Namespace Inertia

Classes

INERTIA

2D physics simulation.

Class INERTIA

Namespace: Inertia

Assembly: Inertia.dll

2D physics simulation.

```
public class INERTIA : OBJECT
```

Inheritance

object ← OBJECT ← INERTIA

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

Methods

ADDFORCE(int, double, double)

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

Parameters

id int

x double

y double

CREATESPHERE(double, double, double, double)

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

Parameters

_1 double

_2 double

_3 double

_4 double

Returns

int

DELETEBODY(int)

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

Parameters

id int

GETPOSITIONX(int)

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

Parameters

id int

Returns

double

GETPOSITIONY(int)

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

Parameters

id int

Returns

double

GETSPEED(int)

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

Parameters

id int

Returns

double

LINK(int, string, bool, bool)

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

Parameters

id int

object_name string

_1 bool

_2 bool

LOAD(string)

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

Parameters

`filename` string

RESETTIMER()

```
public void RESETTIMER()
```

SETGRAVITY(double, double)

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

Parameters

`x` double

`y` double

SETLINEARDAMPING(double, double)

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

Parameters

`x` double

`y` double

SETMATERIAL(int, string)

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

Parameters

id int

material_name string

SETPOSITION(int, double, double)

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

Parameters

id int

x double

y double

SETVELOCITY(int, double, double)

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

Parameters

id int

x double

y double

TICK()

```
public void TICK()
```

UNLINK(int)

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

Parameters

`id` int

Namespace Matrix

Classes

MATRIX

2D Boulder Dash-like simulation.

Class MATRIX

Namespace: Matrix

Assembly: Matrix.dll

2D Boulder Dash-like simulation.

```
public class MATRIX : OBJECT
```

Inheritance

object ← OBJECT ← MATRIX

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

Properties

BASEPOS

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

Property Value

(int, int)

CELLHEIGHT

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

Property Value

int

CELLWIDTH

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

Property Value

int

SIZE

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

Property Value

(int, int)

Methods

CALCENEMYMOVEDEST(int, int)

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

Parameters

`current_cell` int

`current_direction` int

Returns

int

CALCENEMYMOVEDIR(int, int)

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

Parameters

`current_cell` int

`current_direction` int

Returns

int

CANHEROGOTO(int)

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

Parameters

`cell_index` int

Returns

bool

GET(int)

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

Parameters

`cell_index` int

Returns

int

GETCELLOFFSET(int, int)

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

Parameters

x int

y int

Returns

int

GETCELLPOSX(int)

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

Parameters

cell_index int

Returns

int

GETCELLPOSY(int)

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

Parameters

cell_index int

Returns

int

GETCELLSNO(int)

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

Parameters

`cell_type` int

Returns

int

GETFIELDPOSX(int)

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

Parameters

`cell_index` int

Returns

int

GETFIELDPOSY(int)

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

Parameters

`cell_index` int

Returns

int

GETOFFSET(int, int)

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

Parameters

x int

y int

Returns

int

ISGATEEMPTY()

```
public bool ISGATEEMPTY()
```

Returns

bool

ISINGATE(int)

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

Parameters

_ int

Returns

bool

MOVE(int, int)

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

Parameters

_ int

_2 int

NEXT()

```
public int NEXT()
```

Returns

int

SET(int, int)

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

Parameters

cell_index int

cell_type int

SETGATE(int, int, int, int)

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

Parameters

_ int

_2 int

_3 int

_4 int

SETROW(int, params int[])

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

Parameters

row_index int

cell_types int[]

TICK()

```
public void TICK()
```

Events

ONLATEST

```
public event SignalHandler? ONLATEST
```

Event Type

SignalHandler

ONNEXT

```
public event SignalHandler? ONNEXT
```

Event Type

SignalHandler

Namespace PIKLib

Classes

AA□AA
A set of "global" methods callable in isolation from any object using the @ syntax.

ANIMO
2D sprite animation.

APPLICATION

ARRAY

BEHAVIOUR

BOOL
Boolean value.

BUTTON
An interactable area which reacts to mouse cursor being hovered over it and clicking it.

CANVAS_OBSERVER

CLASS

CNVLOADER

COMPLEXCONDITION

CONDITION

DATABASE

DOUBLE

EPISODE

EXPRESSION

FILTER

FONT

GROUP

IMAGE

INTEGER

KEYBOARD

MOUSE

MULTIARRAY

MUSIC

PATTERN

RAND

SCENE

SEQUENCE

SOUND

STATICFILTER

STRING

STRUCT

SYSTEM

TEXT

TIMER

VECTOR

VIRTUALGRAPHICSOBJECT

Class AA□AA

Namespace: PIKLib

Assembly: PIKLib.dll

A set of "global" methods callable in isolation from any object using the @ syntax.

```
public static class AA□AA
```

Inheritance

object ← AA□AA

Inherited Members

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

Methods

BOOL(string, bool)

Creates an object of type BOOL.

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

Parameters

`name` string

The name of created object.

`value` bool

The initial value of created object.

BREAK()

```
public static void BREAK()
```

DOUBLE(string, double)

Creates an object of type DOUBLE.

```
public static 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)

```
public static 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)

```
public static 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.

```
public static 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)

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

Parameters

`behaviour` string

`init` int

`len` int

`step` int

MSGBOX(string)

```
public static void MSGBOX(string message)
```

Parameters

`message` string

RETURN(variable)

```
public static variable RETURN(variable value)
```

Parameters

`value` variable

Returns

variable

STRING(string, string)

Creates an object of type STRING.

```
public static 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)

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

Parameters

`left` string

`condition` string

`right` string

`code` string

Class ANIMO

Namespace: PIKLib

Assembly: PIKLib.dll

2D sprite animation.

```
public class ANIMO : OBJECT
```

Inheritance

object ← OBJECT ← ANIMO

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

Properties

FILENAME

A path to a file where the animation data is stored.

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

Property Value

string

Remarks

The file must be in the ANN format.

See Also

LOAD(string)

FPS

Target animation speed (in frames per second).

```
public int? FPS { init; }
```

Property Value

int?

Remarks

The property overrides settings from a file.

See Also
SETFPS(int)

MONITORCOLLISIONALPHA

Should the pixel-perfect collision algorithm be used instead of the default AABB one?

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

Property Value

bool

Remarks

The property is ignored if MONITORCOLLISION is set to FALSE.

See Also
MONITORCOLLISION, MONITORCOLLISION(bool), REMOVEMONITORCOLLISION()

MONITORCOLLISION

Should 2D collisions be detected for the object?

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

Property Value

bool

Remarks

Setting the property to TRUE means ONCOLLISION callback is called.

By default, AABB collision algorithm is used.

See Also
MONITORCOLLISIONALPHA, MONITORCOLLISION(bool), REMOVEMONITORCOLLISION()

PRELOAD

Should the file specified in FILENAME be loaded instantly?

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

Property Value

bool

PRIORITY

The position of the object on the Z axis (directed out of the screen). Objects with greater priority are displayed over those with smaller priority.

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

Property Value

int

Remarks

For the same priority value, objects declared later are displayed over those declared before.

See Also
GETPRIORITY(), SETPRIORITY(int)

RELEASE

Should the file handle be released after loading the file specified in FILENAME?

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

Property Value

bool

TOCANVAS

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

Property Value

bool

Remarks

Without setting the property to TRUE, the object remains invisible.

VISIBLE

Should the object be visible by default?

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

Property Value

bool

See Also
TOCANVAS, HIDE(), ISVISIBLE(), SHOW()

Methods

GETCENTERX()

Retrieves the horizontal position of the center of the object (in pixels).

```
public int GETCENTERX()
```

Returns

int

The horizontal position of the object's center (in pixels).

GETCENTERY()

Retrieves the vertical position of the center of the object (in pixels).

```
public int GETCENTERY()
```

Returns

int

The vertical position of the object's center (in pixels).

GETCFRAMEINEVENT()

Retrieves the 0-based index of the current frame within its parent public event (a sequence of frames).

```
public int GETCFRAMEINEVENT()
```

Returns

int

The index of the current frame within the current event.

See Also
GETFRAME()

GETCURRFRAMEPOSX()

Retrieves the horizontal position of the current animation frame (in pixels).

```
public int GETCURRFRAMEPOSX()
```

Returns

int

The horizontal position of the current animation frame (in pixels).

GETCURRFRAMEPOSY()

Retrieves the vertical position of the current animation frame (in pixels).

```
public int GETCURRFRAMEPOSY()
```

Returns

int

The vertical position of the current animation frame (in pixels).

GETENDX()

Retrieves the horizontal position of the right edge of the object (in pixels).

```
public int GETENDX()
```

Returns

int

The horizontal position of the object's right edge (in pixels).

GETENDY()

Retrieves the vertical position of the bottom edge of the object (in pixels).

```
public int GETENDY()
```

Returns

int

The vertical position of the object's bottom edge (in pixels).

GETEVENTNAME()

Retrieves the name of the current public event (a sequence of frames).

```
public string GETEVENTNAME()
```

Returns

string

The name of the current event.

GETFRAME()

Retrieves the 0-based index of the compound image pointed to by the current animation frame.

```
public int GETFRAME()
```

Returns

int

The index of currently displayed animation image (not the index of a frame).

See Also
SETFRAME(int), GETCFRAMEINEVENT()

GETFRAMENAME()

Retrieves the name of the current frame.

```
public string GETFRAMENAME()
```

Returns

string

The name of the current frame.

See Also
SETFRAMENAME(string)

GETHEIGHT()

Retrieves the height of the current animation frame (in pixels).

```
public int GETHEIGHT()
```

Returns

int

The height of the current animation frame (in pixels).

GETMAXWIDTH()

Checks the height of all compound images and returns the maximum (in pixels).

```
public int GETMAXWIDTH()
```

Returns

int

The maximal possible height of the displayed image (in pixels).

GETNOE()

Retrieves the total number of animation events (sequences of frames).

```
public int GETNOE()
```

Returns

int

The total number of animation events.

GETNOF()

Retrieves the total number of animation frames within the current public event (a sequence of frames).

```
public int GETNOF()
```

Returns

int

The total number of animation frames within the current event.

GETNOFINEVENT(string)

Retrieves the total number of animation frames within the public event (a sequence of frames) identified by the given name.

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

Parameters

`event_name` string

The name of the public event to check.

Returns

int

The total number of animation frames within the specified event.

GETOPACITY()

Retrieves the general opacity of the animation.

```
public int GETOPACITY()
```

Returns

int

The general opacity of the animation.

See Also
SETOPACITY(int)

GETPOSITIONX()

Retrieves the horizontal position of the object (in pixels).

```
public int GETPOSITIONX()
```

Returns

int

The horizontal position of the object (in pixels).

See Also
GETPOSITIONY(), SETPOSITION(int, int), MOVE(int, int)

GETPOSITIONY()

Retrieves the base vertical position of the object (in pixels).

```
public int GETPOSITIONY()
```

Returns

int

The base vertical position of the object (in pixels).

See Also
GETPOSITIONX(), SETPOSITION(int, int), MOVE(int, int)

GETPRIORITY()

Retrieves the priority of the object.

```
public int GETPRIORITY()
```

Returns

int

The priority of the object.

See Also
PRIORITY, SETPRIORITY(int)

GETWIDTH()

Retrieves the width of the current animation frame (in pixels).

```
public int GETWIDTH()
```

Returns

int

The width of the current animation frame (in pixels).

HIDE()

Makes the object invisible.

```
public void HIDE()
```

See Also
VISIBLE, ISVISIBLE(), SHOW()

INVALIDATE()

```
public void INVALIDATE()
```

ISAT(int, int, bool)

```
public bool ISAT(int x, int y, bool _)
```

Parameters

x int

y int

_ bool

Returns

bool

ISNEAR(string, string)

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

```
public 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

A boolean value indicating if objects are near each other.

ISPLAYING()

Checks if any animation public event (a sequence of frames) is currently being played.

```
public bool ISPLAYING()
```

Returns

bool

Boolean value indicating if any animation public event is currently being played.

See Also
PLAY(string), PLAY(int), STOP(bool), PAUSE(), RESUME()

ISVISIBLE()

Checks if the object is visible.

```
public bool ISVISIBLE()
```

Returns

bool

A boolean value indicating if the object is visible.

See Also
VISIBLE, HIDE(), SHOW()

LOAD(string)

Loads animation data from the file located at the given path.

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

Parameters

`filename` string

The path where the file is located.

MERGEALPHA()

```
public void MERGEALPHA()
```

MONITORCOLLISION(bool)

Enables the 2D collision detection for the object.

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

Parameters

`pixel_perfect` bool

Should the pixel-perfect collision algorithm be used instead of the default AABB one?

See Also
MONITORCOLLISION, MONITORCOLLISIONALPHA, REMOVEMONITORCOLLISION()

MOVE(int, int)

Moves the animation object by the given offset (in pixels).

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

Parameters

`x_offset` int

A horizontal offset to be added to the current base object position.

`y_offset` int

A vertical offset to be added to the current base object position.

See Also
GETPOSITIONX(), GETPOSITIONY(), SETPOSITION(int, int)

NEXT()

```
public void NEXT()
```

NEXTFRAME()

```
public void NEXTFRAME()
```

NPLAY()

```
public void NPLAY()
```

PAUSE()

Pauses the current animation public event (a sequence of frames).

```
public void PAUSE()
```

See Also
RESUME(), ISPLAYING(), PLAY(string), PLAY(int), STOP(bool)

PLAY(int)

Plays animation public event identified by index `event_index`.

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

Parameters

`event_index` int

The 0-based index of the animation public event to be played.

Remarks

Makes the object visible.

Animation can loop depending on its definition (see ANN format specification).

See Also
PLAY(string), ISPLAYING(), STOP(bool), PAUSE(), RESUME()

PLAY(string)

Plays animation public event identified by name `event_name`.

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

Parameters

`event_name` string

The name of the animation public event to be played.

Remarks

Makes the object visible.

Animation can loop depending on its definition (see ANN format specification).

See Also

PLAY(int), ISPLAYING(), STOP(bool), PAUSE(), RESUME()

PREVFRAME()

```
public void PREVFRAME()
```

REMOVEMONITORCOLLISION()

Disables the 2D collision detection for the object.

```
public void REMOVEMONITORCOLLISION()
```

See Also

MONITORCOLLISION, MONITORCOLLISIONALPHA, MONITORCOLLISION(bool)

RESUME()

Unpauses the current animation public event (a sequence of frames).

```
public void RESUME()
```

See Also

PAUSE(), ISPLAYING(), PLAY(string), PLAY(int), STOP(bool)

SETANCHOR(anchor)

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

Parameters

`anchor` anchor

SETASBUTTON(bool, bool)

Enables or disables the object being interactable.

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

Parameters

`as_button` bool

Should interactibility be enabled?

`with_cursor_pointer` bool

Should the mouse cursor icon be changed to pointer when it hovers over the interactable area? The argument is ignored if `as_button` is FALSE.

Remarks

Interactibility means reacting to mouse cursor being hovered and mouse button being clicked over the displayed object. In reaction to these events, the following signals are fires: ONFOCUSON, ONFOCUSOFF, ONCLICK, ONRELEASE.

The interactable area is the AABB representing the frame at the time of calling the method.

SETBACKWARD()

```
public void SETBACKWARD()
```

SETCLIPPING()

```
public void SETCLIPPING()
```

SETFORWARD()

```
public void SETFORWARD()
```

SETFPS(int)

Sets the animation speed (in frames per second).

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

Parameters

`fps` int

Remarks

The property overrides settings from a file.

See Also
FPS

SETFRAME(int)

Changes the currently displayed frame to the image identified by the given index.

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

Parameters

`image_index` int

Remarks

If any animation public event (a sequence of frames) is currently played, the image set by this method gets overwritten by the next update.

See Also
GETFRAME(), SETFRAME(string, int)

SETFRAME(string, int)

Changes the currently displayed frame to the one identified by the given index within the public event of name `event_name`.

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

Parameters

`event_name` string

`frame_index` int

See Also
GETFRAME(), SETFRAME(int)

SETFRAMENAME(string)

Changes the name of the current frame.

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

Parameters

`frame_name` string

The name to be set.

See Also
GETFRAMENAME()

SETOPACITY(int)

Sets the general opacity of the animation.

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

Parameters

`opacity` int

The opacity to be set.

See Also

GETOPACITY()

SETPOSITION(int, int)

Sets the base position of the animation.

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

Parameters

x int

The horizontal position to be set (in pixels).

y int

The vertical position to be set (in pixels).

See Also
GETPOSITIONX(), GETPOSITIONY(), MOVE(int, int)

SETPRIORITY(int)

Sets the priority of the object.

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

Parameters

priority int

The priority to be set.

See Also
PRIORITY, GETPRIORITY()

SHOW()

Makes the object visible.

```
public void SHOW()
```

See Also
VISIBLE, HIDE(), ISVISIBLE()

STOP(bool)

Stops the animation public event (a sequence of frames) being currently played.

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

Parameters

`emit_on_finished` bool

Should the ONFINISHED signal be emitted?

Events

ONCLICK

A handler for the signal emitted when the object is in interactive mode and a mouse button is pressed over it.

```
public event SignalHandler? ONCLICK
```

Event Type

SignalHandler

See Also
SETASBUTTON(bool, bool)

ONCOLLISION

A handler for the signal emitted when the object is in collision with another object.

```
public event SignalHandler<string>? ONCOLLISION
```

Event Type

SignalHandler<string>

Remarks

Can be specialized using the string parameter which is the name of the object with which the current object collides.

See Also
MONITORCOLLISION(), MONITORCOLLISIONALPHA, MONITORCOLLISION(bool), REMOVEMONITORCOLLISION()

ONFINISHED

A handler for the signal emitted when an animation public event has finished playing.

```
public event SignalHandler<string>? ONFINISHED
```

Event Type

SignalHandler<string>

Remarks

Can be specialized using the string parameter which is the name of the finished event.

See Also
STOP(bool), PLAY(string)

ONFOCUSOFF

A handler for the signal emitted when the object is in interactive mode and the mouse cursors is moved outside its area.

```
public event SignalHandler? ONFOCUSOFF
```

Event Type

SignalHandler

See Also
SETASBUTTON(bool, bool)

ONFOCUSON

A handler for the signal emitted when the object is in interactive mode and the mouse cursors is moved onto it.

```
public event SignalHandler? ONFOCUSON
```

Event Type

SignalHandler

See Also
SETASBUTTON(bool, bool)

ONFRAMECHANGED

A handler for the signal emitted when the displayed frame changes as a result of an animation public event being played.

```
public event SignalHandler? ONFRAMECHANGED
```

Event Type

SignalHandler

Remarks

Can be specialized using the string parameter which is the name of the public event currently being played.

See Also
PLAY(string)

ONINIT

A handler for the signal emitted when the object is initialized.

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

ONRELEASE

A handler for the signal emitted when the object is in interactive mode and a mouse button is released over it.

```
public event SignalHandler? ONRELEASE
```

Event Type

SignalHandler

See Also
SETASBUTTON(bool, bool)

ONSIGNAL

A handler for the signal emitted when a custom message is sent.

```
public event SignalHandler<string>? ONSIGNAL
```

Event Type

SignalHandler<string>

Remarks

Can be specialized using the string parameter which is the name of the public event currently being played.

ONSTARTED

A handler for the signal emitted when an animation public event has started playing.

```
public event SignalHandler<string>? ONSTARTED
```

Event Type

SignalHandler<string>

Remarks

Can be specialized using the string parameter which is the name of the started event.

See Also
PLAY(string)

Class APPLICATION

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class APPLICATION : OBJECT
```

Inheritance

object ← OBJECT ← APPLICATION

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

Properties

AUTHOR

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

Property Value

string

BLOOMOO_VERSION

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

Property Value

string

CREATIONTIME

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

Property Value

string

EPISODES

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

Property Value

string

LASTMODIFYTIME

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

Property Value

string

PATH

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

Property Value

string

STARTWITH

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

Property Value

string

VERSION

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

Property Value

string

Methods

EXIT()

```
public void EXIT()
```

GETLANGUAGE()

```
public string GETLANGUAGE()
```

Returns

string

RUN(string, string, params variable[])

```
public 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)

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

Parameters

`scene_name` string

`beh_name` string

Returns

variable

SETLANGUAGE(string)

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

Parameters

`lang_id` string

Class ARRAY

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class ARRAY : OBJECT
```

Inheritance

object ← OBJECT ← ARRAY

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

Methods

ADD()

```
public void ADD()
```

ADDAT(int, variable)

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

Parameters

`index` int

`summand` variable

CHANGEAT(int, variable)

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

Parameters

`index` int

`value` variable

CLAMPAT(int, variable, variable)

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

Parameters

`index` int

`min` variable

`max` variable

CONTAINS(variable)

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

Parameters

`value` variable

COPYTO()

```
public void COPYTO()
```

FIND()

```
public void FIND()
```

GET(int)

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

Parameters

`index` int

GETSIZE()

```
public void GETSIZE()
```

GETSUMVALUE()

```
public void GETSUMVALUE()
```

INSERTAT(int, variable)

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

Parameters

`index` int

`value` variable

LOAD()

```
public void LOAD()
```

LOADINI()

```
public void LOADINI()
```

MODAT()

```
public void MODAT()
```

MULAT()

```
public void MULAT()
```

REMOVE()

```
public void REMOVE()
```

REMOVEALL()

```
public void REMOVEALL()
```

REMOVEAT()

```
public void REMOVEAT()
```

REVERSEFIND()

```
public void REVERSEFIND()
```

SAVE()

```
public void SAVE()
```

SAVEINI()

```
public void SAVEINI()
```

SUB()

```
public void SUB()
```

SUBAT()

```
public void SUBAT()
```

SUM()

```
public void SUM()
```

Class BEHAVIOUR

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class BEHAVIOUR : OBJECT
```

Inheritance

object ← OBJECT ← BEHAVIOUR

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

Properties

CODE

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

Property Value

string

CONDITION

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

Property Value

string

Methods

RUN(params variable[])

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

Parameters

`arguments` variable[]

Returns

variable

RUNC(params variable[])

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

Parameters

`arguments` variable[]

Returns

variable

RUNLOOPED(int, int, int)

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

Parameters

`start` int

`range_size` int

`step` int

Class BOOL

Namespace: PIKLib

Assembly: PIKLib.dll

Boolean value.

```
public class BOOL : OBJECT
```

Inheritance

object ← OBJECT ← BOOL

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

Properties

TOINI

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

Property Value

bool

VALUE

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

Property Value

bool

Methods

SET(bool)

Sets the value of the object to `value`.

```
public 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`.

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

Parameters

`_unused1` bool

Unused.

`_unused2` bool

Unused.

Events

ONBRUTALCHANGED

```
public event SignalHandler<string>? ONBRUTALCHANGED
```

Event Type

SignalHandler<string>

ONCHANGED

```
public event SignalHandler<string>? ONCHANGED
```

Event Type

SignalHandler<string>

Class BUTTON

Namespace: PIKLib

Assembly: PIKLib.dll

An interactable area which reacts to mouse cursor being hovered over it and clicking it.

```
public class BUTTON : OBJECT
```

Inheritance

object ← OBJECT ← BUTTON

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

Properties

DRAGGABLE

A value specifying if the object should support dragging.

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

Property Value

bool

ENABLE

A value specifying if the object should be activated by default.

```
public bool ENABLE {  { init; }
```

Property Value

bool

Remarks

A disabled button hides associated objects supplied using the GFXSTANDARD, GFXONMOVE and GFXONCLICK properties.

GFXONCLICK

The name of an ANIMO or IMAGE object to be shown when the mouse button is being pressed over the button.

```
public string? GFXONCLICK { init; }
```

Property Value

string

Remarks

This property is overridden by the RECT property.

GFXONMOVE

The name of an ANIMO or IMAGE object to be shown when the mouse cursor is being hovered over the button.

```
public string? GFXONMOVE { init; }
```

Property Value

string

Remarks

This property is overridden by the RECT property.

GFXSTANDARD

The name of an ANIMO or IMAGE object to be shown when the button is neither pressed nor hovered upon.

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

Property Value

string

Remarks

This property is overridden by the RECT property.

RECT

A literal rect described by four coordinates or a reference being the name of a graphical object to base the rect on, capturing its current state.

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

Property Value

rect

Remarks

This property overrides the GFXSTANDARD, GFXONMOVE and GFXONCLICK properties.

If a reference is used, the rect only reflects the state of the referenced object at the time of the method call. For example changing the referenced animation frame does not result in the interactive area of the button being resized/moved.

SNDONMOVE

The name of a SOUND object to be played when mouse cursor hovers over the button.

```
public string? SNDONMOVE { init; }
```

Property Value

string

Methods

DISABLE()

```
public void DISABLE()
```

DISABLEBUTVISIBLE()

```
public void DISABLEBUTVISIBLE()
```

ENABLE()

```
public void ENABLE()
```

GETSTD()

```
public string GETSTD()
```

Returns

string

SETONCLICK(string)

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

Parameters

`object_name` string

SETONMOVE(string)

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

Parameters

`object_name` string

SETPRIORITY(int)

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

Parameters

`priority` int

SETRECT(rect)

Sets the interactive area of the button to the given `rect`.

```
public void SETRECT(rect rect)
```

Parameters

`rect` rect

A literal rect described by four coordinates or a reference being the name of a graphical object to base the rect on, capturing its current state.

Remarks

Calling this method does not make the button visible or enabled.

Setting a rect makes the GFXSTANDARD, GFXONMOVE and GFXONCLICK properties as well as any further calls to the SETSTD(string), SETONMOVE(string) and SETONCLICK(string) methods to be ignored.

If a reference is used, the rect only reflects the state of the referenced object at the time of the method call. For example changing the referenced animation frame does not result in the interactive area of the button being resized/moved.

SETSTD(string)

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

Parameters

`object_name` string

Events

ONACTION

```
public event SignalHandler? ONACTION
```

Event Type

SignalHandler

ONCLICKED

```
public event SignalHandler? ONCLICKED
```

Event Type

SignalHandler

ONDRAGGING

```
public event SignalHandler? ONDRAGGING
```

Event Type

SignalHandler

ONENDDRAGGING

```
public event SignalHandler? ONENDDRAGGING
```

Event Type

SignalHandler

ONFOCUSOFF

```
public event SignalHandler? ONFOCUSOFF
```

Event Type

SignalHandler

ONFOCUSON

```
public event SignalHandler? ONFOCUSON
```

Event Type

SignalHandler

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

ONRELEASED

```
public event SignalHandler? ONRELEASED
```

Event Type

SignalHandler

ONSTARTDRAGGING

```
public event SignalHandler? ONSTARTDRAGGING
```

Event Type

SignalHandler

Class CANVAS_OBSERVER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class CANVAS_OBSERVER : OBJECT
```

Inheritance

object ← OBJECT ← CANVAS_OBSERVER

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

Methods

ADD()

```
public void ADD()
```

ENABLENOTIFY()

```
public void ENABLENOTIFY()
```

GETGRAPHICSAT(int, int)

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

Parameters

`x_position` int

`y_position` int

Returns

string

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

```
public 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)

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

Parameters

`x_offset` int

y_offset int

PASTE()

```
public void PASTE()
```

REDRAW()

```
public void REDRAW()
```

REFRESH()

```
public void REFRESH()
```

REMOVE()

```
public void REMOVE()
```

SAVE(string)

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

Parameters

filename string

SETBACKGROUND(string)

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

Parameters

`object_name_or_filename` string

SETBKGPOS(int, int)

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

Parameters

`x` int

`y` int

Events

ONWINDOWFOCUSOFF

```
public event SignalHandler? ONWINDOWFOCUSOFF
```

Event Type

SignalHandler

ONWINDOWFOCUSON

```
public event SignalHandler? ONWINDOWFOCUSON
```

Event Type

SignalHandler

Class CLASS

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class CLASS : OBJECT
```

Inheritance

object ← OBJECT ← CLASS

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

Properties

BASE

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

Property Value

string

DEF

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

Property Value

string

Methods

NEW(string, params variable[])

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

Parameters

`object_name` string

`arguments` variable[]

Class CNVLOADER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class CNVLOADER : OBJECT
```

Inheritance

object ← OBJECT ← CNVLOADER

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

Methods

LOAD()

```
public void LOAD()
```

RELEASE()

```
public void RELEASE()
```

Class COMPLEXCONDITION

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class COMPLEXCONDITION : OBJECT
```

Inheritance

object ← OBJECT ← COMPLEXCONDITION

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

Properties

CONDITION1

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

Property Value

string

CONDITION2

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

Property Value

string

OPERATOR

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

Property Value

complex_operator

Methods

BREAK(bool)

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

Parameters

_ bool

CHECK(bool)

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

Parameters

_ bool

Returns

bool

ONE_BREAK(bool)

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

Parameters

_ bool

Events

ONRUNTIMEFAILED

```
public event SignalHandler? ONRUNTIMEFAILED
```

Event Type

SignalHandler

ONRUNTIMESUCCESS

```
public event SignalHandler? ONRUNTIMESUCCESS
```

Event Type

SignalHandler

Class CONDITION

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class CONDITION : OBJECT
```

Inheritance

object ← OBJECT ← CONDITION

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

Properties

OPERAND1

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

Property Value

string

OPERAND2

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

Property Value

string

OPERATOR

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

Property Value

condition_operator

Methods

BREAK(bool)

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

Parameters

_ bool

CHECK(bool)

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

Parameters

_ bool

Returns

bool

ONE_BREAK(bool)

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

Parameters

_ bool

Events

ONRUNTIMEFAILED

```
public event SignalHandler? ONRUNTIMEFAILED
```

Event Type

SignalHandler

ONRUNTIMESUCCESS

```
public event SignalHandler? ONRUNTIMESUCCESS
```

Event Type

SignalHandler

Class DATABASE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class DATABASE : OBJECT
```

Inheritance

object ← OBJECT ← DATABASE

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

Properties

MODEL

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

Property Value

string

Methods

ADD(string)

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

Parameters

`object_name` string

FIND(string, variable, int)

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

Parameters

`column_name` string

`value` variable

`start_row_index` int

Returns

int

GETCURSORPOS()

```
public int GETCURSORPOS()
```

Returns

int

GETROWSNO()

```
public int GETROWSNO()
```

Returns

int

LOAD(string)

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

Parameters

`filename` string

NEXT()

```
public void NEXT()
```

REMOVEALL()

```
public void REMOVEALL()
```

SAVE(string)

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

Parameters

`filename` string

SELECT(int)

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

Parameters

`row_index` int

Class DOUBLE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class DOUBLE : OBJECT
```

Inheritance

object ← OBJECT ← DOUBLE

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

Properties

TOINI

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

Property Value

bool

VALUE

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

Property Value

double

Methods

ADD(double)

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

Parameters

`summand` double

Returns

double

ARCTAN(double)

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

Parameters

`degrees` double

Returns

double

ARCTANEX(double, double, int)

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

Parameters

`y` double

`x` double

`summand` int

Returns

double

CLAMP(double, double)

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

Parameters

`min` double

`max` double

Returns

double

COSINUS(double)

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

Parameters

`degrees` double

Returns

double

DIV(double)

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

Parameters

`divisor` double

LENGTH(double, double)

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

Parameters

`horizontal_distance` double

`vertical_distance` double

Returns

double

MAXA(params double[])

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

Parameters

`values` double[]

Returns

double

MINA(params double[])

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

Parameters

`values` double[]

Returns

double

MUL(double)

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

Parameters

`multiplier` double

SET(double)

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

Parameters

`value` double

SINUS(double)

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

Parameters

`degrees` double

Returns

double

SQRT()

```
public double SQRT()
```

Returns

double

SUB(double)

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

Parameters

`subtrahend` double

Returns

double

Class EPISODE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class EPISODE : OBJECT
```

Inheritance

object ← OBJECT ← EPISODE

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

Properties

AUTHOR

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

Property Value

string

CREATIONTIME

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

Property Value

string

LASTMODIFYTIME

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

Property Value

string

PATH

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

Property Value

string

SCENES

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

Property Value

string[]

STARTWITH

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

Property Value

string

VERSION

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

Property Value

string

Methods

BACK()

```
public void BACK()
```

GETCURRENTSCENE()

```
public string GETCURRENTSCENE()
```

Returns

string

GETLATESTSCENE()

```
public string GETLATESTSCENE()
```

Returns

string

GOTO(string)

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

Parameters

`scene_name` string

Class EXPRESSION

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class EXPRESSION : OBJECT
```

Inheritance

object ← OBJECT ← EXPRESSION

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

Properties

OPERAND1

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

Property Value

string

OPERAND2

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

Property Value

string

OPERATOR

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

Property Value

expression_operator

Class FILTER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class FILTER : OBJECT
```

Inheritance

object ← OBJECT ← FILTER

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

Properties

ACTION

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

Property Value

string

Class FONT

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class FONT : OBJECT
```

Inheritance

object ← OBJECT ← FONT

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

Properties

DEF_family_style_size

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

Property Value

string

Class GROUP

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class GROUP : OBJECT
```

Inheritance

object ← OBJECT ← GROUP

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

Methods

ADD(string)

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

Parameters

`object_name` string

ADDCLONES()

```
public void ADDCLONES()
```

GETSIZE()

```
public void GETSIZE()
```

NEXT()

```
public void NEXT()
```

PREV()

```
public void PREV()
```

REMOVE(string)

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

Parameters

`object_name` string

REMOVEALL()

```
public void REMOVEALL()
```

RESETMARKER()

```
public void RESETMARKER()
```

SETMARKERPOS(int)

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

Parameters

`index` int

Events

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

Class IMAGE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class IMAGE : OBJECT
```

Inheritance

object ← OBJECT ← IMAGE

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

Properties

FILENAME

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

Property Value

string

MONITORCOLLISION

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

Property Value

bool

MONITORCOLLISIONALPHA

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

Property Value

bool

PRELOAD

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

Property Value

bool

PRIORITY

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

Property Value

int

RELEASE

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

Property Value

bool

TOCANVAS

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

Property Value

bool

VISIBLE

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

Property Value

bool

Methods

GETALPHA()

```
public void GETALPHA()
```

GETHEIGHT()

```
public void GETHEIGHT()
```

GETPIXEL()

```
public void GETPIXEL()
```

GETPOSITIONX()

```
public void GETPOSITIONX()
```

GETPOSITIONY()

```
public void GETPOSITIONY()
```

GETWIDTH()

```
public void GETWIDTH()
```

HIDE()

```
public void HIDE()
```

INVALIDATE()

```
public void INVALIDATE()
```

ISVISIBLE()

```
public void ISVISIBLE()
```

LOAD()

```
public void LOAD()
```

MERGEALPHA(int, int, string)

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

Parameters

`x_offset` int

`y_offset` int

`object_name` string

MOVE(int, int)

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

Parameters

`x_offset` int

`y_offset` int

SETASBUTTON()

```
public void SETASBUTTON()
```

SETCLIPPING(int, int, int, int)

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

Parameters

`left_x` int

`top_y` int

`_width` int

_height int

SETOPACITY()

```
public void SETOPACITY()
```

SETPOSITION(int, int)

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

Parameters

x int

y int

SETPRIORITY()

```
public void SETPRIORITY()
```

SHOW()

```
public void SHOW()
```

Events

ONCLICK

```
public event SignalHandler? ONCLICK
```

Event Type

SignalHandler

ONFOCUSOFF

```
public event SignalHandler? ONFOCUSOFF
```

Event Type

SignalHandler

ONFOCUSON

```
public event SignalHandler? ONFOCUSON
```

Event Type

SignalHandler

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

Class INTEGER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class INTEGER : OBJECT
```

Inheritance

object ← OBJECT ← INTEGER

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

Properties

TOINI

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

Property Value

bool

VALUE

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

Property Value

int

VARTYPE

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

Property Value

string

Methods

ABS(int)

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

```
public 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)

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

Parameters

`summand` int

Returns

int

AND(int)

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

Parameters

`operand` int

Returns

int

CLAMP(int, int)

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

Parameters

`min` int

`max` int

Returns

int

DEC()

```
public void DEC()
```

DIV(int)

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

Parameters

`divisor` int

INC()

```
public void INC()
```

LENGTH(int, int)

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

Parameters

`horizontal_distance` int

`vertical_distance` int

Returns

int

MOD(int)

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

Parameters

`divisor` int

MUL(int)

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

Parameters

`multiplier` int

OR(int)

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

Parameters

`operand` int

Returns

int

RANDOM(int)

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

Parameters

`max_exclusive` int

Returns

int

RANDOM(int, int)

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

Parameters

`summand` int

`max_exclusive` int

Returns

int

RESETINI()

```
public void RESETINI()
```

SET(int)

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

Parameters

`value` int

SUB(int)

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

Parameters

`subtrahend` int

Returns

int

SWITCH(int, int)

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

Parameters

`value1` int

`value2` int

Events

ONBRUTALCHANGED

```
public event SignalHandler<string>? ONBRUTALCHANGED
```

Event Type

SignalHandler<string>

ONCHANGED

```
public event SignalHandler<string>? ONCHANGED
```

Event Type

SignalHandler<string>

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

ONSIGNAL

```
public event SignalHandler<string>? ONSIGNAL
```

Event Type

SignalHandler<string>

Class KEYBOARD

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class KEYBOARD : OBJECT
```

Inheritance

object ← OBJECT ← KEYBOARD

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

Methods

DISABLE()

```
public void DISABLE()
```

ENABLE()

```
public void ENABLE()
```

GETLATESTKEY()

```
public void GETLATESTKEY()
```

ISENABLED()

```
public bool ISENABLED()
```

Returns

bool

ISKEYDOWN()

```
public bool ISKEYDOWN()
```

Returns

bool

SETAUTOREPEAT()

```
public void SETAUTOREPEAT()
```

Events

ONCHAR

```
public event SignalHandler<string>? ONCHAR
```

Event Type

SignalHandler<string>

ONKEYDOWN

```
public event SignalHandler? ONKEYDOWN
```

Event Type

SignalHandler

ONKEYUP

```
public event SignalHandler? ONKEYUP
```

Event Type

SignalHandler

Class MOUSE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class MOUSE : OBJECT
```

Inheritance

object ← OBJECT ← MOUSE

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

Properties

RAW

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

Property Value

int?

Methods

DISABLE()

```
public void DISABLE()
```

DISABLESIGNAL()

```
public void DISABLESIGNAL()
```

ENABLE()

```
public void ENABLE()
```

ENABLESIGNAL()

```
public void ENABLESIGNAL()
```

GETPOSX()

```
public int GETPOSX()
```

Returns

int

GETPOSY()

```
public int GETPOSY()
```

Returns

int

HIDE()

```
public void HIDE()
```

ISLBUTTONDOWN()

```
public bool ISLBUTTONDOWN()
```

Returns

bool

SET()

```
public void SET()
```

SETCLIPRECT()

```
public void SETCLIPRECT()
```

SETPOSITION(int, int)

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

Parameters

x int

y int

SHOW()

```
public void SHOW()
```

Events

ONCLICK

```
public event SignalHandler<string>? ONCLICK
```

Event Type

SignalHandler<string>

ONDBLCLICK

```
public event SignalHandler? ONDBLCLICK
```

Event Type

SignalHandler

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

ONMOVE

```
public event SignalHandler? ONMOVE
```

Event Type

SignalHandler

ONRELEASE

```
public event SignalHandler? ONRELEASE
```

Event Type

SignalHandler

Class MULTIARRAY

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class MULTIARRAY : OBJECT
```

Inheritance

object ← OBJECT ← MULTIARRAY

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

Properties

DIMENSIONS

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

Property Value

int

Methods

GET(params int[])

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

Parameters

`indices` int[]

Returns

variable

SET(variable, params int[])

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

Parameters

`value` variable

`indices` int[]

Class MUSIC

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class MUSIC : OBJECT
```

Inheritance

object ← OBJECT ← MUSIC

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

Properties

FILENAME

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

Property Value

string

Methods

PLAY()

```
public void PLAY()
```

Class PATTERN

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class PATTERN : OBJECT
```

Inheritance

object ← OBJECT ← PATTERN

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

Properties

GRIDX

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

Property Value

int

GRIDY

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

Property Value

int

HEIGHT

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

Property Value

int

LAYERS

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

Property Value

int

PRIORITY

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

Property Value

int

TOCANVAS

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

Property Value

bool

VISIBLE

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

Property Value

bool

WIDTH

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

Property Value

int

Methods

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

```
public 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)

```
public 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)

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

Parameters

x int

y int

Class RAND

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class RAND : OBJECT
```

Inheritance

object ← OBJECT ← RAND

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

Methods

GET(int)

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

Parameters

`max_exclusive` int

Returns

int

GET(int, int)

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

Parameters

`summand` int

`max_exclusive` int

Returns

int

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

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

Parameters

`arr_name` string

`_` int

`_2` int

`_3` int

`_4` bool

Class SCENE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class SCENE : OBJECT
```

Inheritance

object ← OBJECT ← SCENE

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

Properties

AUTHOR

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

Property Value

string

BACKGROUND

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

Property Value

string

CREATIONTIME

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

Property Value

string

DLLS

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

Property Value

string[]

LASTMODIFYTIME

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

Property Value

string

MUSIC

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

Property Value

string

PATH

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

Property Value

string

VERSION

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

Property Value

string

Methods

GETMAXHSPRIORITY()

```
public void GETMAXHSPRIORITY()
```

GETMINHSPRIORITY()

```
public void GETMINHSPRIORITY()
```

GETPLAYINGANIMO()

```
public void GETPLAYINGANIMO()
```

GETPLAYINGSEQ()

```
public void GETPLAYINGSEQ()
```

PAUSE()

```
public void PAUSE()
```

REMOVECLONES()

```
public void REMOVECLONES()
```

RESUME()

```
public void RESUME()
```

RUN(string, string, params variable[])

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

Parameters

`object_name` string

`method_name` string

`arguments` variable[]

Returns

variable

RUNCLONES()

```
public void RUNCLONES()
```

SETMAXHSPRIORITY()

```
public void SETMAXHSPRIORITY()
```

SETMINHSPRIORITY()

```
public void SETMINHSPRIORITY()
```

SETMUSICVOLUME(int)

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

Parameters

`volume` int

STARTMUSIC()

```
public void STARTMUSIC()
```

STOPMUSIC()

```
public void STOPMUSIC()
```

Class SEQUENCE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class SEQUENCE : OBJECT
```

Inheritance

object ← OBJECT ← SEQUENCE

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

Properties

FILENAME

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

Property Value

string

Methods

GETEVENTNAME()

```
public string GETEVENTNAME()
```

Returns

string

HIDE()

```
public void HIDE()
```

ISPLAYING()

```
public bool ISPLAYING()
```

Returns

bool

PAUSE()

```
public void PAUSE()
```

PLAY(string)

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

Parameters

`parameter` string

RESUME()

```
public void RESUME()
```

STOP(bool)

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

Parameters

`emit_on_finished` bool

Events

ONFINISHED

```
public event SignalHandler<string>? ONFINISHED
```

Event Type

SignalHandler<string>

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

ONSTARTED

```
public event SignalHandler<string>? ONSTARTED
```

Event Type

SignalHandler<string>

Class SOUND

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class SOUND : OBJECT
```

Inheritance

object ← OBJECT ← SOUND

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

Properties

FILENAME

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

Property Value

string

FLUSHAFTERPLAYED

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

Property Value

bool

PRELOAD

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

Property Value

bool

RELEASE

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

Property Value

bool

Methods

ISPLAYING()

```
public bool ISPLAYING()
```

Returns

bool

LOAD(string)

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

Parameters

`filename` string

PAUSE()

```
public void PAUSE()
```

PLAY()

```
public void PLAY()
```

RESUME()

```
public void RESUME()
```

SETVOLUME(int)

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

Parameters

`volume` int

STOP()

```
public void STOP()
```

Events

ONFINISHED

```
public event SignalHandler? ONFINISHED
```

Event Type

SignalHandler

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

ONSTARTED

```
public event SignalHandler? ONSTARTED
```

Event Type

SignalHandler

Class STATICFILTER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class STATICFILTER : OBJECT
```

Inheritance

object ← OBJECT ← STATICFILTER

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

Properties

ACTION

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

Property Value

string

Methods

LINK(string)

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

Parameters

`graphics_name` string

SETPROPERTY(string, variable)

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

Parameters

`key` string

`value` variable

UNLINK(string)

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

Parameters

`graphics_name` string

Class STRING

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class STRING : OBJECT
```

Inheritance

object ← OBJECT ← STRING

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

Properties

TOINI

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

Property Value

bool

VALUE

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

Property Value

string

Methods

ADD(string)

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

Parameters

`suffix` string

Returns

string

COPYFILE(string, string)

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

Parameters

`filename` string

`copied_filename` string

Returns

bool

CUT(int, int)

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

Parameters

`index` int

`length` int

FIND(string, int)

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

Parameters

`needle` string

`start_index` int

Returns

int

GET(int)

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

Parameters

`start_index` int

Returns

string

GET(int, int)

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

Parameters

`start_index` int

`length` int

Returns

string

LENGTH()

```
public int LENGTH()
```

Returns

int

REPLACE(string, string)

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

Parameters

`search` string

`replace` string

REPLACEAT(int, string)

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

Parameters

`index` int

`replace` string

RESETINI()

```
public void RESETINI()
```

SET(string)

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

Parameters

`value` string

SUB(int, int)

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

Parameters

`index` int

`length` int

UPPER()

```
public void UPPER()
```

Events

ONBRUTALCHANGED

```
public event SignalHandler<string>? ONBRUTALCHANGED
```

Event Type

SignalHandler<string>

ONCHANGED

```
public event SignalHandler<string>? ONCHANGED
```

Event Type

SignalHandler<string>

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

Class STRUCT

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class STRUCT : OBJECT
```

Inheritance

object ← OBJECT ← STRUCT

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

Properties

FIELDS

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

Property Value

(string, string)[]

Methods

GETFIELD(string)

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

Parameters

`field_name` string

Returns

variable

SET(string)

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

Parameters

`struct_name` string

SETFIELD(string, variable)

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

Parameters

`field_name` string

`value` variable

Class SYSTEM

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class SYSTEM : OBJECT
```

Inheritance

object ← OBJECT ← SYSTEM

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

Methods

GETDATE()

```
public string GETDATE()
```

Returns

string

GETMHZ()

```
public int GETMHZ()
```

Returns

int

GETMINUTES()

```
public int GETMINUTES()
```

Returns

int

GETSECONDS()

```
public int GETSECONDS()
```

Returns

int

GETSYSTEMTIME()

```
public int GETSYSTEMTIME()
```

Returns

int

Class TEXT

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class TEXT : OBJECT
```

Inheritance

object ← OBJECT ← TEXT

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

Properties

FONT

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

Property Value

string

HJUSTIFY

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

Property Value

bool

HYPERTEXT

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

Property Value

bool

MONITORCOLLISION

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

Property Value

bool

MONITORCOLLISIONALPHA

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

Property Value

bool

RECT

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

Property Value

rect

TEXT

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

Property Value

string

TOCANVAS

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

Property Value

bool

VISIBLE

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

Property Value

bool

VJUSTIFY

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

Property Value

bool

Methods

HIDE()

```
public void HIDE()
```

SETCOLOR()

```
public void SETCOLOR()
```

SETJUSTIFY()

```
public void SETJUSTIFY()
```

SETPOSITION()

```
public void SETPOSITION()
```

SETTEXT(string)

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

Parameters

`text` string

SHOW()

```
public void SHOW()
```

Events

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

Class TIMER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class TIMER : OBJECT
```

Inheritance

object ← OBJECT ← TIMER

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

Properties

ELAPSE

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

Property Value

int

ENABLED

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

Property Value

bool

TICKS

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

Property Value

int

Methods

DISABLE()

```
public void DISABLE()
```

ENABLE()

```
public void ENABLE()
```

GETTICKS()

```
public int GETTICKS()
```

Returns

int

RESET()

```
public void RESET()
```

SET(int)

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

Parameters

_ int

SETELAPSE(int)

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

Parameters

_ int

Events

ONINIT

```
public event SignalHandler? ONINIT
```

Event Type

SignalHandler

ONTICK

```
public event SignalHandler<string>? ONTICK
```

Event Type

SignalHandler<string>

Class VECTOR

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class VECTOR : OBJECT
```

Inheritance

object ← OBJECT ← VECTOR

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

Properties

SIZE

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

Property Value

int

VALUE

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

Property Value

double[]

Methods

ADD(string)

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

Parameters

`summand_name` string

ASSIGN(params double[])

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

Parameters

`values` double[]

GET(int)

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

Parameters

`index` int

Returns

double

LEN()

```
public double LEN()
```

Returns

double

MUL(double)

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

Parameters

`multiplier` double

NORMALIZE()

```
public void NORMALIZE()
```

REFLECT(string, string)

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

Parameters

`normal_name` string

`result_name` string

Class VIRTUALGRAPHICSOBJECT

Namespace: PIKLib

Assembly: PIKLib.dll

```
public class VIRTUALGRAPHICSOBJECT : OBJECT
```

Inheritance

object ← OBJECT ← VIRTUALGRAPHICSOBJECT

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

Properties

ASBUTTON

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

Property Value

bool

MASK

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

Property Value

string

MONITORCOLLISION

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

Property Value

bool

MONITORCOLLISIONALPHA

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

Property Value

bool

PRIORITY

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

Property Value

int

SOURCE

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

Property Value

string

TOCANVAS

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

Property Value

bool

VISIBLE

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

Property Value

bool

Methods

GETHEIGHT()

```
public int GETHEIGHT()
```

Returns

int

GETPOSITIONX()

```
public int GETPOSITIONX()
```

Returns

int

GETPOSITIONY()

```
public int GETPOSITIONY()
```

Returns

int

GETWIDTH()

```
public int GETWIDTH()
```

Returns

int

MOVE(int, int)

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

Parameters

`x_offset` int

`y_offset` int

SETMASK(string)

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

Parameters

`graphics_name` string

SETPOSITION(int, int)

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

Parameters

`x` int

`y` int

SETPRIORITY(int)

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

Parameters

`priority` int

SETSOURCE(string)

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

Parameters

`graphics_name` string

Namespace World

Classes

WORLD

3D physics simulation.

Class WORLD

Namespace: World

Assembly: World.dll

3D physics simulation.

```
public class WORLD : OBJECT
```

Inheritance

object ← OBJECT ← WORLD

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

Properties

FILENAME

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

Property Value

string

Methods

ADDBODY()

```
public void ADDBODY()
```

ADDFORCE()

```
public void ADDFORCE()
```

ADDGRAVITYEX()

```
public void ADDGRAVITYEX()
```

FINDPATH()

```
public void FINDPATH()
```

FOLLOWPATH()

```
public void FOLLOWPATH()
```

GETANGLE()

```
public void GETANGLE()
```

GETBKGPOSX()

```
public void GETBKGPOSX()
```

GETBKGPOSY()

```
public void GETBKGPOSY()
```

GETMOVEDISTANCE()

```
public void GETMOVEDISTANCE()
```

GETPOSITIONX()

```
public void GETPOSITIONX()
```

GETPOSITIONY()

```
public void GETPOSITIONY()
```

GETPOSITIONZ()

```
public void GETPOSITIONZ()
```

GETROTATIONZ()

```
public void GETROTATIONZ()
```

GETSPEED()

```
public void GETSPEED()
```

JOIN()

```
public void JOIN()
```

LINK()

```
public void LINK()
```

LOAD()

```
public void LOAD()
```

MOVEOBJECTS()

```
public void MOVEOBJECTS()
```

REMOVEOBJECT()

```
public void REMOVEOBJECT()
```

SETACTIVE()

```
public void SETACTIVE()
```

SETBKGSIZE()

```
public void SETBKGSIZE()
```

SETBODYDYNAMICS()

```
public void SETBODYDYNAMICS()
```

SETG()

```
public void SETG()
```

SETGRAVITY()

```
public void SETGRAVITY()
```

SETGRAVITYCENTER()

```
public void SETGRAVITYCENTER()
```

SETLIMIT()

```
public void SETLIMIT()
```

SETMAXSPEED()

```
public void SETMAXSPEED()
```

SETMOVEFLAGS()

```
public void SETMOVEFLAGS()
```

SETPOSITION()

```
public void SETPOSITION()
```

SETREFOBJECT()

```
public void SETREFOBJECT()
```

SETVELOCITY()

```
public void SETVELOCITY()
```

START()

```
public void START()
```

STOP()

```
public void STOP()
```

UNLINK()

```
public void UNLINK()
```

Namespace abstractions

Classes

BoolVariable

DoubleVariable

IntVariable

LiteralRect

OBJECT

ReferenceRect

StringVariable

rect

variable

Enums

anchor

complex_operator

condition_operator

expression_operator

Delegates

SignalHandler

A plain non-parametrized signal handler. It can receive an arbitrary number of arguments.

SignalHandler<P>

A specialized signal handler identified by its parametr. It can receive an arbitrary number of arguments.

Class BoolVariable

Namespace: abstractions

Assembly: PIKLib.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

Class DoubleVariable

Namespace: abstractions

Assembly: PIKLib.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

Class IntVariable

Namespace: abstractions

Assembly: PIKLib.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

Class LiteralRect

Namespace: abstractions

Assembly: PIKLib.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

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

Property Value

int

left_x

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

Property Value

int

right_x

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

Property Value

int

top_y

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

Property Value

int

Class OBJECT

Namespace: abstractions

Assembly: PIKLib.dll

```
public abstract class OBJECT
```

Inheritance

object ← OBJECT

Derived

INERTIA, MATRIX, ANIMO, APPLICATION, ARRAY, BEHAVIOUR, BOOL, BUTTON, CANVAS_OBSERVER, CLASS, CNVLOADER, COMPLEXCONDITION, CONDITION, DATABASE, DOUBLE, EPISODE, EXPRESSION, FILTER, FONT, GROUP, IMAGE, INTEGER, KEYBOARD, MOUSE, MULTIARRAY, MUSIC, PATTERN, RAND, SCENE, SEQUENCE, SOUND, STATICFILTER, STRING, STRUCT, SYSTEM, TEXT, TIMER, VECTOR, VIRTUALGRAPHICSOBJECT, WORLD

Inherited Members

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

Properties

DESCRIPTION

A short description of the object.

```
public string? DESCRIPTION { init; }
```

Property Value

string

TYPE

The type of the object.

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

Property Value

string

Methods

ADDBEHAVIOUR(string, string)

Adds/overwrites a handler for the given signal.

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

Parameters

`signal_name` string

The (parametrized) name of the signal.

`code` string

A handler (code block or a BEHAVIOUR name).

CLONE(int)

Sets the clone count for the object. If it is greater than current clone count, new clones are created.

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

Parameters

`count` int

Desired clone count.

GETCLONEINDEX()

Returns the clone index of the object.

```
public int GETCLONEINDEX()
```

Returns

int

0 if the object is the original, unique sequential 1-based index otherwise.

GETNAME()

Retrieves the name of the object.

```
public string GETNAME()
```

Returns

string

The object name.

MSGBOX(string)

Displays a message box with the given contents.

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

Parameters

`message` string

A message to be displayed.

Remarks

Does nothing in the release build of the original engine.

REMOVEBEHAVIOUR(string)

Removes the handler for the given signal (if it exists).

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

Parameters

`signal_name` string

The (parametrized) name of the signal.

RESETCLONES()

Resets the clone count.

```
public void RESETCLONES()
```

Class ReferenceRect

Namespace: abstractions

Assembly: PIKLib.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

Delegate SignalHandler

Namespace: abstractions

Assembly: PIKLib.dll

A plain non-parametrized signal handler. It can receive an arbitrary number of arguments.

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

Parameters

`arguments` variable[]

Arguments passed to the handler.

Delegate SignalHandler<P>

Namespace: abstractions

Assembly: PIKLib.dll

A specialized signal handler identified by its parametr. It can receive an arbitrary number of arguments.

```
public delegate void SignalHandler<P>(P parameter, params variable[] arguments)
```

Parameters

`parameter` P

The parameter identifying the handler.

`arguments` variable[]

Arguments passed to the handler.

Type Parameters

`P`

Type of the parameter (for documentation purposes).

Class StringVariable

Namespace: abstractions

Assembly: PIKLib.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

Enum anchor

Namespace: abstractions

Assembly: PIKLib.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: abstractions

Assembly: PIKLib.dll

```
public enum complex_operator
```

Fields

AND = 0

OR = 1

Enum condition_operator

Namespace: abstractions

Assembly: PIKLib.dll

```
public enum condition_operator
```

Fields

EQUAL = 0

GREATER = 3

GREATEREQUAL = 5

LESS = 2

LESSEQUAL = 4

NOTEQUAL = 1

Enum expression_operator

Namespace: abstractions

Assembly: PIKLib.dll

```
public enum expression_operator
```

Fields

ADD = 0

DIV = 3

MOD = 4

MUL = 2

SUB = 1

Class rect

Namespace: abstractions

Assembly: PIKLib.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: abstractions

Assembly: PIKLib.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()