Namespace Inertia

Interfaces

INERTIA

2D physics simulation.

Interface INERTIA

Namespace: Inertia

Assembly: Inertia.dll

2D physics simulation.

```
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↗

Namespace Matrix

Interfaces

MATRIX

2D Boulder Dash-like simulation.

Interface MATRIX

Namespace: Matrix

Assembly: Matrix.dll

2D Boulder Dash-like simulation.

```
public interface MATRIX : OBJECT
```

Inherited Members

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

Properties

BASEPOS

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

Property Value

(int, int)

CELLHEIGHT

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

Property Value

int

CELLWIDTH

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

Property Value

int

SIZE

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

Property Value

(int, int)

Methods

CALCENEMYMOVEDEST(int, int)

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

Parameters

`current_cell` int

`current_direction` int

Returns

int

CALCENEMYMOVEDIR(int, int)

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

Parameters

`current_cell` int

`current_direction` int

Returns

int

CANHEROGOTO(int)

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

Parameters

`cell_index` int

Returns

bool

GET(int)

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

Parameters

`cell_index` int

Returns

int

GETCELLOFFSET(int, int)

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

Parameters

`x` int

`y` int

Returns

int

GETCELLPOSX(int)

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

Parameters

`cell_index` int

Returns

int

GETCELLPOSY(int)

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

Parameters

`cell_index` int

Returns

int

GETCELLSNO(int)

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

Parameters

`cell_type` int

Returns

int

GETFIELDPOSX(int)

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

Parameters

`cell_index` int

Returns

int

GETFIELDPOSY(int)

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

Parameters

`cell_index` int

Returns

int

GETOFFSET(int, int)

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

Parameters

x int

y int

Returns

int

ISGATEEMPTY()

```
bool ISGATEEMPTY()
```

Returns

bool

ISINGATE(int)

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

Parameters

_ int

Returns

bool

MOVE(int, int)

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

Parameters

_ int

_2 int

NEXT()

```
int NEXT()
```

Returns

int

SET(int, int)

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

Parameters

cell_index int

cell_type int

SETGATE(int, int, int, int)

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

Parameters

_ int

_2 int

_3 int

_4 int

SETROW(int, params int[])

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

Parameters

row_index int

cell_types int[]

TICK()

```
void TICK()
```

Events

ONLATEST

```
event SignalHandler ONLATEST
```

Event Type

SignalHandler

ONNEXT

```
event SignalHandler ONNEXT
```

Event Type

SignalHandler

Namespace PIKLib

Classes

AA□AA

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

Interfaces

ANIMO

2D sprite animation.

APPLICATION

ARRAY

BEHAVIOUR

BOOL

Boolean value.

BUTTON

CANVAS_OBSERVER

CLASS

CNVLOADER

COMPLEXCONDITION

CONDITION

DATABASE

DOUBLE

EPISODE

EXPRESSION

FILTER

FONT

GROUP

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↗

Interface ANIMO

Namespace: PIKLib

Assembly: PIKLib.dll

2D sprite animation.

```
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: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.dll

Boolean value.

```
public interface BOOL : OBJECT
```

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

Properties

TOINI

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

Property Value

bool

VALUE

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

Property Value

bool

Methods

SET(bool)

Sets the value of the object to `value`.

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

Parameters

`value` bool

New value for the object.

SWITCH(bool, bool)

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

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

Parameters

`_unused1` bool

Unused.

`_unused2` bool

Unused.

Events

ONBRUTALCHANGED

```
event ParametrizedSignalHandler ONBRUTALCHANGED
```

Event Type

ParametrizedSignalHandler

ONCHANGED

```
event ParametrizedSignalHandler ONCHANGED
```

Event Type

ParametrizedSignalHandler

Interface BUTTON

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface BUTTON : OBJECT
```

Inherited Members

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

Properties

DRAGGABLE

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

Property Value

bool

ENABLE□

```
bool ENABLE□ { init; }
```

Property Value

bool

GFXONCLICK

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

Property Value

string

GFXONMOVE

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

Property Value

string

GFXSTANDARD

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

Property Value

string

RECT

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

Property Value

rect

SNDONMOVE

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

Property Value

string

Methods

DISABLE()

```
void DISABLE()
```

DISABLEBUTVISIBLE()

```
void DISABLEBUTVISIBLE()
```

ENABLE()

```
void ENABLE()
```

GETSTD()

```
string GETSTD()
```

Returns

string

SETONCLICK(string)

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

Parameters

`object_name` string

SETONMOVE(string)

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

Parameters

object_name string

SETPRIORITY(int)

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

Parameters

priority int

SETRECT(int, int, int, int)

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

Parameters

left_x int

top_y int

right_x int

bottom_y int

SETRECT(string)

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

Parameters

object_name string

SETSTD(string)

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

Parameters

object_name string

Events

ONACTION

```
event SignalHandler ONACTION
```

Event Type

SignalHandler

ONCLICKED

```
event SignalHandler ONCLICKED
```

Event Type

SignalHandler

ONDRAGGING

```
event SignalHandler ONDRAGGING
```

Event Type

SignalHandler

ONENDDRAGGING

```
event SignalHandler ONENDDRAGGING
```

Event Type

SignalHandler

ONFOCUSOFF

```
event SignalHandler ONFOCUSOFF
```

Event Type

SignalHandler

ONFOCUSON

```
event SignalHandler ONFOCUSON
```

Event Type

SignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONRELEASED

```
event SignalHandler ONRELEASED
```

Event Type

SignalHandler

ONSTARTDRAGGING

```
event SignalHandler ONSTARTDRAGGING
```

Event Type

SignalHandler

Interface CANVAS_OBSERVER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface CANVAS_OBSERVER : OBJECT
```

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

Methods

ADD()

```
void ADD()
```

ENABLENOTIFY()

```
void ENABLENOTIFY()
```

GETGRAPHICSAT(int, int)

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

Parameters

`x_position` int

`y_position` int

Returns

string

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

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

Parameters

`x_position` int

`y_position` int

`_unknown` bool

`min_priority` int

`max_priority` int

`pixel_perfect` bool

Returns

string

MOVEBKG(int, int)

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

Parameters

`x_offset` int

`y_offset` int

PASTE()

```
void PASTE()
```

REDRAW()

```
void REDRAW()
```

REFRESH()

```
void REFRESH()
```

REMOVE()

```
void REMOVE()
```

SAVE(string)

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

Parameters

`filename` string

SETBACKGROUND(string)

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

Parameters

`object_name_or_filename` string

SETBKGPOS(int, int)

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

Parameters

x int

y int

Events

ONWINDOWFOCUSOFF

```
event ParametrizedSignalHandler ONWINDOWFOCUSOFF
```

Event Type

ParametrizedSignalHandler

ONWINDOWFOCUSON

```
event ParametrizedSignalHandler ONWINDOWFOCUSON
```

Event Type

ParametrizedSignalHandler

Interface CLASS

Namespace: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.dll

```
public interface COMPLEXCONDITION : OBJECT
```

Inherited Members

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

Properties

CONDITION1

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

Property Value

string

CONDITION2

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

Property Value

string

OPERATOR

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

Property Value

complex_operator

Methods

BREAK(bool)

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

Parameters

_ bool

CHECK(bool)

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

Parameters

_ bool

Returns

bool

ONE_BREAK(bool)

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

Parameters

_ bool

Events

ONRUNTIMEFAILED

```
event SignalHandler ONRUNTIMEFAILED
```

Event Type

SignalHandler

ONRUNTIMESUCCESS

```
event SignalHandler ONRUNTIMESUCCESS
```

Event Type

SignalHandler

Interface CONDITION

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface CONDITION : OBJECT
```

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

Properties

OPERAND1

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

Property Value

string

OPERAND2

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

Property Value

string

OPERATOR

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

Property Value

condition_operator

Methods

BREAK(bool)

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

Parameters

_ bool

CHECK(bool)

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

Parameters

_ bool

Returns

bool

ONE_BREAK(bool)

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

Parameters

_ bool

Events

ONRUNTIMEFAILED

```
event SignalHandler ONRUNTIMEFAILED
```

Event Type

SignalHandler

ONRUNTIMESUCCESS

```
event SignalHandler ONRUNTIMESUCCESS
```

Event Type

SignalHandler

Interface DATABASE

Namespace: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.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

Interface EPISODE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface EPISODE : OBJECT
```

Inherited Members

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

Properties

AUTHOR

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

Property Value

string

CREATIONTIME

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

Property Value

string

LASTMODIFYTIME

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

Property Value

string

PATH

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

Property Value

string

SCENES

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

Property Value

string[]

STARTWITH

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

Property Value

string

VERSION

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

Property Value

string

Methods

BACK()

```
void BACK()
```

GETCURRENTSCENE()

```
string GETCURRENTSCENE()
```

Returns

string

GETLATESTSCENE()

```
string GETLATESTSCENE()
```

Returns

string

GOTO(string)

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

Parameters

`scene_name` string

Interface EXPRESSION

Namespace: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.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: PIKLib

Assembly: PIKLib.dll

```
public interface GROUP : OBJECT
```

Inherited Members

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

Methods

ADD(string)

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

Parameters

`object_name` string

ADDCLONES()

```
void ADDCLONES()
```

GETSIZE()

```
void GETSIZE()
```

NEXT()

```
void NEXT()
```

PREV()

```
void PREV()
```

REMOVE(string)

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

Parameters

`object_name` string

REMOVEALL()

```
void REMOVEALL()
```

RESETMARKER()

```
void RESETMARKER()
```

SETMARKERPOS(int)

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

Parameters

`index` int

Events

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface IMAGE

Namespace: PIKLib

Assembly: PIKLib.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()
```

Events

ONCLICK

```
event SignalHandler ONCLICK
```

Event Type

SignalHandler

ONFOCUSOFF

```
event SignalHandler ONFOCUSOFF
```

Event Type

SignalHandler

ONFOCUSON

```
event SignalHandler ONFOCUSON
```

Event Type

SignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface INTEGER

Namespace: PIKLib

Assembly: PIKLib.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

Events

ONBRUTALCHANGED

```
event ParametrizedSignalHandler ONBRUTALCHANGED
```

Event Type

ParametrizedSignalHandler

ONCHANGED

```
event ParametrizedSignalHandler ONCHANGED
```

Event Type

ParametrizedSignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONSIGNAL

```
event ParametrizedSignalHandler ONSIGNAL
```

Event Type

ParametrizedSignalHandler

Interface KEYBOARD

Namespace: PIKLib

Assembly: PIKLib.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()
```

Events

ONCHAR

```
event ParametrizedSignalHandler ONCHAR
```

Event Type

ParametrizedSignalHandler

ONKEYDOWN

```
event SignalHandler ONKEYDOWN
```

Event Type

SignalHandler

ONKEYUP

```
event SignalHandler ONKEYUP
```

Event Type

SignalHandler

Interface MOUSE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface MOUSE : OBJECT
```

Inherited Members

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

Properties

RAW

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

Property Value

int?

Methods

DISABLE()

```
void DISABLE()
```

DISABLESIGNAL()

```
void DISABLESIGNAL()
```

ENABLE()

```
void ENABLE()
```

ENABLESIGNAL()

```
void ENABLESIGNAL()
```

GETPOSX()

```
int GETPOSX()
```

Returns

int

GETPOSY()

```
int GETPOSY()
```

Returns

int

HIDE()

```
void HIDE()
```

ISLBUTTONDOWN()

```
bool ISLBUTTONDOWN()
```

Returns

bool

SET()

```
void SET()
```

SETCLIPRECT()

```
void SETCLIPRECT()
```

SETPOSITION(int, int)

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

Parameters

x int

y int

SHOW()

```
void SHOW()
```

Events

ONCLICK

```
event ParametrizedSignalHandler ONCLICK
```

Event Type

ParametrizedSignalHandler

ONDBLCLICK

```
event SignalHandler ONDBLCLICK
```

Event Type

SignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONMOVE

```
event SignalHandler ONMOVE
```

Event Type

SignalHandler

ONRELEASE

```
event SignalHandler ONRELEASE
```

Event Type

SignalHandler

Interface MULTIARRAY

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface MULTIARRAY : OBJECT
```

Inherited Members

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

Properties

DIMENSIONS

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

Property Value

int

Methods

GET(params int[])

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

Parameters

indices int[]

Returns

variable

SET(variable, params int[])

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

Parameters

`value` variable

`indices` int[]

Interface MUSIC

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface MUSIC : OBJECT
```

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

Properties

FILENAME

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

Property Value

string

Methods

PLAY()

```
void PLAY()
```

Interface PATTERN

Namespace: PIKLib

Assembly: PIKLib.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()

Properties

GRIDX

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

Property Value

int

GRIDY

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

Property Value

int

HEIGHT

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

Property Value

int↗

LAYERS

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

Property Value

int↗

PRIORITY

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

Property Value

int↗

TOCANVAS

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

Property Value

bool↗

VISIBLE

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

Property Value

bool

WIDTH

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

Property Value

int

Methods

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

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

Parameters

_ string

x int

y int

object_name string

_2 int

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

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

Parameters

x int

y int

_ bool

_2 bool

_3 int

Returns

string

MOVE(int, int)

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

Parameters

x int

y int

Interface RAND

Namespace: PIKLib

Assembly: PIKLib.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

Interface SCENE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface SCENE : OBJECT
```

Inherited Members

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

Properties

AUTHOR

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

Property Value

string

BACKGROUND

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

Property Value

string

CREATIONTIME

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

Property Value

string

DLLS

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

Property Value

string[]

LASTMODIFYTIME

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

Property Value

string

MUSIC

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

Property Value

string

PATH

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

Property Value

string

VERSION

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

Property Value

string

Methods

GETMAXHSPRIORITY()

```
void GETMAXHSPRIORITY()
```

GETMINHSPRIORITY()

```
void GETMINHSPRIORITY()
```

GETPLAYINGANIMO()

```
void GETPLAYINGANIMO()
```

GETPLAYINGSEQ()

```
void GETPLAYINGSEQ()
```

PAUSE()

```
void PAUSE()
```

REMOVECLONES()

```
void REMOVECLONES()
```

RESUME()

```
void RESUME()
```

RUN(string, string, params variable[])

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

Parameters

`object_name` string

`method_name` string

`arguments` variable[]

Returns

variable

RUNCLONES()

```
void RUNCLONES()
```

SETMAXHSPRIORITY()

```
void SETMAXHSPRIORITY()
```

SETMINHSPRIORITY()

```
void SETMINHSPRIORITY()
```

SETMUSICVOLUME(int)

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

Parameters

`volume` int

STARTMUSIC()

```
void STARTMUSIC()
```

STOPMUSIC()

```
void STOPMUSIC()
```

Interface SEQUENCE

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface SEQUENCE : OBJECT
```

Inherited Members

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

Properties

FILENAME

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

Property Value

string

Methods

GETEVENTNAME()

```
string GETEVENTNAME()
```

Returns

string

HIDE()

```
void HIDE()
```

ISPLAYING()

```
bool ISPLAYING()
```

Returns

bool

PAUSE()

```
void PAUSE()
```

PLAY(string)

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

Parameters

`parameter` string

RESUME()

```
void RESUME()
```

STOP(bool)

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

Parameters

`emit_on_finished` bool

Events

ONFINISHED

```
event ParametrizedSignalHandler ONFINISHED
```

Event Type

ParametrizedSignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONSTARTED

```
event ParametrizedSignalHandler ONSTARTED
```

Event Type

ParametrizedSignalHandler

Interface SOUND

Namespace: PIKLib

Assembly: PIKLib.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()

Properties

FILENAME

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

Property Value

string

FLUSHAFTERPLAYED

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

Property Value

bool

PRELOAD

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

Property Value

bool

RELEASE

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

Property Value

bool

Methods

ISPLAYING()

```
bool ISPLAYING()
```

Returns

bool

LOAD(string)

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

Parameters

`filename` string

PAUSE()

```
void PAUSE()
```

PLAY()

```
void PLAY()
```

RESUME()

```
void RESUME()
```

SETVOLUME(int)

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

Parameters

`volume` int

STOP()

```
void STOP()
```

Events

ONFINISHED

```
event SignalHandler ONFINISHED
```

Event Type

SignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONSTARTED

```
event SignalHandler ONSTARTED
```

Event Type

SignalHandler

Interface STATICFILTER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface STATICFILTER : OBJECT
```

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

Properties

ACTION

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

Property Value

string

Methods

LINK(string)

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

Parameters

graphics_name string

SETPROPERTY(string, variable)

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

Parameters

key string

value variable

UNLINK(string)

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

Parameters

graphics_name string

Interface STRING

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface STRING : OBJECT
```

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

Properties

TOINI

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

Property Value

bool

VALUE

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

Property Value

string

Methods

ADD(string)

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

Parameters

suffix string

Returns

string

COPYFILE(string, string)

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

Parameters

filename string

copied_filename string

Returns

bool

CUT(int, int)

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

Parameters

index int

length int

FIND(string, int)

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

Parameters

`needle` string

`start_index` int

Returns

int

GET(int)

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

Parameters

`start_index` int

Returns

string

GET(int, int)

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

Parameters

`start_index` int

`length` int

Returns

string

LENGTH()

```
int LENGTH()
```

Returns

int

REPLACE(string, string)

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

Parameters

`search` string

`replace` string

REPLACEAT(int, string)

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

Parameters

`index` int

`replace` string

RESETINI()

```
void RESETINI()
```

SET(string)

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

Parameters

`value` string

SUB(int, int)

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

Parameters

`index` int

`length` int

UPPER()

```
void UPPER()
```

Events

ONBRUTALCHANGED

```
event ParametrizedSignalHandler ONBRUTALCHANGED
```

Event Type

ParametrizedSignalHandler

ONCHANGED

```
event ParametrizedSignalHandler ONCHANGED
```

Event Type

ParametrizedSignalHandler

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface STRUCT

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface STRUCT : OBJECT
```

Inherited Members

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

Properties

FIELDS

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

Property Value

(string, string)[]

Methods

GETFIELD(string)

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

Parameters

`field_name` string

Returns

variable

SET(string)

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

Parameters

`struct_name` string

SETFIELD(string, variable)

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

Parameters

`field_name` string

`value` variable

Interface SYSTEM

Namespace: PIKLib

Assembly: PIKLib.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

Interface TEXT

Namespace: PIKLib

Assembly: PIKLib.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()

Properties

FONT

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

Property Value

string

HJUSTIFY

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

Property Value

bool

HYPERTEXT

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

Property Value

bool

MONITORCOLLISION

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

Property Value

bool

MONITORCOLLISIONALPHA

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

Property Value

bool

RECT

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

Property Value

rect

TEXT

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

Property Value

string

TOCANVAS

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

Property Value

bool

VISIBLE

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

Property Value

bool

VJUSTIFY

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

Property Value

bool

Methods

HIDE()

```
void HIDE()
```

SETCOLOR()

```
void SETCOLOR()
```

SETJUSTIFY()

```
void SETJUSTIFY()
```

SETPOSITION()

```
void SETPOSITION()
```

SETTEXT(string)

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

Parameters

`text` string

SHOW()

```
void SHOW()
```

Events

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

Interface TIMER

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface TIMER : OBJECT
```

Inherited Members

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

Properties

ELAPSE

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

Property Value

int

ENABLED

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

Property Value

bool

TICKS

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

Property Value

int

Methods

DISABLE()

```
void DISABLE()
```

ENABLE()

```
void ENABLE()
```

GETTICKS()

```
int GETTICKS()
```

Returns

int

RESET()

```
void RESET()
```

SET(int)

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

Parameters

_ int

SETELAPSE(int)

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

Parameters

_ int

Events

ONINIT

```
event SignalHandler ONINIT
```

Event Type

SignalHandler

ONTICK

```
event ParametrizedSignalHandler ONTICK
```

Event Type

ParametrizedSignalHandler

Interface VECTOR

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface VECTOR : OBJECT
```

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

Properties

SIZE

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

Property Value

int

VALUE

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

Property Value

double[]

Methods

ADD(string)

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

Parameters

`summand_name` string

ASSIGN(params double[])

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

Parameters

`values` double[]

GET(int)

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

Parameters

`index` int

Returns

double

LEN()

```
double LEN()
```

Returns

double

MUL(double)

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

Parameters

`multiplier` double

NORMALIZE()

```
void NORMALIZE()
```

REFLECT(string, string)

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

Parameters

`normal_name` string

`result_name` string

Interface VIRTUALGRAPHICSOBJECT

Namespace: PIKLib

Assembly: PIKLib.dll

```
public interface VIRTUALGRAPHICSOBJECT : OBJECT
```

Inherited Members

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

Properties

ASBUTTON

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

Property Value

bool

MASK

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

Property Value

string

MONITORCOLLISION

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

Property Value

bool

MONITORCOLLISIONALPHA

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

Property Value

bool

PRIORITY

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

Property Value

int

SOURCE

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

Property Value

string

TOCANVAS

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

Property Value

bool

VISIBLE

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

Property Value

bool

Methods

GETHEIGHT()

```
int GETHEIGHT()
```

Returns

int

GETPOSITIONX()

```
int GETPOSITIONX()
```

Returns

int

GETPOSITIONY()

```
int GETPOSITIONY()
```

Returns

int

GETWIDTH()

```
int GETWIDTH()
```

Returns

int

MOVE(int, int)

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

Parameters

`x_offset` int

`y_offset` int

SETMASK(string)

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

Parameters

`graphics_name` string

SETPOSITION(int, int)

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

Parameters

x int

y int

SETPRIORITY(int)

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

Parameters

priority int

SETSOURCE(string)

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

Parameters

graphics_name string

Namespace World

Interfaces

WORLD

3D physics simulation.

Interface WORLD

Namespace: World

Assembly: World.dll

3D physics simulation.

```
public interface WORLD : OBJECT
```

Inherited Members

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

Properties

FILENAME

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

Property Value

string

Methods

ADDBODY()

```
void ADDBODY()
```

ADDFORCE()

```
void ADDFORCE()
```

ADDGRAVITYEX()

```
void ADDGRAVITYEX()
```

FINDPATH()

```
void FINDPATH()
```

FOLLOWPATH()

```
void FOLLOWPATH()
```

GETANGLE()

```
void GETANGLE()
```

GETBKGPOSX()

```
void GETBKGPOSX()
```

GETBKGPOSY()

```
void GETBKGPOSY()
```

GETMOVEDISTANCE()

```
void GETMOVEDISTANCE()
```

GETPOSITIONX()

```
void GETPOSITIONX()
```

GETPOSITIONY()

```
void GETPOSITIONY()
```

GETPOSITIONZ()

```
void GETPOSITIONZ()
```

GETROTATIONZ()

```
void GETROTATIONZ()
```

GETSPEED()

```
void GETSPEED()
```

JOIN()

```
void JOIN()
```

LINK()

```
void LINK()
```

LOAD()

```
void LOAD()
```

MOVEOBJECTS()

```
void MOVEOBJECTS()
```

REMOVEOBJECT()

```
void REMOVEOBJECT()
```

SETACTIVE()

```
void SETACTIVE()
```

SETBKGSIZE()

```
void SETBKGSIZE()
```

SETBODYDYNAMICS()

```
void SETBODYDYNAMICS()
```

SETG()

```
void SETG()
```

SETGRAVITY()

```
void SETGRAVITY()
```

SETGRAVITYCENTER()

```
void SETGRAVITYCENTER()
```

SETLIMIT()

```
void SETLIMIT()
```

SETMAXSPEED()

```
void SETMAXSPEED()
```

SETMOVEFLAGS()

```
void SETMOVEFLAGS()
```

SETPOSITION()

```
void SETPOSITION()
```

SETREFOBJECT()

```
void SETREFOBJECT()
```

SETVELOCITY()

```
void SETVELOCITY()
```

START()

```
void START()
```

STOP()

```
void STOP()
```

UNLINK()

```
void UNLINK()
```

Namespace _abstractions

Classes

BoolVariable

DoubleVariable

IntVariable

LiteralRect

ReferenceRect

StringVariable

rect

variable

Interfaces

OBJECT

Enums

anchor

complex_operator

condition_operator

expression_operator

Delegates

ParametrizedSignalHandler

Run for parametrized signals.

SignalHandler

Run for signals.

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

Interface OBJECT

Namespace: _abstractions

Assembly: PIKLib.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()
```

Delegate ParametrizedSignalHandler

Namespace: _abstractions

Assembly: PIKLib.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.

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

Run for signals.

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

Parameters

`arguments` variable[]

Run for signals.

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()