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/// Run for parametrized signals.

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Run for signals.

# Interface ANIMO

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
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_

```
bool MONITORCOLLISION_ { 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

## 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: CnvAPI

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[]

### 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

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.

# 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

# Class BoolVariable

Namespace: CnvAPI

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

# 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

`arguments` variable[]

# 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

# 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

# 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.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() , OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , 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

### Returns

double

## ARCTAN(double)

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

### Parameters

degrees double

### Returns

double

## ARCTANEX(double, double, int)

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

### Parameters

y double

x double

summand int

### Returns

double

## 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.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

### DESCRIPTION

```
string DESCRIPTION { 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: CnvAPI

Assembly: CnvAPI.dll

```
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

# Interface IMAGE

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
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()
```

## 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()
```

# 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` int

### Returns

int

## RANDOM(int)

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

### Parameters

`max_exclusive` int

### Returns

int

## RANDOM(int, int)

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

### Parameters

`summand` int

`max_exclusive` int

### 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

# 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.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() , OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , 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()
```

# 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

```
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

# 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()
```

# Interface MOUSE

Namespace: CnvAPI

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()

## 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()
```

# 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()

## 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[]

# 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()

## 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: CnvAPI

Assembly: CnvAPI.dll

```
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()

## 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: CnvAPI

Assembly: CnvAPI.dll

```
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()

## 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()

## 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

# Interface SOUND

Namespace: CnvAPI

Assembly: CnvAPI.dll

```
public interface SOUND : 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

### 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()
```

# 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()

## 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()

## 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()
```

# 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()

## 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.CLONE(int) , OBJECT.GETCLONEINDEX() , OBJECT.GETNAME() , OBJECT.MSGBOX(string) , OBJECT.REMOVEBEHAVIOUR(string) , OBJECT.RESETCLONES()

## 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()
```

# 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()

## 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

# Interface VECTOR

Namespace: CnvAPI

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()

## 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()

## 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: CnvAPI

Assembly: CnvAPI.dll

```
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()

## 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: CnvAPI

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

# Class rect

Namespace: CnvAPI

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: CnvAPI

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()