drive_off()
calledBy:
controls_turret_drive_off in m2_ctl_tdc.c, (null)
FUNCTION: sound_of_engine_accessory_on()
calledBy:
fuel_engine_accessory_on in m2_fuelsys.c, (null)
FUNCTION: sound_of_engine_accessory_already_on()
calledBy:
channel_5_check in m2_sound.c, (null)
FUNCTION: sound_of_engine_accessory_off()
calledBy:
fuel_engine_accessory_off in m2_fuelsys.c, (null)
FUNCTION: sound_of_random_sounds()
calledBy:
sound_simul in m2_sound.c, (null)
FUNCTION: channel_2_check()
calledBy:
sound_simul in m2_sound.c, (null)
FUNCTION: channel_5_check()
calledBy:
sound_simul in m2_sound.c, (null)
FILE: m2_status.c

FUNCTION: what_is_voltage12P()
calledBy:
send_equipment_status in m2_network.c, (null)

FUNCTION: what_is_voltage12N()
calledBy:
send_equipment_status in m2_network.c, (null)

FUNCTION: what_is_voltage5()
calledBy:
send_equipment_status in m2_network.c, (null)

FUNCTION: what_is_temperature()
calledBy:
send_equipment_status in m2_network.c, (null)

FUNCTION: status_preset()
calledBy:
veh_spec_init in m2_main.c, (null)
status_init in m2_status.c, (null)

FUNCTION: status_init()
calledBy:
simulation_state_machine in main.c, (null)

FUNCTION: status_simul()
calledBy:
veh_spec_idle in m2_main.c, (null)
veh_spec_simulate in m2_main.c, (null)

FUNCTION: status_print_temp_and_supplies()
calledBy:
keyboard_simul in m2_keybrd.c, (null)

FUNCTION: driver_dead(p)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: turret_dead(p)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: cig_dead(p)
calledBy:
cig_failed_fsm in m2_cig.c, IFDEF STUB
cig_failed_fsm in m2_status.c, (null)

FUNCTION: net_dead(p)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: ser_dead(p)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: dtad_dead(p)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: sound_dead(p)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: plus12_dead(p, val)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: minus12_dead(p, val)
calledBy:
monitor_status in m2_status.c, (null)

FUNCTION: plus5_dead(p, val)
calledBy:
monitor_status in m2_status.c, (null)
FUNCTION: enable_status_printing()
FUNCTION: disable_status_printing()
FUNCTION: cig_failed_fsm()
calledBy:
io_simul in io_simul.c, IFNDEF_GT_
io_simul_idle in io_simul.c, (null)
net_simul in net_simul.c, IFDEF SIMBFLY
io_simul in io_simul.c, (null)
io_simul_idle in io_simul.c, (null)
FUNCTION: monitor_status(which)
calledBy:
status_simul in m2_status.c, (null)
cig_failed_fsm in m2_status.c, (null)
FILE: m2_stubs.c
FUNCTION: net_filter()
FUNCTION: net_filter_size()
FILE: m2_trans.c
FUNCTION: transmission_break_transmission()
calledBy:
transmission_simul in m2_trans.c, (null)
FUNCTION: transmission_replace_transmission()
FUNCTION: transmission_init()
calledBy:
powertrain_init in m2_ptrain.c, (null)
FUNCTION: transmission_simul()
calledBy:
powertrain_simul in m2_ptrain.c, (null)
FUNCTION: fit_T_init()
calledBy:
transmission_init in m2_trans.c, (null)
FUNCTION: fit_Q_init()
calledBy:
transmission_init in m2_trans.c, (null)
FUNCTION: fit_Q(gear, e_speed, shaft_speed, other_shaft_speed)
calledBy:
transmission_simul in m2_trans.c, (null)
FUNCTION: fit_T(gear, this_P, other_P)
calledBy:
transmission_simul in m2_trans.c, (null)
FUNCTION: transmission_load_torque()
calledBy:
engine_run in m2_engine.c, (null)
engine_dump in m2_engine.c, IFDEF PTRAIN_DEBUG
FUNCTION: transmission_torque_left()
calledBy:
drivetrain_simul in m2_dtrain.c, (null)
drivetrain_dump in m2_dtrain.c, IFDEF PTRAIN_DEBUG
FUNCTION: transmission_torque_right()
calledBy:
drivetrain_simul in m2_dtrain.c, (null)
drivetrain_dump in m2_dtrain.c, IFDEF PTRAIN_DEBUG

FUNCTION: transmission_oil_leak()
FUNCTION: transmission_repair_oil_leak()
FUNCTION: transmission_dump()
FUNCTION: transmission_banner()
FUNCTION: transmission_data_title()
FUNCTION: transmission_data_banner()
FUNCTION: transmission_data_dump()
FILE: m2_turret.c
FUNCTION: turret_init()
 calledBy:
 simulation_state_machine in main.c, (null)
FUNCTION: turret_simul()
 calledBy:
 simulation_state_machine in main.c, (null)
FUNCTION: turret_move()
 calledBy:
 turret_simul in m2_turret.c, (null)
FUNCTION: turret_get_turret_slew_rate()
 calledBy:
 weapons_fire_round in m2_weapons.c, (null)
FUNCTION: turret_get_gun_elev_rate()
FUNCTION: turret_handles_values(gun_slew_rate, gun_elevate_rate,
 handle_engaged, fast_slew_on)
 calledBy:
 handles_simul in m2_handles.c, (null)
FUNCTION: turret_calc_turret_slew(control_handle, sin_stab_azi_rot)
 calledBy:
 turret_move in m2_turret.c, (null)
FUNCTION: calc_slew_from_handle(handle_disp)
 calledBy:
 turret_calc_turret_slew in m2_turret.c, (null)
FUNCTION: turret_calc_gun_elev(control_handle, sin_stab_elev_rot)
 calledBy:
 turret_move in m2_turret.c, (null)
FUNCTION: calc_elev_from_handle(handle_disp)
 calledBy:
 turret_calc_gun_elev in m2_turret.c, (null)
FUNCTION: turret_gyros_simul()
 calledBy:
 turret_simul in m2_turret.c, (null)
FUNCTION: turret_stab_on()
 calledBy:
 controls_turret_stab_check in m2_ctl_tdc.c, (null)
 controls_turret_stab_init in m2_ctl_tdc.c, (null)
FUNCTION: turret_stab_off()
 calledBy:
 controls_turret_stab_check in m2_ctl_tdc.c, (null)
 controls_turret_stab_init in m2_ctl_tdc.c, (null)
FUNCTION: turret_gyros_spool_up()
 calledBy:
 controls_turret_drive_check in m2_ctl_tpc.c, (null)
 controls_turret_drive_init in m2_ctl_tpc.c, (null)
FUNCTION: turret_gyros_spool_down()
 calledBy:

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controls_turret_drive_check in m2_ctl_tpc.c, (null)
controls_turret_drive_init in m2_ctl_tpc.c, (null)
controls_turret_drive_exit in m2_ctl_tpc.c, (null)
FUNCTION: turret_gyros_status()
calledBy:
turret_gyros_simul in m2_turret.c, (null)
FUNCTION: turret_break_elevation_drive()
FUNCTION: turret_repair_elevation_drive()
FUNCTION: turret_break_stab_system()
FUNCTION: turret_repair_stab_system()
FUNCTION: turret_break_mount_interface()
FUNCTION: turret_repair_mount_interface()
FUNCTION: turret_break_traverse_drive()
FUNCTION: turret_repair_traverse_drive()
FUNCTION: turret_collision_detected(agent_id, event_id, coll_sector)
calledBy:
failure_collision_damages in m2_failure.c, (null)
FUNCTION: make_sound_of_no_slewing()
calledBy:
turret_move in m2_turret.c, (null)
make_sound_of_no_turret_noise in m2_turret.c, (null)
FUNCTION: make_sound_of_no_elevating()
calledBy:
turret_move in m2_turret.c, (null)
make_sound_of_no_turret_noise in m2_turret.c, (null)
FUNCTION: make_sound_of_no_turret_noise()
calledBy:
turret_simul in m2_turret.c, (null)
FUNCTION: turret_get_gun_to_world(g_to_w, error)
calledBy:
weapons_fire_round in m2_weapons.c, (null)
FUNCTION: turret_tow_movement_off()
calledBy:
ammo_ap_ss_pushed in m2_ammo.c, (null)
ammo_he_ss_pushed in m2_ammo.c, (null)
ammo_ap_lo_pushed in m2_ammo.c, (null)
ammo_he_lo_pushed in m2_ammo.c, (null)
ammo_ap_hi_pushed in m2_ammo.c, (null)
ammo_he_hi_pushed in m2_ammo.c, (null)
ammo_tow_launcher_off in m2_ammo.c, (null)
ammo_gps_mag_4x in m2_ammo.c, (null)
ammo_turret_power_off in m2_ammo.c, (null)
ammo_restore_amm0 in m2_ammo.c, (null)
FUNCTION: turret_tow_movement_on()
calledBy:
ammo_tow_select_pushed in m2_ammo.c, (null)
FUNCTION: turret_set_super_elevation(new_super_elev)
calledBy:
bcs_init in m2_bcs.c, (null)
bcs_simul in m2_bcs.c, (null)
bcs_set_ballistics_computer in m2_bcs.c, (null)
bcs_turn_computer_off in m2_bcs.c, (null)
FILE: m2_vision.c
FUNCTION: vision_get_sky_color()

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FUNCTION: vision_toggle_sky_color()
FUNCTION: cig_gps_mag_12x()
 calledBy:
 controls_mag_select_check in m2_ctl_tnp.c, (null)
 controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: cig_gps_mag_4x()
 calledBy:
 controls_mag_select_check in m2_ctl_tnp.c, (null)
 controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: vision_cmdrs_pitch_up()
 calledBy:
 controls_cupola_up_down_check in m2_ctl_tnp.c, (null)
 controls_cupola_up_down_init in m2_ctl_tnp.c, (null)
FUNCTION: vision_cmdrs_pitch_ahead()
 calledBy:
 controls_cupola_up_down_check in m2_ctl_tnp.c, (null)
 controls_cupola_up_down_init in m2_ctl_tnp.c, (null)
 controls_cupola_up_down_exit in m2_ctl_tnp.c, (null)
FUNCTION: vision_cmdrs_pitch_down()
 calledBy:
 controls_cupola_up_down_check in m2_ctl_tnp.c, (null)
 controls_cupola_up_down_init in m2_ctl_tnp.c, (null)
FUNCTION: vision_restore_all_blocks()
 calledBy:
 repair_all_systems in repair.c, (null)
 veh_spec_init in m2_main.c, (null)
FUNCTION: vision_break_all_blocks()
 calledBy:
 fail_vehicle_is_destroyed in f_cat_kill.c, (null)
 veh_spec_stop in m2_main.c, (null)
FUNCTION: vision_break_isu()
FUNCTION: vision_break_isu_ext()
FUNCTION: vision_break_driver_blocks()
FUNCTION: vision_break_cmdrs_blocks()
FUNCTION: vision_restore_isu()
FUNCTION: vision_restore_isu_ext()
FUNCTION: vision_restore_driver_blocks()
FUNCTION: vision_restore_cmdrs_blocks()
FUNCTION: vision_break_gunners_block()
FUNCTION: vision_restore_gunners_block()
FUNCTION: vision_gunner_brow_pad_on()
 calledBy:
 cig_msg_prepend_my_veh_state in m2_cig.c, IFDEF_GT_
 controls_gunner_brow_pad_check in m2_ctl_tnp.c, (null)
 controls_gunner_brow_pad_init in m2_ctl_tnp.c, (null)
FUNCTION: vision_gunner_brow_pad_off()
 calledBy:
 controls_gunner_brow_pad_check in m2_ctl_tnp.c, (null)
 controls_gunner_brow_pad_init in m2_ctl_tnp.c, (null)
 controls_gunner_brow_pad_exit in m2_ctl_tnp.c, (null)
FUNCTION: vision_commander_brow_pad_on()
 calledBy:
 controls_commander_brow_pad_check in m2_ctl_tnp.c, (null)
 controls_commander_brow_pad_init in m2_ctl_tnp.c, (null)

FUNCTION: vision_commander_brow_pad_off()
calledBy:
cig_msg_prepend_my_veh_state in m2_cig.c, IFDEF_GT_controls_commander_brow_pad_check in m2_ctl_tnp.c, (null)
controls_commander_brow_pad_init in m2_ctl_tnp.c, (null)
controls_commander_brow_pad_exit in m2_ctl_tnp.c, (null)

FUNCTION: print_br_values()
FUNCTION: get_cmdr_state()
FUNCTION: get_gunner_state()
FUNCTION: get_brow_pad_status()
calledBy:
cig_msg_prepend_my_veh_state in m2_cig.c, (null)

FUNCTION: vision_init()
calledBy:
veh_spec_init in m2_main.c, (null)

FILE: m2_weapons.c

FUNCTION: weapons_missile_is_launched()
calledBy:
tow_fired_check in m2_weapons.c, (null)

FUNCTION: tow_fired_check()
calledBy:
weapons_simul in m2_weapons.c, (null)

FUNCTION: weapons_fire_round(ammo)
calledBy:
weapons_fire in m2_weapons.c, (null)
weapons_keybrd_fire in m2_weapons.c, (null)

FUNCTION: weapons_fire()
calledBy:
handles_simul in m2_handles.c, (null)

FUNCTION: weapons_simul()
calledBy:
veh_spec_simulate in m2_main.c, (null)

FUNCTION: weapons_init()
calledBy:
veh_spec_init in m2_main.c, (null)

FUNCTION: weapons_set_low_fire_rate()
calledBy:
ammo_ap_lo_pushed in m2_ammo.c, (null)
ammo_he_lo_pushed in m2_ammo.c, (null)

FUNCTION: weapons_trigger_is_released()
calledBy:
handles_simul in m2_handles.c, (null)

FUNCTION: weapons_cut_any_tow_wires()
calledBy:
ammo_missile1_pushed in m2_ammo.c, (null)
ammo_missile2_pushed in m2_ammo.c, (null)
ammo_tow_launcher_off in m2_ammo.c, (null)
ammo_gps_mag_4x in m2_ammo.c, (null)
ammo_turret_power_off in m2_ammo.c, (null)
ammo_restore_ammo in m2_ammo.c, (null)

FUNCTION: weapons_set_high_fire_rate()
calledBy:
ammo_ap_hi_pushed in m2_ammo.c, (null)
ammo_he_hi_pushed in m2_ammo.c, (null)

FUNCTION: weapons_set_single_shot_mode()

calledBy:

ammo_ap_ss_pushed in m2_ammo.c, (null)
ammo_he_ss_pushed in m2_ammo.c, (null)
ammo_tow_select_pushed in m2_ammo.c, (null)
ammo_tow_launcher_off in m2_ammo.c, (null)
ammo_gps_mag_4x in m2_ammo.c, (null)
ammo_turret_power_off in m2_ammo.c, (null)
ammo_restore_ammo in m2_ammo.c, (null)

FUNCTION: weapons_trigger_is_pulled()

calledBy:

handles_simul in m2_handles.c, (null)

FUNCTION: weapons_trigger_status()

calledBy:

ammo_ap_ss_pushed in m2_ammo.c, (null)
ammo_he_ss_pushed in m2_ammo.c, (null)
ammo_ap_lo_pushed in m2_ammo.c, (null)
ammo_he_lo_pushed in m2_ammo.c, (null)
ammo_ap_hi_pushed in m2_ammo.c, (null)
ammo_he_hi_pushed in m2_ammo.c, (null)
ammo_tow_select_pushed in m2_ammo.c, (null)
ammo_tow_test_pushed in m2_ammo.c, (null)

FUNCTION: weapons_shot_misfired()

FUNCTION: weapons_break_tow_launcher()

FUNCTION: weapons_repair_tow_launcher()

FUNCTION: weapons_misfire_corrected()

FUNCTION: weapons_vehicle_rolled()

FUNCTION: weapons_vehicle_unrolled()

FUNCTION: weapons_download_ballistics_tables()

calledBy:

cigex_wakeup_cig in cig_start.c, IFDEF
NOT_UNTIL_LARGER_BUFFER_AVAILABLE
cig_reconfig_start in cig_r_start.c, (null)

FUNCTION: weapons_keybrd_fire(ammo)

FILE: new_vision.c

FUNCTION: vision_get_sky_color()

FUNCTION: vision_toggle_sky_color()

FUNCTION: cig_gps_mag_12x()

calledBy:

controls_mag_select_check in m2_ctl_tnp.c, (null)
controls_mag_select_init in m2_ctl_tnp.c, (null)

FUNCTION: cig_gps_mag_4x()

calledBy:

controls_mag_select_check in m2_ctl_tnp.c, (null)
controls_mag_select_init in m2_ctl_tnp.c, (null)

FUNCTION: vision_cmdrs_pitch_up()

calledBy:

controls_cupola_up_down_check in m2_ctl_tnp.c, (null)
controls_cupola_up_down_init in m2_ctl_tnp.c, (null)

FUNCTION: vision_cmdrs_pitch_ahead()

calledBy:

controls_cupola_up_down_check in m2_ctl_tnp.c, (null)
controls_cupola_up_down_init in m2_ctl_tnp.c, (null)
controls_cupola_up_down_exit in m2_ctl_tnp.c, (null)

FUNCTION: vision_cmdrs_pitch_down()
calledBy:
controls_cupola_up_down_check in m2_ctl_tnp.c, (null)
controls_cupola_up_down_init in m2_ctl_tnp.c, (null)
FUNCTION: vision_restore_all_blocks()
calledBy:
repair_all_systems in repair.c, (null)
veh_spec_init in m2_main.c, (null)
FUNCTION: vision_break_all_blocks()
calledBy:
fail_vehicle_is_destroyed in f_cat_kill.c, (null)
veh_spec_stop in m2_main.c, (null)
FUNCTION: vision_break_isu()
FUNCTION: vision_break_isu_ext()
FUNCTION: vision_break_driver_blocks()
FUNCTION: vision_break_cmdrs_blocks()
FUNCTION: vision_restore_isu()
FUNCTION: vision_restore_isu_ext()
FUNCTION: vision_restore_driver_blocks()
FUNCTION: vision_restore_cmdrs_blocks()
FUNCTION: vision_break_gunners_block()
FUNCTION: vision_restore_gunners_block()
FUNCTION: vision_gunner_brow_pad_on()
calledBy:
cig_msg_prepend_my_veh_state in m2_cig.c, IFDEF_GT_
controls_gunner_brow_pad_check in m2_ctl_tnp.c, (null)
controls_gunner_brow_pad_init in m2_ctl_tnp.c, (null)
FUNCTION: vision_gunner_brow_pad_off()
calledBy:
controls_gunner_brow_pad_check in m2_ctl_tnp.c, (null)
controls_gunner_brow_pad_init in m2_ctl_tnp.c, (null)
controls_gunner_brow_pad_exit in m2_ctl_tnp.c, (null)
FUNCTION: vision_commander_brow_pad_on()
calledBy:
controls_commander_brow_pad_check in m2_ctl_tnp.c, (null)
controls_commander_brow_pad_init in m2_ctl_tnp.c, (null)
FUNCTION: vision_commander_brow_pad_off()
calledBy:
cig_msg_prepend_my_veh_state in m2_cig.c, IFDEF_GT_
controls_commander_brow_pad_check in m2_ctl_tnp.c, (null)
controls_commander_brow_pad_init in m2_ctl_tnp.c, (null)
controls_commander_brow_pad_exit in m2_ctl_tnp.c, (null)

DIRECTORY: ./gt/vehicle/oldlib

No files defined.

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