

Core

Abs(a)	GetDeviceLanguage()	Mid(strin, position, length)	SetSyncRate(fps, mode)
ACos(a)	GetDeviceName()	MinimizeApp()	SetTransitionMode(mode)
ACosRad(a)	GetDeviceNetworkType()	Mod(a, b)	SetViewOffset(x, y)
Asc(strin)	GetDevicePlatform()	Pow(a, b)	SetViewZoom(zoom)
ASin(a)	GetDeviceType()	Random()	SetViewZoomMode(mode)
ASinRad(a)	GetDeviceWidth()	Random2()	SetVirtualResolution(iWidth, iHeight)
ATan(a)	GetDisplayAspect()	RandomSign(value)	SetVSync(mode)
ATan2(y, x)	GetExpansionFileError()	Render()	SetWindowAllowResize(mode)
ATan2Rad(y, x)	GetExpansionFileProgress()	Render2DBack()	SetWindowPosition(x, y)
ATanFull(x, y)	GetExpansionFileState()	Render2DFront()	SetWindowSize(width, height, fullscreen, allowOverSized)
ATanFullRad(x, y)	GetFrameTime()	Render3D()	SetWindowTitle(szTitle)
ATanRad(a)	GetMaxDeviceHeight()	RenderShadowMap()	Sha1(str)
Bin(i)	GetMaxDeviceWidth()	ReplaceString(str, find, replace, qty)	Sha256(str)
ByteLen(strin)	GetMilliseconds()	ResetTimer()	Sha512(str)
Ceil(a)	GetNumProcessors()	RestoreApp()	ShareFile(szFilename)
Chr(unicodevalue)	GetOrientation()	Right(strin, count)	ShareImage(szFilename)
ClearDepthBuffer()	GetPaused()	Round(a)	ShareImageAndText(szFilename, szText)
ClearScreen()	GetPolygonsDrawn()	RunApp(szFilename, szParameters)	ShareText(szText)
ClearURLSchemeText()	GetResumed()	ScreenFPS()	Sin(a)
CompareString(str, str2)	GetScreenBoundsBottom()	ScreenToWorldX(x)	SinRad(a)
Cos(a)	GetScreenBoundsLeft()	ScreenToWorldY(y)	Sleep(milliseconds)
CosRad(a)	GetScreenBoundsRight()	SetAntialiasMode(mode)	Spaces(length)
CountStringTokens(str, delimiters)	GetScreenBoundsTop()	SetBorderColor(red, green, blue)	Sqrt(a)
CountStringTokens2(str, delimiter)	GetSeconds()	SetClearColor(red, green, blue)	StepPhysics(time)
DownloadExpansionFile()	GetShadowPolygonsDrawn()	SetDefaultMagFilter(filter)	Str(valueFloat)
DrawBox(x, y, x2, y2, color1, color2, color3, color4, filled)	GetStorageRemaining(path)	SetDefaultMinFilter(filter)	StringToBase64(input)
DrawEllipse(x, y, radiusx, radiusy, color1, color2, filled)	GetStorageTotal(path)	SetDefaultWrapU(mode)	StripString(str, chars)
DrawLine(x, y, x2, y2, red, green, blue)	GetStringToken(str, delimiters, token)	SetDefaultWrapV(mode)	Swap()
EnableClearColor(clear)	GetStringToken2(str, delimiter, token)	SetDisplayAspect(aspect)	Sync()
EnableClearDepth(clear)	GetURLSchemeText()	SetExpansionFileKey(key)	Tan(a)
FindString(str, findStr, ignoreCase, start)	GetVerticesProcessed()	SetExpansionFileVersion(int version)	TanRad(a)
FindStringCount(str, findStr)	GetViewOffsetX()	SetGenerateMipmaps(generate)	TerminateApp(applD)
FindStringReverse(str, findStr, ignoreCase, start)	GetViewOffsetY()	SetImmersiveMode(mode)	Timer()
Floor(a)	GetViewZoom()	SetIntendedDeviceSize(width, height)	TrimString(str, chars)
FMod(a, b)	GetVirtualHeight()	SetOrientationAllowed(portrait, portrait2, landscape, landscape2)	Trunc(a)
GetAppName()	GetVirtualWidth()	SetRandomSeed(seed)	TruncateString(str, character)
GetAppPackageName()	GetWindowHeight()	SetRandomSeed2(seed)	Update(time)
GetAppRunning(applD)	GetWindowWidth()	SetRenderToImage(colorImage, depthImage)	Update2D(time)
GetColorBlue(color)	Hex(i)	SetRenderToScreen()	Update3D(time)
GetColorGreen(color)	HexToBase64(input)	SetResolutionMode(mode)	UpdateDeviceSize(w, h)
GetColorRed(color)	IsSupportedDepthTexture()	SetScissor(x, y, x2, y2)	Upper(strin)
GetDeviceBaseName()	Left(strin, count)	SetScreenResolution(width, height)	Val(str)
GetDeviceDPI()	Len(strin)	SetSleepMode(mode)	ValFloat(str)
GetDeviceHeight()	Log(a)	SetSortCreated(sort)	ViewFile(szFilename)
GetDeviceID()	Lower(strin)	SetSortDepth(sort)	WorldToScreenX(x)
	MakeColor(red, green, blue)	SetSortTextures(sort)	WorldToScreenY(y)
	MaximizeWindow()	SetSortTransparentDepth(sort)	
	Message(msg)		

Sprites

AddSpriteAnimationFrame(iSpriteIndex, imageIndex)
AddSpriteShapeBox(iSpriteIndex, x, y, x2, y2, angle)
AddSpriteShapeChain(iSpriteIndex, numPoints, index, loop, x, y)
AddSpriteShapeCircle(iSpriteIndex, x, y, radius)
AddSpriteShapePolygon(iSpriteIndex, numPoints, index, x, y)
CalculateSpritePhysicsCOM(iSpriteIndex)
ClearSpriteAnimationFrame(iSpriteIndex)
ClearSpriteShapes(iSpriteIndex)
CloneSprite(iSpriteIndex, iOtherSprite)
CreateDummySprite(iSpriteIndex)
CreateSprite(imageIndex)
DeleteAllSprites()
DeleteAllText()
DeleteSprite(iSpriteIndex)
DrawSprite(iSpriteIndex)
FixSpriteToScreen(iSpriteIndex, mode)
GetPhysicsCollision(iSprite1, iSprite2)
GetPhysicsCollisionWorldX()
GetPhysicsCollisionWorldY()
GetPhysicsCollisionX()
GetPhysicsCollisionY()
GetSpriteActive(iSpriteIndex)
GetSpriteAngle(iSpriteIndex)
GetSpriteAngleRad(iSpriteIndex)
GetSpriteCollision(iSprite1, iSprite2)
GetSpriteColorAlpha(iSpriteIndex)
GetSpriteColorBlue(iSpriteIndex)
GetSpriteColorGreen(iSpriteIndex)
GetSpriteColorRed(iSpriteIndex)
GetSpriteCurrentFrame(iSpriteIndex)
GetSpriteDepth(iSpriteIndex)
GetSpriteDistance(iSprite1, iSprite2)
GetSpriteDistancePoint1X()
GetSpriteDistancePoint1Y()
GetSpriteGroup(iSpriteIndex, group, shapeID)
GetSpriteImage(iSpriteIndex, imageIndex, bUpdateShape)
GetSpriteOffset(iSpriteIndex, x, y)
GetSpritePhysicsAngularDamping(iSpriteIndex, damp)
GetSpritePhysicsAngularImpulse(iSpriteIndex, impulse)
GetSpritePhysicsAngularVelocity(iSpriteIndex, va)
GetSpritePhysicsCanRotate(iSpriteIndex, rotate)
GetSpritePhysicsCOM(iSpriteIndex, x, y)
GetSpritePhysicsDamping(iSpriteIndex, damp)
GetSpritePhysicsDelete(iSpriteIndex)
GetSpritePhysicsDensity(iSpriteIndex, density, shapeID)
GetSpritePhysicsForce(iSpriteIndex, x, y, vx, vy)
GetSpritePhysicsFriction(iSpriteIndex, friction)
GetSpritePhysicsImpulse(iSpriteIndex, x, y, vx, vy)
GetSpritePhysicsIsBullet(iSpriteIndex, bullet)
GetSpritePhysicsIsSensor(iSpriteIndex, sensor)
GetSpritePhysicsMass(iSpriteIndex, mass)
GetSpriteDistancePoint2X()
GetSpriteDistancePoint2Y()
GetSpriteExists(iSpriteIndex)
GetSpriteFlippedH(iSpriteIndex)
GetSpriteFlippedV(iSpriteIndex)
GetSpriteFrameCount(iSpriteIndex)
GetSpriteGroup(iSpriteIndex)
GetSpriteHeight(iSpriteIndex)
GetSpriteHit(x, y)
GetSpriteHitCategory(categories, x, y)
GetSpriteHitGroup(group, x, y)
GetSpriteHitTest(iSpriteIndex, x, y)
GetSpriteImageID(iSpriteIndex)
GetSpriteInBox(iSprite, x1, y1, x2, y2)
GetSpriteInCircle(iSprite, x1, y1, radius)
GetSpriteInScreen(iSpriteIndex)
GetSpriteNumShapes(iSpriteIndex)
GetSpriteOffsetX(iSpriteIndex)
GetSpriteOffsetY(iSpriteIndex)
GetSpritePhysicsAngularVelocity(iSpriteIndex)
GetSpritePhysicsCOMX(iSpriteIndex)
GetSpritePhysicsCOMY(iSpriteIndex)
GetSpritePhysicsMass(iSpriteIndex)
GetSpritePhysicsVelocityX(iSpriteIndex)
GetSpritePhysicsVelocityY(iSpriteIndex)
GetSpritePixelFromX(iSpriteIndex, x)
GetSpritePixelFromY(iSpriteIndex, y)
GetSpritePlaying(iSpriteIndex)
GetSpriteScaleX(iSpriteIndex)
GetSpriteScaleY(iSpriteIndex)
GetSpriteShapeNumVertices(iSpriteIndex, shapeID)
GetSpriteShapeVertexX(iSpriteIndex, shapeID, vertex)
GetSpriteShapeVertexY(iSpriteIndex, shapeID, vertex)
GetSpriteTransparency(iSpriteIndex)
GetSpritePhysicsOff(iSpriteIndex)
GetSpritePhysicsOn(iSpriteIndex, mode)
GetSpritePhysicsRestitution(iSpriteIndex, restitution)
GetSpritePhysicsTorque(iSpriteIndex, torque)
GetSpritePhysicsVelocity(iSpriteIndex, vx, vy)
GetSpritePosition(iSpriteIndex, fx, fy)
GetSpritePositionByOffset(iSpriteIndex, fx, fy)
GetSpriteScale(iSpriteIndex, x, y)
GetSpriteScaleByOffset(iSpriteIndex, x, y)
GetSpriteScissor(iSpriteIndex, x, y, x2, y2)
GetSpriteShader(spriteID, shaderID)
GetSpriteShape(iSpriteIndex, shape, shapeID)
GetSpriteShapeBox(iSpriteIndex, x, y, x2, y2, angle, shapeID)
GetSpriteShapeChain(iSpriteIndex, numPoints, index, loop, x, y, shapeID)
GetSpriteVisible(iSpriteIndex, bVisible)
GetSpriteX(iSpriteIndex, fx)
GetSpriteVisible(iSpriteIndex)
GetSpriteWidth(iSpriteIndex)
GetSpriteX(iSpriteIndex)
GetSpriteXByOffset(iSpriteIndex)
GetSpriteXFromPixel(iSpriteIndex, x)
GetSpriteXFromWorld(iSpriteIndex, x, y)
GetSpriteY(iSpriteIndex)
GetSpriteYByOffset(iSpriteIndex)
GetSpriteYFromPixel(iSpriteIndex, y)
GetSpriteYFromWorld(iSpriteIndex, x, y)
GetWorldXFromSprite(iSpriteIndex, x, y)
GetWorldYFromSprite(iSpriteIndex, x, y)
LoadSprite(imagefile)
PlaySprite(iSpriteIndex)
ResetSpriteUV(iSpriteIndex)
ResumeSprite(iSpriteIndex)
SetSpriteActive(iSpriteIndex, bActive)
SetSpriteAdditionalImage(iSpriteIndex, imageIndex, iStage)
SetSpriteAngle(iSpriteIndex, fAng)
SetSpriteAngleRad(iSpriteIndex, fAng)
SetSpriteAnimation(iSpriteIndex, iFrameWidth, iFrameHeight, iFrameCount)
SetSpriteCategoryBit(iSpriteIndex, category, flag)
SetSpriteCategoryBits(iSpriteIndex, categories, shapeID)
SetSpriteCollideBit(iSpriteIndex, category, flag, shapeID)
SetSpriteCollideBits(iSpriteIndex, mask)
SetSpriteColor(iSpriteIndex, iRed, iGreen, iBlue, iAlpha)
SetSpriteColorAlpha(iSpriteIndex, iAlpha)
SetSpriteColorBlue(iSpriteIndex, iBlue)
SetSpriteColorGreen(iSpriteIndex, iGreen)
SetSpriteColorRed(iSpriteIndex, iRed)
SetSpriteDepth(iSpriteIndex, iDepth)
SetSpriteFlip(iSpriteIndex, horz, vert)
SetSpriteFrame(iSpriteIndex, iFrame)
SetSpriteY(iSpriteIndex, fy)
StopSprite(iSpriteIndex)
SetSpriteShapeCircle(iSpriteIndex, x, y, radius)
SetSpriteShapePolygon(iSpriteIndex, numPoints, index, x, y)
SetSpriteSize(iSpriteIndex, width, height)
SetSpriteSnap(iSpriteIndex, snap)
SetSpriteSpeed(iSpriteIndex, fFps)
SetSpriteTransparency(iSpriteIndex, mode)
SetSpriteUV(iSpriteIndex, u1, v1, u2, v2, u3, v3, u4, v4)
SetSpriteUVBorder(iSpriteIndex, border)
SetSpriteUVOffset(iSpriteIndex, u, v)
SetSpriteUVScale(iSpriteIndex, scaleU, scaleV)
SetSpriteVisible(iSpriteIndex, bVisible)
SetSpriteX(iSpriteIndex, fx)
SetSpriteY(iSpriteIndex, fy)
StopSprite(iSpriteIndex)

Images

CopyImage(newImage, fromImage, x, y, width, height)
CreateImageColor(imageID, red, green, blue, alpha)
CreateRenderImage(width, height, format, mipmap)
DecodeQRCode(image)
DeleteAllImages()
DeleteImage(imageIndex)
EncodeQRCode(text, errorMode)
GetCapturedImage()
GetChosenImage()
GetDeviceCameraType(cameraID)
GetImage(imageID, x, y, width, height)
GetImageExists(imageIndex)

GetImageFilename(imageID)
GetImageHeight(imageIndex)
GetImageSizeFromFile(filename)
GetImageWidth(imageIndex)
GetNumDeviceCameras()
IsCapturingImage()
IsChoosingImage()
LoadImage(sImageFilename, bBlackToAlpha)
LoadImageResized(imageID, szFilename, scaleX, scaleY, cache)
LoadSubImage(imageIndex, iParentIndex, sImageFilename)
PrintImage(image, size)
ResizeImage(imageID, width, height)

SaveImage(imageIndex, filename)
SetDeviceCameraToImage(cameraID, imageID)
SetImageMagFilter(imageIndex, mode)
SetImageMask(iDstImage, iSrcImage, dst, src, x, y)
SetImageMinFilter(imageIndex, mode)
SetImageTransparentColor(image, r, g, b)
SetImageWrapU(imageIndex, mode)
SetImageWrapV(imageIndex, mode)
ShowChooseImageScreen()
ShowImageCaptureScreen()

Skeletons

CreateSkeleton2D()
DeleteSkeleton2D(iSkeleton)
FixSkeleton2DToScreen(iSkeleton, mode)
FixSpriteToSkeleton2D(spriteID, iSkeletonID, bone, zorder)
GetSkeleton2DAngle(iSkeleton)
GetSkeleton2DAnimationTime(iSkeleton, anim)
GetSkeleton2DBone(iSkeleton, name)
GetSkeleton2DBoneAngle(iSkeleton, bone)
GetSkeleton2DBoneCurrAngle(iSkeleton, bone)
GetSkeleton2DBoneCurrX(iSkeleton, bone)
GetSkeleton2DBoneCurrY(iSkeleton, bone)
GetSkeleton2DBoneParent(iSkeleton, bone)
GetSkeleton2DBoneX(iSkeleton, bone)

GetSkeleton2DBoneY(iSkeleton, bone)
GetSkeleton2DCurrentTime(iSkeleton)
GetSkeleton2DDepth(iSkeleton)
GetSkeleton2DExists(iSkeleton)
GetSkeleton2DIsAnimating(iSkeleton)
GetSkeleton2DIsTweening(iSkeleton)
GetSkeleton2DX(iSkeleton)
GetSkeleton2DY(iSkeleton)
LoadSkeleton2DFromSpineFile(filename, scale, atlasImage, loadAnim)
LoadSkeleton2DFromSpriteFile(filename, scale, atlasImage)
PlaySkeleton2DAnimation(iSkeleton, anim, starttime, loop, tweentime)

SetSkeleton2DAnimationFrame(iSkeleton, anim, time, tweentime)
SetSkeleton2DAnimationSpeed(iSkeleton, speed)
SetSkeleton2DBoneAngle(iSkeleton, bone, r)
SetSkeleton2DBoneMode(iSkeleton, bone, mode)
SetSkeleton2DBonePosition(iSkeleton, bone, x, y)
SetSkeleton2DBoneScale(iSkeleton, bone, sx, sy)
SetSkeleton2DDepth(iSkeleton, depth)
SetSkeleton2DFlip(iSkeleton, flipH, flipV)
SetSkeleton2DPosition(iSkeleton, x, y)
SetSkeleton2DRotation(iSkeleton, r)
SetSkeleton2DVisible(iSkeleton, mode)
StopSkeleton2DAnimation(iSkeleton)

Tweening

AddTweenChainCamera(chainID, tweenID, cameraID, delay)
AddTweenChainChar(chainID, tweenID, textID, charID, delay)
AddTweenChainCustom(chainID, tweenID, delay)
AddTweenChainObject(chainID, tweenID, objectID, delay)
AddTweenChainSprite(chainID, tweenID, spriteID, delay)
AddTweenChainText(chainID, tweenID, textID, delay)
ClearTweenChain(chainID)
CreateTweenCamera(duration)
CreateTweenChain()
CreateTweenChar(duration)
CreateTweenCustom(duration)
CreateTweenObject(duration)
CreateTweenSprite(duration)
CreateTweenText(duration)
DeleteTween(tweenID)
DeleteTweenChain(chainID)
GetTweenCameraExists(tweenID)
GetTweenCameraPlaying(tweenID, cameraID)
GetTweenChainEndTime(chainID)
GetTweenChainPlaying(chainID)
GetTweenCharExists(tweenID)
GetTweenCharPlaying(tweenID, textID, charID)
GetTweenCustomExists(tweenID)
GetTweenCustomFloat1(tweenID)
GetTweenCustomFloat2(tweenID)
GetTweenCustomFloat3(tweenID)
GetTweenCustomFloat4(tweenID)
GetTweenCustomInteger1(tweenID)
GetTweenCustomInteger2(tweenID)
GetTweenCustomInteger3(tweenID)
GetTweenCustomInteger4(tweenID)
GetTweenCustomPlaying(tweenID)
GetTweenExists(tweenID)
GetTweenObjectExists(tweenID)
GetTweenObjectPlaying(tweenID, objectID)
GetTweenSpriteExists(tweenID)
GetTweenSpritePlaying(tweenID, spriteID)
GetTweenTextExists(tweenID)
GetTweenTextPlaying(tweenID, textID)
PauseTweenCamera(tweenID, cameraID)
PauseTweenChain(chainID)
PauseTweenChar(tweenID, textID, charID)
PauseTweenCustom(tweenID)
PauseTweenObject(tweenID, objectID)
PauseTweenSprite(tweenID, spriteID)
PauseTweenText(tweenID, textID)
PlayTweenCamera(tweenID, cameraID, delay)
PlayTweenChain(chainID)

PlayTweenChar(tweenID, textID, charID, delay)
PlayTweenCustom(tweenID, delay)
PlayTweenObject(tweenID, objectID, delay)
PlayTweenSprite(tweenID, spriteID, delay)
PlayTweenText(tweenID, textID, delay)
ResumeTweenCamera(tweenID, cameraID)
ResumeTweenChar(tweenID, textID, charID)
ResumeTweenCustom(tweenID)
ResumeTweenObject(tweenID, objectID)
ResumeTweenSprite(tweenID, spriteID)
ResumeTweenText(tweenID, textID)
SetTweenCameraAngleX(tweenID, beginAX, endAX, interpolation)
SetTweenCameraAngleY(tweenID, beginAY, endAY, interpolation)
SetTweenCameraAngleZ(tweenID, beginAZ, endAZ, interpolation)
SetTweenCameraFOV(tweenID, beginF, endF, interpolation)
SetTweenCameraX(tweenID, beginX, endX, interpolation)
SetTweenCameraY(tweenID, beginY, endY, interpolation)
SetTweenCameraZ(tweenID, beginZ, endZ, interpolation)
SetTweenChainTime(chainID, time)
SetTweenCharAlpha(tweenID, beginA, endA, interpolation)
SetTweenCharAngle(tweenID, beginA, endA, interpolation)
SetTweenCharBlue(tweenID, beginB, endB, interpolation)
SetTweenCharGreen(tweenID, beginG, endG, interpolation)
SetTweenCharRed(tweenID, beginR, endR, interpolation)
SetTweenCharX(tweenID, beginX, endX, interpolation)
SetTweenCharY(tweenID, beginY, endY, interpolation)
SetTweenCustomFloat1(tweenID, begin, end, interpolation)
SetTweenCustomFloat2(tweenID, begin, end, interpolation)
SetTweenCustomFloat3(tweenID, begin, end, interpolation)
SetTweenCustomFloat4(tweenID, begin, end, interpolation)
SetTweenCustomInteger1(tweenID, begin, end, interpolation)
SetTweenCustomInteger2(tweenID, begin, end, interpolation)
SetTweenCustomInteger3(tweenID, begin, end, interpolation)
SetTweenCustomInteger4(tweenID, begin, end, interpolation)
SetTweenDuration(tweenID, duration)
SetTweenObjectAlpha(tweenID, beginA, endA, interpolation)
SetTweenObjectAngleX(tweenID, beginAX, endAX, interpolation)
SetTweenObjectAngleY(tweenID, beginAY, endAY, interpolation)
SetTweenObjectAngleZ(tweenID, beginAZ, endAZ, interpolation)
SetTweenObjectBlue(tweenID, beginB, endB, interpolation)
SetTweenObjectGreen(tweenID, beginG, endG, interpolation)
SetTweenObjectRed(tweenID, beginR, endR, interpolation)
SetTweenObjectScaleX(tweenID, beginSX, endSX, interpolation)
SetTweenObjectScaleY(tweenID, beginSY, endSY, interpolation)
SetTweenObjectScaleZ(tweenID, beginSZ, endSZ, interpolation)
SetTweenObjectX(tweenID, beginX, endX, interpolation)
SetTweenObjectY(tweenID, beginY, endY, interpolation)
SetTweenObjectZ(tweenID, beginZ, endZ, interpolation)

SetTweenSpriteAlpha(tweenID, beginA, endA, interpolation)
SetTweenSpriteAngle(tweenID, beginA, endA, interpolation)
SetTweenSpriteBlue(tweenID, beginB, endB, interpolation)
SetTweenSpriteGreen(tweenID, beginG, endG, interpolation)
SetTweenSpriteRed(tweenID, beginR, endR, interpolation)
SetTweenSpriteSizeX(tweenID, beginSX, endSX, interpolation)
SetTweenSpriteSizeY(tweenID, beginSY, endSY, interpolation)
SetTweenSpriteX(tweenID, beginX, endX, interpolation)
SetTweenSpriteXByOffset(tweenID, beginX, endX, interpolation)
SetTweenSpriteY(tweenID, beginY, endY, interpolation)
SetTweenSpriteYByOffset(tweenID, beginY, endY, interpolation)
SetTweenTextAlpha(tweenID, beginA, endA, interpolation)
SetTweenTextAngle(tweenID, beginA, endA, interpolation)
SetTweenTextBlue(tweenID, beginB, endB, interpolation)
SetTweenTextGreen(tweenID, beginG, endG, interpolation)
SetTweenTextLineSpacing(tweenID, beginLSP, endLSP, interpolation)
SetTweenTextRed(tweenID, beginR, endR, interpolation)
SetTweenTextSize(tweenID, beginS, endS, interpolation)
SetTweenTextSpacing(tweenID, beginSP, endSP, interpolation)
SetTweenTextX(tweenID, beginX, endX, interpolation)
SetTweenTextY(tweenID, beginY, endY, interpolation)
StopTweenCamera(tweenID, cameraID)
StopTweenChain(chainID)
StopTweenChar(tweenID, textID, charID)
StopTweenCustom(tweenID)
StopTweenObject(tweenID, objectID)
StopTweenSprite(tweenID, spriteID)
StopTweenText(tweenID, textID)
TweenBounce()
TweenEaseIn1()
TweenEaseIn2()
TweenEaseOut1()
TweenEaseOut2()
TweenLinear()
TweenOvershoot()
TweenSmooth1()
TweenSmooth2()
UpdateAllTweens(fTime)
UpdateTweenCamera(tweenID, cameraID, fTime)
UpdateTweenChain(chainID, fTime)
UpdateTweenChar(tweenID, textID, charID, fTime)
UpdateTweenCustom(tweenID, fTime)
UpdateTweenObject(tweenID, objectID, fTime)
UpdateTweenSprite(tweenID, spriteID, fTime)
UpdateTweenText(tweenID, textID, fTime)

2D Physics

CreateDistanceJoint(iJointIndex, iSpriteIndex1, iSpriteIndex2, x, y, x2, y2, colConnected)
CreateGearJoint(iJoint1, iJoint2, ratio)
CreateLineJoint(iSpriteIndex1, iSpriteIndex2, x, y, vx, vy, colConnected)
CreateMouseJoint(iJointIndex, iSpriteIndex, x, y, maxForce)
CreatePhysicsForce(x, y, power, limit, range, fade)
CreatePrismaticJoint(iSpriteIndex1, iSpriteIndex2, x, y, vx, vy, colConnected)
CreatePulleyJoint(iJointIndex, iSpriteIndex1, iSpriteIndex2, gnd1x, gnd1y, gnd2x, gnd2y, a1x, a1y, a2x, a2y, ratio, colConnected)
CreatePulleyJoint2(iSpriteIndex1, iSpriteIndex2, ratio, colConnected)
CreateRevoluteJoint(iSpriteIndex1, iSpriteIndex2, x, y, colConnected)
CreateRopeJoint(iSpriteIndex1, iSpriteIndex2, x, y, x2, y2, maxLength, colConnected)
CreateWeldJoint(iJointIndex, iSpriteIndex1, iSpriteIndex2, x, y, colConnected)
DeleteJoint(iJointIndex)
DeletePhysicsForce(iForceIndex)
FinishPulleyJoint(gnd1x, gnd1y, gnd2x, gnd2y, a1x, a1y, a2x, a2y)
GetContactSpriteID1()
GetContactSpriteID2()
GetContactWorldX()

GetContactWorldY()
GetFirstContact()
GetJointExists(iJointIndex)
GetJointReactionForceX(iJointIndex)
GetJointReactionForceY(iJointIndex)
GetJointReactionTorque(iJointIndex)
GetNextContact()
GetPhysicsIslandCount()
GetPhysicsSolveTime()
GetRayCastFraction()
GetRayCastNormalX()
GetRayCastNormalY()
GetRayCastSpriteID()
GetRayCastX()
GetRayCastY()
GetSpriteContactSpriteID2()
GetSpriteContactWorldX()
GetSpriteContactWorldY()
GetSpriteFirstContact(iSprite1)
GetSpriteNextContact()
PhysicsRayCast(x, y, x2, y2)
PhysicsRayCastCategory(category, x, y, x2, y2)
PhysicsRayCastGroup(group, x, y, x2, y2)
SetJointDamping(iJointIndex, dampingRatio, frequency)
SetJointLimitOff(iJointIndex)

SetJointLimitOn(iJointIndex, lowerLimit, upperLimit)
SetJointMotorOff(iJointIndex)
SetJointMotorOn(iJointIndex, speed, maxForce)
SetJointMouseMaxForce(iJointIndex, maxForce)
SetJointMouseTarget(iJointIndex, x, y)
SetPhysicsCCD(mode)
SetPhysicsDebugOff()
SetPhysicsDebugOn()
SetPhysicsForcePosition(iForceIndex, x, y)
SetPhysicsForcePower(iForceIndex, power)
SetPhysicsForceRange(iForceIndex, range)
SetPhysicsGravity(x, y)
SetPhysicsMaxPolygonPoints(points)
SetPhysicsScale(scale)
SetPhysicsSleeping(mode)
SetPhysicsThreading(threads)
SetPhysicsWallBottom(mode)
SetPhysicsWallLeft(mode)
SetPhysicsWallRight(mode)
SetPhysicsWallTop(mode)
SpriteRayCast(x, y, x2, y2)
SpriteRayCastCategory(category, x, y, x2, y2)
SpriteRayCastGroup(group, x, y, x2, y2)
SpriteRayCastSingle(sprite, x, y, x2, y2)

Particles

AddParticlesColorKeyFrame(ID, time, red, green, blue, alpha)
AddParticlesForce(ID, starttime, endtime, x, y)
AddParticlesScaleKeyFrame(ID, time, scale)
ClearParticlesColors(ID)
ClearParticlesForces(ID)
ClearParticlesScales(ID)
CreateParticles(x, y)
DeleteParticles(ID)
DrawParticles(ID)
FixParticlesToScreen(ID, mode)
GetParticlesActive(ID)
GetParticlesAngle(ID)
GetParticlesAngleRad(ID)
GetParticlesDepth(ID)
GetParticlesDirectionX(ID)
GetParticlesDirectionY(ID)

GetParticlesExists(ID)
GetParticlesFrequency(ID)
GetParticlesLife(ID)
GetParticlesMaxReached(ID)
GetParticlesSize(ID)
GetParticlesVisible(ID)
GetParticlesX(ID)
GetParticlesY(ID)
OffsetParticles(ID, x, y)
ResetParticleCount(ID)
SetParticlesActive(ID, active)
SetParticlesAngle(ID, angle)
SetParticlesAngleRad(ID, angle)
SetParticlesColorInterpolation(ID, mode)
SetParticlesDepth(ID, depth)
SetParticlesDirection(ID, vx, vy)

SetParticlesFaceDirection(ID, mode)
SetParticlesFrequency(ID, freq)
SetParticlesImage(ID, imageID)
SetParticlesLife(ID, time)
SetParticlesMax(ID, max)
SetParticlesPosition(ID, x, y)
SetParticlesRotationRange(ID, angle1, angle2)
SetParticlesRotationRangeRad(ID, angle1, angle2)
SetParticlesSize(ID, size)
SetParticlesStartZone(ID, x1, y1, x2, y2)
SetParticlesTransparency(ID, mode)
SetParticlesVelocityRange(ID, v1, v2)
SetParticlesVisible(ID, visible)
UpdateParticles(ID, time)

Text

```
CreateText( string )
DeleteText( iTextIndex )
DrawText( iTextIndex )
FixTextToScreen( iTextIndex, mode )
GetTextAlignment( iTextIndex )
GetTextCharAngle( iTextIndex, iCharIndex )
GetTextCharAngleRad( iTextIndex, iCharIndex )
GetTextCharColorAlpha( iTextIndex, iCharIndex )
GetTextCharColorBlue( iTextIndex, iCharIndex )
GetTextCharColorGreen( iTextIndex, iCharIndex )
GetTextCharColorRed( iTextIndex, iCharIndex )
GetTextCharX( iTextIndex, iCharIndex )
GetTextCharY( iTextIndex, iCharIndex )
GetTextColorAlpha( iTextIndex )
GetTextColorBlue( iTextIndex )
GetTextColorGreen( iTextIndex )
GetTextColorRed( iTextIndex )
GetTextDepth( iTextIndex )
GetTextExists( iTextIndex )
GetTextHitTest( iTextIndex, x, y )
GetTextLength( iTextIndex )
GetTextLineSpacing( iTextIndex )
GetTextSize( iTextIndex )
GetTextSpacing( iTextIndex )
GetTextString( iTextIndex )
GetTextTotalHeight( iTextIndex )
```

```
GetTextTotalWidth( iTextIndex )
GetTextVisible( iTextIndex )
GetTextX( iTextIndex )
GetTextY( iTextIndex )
Print( i )
PrintC( szString )
SetPrintColor( iRed, iGreen, iBlue )
SetPrintFont( fontID )
SetPrintSize( fSize )
SetPrintSpacing( fSpacing )
SetTextAlignment( iTextIndex, iMode )
SetTextAngle( iTextIndex, fAngle )
SetTextAngleRad( iTextIndex, fAngleRad )
SetTextBold( iTextIndex, bold )
SetTextCharAngle( iTextIndex, iCharIndex, angle )
SetTextCharAngleRad( iTextIndex, iCharIndex, angle )
SetTextCharBold( iTextIndex, iCharIndex, bold )
SetTextCharColor( iTextIndex, iCharIndex, red, green, blue, alpha )
SetTextCharColorAlpha( iTextIndex, iCharIndex, alpha )
SetTextCharColorBlue( iTextIndex, iCharIndex, blue )
SetTextCharColorGreen( iTextIndex, iCharIndex, green )
SetTextCharColorRed( iTextIndex, iCharIndex, red )
SetTextCharPosition( iTextIndex, iCharIndex, x, y )
SetTextCharX( iTextIndex, iCharIndex, x )
SetTextCharY( iTextIndex, iCharIndex, y )
SetTextColor( iTextIndex, iRed, iGreen, iBlue, iAlpha )
```

```
SetTextColorAlpha( iTextIndex, iAlpha )
SetTextColorBlue( iTextIndex, iBlue )
SetTextColorGreen( iTextIndex, iGreen )
SetTextColorRed( iTextIndex, iRed )
SetTextDefaultExtendedFontImage( ilmageID )
SetTextDefaultFontImage( ilmageID )
SetTextDefaultMagFilter( mode )
SetTextDefaultMinFilter( mode )
SetTextDepth( iTextIndex, iDepth )
SetTextExtendedFontImage( iTextIndex, ilmageID )
SetFont( iTextIndex, iFontID )
SetFontImage( iTextIndex, ilmageID )
SetTextLineSpacing( iTextIndex, fSpacing )
SetTextMaxWidth( iTextIndex, width )
SetTextPosition( iTextIndex, fx, fy )
SetTextScissor( iTextIndex, x, y, x2, y2 )
SetTextSize( iTextIndex, fSize )
SetTextSpacing( iTextIndex, fSpacing )
SetTextString( iTextIndex, string )
SetTextTransparency( iTextIndex, mode )
SetTextVisible( iTextIndex, bVisible )
SetTextX( iTextIndex, fx )
SetTextY( iTextIndex, fy )
UseNewDefaultFonts( mode )
```

Fonts

```
DeleteFont( iFontID )
GetFontExists( iFontID )
```

```
GetSystemFontExists( szFontFile )
LoadFont( iFontID, szFontFile )
```


3D

ClearPointLights()
CloneObject(objID)
CreateObjectBox(width, height, length)
CreateObjectCapsule(diameter, height, axis)
CreateObjectCone(objID, height, diameter, segments)
CreateObjectCylinder(height, diameter, segments)
CreateObjectFromHeightMap(objID, szImageFile, width, height, length, smoothing, split)
CreateObjectFromObjectMesh(fromObjID, meshIndex)
CreateObjectFromRawHeightMap(szFilename, width, height, length, smoothing, split, rawWidth, rawHeight)
CreateObjectPlane(width, height)
CreateObjectQuad(objID)
CreateObjectSphere(objID, diameter, rows, columns)
CreatePointLight(lightID, x, y, z, radius, red, green, blue)
DeleteAllObjects()
DeleteObject(objID)
DeleteObjectTree(objID)
DeleteObjectWithChildren(objID)
DeletePointLight(lightID)
DeleteShader(shaderID)
DrawObject(objID)
FixObjectPivot(objID)
FixObjectToBone(objID, toObjID, toBoneIndex)
FixObjectToObject(objID, toObjID)
Get3DVectorXFromScreen(x, y)
Get3DVectorYFromScreen(x, y)
Get3DVectorZFromScreen(x, y)
GetCameraAngleX(cameralD)
GetCameraAngleY(cameralD)
GetCameraAngleZ(cameralD)
GetCameraFOV(cameralD)
GetCameraQuatW(cameralD)
GetCameraQuatX(cameralD)
GetCameraQuatY(cameralD)
GetCameraQuatZ(cameralD)
GetCameraX(cameralD)
GetCameraY(cameralD)
GetCameraZ(cameralD)
GetFogMode()
GetObjectAlpha(objID)
GetObjectAngleX(objID)
GetObjectAngleY(objID)
GetObjectAngleZ(objID)
GetObjectAnimationDuration(objID, animName)
GetObjectAnimationName(objID, index)
GetObjectAnimationTime(objID)
GetObjectBoneAngleX(objID, boneIndex)
GetObjectBoneAngleY(objID, boneIndex)
GetObjectBoneAngleZ(objID, boneIndex)
GetObjectBoneByName(objID, name)
GetObjectBoneName(objID, boneIndex)
GetObjectBoneQuatW(objID, boneIndex)
GetObjectBoneQuatX(objID, boneIndex)
GetObjectBoneQuatY(objID, boneIndex)
GetObjectBoneQuatZ(objID, boneIndex)
GetObjectBoneWorldAngleX(objID, boneIndex)
GetObjectBoneWorldAngleY(objID, boneIndex)
GetObjectBoneWorldAngleZ(objID, boneIndex)
GetObjectBoneWorldQuatW(objID, boneIndex)
GetObjectBoneWorldQuatX(objID, boneIndex)
GetObjectBoneWorldQuatY(objID, boneIndex)
GetObjectBoneWorldQuatZ(objID, boneIndex)
GetObjectBoneWorldX(objID, boneIndex)
GetObjectBoneWorldY(objID, boneIndex)
GetObjectBoneWorldZ(objID, boneIndex)
GetObjectBoneX(objID, boneIndex)
GetObjectBoneY(objID, boneIndex)
GetObjectBoneZ(objID, boneIndex)
GetObjectCastShadowMode(objID)
GetObjectChildID(objID, childIndex)
GetObjectColorBlue(objID)
GetObjectColorGreen(objID)
GetObjectColorRed(objID)
GetObjectCullMode(objID)
GetObjectDepthBias(objID)
GetObjectDepthReadMode(objID)
GetObjectDepthWrite(objID)
GetObjectExists(objID)
GetObjectHeightMapHeight(objID, x, z)
GetObjectInScreen(objID)
GetObjectIsAnimating(objID)
GetObjectIsTweening(objID)
GetObjectMeshName(objID, meshIndex)
GetObjectMeshPSSource(objID, meshIndex)
GetObjectMeshSizeMaxX(objID, meshIndex)
GetObjectMeshSizeMaxY(objID, meshIndex)
GetObjectMeshSizeMaxZ(objID, meshIndex)
GetObjectMeshSizeMinX(objID, meshIndex)
GetObjectMeshSizeMinY(objID, meshIndex)
GetObjectMeshSizeMinZ(objID, meshIndex)
GetObjectMeshVSSource(objID, meshIndex)
GetObjectName(objID)
GetObjectNumAnimations(objID)
GetObjectNumBones(objID)
GetObjectNumChildren(objID)
GetObjectNumMeshes(objID)
GetObjectNumTextures(UINT objID)
GetObjectQuatW(objID)
GetObjectQuatX(objID)
GetObjectQuatY(objID)
GetObjectQuatZ(objID)
GetObjectRayCastBounceX(index)
GetObjectRayCastBounceY(index)
GetObjectRayCastBounceZ(index)
GetObjectRayCastDistance(index)
GetObjectRayCastHitID(index)
GetObjectRayCastNormalX(index)
GetObjectRayCastNormalY(index)
GetObjectRayCastNormalZ(index)
GetObjectRayCastNumHits()
GetObjectRayCastSlideX(index)
GetObjectRayCastSlideY(index)
GetObjectRayCastSlideZ(index)
GetObjectRayCastX(index)
GetObjectRayCastY(index)
GetObjectRayCastZ(index)
GetObjectReceiveShadowMode(objID)
GetObjectSizeMaxX(objID)
GetObjectSizeMaxY(objID)
GetObjectSizeMaxZ(objID)
GetObjectSizeMinX(objID)
GetObjectSizeMinY(objID)
GetObjectSizeMinZ(objID)
GetObjectTextureName(UINT objID, textureIndex)
GetObjectTransparency(objID)
GetObjectVisible(objID)
GetObjectWorldAngleX(objID)
GetObjectWorldAngleY(objID)
GetObjectWorldAngleZ(objID)
GetObjectWorldQuatW(objID)
GetObjectWorldQuatX(objID)
GetObjectWorldQuatY(objID)
GetObjectWorldQuatZ(objID)
GetObjectWorldX(objID)
GetObjectWorldY(objID)
GetObjectWorldZ(objID)
GetObjectX(objID)
GetObjectY(objID)
GetObjectZ(objID)
GetPointLightExists(lightID)
GetScreenXFrom3D(x, y, z)
GetScreenYFrom3D(x, y, z)
GetShaderExists(shaderID)
GetShadowMappingMode()
GetShadowMappingSupported()
GetSupportedShaderVaryings()
InstanceObject(objID)
LoadFullScreenShader(szPixelFormat)
LoadObject(szFilename, height)
LoadObjectWithChildren(objID, szFilename)
LoadShader(shaderID, szVertexFile, szPixelFormat)
LoadShaderFromString(shaderID, szVertexSource, szPixelFormat)

3D

LoadSpriteShader(szPixelFormat)
MoveCameraLocalX(cameraID, amount)
MoveCameraLocalY(cameraID, amount)
MoveCameraLocalZ(cameraID, amount)
MoveObjectLocalX(objID, amount)
MoveObjectLocalY(objID, amount)
MoveObjectLocalZ(objID, amount)
ObjectRayCast(objID, oldx, oldy, oldz, newx, newy, newz)
ObjectSphereCast(objID, oldx, oldy, oldz, newx, newy, newz, radius)
ObjectSphereSlide(objID, oldx, oldy, oldz, newx, newy, newz, radius)
PlayObjectAnimation(objID, animName, starttime, endtime, loop, tweentime)
ResetObjectAnimation(objID)
RotateCameraGlobalX(cameraID, amount)
RotateCameraGlobalY(cameraID, amount)
RotateCameraGlobalZ(cameraID, amount)
RotateCameraLocalX(cameraID, amount)
RotateCameraLocalY(cameraID, amount)
RotateCameraLocalZ(cameraID, amount)
RotateObjectBoneLocalX(objID, boneIndex, amount)
RotateObjectBoneLocalY(objID, boneIndex, amount)
RotateObjectBoneLocalZ(objID, boneIndex, amount)
RotateObjectGlobalX(objID, amount)
RotateObjectGlobalY(objID, amount)
RotateObjectGlobalZ(objID, amount)
RotateObjectLocalX(objID, amount)
RotateObjectLocalY(objID, amount)
RotateObjectLocalZ(objID, amount)
SaveObject(objID, szFilename)
SetAmbientColor(red, green, blue)
SetCameraAspect(cameraID, aspect)
SetCameraBounds(cameraID, left, right, top, bottom)
SetCameraFOV(cameraID, fov)
SetCameraLookAt(cameraID, x, y, z, roll)
SetCameraOffCenter(cameraID, mode)
SetCameraOrthoWidth(cameraID, width)
SetCameraPosition(cameraID, x, y, z)
SetCameraRange(cameraID, fNear, fFar)
SetCameraRotation(cameraID, angx, angy, angz)
SetCameraRotationQuat(cameraID, w, x, y, z)
SetFogColor(red, green, blue)

SetFogMode(mode)
SetFogRange(minDist, maxDist)
SetFogSunColor(red, green, blue)
SetGlobal3DDepth(depth)
SetObjectAlpha(objID, alpha)
SetObjectAlphaMask(objID, mode)
SetObjectAnimationFrame(UINT objID, animName, time, tweentime)
SetObjectAnimationSpeed(objID, speed)
SetObjectBlendModes(objID, src, dst)
SetObjectBoneCanAnimate(objID, boneIndex, animate)
SetObjectBoneLookAt(objID, boneIndex, x, y, z, roll)
SetObjectBonePosition(objID, boneIndex, x, y, z)
SetObjectBoneRotation(objID, boneIndex, angx, angy, angz)
SetObjectBoneRotationQuat(objID, boneIndex, w, x, y, z)
SetObjectCastShadow(objID, mode)
SetObjectCollisionMode(objID, mode)
SetObjectColor(objID, red, green, blue, alpha)
SetObjectColorEmissive(objID, red, green, blue)
SetObjectCullMode(objID, mode)
SetObjectDepthBias(objID, bias)
SetObjectDepthRange(objID, zNear, zFar)
SetObjectDepthReadMode(objID, mode)
SetObjectDepthWrite(objID, mode)
SetObjectFogMode(objID, mode)
SetObjectImage(objID, imageID, texStage)
SetObjectLightMap(objID, imageID)
SetObjectLightMode(objID, mode)
SetObjectLookAt(objID, x, y, z, roll)
SetObjectMeshCollisionMode(UINT objID, int meshIndex, mode)
SetObjectMeshImage(objID, meshIndex, imageID, textureStage)
SetObjectMeshLightMap(objID, meshIndex, imageID)
SetObjectMeshNormalMap(objID, meshIndex, imageID)
SetObjectMeshNormalMapScale(objID, meshIndex, scaleU, scaleV)
SetObjectMeshShader(objID, meshIndex, shaderID)
SetObjectMeshUVOffset(objID, meshIndex, textureStage, offsetU, offsetV)
SetObjectMeshUVScale(objID, meshIndex, textureStage, scaleU, scaleV)
SetObjectMeshVisible(UINT objID, meshIndex, int mode)
SetObjectNormalMap(objID, imageID)
SetObjectNormalMapScale(objID, scaleU, scaleV)
SetObjectPosition(objID, x, y, z)
SetObjectReceiveShadow(objID, mode)

SetObjectRotation(objID, angx, angy, angz)
SetObjectRotationQuat(objID, w, x, y, z)
SetObjectScale(objID, x, y, z)
SetObjectScalePermanent(objID, x, y, z)
SetObjectScreenCulling(objID, mode)
SetObjectShader(objID, shaderID)
SetObjectShaderConstantArrayByName(objID, szName, arrayIndex, value1, value2, value3, value4)
SetObjectShaderConstantByName(objID, szName, value1, value2, value3, value4)
SetObjectShaderConstantDefault(objID, szName)
SetObjectTransparency(objID, mode)
SetObjectUVOffset(objID, textureStage, offsetU, offsetV)
SetObjectUVScale(objID, textureStage, scaleU, scaleV)
SetObjectVisible(objID, mode)
SetPointLightColor(lightID, red, green, blue)
SetPointLightMode(lightID, mode)
SetPointLightPosition(lightID, x, y, z)
SetPointLightRadius(lightID, radius)
SetShaderConstantArrayByName(shaderID, szName, arrayIndex, value1, value2, value3, value4)
SetShaderConstantByName(shaderID, szName, value1, value2, value3, value4)
SetShadowBias(bias)
SetShadowCascadeValues(cascade1, cascade2, cascade3)
SetShadowLightStepSize(step)
SetShadowMappingMode(mode)
SetShadowMapSize(width, height)
SetShadowRange(range)
SetShadowSmoothing(mode)
SetSkyBoxHorizonColor(red, green, blue)
SetSkyBoxHorizonSize(size, height)
SetSkyBoxSkyColor(red, green, blue)
SetSkyBoxSunColor(red, green, blue)
SetSkyBoxSunSize(sun, halo)
SetSkyBoxSunVisible(visible)
SetSkyBoxVisible(active)
SetSunActive(active)
SetSunColor(red, green, blue)
SetSunDirection(vx, vy, vz)
StopObjectAnimation(objID)

3D Particles

Add3DParticlesColorKeyFrame(ID, time, red, green, blue, alpha)
Add3DParticlesForce(ID, starttime, endtime, x, y, z)
Add3DParticlesScaleKeyFrame(ID, time, scale)
Clear3DParticlesColors(ID)
Clear3DParticlesForces(ID)
Clear3DParticlesScales(ID)
Create3DParticles(x, y, z)
Delete3DParticles(ID)
Draw3DParticles(ID)
Get3DParticlesActive(ID)
Get3DParticlesDirectionRange1(ID)
Get3DParticlesDirectionRange2(ID)
Get3DParticlesDirectionX(ID)
Get3DParticlesDirectionY(ID)

Get3DParticlesDirectionZ(ID)
Get3DParticlesExists(ID)
Get3DParticlesFrequency(ID)
Get3DParticlesLife(ID)
Get3DParticlesMaxReached(ID)
Get3DParticlesSize(ID)
Get3DParticlesVisible(ID)
Get3DParticlesX(ID)
Get3DParticlesY(ID)
Get3DParticlesZ(ID)
Offset3DParticles(ID, x, y, z)
Reset3DParticleCount(ID)
Set3DParticlesActive(ID, active)
Set3DParticlesColorInterpolation(ID, mode)

Set3DParticlesDirection(ID, vx, vy, vz, roll)
Set3DParticlesDirectionRange(ID, angle1, angle2)
Set3DParticlesFrequency(ID, freq)
Set3DParticlesImage(ID, imageID)
Set3DParticlesLife(ID, time)
Set3DParticlesMax(ID, max)
Set3DParticlesPosition(ID, x, y, z)
Set3DParticlesSize(ID, size)
Set3DParticlesStartZone(ID, x1, y1, z1, x2, y2, z2)
Set3DParticlesTransparency(ID, mode)
Set3DParticlesVelocityRange(ID, v1, v2)
Set3DParticlesVisible(ID, visible)
Update3DParticles(ID, time)

3D Physics

Add3DPhysicsRagDollBone(startBoneID, endBoneID, diameter, collisionGroup, collisionMask)
Add3DPhysicsRagDollHingeJoint(boneAID, boneBID, objBoneID, jointRotationVec3, minLimit, maxLimit)
Add3DPhysicsRagDollTwistJoint(boneAID, boneBID, objBoneID, jointRotationVec3, limitsVec3)
AddObjectShapeBox(objID, positionVec3, rotationVec3, sizeVec3)
AddObjectShapeCapsule(objID, positionVec3, rotationVec3, sizeVec3, axis)
AddObjectShapeCone(objID, positionVec3, rotationVec3, sizeVec3, axis)
AddObjectShapeCylinder(objID, positionVec3, rotationVec3, sizeVec3, axis)
AddObjectShapeSphere(objID, positionVec3, diameter)
AssignTo3DPhysicsRagDollBoneObjectBone(ragdollBoneID, objBoneID)
Create3DPhysics6DOFJoint(objA, objB, positionVec3, rotationVec3)
Create3DPhysicsCharacterController(objID, axis, objOffsetVec3, objOrientationVec3, crouchScale)
Create3DPhysicsConeTwistJoint(objA, objB, positionVec3, rotationVec3, disableCollisions)
Create3DPhysicsDynamicBody(objID)
Create3DPhysicsFixedJoint(objA, objB, positionVec3)
Create3DPhysicsHingeJoint(objA, objB, positionVec3, rotationVec3, disableCollisions)
Create3DPhysicsKinematicBody(objID)
Create3DPhysicsPickJoint(objID, positionVec3)
Create3DPhysicsRagDoll(objID, objTotalWeight)
Create3DPhysicsRay()
Create3DPhysicsSliderJoint(objA, objB, positionVec3, rotationVec3)
Create3DPhysicsStaticBody(objID)

Create3DPhysicsStaticPlane(normalX, normalY, normalZ, offsetPosition)
Create3DPhysicsWorld(scaleFactor)
Crouch3DPhysicsCharacterController(objID)
Debug3DPhysicsCharacterController(objID, isDebug)
Debug3DPhysicsWorld()
Delete3DPhysicsBody(objID)
Delete3DPhysicsCharacterController(objID)
Delete3DPhysicsJoint(jointID)
Delete3DPhysicsPickJoint(jointID)
Delete3DPhysicsRagdoll(objID)
Delete3DPhysicsRay(rayID)
Delete3DPhysicsStaticPlane(planeID)
Delete3DPhysicsWorld()
Finalize3DPhysicsRagDoll()
Get3DPhysicsActiveObjects()
Get3DPhysicsCharacterControllerExists(objID)
Get3DPhysicsCharacterControllerGravity(objID)
Get3DPhysicsCharacterControllerMaxSlope(objID)
Get3DPhysicsJointEnabled(jointID)
Get3DPhysicsJointPositionVector(jointID)
Get3DPhysicsJointRotationVector(jointID)
Get3DPhysicsRagdollExist(objID)
Get3DPhysicsRagdollFromBoneObject(objID)
Get3DPhysicsRayCastClosestContactPosition(rayID, outVec3ID)
Get3DPhysicsRayCastClosestObjectHit(rayID)
Get3DPhysicsRayCastContactPosition(rayID, fractionIndex, outVec3ID)
Get3DPhysicsRayCastFraction(rayID)
Get3DPhysicsRayCastNormalVector(rayID, returnVec3ID)
Get3DPhysicsRayCastNumHits(rayID)
Get3DPhysicsRayCastObjectHit(rayID, fractionIndex)
Get3DPhysicsTotalJoints()

Get3DPhysicsTotalObjects()
GetObject3DPhysicsAngularDamp(objID)
GetObject3DPhysicsAngularSleepingThreshold(objID)
GetObject3DPhysicsAngularVelocityX(objID)
GetObject3DPhysicsAngularVelocityY(objID)
GetObject3DPhysicsAngularVelocityZ(objID)
GetObject3DPhysicsContactObjectB()
GetObject3DPhysicsContactVector(int outPosVec3)
GetObject3DPhysicsContactX()
GetObject3DPhysicsContactY()
GetObject3DPhysicsContactZ()
GetObject3DPhysicsFirstContact(objID)
GetObject3DPhysicsFriction(objID)
GetObject3DPhysicsGroup(objID)
GetObject3DPhysicsLinearDamp(objID)
GetObject3DPhysicsLinearSleepingThreshold(objID)
GetObject3DPhysicsLinearVelocityX(objID)
GetObject3DPhysicsLinearVelocityY(objID)
GetObject3DPhysicsLinearVelocityZ(objID)
GetObject3DPhysicsMask(objID)
GetObject3DPhysicsMass(objID)
GetObject3DPhysicsNextContact()
GetObject3DPhysicsRestitution(objID)
GetObject3DPhysicsRollingFriction(objID)
GetObjects3DPhysicsContactPositionVector(objA, objB, outPosVec3)
Is3dPhysicsRagdollStatic(objID)
Jump3DPhysicsCharacterController(objID)
LoadObjectShape(objID, fileName)
Move3DPhysicsCharacterController(objID, x, z, velocity)
Ray3DPhysicsExist(rayID)
RayCast3DPhysics(rayID, fromVec3ID, toVec3ID, allOrClosest)

3D Physics

RayCast3DPhysicsObject(objID, rayID, fromVec3ID, toVec3ID, allOrClosest)
Reset3DPhysicsWorld()
Rotate3DPhysicsCharacterController(objID, angle)
SaveObjectShape(objID, fileName)
Set3DPhysicsCharacterControllerFallSpeed(objID, fallSpeed)
Set3DPhysicsCharacterControllerGravity(objID, gravity)
Set3DPhysicsCharacterControllerJumpSpeed(objID, jumpSpeed)
Set3DPhysicsCharacterControllerMaxSlope(objID, maxSlopeDegrees)
Set3DPhysicsCharacterControllerPosition(objID, posX, posY, posZ)
Set3DPhysicsCharacterControllerStepHeight(objID, stepHeight)
Set3DPhysicsGravity(x, y, z)
Set3DPhysicsHingeJointMaxMotorImpulse(jointID, maxImpulse)
Set3DPhysicsHingeJointMotorIsEnabled(jointID, isEnabled)
Set3DPhysicsHingeJointMotorVelocity(jointID, targetVelocity)
Set3DPhysicsJointBreakingThreshold(jointID, breakThreshold)
Set3DPhysicsJointConeTwistLimits(jointID, swingSpan1, swingSpan2, twistSpan)
Set3DPhysicsJointEnabled(jointID, isEnabled)
Set3DPhysicsJointHingeLimits(jointID, minAng, maxAng)
Set3DPhysicsJointSliderAngularLimits(jointID, lowerLimit, upperLimit)

Set3DPhysicsJointSliderLinearLimits(jointID, lowerLimit, upperLimit)
Set3DPhysicsRagdollBonesVisible(objID, isVisible)
Set3DPhysicsRagdollDamping(linear, angular)
Set3DPhysicsRagdollDeactivation(objID, isDisabled)
Set3DPhysicsRagdollDeactivationTime(time)
Set3DPhysicsRagdollSleepingThresholds(linear, angular)
Set3DPhysicsRagdollStatic(objID, isStatic)
Set3DPhysicsSliderJointMaxLinearMotorForce(jointID, maxLinearForce)
Set3DPhysicsSliderJointPoweredLinearMotorIsEnabled(jointID, isEnabled)
Set3DPhysicsSliderJointTargetLinearMotorVelocity(jointID, linearMotorVelocity)
Set3DPhysicsStaticPlanePosition(planeID, posX, posY, posZ)
Set3DPhysicsStaticPlaneRotation(planeID, angX, angY, angZ)
Set3DPhysicsTwistJointMaxMotorImpulse(jointID, maxImpulse)
Set3DPhysicsTwistJointMotorIsEnabled(jointID, isEnabled)
Set3DPhysicsTwistJointMotorRotationTarget(jointID, rotationVec3ID)
SetObject3DPhysicsAngularVelocity(objID, angX, angY, angZ, initialSpeed)
SetObject3DPhysicsAnisotropicFriction(objID, type)
SetObject3DPhysicsCanSleep(objID, canSleep)
SetObject3DPhysicsDamping(objID, linearDamp, angularDamp)

SetObject3DPhysicsDeactivationTime(objID, time)
SetObject3DPhysicsFriction(objID, friction)
SetObject3DPhysicsGroupAndMask(objID, group, mask)
SetObject3DPhysicsLinearVelocity(objID, dirX, dirY, dirZ, initialSpeed)
SetObject3DPhysicsMass(objID, mass)
SetObject3DPhysicsMaxLinearVelocity(objID, maxLinearVelocity)
SetObject3DPhysicsRestitution(objID, friction)
SetObject3DPhysicsRollingFriction(objID, friction)
SetObject3DPhysicsSleepingThreshold(objID, angular, linear)
SetObjectShapeBox(objID, sizeX, sizeY, sizeZ)
SetObjectShapeCapsule(objID, axis, sizeX, sizeY, sizeZ)
SetObjectShapeCompound(objID)
SetObjectShapeCone(objID, axis, height, diameter)
SetObjectShapeConvexHull(objID)
SetObjectShapeCylinder(objID, axis)
SetObjectShapeSphere(objID)
SetObjectShapeStaticPolygon(objID)
SphereCast3DPhysics(rayID, fromVec3ID, toVec3ID, radius)
SphereCast3DPhysicsObject(objID, rayID, fromVec3ID, toVec3ID, radius)
Stand3DPhysicsCharacterController(objID)
Step3DPhysicsWorld()
Update3DPhysicsPickJoint(jointID, positionVec3)

Music

DeleteMusic(iID)	GetMusicPositionOGG(musicID)	SeekMusicOGG(musicID, seconds, mode)
DeleteMusicOGG(musicID)	LoadMusic(iID, sFile)	SetMusicFileVolume(iD, vol)
GetMusicDuration(iID)	LoadMusicOGG(musicID, sFile)	SetMusicLoopCountOGG(UINT musicID, loop)
GetMusicDurationOGG(musicID)	PauseMusic()	SetMusicLoopTimesOGG(UINT musicID, startTime, endTime)
GetMusicExists(iID)	PauseMusicOGG(musicID)	SetMusicSystemVolume(iVol)
GetMusicExistsOGG(musicID)	PlayMusic(iID, bLoop)	SetMusicSystemVolumeOGG(vol)
GetMusicLoopCountOGG(musicID)	PlayMusicOGG(musicID, iLoop)	SetMusicVolumeOGG(musicID, vol)
GetMusicPlaying()	ResumeMusic()	StopMusic()
GetMusicPlayingOGG(musicID)	ResumeMusicOGG(musicID)	StopMusicOGG(musicID)
GetMusicPosition()	SeekMusic(seconds, mode)	

Sound

DeleteSound(iID)	GetSpeechVoiceName(index)	SetSpeechLanguage(lang)
GetSoundExists(iID)	GetTextToSpeechReady()	SetSpeechLanguageByID(sID)
GetSoundInstanceLoopCount(iID)	IsSoundRecording()	SetSpeechRate(rate)
GetSoundInstancePlaying(iID)	IsSpeaking()	Speak(text)
GetSoundInstanceRate(iID)	LoadSound(sFilename)	StopSound(iID)
GetSoundInstances(iID)	LoadSoundOGG(iID, sFilename)	StopSoundInstance(iID)
GetSoundInstanceVolume(iID)	PlaySound(iID, iVol)	StopSoundRecording()
GetSoundMaxRate()	RecordSound(szFilename)	StopSpeaking()
GetSoundMinRate()	SaveSound(iID, sFilename)	TextToSpeechSetup()
GetSoundsPlaying(iID)	SetSoundInstanceBalance(iID, balance)	VibrateDevice(seconds)
GetSpeechNumVoices()	SetSoundInstanceRate(iID, rate)	
GetSpeechVoiceID(index)	SetSoundInstanceVolume(iID, vol)	
GetSpeechVoiceLanguage(index)	SetSoundSystemVolume(iVol)	

Video

DeleteVideo()	LoadVideo(szFilename)	SetVideoVolume(volume)
GetVideoDuration()	PauseVideo()	StartScreenRecording(szFilename, microphone)
GetVideoHeight()	PlayVideo()	StopScreenRecording()
GetVideoPlaying()	PlayVideoToImage(imageID)	StopVideo()
GetVideoPosition()	PlayYoutubeVideo(developerKey, videoID, startTime)	
GetVideoWidth()	SetVideoDimensions(x, y, width, height)	
IsScreenRecording()	SetVideoPosition(seconds)	

Input

AddVirtualButton(index, x, y, size)
AddVirtualJoystick(index, x, y, size)
CreateEditBox()
DeleteEditBox(index)
DeleteVirtualButton(index)
DeleteVirtualJoystick(index)
FixEditBoxToScreen(index, fix)
GetButtonPressed(index)
GetButtonReleased(index)
GetButtonState(index)
GetCurrentEditBox()
GetDirectionAngle()
GetDirectionSpeed()
GetDirectionX()
GetDirectionY()
GetEditBoxActive(index)
GetEditBoxChanged(index)
GetEditBoxCursorPosition(index)
GetEditBoxDepth(UINT index)
GetEditBoxExists(index)
GetEditBoxHasFocus(index)
GetEditBoxHeight(index)
GetEditBoxLines(index)
GetEditBoxText(index)
GetEditBoxVisible(index)
GetEditBoxWidth(index)
GetEditBoxX(index)
GetEditBoxY(index)
GetJoystickX()
GetJoystickY()
GetLastChar()
GetPointerPressed()
GetPointerReleased()
GetPointerState()
GetPointerX()
GetPointerY()
GetTextInput()
GetTextInputCancelled()
GetTextInputCompleted()
GetTextInputState()
GetVirtualButtonExists(index)
GetVirtualButtonPressed(index)
GetVirtualButtonReleased(index)
GetVirtualButtonState(index)
GetVirtualJoystickExists(index)
GetVirtualJoystickX(index)
GetVirtualJoystickY(index)
SetButtonScreenPosition(index, x, y, size)
SetCursorBlinkTime(seconds)
SetEditBoxActive(index, active)
SetEditBoxBackgroundColor(index, red, green, blue, alpha)
SetEditBoxBackgroundImage(index, image)
SetEditBoxBorderColor(index, red, green, blue, alpha)
SetEditBoxBorderImage(index, image)
SetEditBoxBorderSize(index, size)
SetEditBoxCursorBlinkTime(index, time)
SetEditBoxCursorColor(index, red, green, blue)
SetEditBoxCursorPosition(index, pos)
SetEditBoxCursorWidth(index, width)
SetEditBoxDepth(index, depth)
SetEditBoxExtendedFontImage(index, image)
SetEditBoxFocus(index, focus)
SetEditBoxFont(index, fontID)
SetEditBoxFontImage(index, image)
SetEditBoxInputType(index, inputType)
SetEditBoxMaxChars(index, max)
SetEditBoxMaxLines(index, max)
SetEditBoxMultiLine(index, multiline)
SetEditBoxPasswordMode(index, mode)
SetEditBoxPosition(index, x, y)
SetEditBoxScissor(index, x, y, x2, y2)
SetEditBoxSize(index, width, height)
SetEditBoxText(index, str)
SetEditBoxTextColor(index, red, green, blue)
SetEditBoxTextSize(index, size)
SetEditBoxUseAlternateInput(index, mode)
SetEditBoxVisible(index, visible)
SetEditBoxWrapMode(index, mode)
SetJoystickDeadZone(threshold)
SetJoystickScreenPosition(x, y, size)
SetTextInputMaxChars(max)
SetVirtualButtonActive(index, active)
SetVirtualButtonAlpha(index, alpha)
SetVirtualButtonColor(index, red, green, blue)
SetVirtualButtonImageDown(index, imageID)
SetVirtualButtonImageUp(index, imageID)
SetVirtualButtonPosition(index, x, y)
SetVirtualButtonSize(index, sizeX, sizeY)
SetVirtualButtonText(index, str)
SetVirtualButtonVisible(index, visible)
SetVirtualJoystickActive(index, active)
SetVirtualJoystickAlpha(index, alpha1, alpha2)
SetVirtualJoystickDeadZone(threshold)
SetVirtualJoystickImageInner(index, imageID)
SetVirtualJoystickImageOuter(index, imageID)
SetVirtualJoystickPosition(index, x, y)
SetVirtualJoystickSize(index, size)
SetVirtualJoystickVisible(index, visible)
StartTextInput(initial)
StopTextInput()

Input Raw

CompleteRawJoystickDetection()
GetAccelerometerExists()
GetCameraExists()
GetCharBuffer()
GetCharBufferLength()
GetGPSSensorExists()
GetGyroSensorExists()
GetJoystickExists()
GetKeyboardExists()
GetLightSensorExists()
GetMagneticSensorExists()
GetMouseExists()
GetMultiTouchExists()
GetNFCEExists()
GetProximitySensorExists()
GetRawAccelX()
GetRawAccelY()
GetRawAccelZ()
GetRawFirstTouchEvent(bIncludeUnknown)
GetRawGPSAltitude()
GetRawGPSLatitude()
GetRawGPSLongitude()
GetRawGyroVelocityX()
GetRawGyroVelocityY()
GetRawGyroVelocityZ()
GetRawJoystickButtonPressed(index, button)
GetRawJoystickButtonReleased(index, button)
GetRawJoystickButtonState(index, button)
GetRawJoystickConnected(index)
GetRawJoystickExists(index)

GetRawJoystickName(index)
GetRawJoystickPOV(index, pov)
GetRawJoystickRX(index)
GetRawJoystickRY(index)
GetRawJoystickRZ(index)
GetRawJoystickSlider(index, slider)
GetRawJoystickX(index)
GetRawJoystickY(index)
GetRawJoystickZ(index)
GetRawKeyPressed(key)
GetRawKeyReleased(key)
GetRawKeyState(key)
GetRawLastKey()
GetRawLightLevel()
GetRawMagneticX()
GetRawMagneticY()
GetRawMagneticZ()
GetRawMouseLeftPressed()
GetRawMouseLeftReleased()
GetRawMouseLeftState()
GetRawMouseMiddlePressed()
GetRawMouseMiddleReleased()
GetRawMouseMiddleState()
GetRawMouseRightPressed()
GetRawMouseRightReleased()
GetRawMouseRightState()
GetRawMouseWheel()
GetRawMouseWheelDelta()
GetRawMouseX()
GetRawMouseY()

GetRawNextTouchEvent()
GetRawProximityDistance()
GetRawRotationVectorW()
GetRawRotationVectorW2()
GetRawRotationVectorX()
GetRawRotationVectorX2()
GetRawRotationVectorY()
GetRawRotationVectorY2()
GetRawRotationVectorZ()
GetRawRotationVectorZ2()
GetRawTouchCount(bIncludeUnknown)
GetRawTouchCurrentX(index)
GetRawTouchCurrentY(index)
GetRawTouchLastX(index)
GetRawTouchLastY(index)
GetRawTouchReleased(index)
GetRawTouchStartX(index)
GetRawTouchStartY(index)
GetRawTouchTime(index)
GetRawTouchType(index)
GetRawTouchValue(index)
GetRotationVectorSensorExists()
SetRawJoystickDeadZone(threshold)
SetRawMousePosition(x, y)
SetRawMouseVisible(visible)
SetRawTouchMoveSensitivity(distance)
SetRawTouchValue(index, value)
StartGPSTracking()
StopGPSTracking()

Multiplayer

AddNetworkMessageFloat(iMsgID, value)
AddNetworkMessageInteger(iMsgID, value)
AddNetworkMessageString(iMsgID, value)
CloseNetwork(iNetID)
ConnectSocket(socketID, szIP, port, timeout)
CopyNetworkMessage(iFromMsgID)
CreateBroadcastListener(szIP, port)
CreateNetworkMessage()
CreateSocketListener(listenerID, szIP, port)
CreateUDPListener(listenerID, ip, port)
DeleteBroadcastListener(iID)
DeleteNetworkClient(iNetID, client)
DeleteNetworkMessage(iMsgID)
DeleteSocket(socketID)
DeleteSocketListener(listenerID)
DeleteUDPListener(listenerID)
FlushSocket(socketID)

GetBroadcastMessage(iID)
GetDeviceIP()
GetDeviceIPv6()
GetNetworkClientDisconnected(iNetID, client)
GetNetworkClientFloat(iNetID, client, name)
GetNetworkClientInteger(iNetID, client, name)
GetNetworkClientName(iNetID, client)
GetNetworkClientPing(iNetID, client)
GetNetworkClientUserData(iNetID, client, index)
GetNetworkExists(iNetID)
GetNetworkFirstClient(iNetID)
GetNetworkMessage(iNetID)
GetNetworkMessageFloat(iMsgID)
GetNetworkMessageFromClient(iMsgID)
GetNetworkMessageFromIP(iMsgID)
GetNetworkMessageFromPort(iMsgID)
GetNetworkMessageInteger(iMsgID)

GetNetworkMessageString(iMsgID)
GetNetworkMyClientID(iNetID)
GetNetworkNextClient(iNetID)
GetNetworkNumClients(iNetID)
GetNetworkServerID(iNetID)
GetSocketByte(socketID)
GetSocketBytesAvailable(socketID)
GetSocketConnected(socketID)
GetSocketExists(socketID)
GetSocketFloat(socketID)
GetSocketInteger(socketID)
GetSocketListenerConnection(listenerID)
GetSocketRemoteIP(socketID)
GetSocketString(socketID)
GetUDPNetworkMessage(listenerID)
HostNetwork(szNetworkName, szMyName, port, portv6)
IsNetworkActive(iNetID)

JoinNetwork(szIP, port, szMyName)
 KickNetworkClient(iNetID, client)
 SendNetworkMessage(iNetID, toClient, iMsgID)
 SendSocketByte(socketID, value)
 SendSocketFloat(socketID, value)

SendSocketInteger(socketID, value)
 SendSocketString(socketID, value)
 SendUDPNetworkMessage(listenerID, messageID, toIP, toPort)
 SetNetworkAllowClients(iNetID)
 SetNetworkClientUserData(iNetID, client, index, value)

SetNetworkLatency(iNetID, latency)
 SetNetworkLocalFloat(iNetID, name, f)
 SetNetworkLocalInteger(iNetID, name, i)
 SetNetworkNoMoreClients(iNetID)

Memblocks

AddObjectMeshFromMemblock(objID, memID)
 CopyMemblock(memSrcID, memDstID, srcOffset, dstOffset, size)
 CreateFileFromMemblock(filename, memID)
 CreateImageFromMemblock(imageID, memID)
 CreateMemblock(memID, size)
 CreateMemblockFromFile(filename)
 CreateMemblockFromImage(imageID)
 CreateMemblockFromObjectMesh(objID, meshIndex)
 CreateMemblockFromSound(soundID)
 CreateObjectFromMeshMemblock(memID)
 CreateSoundFromMemblock(memID)
 DeleteMemblock(memID)
 GetMemblockByte(memID, offset)
 GetMemblockByteSigned(memID, offset)
 GetMemblockExists(memID)
 GetMemblockFloat(memID, offset)

GetMemblockInt(memID, offset)
 GetMemblockShort(memID, offset)
 GetMemblockSize(memID)
 GetMemblockString(memID, offset, length)
 GetMeshMemblockVertexAlpha(memID, vertexIndex)
 GetMeshMemblockVertexBlue(memID, vertexIndex)
 GetMeshMemblockVertexGreen(memID, vertexIndex)
 GetMeshMemblockVertexNormalX(memID, vertexIndex)
 GetMeshMemblockVertexNormalY(memID, vertexIndex)
 GetMeshMemblockVertexNormalZ(memID, vertexIndex)
 GetMeshMemblockVertexRed(memID, vertexIndex)
 GetMeshMemblockVertexU(memID, vertexIndex)
 GetMeshMemblockVertexV(memID, vertexIndex)
 GetMeshMemblockVertexX(memID, vertexIndex)
 GetMeshMemblockVertexY(memID, vertexIndex)
 GetMeshMemblockVertexZ(memID, vertexIndex)

SetMemblockByte(memID, offset, value)
 SetMemblockByteSigned(memID, offset, value)
 SetMemblockFloat(memID, offset, value)
 SetMemblockInt(memID, offset, value)
 SetMemblockShort(memID, offset, value)
 SetMemblockString(memID, offset, value)
 SetMeshMemblockVertexColor(memID, vertexIndex, red, green, blue, alpha)
 SetMeshMemblockVertexNormal(memID, vertexIndex, x, y, z)
 SetMeshMemblockVertexPosition(memID, vertexIndex, x, y, z)
 SetMeshMemblockVertexUV(memID, vertexIndex, u, v)
 SetObjectMeshFromMemblock(objID, meshIndex, memID)

File

AddZipEntry(zipID, path, zipPath)
 CancelZipExtract()
 ChooseRawFile(ext)
 CloseFile(iFileID)
 CloseRawFolder(ID)
 CloseZip(zipID)
 CountWindowsDrives()
 CreateZip(filename)
 DeleteFile(szFile)
 DeleteFolder(szName)
 ExtractZip(const zipfilename, path, password)
 ExtractZipASync(const zipfilename, path, password)
 FileEOF(iFileID)
 FileIsOpen(iFileID)
 GetCurrentDir()
 GetDocumentsPath()
 GetFileCount(mode)
 GetFileExists(szFile)
 GetFilePos(iFileID)
 GetFileSize(iFileID)

GetFirstFile(mode)
 GetFirstFolder()
 GetFolder()
 GetFolderCount(mode)
 GetNextFile()
 GetNextFolder()
 GetRawFolderFileName(ID, index)
 GetRawFolderFolderName(ID, index)
 GetRawFolderNumFiles(ID)
 GetRawFolderNumFolders(ID)
 GetReadPath()
 GetWindowsDrive(index)
 GetWritePath()
 GetZipExtractComplete()
 GetZipExtractProgress()
 IsAbsolutePath(szPath)
 JoinPaths(szPath, szPath2)
 MakeFolder(szName)
 OpenRawFolder(szPath)
 OpenToRead(ID, szFile)

OpenToWrite(ID, szFile)
 ReadByte(iFileID)
 ReadFloat(iFileID)
 ReadInteger(iFileID)
 ReadLine(iFileID)
 ReadString(iFileID)
 ReadString2(iFileID)
 SetCurrentDir(szPath)
 SetFilePos(iFileID, pos)
 SetFolder(str)
 SetRawWritePath(str)
 SimplifyPath(szPath)
 WriteByte(iFileID, b)
 WriteFloat(iFileID, f)
 WriteInteger(iFileID, i)
 WriteLine(iFileID, str)
 WriteString(iFileID, str)
 WriteString2(iFileID, str)

Extras

ActivateSmartWatch(szReserved) ARControlCamera() ARCreateAnchorFromHitTest(index) ARCreateAnchorFromPlane(index) ARDeleteAnchor(anchorID) ARDestroy() ARDrawBackground() ARFixObjectToAnchor(objID, anchorID) ARGetAnchorStatus(anchorID) ARGetHitTestNormalX(index) ARGetHitTestNormalY(index) ARGetHitTestNormalZ(index) ARGetHitTestType(index) ARGetHitTestX(index) ARGetHitTestY(index) ARGetHitTestZ(index) ARGetLightEstimate() ARGetPlaneAngleX(index) ARGetPlaneAngleY(index) ARGetPlaneAngleZ(index) ARGetPlanes(reserved) ARGetPlanesFinish() ARGetPlaneSizeX(index) ARGetPlaneSizeZ(index) ARGetPlaneX(index) ARGetPlaneY(index) ARGetPlaneZ(index) ARGetStatus() ARHitTest(screenX, screenY) ARHitTestFinish() ARSetLightEstimationMode(mode) ARSetPlaneDetectionMode(mode) ARSetup() CancelLocalNotification(iID) CheckPermission(szPermission) DeleteCloudDataVariable(varName) DeleteSharedVariable(varName) FacebookActivateAppTracking() FacebookDestroyLikeButton() FacebookDownloadFriendsPhoto(iIndex) FacebookGetAccessToken() FacebookGetFriends() FacebookGetFriendsCount() FacebookGetFriendsID(iIndex) FacebookGetFriendsName(iIndex) FacebookGetFriendsState() FacebookGetUserID() FacebookGetUserName() FacebookInviteFriend(szID, szMessage) FacebookLogin() FacebookLogout() FacebookPostOnFriendsWall(szID, szLink, szPicture, szName, szCaption, szDescription) FacebookPostOnMyWall(szLink, szPicture, szName, szCaption, szDescription) FacebookSetup(szID) FacebookShowLikeButton(szURL, iX, iY, iWidth, iHeight) FirebaseLogEvent(event_name) FirebaseSetup() GameCenterAchievementsReset() GameCenterAchievementsShow() GameCenterLogin() GameCenterLogout() GameCenterSetup() GameCenterShowLeaderBoard(szBoardID) GameCenterSubmitAchievement(szAchievementID, iPercentageComplete) GameCenterSubmitScore(iScore, szBoardID) GetClipboardText() GetCloudDataAllowed() GetCloudDataChanged() GetCloudDataVariable(varName, defaultValue) GetFacebookDownloadFile() GetFacebookDownloadState() GetFacebookLoggedIn() GetGameCenterExists() GetGameCenterLoggedIn() GetGameCenterPlayerDisplayName() GetGameCenterPlayerID() GetInAppPurchaseAvailable(iID) GetInAppPurchaseDescription(iID) GetInAppPurchaseLocalPrice(iID) GetInAppPurchaseSignature(int iID) GetInAppPurchaseState() GetLocalNotificationExists(iID) GetLocalNotificationMessage(iID) GetLocalNotificationTime(iID) GetPushNotificationToken() GetSmartWatchState() InAppPurchaseActivate(iID) InAppPurchaseAddProductID(szID, type) InAppPurchaseRestore() InAppPurchaseSetKeys(szData1, szData2) InAppPurchaseSetTitle(szTitle) InAppPurchaseSetup() LoadSharedVariable(varName, defaultValue) PushNotificationSetup() RateApp(szID, szTitle) ReceiveSmartWatchData() RequestAppReview() RequestPermission(szPermission) SaveSharedVariable(varName, varValue) SendSmartWatchData(szJson) SetClipboardText(szText) SetCloudDataVariable(varName, varValue) SetLocalNotification(iID, datetime, szMessage) SetPushNotificationKeys(keyName, keyValue) SetSharedVariableAppGroup(group) SetupCloudData(reserved)	
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Maths

CreateVector3(x, y, z) DeleteVector3(vectorID) GetVector3Add(resultVec, addVec) GetVector3Cross(resultVec, vectorU, vectorV) GetVector3Distance(vectorU, vectorV) GetVector3Dot(vectorU, vectorV) GetVector3Length(vectorID) GetVector3Multiply(resultVec, multiplier) GetVector3X(vectorID) GetVector3Y(vectorID) GetVector3Z(vectorID) SetVector3(vectorID, x, y, z)	
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Time

GetCurrentDate()
GetCurrentTime()
GetDayOfWeek()
GetDaysFromUnix(unixtime)

GetHoursFromUnix(unixtime)
GetLeapYear(year)
GetMinutesFromUnix(unixtime)
GetMonthFromUnix(unixtime)

GetSecondsFromUnix(unixtime)
GetUnixFromDate(year, month, days, hours, minutes, seconds)
GetUnixTime()
GetYearFromUnix(unixtime)

HTTP

AddHTTPHeader(iHTTP, headerName, headerValue)
CloseHTTPConnection(iHTTP)
CreateHTTPConnection()
DeleteHTTPConnection(iHTTP)
GetHTTPFile(iHTTP, szServerFile, szLocalFile, szPostData)
GetHTTPFileComplete(iHTTP)
GetHTTPFileProgress(iHTTP)
GetHTTPResponse(iHTTP)

GetHTTPResponseReady(iHTTP)
GetHTTPStatusCode(iHTTP)
GetInternetState()
HTTPDecode(str)
HTTPEncode(str)
OpenBrowser(url)
RemoveHTTPHeader(iHTTP, headerName)
SendHTTPFile(iHTTP, szServerFile, szPostData, szLocalFile)

SendHTTPRequest(iHTTP, szServerFile)
SendHTTPRequestAsync(iHTTP, szServerFile)
SetHTTPHost(iHTTP, szHost, iSecure)
SetHTTPTimeout(iHTTP, milliseconds)
SetHTTPVerifyCertificate(iHTTP, mode)

Adverts

CacheRewardAdChartboost()
CreateAdvert(type, horz, vert, test)
CreateAdvertEx(type, horz, vert, test, offsetx, offsety)
CreateFullscreenAdvert()
DeleteAdvert()
GetConsentStatusAdMob()
GetFullscreenAdvertLoadedAdMob()
GetFullscreenAdvertLoadedAmazon()
GetFullscreenAdvertLoadedChartboost()
GetRewardAdLoadedAdMob()
GetRewardAdLoadedChartboost()
GetRewardAdRewardedAdMob()

GetRewardAdRewardedChartboost()
LoadConsentStatusAdMob(szPubID, privacyPolicy)
OverrideConsentAdMob(consent)
OverrideConsentChartboost(consent)
RequestAdvertRefresh()
RequestConsentAdMob()
ResetRewardAdMob()
ResetRewardChartboost()
SetAdMobDetails(szID)
SetAdMobRewardAdDetails(szID)
SetAdMobTesting(mode)
SetAdvertLocation(horz, vert, width)

SetAdvertLocationEx(horz, vert, offsetx, offsety, width)
SetAdvertPosition(x, y, width)
SetAdvertVisible(iVisible)
SetAmazonAdDetails(szKey)
SetAmazonAdTesting(mode)
SetChartboostDetails(szKey1, szKey2)
SetInneractiveDetails(szCode)
ShowFullscreenAdvertAdMob()
ShowFullscreenAdvertAmazon()
ShowFullscreenAdvertChartboost()
ShowRewardAdAdMob()
ShowRewardAdChartboost()

Benchmarking

GetDrawingSetupTime()
GetDrawingTime()
GetImageMemoryUsage()
GetLoadedImages()
GetManagedSpriteCount()

GetManagedSpriteDrawCalls()
GetManagedSpriteDrawnCount()
GetManagedSpriteSortedCount()
GetParticleDrawnPointCount()
GetParticleDrawnQuadCount()
GetPhysicsTime()

GetPixelsDrawn()
GetUnassignedImageFileName(index)
GetUnassignedImages()
GetUpdateTime()

Errors

GetErrorOccurred()
GetLastError()
Log(szMessage)

SetErrorMode(mode)