

Name	Arguments	Purpose
BCROSS	(A1,B1,A2,B2,C1,C2,DZ,FAIL,ISIZE)	find lines crossing
BOVER	(XYZ,XYP,N,ISZ)	returns .TRUE. if XYP lies over N-gon
BPTM2D	(BM,R8,M,N)	convert N binary.M to REAL*8
BPTM2R	(BM,R4,M,N)	convert N binary.M to REAL*4
BVCROS	(A,B,C)	calculates $C = \text{vector product } (A \times B)$
BVDIST	(X1,X2,N)	finds the length of the N-vector $X2-X1$
BVDST2	(X1,X2,N)	finds the squared length of the N-vector $X2-X1$
BVMOD	(X,N)	finds the length of the N-vector X
BVMOD2	(X,N)	finds the length of the N-vector X
BVUNIT	(A,X,N)	set $X = A/ A $
D2BPTM	(R8,BM,M,N)	convert N REAL*8 to binary.M (32-bits)
DOTVB	(IV1,IV2)	returns dot product of IV1 and IV2
IBCOMA	(A,B,M,N)	returns I if $A=+-B(I)$ for $I=1,N$
IBCOMS	(A,B,M,N)	returns I if $A=+B(I)$ for $I=1,N$
KOLPK	(IR,IG,IB,KOL)	zeros the l.s.byte
KOLPK1	(IR,IG,IB,KOL)	leaves the l.s.byte
KOLUNP	(KOL,IR,IG,IB)	unpacks colour word to its constituents
PSPECB	(X,ALPHA,X1,M)	$X1(Y1)=X(Y)/(1-Z*ALPHA) / 2^{**M}$
R2BPTM	(R4,BM,M,N)	convert N REAL*4 to binary.M
ROTATB	(X,Y,THETA,N)	rotates (X,Y) by REAL*4 THETA (degrees)
ROTVB	(XYZ,AXIS,THETA,N)	rotates N vectors of XYZ
SCALEB	(X,SCALE,X1,N)	$X1(I)=X(I)*SCALE, I=1,N$
VISIBL	(XYZ,DC,IPSFAC)	returns .TRUE. if face is visible