Namespace CnvAPI

Classes

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Enums

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Interface ANIMO

```
public interface ANIMO : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

FILENAME

```
string FILENAME { init; }
```

Property Value

[string](#)⍐

FPS

```
int FPS { init; }
```

Property Value

[int](#)⍐

MONITORCOLLISIONALPHA

```
bool MONITORCOLLISIONALPHA { init; }
```

Property Value

[bool](#)⤴

MONITORCOLLISION

```csharp
bool MONITORCOLLISION { init; }
```

Property Value

[bool](#)⤴

PRELOAD

```csharp
bool PRELOAD { init; }
```

Property Value

[bool](#)⤴

PRIORITY

```csharp
int PRIORITY { init; }
```

Property Value

[int](#)⤴

RELEASE

```csharp
bool RELEASE { init; }
```

Property Value

[bool ↗](#)

TOCANVAS

```
bool TOCANVAS { init; }
```

Property Value

[bool ↗](#)

VISIBLE

```
bool VISIBLE { init; }
```

Property Value

[bool ↗](#)

Methods

GETCENTERX()

Retrieves the horizontal position of the center of the object.

```
int GETCENTERX()
```

Returns

[int ↗](#)

Horizontal position of the object's center.

GETCENTERY()

```
int GETCENTERY()
```

Returns

[int](#)

GETCFRAMEINEVENT()

```
int GETCFRAMEINEVENT()
```

Returns

[int](#)

GETCURRFRAMEPOSX()

```
int GETCURRFRAMEPOSX()
```

Returns

[int](#)

GETCURRFRAMEPOSY()

```
int GETCURRFRAMEPOSY()
```

Returns

[int](#)

GETENDX()

```
int GETENDX()
```

Returns

[int](#)⧉

GETENDY()

```
int GETENDY()
```

Returns

[int](#)⧉

GETEVENTNAME()

```
string GETEVENTNAME()
```

Returns

[string](#)⧉

GETFRAME()

```
int GETFRAME()
```

Returns

[int](#)⧉

GETFRAMENAME()

```
string GETFRAMENAME()
```

Returns

[string](#)⤢

GETHEIGHT()

```
int GETHEIGHT()
```

Returns

[int](#)⤢

GETMAXWIDTH()

```
int GETMAXWIDTH()
```

Returns

[int](#)⤢

GETNOE()

```
int GETNOE()
```

Returns

[int](#)⤢

GETNOF()

```
int GETNOF()
```

Returns

[int↗](#)

GETNOFINEVENT(string)

```
int GETNOFINEVENT(string event_name)
```

Parameters

event_name [string↗](#)

Returns

[int↗](#)

GETOPACITY()

```
int GETOPACITY()
```

Returns

[int↗](#)

GETPOSITIONX()

```
int GETPOSITIONX()
```

Returns

[int↗](#)

GETPOSITIONY()

```
int GETPOSITIONY()
```

Returns

int ⧉

GETPRIORITY()

```
int GETPRIORITY()
```

Returns

int ⧉

GETWIDTH()

```
int GETWIDTH()
```

Returns

int ⧉

HIDE()

Hides the object.

```
void HIDE()
```

INVALIDATE()

```
void INVALIDATE()
```

ISAT()

```
bool ISAT()
```

Returns

[bool](#)⧉

ISNEAR(string, string)

Checks if the object is near the `other` one.

```
bool ISNEAR(string other, string iou_threshold)
```

Parameters

`other` [string](#)⧉

Another graphics object for which nearness with the current object is checked.

`iou_threshold` [string](#)⧉

Minimum IoU value to treat two objects as being near each other.

Returns

[bool](#)⧉

Boolean value indicating if objects are near each other.

ISPLAYING()

```
bool ISPLAYING()
```

Returns

[bool](#)⧉

ISVISIBLE()

```
bool ISVISIBLE()
```

Returns

[bool↗](#)

LOAD(string)

```
void LOAD(string filename)
```

Parameters

filename [string↗](#)

MERGEALPHA()

```
void MERGEALPHA()
```

MONITORCOLLISION(bool)

```
void MONITORCOLLISION(bool pixel_perfect)
```

Parameters

pixel_perfect [bool↗](#)

MOVE(int, int)

```
void MOVE(int x_offset, int y_offset)
```

Parameters

x_offset [int](#)

y_offset [int](#)

NEXT()

```
void NEXT()
```

NEXTFRAME()

```
void NEXTFRAME()
```

NPLAY()

```
void NPLAY()
```

PAUSE()

```
void PAUSE()
```

PLAY(int)

```
void PLAY(int event_index)
```

Parameters

event_index [int](#)

PLAY(string)

Plays animation event identified by name `event_name`.

```
void PLAY(string event_name)
```

Parameters

`event_name` [string](#)

   The name of the animation event to play.

PREVFRAME()

```
void PREVFRAME()
```

REMOVEMONITORCOLLISION()

```
void REMOVEMONITORCOLLISION()
```

RESUME()

```
void RESUME()
```

SETANCHOR(anchor)

```
void SETANCHOR(anchor anchor)
```

Parameters

`anchor` [anchor](#)

SETASBUTTON(bool, bool)

```
void SETASBUTTON(bool as_button, bool with_cursor_pointer)
```

Parameters

as_button [bool](#)

with_cursor_pointer [bool](#)

SETBACKWARD()

```
void SETBACKWARD()
```

SETCLIPPING()

```
void SETCLIPPING()
```

SETFORWARD()

```
void SETFORWARD()
```

SETFPS(int)

```
void SETFPS(int fps)
```

Parameters

fps [int](#)

SETFRAME(int)

```
void SETFRAME(int image_index)
```

Parameters

image_index int⬀

SETFRAME(string, int)

```
void SETFRAME(string event_name, int frame_index)
```

Parameters

event_name string⬀

frame_index int⬀

SETFRAMENAME(string)

```
void SETFRAMENAME(string frame_name)
```

Parameters

frame_name string⬀

SETOPACITY(int)

```
void SETOPACITY(int opacity)
```

Parameters

opacity int⬀

SETPOSITION(int, int)

```
void SETPOSITION(int x, int y)
```

Parameters

x [int](#)

y [int](#)

SETPRIORITY(int)

```
void SETPRIORITY(int priority)
```

Parameters

priority [int](#)

SHOW()

```
void SHOW()
```

STOP(bool)

```
void STOP(bool emit_on_finished = true)
```

Parameters

emit_on_finished [bool](#)

Events

ONCLICK

```
event SignalHandler ONCLICK
```

Event Type

SignalHandler

ONCOLLISION

```
event ParametrizedSignalHandler ONCOLLISION
```

Event Type

ParametrizedSignalHandler

ONFINISHED

Signal emitted when an animation event has finished playing.

```
event ParametrizedSignalHandler ONFINISHED
```

Event Type

ParametrizedSignalHandler

ONFOCUSOFF

```
event SignalHandler ONFOCUSOFF
```

Event Type

SignalHandler

ONFOCUSON

```
event SignalHandler ONFOCUSON
```

Event Type

SignalHandler

ONFRAMECHANGED

```
event ParametrizedSignalHandler ONFRAMECHANGED
```

Event Type

ParametrizedSignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONRELEASE

```
event SignalHandler ONRELEASE
```

Event Type

SignalHandler

ONSIGNAL

```
event ParametrizedSignalHandler ONSIGNAL
```

Event Type

ParametrizedSignalHandler

ONSTARTED

```
event ParametrizedSignalHandler ONSTARTED
```

Event Type

ParametrizedSignalHandler

Interface APPLICATION

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface APPLICATION : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

AUTHOR

```
string AUTHOR { init; }
```

Property Value

[string](#)

BLOOMOO_VERSION

```
string BLOOMOO_VERSION { init; }
```

Property Value

[string](#)

CREATIONTIME

```
string CREATIONTIME { init; }
```

Property Value

[string](#)

EPISODES

```
string EPISODES { init; }
```

Property Value

[string](#)

LASTMODIFYTIME

```
string LASTMODIFYTIME { init; }
```

Property Value

[string](#)

PATH

```
string PATH { init; }
```

Property Value

[string](#)

STARTWITH

```
string STARTWITH { init; }
```

Property Value

[string](#)

VERSION

```
string VERSION { init; }
```

Property Value

[string](#)

Methods

EXIT()

```
void EXIT()
```

GETLANGUAGE()

```
string GETLANGUAGE()
```

Returns

[string](#)

RUN(string, string, params variable[])

```
variable? RUN(string object_name, string method_name, params variable[] arguments)
```

Parameters

object_name [string](#)

method_name [string](#)

arguments [variable](#)[]

Returns

[variable](#)

RUNENV(string, string)

```
variable? RUNENV(string scene_name, string beh_name)
```

Parameters

scene_name [string⧉](#)

beh_name [string⧉](#)

Returns

[variable](#)

SETLANGUAGE(string)

```
void SETLANGUAGE(string lang_id)
```

Parameters

lang_id [string⧉](#)

Interface ARRAY

Namespace:

Assembly: CnvAPI.dll

```
public interface ARRAY : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Methods
ADD()

```
void ADD()
```

ADDAT(int, variable)

```
void ADDAT(int index, variable summand)
```

Parameters

index int⧉

summand variable

CHANGEAT(int, variable)

```
void CHANGEAT(int index, variable value)
```

Parameters

index `int`⧉

value [variable](#)

CLAMPAT(int, variable, variable)

```
void CLAMPAT(int index, variable min, variable max)
```

Parameters

index `int`⧉

min [variable](#)

max [variable](#)

CONTAINS(variable)

```
void CONTAINS(variable value)
```

Parameters

value [variable](#)

COPYTO()

```
void COPYTO()
```

FIND()

```
void FIND()
```

GET(int)

```
void GET(int index)
```

Parameters

index int⍈

GETSIZE()

```
void GETSIZE()
```

GETSUMVALUE()

```
void GETSUMVALUE()
```

INSERTAT(int, variable)

```
void INSERTAT(int index, variable value)
```

Parameters

index int⍈

value variable

LOAD()

```
void LOAD()
```

LOADINI()

```
void LOADINI()
```

MODAT()

```
void MODAT()
```

MULAT()

```
void MULAT()
```

REMOVE()

```
void REMOVE()
```

REMOVEALL()

```
void REMOVEALL()
```

REMOVEAT()

```
void REMOVEAT()
```

REVERSEFIND()

```
void REVERSEFIND()
```

SAVE()

```
void SAVE()
```

SAVEINI()

```
void SAVEINI()
```

SUB()

```
void SUB()
```

SUBAT()

```
void SUBAT()
```

SUM()

```
void SUM()
```

Interface BEHAVIOUR

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface BEHAVIOUR : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

CODE

```
string CODE { init; }
```

Property Value

[string](#)⊠

CONDITION

```
string CONDITION { init; }
```

Property Value

[string](#)⊠

Methods

RUN(params variable[])

```
variable? RUN(params variable[] arguments)
```

Parameters

arguments [variable](){2}[]

Returns

[variable]()

RUNC(params variable[])

```
variable? RUNC(params variable[] arguments)
```

Parameters

arguments [variable]()[]

Returns

[variable]()

RUNLOOPED(int, int, int)

```
void RUNLOOPED(int start, int range_size, int step = 1)
```

Parameters

start [int]()

range_size [int]()

step [int]()

Interface BOOL

Namespace: CnvAPI

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface BOOL : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

TOINI

```
bool TOINI { init; }
```

Property Value

[bool](#)

VALUE

```
bool VALUE { init; }
```

Property Value

[bool](#)

Methods

SET(bool)

Sets the value of the object to `value`.

```
void SET(bool value)
```

Parameters

value `bool`⧉

   New value for the object.

SWITCH(bool, bool)

Switches the value of the object between `TRUE` and `FALSE`.

```
void SWITCH(bool _unused1, bool _unused2)
```

Parameters

_unused1 `bool`⧉

   Unused.

_unused2 `bool`⧉

   Unused.

Events

ONBRUTALCHANGED

```
event ParametrizedSignalHandler ONBRUTALCHANGED
```

Event Type

ParametrizedSignalHandler

ONCHANGED

```
event ParametrizedSignalHandler ONCHANGED
```

Event Type

ParametrizedSignalHandler

Interface BUTTON

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface BUTTON : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

DRAGGABLE

```
bool DRAGGABLE { init; }
```

Property Value

bool⧉

ENABLE⬚

```
bool ENABLE⬚ { init; }
```

Property Value

bool⧉

GFXONCLICK

```
string GFXONCLICK { init; }
```

Property Value

string↗

GFXONMOVE

```
string GFXONMOVE { init; }
```

Property Value

string↗

GFXSTANDARD

```
string GFXSTANDARD { init; }
```

Property Value

string↗

RECT

```
rect RECT { init; }
```

Property Value

rect

SNDONMOVE

```
string SNDONMOVE { init; }
```

Property Value

[string ⧉](#)

Methods

DISABLE()

```
void DISABLE()
```

DISABLEBUTVISIBLE()

```
void DISABLEBUTVISIBLE()
```

ENABLE()

```
void ENABLE()
```

GETSTD()

```
string GETSTD()
```

Returns

[string ⧉](#)

SETONCLICK(string)

```
void SETONCLICK(string object_name)
```

Parameters

object_name [string ⧉](#)

SETONMOVE(string)

```
void SETONMOVE(string object_name)
```

Parameters

object_name [string⧉](#)

SETPRIORITY(int)

```
void SETPRIORITY(int priority)
```

Parameters

priority [int⧉](#)

SETRECT(int, int, int, int)

```
void SETRECT(int left_x, int top_y, int right_x, int bottom_y)
```

Parameters

left_x [int⧉](#)

top_y [int⧉](#)

right_x [int⧉](#)

bottom_y [int⧉](#)

SETRECT(string)

```
void SETRECT(string object_name)
```

Parameters

`object_name` [string↗](#)

SETSTD(string)

```
void SETSTD(string object_name)
```

Parameters

`object_name` [string↗](#)

Events

ONACTION

```
event SignalHandler ONACTION
```

Event Type

[SignalHandler](#)

ONCLICKED

```
event SignalHandler ONCLICKED
```

Event Type

[SignalHandler](#)

ONDRAGGING

```
event SignalHandler ONDRAGGING
```

Event Type

[SignalHandler](#)

ONENDDRAGGING

```
event SignalHandler ONENDDRAGGING
```

Event Type

[SignalHandler](#)

ONFOCUSOFF

```
event SignalHandler ONFOCUSOFF
```

Event Type

[SignalHandler](#)

ONFOCUSON

```
event SignalHandler ONFOCUSON
```

Event Type

[SignalHandler](#)

ONINIT

```
event SignalHandler ONINIT
```

Event Type

[SignalHandler](#)

ONRELEASED

```
event SignalHandler ONRELEASED
```

Event Type

[SignalHandler](#)

ONSTARTDRAGGING

```
event SignalHandler ONSTARTDRAGGING
```

Event Type

[SignalHandler](#)

Class BoolVariable

Namespace:

Assembly: CnvAPI.dll

```
public record BoolVariable : variable, IEquatable<variable>,
IEquatable<BoolVariable>
```

Inheritance

[object](#) ← [variable](#) ← BoolVariable

Implements

[IEquatable](#)<[variable](#)>, [IEquatable](#)<[BoolVariable](#)>

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) ,
[object.ToString()](#)

Constructors

BoolVariable(bool)

```
public BoolVariable(bool value)
```

Parameters

`value` [bool](#)

Properties

value

```
public bool value { get; init; }
```

Property Value

[bool](#)⧉

Interface CANVAS_OBSERVER

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface CANVAS_OBSERVER : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Methods

ADD()

```
void ADD()
```

ENABLENOTIFY()

```
void ENABLENOTIFY()
```

GETGRAPHICSAT(int, int)

```
string? GETGRAPHICSAT(int x_position, int y_position)
```

Parameters

x_position [int](#)

y_position [int](#)

Returns

[string](#)

GETGRAPHICSAT(int, int, bool, int, int, bool)

```
string? GETGRAPHICSAT(int x_position, int y_position, bool _unknown, int
min_priority, int max_priority, bool pixel_perfect)
```

Parameters

x_position [int](#)

y_position [int](#)

_unknown [bool](#)

min_priority [int](#)

max_priority [int](#)

pixel_perfect [bool](#)

Returns

[string](#)

MOVEBKG(int, int)

```
void MOVEBKG(int x_offset, int y_offset)
```

Parameters

x_offset [int](#)

y_offset [int](#)

PASTE()

```
void PASTE()
```

REDRAW()

```
void REDRAW()
```

REFRESH()

```
void REFRESH()
```

REMOVE()

```
void REMOVE()
```

SAVE(string)

```
void SAVE(string filename)
```

Parameters

filename string⤢

SETBACKGROUND(string)

```
void SETBACKGROUND(string object_name_or_filename)
```

Parameters

object_name_or_filename string⤢

SETBKGPOS(int, int)

```
void SETBKGPOS(int x, int y)
```

Parameters

x int⍈

y int⍈

Events

ONWINDOWFOCUSOFF

```
event ParametrizedSignalHandler ONWINDOWFOCUSOFF
```

Event Type

[ParametrizedSignalHandler](#)

ONWINDOWFOCUSON

```
event ParametrizedSignalHandler ONWINDOWFOCUSON
```

Event Type

[ParametrizedSignalHandler](#)

Interface CLASS

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface CLASS : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

BASE

```
string BASE { init; }
```

Property Value

[string](#)⧉

DEF

```
string DEF { init; }
```

Property Value

[string](#)⧉

Methods

NEW(string, params variable[])

```
void NEW(string object_name, params variable[] arguments)
```

Parameters

object_name [string](link)

arguments [variable](link)[]

Interface CNVLOADER

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface CNVLOADER : OBJECT
```

Inherited Members

[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Methods

LOAD()

```
void LOAD()
```

RELEASE()

```
void RELEASE()
```

Interface COMPLEXCONDITION

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface COMPLEXCONDITION : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

CONDITION1

```
string CONDITION1 { init; }
```

Property Value

[string](#)

CONDITION2

```
string CONDITION2 { init; }
```

Property Value

[string](#)

OPERATOR

```
complex_operator OPERATOR { init; }
```

Property Value

[complex_operator](#)

Methods

BREAK(bool)

```
void BREAK(bool _)
```

Parameters

_ [bool↗](#)

CHECK(bool)

```
bool CHECK(bool _)
```

Parameters

_ [bool↗](#)

Returns

[bool↗](#)

ONE_BREAK(bool)

```
void ONE_BREAK(bool _)
```

Parameters

_ [bool↗](#)

Events

ONRUNTIMEFAILED

```
event SignalHandler ONRUNTIMEFAILED
```

Event Type

SignalHandler

ONRUNTIMESUCCESS

```
event SignalHandler ONRUNTIMESUCCESS
```

Event Type

SignalHandler

Interface CONDITION

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface CONDITION : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

OPERAND1

```
string OPERAND1 { init; }
```

Property Value

[string](#)

OPERAND2

```
string OPERAND2 { init; }
```

Property Value

[string](#)

OPERATOR

```
condition_operator OPERATOR { init; }
```

Property Value

[condition_operator](#)

Methods

BREAK(bool)

```
void BREAK(bool _)
```

Parameters

_ [bool↗](#)

CHECK(bool)

```
bool CHECK(bool _)
```

Parameters

_ [bool↗](#)

Returns

[bool↗](#)

ONE_BREAK(bool)

```
void ONE_BREAK(bool _)
```

Parameters

_ [bool↗](#)

Events

ONRUNTIMEFAILED

```
event SignalHandler ONRUNTIMEFAILED
```

Event Type

[SignalHandler](#)

ONRUNTIMESUCCESS

```
event SignalHandler ONRUNTIMESUCCESS
```

Event Type

[SignalHandler](#)

Interface DATABASE

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface DATABASE : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

MODEL

```
string MODEL { init; }
```

Property Value

[string](#)

Methods

ADD(string)

```
void ADD(string object_name)
```

Parameters

object_name [string](#)

FIND(string, variable, int)

```
int FIND(string column_name, variable value, int start_row_index)
```

Parameters

column_name [string](#)

value [variable](#)

start_row_index [int](#)

Returns

[int](#)

GETCURSORPOS()

```
int GETCURSORPOS()
```

Returns

[int](#)

GETROWSNO()

```
int GETROWSNO()
```

Returns

[int](#)

LOAD(string)

```
void LOAD(string filename)
```

Parameters

filename string↗

NEXT()

```
void NEXT()
```

REMOVEALL()

```
void REMOVEALL()
```

SAVE(string)

```
void SAVE(string filename)
```

Parameters

filename string↗

SELECT(int)

```
void SELECT(int row_index)
```

Parameters

row_index int↗

Interface DOUBLE

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface DOUBLE : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , [OBJECT.ADDBEHAVIOUR(string, string)](OBJECT.ADDBEHAVIOUR) ,
[OBJECT.CLONE(int)](OBJECT.CLONE) , [OBJECT.GETCLONEINDEX()](OBJECT.GETCLONEINDEX) , [OBJECT.GETNAME()](OBJECT.GETNAME) ,
[OBJECT.MSGBOX(string)](OBJECT.MSGBOX) , [OBJECT.REMOVEBEHAVIOUR(string)](OBJECT.REMOVEBEHAVIOUR) , [OBJECT.RESETCLONES()](OBJECT.RESETCLONES)

Properties

TOINI

```
bool TOINI { init; }
```

Property Value

bool

VALUE

```
double VALUE { init; }
```

Property Value

double

Methods

ADD(double)

```
double ADD(double summand)
```

Parameters

summand [double](url)⧉

Returns

[double](url)⧉

ARCTAN(double)

```
double ARCTAN(double degrees)
```

Parameters

degrees [double](url)⧉

Returns

[double](url)⧉

ARCTANEX(double, double, int)

```
double ARCTANEX(double y, double x, int summand = 0)
```

Parameters

y [double](url)⧉

x [double](url)⧉

summand [int](url)⧉

Returns

[double](url)⧉

CLAMP(double, double)

```
double CLAMP(double min, double max)
```

Parameters

min [double⊡](#)

max [double⊡](#)

Returns

[double⊡](#)

COSINUS(double)

```
double COSINUS(double degrees)
```

Parameters

degrees [double⊡](#)

Returns

[double⊡](#)

DIV(double)

```
void DIV(double divisor)
```

Parameters

divisor [double⊡](#)

LENGTH(double, double)

```
double LENGTH(double horizontal_distance, double vertical_distance)
```

Parameters

`horizontal_distance` [double↗](#)

`vertical_distance` [double↗](#)

Returns

[double↗](#)

MAXA(params double[])

```
double MAXA(params double[] values)
```

Parameters

`values` [double↗](#)`[]`

Returns

[double↗](#)

MINA(params double[])

```
double MINA(params double[] values)
```

Parameters

`values` [double↗](#)`[]`

Returns

[double↗](#)

MUL(double)

```
void MUL(double multiplier)
```

Parameters

multiplier double⧉

SET(double)

```
void SET(double value)
```

Parameters

value double⧉

SINUS(double)

```
double SINUS(double degrees)
```

Parameters

degrees double⧉

Returns

double⧉

SQRT()

```
double SQRT()
```

Returns

[double](⧉)

SUB(double)

```
double SUB(double subtrahend)
```

Parameters

subtrahend [double](⧉)

Returns

[double](⧉)

Class DoubleVariable

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public record DoubleVariable : variable, IEquatable<variable>,
IEquatable<DoubleVariable>
```

Inheritance

[object](#) ← [variable](#) ← DoubleVariable

Implements

[IEquatable](#)<[variable](#)>, [IEquatable](#)<[DoubleVariable](#)>

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) ,
[object.ToString()](#)

Constructors

DoubleVariable(double)

```
public DoubleVariable(double value)
```

Parameters

`value` [double](#)

Properties

value

```
public double value { get; init; }
```

Property Value

[double](#)

Interface EPISODE

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface EPISODE : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

AUTHOR

```
string AUTHOR { init; }
```

Property Value

[string](#)

CREATIONTIME

```
string CREATIONTIME { init; }
```

Property Value

[string](#)

LASTMODIFYTIME

```
string LASTMODIFYTIME { init; }
```

Property Value

string↗

PATH

```
string PATH { init; }
```

Property Value

string↗

SCENES

```
string[] SCENES { init; }
```

Property Value

string↗[]

STARTWITH

```
string STARTWITH { init; }
```

Property Value

string↗

VERSION

```
string VERSION { init; }
```

Property Value

[string](#)↗

Methods

BACK()

```
void BACK()
```

GETCURRENTSCENE()

```
string GETCURRENTSCENE()
```

Returns

[string](#)↗

GETLATESTSCENE()

```
string GETLATESTSCENE()
```

Returns

[string](#)↗

GOTO(string)

```
void GOTO(string scene_name)
```

Parameters

scene_name [string](#)↗

Interface EXPRESSION

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface EXPRESSION : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

OPERAND1

```
string OPERAND1 { init; }
```

Property Value

[string](#)⧉

OPERAND2

```
string OPERAND2 { init; }
```

Property Value

[string](#)⧉

OPERATOR

```
expression_operator OPERATOR { init; }
```

Property Value

expression_operator

Interface FILTER

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface FILTER : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

ACTION

```
string ACTION { init; }
```

Property Value

[string](#)⤢

Interface FONT

Namespace:

```
public interface FONT : OBJECT
```

Inherited Members

OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

DEF_family_style_size

```
string DEF_family_style_size { init; }
```

Property Value

string⧉

Interface GROUP

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface GROUP : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Methods
ADD(string)

```
void ADD(string object_name)
```

Parameters

object_name [string⧉](#)

ADDCLONES()

```
void ADDCLONES()
```

GETSIZE()

```
void GETSIZE()
```

NEXT()

```
void NEXT()
```

PREV()

```
void PREV()
```

REMOVE(string)

```
void REMOVE(string object_name)
```

Parameters

object_name string⧉

REMOVEALL()

```
void REMOVEALL()
```

RESETMARKER()

```
void RESETMARKER()
```

SETMARKERPOS(int)

```
void SETMARKERPOS(int index)
```

Parameters

index int⧉

Events

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface IMAGE

Namespace:

```
public interface IMAGE : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

FILENAME

```
string FILENAME { init; }
```

Property Value

string⧉

MONITORCOLLISION

```
bool MONITORCOLLISION { init; }
```

Property Value

bool⧉

MONITORCOLLISIONALPHA

```
bool MONITORCOLLISIONALPHA { init; }
```

Property Value

[bool](#)

PRELOAD

```
bool PRELOAD { init; }
```

Property Value

[bool](#)

PRIORITY

```
int PRIORITY { init; }
```

Property Value

[int](#)

RELEASE

```
bool RELEASE { init; }
```

Property Value

[bool](#)

TOCANVAS

```
bool TOCANVAS { init; }
```

Property Value

[bool](⧉)

VISIBLE

```
bool VISIBLE { init; }
```

Property Value

[bool](⧉)

Methods

GETALPHA()

```
void GETALPHA()
```

GETHEIGHT()

```
void GETHEIGHT()
```

GETPIXEL()

```
void GETPIXEL()
```

GETPOSITIONX()

```
void GETPOSITIONX()
```

GETPOSITIONY()

```
void GETPOSITIONY()
```

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GETWIDTH()

```
void GETWIDTH()
```

HIDE()

```
void HIDE()
```

INVALIDATE()

```
void INVALIDATE()
```

ISVISIBLE()

```
void ISVISIBLE()
```

LOAD()

```
void LOAD()
```

MERGEALPHA(int, int, string)

```
void MERGEALPHA(int x_offset, int y_offset, string object_name)
```

Parameters

x_offset `int`⬀

y_offset `int`⬀

object_name `string`⬀

MOVE(int, int)

```
void MOVE(int x_offset, int y_offset)
```

Parameters

x_offset `int`⬀

y_offset `int`⬀

SETASBUTTON()

```
void SETASBUTTON()
```

SETCLIPPING(int, int, int, int)

```
void SETCLIPPING(int left_x, int top_y, int _width, int _height)
```

Parameters

left_x `int`⬀

top_y `int`⬀

_width `int`⬀

_height `int`⬀

SETOPACITY()

```
void SETOPACITY()
```

SETPOSITION(int, int)

```
void SETPOSITION(int x, int y)
```

Parameters

x int⬀

y int⬀

SETPRIORITY()

```
void SETPRIORITY()
```

SHOW()

```
void SHOW()
```

Events

ONCLICK

```
event SignalHandler ONCLICK
```

Event Type

[SignalHandler](#)

ONFOCUSOFF

```
event SignalHandler ONFOCUSOFF
```

Event Type

SignalHandler

ONFOCUSON

```
event SignalHandler ONFOCUSON
```

Event Type

SignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface INERTIA

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface INERTIA : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Methods

ADDFORCE(int, double, double)

```
void ADDFORCE(int id, double x, double y)
```

Parameters

id [int](#)

x [double](#)

y [double](#)

CREATESPHERE(double, double, double, double)

```
int CREATESPHERE(double _1, double _2, double _3, double _4)
```

Parameters

_1 [double](#)

_2 [double](#)

_3 double⊘

_4 double⊘

Returns

int⊘

DELETEBODY(int)

```
void DELETEBODY(int id)
```

Parameters

id int⊘

GETPOSITIONX(int)

```
double GETPOSITIONX(int id)
```

Parameters

id int⊘

Returns

double⊘

GETPOSITIONY(int)

```
double GETPOSITIONY(int id)
```

Parameters

id int⊘

Returns

[double](#)

GETSPEED(int)

```
double GETSPEED(int id)
```

Parameters

id [int](#)

Returns

[double](#)

LINK(int, string, bool, bool)

```
void LINK(int id, string object_name, bool _1, bool _2)
```

Parameters

id [int](#)

object_name [string](#)

_1 [bool](#)

_2 [bool](#)

LOAD(string)

```
void LOAD(string filename)
```

Parameters

filename `string`⧉

RESETTIMER()

```
void RESETTIMER()
```

SETGRAVITY(double, double)

```
void SETGRAVITY(double x, double y)
```

Parameters

x `double`⧉

y `double`⧉

SETLINEARDAMPING(double, double)

```
void SETLINEARDAMPING(double x, double y)
```

Parameters

x `double`⧉

y `double`⧉

SETMATERIAL(int, string)

```
void SETMATERIAL(int id, string material_name)
```

Parameters

id `int`⧉

`material_name` [string](#)

SETPOSITION(int, double, double)

```
void SETPOSITION(int id, double x, double y)
```

Parameters

id [int](#)

x [double](#)

y [double](#)

SETVELOCITY(int, double, double)

```
void SETVELOCITY(int id, double x, double y)
```

Parameters

id [int](#)

x [double](#)

y [double](#)

TICK()

```
void TICK()
```

UNLINK(int)

```
void UNLINK(int id)
```

Parameters

id [int](#)

Interface INTEGER

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface INTEGER : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

TOINI

```
bool TOINI { init; }
```

Property Value

[bool](#)⧉

VALUE

```
int VALUE { init; }
```

Property Value

[int](#)⧉

VARTYPE

```
string VARTYPE { init; }
```

Property Value

[string↗](#)

Methods

ABS(int)

Sets the modulus of `value` as the value of the object.

```
int ABS(int value)
```

Parameters

`value` [int↗](#)

The value of which modulus is to be set as the value of the object.

Returns

[int↗](#)

ADD(int)

```
int ADD(int summand)
```

Parameters

`summand` [int↗](#)

Returns

[int↗](#)

AND(int)

```
int AND(int operand)
```

Parameters

operand int↗

Returns

int↗

CLAMP(int, int)

```
int CLAMP(int min, int max)
```

Parameters

min int↗

max int↗

Returns

int↗

DEC()

```
void DEC()
```

DIV(int)

```
void DIV(int divisor)
```

Parameters

divisor int↗

INC()

```
void INC()
```

LENGTH(int, int)

```
int LENGTH(int horizontal_distance, int vertical_distance)
```

Parameters

horizontal_distance int↗

vertical_distance int↗

Returns

int↗

MOD(int)

```
void MOD(int divisor)
```

Parameters

divisor int↗

MUL(int)

```
void MUL(int multiplier)
```

Parameters

multiplier int↗

OR(int)

```
int OR(int operand)
```

Parameters

operand <u>int</u>⧉

Returns

<u>int</u>⧉

RANDOM(int)

```
int RANDOM(int max_exclusive)
```

Parameters

max_exclusive <u>int</u>⧉

Returns

<u>int</u>⧉

RANDOM(int, int)

```
int RANDOM(int summand, int max_exclusive)
```

Parameters

summand <u>int</u>⧉

max_exclusive <u>int</u>⧉

Returns

[int](#)

RESETINI()

```
void RESETINI()
```

SET(int)

```
void SET(int value)
```

Parameters

value [int](#)

SUB(int)

```
int SUB(int subtrahend)
```

Parameters

subtrahend [int](#)

Returns

[int](#)

SWITCH(int, int)

```
void SWITCH(int value1, int value2)
```

Parameters

value1 int⧉

value2 int⧉

Events

ONBRUTALCHANGED

```
event ParametrizedSignalHandler ONBRUTALCHANGED
```

Event Type

ParametrizedSignalHandler

ONCHANGED

```
event ParametrizedSignalHandler ONCHANGED
```

Event Type

ParametrizedSignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONSIGNAL

```
event ParametrizedSignalHandler ONSIGNAL
```

Event Type

ParametrizedSignalHandler

Class IntVariable

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public record IntVariable : variable, IEquatable<variable>, IEquatable<IntVariable>
```

Inheritance

[object](#) ← [variable](#) ← IntVariable

Implements

[IEquatable](#)<[variable](#)>, [IEquatable](#)<[IntVariable](#)>

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) ,
[object.ToString()](#)

Constructors

IntVariable(int)

```
public IntVariable(int value)
```

Parameters

value [int](#)

Properties

value

```
public int value { get; init; }
```

Property Value

[int](#)↗

Interface KEYBOARD

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface KEYBOARD : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , [OBJECT.ADDBEHAVIOUR(string, string)](OBJECT.ADDBEHAVIOUR) ,
[OBJECT.CLONE(int)](OBJECT.CLONE) , [OBJECT.GETCLONEINDEX()](OBJECT.GETCLONEINDEX) , [OBJECT.GETNAME()](OBJECT.GETNAME) ,
[OBJECT.MSGBOX(string)](OBJECT.MSGBOX) , [OBJECT.REMOVEBEHAVIOUR(string)](OBJECT.REMOVEBEHAVIOUR) , [OBJECT.RESETCLONES()](OBJECT.RESETCLONES)

Methods

DISABLE()

```
void DISABLE()
```

ENABLE()

```
void ENABLE()
```

GETLATESTKEY()

```
void GETLATESTKEY()
```

ISENABLED()

```
bool ISENABLED()
```

Returns

[bool↗](#)

ISKEYDOWN()

```
bool ISKEYDOWN()
```

Returns

[bool↗](#)

SETAUTOREPEAT()

```
void SETAUTOREPEAT()
```

Events

ONCHAR

```
event ParametrizedSignalHandler ONCHAR
```

Event Type

[ParametrizedSignalHandler](#)

ONKEYDOWN

```
event SignalHandler ONKEYDOWN
```

Event Type

[SignalHandler](#)

ONKEYUP

```
event SignalHandler ONKEYUP
```

Event Type

SignalHandler

Class LiteralRect

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public record LiteralRect : rect, IEquatable<rect>, IEquatable<LiteralRect>
```

Inheritance

[object](#) ← [rect](#) ← LiteralRect

Implements

[IEquatable](#)<[rect](#)>, [IEquatable](#)<[LiteralRect](#)>

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) ,
[object.ToString()](#)

Constructors

LiteralRect(int, int, int, int)

```
public LiteralRect(int left_x, int top_y, int right_x, int bottom_y)
```

Parameters

`left_x` [int](#)

`top_y` [int](#)

`right_x` [int](#)

`bottom_y` [int](#)

Properties

bottom_y

```csharp
public int bottom_y { get; init; }
```

Property Value

[int](#)↗

left_x

```csharp
public int left_x { get; init; }
```

Property Value

[int](#)↗

right_x

```csharp
public int right_x { get; init; }
```

Property Value

[int](#)↗

top_y

```csharp
public int top_y { get; init; }
```

Property Value

[int](#)↗

Interface MATRIX

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface MATRIX : OBJECT
```

Inherited Members

[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

BASEPOS

```
(int, int) BASEPOS { init; }
```

Property Value

([int](#) , [int](#))

CELLHEIGHT

```
int CELLHEIGHT { init; }
```

Property Value

[int](#)

CELLWIDTH

```
int CELLWIDTH { init; }
```

Property Value

[int](#)

SIZE

```
(int, int) SIZE { init; }
```

Property Value

([int](#), [int](#))

Methods

CALCENEMYMOVEDEST(int, int)

```
int CALCENEMYMOVEDEST(int current_cell, int current_direction)
```

Parameters

current_cell [int](#)

current_direction [int](#)

Returns

[int](#)

CALCENEMYMOVEDIR(int, int)

```
int CALCENEMYMOVEDIR(int current_cell, int current_direction)
```

Parameters

current_cell [int](#)

current_direction [int]

Returns

[int]

CANHEROGOTO(int)

```
bool CANHEROGOTO(int cell_index)
```

Parameters

cell_index [int]

Returns

[bool]

GET(int)

```
int GET(int cell_index)
```

Parameters

cell_index [int]

Returns

[int]

GETCELLOFFSET(int, int)

```
int GETCELLOFFSET(int x, int y)
```

Parameters

x int⧉

y int⧉

Returns

int⧉

GETCELLPOSX(int)

```
int GETCELLPOSX(int cell_index)
```

Parameters

cell_index int⧉

Returns

int⧉

GETCELLPOSY(int)

```
int GETCELLPOSY(int cell_index)
```

Parameters

cell_index int⧉

Returns

int⧉

GETCELLSNO(int)

```
int GETCELLSNO(int cell_type)
```

Parameters

cell_type [int](#)

Returns

[int](#)

GETFIELDPOSX(int)

```
int GETFIELDPOSX(int cell_index)
```

Parameters

cell_index [int](#)

Returns

[int](#)

GETFIELDPOSY(int)

```
int GETFIELDPOSY(int cell_index)
```

Parameters

cell_index [int](#)

Returns

[int](#)

GETOFFSET(int, int)

```
int GETOFFSET(int x, int y)
```

Parameters

x int

y int

Returns

int

ISGATEEMPTY()

```
bool ISGATEEMPTY()
```

Returns

bool

ISINGATE(int)

```
bool ISINGATE(int _)
```

Parameters

_ int

Returns

bool

MOVE(int, int)

```
void MOVE(int _, int _2)
```

Parameters

_ int↗

_2 int↗

NEXT()

```
int NEXT()
```

Returns

int↗

SET(int, int)

```
void SET(int cell_index, int cell_type)
```

Parameters

cell_index int↗

cell_type int↗

SETGATE(int, int, int, int)

```
void SETGATE(int _, int _2, int _3, int _4)
```

Parameters

_ int↗

_2 int↗

_3 int↗

_4 int↗

SETROW(int, params int[])

```
void SETROW(int row_index, params int[] cell_types)
```

Parameters

`row_index` [int↗](#)

`cell_types` [int↗](#)[]

TICK()

```
void TICK()
```

Events

ONLATEST

```
event SignalHandler ONLATEST
```

Event Type

[SignalHandler](#)

ONNEXT

```
event SignalHandler ONNEXT
```

Event Type

[SignalHandler](#)

Interface MOUSE

Namespace:

Assembly: CnvAPI.dll

```
public interface MOUSE : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

RAW

```
int? RAW { init; }
```

Property Value

int ?

Methods

DISABLE()

```
void DISABLE()
```

DISABLESIGNAL()

```
void DISABLESIGNAL()
```

ENABLE()

```
void ENABLE()
```

ENABLESIGNAL()

```
void ENABLESIGNAL()
```

GETPOSX()

```
int GETPOSX()
```

Returns

int⧉

GETPOSY()

```
int GETPOSY()
```

Returns

int⧉

HIDE()

```
void HIDE()
```

ISLBUTTONDOWN()

```
bool ISLBUTTONDOWN()
```

Returns

[bool](#)↗

SET()

```
void SET()
```

SETCLIPRECT()

```
void SETCLIPRECT()
```

SETPOSITION(int, int)

```
void SETPOSITION(int x, int y)
```

Parameters

x [int](#)↗

y [int](#)↗

SHOW()

```
void SHOW()
```

Events

ONCLICK

```
event ParametrizedSignalHandler ONCLICK
```

Event Type

[ParametrizedSignalHandler](#)

ONDBLCLICK

```
event SignalHandler ONDBLCLICK
```

Event Type

[SignalHandler](#)

ONINIT

```
event SignalHandler ONINIT
```

Event Type

[SignalHandler](#)

ONMOVE

```
event SignalHandler ONMOVE
```

Event Type

[SignalHandler](#)

ONRELEASE

```
event SignalHandler ONRELEASE
```

Event Type

[SignalHandler](#)

Interface MULTIARRAY

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface MULTIARRAY : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

DIMENSIONS

```
int DIMENSIONS { init; }
```

Property Value

[int](#)

Methods

GET(params int[])

```
variable? GET(params int[] indices)
```

Parameters

indices [int](#)[]

Returns

[variable](#)

SET(variable, params int[])

```
void SET(variable value, params int[] indices)
```

Parameters

value variable

indices [int](int)[]

Interface MUSIC

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface MUSIC : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

FILENAME

```
string FILENAME { init; }
```

Property Value

[string](#)⧉

Methods

PLAY()

```
void PLAY()
```

Interface OBJECT

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface OBJECT
```

Properties

DESCRIPTION

```
string DESCRIPTION { init; }
```

Property Value

string

TYPE

```
string TYPE { init; }
```

Property Value

string

Methods

ADDBEHAVIOUR(string, string)

```
void ADDBEHAVIOUR(string signal_name, string code)
```

Parameters

signal_name [string↗](#)

code [string↗](#)

CLONE(int)

```
void CLONE(int count = 1)
```

Parameters

count [int↗](#)

GETCLONEINDEX()

```
int GETCLONEINDEX()
```

Returns

[int↗](#)

GETNAME()

```
string GETNAME()
```

Returns

[string↗](#)

MSGBOX(string)

```
void MSGBOX(string message)
```

Parameters

message `string`⧉

REMOVEBEHAVIOUR(string)

```
void REMOVEBEHAVIOUR(string signal_name)
```

Parameters

signal_name `string`⧉

RESETCLONES()

```
void RESETCLONES()
```

Interface PATTERN

Namespace:

```
public interface PATTERN : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

GRIDX

```
int GRIDX { init; }
```

Property Value

int⊠

GRIDY

```
int GRIDY { init; }
```

Property Value

int⊠

HEIGHT

```
int HEIGHT { init; }
```

Property Value

int⎘

LAYERS

```
int LAYERS { init; }
```

Property Value

int⎘

PRIORITY

```
int PRIORITY { init; }
```

Property Value

int⎘

TOCANVAS

```
bool TOCANVAS { init; }
```

Property Value

bool⎘

VISIBLE

```
bool VISIBLE { init; }
```

Property Value

[bool](#)

WIDTH

```
int WIDTH { init; }
```

Property Value

[int](#)

Methods

ADD(string, int, int, string, int)

```
void ADD(string _, int x, int y, string object_name, int _2)
```

Parameters

_ [string](#)

x [int](#)

y [int](#)

object_name [string](#)

_2 [int](#)

GETGRAPHICSAT(int, int, bool, bool, int)

```
string GETGRAPHICSAT(int x, int y, bool _, bool _2, int _3)
```

Parameters

x [int](#)

y [int](#)

_ **bool** ⧉

_2 **bool** ⧉

_3 **int** ⧉

Returns

string ⧉

MOVE(int, int)

```
void MOVE(int x, int y)
```

Parameters

x **int** ⧉

y **int** ⧉

Delegate ParametrizedSignalHandler

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

/// Run for parametrized signals.

```
public delegate void ParametrizedSignalHandler(string parameter, params
variable[] arguments)
```

Parameters

`parameter` [string](#)⧉

/// Run for parametrized signals.

`arguments` [variable](#)[]

/// Run for parametrized signals.

Interface RAND

Namespace:

```
public interface RAND : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Methods

GET(int)

```
int GET(int max_exclusive)
```

Parameters

max_exclusive int⧉

Returns

int⧉

GET(int, int)

```
int GET(int summand, int max_exclusive)
```

Parameters

summand int⧉

max_exclusive int⧉

Returns

int↗

GETPLENTY(string, int, int, int, bool)

```
void GETPLENTY(string arr_name, int _, int _2, int _3, bool _4)
```

Parameters

arr_name string↗

_ int↗

_2 int↗

_3 int↗

_4 bool↗

Class ReferenceRect

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public record ReferenceRect : rect, IEquatable<rect>, IEquatable<ReferenceRect>
```

Inheritance

[object](#) ← [rect](#) ← ReferenceRect

Implements

[IEquatable](#)<[rect](#)>, [IEquatable](#)<[ReferenceRect](#)>

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Constructors

ReferenceRect(string)

```
public ReferenceRect(string object_name)
```

Parameters

object_name [string](#)

Properties

object_name

```
public string object_name { get; init; }
```

Property Value

[string](#)

Interface SCENE

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface SCENE : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

AUTHOR

```
string AUTHOR { init; }
```

Property Value

[string](#)

BACKGROUND

```
string BACKGROUND { init; }
```

Property Value

[string](#)

CREATIONTIME

```
string CREATIONTIME { init; }
```

Property Value

string↗

DLLS

```
string[] DLLS { init; }
```

Property Value

string↗[]

LASTMODIFYTIME

```
string LASTMODIFYTIME { init; }
```

Property Value

string↗

MUSIC

```
string MUSIC { init; }
```

Property Value

string↗

PATH

```
string PATH { init; }
```

Property Value

[string](#)

VERSION

```
string VERSION { init; }
```

Property Value

[string](#)

Methods

GETMAXHSPRIORITY()

```
void GETMAXHSPRIORITY()
```

GETMINHSPRIORITY()

```
void GETMINHSPRIORITY()
```

GETPLAYINGANIMO()

```
void GETPLAYINGANIMO()
```

GETPLAYINGSEQ()

```
void GETPLAYINGSEQ()
```

PAUSE()

```
void PAUSE()
```

REMOVECLONES()

```
void REMOVECLONES()
```

RESUME()

```
void RESUME()
```

RUN(string, string, params variable[])

```
variable? RUN(string object_name, string method_name, params variable[] arguments)
```

Parameters

object_name string⊠

method_name string⊠

arguments variable[]

Returns

variable

RUNCLONES()

```
void RUNCLONES()
```

SETMAXHSPRIORITY()

```
void SETMAXHSPRIORITY()
```

SETMINHSPRIORITY()

```
void SETMINHSPRIORITY()
```

SETMUSICVOLUME(int)

```
void SETMUSICVOLUME(int volume)
```

Parameters

volume [int](#)

STARTMUSIC()

```
void STARTMUSIC()
```

STOPMUSIC()

```
void STOPMUSIC()
```

Interface SEQUENCE

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface SEQUENCE : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

FILENAME

```
string FILENAME { init; }
```

Property Value

[string](#)

Methods

GETEVENTNAME()

```
string GETEVENTNAME()
```

Returns

[string](#)

HIDE()

```
void HIDE()
```

ISPLAYING()

```
bool ISPLAYING()
```

Returns

[bool](#)⤢

PAUSE()

```
void PAUSE()
```

PLAY(string)

```
void PLAY(string parameter)
```

Parameters

parameter [string](#)⤢

RESUME()

```
void RESUME()
```

STOP(bool)

```
void STOP(bool emit_on_finished = true)
```

Parameters

emit_on_finished [bool⤢](#)

Events

ONFINISHED

```
event ParametrizedSignalHandler ONFINISHED
```

Event Type

[ParametrizedSignalHandler](#)

ONINIT

```
event SignalHandler ONINIT
```

Event Type

[SignalHandler](#)

ONSTARTED

```
event ParametrizedSignalHandler ONSTARTED
```

Event Type

[ParametrizedSignalHandler](#)

Interface SOUND

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface SOUND : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , [OBJECT.ADDBEHAVIOUR(string, string)](OBJECT.ADDBEHAVIOUR) ,
[OBJECT.CLONE(int)](OBJECT.CLONE) , [OBJECT.GETCLONEINDEX()](OBJECT.GETCLONEINDEX) , [OBJECT.GETNAME()](OBJECT.GETNAME) ,
[OBJECT.MSGBOX(string)](OBJECT.MSGBOX) , [OBJECT.REMOVEBEHAVIOUR(string)](OBJECT.REMOVEBEHAVIOUR) , [OBJECT.RESETCLONES()](OBJECT.RESETCLONES)

Properties

FILENAME

```
string FILENAME { init; }
```

Property Value

string⟨⟩

FLUSHAFTERPLAYED

```
bool FLUSHAFTERPLAYED { init; }
```

Property Value

bool⟨⟩

PRELOAD

```
bool PRELOAD { init; }
```

Property Value

[bool⬈](#)

RELEASE

```
bool RELEASE { init; }
```

Property Value

[bool⬈](#)

Methods

ISPLAYING()

```
bool ISPLAYING()
```

Returns

[bool⬈](#)

LOAD(string)

```
void LOAD(string filename)
```

Parameters

filename [string⬈](#)

PAUSE()

```
void PAUSE()
```

PLAY()

```
void PLAY()
```

RESUME()

```
void RESUME()
```

SETVOLUME(int)

```
void SETVOLUME(int volume)
```

Parameters

volume int⧉

STOP()

```
void STOP()
```

Events

ONFINISHED

```
event SignalHandler ONFINISHED
```

Event Type

SignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONSTARTED

```
event SignalHandler ONSTARTED
```

Event Type

SignalHandler

Interface STATICFILTER

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface STATICFILTER : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

ACTION

```
string ACTION { init; }
```

Property Value

[string](#)

Methods

LINK(string)

```
void LINK(string graphics_name)
```

Parameters

graphics_name [string](#)

SETPROPERTY(string, variable)

```
void SETPROPERTY(string key, variable value)
```

Parameters

key [string](#)

value [variable](#)

UNLINK(string)

```
void UNLINK(string graphics_name)
```

Parameters

graphics_name [string](#)

Interface STRING

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface STRING : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

TOINI

```
bool TOINI { init; }
```

Property Value

bool⧉

VALUE

```
string VALUE { init; }
```

Property Value

string⧉

Methods

ADD(string)

```
string ADD(string suffix)
```

Parameters

suffix [string](#)

Returns

[string](#)

COPYFILE(string, string)

```
bool COPYFILE(string filename, string copied_filename)
```

Parameters

filename [string](#)

copied_filename [string](#)

Returns

[bool](#)

CUT(int, int)

```
void CUT(int index, int length)
```

Parameters

index [int](#)

length [int](#)

FIND(string, int)

```
int FIND(string needle, int start_index = 0)
```

Parameters

needle [string](#)

start_index [int](#)

Returns

[int](#)

GET(int)

```
string GET(int start_index)
```

Parameters

start_index [int](#)

Returns

[string](#)

GET(int, int)

```
string GET(int start_index, int length)
```

Parameters

start_index [int](#)

length [int](#)

Returns

[string](#)

LENGTH()

```
int LENGTH()
```

Returns

[int](#)⬀

REPLACE(string, string)

```
void REPLACE(string search, string replace)
```

Parameters

search [string](#)⬀

replace [string](#)⬀

REPLACEAT(int, string)

```
void REPLACEAT(int index, string replace)
```

Parameters

index [int](#)⬀

replace [string](#)⬀

RESETINI()

```
void RESETINI()
```

SET(string)

```
void SET(string value)
```

Parameters

value [string](#)↗

SUB(int, int)

```
void SUB(int index, int length)
```

Parameters

index [int](#)↗

length [int](#)↗

UPPER()

```
void UPPER()
```

Events

ONBRUTALCHANGED

```
event ParametrizedSignalHandler ONBRUTALCHANGED
```

Event Type

[ParametrizedSignalHandler](#)

ONCHANGED

```
event ParametrizedSignalHandler ONCHANGED
```

Event Type

ParametrizedSignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface STRUCT

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface STRUCT : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

FIELDS

```
(string, string)[] FIELDS { init; }
```

Property Value

([string](#) , [string](#))[]

Methods

GETFIELD(string)

```
variable GETFIELD(string field_name)
```

Parameters

field_name [string](#)

Returns

[variable](#)

SET(string)

```
void SET(string struct_name)
```

Parameters

struct_name string⧉

SETFIELD(string, variable)

```
void SETFIELD(string field_name, variable value)
```

Parameters

field_name string⧉

value variable

Interface SYSTEM

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface SYSTEM : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Methods
GETDATE()

```
string GETDATE()
```

Returns

string⧉

GETMHZ()

```
int GETMHZ()
```

Returns

int⧉

GETMINUTES()

```
int GETMINUTES()
```

Returns

[int ⬀](#)

GETSECONDS()

```
int GETSECONDS()
```

Returns

[int ⬀](#)

GETSYSTEMTIME()

```
int GETSYSTEMTIME()
```

Returns

[int ⬀](#)

Delegate SignalHandler

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

Run for signals.

```
public delegate void SignalHandler(params variable[] arguments)
```

Parameters

arguments [variable](#)[]

Run for signals.

Class StringVariable

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public record StringVariable : variable, IEquatable<variable>,
IEquatable<StringVariable>
```

Inheritance

object ← variable ← StringVariable

Implements

IEquatable<variable>, IEquatable<StringVariable>

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() ,
object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) ,
object.ToString()

Constructors

StringVariable(string)

```
public StringVariable(string value)
```

Parameters

value string

Properties

value

```
public string value { get; init; }
```

Property Value

[string](#)

Interface TEXT

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface TEXT : OBJECT
```

Inherited Members

OBJECT.DESCRIPTION , OBJECT.TYPE , [OBJECT.ADDBEHAVIOUR(string, string)](OBJECT.ADDBEHAVIOUR) ,
[OBJECT.CLONE(int)](OBJECT.CLONE) , [OBJECT.GETCLONEINDEX()](OBJECT.GETCLONEINDEX) , [OBJECT.GETNAME()](OBJECT.GETNAME) ,
[OBJECT.MSGBOX(string)](OBJECT.MSGBOX) , [OBJECT.REMOVEBEHAVIOUR(string)](OBJECT.REMOVEBEHAVIOUR) , [OBJECT.RESETCLONES()](OBJECT.RESETCLONES)

Properties

FONT

```
string FONT { init; }
```

Property Value

string

HJUSTIFY

```
bool HJUSTIFY { init; }
```

Property Value

bool

HYPERTEXT

```
bool HYPERTEXT { init; }
```

Property Value

[bool⧉](#)

MONITORCOLLISION

```
bool MONITORCOLLISION { init; }
```

Property Value

[bool⧉](#)

MONITORCOLLISIONALPHA

```
bool MONITORCOLLISIONALPHA { init; }
```

Property Value

[bool⧉](#)

RECT

```
rect RECT { init; }
```

Property Value

[rect](#)

TEXT

```
string TEXT { init; }
```

Property Value

[string](#)

TOCANVAS

```
bool TOCANVAS { init; }
```

Property Value

[bool](#)

VISIBLE

```
bool VISIBLE { init; }
```

Property Value

[bool](#)

VJUSTIFY

```
bool VJUSTIFY { init; }
```

Property Value

[bool](#)

Methods

HIDE()

```
void HIDE()
```

SETCOLOR()

```
void SETCOLOR()
```

SETJUSTIFY()

```
void SETJUSTIFY()
```

SETPOSITION()

```
void SETPOSITION()
```

SETTEXT(string)

```
void SETTEXT(string text)
```

Parameters

text **string**↗

SHOW()

```
void SHOW()
```

Events

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface TIMER

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface TIMER : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

ELAPSE

```
int ELAPSE { init; }
```

Property Value

[int](#)

ENABLED

```
bool ENABLED { init; }
```

Property Value

[bool](#)

TICKS

```
int TICKS { init; }
```

Property Value

[int↗](#)

Methods

DISABLE()

```
void DISABLE()
```

ENABLE()

```
void ENABLE()
```

GETTICKS()

```
int GETTICKS()
```

Returns

[int↗](#)

RESET()

```
void RESET()
```

SET(int)

```
void SET(int _)
```

Parameters

_ [int ↗](#)

SETELAPSE(int)

```
void SETELAPSE(int _)
```

Parameters

_ [int ↗](#)

Events

ONINIT

```
event SignalHandler ONINIT
```

Event Type

[SignalHandler](#)

ONTICK

```
event ParametrizedSignalHandler ONTICK
```

Event Type

[ParametrizedSignalHandler](#)

Interface VECTOR

Namespace:

Assembly: CnvAPI.dll

```
public interface VECTOR : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

SIZE

```
int SIZE { init; }
```

Property Value

int⬀

VALUE

```
double[] VALUE { init; }
```

Property Value

double⬀[]

Methods

ADD(string)

```
void ADD(string summand_name)
```

Parameters

summand_name **string**⧉

ASSIGN(params double[])

```
void ASSIGN(params double[] values)
```

Parameters

values **double**⧉[]

GET(int)

```
double GET(int index)
```

Parameters

index **int**⧉

Returns

double⧉

LEN()

```
double LEN()
```

Returns

double⧉

MUL(double)

```
void MUL(double multiplier)
```

Parameters

multiplier double⬀

NORMALIZE()

```
void NORMALIZE()
```

REFLECT(string, string)

```
void REFLECT(string normal_name, string result_name)
```

Parameters

normal_name string⬀

result_name string⬀

Interface VIRTUALGRAPHICSOBJECT

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface VIRTUALGRAPHICSOBJECT : OBJECT
```

Inherited Members
[OBJECT.DESCRIPTION](#) , [OBJECT.TYPE](#) , [OBJECT.ADDBEHAVIOUR(string, string)](#) ,
[OBJECT.CLONE(int)](#) , [OBJECT.GETCLONEINDEX()](#) , [OBJECT.GETNAME()](#) ,
[OBJECT.MSGBOX(string)](#) , [OBJECT.REMOVEBEHAVIOUR(string)](#) , [OBJECT.RESETCLONES()](#)

Properties

ASBUTTON

```
bool ASBUTTON { init; }
```

Property Value

[bool](#)

MASK

```
string MASK { init; }
```

Property Value

[string](#)

MONITORCOLLISION

```
bool MONITORCOLLISION { init; }
```

Property Value

[bool](⧉)

MONITORCOLLISIONALPHA

```
bool MONITORCOLLISIONALPHA { init; }
```

Property Value

[bool](⧉)

PRIORITY

```
int PRIORITY { init; }
```

Property Value

[int](⧉)

SOURCE

```
string SOURCE { init; }
```

Property Value

[string](⧉)

TOCANVAS

```
bool TOCANVAS { init; }
```

Property Value

[bool↗](#)

VISIBLE

```
bool VISIBLE { init; }
```

Property Value

[bool↗](#)

Methods

GETHEIGHT()

```
int GETHEIGHT()
```

Returns

[int↗](#)

GETPOSITIONX()

```
int GETPOSITIONX()
```

Returns

[int↗](#)

GETPOSITIONY()

```
int GETPOSITIONY()
```

Returns

int

GETWIDTH()

```
int GETWIDTH()
```

Returns

int

MOVE(int, int)

```
void MOVE(int x_offset, int y_offset)
```

Parameters

x_offset int

y_offset int

SETMASK(string)

```
void SETMASK(string graphics_name)
```

Parameters

graphics_name string

SETPOSITION(int, int)

```
void SETPOSITION(int x, int y)
```

Parameters

x int⊘

y int⊘

SETPRIORITY(int)

```
void SETPRIORITY(int priority)
```

Parameters

priority int⊘

SETSOURCE(string)

```
void SETSOURCE(string graphics_name)
```

Parameters

graphics_name string⊘

Interface WORLD

Namespace:

```
public interface WORLD : OBJECT
```

Inherited Members
OBJECT.DESCRIPTION , OBJECT.TYPE , OBJECT.ADDBEHAVIOUR(string, string) ,
OBJECT.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() ,
OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

Properties

FILENAME

```
string FILENAME { init; }
```

Property Value

string⧉

Methods

ADDBODY()

```
void ADDBODY()
```

ADDFORCE()

```
void ADDFORCE()
```

ADDGRAVITYEX()

```
void ADDGRAVITYEX()
```

FINDPATH()

```
void FINDPATH()
```

FOLLOWPATH()

```
void FOLLOWPATH()
```

GETANGLE()

```
void GETANGLE()
```

GETBKGPOSX()

```
void GETBKGPOSX()
```

GETBKGPOSY()

```
void GETBKGPOSY()
```

GETMOVEDISTANCE()

```
void GETMOVEDISTANCE()
```

GETPOSITIONX()

```
void GETPOSITIONX()
```

GETPOSITIONY()

```
void GETPOSITIONY()
```

GETPOSITIONZ()

```
void GETPOSITIONZ()
```

GETROTATIONZ()

```
void GETROTATIONZ()
```

GETSPEED()

```
void GETSPEED()
```

JOIN()

```
void JOIN()
```

LINK()

```
void LINK()
```

LOAD()

```
void LOAD()
```

MOVEOBJECTS()

```
void MOVEOBJECTS()
```

REMOVEOBJECT()

```
void REMOVEOBJECT()
```

SETACTIVE()

```
void SETACTIVE()
```

SETBKGSIZE()

```
void SETBKGSIZE()
```

SETBODYDYNAMICS()

```
void SETBODYDYNAMICS()
```

SETG()

```
void SETG()
```

SETGRAVITY()

`void` `SETGRAVITY()`

SETGRAVITYCENTER()

`void` `SETGRAVITYCENTER()`

SETLIMIT()

`void` `SETLIMIT()`

SETMAXSPEED()

`void` `SETMAXSPEED()`

SETMOVEFLAGS()

`void` `SETMOVEFLAGS()`

SETPOSITION()

`void` `SETPOSITION()`

SETREFOBJECT()

`void` `SETREFOBJECT()`

SETVELOCITY()

```
void SETVELOCITY()
```

START()

```
void START()
```

STOP()

```
void STOP()
```

UNLINK()

```
void UNLINK()
```

Enum anchor

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public enum anchor
```

Fields

BOTTOM = 8

CENTER = 0

LEFT = 5

LEFTLOWER = 3

LEFTUPPER = 1

RIGHT = 6

RIGHTLOWER = 4

RIGHTUPPER = 2

TOP = 7

Enum complex_operator

Namespace:

Assembly: CnvAPI.dll

```
public enum complex_operator
```

Fields

AND = 0

OR = 1

Enum condition_operator

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public enum condition_operator
```

Fields

EQUAL = 0

GREATER = 3

GREATEREQUAL = 5

LESS = 2

LESSEQUAL = 4

NOTEQUAL = 1

Enum expression_operator

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public enum expression_operator
```

Fields

ADD = 0

DIV = 3

MOD = 4

MUL = 2

SUB = 1

Interface global

Namespace: [CnvAPI](#)

Assembly: CnvAPI.dll

```
public interface global
```

Methods

BOOL(string, bool)

Creates an object of type [BOOL](#).

```
void BOOL(string name, bool value)
```

Parameters

name [string](#)

The name of created object.

value [bool](#)

The initial value of created object.

BREAK()

```
void BREAK()
```

DOUBLE(string, double)

Creates an object of type [DOUBLE](#).

```
void DOUBLE(string name, double value)
```

Parameters

name   [string](#)

   The name of created object.

value   [double](#)

   The initial value of created object.

IF(string, string, string)

```
void IF(string condition, string code_if_true, string code_if_false)
```

Parameters

condition   [string](#)

code_if_true   [string](#)

code_if_false   [string](#)

IF(string, string, string, string, string)

```
void IF(string left, string operand, string right, string code_if_true,
string code_if_false)
```

Parameters

left   [string](#)

operand   [string](#)

right   [string](#)

code_if_true   [string](#)

code_if_false   [string](#)

INT(string, int)

Creates an object of type [INTEGER](#).

```
void INT(string name, int value)
```

Parameters

name [string](#)

The name of created object.

value [int](#)

The initial value of created object.

LOOP(string, int, int, int)

```
void LOOP(string behaviour, int init, int len, int step)
```

Parameters

behaviour [string](#)

init [int](#)

len [int](#)

step [int](#)

MSGBOX(string)

```
void MSGBOX(string message)
```

Parameters

message [string](#)

RETURN(variable)

```
variable RETURN(variable value)
```

Parameters

value variable

Returns

variable

STRING(string, string)

Creates an object of type STRING.

```
string STRING(string name, string value)
```

Parameters

name string⧉

  The name of created object.

value string⧉

  The initial value of created object.

Returns

string⧉

WHILE(string, string, string, string)

```
void WHILE(string left, string condition, string right, string code)
```

Parameters

left [string](#)

condition [string](#)

right [string](#)

code [string](#)

left [string](#)

condition [string](#)

Class rect

Namespace:

Assembly: CnvAPI.dll

```
public abstract record rect : IEquatable<rect>
```

Inheritance

[object](#) ← rect

Implements

[IEquatable](#)<[rect](#)>

Derived

[LiteralRect](#), [ReferenceRect](#)

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) ,
[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) ,
[object.ToString()](#)

Class variable

Namespace:

Assembly: CnvAPI.dll

```
public abstract record variable : IEquatable<variable>
```

Inheritance

object ← variable

Implements

IEquatable<variable>

Derived

BoolVariable, DoubleVariable, IntVariable, StringVariable

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() ,
object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) ,
object.ToString()