## WordConnect

This component is developed by th using Fast.

Word Connection is a fun and engaging word puzzle game

where players link related words to form meaningful connections.

Challenge your vocabulary, improve your thinking skills,

and enjoy different game modes!

Word Connection is an addictive and educational word puzzle game that tests your vocabulary and logical thinking.

Players are given a set of words and must find meaningful connections between them.

Word Connection provides a fun way to expand your language skills and boost your brainpower.

Telegram | GitHub

Blogger | YouTube

Terms & Conditions

### **Events:**

#### **PatternEntered**

```
when WordConnect . PatternEntered pattern
do
```

Pattern was entered by the user. Example: '12345'

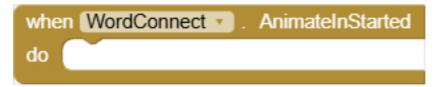
Parameter	Туре
pattern	text

#### **PatternAbandoned**

```
when WordConnect . PatternAbandoned do
```

Pattern input was abandoned

#### AnimateInStarted



Animation to show pattern view has started

## AnimateInCompleted

```
when WordConnect . AnimateInCompleted do
```

Animation to show pattern view has completed

#### 

#### **AnimateOutStarted**

```
when WordConnect . AnimateOutStarted do
```

Animation to hide pattern view has started

## AnimateOutCompleted

```
when WordConnect . AnimateOutCompleted do
```

Animation to hide pattern view has completed

# **PatternSizeChanged**

```
when WordConnect . PatternSizeChanged newSize do
```

Pattern size changed. Example: PatternSizeChanged(5) is triggered when the pattern size changes to 5.

Parameter	Туре
newSize	number

### **Error**

```
when WordConnect . Error
errorMessage
do
```

Error occurred during pattern operation

Parameter	Туре
errorMessage	text

## **PatternSaved**

```
when WordConnect . PatternSaved key do
```

Pattern was successfully saved. This event is triggered after a pattern has been successfully saved. Example: If a user sets a new pattern, this event will be triggered to indicate that the pattern has been saved successfully.

Parameter	Туре
key	text

#### **PatternVerified**

```
when WordConnect . PatternVerified key matches do
```

Pattern verification result. This event is triggered after attempting to verify a pattern. It returns a boolean indicating whether the pattern was successfully verified or not. Example: If the pattern entered by the user matches the saved pattern, this event will be triggered with 'matches' set to true.

Parameter	Туре
key	text
matches	boolean

## MaxAttemptsReached



Maximum attempts reached. Example: If the maximum attempts is set to 5 and the user has reached 5 attempts, this event will be triggered.

Parameter	Туре
timeoutSeconds	number

## Methods:

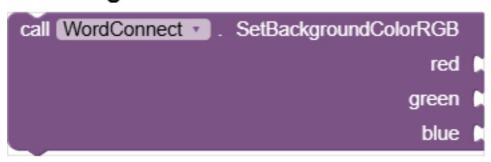
#### Initialize



Initialize the ConnectPatternView within a given HorizontalArrangement or VerticalArrangement.

Parameter	Туре
arrangement	component

# SetBackgroundColorRGB



Set background color using RGB values

Parameter	Туре
red	number
green	number
blue	number

# SetBackgroundColorARGB

call WordConnect . SetBackgroundColorARGB	
alpha	C
red	C
green	C
blue	C

Set background color using ARGB values (with alpha transparency)

Parameter	Туре
alpha	number
red	number
green	number
blue	number

# SetTransparentBackground

```
call WordConnect . SetTransparentBackground
```

Set transparent background

# SetGradientBackground

```
call WordConnect . SetGradientBackground startColor endColor isVertical
```

Set gradient background. Example: SetGradientBackground(Color.RED, Color.BLUE, true)

Parameter	Туре
startColor	number
endColor	number
isVertical	boolean

# AnimateIn

call WordConnect . AnimateIn

Animate the pattern view in

#### **AnimateOut**

call WordConnect . AnimateOut

Animate the pattern view out

## **SetTwelveCircles**

call WordConnect . SetTwelveCircles

Set to 12 circle pattern (3x4 grid)

### **SetSixteenCircles**

call WordConnect . SetSixteenCircles

Set to 16 circle pattern (4x4 grid)

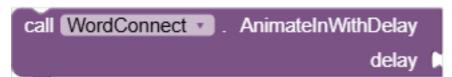
### SetEnabled



Set the pattern view enabled or disabled

Parameter	Туре
enabled	boolean

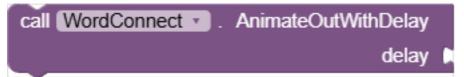
# **AnimateInWithDelay**



Animate in with delay (in milliseconds)

Parameter	Туре
delay	number

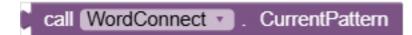
# AnimateOutWithDelay



Animate out with delay (in milliseconds)

Parameter	Туре
delay	number

#### CurrentPattern



Get current pattern as string. Example: CurrentPattern() returns '12345' for a pattern connecting points 1, 2, 3, 4, and 5.

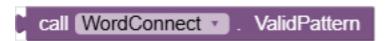
Return Type: text

#### **ResetToDefaults**



Reset to default settings

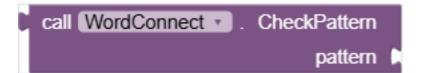
#### ValidPattern



Check if the current pattern is valid. Example: ValidPattern() returns true if the pattern has the minimum required points.

Return Type: boolean

#### CheckPattern

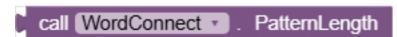


Check if the current pattern matches a specific pattern. Example: CheckPattern('123') checks if the current pattern matches '123'.

Parameter	Туре
pattern	text

Return Type: boolean

## **PatternLength**



Get the current pattern length. Example: PatternLength() returns the number of points in the current pattern.

Return Type: number

# ValidPatternLength



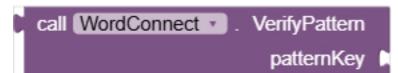
Check if pattern meets minimum length requirement. Example: ValidPatternLength(5) checks if the current pattern length is at least 5.

Parameter	Туре

minLength number

Return Type: boolean

# VerifyPattern

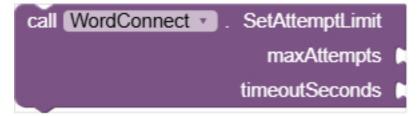


Load and verify a saved pattern. Example: VerifyPattern('patternKey') verifies the pattern saved under 'patternKey' and returns true if it matches the current pattern.

Parameter	Туре
patternKey	text

Return Type: boolean

# SetAttemptLimit



Sets the maximum number of attempts and timeout duration for pattern verification. Example: SetAttemptLimit(5, 60) sets the maximum attempts to 5 and timeout to 60 seconds.

Parameter	Туре
maxAttempts	number
timeoutSeconds	number

# RemainingAttempts

call WordConnect . RemainingAttempts

Get the number of remaining attempts before the timeout period expires. Example: If the maximum attempts is set to 5 and the user has made 3 attempts, this function will return 2, indicating 2 remaining attempts before the timeout period expires.

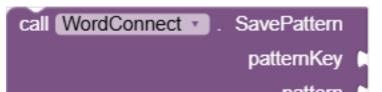
Return Type: number

# ResetAttemptCounter



Reset pattern attempt counter. This function resets the counter for the number of attempts made to verify a pattern. Example: If the user has made 3 attempts to verify a pattern and wants to start fresh, this function can be called to reset the attempt count to 0.

#### SavePattern



pattern p

Save an encrypted pattern. Example: SavePattern('patternKey', 'patternString')

Parameter	Туре
patternKey	text
pattern	text

#### **SetLetters**



Set letters for all dots. Use | to separate letters (e.g. 'A|B|C')

Parameter	Туре
letters	text

## SetLetter



Set letter at a specific position (0-8)

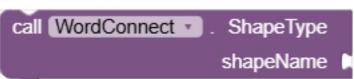
Parameter	Туре
position	number
letter	text

## **ShowParticles**



Trigger success particle effect

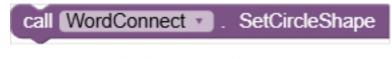
# ShapeType



Set the shape of dots (circle, square, triangle, oval, pentagon, hexagon, star)

Parameter	Туре
shapeName	text

# SetCircleShape



Set circle shape for dots

# SetSquareShape



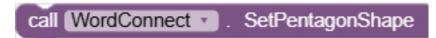
Set square shape for dots

## SetTriangleShape



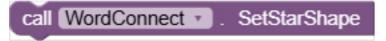
Set triangle shape for dots

# SetPentagonShape



Set pentagon shape for dots

# SetStarShape



Set star shape for dots

# **Properties:**

#### CircleColor



Set the color of the circles

#### CircleColor



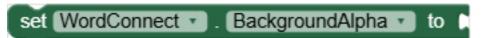
Set the color of the circles

# BackgroundColor



Set background color of the pattern view

# BackgroundAlpha



Set background alpha (transparency) value (0-255)

# White WordConnect ▼ . White ▼ Returns the color White Black WordConnect ▼ . Black ▼ Returns the color Black Red





Returns the color Green

Returns the color Red





Returns a transparent color



Get current number of connectors



Get current number of connectors



LineColor

```
set WordConnect . LineColor to
```

Set the color of pattern lines

# **AnimationType**

```
WordConnect ▼ . AnimationType ▼
```

Set animation type (0 = None, 1 = Middle, 2 = Bottom)

# **AnimationType**

```
set WordConnect . AnimationType . to
```

Set animation type (0 = None, 1 = Middle, 2 = Bottom)

#### **CircleRadius**

```
set WordConnect . CircleRadius . to
```

Set circle radius in dp

#### **PatternVisible**



Set pattern visibility

# MinimumPatternLength

```
set WordConnect . MinimumPatternLength . to .
```

Set minimum required pattern length. Example: MinimumPatternLength(5) sets the minimum pattern length to 5.

#### **ShowPatternLine**



Enable/disable pattern visibility during drawing

### LineWidth

```
WordConnect . LineWidth .
```

Set the width of pattern lines

#### LineWidth



Set the width of pattern lines

1 -44--0-1--

# set WordConnect . LetterColor . to

Set the color of letters

## **LetterSize**



Set the size of letters in dp

#### **ParticleColor**



Set the color of success particles

## Shape



Set the shape of dots (circle, square, triangle, oval, pentagon, hexagon, star)

# Helper:

#### Circle

Shape Circle •

Option for Circle

Returns: CIRCLE Deprecated: false

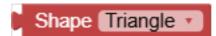
## Square



Option for Square

Returns: SQUARE Deprecated: false

# Triangle



Option for Triangle

Returns: TRIANGLE Deprecated: false

#### Ovel



Option for Ovel

Returns: OVAL Deprecated: false

# Pentagon



Option for Pentagon Returns: PENTAGON

Deprecated: false

# Hexagon



Option for Hexagon Returns: HEXAGON Deprecated: false

# Star



Option for Star

Returns: STAR

Deprecated: false