

OPCODE	Function Name	
1A	INIT_QUADTREE(WIDTH)	
1B	BUILD QUADTREE(WIDTH)	
1C	ARCHIVE QUADTREE()	
2	DISPLAY()	
3	LIST_RECTANGLES()	
4	CREATE_RECTANGLE(N,CX,CY,LX,LY)	
5	SEARCH_POINT(PX,PY)	
6	RECTANGLE_SEARCH(N)	
7	INSERT(N)	
8A	DELETE_RECTANGLE(N)	
8B	DELETE_POINT(PX,PY)	
9	MOVE(N,CX,CY)	
10	TOUCH(N)	
11	WITHIN(N,D)	
12A	HORIZ_NEIGHBOR(N)	
12B	VERT_NEIGHBOR(N)	
13	NEAREST_RECTANGLE(PX,PY)	
14	WINDOW(LLX,LLY,LX,LY)	
15	NEAREST_NEIGHBOR(N)	
16	LEXICALLY_GREATER_NEAREST_NEIGHBOR(N)	
17	LABEL()	
18	SPATIAL_JOIN()	