

158	<code>int File_exists(char *sFilename)</code>	Checks if a file exists or not.	The file exists.	sFileName = <code>"/build/levels/LEVEL0.txt"</code> (The file exists)
			The file does not exist.	sFileName = <code>"/build/levels/LEVEL0.txt"</code> (The file exists)
251	<code>int String_charCount(char *string)</code>	Gets the number of characters in a string, including multi-byte characters.	The string only includes ASCII characters.	*string = <code>"String"</code>
			The string only includes UTF-8 characters.	*string = <code>"██████"</code>
257	<code>char *String_repeat(char *sUnit, int dLength)</code>	Repeat a certain string pattern before a certain length is reached.	The string includes both ASCII and UTF-8 characters.	*string = <code>"Some weird tetris block ██████"</code>
			The string pattern's length is greater than the specified length.	sUnit = <code>"+~~~+"</code> dLength = 3
			The string pattern's length is equal to the specified length.	sUnit = <code>"[]-----[]"</code> dLength = 9
			The string pattern's length is less than and divides the specified length.	sUnit = <code>"[-]"</code> dLength = 15
258	<code>char *String_renderEscChar(char c)</code>	Converts an escape character into an escaped sequence of characters. If the character is not an escape character, the function returns the original char.	The string pattern's length is less than and does not divide the specified length.	sUnit = <code>" == "</code> dLength = 15
			The character is an escape character.	c = <code>'\t'</code>
			The character is not an escape character.	c = <code>'f'</code>