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/*
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/* Task      : Header file for Turtle32.c
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/* developed on :
/* last update :
*****/

#ifndef __TURTLE32_H
#define __TURTLE32_H

#define PI 3.141592654

/* TurtleContext structure for receiving the current turtle state */
typedef struct tagTURTLECONTEXT
{
    LONG    lX;
    LONG    lY;
    float    fAngle;
    LONG    lLineWidth;
    COLORREF crColor;
    HPEN     hPen;
    HWND     hWnd;
    /* Up to here the structure is saved with PUSH and POP */

    RECT     BR;
    BOOL     bUseBounding;
    LPVOID    pStack;
    LONG     lStackPtr;
} TURTLECONTEXT;
typedef TURTLECONTEXT *PTURTLECONTEXT;

#define NOCTXTSIZE (sizeof( long ) + sizeof( LPVOID ) + sizeof( BOOL ) + sizeof( RECT ))
/* Function prototypes -----*/
void WINAPI turtleInit( PTURTLECONTEXT pTC );
void WINAPI turtleExit( PTURTLECONTEXT pTC );
void WINAPI turtleInitBounding( PTURTLECONTEXT pTC );
void WINAPI turtleUseBounding( PTURTLECONTEXT pTC, BOOL bUse );
void WINAPI turtleSetPen( PTURTLECONTEXT pTC,
    COLORREF crCol,
    LONG lLineWidth );
void WINAPI turtleSetWindow( PTURTLECONTEXT pTC, HWND hWnd );
void WINAPI turtleSaveContext( PTURTLECONTEXT pTC );
void WINAPI turtleRestoreContext( PTURTLECONTEXT pTC );
void WINAPI turtleRotate( PTURTLECONTEXT pTC, float fAngle );
void WINAPI turtleSetAngle( PTURTLECONTEXT pTC, float fAngle );
void WINAPI turtleForward( PTURTLECONTEXT pTC,
    float fLineLen,
    BOOL bDraw );
void WINAPI turtleCircle( PTURTLECONTEXT pTC,
    float fRadius,
    BOOL bDraw );
void WINAPI turtleTextOut( PTURTLECONTEXT pTC,
    LPSTR lpText );
void WINAPI turtleMoveTo( PTURTLECONTEXT pTC,
    LONG lX,
    LONG lY,
    BOOL bDraw );
BOOL WINAPI turtlePush( PTURTLECONTEXT pTC );
BOOL WINAPI turtlePop( PTURTLECONTEXT pTC );

#endif

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