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/*****
/*
/*-----T U R T L E. H-----*/
/* Task      : Header file for Turtle32Tls.c */
/*-----*/
/* Authors    : Michael Tischer and Bruno Jennrich */
/* developed on : 08/10/95 */
/* last update  : 09/01/95 */
*****/

#ifndef __TURTLE_H
#define __TURTLE_H

/* 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;
} TURTLECONTEXT;
typedef TURTLECONTEXT *PTURTLECONTEXT;

#define PI 3.141592654

/* Function Prototypes -----*/
void WINAPI turtleInit( void );
void WINAPI turtleExit( void );
void WINAPI turtleInitBouding( void );
void WINAPI turtleUseBouding( BOOL bUse );
void WINAPI turtleSetPen( COLORREF crCol, LONG lLineWidth );
void WINAPI turtleSetWindow( HWND hWnd );
void WINAPI turtleSaveContext( PTURTLECONTEXT pTC );
void WINAPI turtleRestoreContext( PTURTLECONTEXT pTC );
void WINAPI turtleRotate( float fAngle );
void WINAPI turtleSetAngle( float fAngle );
void WINAPI turtleForward( float fLineLen, BOOL bDraw );
void WINAPI turtleMoveTo( LONG lX, LONG lY, BOOL bDraw );
BOOL WINAPI turtlePush( void );
BOOL WINAPI turtlePop( void );

#endif

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