Topaz Game Library

Advanced Pro 2D Indie Game Library for Delphi

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PALEVIOLETRED (see page 338)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 339)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 339)	This is constant PEACHPUFF.
PERU (see page 339)	This is constant PERU.
PINK (see page 339)	This is constant PINK.

PLUM (see page 340)	This is constant PLUM.
PNG_EXT (see page 340)	This is constant PNG_EXT.
POWDERBLUE (see page 340)	This is constant POWDERBLUE.
PURPLE (see page 340)	This is constant PURPLE.
RAD2DEG (see page 340)	This is constant RAD2DEG.
REBECCAPURPLE (see page 341)	This is constant REBECCAPURPLE.
RED (see page 341)	This is constant RED.
RED2 (see page 341)	This is constant RED2.
ROSYBROWN (see page 341)	This is constant ROSYBROWN.
ROYALBLUE (see page 342)	This is constant ROYALBLUE.
SADDLEBROWN (see page 342)	This is constant SADDLEBROWN.
SALMON (see page 342)	This is constant SALMON.
SANDYBROWN (see page 342)	This is constant SANDYBROWN.
SEAGREEN (see page 342)	This is constant SEAGREEN.
SEASHELL (see page 343)	This is constant SEASHELL.
SIENNA (see page 343)	This is constant SIENNA.
SILVER (see page 343)	This is constant SILVER.
SKYBLUE (see page 343)	This is constant SKYBLUE.
SLATEBLUE (see page 344)	This is constant SLATEBLUE.
SLATEGRAY (see page 344)	This is constant SLATEGRAY.
SLATEGREY (see page 344)	This is constant SLATEGREY.
SNOW (see page 344)	This is constant SNOW.
SPRINGGREEN (see page 344)	This is constant SPRINGGREEN.
SQLITE_EXT (see page 345)	This is constant SQLITE_EXT.
STEELBLUE (see page 345)	This is constant STEELBLUE.
TAN (see page 345)	This is constant TAN.
TEAL (see page 345)	This is constant TEAL.
THISTLE (see page 346)	This is constant THISTLE.
TOMATO (see page 346)	This is constant TOMATO.
TREEMENU_NONE (see page 346)	This is constant TREEMENU_NONE.
TREEMENU_QUIT (see page 346)	This is constant TREEMENU_QUIT.
TURQUOISE (see page 346)	This is constant TURQUOISE.
VIOLET (see page 347)	This is constant VIOLET.
WHEAT (see page 347)	This is constant WHEAT.
WHITE (see page 347)	This is constant WHITE.
WHITE2 (see page 347)	This is constant WHITE2.
WHITESMOKE (see page 348)	This is constant WHITESMOKE.
YELLOW (see page 348)	This is constant YELLOW.
YELLOWGREEN (see page 348)	This is constant YELLOWGREEN.

Files

TopazGameLib.pas (see page 348)	This is file TopazGameLib.pas.

Interfaces

		IActorList (see page 64)	This is class IActorList.
		IActorScene (see page 67)	This is class IActorScene.
		IArchive (see page 70)	This is class IArchive.
		IAsync (see page 73)	This is class IAsync.
		IAudio (see page 74)	This is class IAudio.
		IBaseInterface (see page 85)	This is class IBaseInterface.

	IBuffer (see page 85)	This is class IBuffer.
	ICamera (see page 89)	This is class ICamera.
	ICmdConsole (see page 92)	This is class ICmdConsole.
	ICmdLine (see page 96)	This is class ICmdLine.
	IColor (see page 98)	This is class IColor.
	IConfigFile (see page 100)	This is class IConfigFile.
	IConsole (see page 105)	This is class IConsole.
	IDatabase (see page 107)	This is class IDatabase.
	IDialogs (see page 114)	This is class IDialogs.
	IEntity (see page 115)	This is class IEntity.
	IFont (see page 127)	This is class IFont.
	IGUI (see page 130)	This is class IGUI.
	IHighscores (see page 137)	This is class IHighscores.
	IInAppPurchase (see page 140)	This is class IInAppPurchase.
	IInput (see page 142)	This is class IInput.
	IInputMap (see page 146)	This is class IInputMap.
	ILog (see page 148)	This is class ILog.
	ILua (see page 150)	This is class ILua.
	ILuaContext (see page 156)	This is class ILuaContext.
	IMail (see page 159)	This is class IMail.
	IMath (see page 160)	This is class IMath.
	IPolygon (see page 168)	This is class IPolygon.
	IRenderTarget (see page 171)	This is class IRenderTarget.
	IScreenshake (see page 174)	This is class IScreenshake.
	IScreenshot (see page 176)	This is class IScreenshot.
	IShader (see page 177)	This is class IShader.
	ISocial (see page 180)	This is class ISocial.
	ISpeech (see page 182)	This is class ISpeech.
	ISplashscreen (see page 185)	This is class ISplashscreen.
	ISprite (see page 188)	This is class ISprite.
	IStarfield (see page 193)	This is class IStarfield.
	IStartupDialog (see page 195)	This is class IStartupDialog.
	ITexture (see page 199)	This is class ITexture.
	ITimer (see page 202)	This is class ITimer.
	ITopaz (see page 205)	This is class ITopaz.
	ITreeMenu (see page 211)	This is class ITreeMenu.
	IUserPath (see page 214)	This is class IUserPath.
	IUtil (see page 217)	This is class IUtil.
	IVideo (see page 222)	This is class IVideo.
	IVirtualFile (see page 225)	This is class IVirtualFile.
	IWindow (see page 227)	This is class IWindow.

Structs, Records, Enums

	TActorMessage (see page 236)	This is record TActorMessage.
	TAudioStatus (see page 236)	This is record TAudioStatus.
	TBlendMode (see page 237)	This is record TBlendMode.
	TBlendModeColor (see page 237)	This is record TBlendModeColor.
	TCmdConsoleState (see page 237)	This is record TCmdConsoleState.
	TColor (see page 237)	This is record TColor.

	TEaseType (see page 238)	This is record TEaseType.
	TGameClass (see page 238)	This is record TGameClass.
	TGameSettings (see page 239)	This is record TGameSettings.
	THAlign (see page 239)	This is record THAlign.
	THighscoreAction (see page 239)	This is record THighscoreAction.
	TInputDevice (see page 240)	This is record TInputDevice.
	TLineIntersection (see page 240)	This is record TLineIntersection.
	TLuaState (see page 240)	This is record TLuaState.
	TLuaTable (see page 241)	This is record TLuaTable.
	TLuaType (see page 241)	This is record TLuaType.
	TLuaValueType (see page 241)	This is record TLuaValueType.
	TMessageBox (see page 242)	This is record TMessageBox.
	TMessageBoxResult (see page 242)	This is record TMessageBoxResult.
	TRange (see page 242)	This is record TRange.
	TSeek (see page 242)	This is record TSeek.
	TShaderType (see page 243)	This is record TShaderType.
	TSpeechVoiceAttribute (see page 243)	This is record TSpeechVoiceAttribute.
	TSplashscreenOption (see page 243)	This is record TSplashscreenOption.
	TStartupDialogState (see page 244)	This is record TStartupDialogState.
	TTextureData (see page 244)	This is record TTextureData.
	TVAlign (see page 244)	This is record TVAlign.
	TVideoState (see page 244)	This is record TVideoState.

Types

PActorMessage (see page 245)	This is type PActorMessage.
PColor (see page 245)	This is type PColor.
PGameSettings (see page 246)	This is type PGameSettings.
PRange (see page 246)	This is type PRange.
PRectangle (see page 246)	This is type PRectangle.
PTextureData (see page 246)	This is type PTextureData.
PVector (see page 247)	This is type PVector.
TActorAttributeSet (see page 247)	This is type TActorAttributeSet.
TActorSceneEvent (see page 247)	This is type TActorSceneEvent.
TAsyncProc (see page 247)	This is type TAsyncProc.
TBaseInterfaceClass (see page 247)	This is type TBaseInterfaceClass.
TCmdConsoleActionEvent (see page 248)	This is type TCmdConsoleActionEvent.
TCustomGameClass (see page 248)	This is type TCustomGameClass.
TLuaFunction (see page 248)	This is type TLuaFunction.
TStringArray (see page 248)	This is type TStringArray.
TSysCharSet (see page 249)	This is type TSysCharSet.

Variables

Topaz (see page 249)	This is variable Topaz.

1.1 Classes

The following table lists classes in this documentation.

Classes

	TActor (see page 12)	This is class TActor.
	TBaseInterface (see page 20)	This is class TBaseInterface.
	TBaseObject (see page 20)	This is class TBaseObject.
	TCustomGame (see page 21)	This is class TCustomGame.
	TEntityActor (see page 30)	This is class TEntityActor.
	TGame (see page 33)	This is class TGame.

Records

	THighscore (see page 48)	This is class THighscore.
	TLuaValue (see page 50)	This is class TLuaValue.
	TRectangle (see page 54)	This is class TRectangle.
	TVector (see page 56)	This is class TVector.

1.1.1 TActor

Class Hierarchy
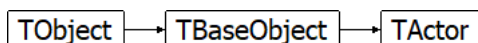
File: TopazGameLib.pas (see page 348)

Delphi

```
TActor = class(TBaseObject);
```

Description

This is class TActor.

1.1.1.1 TActor Fields

The fields of the TActor class are listed here.

Fields

	FActorList (see page 13)	This is FActorList, a member of class TActor.
	FAttributes (see page 13)	This is FAttributes, a member of class TActor.
	FCanCollide (see page 13)	This is FCanCollide, a member of class TActor.
	FChildren (see page 13)	This is FChildren, a member of class TActor.
	FNext (see page 13)	This is FNext, a member of class TActor.
	FOwner (see page 13)	This is FOwner, a member of class TActor.
	FPrev (see page 14)	This is FPrev, a member of class TActor.
	FTerminated (see page 14)	This is FTerminated, a member of class TActor.

1.1.1.1.1 **TActor.FActorList**

File: TopazGameLib.pas (see page 348)

Delphi

```
FActorList: IActorList;
```

Description

This is FActorList, a member of class TActor.

1.1.1.1.2 **TActor.FAttributes**

File: TopazGameLib.pas (see page 348)

Delphi

```
FAttributes: TActorAttributeSet;
```

Description

This is FAttributes, a member of class TActor.

1.1.1.1.3 **TActor.FCanCollide**

File: TopazGameLib.pas (see page 348)

Delphi

```
FCanCollide: Boolean;
```

Description

This is FCanCollide, a member of class TActor.

1.1.1.1.4 **TActor.FChildren**

File: TopazGameLib.pas (see page 348)

Delphi

```
FChildren: IActorList;
```

Description

This is FChildren, a member of class TActor.

1.1.1.1.5 **TActor.FNext**

File: TopazGameLib.pas (see page 348)

Delphi

```
FNext: TActor;
```

Description

This is FNext, a member of class TActor.

1.1.1.1.6 **TActor.FOwner**

File: TopazGameLib.pas (see page 348)

Delphi

```
FOwner: IActorList;
```

Description

This is FOwner, a member of class TActor.

1.1.1.1.7 **TActor.FPrev**

File: TopazGameLib.pas (see page 348)

Delphi

```
FPrev: TActor;
```

Description

This is FPrev, a member of class TActor.

1.1.1.1.8 **TActor.FTerminated**

File: TopazGameLib.pas (see page 348)

Delphi

```
FTerminated: Boolean;
```

Description

This is FTerminated, a member of class TActor.

1.1.1.2 **TActor Methods**

The methods of the TActor class are listed here.

Methods

⇒◈	AttributesAreSet (see page 14)	This is AttributesAreSet, a member of class TActor.
⇒◈ⓥ	Collide (see page 15)	This is Collide, a member of class TActor.
⇒◈ⓥ	Create (see page 15)	This is Create, a member of class TActor.
⇒◈ⓥ	Destroy (see page 15)	This is Destroy, a member of class TActor.
⇒◈⸲ⓥ	GetAttribute (see page 15)	This is GetAttribute, a member of class TActor.
⇒◈⸲ⓥ	GetAttributes (see page 15)	This is GetAttributes, a member of class TActor.
⇒◈ⓥ	OnCollide (see page 16)	This is OnCollide, a member of class TActor.
⇒◈ⓥ	OnMessage (see page 16)	This is OnMessage, a member of class TActor.
⇒◈ⓥ	OnRender (see page 16)	This is OnRender, a member of class TActor.
⇒◈ⓥ	OnUpdate (see page 16)	This is OnUpdate, a member of class TActor.
⇒◈ⓥ	OnVisit (see page 16)	This is OnVisit, a member of class TActor.
⇒◈ⓥ	Overlap (see page 17)	This is Overlap, a member of class TActor.
⇒◈ⓥ	Overlap (see page 17)	This is Overlap, a member of class TActor.
⇒◈⸲ⓥ	SetAttribute (see page 17)	This is SetAttribute, a member of class TActor.
⇒◈⸲ⓥ	SetAttributes (see page 17)	This is SetAttributes, a member of class TActor.

1.1.1.2.1 **TActor.AttributesAreSet**

File: TopazGameLib.pas (see page 348)

Delphi

```
function AttributesAreSet(
    aAttrs: TActorAttributeSet
): Boolean;
```

Description

This is AttributesAreSet, a member of class TActor.

1.1.1.2.2 **TActor.Collide**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Collide(
    aActor: TActor;
    var aHitPos: TVector
): Boolean; virtual;
```

Description

This is Collide, a member of class TActor.

1.1.1.2.3 **TActor.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TActor.

1.1.1.2.4 **TActor.Destroy**

File: TopazGameLib.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TActor.

1.1.1.2.5 **TActor.GetAttribute**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAttribute(
    aIndex: Byte
): Boolean; virtual;
```

Description

This is GetAttribute, a member of class TActor.

1.1.1.2.6 **TActor.GetAttributes**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAttributes: TActorAttributeSet; virtual;
```

Description

This is GetAttributes, a member of class TActor.

1.1.1.2.7 **TActor.OnCollide**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnCollide(
    aActor: TActor;
    aHitPos: TVector
); virtual;
```

Description

This is OnCollide, a member of class TActor.

1.1.1.2.8 **TActor.OnMessage**

File: TopazGameLib.pas (see page 348)

Delphi

```
function OnMessage(
    aMsg: PActorMessage
): TActor; virtual;
```

Description

This is OnMessage, a member of class TActor.

1.1.1.2.9 **TActor.OnRender**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TActor.

1.1.1.2.10 **TActor.OnUpdate**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnUpdate(
    aDeltaTime: Double
); virtual;
```

Description

This is OnUpdate, a member of class TActor.

1.1.1.2.11 **TActor.OnVisit**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnVisit(
    aSender: TActor;
    aEventId: Integer;
    var aDone: Boolean
); virtual;
```

Description

This is OnVisit, a member of class TActor.

1.1.1.2.12 TActor.Overlap

File: TopazGameLib.pas (see page 348)

Delphi

```
function Overlap(
    aX: Single;
    aY: Single;
    aRadius: Single;
    aShrinkFactor: Single
): Boolean; virtual; overload;
```

Description

This is Overlap, a member of class TActor.

1.1.1.2.13 TActor.Overlap

File: TopazGameLib.pas (see page 348)

Delphi

```
function Overlap(
    aActor: TActor
): Boolean; virtual; overload;
```

Description

This is Overlap, a member of class TActor.

1.1.1.2.14 TActor.SetAttribute

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetAttribute(
    aIndex: Byte;
    aValue: Boolean
); virtual;
```

Description

This is SetAttribute, a member of class TActor.

1.1.1.2.15 TActor.SetAttributes

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetAttributes(
    aValue: TActorAttributeSet
); virtual;
```

Description

This is SetAttributes, a member of class TActor.

1.1.1.3 **TActor Properties**

The properties of the TActor class are listed here.

Properties

	ActorList (see page 18)	This is ActorList, a member of class TActor.
	Attribute (see page 18)	This is Attribute, a member of class TActor.
	Attributes (see page 18)	This is Attributes, a member of class TActor.
	CanCollide (see page 18)	This is CanCollide, a member of class TActor.
	Children (see page 19)	This is Children, a member of class TActor.
	Next (see page 19)	This is Next, a member of class TActor.
	Owner (see page 19)	This is Owner, a member of class TActor.
	Prev (see page 19)	This is Prev, a member of class TActor.
	Terminated (see page 19)	This is Terminated, a member of class TActor.

1.1.1.3.1 **TActor.ActorList**

File: TopazGameLib.pas (see page 348)

Delphi

```
property ActorList: IActorList;
```

Description

This is ActorList, a member of class TActor.

1.1.1.3.2 **TActor.Attribute**

File: TopazGameLib.pas (see page 348)

Delphi

```
property Attribute [aIndex: Byte]: Boolean;
```

Description

This is Attribute, a member of class TActor.

1.1.1.3.3 **TActor.Attributes**

File: TopazGameLib.pas (see page 348)

Delphi

```
property Attributes: TActorAttributeSet;
```

Description

This is Attributes, a member of class TActor.

1.1.1.3.4 **TActor.CanCollide**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
property CanCollide: Boolean;
```

Description

This is CanCollide, a member of class TActor.

1.1.1.3.5 TActor.Children

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
property Children: IActorList;
```

Description

This is Children, a member of class TActor.

1.1.1.3.6 TActor.Next

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
property Next: TActor;
```

Description

This is Next, a member of class TActor.

1.1.1.3.7 TActor.Owner

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
property Owner: IActorList;
```

Description

This is Owner, a member of class TActor.

1.1.1.3.8 TActor.Prev

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
property Prev: TActor;
```

Description

This is Prev, a member of class TActor.

1.1.1.3.9 TActor.Terminated

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
property Terminated: Boolean;
```

Description

This is Terminated, a member of class TActor.

1.1.2 **TBaseInterface**

Class Hierarchy
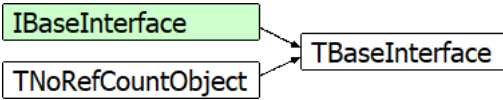
File: TopazGameLib.pas (see page 348)

Delphi

```
TBaseInterface = class(TNoRefCountObject, IBaseInterface);
```

Description

This is class TBaseInterface.

1.1.2.1 **TBaseInterface Methods**

The methods of the TBaseInterface class are listed here.

Methods

⇒♦Ⓦ	Create (see page 20)	This is Create, a member of class TBaseInterface.
⇒♦Ⓦ	Destroy (see page 20)	This is Destroy, a member of class TBaseInterface.

1.1.2.1.1 **TBaseInterface.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseInterface.

1.1.2.1.2 **TBaseInterface.Destroy**

File: TopazGameLib.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseInterface.

1.1.3 **TBaseObject**

Class Hierarchy
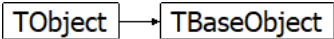
File: TopazGameLib.pas (see page 348)

Delphi

```
TBaseObject = class(TObject);
```

Description

This is class TBaseObject.

1.1.3.1 TBaseObject Methods

The methods of the TBaseObject class are listed here.

Methods

➡◆𝕍	Create (see page 21)	This is Create, a member of class TBaseObject.
➡◆𝕍	Destroy (see page 21)	This is Destroy, a member of class TBaseObject.

1.1.3.1.1 TBaseObject.Create

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

1.1.3.1.2 TBaseObject.Destroy

File: TopazGameLib.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseObject.

1.1.4 TCustomGame

Class Hierarchy
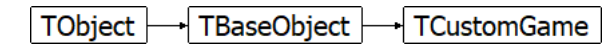
File: TopazGameLib.pas (see page 348)

Delphi

```
TCustomGame = class(TBaseObject);
```

Description

This is class TCustomGame.

1.1.4.1 TCustomGame Methods

The methods of the TCustomGame class are listed here.

Methods

⇒ 𝖵		Create (see page 22)	This is Create, a member of class TCustomGame.
⇒ 𝖵		Destroy (see page 23)	This is Destroy, a member of class TCustomGame.
⇒ 𝖵		GetGameClass (see page 23)	This is GetGameClass, a member of class TCustomGame.
⇒ 𝖵		GetSettings (see page 23)	This is GetSettings, a member of class TCustomGame.
⇒ 𝖵		GetTerminated (see page 23)	This is GetTerminated, a member of class TCustomGame.
⇒ 𝖵		OnAfterRenderScene (see page 23)	This is OnAfterRenderScene, a member of class TCustomGame.
⇒ 𝖵		OnBeforeRenderScene (see page 24)	This is OnBeforeRenderScene, a member of class TCustomGame.
⇒ 𝖵		OnBuildArchiveProgress (see page 24)	This is OnBuildArchiveProgress, a member of class TCustomGame.
⇒ 𝖵		OnClearWindow (see page 24)	This is OnClearWindow, a member of class TCustomGame.
⇒ 𝖵		OnCmdConsoleState (see page 24)	This is OnCmdConsoleState, a member of class TCustomGame.
⇒ 𝖵		OnDisposeActor (see page 24)	This is OnDisposeActor, a member of class TCustomGame.
⇒ 𝖵		OnDone (see page 25)	This is OnDone, a member of class TCustomGame.
⇒ 𝖵		OnFixedUpdate (see page 25)	This is OnFixedUpdate, a member of class TCustomGame.
⇒ 𝖵		OnGetSettings (see page 25)	This is OnGetSettings, a member of class TCustomGame.
⇒ 𝖵		OnHighscoreAction (see page 25)	This is OnHighscoreAction, a member of class TCustomGame.
⇒ 𝖵		OnInAppPurchase (see page 25)	This is OnInAppPurchase, a member of class TCustomGame.
⇒ 𝖵		OnInit (see page 26)	This is OnInit, a member of class TCustomGame.
⇒ 𝖵		OnLuaState (see page 26)	This is OnLuaState, a member of class TCustomGame.
⇒ 𝖵		OnPostShowWindow (see page 26)	This is OnPostShowWindow, a member of class TCustomGame.
⇒ 𝖵		OnPreShowWindow (see page 26)	This is OnPreShowWindow, a member of class TCustomGame.
⇒ 𝖵		OnProcessIMGUI (see page 26)	This is OnProcessIMGUI, a member of class TCustomGame.
⇒ 𝖵		OnReady (see page 27)	This is OnReady, a member of class TCustomGame.
⇒ 𝖵		OnRender (see page 27)	This is OnRender, a member of class TCustomGame.
⇒ 𝖵		OnRenderHUD (see page 27)	This is OnRenderHUD, a member of class TCustomGame.
⇒ 𝖵		OnRun (see page 27)	This is OnRun, a member of class TCustomGame.
⇒ 𝖵		OnScreenshot (see page 27)	This is OnScreenshot, a member of class TCustomGame.
⇒ 𝖵		OnSendMail (see page 28)	This is OnSendMail, a member of class TCustomGame.
⇒ 𝖵		OnSetupStartupDialog (see page 28)	This is OnSetupStartupDialog, a member of class TCustomGame.
⇒ 𝖵		OnShowWindow (see page 28)	This is OnShowWindow, a member of class TCustomGame.
⇒ 𝖵		OnShutdown (see page 28)	This is OnShutdown, a member of class TCustomGame.
⇒ 𝖵		OnSocialPost (see page 28)	This is OnSocialPost, a member of class TCustomGame.
⇒ 𝖵		OnSpeechWord (see page 29)	This is OnSpeechWord, a member of class TCustomGame.
⇒ 𝖵		OnStartup (see page 29)	This is OnStartup, a member of class TCustomGame.
⇒ 𝖵		OnStartupDialogMore (see page 29)	This is OnStartupDialogMore, a member of class TCustomGame.
⇒ 𝖵		OnStartupDialogRun (see page 29)	This is OnStartupDialogRun, a member of class TCustomGame.
⇒ 𝖵		OnUpdate (see page 29)	This is OnUpdate, a member of class TCustomGame.
⇒ 𝖵		OnVideoState (see page 30)	This is OnVideoState, a member of class TCustomGame.
⇒ 𝖵		SetTerminated (see page 30)	This is SetTerminated, a member of class TCustomGame.

1.1.4.1.1 **TCustomGame.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TCustomGame.

1.1.4.1.2 **TCustomGame.Destroy**

File: TopazGameLib.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TCustomGame.

1.1.4.1.3 **TCustomGame.GetGameClass**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetGameClass: TGameClass; virtual;
```

Description

This is GetGameClass, a member of class TCustomGame.

1.1.4.1.4 **TCustomGame.GetSettings**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSettings: PGameSettings; virtual;
```

Description

This is GetSettings, a member of class TCustomGame.

1.1.4.1.5 **TCustomGame.GetTerminated**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetTerminated: Boolean; virtual;
```

Description

This is GetTerminated, a member of class TCustomGame.

1.1.4.1.6 **TCustomGame.OnAfterRenderScene**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnAfterRenderScene(
    aSceneNum: Integer
); virtual;
```

Description

This is OnAfterRenderScene, a member of class TCustomGame.

1.1.4.1.7 **TCustomGame.OnBeforeRenderScene**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnBeforeRenderScene(
    aSceneNum: Integer
); virtual;
```

Description

This is OnBeforeRenderScene, a member of class TCustomGame.

1.1.4.1.8 **TCustomGame.OnBuildArchiveProgress**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnBuildArchiveProgress(
    const aFilename: WideString;
    aProgress: Integer;
    aNewFile: Boolean
); virtual;
```

Description

This is OnBuildArchiveProgress, a member of class TCustomGame.

1.1.4.1.9 **TCustomGame.OnClearWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnClearWindow; virtual;
```

Description

This is OnClearWindow, a member of class TCustomGame.

1.1.4.1.10 **TCustomGame.OnCmdConsoleState**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnCmdConsoleState(
    aState: TCmdConsoleState
); virtual;
```

Description

This is OnCmdConsoleState, a member of class TCustomGame.

1.1.4.1.11 **TCustomGame.OnDisposeActor**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnDisposeActor(
    aActor: TActor
); virtual;
```

Description

This is OnDisposeActor, a member of class TCustomGame.

1.1.4.1.12 **TCustomGame.OnDone**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnDone; virtual;
```

Description

This is OnDone, a member of class TCustomGame.

1.1.4.1.13 **TCustomGame.OnFixedUpdate**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnFixedUpdate; virtual;
```

Description

This is OnFixedUpdate, a member of class TCustomGame.

1.1.4.1.14 **TCustomGame.OnGetSettings**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnGetSettings(
    var aSettings: TGameSettings
); virtual;
```

Description

This is OnGetSettings, a member of class TCustomGame.

1.1.4.1.15 **TCustomGame.OnHighscoreAction**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnHighscoreAction(
    aHighscores: IHighscores;
    aAction: THighscoreAction
); virtual;
```

Description

This is OnHighscoreAction, a member of class TCustomGame.

1.1.4.1.16 **TCustomGame.OnInAppPurchase**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnInAppPurchase(
    aIAP: IInAppPurchase
); virtual;
```

Description

This is OnInAppPurchase, a member of class TCustomGame.

1.1.4.1.17 **TCustomGame.OnInit**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnInit; virtual;
```

Description

This is OnInit, a member of class TCustomGame.

1.1.4.1.18 **TCustomGame.OnLuaState**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnLuaState(
    aState: TLuaState
); virtual;
```

Description

This is OnLuaState, a member of class TCustomGame.

1.1.4.1.19 **TCustomGame.OnPostShowWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnPostShowWindow; virtual;
```

Description

This is OnPostShowWindow, a member of class TCustomGame.

1.1.4.1.20 **TCustomGame.OnPreShowWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnPreShowWindow; virtual;
```

Description

This is OnPreShowWindow, a member of class TCustomGame.

1.1.4.1.21 **TCustomGame.OnProcessIMGUI**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnProcessIMGUI; virtual;
```

Description

This is OnProcessIMGUI, a member of class TCustomGame.

1.1.4.1.22 **TCustomGame.OnReady**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnReady(
    aReady: Boolean
); virtual;
```

Description

This is OnReady, a member of class TCustomGame.

1.1.4.1.23 **TCustomGame.OnRender**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TCustomGame.

1.1.4.1.24 **TCustomGame.OnRenderHUD**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnRenderHUD; virtual;
```

Description

This is OnRenderHUD, a member of class TCustomGame.

1.1.4.1.25 **TCustomGame.OnRun**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnRun; virtual;
```

Description

This is OnRun, a member of class TCustomGame.

1.1.4.1.26 **TCustomGame.OnScreenshot**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnScreenshot(
    const aFilename: WideString
); virtual;
```

Description

This is OnScreenshot, a member of class TCustomGame.

1.1.4.1.27 **TCustomGame.OnSendMail**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSendMail(
    const aFromEmail: WideString;
    const aFromName: WideString;
    const aSubject: WideString;
    const aToEmail: WideString;
    const aBody: WideString;
    const aError: WideString
); virtual;
```

Description

This is OnSendMail, a member of class TCustomGame.

1.1.4.1.28 **TCustomGame.OnSetupStartupDialog**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSetupStartupDialog; virtual;
```

Description

This is OnSetupStartupDialog, a member of class TCustomGame.

1.1.4.1.29 **TCustomGame.OnShowWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnShowWindow; virtual;
```

Description

This is OnShowWindow, a member of class TCustomGame.

1.1.4.1.30 **TCustomGame.OnShutdown**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnShutdown; virtual;
```

Description

This is OnShutdown, a member of class TCustomGame.

1.1.4.1.31 **TCustomGame.OnSocialPost**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSocialPost(
    const aSuccess: Boolean;
    const aErrorMsg: WideString;
    const aMsg: WideString;
    const aMediaFilename: WideString
); virtual;
```

Description

This is OnSocialPost, a member of class TCustomGame.

1.1.4.1.32 **TCustomGame.OnSpeechWord**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSpeechWord(
    const aWord: WideString;
    const aText: WideString
); virtual;
```

Description

This is OnSpeechWord, a member of class TCustomGame.

1.1.4.1.33 **TCustomGame.OnStartup**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnStartup; virtual;
```

Description

This is OnStartup, a member of class TCustomGame.

1.1.4.1.34 **TCustomGame.OnStartupDialogMore**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnStartupDialogMore; virtual;
```

Description

This is OnStartupDialogMore, a member of class TCustomGame.

1.1.4.1.35 **TCustomGame.OnStartupDialogRun**

File: TopazGameLib.pas (see page 348)

Delphi

```
function OnStartupDialogRun: Boolean; virtual;
```

Description

This is OnStartupDialogRun, a member of class TCustomGame.

1.1.4.1.36 **TCustomGame.OnUpdate**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnUpdate(
    aDeltaTime: Double
); virtual;
```

Description

This is OnUpdate, a member of class TCustomGame.

1.1.4.1.37 **TCustomGame.OnVideoState**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnVideoState(
    aState: TVideoState;
    aFilename: WideString
); virtual;
```

Description

This is OnVideoState, a member of class TCustomGame.

1.1.4.1.38 **TCustomGame.SetTerminated**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetTerminated(
    aTerminate: Boolean
); virtual;
```

Description

This is SetTerminated, a member of class TCustomGame.

1.1.5 **TEntityActor**

Class Hierarchy

TObject → TBaseObject → TActor → TEntityActor
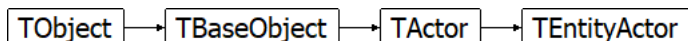
File: TopazGameLib.pas (see page 348)

Delphi

```
TEntityActor = class(TActor);
```

Description

This is class TEntityActor.

1.1.5.1 **TEntityActor Fields**

The fields of the TEntityActor class are listed here.

Fields

◆	FEntity (see page 30)	This is FEntity, a member of class TEntityActor.

1.1.5.1.1 **TEntityActor.FEntity**

File: TopazGameLib.pas (see page 348)

Delphi

```
FEntity: IEntity;
```

Description

This is FEntity, a member of class TEntityActor.

1.1.5.2 **TEntityActor Methods**

The methods of the TEntityActor class are listed here.

Methods

⇒◆𝕎	Collide (see page 31)	This is Collide, a member of class TEntityActor.
⇒◆𝕎	Create (see page 31)	This is Create, a member of class TEntityActor.
⇒◆𝕎	Destroy (see page 31)	This is Destroy, a member of class TEntityActor.
⇒◆𝕎	Init (see page 32)	This is Init, a member of class TEntityActor.
⇒◆𝕎	OnRender (see page 32)	This is OnRender, a member of class TEntityActor.
⇒◆𝕎	Overlap (see page 32)	This is Overlap, a member of class TEntityActor.
⇒◆𝕎	Overlap (see page 32)	This is Overlap, a member of class TEntityActor.

1.1.5.2.1 **TEntityActor.Collide**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Collide(
    aActor: TActor;
    var aHitPos: TVector
): Boolean; override;
```

Description

This is Collide, a member of class TEntityActor.

1.1.5.2.2 **TEntityActor.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TEntityActor.

1.1.5.2.3 **TEntityActor.Destroy**

File: TopazGameLib.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TEntityActor.

1.1.5.2.4 **TEntityActor.Init**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Init(
    aSprite: ISprite;
    aGroup: Integer
); virtual;
```

Description

This is Init, a member of class TEntityActor.

1.1.5.2.5 **TEntityActor.OnRender**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnRender; override;
```

Description

This is OnRender, a member of class TEntityActor.

1.1.5.2.6 **TEntityActor.Overlap**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Overlap(
    aX: Single;
    aY: Single;
    aRadius: Single;
    aShrinkFactor: Single
): Boolean; override;
```

Description

This is Overlap, a member of class TEntityActor.

1.1.5.2.7 **TEntityActor.Overlap**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Overlap(
    aActor: TActor
): Boolean; override;
```

Description

This is Overlap, a member of class TEntityActor.

1.1.5.3 **TEntityActor Properties**

The properties of the TEntityActor class are listed here.

Properties

📝ℝ	Entity (see page 33)	This is Entity, a member of class TEntityActor.

1.1.5.3.1 **TEntityActor.Entity**

File: TopazGameLib.pas (see page 348)

Delphi

```
property Entity: IEntity;
```

Description

This is Entity, a member of class TEntityActor.

1.1.6 **TGame**

Class Hierarchy

File: TopazGameLib.pas (see page 348)

Delphi

```
TGame = class(TCustomGame);
```

Description

This is class TGame.

1.1.6.1 **TGame Records**

The records of the TGame class are listed here.

Records

	THud (see page 33)	This is record TGame.THud.

1.1.6.1.1 **TGame.THud**

File: TopazGameLib.pas (see page 348)

Delphi

```
THud = record
  TextItemPadWidth: Integer;
  Pos: TVector;
end;
```

Description

This is record TGame.THud.

1.1.6.2 **TGame Fields**

The fields of the TGame class are listed here.

Fields

	FArchive (see page 34)	This is FArchive, a member of class TGame.
	FConfigFile (see page 34)	This is FConfigFile, a member of class TGame.
	FFont (see page 34)	This is FFont, a member of class TGame.

		FHud (see page 34)	This is FHud, a member of class TGame.
		FInputMap (see page 34)	This is FInputMap, a member of class TGame.
		FMouseDelta (see page 35)	This is FMouseDelta, a member of class TGame.
		FMousePos (see page 35)	This is FMousePos, a member of class TGame.
		FMousePressure (see page 35)	This is FMousePressure, a member of class TGame.
		FScene (see page 35)	This is FScene, a member of class TGame.
		FSettings (see page 35)	This is FSettings, a member of class TGame.
		FSprite (see page 36)	This is FSprite, a member of class TGame.
		FStartupDialog (see page 36)	This is FStartupDialog, a member of class TGame.
		FTerminated (see page 36)	This is FTerminated, a member of class TGame.

1.1.6.2.1 **TGame.FArchive**

File: TopazGameLib.pas (see page 348)

Delphi

```
FArchive: IArchive;
```

Description

This is FArchive, a member of class TGame.

1.1.6.2.2 **TGame.FConfigFile**

File: TopazGameLib.pas (see page 348)

Delphi

```
FConfigFile: IConfigFile;
```

Description

This is FConfigFile, a member of class TGame.

1.1.6.2.3 **TGame.FFont**

File: TopazGameLib.pas (see page 348)

Delphi

```
FFont: IFont;
```

Description

This is FFont, a member of class TGame.

1.1.6.2.4 **TGame.FHud**

File: TopazGameLib.pas (see page 348)

Delphi

```
FHud: THud;
```

Description

This is FHud, a member of class TGame.

1.1.6.2.5 **TGame.FInputMap**

File: TopazGameLib.pas (see page 348)

Delphi

```
FInputMap: IInputMap;
```

Description

This is FInputMap, a member of class TGame.

1.1.6.2.6 **TGame.FMouseDelta**

File: TopazGameLib.pas (see page 348)

Delphi

```
FMouseDelta: TVector;
```

Description

This is FMouseDelta, a member of class TGame.

1.1.6.2.7 **TGame.FMousePos**

File: TopazGameLib.pas (see page 348)

Delphi

```
FMousePos: TVector;
```

Description

This is FMousePos, a member of class TGame.

1.1.6.2.8 **TGame.FMousePressure**

File: TopazGameLib.pas (see page 348)

Delphi

```
FMousePressure: Single;
```

Description

This is FMousePressure, a member of class TGame.

1.1.6.2.9 **TGame.FScene**

File: TopazGameLib.pas (see page 348)

Delphi

```
FScene: IActorScene;
```

Description

This is FScene, a member of class TGame.

1.1.6.2.10 **TGame.FSettings**

File: TopazGameLib.pas (see page 348)

Delphi

```
FSettings: TGameSettings;
```

Description

This is FSettings, a member of class TGame.

1.1.6.2.11 **TGame.FSprite**

File: TopazGameLib.pas (see page 348)

Delphi

```
FSprite: ISprite;
```

Description

This is FSprite, a member of class TGame.

1.1.6.2.12 **TGame.FStartupDialog**

File: TopazGameLib.pas (see page 348)

Delphi

```
FStartupDialog: IStartupDialog;
```

Description

This is FStartupDialog, a member of class TGame.

1.1.6.2.13 **TGame.FTerminated**

File: TopazGameLib.pas (see page 348)

Delphi

```
FTerminated: Boolean;
```

Description

This is FTerminated, a member of class TGame.

1.1.6.3 **TGame Methods**

The methods of the TGame class are listed here.

Methods

		Archive (see page 37)	This is Archive, a member of class TGame.
		ConfigFile (see page 38)	This is ConfigFile, a member of class TGame.
		Create (see page 38)	This is Create, a member of class TGame.
		Destroy (see page 38)	This is Destroy, a member of class TGame.
		Font (see page 38)	This is Font, a member of class TGame.
		GetGameClass (see page 38)	This is GetGameClass, a member of class TGame.
		GetMouseDelta (see page 39)	This is GetMouseDelta, a member of class TGame.
		GetMousePos (see page 39)	This is GetMousePos, a member of class TGame.
		GetMousePressure (see page 39)	This is GetMousePressure, a member of class TGame.
		GetSettings (see page 39)	This is GetSettings, a member of class TGame.
		GetTerminated (see page 39)	This is GetTerminated, a member of class TGame.
		HudText (see page 39)	This is HudText, a member of class TGame.
		HudTextItem (see page 40)	This is HudTextItem, a member of class TGame.
		InputMap (see page 40)	This is InputMap, a member of class TGame.
		OnAfterRenderScene (see page 40)	This is OnAfterRenderScene, a member of class TGame.

⇒◈ ⅋	OnBeforeRenderScene (see page 40)	This is OnBeforeRenderScene, a member of class TGame.
⇒◈ ⅋	OnBuildArchiveProgress (see page 41)	This is OnBuildArchiveProgress, a member of class TGame.
⇒◈ ⅋	OnClearWindow (see page 41)	This is OnClearWindow, a member of class TGame.
⇒◈ ⅋	OnCmdConsoleState (see page 41)	This is OnCmdConsoleState, a member of class TGame.
⇒◈ ⅋	OnDisposeActor (see page 41)	This is OnDisposeActor, a member of class TGame.
⇒◈ ⅋	OnDone (see page 41)	This is OnDone, a member of class TGame.
⇒◈ ⅋	OnFixedUpdate (see page 42)	This is OnFixedUpdate, a member of class TGame.
⇒◈ ⅋	OnGetSettings (see page 42)	This is OnGetSettings, a member of class TGame.
⇒◈ ⅋	OnHighscoreAction (see page 42)	This is OnHighscoreAction, a member of class TGame.
⇒◈ ⅋	OnInAppPurchase (see page 42)	This is OnInAppPurchase, a member of class TGame.
⇒◈ ⅋	OnInit (see page 42)	This is OnInit, a member of class TGame.
⇒◈ ⅋	OnLuaState (see page 43)	This is OnLuaState, a member of class TGame.
⇒◈ ⅋	OnPostShowWindow (see page 43)	This is OnPostShowWindow, a member of class TGame.
⇒◈ ⅋	OnPreShowWindow (see page 43)	This is OnPreShowWindow, a member of class TGame.
⇒◈ ⅋	OnProcessIMGUI (see page 43)	This is OnProcessIMGUI, a member of class TGame.
⇒◈ ⅋	OnReady (see page 43)	This is OnReady, a member of class TGame.
⇒◈ ⅋	OnRender (see page 44)	This is OnRender, a member of class TGame.
⇒◈ ⅋	OnRenderHUD (see page 44)	This is OnRenderHUD, a member of class TGame.
⇒◈ ⅋	OnRun (see page 44)	This is OnRun, a member of class TGame.
⇒◈ ⅋	OnScreenshot (see page 44)	This is OnScreenshot, a member of class TGame.
⇒◈ ⅋	OnSendMail (see page 44)	This is OnSendMail, a member of class TGame.
⇒◈ ⅋	OnSetupStartupDialog (see page 45)	This is OnSetupStartupDialog, a member of class TGame.
⇒◈ ⅋	OnShowWindow (see page 45)	This is OnShowWindow, a member of class TGame.
⇒◈ ⅋	OnShutdown (see page 45)	This is OnShutdown, a member of class TGame.
⇒◈ ⅋	OnSocialPost (see page 45)	This is OnSocialPost, a member of class TGame.
⇒◈ ⅋	OnSpeechWord (see page 45)	This is OnSpeechWord, a member of class TGame.
⇒◈ ⅋	OnStartup (see page 46)	This is OnStartup, a member of class TGame.
⇒◈ ⅋	OnStartupDialogMore (see page 46)	This is OnStartupDialogMore, a member of class TGame.
⇒◈ ⅋	OnStartupDialogRun (see page 46)	This is OnStartupDialogRun, a member of class TGame.
⇒◈ ⅋	OnUpdate (see page 46)	This is OnUpdate, a member of class TGame.
⇒◈ ⅋	OnVideoState (see page 46)	This is OnVideoState, a member of class TGame.
⇒◈	ResetHudPos (see page 47)	This is ResetHudPos, a member of class TGame.
⇒◈	Scene (see page 47)	This is Scene, a member of class TGame.
⇒◈	SetHudLineSpace (see page 47)	This is SetHudLineSpace, a member of class TGame.
⇒◈	SetHudPos (see page 47)	This is SetHudPos, a member of class TGame.
⇒◈	SetHudTextItemPadWidth (see page 47)	This is SetHudTextItemPadWidth, a member of class TGame.
⇒◈ ⅋	SetTerminated (see page 48)	This is SetTerminated, a member of class TGame.
⇒◈	Sprite (see page 48)	This is Sprite, a member of class TGame.
⇒◈	StartupDialog (see page 48)	This is StartupDialog, a member of class TGame.

1.1.6.3.1 **TGame.Archive**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Archive: IArchive;
```

Description

This is Archive, a member of class TGame.

1.1.6.3.2 **TGame.ConfigFile**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ConfigFile: IConfigFile;
```

Description

This is ConfigFile, a member of class TGame.

1.1.6.3.3 **TGame.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGame.

1.1.6.3.4 **TGame.Destroy**

File: TopazGameLib.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGame.

1.1.6.3.5 **TGame.Font**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Font: IFont;
```

Description

This is Font, a member of class TGame.

1.1.6.3.6 **TGame.GetGameClass**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetGameClass: TGameClass; override;
```

Description

This is GetGameClass, a member of class TGame.

1.1.6.3.7 TGame.GetMouseDelta

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetMouseDelta: PVector;
```

Description

This is GetMouseDelta, a member of class TGame.

1.1.6.3.8 TGame.GetMousePos

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetMousePos: PVector;
```

Description

This is GetMousePos, a member of class TGame.

1.1.6.3.9 TGame.GetMousePressure

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetMousePressure: System;
```

Description

This is GetMousePressure, a member of class TGame.

1.1.6.3.10 TGame.GetSettings

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSettings: PGameSettings; override;
```

Description

This is GetSettings, a member of class TGame.

1.1.6.3.11 TGame.GetTerminated

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetTerminated: Boolean; override;
```

Description

This is GetTerminated, a member of class TGame.

1.1.6.3.12 TGame.HudText

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure HudText(
    aFont: IFont;
    aColor: TColor;
    aAlign: THAlign;
    const aMsg: string;
    const aArgs: array of const
);
```

Description

This is HudText, a member of class TGame.

1.1.6.3.13 TGame.HudTextItem

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function HudTextItem(
    const aKey: string;
    const aValue: string;
    const aSeperator: string = '-'
): string;
```

Description

This is HudTextItem, a member of class TGame.

1.1.6.3.14 TGame.InputMap

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function InputMap: IInputMap;
```

Description

This is InputMap, a member of class TGame.

1.1.6.3.15 TGame.OnAfterRenderScene

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnAfterRenderScene(
    aSceneNum: Integer
); override;
```

Description

This is OnAfterRenderScene, a member of class TGame.

1.1.6.3.16 TGame.OnBeforeRenderScene

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnBeforeRenderScene(
    aSceneNum: Integer
); override;
```

Description

This is OnBeforeRenderScene, a member of class TGame.

1.1.6.3.17 **TGame.OnBuildArchiveProgress**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnBuildArchiveProgress(
    const aFilename: WideString;
    aProgress: Integer;
    aNewFile: Boolean
); override;
```

Description

This is OnBuildArchiveProgress, a member of class TGame.

1.1.6.3.18 **TGame.OnClearWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnClearWindow; override;
```

Description

This is OnClearWindow, a member of class TGame.

1.1.6.3.19 **TGame.OnCmdConsoleState**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnCmdConsoleState(
    aState: TCmdConsoleState
); override;
```

Description

This is OnCmdConsoleState, a member of class TGame.

1.1.6.3.20 **TGame.OnDisposeActor**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnDisposeActor(
    aActor: TActor
); override;
```

Description

This is OnDisposeActor, a member of class TGame.

1.1.6.3.21 **TGame.OnDone**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnDone; override;
```

Description

This is OnDone, a member of class TGame.

1.1.6.3.22 **TGame.OnFixedUpdate**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnFixedUpdate; override;
```

Description

This is OnFixedUpdate, a member of class TGame.

1.1.6.3.23 **TGame.OnGetSettings**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnGetSettings(
    var aSettings: TGameSettings
); override;
```

Description

This is OnGetSettings, a member of class TGame.

1.1.6.3.24 **TGame.OnHighscoreAction**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnHighscoreAction(
    aHighscores: IHighscores;
    aAction: THighscoreAction
); override;
```

Description

This is OnHighscoreAction, a member of class TGame.

1.1.6.3.25 **TGame.OnInAppPurchase**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnInAppPurchase(
    aIAP: IInAppPurchase
); override;
```

Description

This is OnInAppPurchase, a member of class TGame.

1.1.6.3.26 **TGame.OnInit**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnInit; override;
```

Description

This is OnInit, a member of class TGame.

1.1.6.3.27 **TGame.OnLuaState**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnLuaState(
    aState: TLuaState
); override;
```

Description

This is OnLuaState, a member of class TGame.

1.1.6.3.28 **TGame.OnPostShowWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnPostShowWindow; override;
```

Description

This is OnPostShowWindow, a member of class TGame.

1.1.6.3.29 **TGame.OnPreShowWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnPreShowWindow; override;
```

Description

This is OnPreShowWindow, a member of class TGame.

1.1.6.3.30 **TGame.OnProcessIMGUI**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnProcessIMGUI; override;
```

Description

This is OnProcessIMGUI, a member of class TGame.

1.1.6.3.31 **TGame.OnReady**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnReady(
    aReady: Boolean
); override;
```

Description

This is OnReady, a member of class TGame.

1.1.6.3.32 **TGame.OnRender**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TGame.

1.1.6.3.33 **TGame.OnRenderHUD**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnRenderHUD; override;
```

Description

This is OnRenderHUD, a member of class TGame.

1.1.6.3.34 **TGame.OnRun**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnRun; override;
```

Description

This is OnRun, a member of class TGame.

1.1.6.3.35 **TGame.OnScreenshot**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnScreenshot(
    const aFilename: WideString
); override;
```

Description

This is OnScreenshot, a member of class TGame.

1.1.6.3.36 **TGame.OnSendMail**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSendMail(
    const aFromEmail: WideString;
    const aFromName: WideString;
    const aSubject: WideString;
    const aToEmail: WideString;
    const aBody: WideString;
    const aError: WideString
); override;
```

Description

This is OnSendMail, a member of class TGame.

1.1.6.3.37 **TGame.OnSetupStartupDialog**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSetupStartupDialog; override;
```

Description

This is OnSetupStartupDialog, a member of class TGame.

1.1.6.3.38 **TGame.OnShowWindow**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnShowWindow; override;
```

Description

This is OnShowWindow, a member of class TGame.

1.1.6.3.39 **TGame.OnShutdown**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnShutdown; override;
```

Description

This is OnShutdown, a member of class TGame.

1.1.6.3.40 **TGame.OnSocialPost**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSocialPost(
    const aSuccess: Boolean;
    const aErrorMsg: WideString;
    const aMsg: WideString;
    const aMediaFilename: WideString
); override;
```

Description

This is OnSocialPost, a member of class TGame.

1.1.6.3.41 **TGame.OnSpeechWord**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure OnSpeechWord(
    const aWord: WideString;
    const aText: WideString
); override;
```

Description

This is OnSpeechWord, a member of class TGame.

1.1.6.3.42 **TGame.OnStartup**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnStartup; override;
```

Description

This is OnStartup, a member of class TGame.

1.1.6.3.43 **TGame.OnStartupDialogMore**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnStartupDialogMore; override;
```

Description

This is OnStartupDialogMore, a member of class TGame.

1.1.6.3.44 **TGame.OnStartupDialogRun**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function OnStartupDialogRun: Boolean; override;
```

Description

This is OnStartupDialogRun, a member of class TGame.

1.1.6.3.45 **TGame.OnUpdate**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnUpdate(
    aDeltaTime: Double
); override;
```

Description

This is OnUpdate, a member of class TGame.

1.1.6.3.46 **TGame.OnVideoState**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure OnVideoState(
    aState: TVideoState;
    aFilename: WideString
); override;
```

Description

This is OnVideoState, a member of class TGame.

1.1.6.3.47 **TGame.ResetHudPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ResetHudPos;
```

Description

This is ResetHudPos, a member of class TGame.

1.1.6.3.48 **TGame.Scene**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Scene: IActorScene;
```

Description

This is Scene, a member of class TGame.

1.1.6.3.49 **TGame.SetHudLineSpace**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetHudLineSpace(
    aLineSpace: Integer
);
```

Description

This is SetHudLineSpace, a member of class TGame.

1.1.6.3.50 **TGame.SetHudPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetHudPos(
    aX: Integer;
    aY: Integer
);
```

Description

This is SetHudPos, a member of class TGame.

1.1.6.3.51 **TGame.SetHudTextItemPadWidth**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetHudTextItemPadWidth(
    aWidth: Integer
);
```

Description

This is SetHudTextItemPadWidth, a member of class TGame.

1.1.6.3.52 **TGame.SetTerminated**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetTerminated(
    aTerminate: Boolean
); override;
```

Description

This is SetTerminated, a member of class TGame.

1.1.6.3.53 **TGame.Sprite**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Sprite: ISprite;
```

Description

This is Sprite, a member of class TGame.

1.1.6.3.54 **TGame.StartupDialog**

File: TopazGameLib.pas (see page 348)

Delphi

```
function StartupDialog: IStartupDialog;
```

Description

This is StartupDialog, a member of class TGame.

1.1.7 **THighscore**

File: TopazGameLib.pas (see page 348)

Delphi

```
THighscore = record
  Name: WideString;
  Level: Integer;
  Score: Cardinal;
  Skill: Integer;
  Duration: Cardinal;
  Location: WideString;
end;
```

Description

This is class THighscore.

1.1.7.1 **THighscore Fields**

The fields of the THighscore class are listed here.

Fields

◆	Duration (see page 49)	This is Duration, a member of class THighscore.
◆	Level (see page 49)	This is Level, a member of class THighscore.
◆	Location (see page 49)	This is Location, a member of class THighscore.
◆	Name (see page 49)	This is Name, a member of class THighscore.
◆	Score (see page 49)	This is Score, a member of class THighscore.
◆	Skill (see page 50)	This is Skill, a member of class THighscore.

1.1.7.1.1 THighscore.Duration

File: TopazGameLib.pas (see page 348)

Delphi

```
Duration: Cardinal;
```

Description

This is Duration, a member of class THighscore.

1.1.7.1.2 THighscore.Level

File: TopazGameLib.pas (see page 348)

Delphi

```
Level: Integer;
```

Description

This is Level, a member of class THighscore.

1.1.7.1.3 THighscore.Location

File: TopazGameLib.pas (see page 348)

Delphi

```
Location: WideString;
```

Description

This is Location, a member of class THighscore.

1.1.7.1.4 THighscore.Name

File: TopazGameLib.pas (see page 348)

Delphi

```
Name: WideString;
```

Description

This is Name, a member of class THighscore.

1.1.7.1.5 THighscore.Score

File: TopazGameLib.pas (see page 348)

Delphi

```
Score: Cardinal;
```

Description

This is Score, a member of class THighscore.

1.1.7.1.6 **THighscore.Skill**

File: TopazGameLib.pas (see page 348)

Delphi

```
Skill: Integer;
```

Description

This is Skill, a member of class THighscore.

1.1.7.2 **THighscore Operators**

The operators of the THighscore class are listed here.

Operators

	Equal (see page 50)	This is Equal, a member of class THighscore.

1.1.7.2.1 **THighscore.Equal**

File: TopazGameLib.pas (see page 348)

Delphi

```
class operator Equal(
    a: THighscore;
    b: THighscore
);
```

Description

This is Equal, a member of class THighscore.

1.1.8 **TLuaValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
TLuaValue = record
  AsType: TLuaValueType;
  case Integer of
    0: (AsInteger: Integer;);
    1: (AsNumber: Double;);
    2: (AsString: PWideChar;);
    3: (AsTable: TLuaTable;);
    4: (AsPointer: Pointer;);
    5: (AsBoolean: Boolean;);
  end;
```

Description

This is class TLuaValue.

1.1.8.1 **TLuaValue Fields**

The fields of the TLuaValue class are listed here.

Fields

♦	AsBoolean (see page 51)	This is AsBoolean, a member of class TLuaValue.
♦	AsInteger (see page 51)	This is AsInteger, a member of class TLuaValue.
♦	AsNumber (see page 51)	This is AsNumber, a member of class TLuaValue.
♦	AsPointer (see page 51)	This is AsPointer, a member of class TLuaValue.
♦	AsString (see page 52)	This is AsString, a member of class TLuaValue.
♦	AsTable (see page 52)	This is AsTable, a member of class TLuaValue.
♦	AsType (see page 52)	This is AsType, a member of class TLuaValue.

1.1.8.1.1 **TLuaValue.AsBoolean**

File: TopazGameLib.pas (see page 348)

Delphi

```
AsBoolean: Boolean;
```

Description

This is AsBoolean, a member of class TLuaValue.

1.1.8.1.2 **TLuaValue.AsInteger**

File: TopazGameLib.pas (see page 348)

Delphi

```
AsInteger: Integer;
```

Description

This is AsInteger, a member of class TLuaValue.

1.1.8.1.3 **TLuaValue.AsNumber**

File: TopazGameLib.pas (see page 348)

Delphi

```
AsNumber: Double;
```

Description

This is AsNumber, a member of class TLuaValue.

1.1.8.1.4 **TLuaValue.AsPointer**

File: TopazGameLib.pas (see page 348)

Delphi

```
AsPointer: Pointer;
```

Description

This is AsPointer, a member of class TLuaValue.

1.1.8.1.5 **TLuaValue.AsString**

File: TopazGameLib.pas (see page 348)

Delphi

```
AsString: PWideChar;
```

Description

This is AsString, a member of class TLuaValue.

1.1.8.1.6 **TLuaValue.AsTable**

File: TopazGameLib.pas (see page 348)

Delphi

```
AsTable: TLuaTable;
```

Description

This is AsTable, a member of class TLuaValue.

1.1.8.1.7 **TLuaValue.AsType**

File: TopazGameLib.pas (see page 348)

Delphi

```
AsType: TLuaValueType;
```

Description

This is AsType, a member of class TLuaValue.

1.1.8.2 **TLuaValue Operators**

The operators of the TLuaValue class are listed here.

Operators

	Implicit (see page 52)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 53)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 53)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 53)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 53)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 53)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 54)	This is Implicit, a member of class TLuaValue.

1.1.8.2.1 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 348)

Delphi

```
class operator Implicit(
    aValue: Boolean
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.8.2.2 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 348)

Delphi

```
class operator Implicit(
    aValue: Double
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.8.2.3 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 348)

Delphi

```
class operator Implicit(
    const aValue: Integer
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.8.2.4 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 348)

Delphi

```
class operator Implicit(
    aValue: PChar
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.8.2.5 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 348)

Delphi

```
class operator Implicit(
    aValue: Pointer
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.8.2.6 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 348)

Delphi

```
class operator Implicit(
    aValue: TLuaTable
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.8.2.7 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
class operator Implicit(
    aValue: TLuaValue
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.9 **TRectangle**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
TRectangle = record
  Height: Single;
  Width: Single;
  X: Single;
  Y: Single;
end;
```

Description

This is class TRectangle.

1.1.9.1 **TRectangle Fields**

The fields of the TRectangle class are listed here.

Fields

◆	Height (see page 54)	This is Height, a member of class TRectangle.
◆	Width (see page 54)	This is Width, a member of class TRectangle.
◆	X (see page 55)	This is X, a member of class TRectangle.
◆	Y (see page 55)	This is Y, a member of class TRectangle.

1.1.9.1.1 **TRectangle.Height**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
Height: Single;
```

Description

This is Height, a member of class TRectangle.

1.1.9.1.2 **TRectangle.Width**

File: TopazGameLib.pas (see page 348)

Delphi

```
Width: Single;
```

Description

This is Width, a member of class TRectangle.

1.1.9.1.3 **TRectangle.X**

File: TopazGameLib.pas (see page 348)

Delphi

```
X: Single;
```

Description

This is X, a member of class TRectangle.

1.1.9.1.4 **TRectangle.Y**

File: TopazGameLib.pas (see page 348)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TRectangle.

1.1.9.2 **TRectangle Methods**

The methods of the TRectangle class are listed here.

Methods

⇒●	Assign (see page 55)	This is Assign, a member of class TRectangle.
⇒●	Assign (see page 55)	This is Assign, a member of class TRectangle.
⇒●	Clear (see page 56)	This is Clear, a member of class TRectangle.
⇒●	Create (see page 56)	This is Create, a member of class TRectangle.
⇒●	Intersect (see page 56)	This is Intersect, a member of class TRectangle.

1.1.9.2.1 **TRectangle.Assign**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Assign(
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single
); overload;
```

Description

This is Assign, a member of class TRectangle.

1.1.9.2.2 **TRectangle.Assign**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Assign(
    aRectangle: TRectangle
); overload;
```

Description

This is Assign, a member of class TRectangle.

1.1.9.2.3 **TRectangle.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TRectangle.

1.1.9.2.4 **TRectangle.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create(
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single
);
```

Description

This is Create, a member of class TRectangle.

1.1.9.2.5 **TRectangle.Intersect**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Intersect(
    aRect: TRectangle
): Boolean;
```

Description

This is Intersect, a member of class TRectangle.

1.1.10 **TVector**

File: TopazGameLib.pas (see page 348)

Delphi

```
TVector = record
  W: Single;
  X: Single;
  Y: Single;
  Z: Single;
end;
```

Description

This is class TVector.

1.1.10.1 TVector Fields

The fields of the TVector class are listed here.

Fields

♦	W (see page 57)	This is W, a member of class TVector.
♦	X (see page 57)	This is X, a member of class TVector.
♦	Y (see page 57)	This is Y, a member of class TVector.
♦	Z (see page 57)	This is Z, a member of class TVector.

1.1.10.1.1 TVector.W

File: TopazGameLib.pas (see page 348)

Delphi

```
W: Single;
```

Description

This is W, a member of class TVector.

1.1.10.1.2 TVector.X

File: TopazGameLib.pas (see page 348)

Delphi

```
X: Single;
```

Description

This is X, a member of class TVector.

1.1.10.1.3 TVector.Y

File: TopazGameLib.pas (see page 348)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TVector.

1.1.10.1.4 TVector.Z

File: TopazGameLib.pas (see page 348)

Delphi

```
Z: Single;
```

Description

This is Z, a member of class TVector.

1.1.10.2 **TVector Methods**

The methods of the TVector class are listed here.

Methods

⇒◆	Add (see page 58)	This is Add, a member of class TVector.
⇒◆	Angle (see page 58)	This is Angle, a member of class TVector.
⇒◆	Assign (see page 59)	This is Assign, a member of class TVector.
⇒◆	Assign (see page 59)	This is Assign, a member of class TVector.
⇒◆	Assign (see page 59)	This is Assign, a member of class TVector.
⇒◆	Assign (see page 59)	This is Assign, a member of class TVector.
⇒◆	Clear (see page 60)	This is Clear, a member of class TVector.
⇒◆	Create (see page 60)	This is Create, a member of class TVector.
⇒◆	Create (see page 60)	This is Create, a member of class TVector.
⇒◆	Create (see page 60)	This is Create, a member of class TVector.
⇒◆	Distance (see page 60)	This is Distance, a member of class TVector.
⇒◆	Divide (see page 61)	This is Divide, a member of class TVector.
⇒◆	DivideBy (see page 61)	This is DivideBy, a member of class TVector.
⇒◆	DotProduct (see page 61)	This is DotProduct, a member of class TVector.
⇒◆	Magnitude (see page 61)	This is Magnitude, a member of class TVector.
⇒◆	MagnitudeSquared (see page 61)	This is MagnitudeSquared, a member of class TVector.
⇒◆	MagnitudeTruncate (see page 62)	This is MagnitudeTruncate, a member of class TVector.
⇒◆	Multiply (see page 62)	This is Multiply, a member of class TVector.
⇒◆	Negate (see page 62)	This is Negate, a member of class TVector.
⇒◆	Normalize (see page 62)	This is Normalize, a member of class TVector.
⇒◆	Project (see page 62)	This is Project, a member of class TVector.
⇒◆	Scale (see page 63)	This is Scale, a member of class TVector.
⇒◆	Subtract (see page 63)	This is Subtract, a member of class TVector.
⇒◆	Thrust (see page 63)	This is Thrust, a member of class TVector.

1.1.10.2.1 **TVector.Add**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Add(
    aVector: TVector
);
```

Description

This is Add, a member of class TVector.

1.1.10.2.2 **TVector.Angle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Angle(
    aVector: TVector
): Single;
```

Description

This is Angle, a member of class TVector.

1.1.10.2.3 **TVector.Assign**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Assign(
    aX: Single;
    aY: Single
); overload;
```

Description

This is Assign, a member of class TVector.

1.1.10.2.4 **TVector.Assign**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Assign(
    aX: Single;
    aY: Single;
    aZ: Single
); overload;
```

Description

This is Assign, a member of class TVector.

1.1.10.2.5 **TVector.Assign**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Assign(
    aX: Single;
    aY: Single;
    aZ: Single;
    aW: Single
); overload;
```

Description

This is Assign, a member of class TVector.

1.1.10.2.6 **TVector.Assign**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Assign(
    aVector: TVector
); overload;
```

Description

This is Assign, a member of class TVector.

1.1.10.2.7 **TVector.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TVector.

1.1.10.2.8 **TVector.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create(
    aX: Single;
    aY: Single
); overload;
```

Description

This is Create, a member of class TVector.

1.1.10.2.9 **TVector.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create(
    aX: Single;
    aY: Single;
    aZ: Single
); overload;
```

Description

This is Create, a member of class TVector.

1.1.10.2.10 **TVector.Create**

File: TopazGameLib.pas (see page 348)

Delphi

```
constructor Create(
    aX: Single;
    aY: Single;
    aZ: Single;
    aW: Single
); overload;
```

Description

This is Create, a member of class TVector.

1.1.10.2.11 **TVector.Distance**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Distance(
```

```
    aVector: TVector
): Single;
```

Description

This is Distance, a member of class TVector.

1.1.10.2.12 TVector.Divide

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Divide(
    aVector: TVector
);
```

Description

This is Divide, a member of class TVector.

1.1.10.2.13 TVector.DivideBy

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DivideBy(
    aValue: Single
);
```

Description

This is DivideBy, a member of class TVector.

1.1.10.2.14 TVector.DotProduct

File: TopazGameLib.pas (see page 348)

Delphi

```
function DotProduct(
    aVector: TVector
): Single;
```

Description

This is DotProduct, a member of class TVector.

1.1.10.2.15 TVector.Magnitude

File: TopazGameLib.pas (see page 348)

Delphi

```
function Magnitude: Single;
```

Description

This is Magnitude, a member of class TVector.

1.1.10.2.16 TVector.MagnitudeSquared

File: TopazGameLib.pas (see page 348)

Delphi

```
function MagnitudeSquared: Single;
```

Description

This is MagnitudeSquared, a member of class TVector.

1.1.10.2.17 **TVector.MagnitudeTruncate**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function MagnitudeTruncate(
    aMaxMagitude: Single
): TVector;
```

Description

This is MagnitudeTruncate, a member of class TVector.

1.1.10.2.18 **TVector.Multiply**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Multiply(
    aVector: TVector
);
```

Description

This is Multiply, a member of class TVector.

1.1.10.2.19 **TVector.Negate**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Negate;
```

Description

This is Negate, a member of class TVector.

1.1.10.2.20 **TVector.Normalize**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Normalize;
```

Description

This is Normalize, a member of class TVector.

1.1.10.2.21 **TVector.Project**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Project(
    aVector: TVector
): TVector;
```

Description

This is Project, a member of class TVector.

1.1.10.2.22 **TVector.Scale**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Scale(
    aValue: Single
);
```

Description

This is Scale, a member of class TVector.

1.1.10.2.23 **TVector.Subtract**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Subtract(
    aVector: TVector
);
```

Description

This is Subtract, a member of class TVector.

1.1.10.2.24 **TVector.Thrust**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Thrust(
    aAngle: Single;
    aSpeed: Single
);
```

Description

This is Thrust, a member of class TVector.

1.2 Interfaces

The following table lists interfaces in this documentation.

Interfaces

	IActorList (see page 64)	This is class IActorList.
	IActorScene (see page 67)	This is class IActorScene.
	IArchive (see page 70)	This is class IArchive.
	IAsync (see page 73)	This is class IAsync.
	IAudio (see page 74)	This is class IAudio.
	IBaseInterface (see page 85)	This is class IBaseInterface.
	IBuffer (see page 85)	This is class IBuffer.

⊸	ICamera (see page 89)	This is class ICamera.
⊸	ICmdConsole (see page 92)	This is class ICmdConsole.
⊸	ICmdLine (see page 96)	This is class ICmdLine.
⊸	IColor (see page 98)	This is class IColor.
⊸	IConfigFile (see page 100)	This is class IConfigFile.
⊸	IConsole (see page 105)	This is class IConsole.
⊸	IDatabase (see page 107)	This is class IDatabase.
⊸	IDialogs (see page 114)	This is class IDialogs.
⊸	IEntity (see page 115)	This is class IEntity.
⊸	IFont (see page 127)	This is class IFont.
⊸	IGUI (see page 130)	This is class IGUI.
⊸	IHighscores (see page 137)	This is class IHighscores.
⊸	IInAppPurchase (see page 140)	This is class IInAppPurchase.
⊸	IInput (see page 142)	This is class IInput.
⊸	IInputMap (see page 146)	This is class IInputMap.
⊸	ILog (see page 148)	This is class ILog.
⊸	ILua (see page 150)	This is class ILua.
⊸	ILuaContext (see page 156)	This is class ILuaContext.
⊸	IMail (see page 159)	This is class IMail.
⊸	IMath (see page 160)	This is class IMath.
⊸	IPolygon (see page 168)	This is class IPolygon.
⊸	IRenderTarget (see page 171)	This is class IRenderTarget.
⊸	IScreenshake (see page 174)	This is class IScreenshake.
⊸	IScreenshot (see page 176)	This is class IScreenshot.
⊸	IShader (see page 177)	This is class IShader.
⊸	ISocial (see page 180)	This is class ISocial.
⊸	ISpeech (see page 182)	This is class ISpeech.
⊸	ISplashscreen (see page 185)	This is class ISplashscreen.
⊸	ISprite (see page 188)	This is class ISprite.
⊸	IStarfield (see page 193)	This is class IStarfield.
⊸	IStartupDialog (see page 195)	This is class IStartupDialog.
⊸	ITexture (see page 199)	This is class ITexture.
⊸	ITimer (see page 202)	This is class ITimer.
⊸	ITopaz (see page 205)	This is class ITopaz.
⊸	ITreeMenu (see page 211)	This is class ITreeMenu.
⊸	IUserPath (see page 214)	This is class IUserPath.
⊸	IUtil (see page 217)	This is class IUtil.
⊸	IVideo (see page 222)	This is class IVideo.
⊸	IVirtualFile (see page 225)	This is class IVirtualFile.
⊸	IWindow (see page 227)	This is class IWindow.

1.2.1 IActorList

Class Hierarchy

```
IBaseInterface ──► IActorList
```
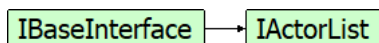
File: TopazGameLib.pas (see page 348)

Delphi

```
IActorList = interface(IBaseInterface);
```

Description

This is class IActorList.

1.2.1.1 **IActorList Methods**

The methods of the IActorList class are listed here.

Methods

⇒♦	Add (see page 65)	This is Add, a member of class IActorList.
⇒♦	CheckCollision (see page 65)	This is CheckCollision, a member of class IActorList.
⇒♦	Clean (see page 65)	This is Clean, a member of class IActorList.
⇒♦	Clear (see page 66)	This is Clear, a member of class IActorList.
⇒♦	ForEach (see page 66)	This is ForEach, a member of class IActorList.
⇒♦	GetCount (see page 66)	This is GetCount, a member of class IActorList.
⇒♦	Remove (see page 66)	This is Remove, a member of class IActorList.
⇒♦	Render (see page 66)	This is Render, a member of class IActorList.
⇒♦	SendMessage (see page 67)	This is SendMessage, a member of class IActorList.
⇒♦	Update (see page 67)	This is Update, a member of class IActorList.

1.2.1.1.1 **IActorList.Add**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Add(
    aActor: TActor
);
```

Description

This is Add, a member of class IActorList.

1.2.1.1.2 **IActorList.CheckCollision**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure CheckCollision(
    aAttrs: TActorAttributeSet;
    aActor: TActor
);
```

Description

This is CheckCollision, a member of class IActorList.

1.2.1.1.3 **IActorList.Clean**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clean;
```

Description

This is Clean, a member of class IActorList.

1.2.1.1.4 IActorList.Clear

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Clear(
    aAttrs: TActorAttributeSet
);
```

Description

This is Clear, a member of class IActorList.

1.2.1.1.5 IActorList.ForEach

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure ForEach(
    aSender: TActor;
    aAttrs: TActorAttributeSet;
    aEventId: Integer;
    var aDone: Boolean
);
```

Description

This is ForEach, a member of class IActorList.

1.2.1.1.6 IActorList.GetCount

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetCount: Integer;
```

Description

This is GetCount, a member of class IActorList.

1.2.1.1.7 IActorList.Remove

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Remove(
    aActor: TActor;
    aDispose: Boolean
);
```

Description

This is Remove, a member of class IActorList.

1.2.1.1.8 IActorList.Render

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Render(
    aAttrs: TActorAttributeSet
);
```

Description

This is Render, a member of class IActorList.

1.2.1.1.9 **IActorList.SendMessage**

File: TopazGameLib.pas (see page 348)

Delphi

```
function SendMessage(
    aAttrs: TActorAttributeSet;
    aMsg: PActorMessage;
    aBroadcast: Boolean
): TActor;
```

Description

This is SendMessage, a member of class IActorList.

1.2.1.1.10 **IActorList.Update**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Update(
    aAttrs: TActorAttributeSet;
    aDeltaTime: Double
);
```

Description

This is Update, a member of class IActorList.

1.2.2 **IActorScene**

Class Hierarchy
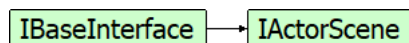
File: TopazGameLib.pas (see page 348)

Delphi

```
IActorScene = interface(IBaseInterface);
```

Description

This is class IActorScene.

1.2.2.1 **IActorScene Methods**

The methods of the IActorScene class are listed here.

Methods

⇒◆	Alloc (see page 68)	This is Alloc, a member of class IActorScene.
⇒◆	Clean (see page 68)	This is Clean, a member of class IActorScene.
⇒◆	Clear (see page 68)	This is Clear, a member of class IActorScene.
⇒◆	ClearAll (see page 68)	This is ClearAll, a member of class IActorScene.
⇒◆	Dealloc (see page 69)	This is Dealloc, a member of class IActorScene.
⇒◆	GetCount (see page 69)	This is GetCount, a member of class IActorScene.
⇒◆	GetList (see page 69)	This is GetList, a member of class IActorScene.
⇒◆	Render (see page 69)	This is Render, a member of class IActorScene.
⇒◆	SendMessage (see page 69)	This is SendMessage, a member of class IActorScene.
⇒◆	Update (see page 70)	This is Update, a member of class IActorScene.

1.2.2.1.1 **IActorScene.Alloc**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Alloc(
    aNum: Integer
);
```

Description

This is Alloc, a member of class IActorScene.

1.2.2.1.2 **IActorScene.Clean**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clean(
    aIndex: Integer
);
```

Description

This is Clean, a member of class IActorScene.

1.2.2.1.3 **IActorScene.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear(
    aIndex: Integer;
    aAttrs: TActorAttributeSet
);
```

Description

This is Clear, a member of class IActorScene.

1.2.2.1.4 **IActorScene.ClearAll**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ClearAll;
```

Description

This is ClearAll, a member of class IActorScene.

1.2.2.1.5 **IActorScene.Dealloc**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Dealloc;
```

Description

This is Dealloc, a member of class IActorScene.

1.2.2.1.6 **IActorScene.GetCount**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetCount: Integer;
```

Description

This is GetCount, a member of class IActorScene.

1.2.2.1.7 **IActorScene.GetList**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetList(
    aIndex: Integer
): IActorList;
```

Description

This is GetList, a member of class IActorScene.

1.2.2.1.8 **IActorScene.Render**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Render(
    aAttrs: TActorAttributeSet;
    aBefore: TActorSceneEvent;
    aAfter: TActorSceneEvent
);
```

Description

This is Render, a member of class IActorScene.

1.2.2.1.9 **IActorScene.SendMessage**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function SendMessage(
    aAttrs: TActorAttributeSet;
    aMsg: PActorMessage;
```

```
    aBroadcast: Boolean
): TActor;
```

Description

This is SendMessage, a member of class IActorScene.

1.2.2.1.10 **IActorScene.Update**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Update(
    aAttrs: TActorAttributeSet;
    aDeltaTime: Double
);
```

Description

This is Update, a member of class IActorScene.

1.2.3 **IArchive**

Class Hierarchy
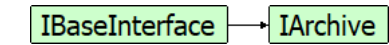
File: TopazGameLib.pas (see page 348)

Delphi

```
IArchive = interface(IBaseInterface);
```

Description

This is class IArchive.

1.2.3.1 **IArchive Methods**

The methods of the IArchive class are listed here.

Methods

	Build (see page 70)	This is Build, a member of class IArchive.
	Close (see page 71)	This is Close, a member of class IArchive.
	ExtractFile (see page 71)	This is ExtractFile, a member of class IArchive.
	ExtractFiles (see page 71)	This is ExtractFiles, a member of class IArchive.
	ExtractFileToBuffer (see page 71)	This is ExtractFileToBuffer, a member of class IArchive.
	FileExist (see page 72)	This is FileExist, a member of class IArchive.
	IsValid (see page 72)	This is IsValid, a member of class IArchive.
	Open (see page 72)	This is Open, a member of class IArchive.
	Open (see page 72)	This is Open, a member of class IArchive.
	Opened (see page 72)	This is Opened, a member of class IArchive.

1.2.3.1.1 **IArchive.Build**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Build(
    const aArchiveFilename: WideString;
    const aDirectoryName: WideString
): Boolean;
```

Description

This is Build, a member of class IArchive.

1.2.3.1.2 **IArchive.Close**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Close: Boolean;
```

Description

This is Close, a member of class IArchive.

1.2.3.1.3 **IArchive.ExtractFile**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function ExtractFile(
    const aFilename: WideString
): IVirtualFile;
```

Description

This is ExtractFile, a member of class IArchive.

1.2.3.1.4 **IArchive.ExtractFiles**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure ExtractFiles(
    const aPath: WideString;
    const aBasePath: WideString
);
```

Description

This is ExtractFiles, a member of class IArchive.

1.2.3.1.5 **IArchive.ExtractFileToBuffer**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function ExtractFileToBuffer(
    const aFilename: WideString
): IBuffer;
```

Description

This is ExtractFileToBuffer, a member of class IArchive.

1.2.3.1.6 IArchive.FileExist

File: TopazGameLib.pas (see page 348)

Delphi

```
function FileExist(
    const aFilename: WideString;
    var aFullPath: WideString;
    var aUncompressedSize: Int64
): Boolean;
```

Description

This is FileExist, a member of class IArchive.

1.2.3.1.7 IArchive.IsValid

File: TopazGameLib.pas (see page 348)

Delphi

```
function IsValid: Boolean;
```

Description

This is IsValid, a member of class IArchive.

1.2.3.1.8 IArchive.Open

File: TopazGameLib.pas (see page 348)

Delphi

```
function Open(
    aInstance: THandle;
    const aResName: WideString
): Boolean; overload;
```

Description

This is Open, a member of class IArchive.

1.2.3.1.9 IArchive.Open

File: TopazGameLib.pas (see page 348)

Delphi

```
function Open(
    const aFilename: WideString
): Boolean; overload;
```

Description

This is Open, a member of class IArchive.

1.2.3.1.10 IArchive.Opened

File: TopazGameLib.pas (see page 348)

Delphi

```
function Opened: Boolean;
```

Description

This is Opened, a member of class IArchive.

1.2.4 **IAsync**

Class Hierarchy

IBaseInterface ⟶ IAsync
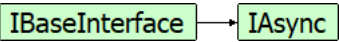
File: TopazGameLib.pas (see page 348)

Delphi

```
IAsync = interface(IBaseInterface);
```

Description

This is class IAsync.

1.2.4.1 **IAsync Methods**

The methods of the IAsync class are listed here.

Methods

⇒●	Busy (see page 73)	This is Busy, a member of class IAsync.
⇒●	Enter (see page 73)	This is Enter, a member of class IAsync.
⇒●	Leave (see page 73)	This is Leave, a member of class IAsync.
⇒●	Process (see page 74)	This is Process, a member of class IAsync.
⇒●	Run (see page 74)	This is Run, a member of class IAsync.

1.2.4.1.1 **IAsync.Busy**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Busy(
    const aName: string
): Boolean;
```

Description

This is Busy, a member of class IAsync.

1.2.4.1.2 **IAsync.Enter**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Enter;
```

Description

This is Enter, a member of class IAsync.

1.2.4.1.3 **IAsync.Leave**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Leave;
```

Description

This is Leave, a member of class IAsync.

1.2.4.1.4 IAsync.Process

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Process;
```

Description

This is Process, a member of class IAsync.

1.2.4.1.5 IAsync.Run

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Run(
    const aName: string;
    aTask: TAsyncProc;
    aWait: TAsyncProc
);
```

Description

This is Run, a member of class IAsync.

1.2.5 IAudio

Class Hierarchy
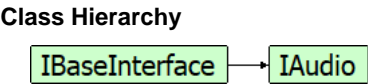
File: TopazGameLib.pas (see page 348)

Delphi

```
IAudio = interface(IBaseInterface);
```

Description

This is class IAudio.

1.2.5.1 IAudio Methods

The methods of the IAudio class are listed here.

Methods

⇒	Close (see page 76)	This is Close, a member of class IAudio.
⇒	GetChannelAttenuation (see page 76)	This is GetChannelAttenuation, a member of class IAudio.
⇒	GetChannelLoop (see page 76)	This is GetChannelLoop, a member of class IAudio.
⇒	GetChannelMinDistance (see page 76)	This is GetChannelMinDistance, a member of class IAudio.
⇒	GetChannelPitch (see page 76)	This is GetChannelPitch, a member of class IAudio.

⇛◈	GetChannelPosition (see page 77)	This is GetChannelPosition, a member of class IAudio.
⇛◈	GetChannelRelativeToListener (see page 77)	This is GetChannelRelativeToListener, a member of class IAudio.
⇛◈	GetChannelReserved (see page 77)	This is GetChannelReserved, a member of class IAudio.
⇛◈	GetChannelStatus (see page 77)	This is GetChannelStatus, a member of class IAudio.
⇛◈	GetChannelVolume (see page 77)	This is GetChannelVolume, a member of class IAudio.
⇛◈	GetListenerGlobalVolume (see page 78)	This is GetListenerGlobalVolume, a member of class IAudio.
⇛◈	GetListenerPosition (see page 78)	This is GetListenerPosition, a member of class IAudio.
⇛◈	GetMusicLoop (see page 78)	This is GetMusicLoop, a member of class IAudio.
⇛◈	GetMusicStatus (see page 78)	This is GetMusicStatus, a member of class IAudio.
⇛◈	GetMusicVolume (see page 78)	This is GetMusicVolume, a member of class IAudio.
⇛◈	LoadMusic (see page 79)	This is LoadMusic, a member of class IAudio.
⇛◈	LoadSound (see page 79)	This is LoadSound, a member of class IAudio.
⇛◈	Open (see page 79)	This is Open, a member of class IAudio.
⇛◈	Pause (see page 79)	This is Pause, a member of class IAudio.
⇛◈	PauseAllMusic (see page 79)	This is PauseAllMusic, a member of class IAudio.
⇛◈	PauseChannel (see page 80)	This is PauseChannel, a member of class IAudio.
⇛◈	PauseMusic (see page 80)	This is PauseMusic, a member of class IAudio.
⇛◈	PlayMusic (see page 80)	This is PlayMusic, a member of class IAudio.
⇛◈	PlayMusic (see page 80)	This is PlayMusic, a member of class IAudio.
⇛◈	PlaySound (see page 81)	This is PlaySound, a member of class IAudio.
⇛◈	Reset (see page 81)	This is Reset, a member of class IAudio.
⇛◈	SetChannelAttenuation (see page 81)	This is SetChannelAttenuation, a member of class IAudio.
⇛◈	SetChannelLoop (see page 81)	This is SetChannelLoop, a member of class IAudio.
⇛◈	SetChannelMinDistance (see page 81)	This is SetChannelMinDistance, a member of class IAudio.
⇛◈	SetChannelPitch (see page 82)	This is SetChannelPitch, a member of class IAudio.
⇛◈	SetChannelPosition (see page 82)	This is SetChannelPosition, a member of class IAudio.
⇛◈	SetChannelRelativeToListener (see page 82)	This is SetChannelRelativeToListener, a member of class IAudio.
⇛◈	SetChannelReserved (see page 82)	This is SetChannelReserved, a member of class IAudio.
⇛◈	SetChannelVolume (see page 83)	This is SetChannelVolume, a member of class IAudio.
⇛◈	SetListenerGlobalVolume (see page 83)	This is SetListenerGlobalVolume, a member of class IAudio.
⇛◈	SetListenerPosition (see page 83)	This is SetListenerPosition, a member of class IAudio.
⇛◈	SetMusicLoop (see page 83)	This is SetMusicLoop, a member of class IAudio.
⇛◈	SetMusicOffset (see page 83)	This is SetMusicOffset, a member of class IAudio.
⇛◈	SetMusicVolume (see page 84)	This is SetMusicVolume, a member of class IAudio.
⇛◈	StopAllChannels (see page 84)	This is StopAllChannels, a member of class IAudio.
⇛◈	StopChannel (see page 84)	This is StopChannel, a member of class IAudio.
⇛◈	StopMusic (see page 84)	This is StopMusic, a member of class IAudio.
⇛◈	UnloadAllMusic (see page 85)	This is UnloadAllMusic, a member of class IAudio.
⇛◈	UnloadMusic (see page 85)	This is UnloadMusic, a member of class IAudio.
⇛◈	UnloadSound (see page 85)	This is UnloadSound, a member of class IAudio.

1.2.5.1.1 **IAudio.Close**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IAudio.

1.2.5.1.2 **IAudio.GetChannelAttenuation**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetChannelAttenuation(
    aChannel: Integer
): Single;
```

Description

This is GetChannelAttenuation, a member of class IAudio.

1.2.5.1.3 **IAudio.GetChannelLoop**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetChannelLoop(
    aChannel: Integer
): Boolean;
```

Description

This is GetChannelLoop, a member of class IAudio.

1.2.5.1.4 **IAudio.GetChannelMinDistance**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetChannelMinDistance(
    aChannel: Integer
): Single;
```

Description

This is GetChannelMinDistance, a member of class IAudio.

1.2.5.1.5 **IAudio.GetChannelPitch**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetChannelPitch(
    aChannel: Integer
): Single;
```

Description

This is GetChannelPitch, a member of class IAudio.

1.2.5.1.6 **IAudio.GetChannelPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure GetChannelPosition(
    aChannel: Integer;
    var aX: Single;
    var aY: Single
);
```

Description

This is GetChannelPosition, a member of class IAudio.

1.2.5.1.7 **IAudio.GetChannelRelativeToListener**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetChannelRelativeToListener(
    aChannel: Integer
): Boolean;
```

Description

This is GetChannelRelativeToListener, a member of class IAudio.

1.2.5.1.8 **IAudio.GetChannelReserved**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetChannelReserved(
    aChannel: Integer
): Boolean;
```

Description

This is GetChannelReserved, a member of class IAudio.

1.2.5.1.9 **IAudio.GetChannelStatus**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetChannelStatus(
    aChannel: Integer
): TAudioStatus;
```

Description

This is GetChannelStatus, a member of class IAudio.

1.2.5.1.10 **IAudio.GetChannelVolume**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetChannelVolume(
    aChannel: Integer
): Single;
```

Description

This is GetChannelVolume, a member of class IAudio.

1.2.5.1.11 **IAudio.GetListenerGlobalVolume**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetListenerGlobalVolume: Single;
```

Description

This is GetListenerGlobalVolume, a member of class IAudio.

1.2.5.1.12 **IAudio.GetListenerPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetListenerPosition(
    var aX: Single;
    var aY: Single
);
```

Description

This is GetListenerPosition, a member of class IAudio.

1.2.5.1.13 **IAudio.GetMusicLoop**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetMusicLoop(
    aMusic: Integer
): Boolean;
```

Description

This is GetMusicLoop, a member of class IAudio.

1.2.5.1.14 **IAudio.GetMusicStatus**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetMusicStatus(
    aMusic: Integer
): TAudioStatus;
```

Description

This is GetMusicStatus, a member of class IAudio.

1.2.5.1.15 **IAudio.GetMusicVolume**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetMusicVolume(
    aMusic: Integer
```

```
): Single;
```

Description

This is GetMusicVolume, a member of class IAudio.

1.2.5.1.16 **IAudio.LoadMusic**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadMusic(
    aArchive: IArchive;
    const aFilename: WideString
): Integer;
```

Description

This is LoadMusic, a member of class IAudio.

1.2.5.1.17 **IAudio.LoadSound**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadSound(
    aArchive: IArchive;
    const aFilename: WideString
): Integer;
```

Description

This is LoadSound, a member of class IAudio.

1.2.5.1.18 **IAudio.Open**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class IAudio.

1.2.5.1.19 **IAudio.Pause**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Pause(
    aPause: Boolean
);
```

Description

This is Pause, a member of class IAudio.

1.2.5.1.20 **IAudio.PauseAllMusic**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PauseAllMusic(
    aPause: Boolean
);
```

Description

This is PauseAllMusic, a member of class IAudio.

1.2.5.1.21 **IAudio.PauseChannel**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PauseChannel(
    aChannel: Integer;
    aPause: Boolean
);
```

Description

This is PauseChannel, a member of class IAudio.

1.2.5.1.22 **IAudio.PauseMusic**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PauseMusic(
    aMusic: Integer
);
```

Description

This is PauseMusic, a member of class IAudio.

1.2.5.1.23 **IAudio.PlayMusic**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PlayMusic(
    aArchive: IArchive;
    const aFilename: WideString;
    aVolume: Single;
    aLoop: Boolean;
    var aMusic: Integer
); overload;
```

Description

This is PlayMusic, a member of class IAudio.

1.2.5.1.24 **IAudio.PlayMusic**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PlayMusic(
    aMusic: Integer;
    aVolume: Single;
    aLoop: Boolean
); overload;
```

Description

This is PlayMusic, a member of class IAudio.

1.2.5.1.25 **IAudio.PlaySound**

File: TopazGameLib.pas (see page 348)

Delphi

```
function PlaySound(
    aChannel: Integer;
    aSound: Integer;
    aVolume: Single;
    aLoop: Boolean
): Integer;
```

Description

This is PlaySound, a member of class IAudio.

1.2.5.1.26 **IAudio.Reset**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class IAudio.

1.2.5.1.27 **IAudio.SetChannelAttenuation**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetChannelAttenuation(
    aChannel: Integer;
    aAttenuation: Single
);
```

Description

This is SetChannelAttenuation, a member of class IAudio.

1.2.5.1.28 **IAudio.SetChannelLoop**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetChannelLoop(
    aChannel: Integer;
    aLoop: Boolean
);
```

Description

This is SetChannelLoop, a member of class IAudio.

1.2.5.1.29 **IAudio.SetChannelMinDistance**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetChannelMinDistance(
    aChannel: Integer;
    aDistance: Single
);
```

Description

This is SetChannelMinDistance, a member of class IAudio.

1.2.5.1.30 IAudio.SetChannelPitch

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetChannelPitch(
    aChannel: Integer;
    aPitch: Single
);
```

Description

This is SetChannelPitch, a member of class IAudio.

1.2.5.1.31 IAudio.SetChannelPosition

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetChannelPosition(
    aChannel: Integer;
    aX: Single;
    aY: Single
);
```

Description

This is SetChannelPosition, a member of class IAudio.

1.2.5.1.32 IAudio.SetChannelRelativeToListener

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetChannelRelativeToListener(
    aChannel: Integer;
    aRelative: Boolean
);
```

Description

This is SetChannelRelativeToListener, a member of class IAudio.

1.2.5.1.33 IAudio.SetChannelReserved

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetChannelReserved(
    aChannel: Integer;
    aReserve: Boolean
);
```

Description

This is SetChannelReserved, a member of class IAudio.

1.2.5.1.34 **IAudio.SetChannelVolume**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetChannelVolume(
    aChannel: Integer;
    aVolume: Single
);
```

Description

This is SetChannelVolume, a member of class IAudio.

1.2.5.1.35 **IAudio.SetListenerGlobalVolume**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetListenerGlobalVolume(
    aVolume: Single
);
```

Description

This is SetListenerGlobalVolume, a member of class IAudio.

1.2.5.1.36 **IAudio.SetListenerPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetListenerPosition(
    aX: Single;
    aY: Single
);
```

Description

This is SetListenerPosition, a member of class IAudio.

1.2.5.1.37 **IAudio.SetMusicLoop**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetMusicLoop(
    aMusic: Integer;
    aLoop: Boolean
);
```

Description

This is SetMusicLoop, a member of class IAudio.

1.2.5.1.38 **IAudio.SetMusicOffset**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetMusicOffset(
    aMusic: Integer;
    aSeconds: Single
);
```

Description

This is SetMusicOffset, a member of class IAudio.

1.2.5.1.39 IAudio.SetMusicVolume

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetMusicVolume(
    aMusic: Integer;
    aVolume: Single
);
```

Description

This is SetMusicVolume, a member of class IAudio.

1.2.5.1.40 IAudio.StopAllChannels

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure StopAllChannels;
```

Description

This is StopAllChannels, a member of class IAudio.

1.2.5.1.41 IAudio.StopChannel

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure StopChannel(
    aChannel: Integer
);
```

Description

This is StopChannel, a member of class IAudio.

1.2.5.1.42 IAudio.StopMusic

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure StopMusic(
    aMusic: Integer
);
```

Description

This is StopMusic, a member of class IAudio.

1.2.5.1.43 **IAudio.UnloadAllMusic**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure UnloadAllMusic;
```

Description

This is UnloadAllMusic, a member of class IAudio.

1.2.5.1.44 **IAudio.UnloadMusic**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure UnloadMusic(
    var aMusic: Integer
);
```

Description

This is UnloadMusic, a member of class IAudio.

1.2.5.1.45 **IAudio.UnloadSound**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure UnloadSound(
    aSound: Integer
);
```

Description

This is UnloadSound, a member of class IAudio.

1.2.6 **IBaseInterface**

Class Hierarchy

IBaseInterface

File: TopazGameLib.pas (see page 348)

Delphi

```
IBaseInterface = interface;
```

Description

This is class IBaseInterface.

1.2.7 **IBuffer**

Class Hierarchy

IBaseInterface ⟶ IBuffer
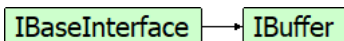
File: TopazGameLib.pas (see page 348)

Delphi

```
IBuffer = interface(IBaseInterface);
```

Description

This is class IBuffer.

1.2.7.1 **IBuffer Methods**

The methods of the IBuffer class are listed here.

Methods

⇒◆	Allocate (see page 86)	This is Allocate, a member of class IBuffer.
⇒◆	Eof (see page 86)	This is Eof, a member of class IBuffer.
⇒◆	GetPosition (see page 86)	This is GetPosition, a member of class IBuffer.
⇒◆	LoadFromFile (see page 87)	This is LoadFromFile, a member of class IBuffer.
⇒◆	LoadFromResource (see page 87)	This is LoadFromResource, a member of class IBuffer.
⇒◆	Memory (see page 87)	This is Memory, a member of class IBuffer.
⇒◆	Read (see page 87)	This is Read, a member of class IBuffer.
⇒◆	ReadString (see page 87)	This is ReadString, a member of class IBuffer.
⇒◆	Release (see page 88)	This is Release, a member of class IBuffer.
⇒◆	SaveToFile (see page 88)	This is SaveToFile, a member of class IBuffer.
⇒◆	SetPosition (see page 88)	This is SetPosition, a member of class IBuffer.
⇒◆	Size (see page 88)	This is Size, a member of class IBuffer.
⇒◆	Write (see page 88)	This is Write, a member of class IBuffer.

1.2.7.1.1 **IBuffer.Allocate**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Allocate(
    aSize: UInt64
): Boolean;
```

Description

This is Allocate, a member of class IBuffer.

1.2.7.1.2 **IBuffer.Eof**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Eof: Boolean;
```

Description

This is Eof, a member of class IBuffer.

1.2.7.1.3 **IBuffer.GetPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetPosition: UInt64;
```

Description

This is GetPosition, a member of class IBuffer.

1.2.7.1.4 **IBuffer.LoadFromFile**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function LoadFromFile(
    const aFilename: WideString
): Boolean;
```

Description

This is LoadFromFile, a member of class IBuffer.

1.2.7.1.5 **IBuffer.LoadFromResource**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function LoadFromResource(
    aInstance: THandle;
    const aResName: WideString
): Boolean;
```

Description

This is LoadFromResource, a member of class IBuffer.

1.2.7.1.6 **IBuffer.Memory**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Memory: Pointer;
```

Description

This is Memory, a member of class IBuffer.

1.2.7.1.7 **IBuffer.Read**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Read(
    const aBuffer: Pointer;
    aCount: UInt64
): UInt64;
```

Description

This is Read, a member of class IBuffer.

1.2.7.1.8 **IBuffer.ReadString**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ReadString: WideString;
```

Description

This is ReadString, a member of class IBuffer.

1.2.7.1.9 **IBuffer.Release**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Release;
```

Description

This is Release, a member of class IBuffer.

1.2.7.1.10 **IBuffer.SaveToFile**

File: TopazGameLib.pas (see page 348)

Delphi

```
function SaveToFile(
    const aFilename: WideString
): Boolean;
```

Description

This is SaveToFile, a member of class IBuffer.

1.2.7.1.11 **IBuffer.SetPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetPosition(
    aPosition: UInt64
);
```

Description

This is SetPosition, a member of class IBuffer.

1.2.7.1.12 **IBuffer.Size**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Size: UInt64;
```

Description

This is Size, a member of class IBuffer.

1.2.7.1.13 **IBuffer.Write**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Write(
```

```
    aBuffer: Pointer;
    aCount: UInt64
): UInt64;
```

Description

This is Write, a member of class IBuffer.

1.2.8 **ICamera**

Class Hierarchy

| IBaseInterface | → | ICamera |
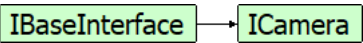
File: TopazGameLib.pas (see page 348)

Delphi

```
ICamera = interface(IBaseInterface);
```

Description

This is class ICamera.

1.2.8.1 **ICamera Methods**

The methods of the ICamera class are listed here.

Methods

⇒◈	Activate (see page 89)	This is Activate, a member of class ICamera.
⇒◈	Clear (see page 90)	This is Clear, a member of class ICamera.
⇒◈	GetPos (see page 90)	This is GetPos, a member of class ICamera.
⇒◈	GetRotation (see page 90)	This is GetRotation, a member of class ICamera.
⇒◈	GetScale (see page 90)	This is GetScale, a member of class ICamera.
⇒◈	GetScreenToWorldPos (see page 90)	This is GetScreenToWorldPos, a member of class ICamera.
⇒◈	GetSize (see page 90)	This is GetSize, a member of class ICamera.
⇒◈	GetWorldToScreenPos (see page 91)	This is GetWorldToScreenPos, a member of class ICamera.
⇒◈	Init (see page 91)	This is Init, a member of class ICamera.
⇒◈	SetPos (see page 91)	This is SetPos, a member of class ICamera.
⇒◈	SetRotation (see page 91)	This is SetRotation, a member of class ICamera.
⇒◈	SetScale (see page 92)	This is SetScale, a member of class ICamera.
⇒◈	SetSize (see page 92)	This is SetSize, a member of class ICamera.

1.2.8.1.1 **ICamera.Activate**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Activate(
    aActivate: Boolean
);
```

Description

This is Activate, a member of class ICamera.

1.2.8.1.2 **ICamera.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ICamera.

1.2.8.1.3 **ICamera.GetPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPos: TVector;
```

Description

This is GetPos, a member of class ICamera.

1.2.8.1.4 **ICamera.GetRotation**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetRotation: Single;
```

Description

This is GetRotation, a member of class ICamera.

1.2.8.1.5 **ICamera.GetScale**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetScale: Single;
```

Description

This is GetScale, a member of class ICamera.

1.2.8.1.6 **ICamera.GetScreenToWorldPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetScreenToWorldPos(
    var aPos: TVector
);
```

Description

This is GetScreenToWorldPos, a member of class ICamera.

1.2.8.1.7 **ICamera.GetSize**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSize: TVector;
```

Description

This is GetSize, a member of class ICamera.

1.2.8.1.8 **ICamera.GetWorldToScreenPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetWorldToScreenPos(
    var aPos: TVector
);
```

Description

This is GetWorldToScreenPos, a member of class ICamera.

1.2.8.1.9 **ICamera.Init**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Init(
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single;
    aScale: Single = 1.0;
    aRotation: Single = 0.0
);
```

Description

This is Init, a member of class ICamera.

1.2.8.1.10 **ICamera.SetPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetPos(
    aX: Single;
    aY: Single
);
```

Description

This is SetPos, a member of class ICamera.

1.2.8.1.11 **ICamera.SetRotation**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetRotation(
    aRotation: Single
);
```

Description

This is SetRotation, a member of class ICamera.

1.2.8.1.12 **ICamera.SetScale**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetScale(
    aScale: Single
);
```

Description

This is SetScale, a member of class ICamera.

1.2.8.1.13 **ICamera.SetSize**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetSize(
    aWidth: Single;
    aHeight: Single
);
```

Description

This is SetSize, a member of class ICamera.

1.2.9 **ICmdConsole**

Class Hierarchy
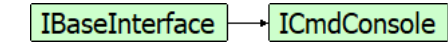
File: TopazGameLib.pas (see page 348)

Delphi

```
ICmdConsole = interface(IBaseInterface);
```

Description

This is class ICmdConsole.

1.2.9.1 **ICmdConsole Methods**

The methods of the ICmdConsole class are listed here.

Methods

⇒◆		AddCommand (see page 93)	This is AddCommand, a member of class ICmdConsole.
⇒◆		AddTextLine (see page 93)	This is AddTextLine, a member of class ICmdConsole.
⇒◆		ClearCommands (see page 93)	This is ClearCommands, a member of class ICmdConsole.
⇒◆		Close (see page 93)	This is Close, a member of class ICmdConsole.
⇒◆		Enable (see page 94)	This is Enable, a member of class ICmdConsole.
⇒◆		GetActive (see page 94)	This is GetActive, a member of class ICmdConsole.
⇒◆		LoadFont (see page 94)	This is LoadFont, a member of class ICmdConsole.
⇒◆		Open (see page 94)	This is Open, a member of class ICmdConsole.
⇒◆		ParamCount (see page 94)	This is ParamCount, a member of class ICmdConsole.

	ParamStr (see page 95)	This is ParamStr, a member of class ICmdConsole.
	Render (see page 95)	This is Render, a member of class ICmdConsole.
	SetSlideSpeed (see page 95)	This is SetSlideSpeed, a member of class ICmdConsole.
	SetToggleKey (see page 95)	This is SetToggleKey, a member of class ICmdConsole.
	Toggle (see page 95)	This is Toggle, a member of class ICmdConsole.
	Update (see page 96)	This is Update, a member of class ICmdConsole.

1.2.9.1.1 **ICmdConsole.AddCommand**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure AddCommand(
    const aName: WideString;
    const aDiscription: WideString;
    aAction: TCmdConsoleActionEvent
);
```

Description

This is AddCommand, a member of class ICmdConsole.

1.2.9.1.2 **ICmdConsole.AddTextLine**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure AddTextLine(
    const aMsg: WideString;
    const aArgs: array of const
);
```

Description

This is AddTextLine, a member of class ICmdConsole.

1.2.9.1.3 **ICmdConsole.ClearCommands**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ClearCommands;
```

Description

This is ClearCommands, a member of class ICmdConsole.

1.2.9.1.4 **ICmdConsole.Close**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class ICmdConsole.

1.2.9.1.5 **ICmdConsole.Enable**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Enable(
    aEnable: Boolean
);
```

Description

This is Enable, a member of class ICmdConsole.

1.2.9.1.6 **ICmdConsole.GetActive**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetActive: Boolean;
```

Description

This is GetActive, a member of class ICmdConsole.

1.2.9.1.7 **ICmdConsole.LoadFont**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure LoadFont(
    aArchive: IArchive;
    aSize: Cardinal;
    const aFilename: WideString
);
```

Description

This is LoadFont, a member of class ICmdConsole.

1.2.9.1.8 **ICmdConsole.Open**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Open;
```

Description

This is Open, a member of class ICmdConsole.

1.2.9.1.9 **ICmdConsole.ParamCount**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function ParamCount: Integer;
```

Description

This is ParamCount, a member of class ICmdConsole.

1.2.9.1.10 **ICmdConsole.ParamStr**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ParamStr(
    aIndex: Integer
): WideString;
```

Description

This is ParamStr, a member of class ICmdConsole.

1.2.9.1.11 **ICmdConsole.Render**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class ICmdConsole.

1.2.9.1.12 **ICmdConsole.SetSlideSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetSlideSpeed(
    aSpeed: Single
);
```

Description

This is SetSlideSpeed, a member of class ICmdConsole.

1.2.9.1.13 **ICmdConsole.SetToggleKey**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetToggleKey(
    aKey: Integer
);
```

Description

This is SetToggleKey, a member of class ICmdConsole.

1.2.9.1.14 **ICmdConsole.Toggle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Toggle: Boolean;
```

Description

This is Toggle, a member of class ICmdConsole.

1.2.9.1.15 **ICmdConsole.Update**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Update(
    aDeltaTime: Double
);
```

Description

This is Update, a member of class ICmdConsole.

1.2.10 **ICmdLine**

Class Hierarchy
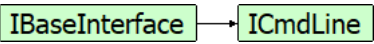
File: TopazGameLib.pas (see page 348)

Delphi

```
ICmdLine = interface(IBaseInterface);
```

Description

This is class ICmdLine.

1.2.10.1 **ICmdLine Methods**

The methods of the ICmdLine class are listed here.

Methods

⇒	AddAParam (see page 96)	This is AddAParam, a member of class ICmdLine.
⇒	AddParams (see page 97)	This is AddParams, a member of class ICmdLine.
⇒	ClearParams (see page 97)	This is ClearParams, a member of class ICmdLine.
⇒	GetParam (see page 97)	This is GetParam, a member of class ICmdLine.
⇒	GetParamValue (see page 97)	This is GetParamValue, a member of class ICmdLine.
⇒	GetParamValue (see page 97)	This is GetParamValue, a member of class ICmdLine.
⇒	ParamCount (see page 98)	This is ParamCount, a member of class ICmdLine.
⇒	ParamStr (see page 98)	This is ParamStr, a member of class ICmdLine.
⇒	Reset (see page 98)	This is Reset, a member of class ICmdLine.

1.2.10.1.1 **ICmdLine.AddAParam**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure AddAParam(
    const aParam: WideString
);
```

Description

This is AddAParam, a member of class ICmdLine.

1.2.10.1.2 **ICmdLine.AddParams**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure AddParams(
    const aParams: WideString
);
```

Description

This is AddParams, a member of class ICmdLine.

1.2.10.1.3 **ICmdLine.ClearParams**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ClearParams;
```

Description

This is ClearParams, a member of class ICmdLine.

1.2.10.1.4 **ICmdLine.GetParam**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetParam(
    const aParamName: WideString
): Boolean;
```

Description

This is GetParam, a member of class ICmdLine.

1.2.10.1.5 **ICmdLine.GetParamValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetParamValue(
    const aParamName: WideString;
    aSwitchChars: TSysCharSet;
    aSeperator: Char;
    var aValue: WideString
): Boolean; overload;
```

Description

This is GetParamValue, a member of class ICmdLine.

1.2.10.1.6 **ICmdLine.GetParamValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetParamValue(
    const aParamName: WideString;
    var aValue: WideString
): Boolean; overload;
```

Description

This is GetParamValue, a member of class ICmdLine.

1.2.10.1.7 **ICmdLine.ParamCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ParamCount: Integer;
```

Description

This is ParamCount, a member of class ICmdLine.

1.2.10.1.8 **ICmdLine.ParamStr**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ParamStr(
    aIndex: Integer
): WideString;
```

Description

This is ParamStr, a member of class ICmdLine.

1.2.10.1.9 **ICmdLine.Reset**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class ICmdLine.

1.2.11 **IColor**

Class Hierarchy
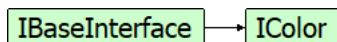
File: TopazGameLib.pas (see page 348)

Delphi

```
IColor = interface(IBaseInterface);
```

Description

This is class IColor.

1.2.11.1 **IColor Methods**

The methods of the IColor class are listed here.

Methods

⇒◆	Equal (see page 99)	This is Equal, a member of class IColor.
⇒◆	Fade (see page 99)	This is Fade, a member of class IColor.
⇒◆	FromByte (see page 99)	This is FromByte, a member of class IColor.
⇒◆	FromFloat (see page 99)	This is FromFloat, a member of class IColor.
⇒◆	FromName (see page 100)	This is FromName, a member of class IColor.

1.2.11.1.1 IColor.Equal

File: TopazGameLib.pas (see page 348)

Delphi

```
function Equal(
    aColor1: TColor;
    aColor2: TColor
): Boolean;
```

Description

This is Equal, a member of class IColor.

1.2.11.1.2 IColor.Fade

File: TopazGameLib.pas (see page 348)

Delphi

```
function Fade(
    aFrom: TColor;
    aTo: TColor;
    aPos: Single
): TColor;
```

Description

This is Fade, a member of class IColor.

1.2.11.1.3 IColor.FromByte

File: TopazGameLib.pas (see page 348)

Delphi

```
function FromByte(
    aRed: Byte;
    aGreen: Byte;
    aBlue: Byte;
    aAlpha: Byte
): TColor;
```

Description

This is FromByte, a member of class IColor.

1.2.11.1.4 IColor.FromFloat

File: TopazGameLib.pas (see page 348)

Delphi

```
function FromFloat(
    aRed: Single;
    aGreen: Single;
    aBlue: Single;
```

1

```
    aAlpha: Single
): TColor;
```

Description

This is FromFloat, a member of class IColor.

1.2.11.1.5 **IColor.FromName**

File: TopazGameLib.pas (see page 348)

Delphi

```
function FromName(
    const aName: WideString
): TColor;
```

Description

This is FromName, a member of class IColor.

1.2.12 **IConfigFile**

Class Hierarchy
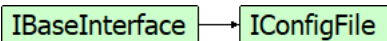
File: TopazGameLib.pas (see page 348)

Delphi

```
IConfigFile = interface(IBaseInterface);
```

Description

This is class IConfigFile.

1.2.12.1 **IConfigFile Methods**

The methods of the IConfigFile class are listed here.

Methods

◉	Close (see page 101)	This is Close, a member of class IConfigFile.
◉	GetSectionValue (see page 101)	This is GetSectionValue, a member of class IConfigFile.
◉	GetSectionValue (see page 101)	This is GetSectionValue, a member of class IConfigFile.
◉	GetSectionValue (see page 101)	This is GetSectionValue, a member of class IConfigFile.
◉	GetSectionValues (see page 101)	This is GetSectionValues, a member of class IConfigFile.
◉	GetValue (see page 102)	This is GetValue, a member of class IConfigFile.
◉	GetValue (see page 102)	This is GetValue, a member of class IConfigFile.
◉	GetValue (see page 102)	This is GetValue, a member of class IConfigFile.
◉	GetValue (see page 102)	This is GetValue, a member of class IConfigFile.
◉	Open (see page 103)	This is Open, a member of class IConfigFile.
◉	Opened (see page 103)	This is Opened, a member of class IConfigFile.
◉	RemoveKey (see page 103)	This is RemoveKey, a member of class IConfigFile.
◉	RemoveSection (see page 103)	This is RemoveSection, a member of class IConfigFile.
◉	SetValue (see page 103)	This is SetValue, a member of class IConfigFile.
◉	SetValue (see page 104)	This is SetValue, a member of class IConfigFile.

⇒◆	SetValue (see page 104)	This is SetValue, a member of class IConfigFile.
⇒◆	SetValue (see page 104)	This is SetValue, a member of class IConfigFile.
⇒◆	Update (see page 104)	This is Update, a member of class IConfigFile.

1.2.12.1.1 IConfigFile.Close

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IConfigFile.

1.2.12.1.2 IConfigFile.GetSectionValue

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSectionValue(
    aIndex: Integer;
    aDefaultValue: Boolean
): Boolean; overload;
```

Description

This is GetSectionValue, a member of class IConfigFile.

1.2.12.1.3 IConfigFile.GetSectionValue

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSectionValue(
    aIndex: Integer;
    aDefaultValue: Integer
): Integer; overload;
```

Description

This is GetSectionValue, a member of class IConfigFile.

1.2.12.1.4 IConfigFile.GetSectionValue

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSectionValue(
    aIndex: Integer;
    aDefaultValue: WideString
): WideString; overload;
```

Description

This is GetSectionValue, a member of class IConfigFile.

1.2.12.1.5 IConfigFile.GetSectionValues

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSectionValues(
    const aSection: WideString
): Integer;
```

Description

This is GetSectionValues, a member of class IConfigFile.

1.2.12.1.6 **IConfigFile.GetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetValue(
    const aSection: WideString;
    const aKey: WideString;
    aDefaultValue: Boolean
): Boolean; overload;
```

Description

This is GetValue, a member of class IConfigFile.

1.2.12.1.7 **IConfigFile.GetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetValue(
    const aSection: WideString;
    const aKey: WideString;
    aDefaultValue: Integer
): Integer; overload;
```

Description

This is GetValue, a member of class IConfigFile.

1.2.12.1.8 **IConfigFile.GetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetValue(
    const aSection: WideString;
    const aKey: WideString;
    aValue: Pointer;
    aValueSize: Cardinal
); overload;
```

Description

This is GetValue, a member of class IConfigFile.

1.2.12.1.9 **IConfigFile.GetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetValue(
    const aSection: WideString;
    const aKey: WideString;
```

```
    const aDefaultValue: WideString
): WideString; overload;
```

Description

This is GetValue, a member of class IConfigFile.

1.2.12.1.10 **IConfigFile.Open**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Open(
    const aFilename: WideString = ''
): Boolean;
```

Description

This is Open, a member of class IConfigFile.

1.2.12.1.11 **IConfigFile.Opened**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Opened: Boolean;
```

Description

This is Opened, a member of class IConfigFile.

1.2.12.1.12 **IConfigFile.RemoveKey**

File: TopazGameLib.pas (see page 348)

Delphi

```
function RemoveKey(
    const aSection: WideString;
    const aKey: WideString
): Boolean;
```

Description

This is RemoveKey, a member of class IConfigFile.

1.2.12.1.13 **IConfigFile.RemoveSection**

File: TopazGameLib.pas (see page 348)

Delphi

```
function RemoveSection(
    const aName: WideString
): Boolean;
```

Description

This is RemoveSection, a member of class IConfigFile.

1.2.12.1.14 **IConfigFile.SetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetValue(
    const aSection: WideString;
    const aKey: WideString;
    aValue: Boolean
); overload;
```

Description

This is SetValue, a member of class IConfigFile.

1.2.12.1.15 **IConfigFile.SetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetValue(
    const aSection: WideString;
    const aKey: WideString;
    aValue: Integer
); overload;
```

Description

This is SetValue, a member of class IConfigFile.

1.2.12.1.16 **IConfigFile.SetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetValue(
    const aSection: WideString;
    const aKey: WideString;
    aValue: Pointer;
    aValueSize: Cardinal
); overload;
```

Description

This is SetValue, a member of class IConfigFile.

1.2.12.1.17 **IConfigFile.SetValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetValue(
    const aSection: WideString;
    const aKey: WideString;
    const aValue: WideString
); overload;
```

Description

This is SetValue, a member of class IConfigFile.

1.2.12.1.18 **IConfigFile.Update**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class IConfigFile.

1.2.13 **IConsole**

Class Hierarchy
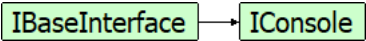
File: TopazGameLib.pas (see page 348)

Delphi

```
IConsole = interface(IBaseInterface);
```

Description

This is class IConsole.

1.2.13.1 **IConsole Methods**

The methods of the IConsole class are listed here.

Methods

⇒◆	AtStartup (see page 105)	This is AtStartup, a member of class IConsole.
⇒◆	IsPresent (see page 105)	This is IsPresent, a member of class IConsole.
⇒◆	Pause (see page 106)	This is Pause, a member of class IConsole.
⇒◆	Print (see page 106)	This is Print, a member of class IConsole.
⇒◆	Print (see page 106)	This is Print, a member of class IConsole.
⇒◆	PrintLn (see page 106)	This is PrintLn, a member of class IConsole.
⇒◆	PrintLn (see page 106)	This is PrintLn, a member of class IConsole.
⇒◆	PrintLn (see page 107)	This is PrintLn, a member of class IConsole.
⇒◆	WaitForInput (see page 107)	This is WaitForInput, a member of class IConsole.

1.2.13.1.1 **IConsole.AtStartup**

File: TopazGameLib.pas (see page 348)

Delphi

```
function AtStartup: Boolean;
```

Description

This is AtStartup, a member of class IConsole.

1.2.13.1.2 **IConsole.IsPresent**

File: TopazGameLib.pas (see page 348)

Delphi

```
function IsPresent: Boolean;
```

Description

This is IsPresent, a member of class IConsole.

1.2.13.1.3 **IConsole.Pause**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Pause;
```

Description

This is Pause, a member of class IConsole.

1.2.13.1.4 **IConsole.Print**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Print(
    const aMsg: WideString
); overload;
```

Description

This is Print, a member of class IConsole.

1.2.13.1.5 **IConsole.Print**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Print(
    const aMsg: WideString;
    const aArgs: array of const
); overload;
```

Description

This is Print, a member of class IConsole.

1.2.13.1.6 **IConsole.PrintLn**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PrintLn; overload;
```

Description

This is PrintLn, a member of class IConsole.

1.2.13.1.7 **IConsole.PrintLn**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PrintLn(
    const aMsg: WideString
); overload;
```

Description

This is PrintLn, a member of class IConsole.

1.2.13.1.8 **IConsole.PrintLn**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure PrintLn(
    const aMsg: WideString;
    const aArgs: array of const
); overload;
```

Description

This is PrintLn, a member of class IConsole.

1.2.13.1.9 **IConsole.WaitForInput**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure WaitForInput;
```

Description

This is WaitForInput, a member of class IConsole.

1.2.14 **IDatabase**

Class Hierarchy
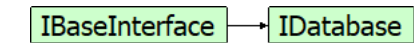
File: TopazGameLib.pas (see page 348)

Delphi

```delphi
IDatabase = interface(IBaseInterface);
```

Description

This is class IDatabase.

1.2.14.1 **IDatabase Methods**

The methods of the IDatabase class are listed here.

Methods

⇒●	AddSQLText (see page 108)	This is AddSQLText, a member of class IDatabase.
⇒●	Bof (see page 108)	This is Bof, a member of class IDatabase.
⇒●	ClearSQLText (see page 108)	This is ClearSQLText, a member of class IDatabase.
⇒●	Close (see page 109)	This is Close, a member of class IDatabase.
⇒●	Connected (see page 109)	This is Connected, a member of class IDatabase.
⇒●	Delete (see page 109)	This is Delete, a member of class IDatabase.
⇒●	Eof (see page 109)	This is Eof, a member of class IDatabase.
⇒●	Execute (see page 109)	This is Execute, a member of class IDatabase.
⇒●	ExecuteSQL (see page 109)	This is ExecuteSQL, a member of class IDatabase.
⇒●	FieldCount (see page 110)	This is FieldCount, a member of class IDatabase.

⇒◆		First (see page 110)	This is First, a member of class IDatabase.
⇒◆		GetField (see page 110)	This is GetField, a member of class IDatabase.
⇒◆		GetLastError (see page 110)	This is GetLastError, a member of class IDatabase.
⇒◆		GetMacro (see page 110)	This is GetMacro, a member of class IDatabase.
⇒◆		GetParam (see page 111)	This is GetParam, a member of class IDatabase.
⇒◆		GetSQLText (see page 111)	This is GetSQLText, a member of class IDatabase.
⇒◆		Last (see page 111)	This is Last, a member of class IDatabase.
⇒◆		Next (see page 111)	This is Next, a member of class IDatabase.
⇒◆		Open (see page 111)	This is Open, a member of class IDatabase.
⇒◆		Prior (see page 112)	This is Prior, a member of class IDatabase.
⇒◆		RecordCount (see page 112)	This is RecordCount, a member of class IDatabase.
⇒◆		RecordNo (see page 112)	This is RecordNo, a member of class IDatabase.
⇒◆		SetField (see page 112)	This is SetField, a member of class IDatabase.
⇒◆		SetMacro (see page 112)	This is SetMacro, a member of class IDatabase.
⇒◆		SetParam (see page 113)	This is SetParam, a member of class IDatabase.
⇒◆		SetSQLText (see page 113)	This is SetSQLText, a member of class IDatabase.
⇒◆		SetupMySQL (see page 113)	This is SetupMySQL, a member of class IDatabase.
⇒◆		SetupSQLite (see page 113)	This is SetupSQLite, a member of class IDatabase.

1.2.14.1.1 IDatabase.AddSQLText

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure AddSQLText(
    const aText: WideString;
    const aArgs: array of const
);
```

Description

This is AddSQLText, a member of class IDatabase.

1.2.14.1.2 IDatabase.Bof

File: TopazGameLib.pas (see page 348)

Delphi

```
function Bof: Boolean;
```

Description

This is Bof, a member of class IDatabase.

1.2.14.1.3 IDatabase.ClearSQLText

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ClearSQLText;
```

Description

This is ClearSQLText, a member of class IDatabase.

1.2.14.1.4 **IDatabase.Close**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IDatabase.

1.2.14.1.5 **IDatabase.Connected**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Connected: Boolean;
```

Description

This is Connected, a member of class IDatabase.

1.2.14.1.6 **IDatabase.Delete**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Delete;
```

Description

This is Delete, a member of class IDatabase.

1.2.14.1.7 **IDatabase.Eof**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Eof: Boolean;
```

Description

This is Eof, a member of class IDatabase.

1.2.14.1.8 **IDatabase.Execute**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Execute;
```

Description

This is Execute, a member of class IDatabase.

1.2.14.1.9 **IDatabase.ExecuteSQL**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ExecuteSQL(
    const aText: WideString
);
```

Description

This is ExecuteSQL, a member of class IDatabase.

1.2.14.1.10 **IDatabase.FieldCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function FieldCount: Integer;
```

Description

This is FieldCount, a member of class IDatabase.

1.2.14.1.11 **IDatabase.First**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure First;
```

Description

This is First, a member of class IDatabase.

1.2.14.1.12 **IDatabase.GetField**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetField(
    const aName: WideString
): WideString;
```

Description

This is GetField, a member of class IDatabase.

1.2.14.1.13 **IDatabase.GetLastError**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLastError: WideString;
```

Description

This is GetLastError, a member of class IDatabase.

1.2.14.1.14 **IDatabase.GetMacro**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetMacro(
```

```
    const aName: WideString
): WideString;
```

Description

This is GetMacro, a member of class IDatabase.

1.2.14.1.15 **IDatabase.GetParam**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetParam(
    const aName: WideString
): WideString;
```

Description

This is GetParam, a member of class IDatabase.

1.2.14.1.16 **IDatabase.GetSQLText**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSQLText: WideString;
```

Description

This is GetSQLText, a member of class IDatabase.

1.2.14.1.17 **IDatabase.Last**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Last;
```

Description

This is Last, a member of class IDatabase.

1.2.14.1.18 **IDatabase.Next**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Next;
```

Description

This is Next, a member of class IDatabase.

1.2.14.1.19 **IDatabase.Open**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class IDatabase.

1.2.14.1.20 **IDatabase.Prior**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Prior;
```

Description

This is Prior, a member of class IDatabase.

1.2.14.1.21 **IDatabase.RecordCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function RecordCount: Integer;
```

Description

This is RecordCount, a member of class IDatabase.

1.2.14.1.22 **IDatabase.RecordNo**

File: TopazGameLib.pas (see page 348)

Delphi

```
function RecordNo: Integer;
```

Description

This is RecordNo, a member of class IDatabase.

1.2.14.1.23 **IDatabase.SetField**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetField(
    const aName: WideString;
    const aValue: WideString
);
```

Description

This is SetField, a member of class IDatabase.

1.2.14.1.24 **IDatabase.SetMacro**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetMacro(
    const aName: WideString;
    const aValue: WideString
);
```

Description

This is SetMacro, a member of class IDatabase.

1.2.14.1.25 **IDatabase.SetParam**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetParam(
    const aName: WideString;
    const aValue: WideString
);
```

Description

This is SetParam, a member of class IDatabase.

1.2.14.1.26 **IDatabase.SetSQLText**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetSQLText(
    const aText: WideString
);
```

Description

This is SetSQLText, a member of class IDatabase.

1.2.14.1.27 **IDatabase.SetupMySQL**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetupMySQL(
    const aServer: WideString;
    aPort: Integer;
    const aDatabase: WideString;
    const aUserName: WideString;
    const aPassword: WideString
);
```

Description

This is SetupMySQL, a member of class IDatabase.

1.2.14.1.28 **IDatabase.SetupSQLite**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetupSQLite(
    const aDatabase: WideString;
    aPassword: WideString
);
```

Description

This is SetupSQLite, a member of class IDatabase.

1.2.15 **IDialogs**

Class Hierarchy
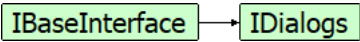
File: TopazGameLib.pas (see page 348)

Delphi

```
IDialogs = interface(IBaseInterface);
```

Description

This is class IDialogs.

1.2.15.1 **IDialogs Methods**

The methods of the IDialogs class are listed here.

Methods

⇒◆	ContactUs (see page 114)	This is ContactUs, a member of class IDialogs.
⇒◆	Feedback (see page 114)	This is Feedback, a member of class IDialogs.
⇒◆	MessageBox (see page 115)	This is MessageBox, a member of class IDialogs.

1.2.15.1.1 **IDialogs.ContactUs**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ContactUs(
    const aTitle: WideString;
    const aServer: WideString;
    const aUsername: WideString;
    const aPassword: WideString;
    const aEmail: WideString;
    aPort: Integer = MAIL_PORT_SMTPS
);
```

Description

This is ContactUs, a member of class IDialogs.

1.2.15.1.2 **IDialogs.Feedback**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Feedback(
    const aServer: WideString;
    const aUsername: WideString;
    const aPassword: WideString;
    const aEmail: WideString;
    const aSubject: WideString;
    aPort: Integer = MAIL_PORT_SMTPS
);
```

Description

This is Feedback, a member of class IDialogs.

1.2.15.1.3 **IDialogs.MessageBox**

File: TopazGameLib.pas (see page 348)

Delphi

```
function MessageBox(
    const aTitle: WideString;
    const aHeading: WideString;
    const aText: WideString;
    aType: TMessageBox
): TMessageBoxResult;
```

Description

This is MessageBox, a member of class IDialogs.

1.2.16 **IEntity**

Class Hierarchy
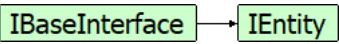
File: TopazGameLib.pas (see page 348)

Delphi

```
IEntity = interface(IBaseInterface);
```

Description

This is class IEntity.

1.2.16.1 **IEntity Methods**

The methods of the IEntity class are listed here.

Methods

	CollidePolyPoint (see page 116)	This is CollidePolyPoint, a member of class IEntity.
	CollidePolyPointPoint (see page 117)	This is CollidePolyPointPoint, a member of class IEntity.
	GetAngle (see page 117)	This is GetAngle, a member of class IEntity.
	GetAngleOffset (see page 117)	This is GetAngleOffset, a member of class IEntity.
	GetColor (see page 117)	This is GetColor, a member of class IEntity.
	GetDir (see page 117)	This is GetDir, a member of class IEntity.
	GetFirstFrame (see page 117)	This is GetFirstFrame, a member of class IEntity.
	GetFlipMode (see page 118)	This is GetFlipMode, a member of class IEntity.
	GetFrame (see page 118)	This is GetFrame, a member of class IEntity.
	GetFrameFPS (see page 118)	This is GetFrameFPS, a member of class IEntity.
	GetGroup (see page 118)	This is GetGroup, a member of class IEntity.
	GetHeight (see page 118)	This is GetHeight, a member of class IEntity.
	GetLastFrame (see page 119)	This is GetLastFrame, a member of class IEntity.
	GetLoopFrame (see page 119)	This is GetLoopFrame, a member of class IEntity.
	GetPos (see page 119)	This is GetPos, a member of class IEntity.
	GetRadius (see page 119)	This is GetRadius, a member of class IEntity.

⇒♦		GetRenderPolyPoint (see page 119)	This is GetRenderPolyPoint, a member of class IEntity.
⇒♦		GetScale (see page 120)	This is GetScale, a member of class IEntity.
⇒♦		GetShrinkFactor (see page 120)	This is GetShrinkFactor, a member of class IEntity.
⇒♦		GetSprite (see page 120)	This is GetSprite, a member of class IEntity.
⇒♦		GetWidth (see page 120)	This is GetWidth, a member of class IEntity.
⇒♦		Init (see page 120)	This is Init, a member of class IEntity.
⇒♦		IsFullyVisible (see page 120)	This is IsFullyVisible, a member of class IEntity.
⇒♦		IsVisible (see page 121)	This is IsVisible, a member of class IEntity.
⇒♦		NextFrame (see page 121)	This is NextFrame, a member of class IEntity.
⇒♦		Overlap (see page 121)	This is Overlap, a member of class IEntity.
⇒♦		Overlap (see page 121)	This is Overlap, a member of class IEntity.
⇒♦		PrevFrame (see page 122)	This is PrevFrame, a member of class IEntity.
⇒♦		Render (see page 122)	This is Render, a member of class IEntity.
⇒♦		RenderAt (see page 122)	This is RenderAt, a member of class IEntity.
⇒♦		RotateAbs (see page 122)	This is RotateAbs, a member of class IEntity.
⇒♦		RotateRel (see page 122)	This is RotateRel, a member of class IEntity.
⇒♦		RotateToAngle (see page 123)	This is RotateToAngle, a member of class IEntity.
⇒♦		RotateToPos (see page 123)	This is RotateToPos, a member of class IEntity.
⇒♦		RotateToPosAt (see page 123)	This is RotateToPosAt, a member of class IEntity.
⇒♦		SetAngleOffset (see page 123)	This is SetAngleOffset, a member of class IEntity.
⇒♦		SetColor (see page 124)	This is SetColor, a member of class IEntity.
⇒♦		SetFlipMode (see page 124)	This is SetFlipMode, a member of class IEntity.
⇒♦		SetFrame (see page 124)	This is SetFrame, a member of class IEntity.
⇒♦		SetFrameFPS (see page 124)	This is SetFrameFPS, a member of class IEntity.
⇒♦		SetFrameRange (see page 124)	This is SetFrameRange, a member of class IEntity.
⇒♦		SetLoopFrame (see page 125)	This is SetLoopFrame, a member of class IEntity.
⇒♦		SetPosAbs (see page 125)	This is SetPosAbs, a member of class IEntity.
⇒♦		SetPosRel (see page 125)	This is SetPosRel, a member of class IEntity.
⇒♦		SetRenderPolyPoint (see page 125)	This is SetRenderPolyPoint, a member of class IEntity.
⇒♦		SetScaleAbs (see page 125)	This is SetScaleAbs, a member of class IEntity.
⇒♦		SetScaleRel (see page 126)	This is SetScaleRel, a member of class IEntity.
⇒♦		SetShrinkFactor (see page 126)	This is SetShrinkFactor, a member of class IEntity.
⇒♦		Thrust (see page 126)	This is Thrust, a member of class IEntity.
⇒♦		ThrustAngle (see page 126)	This is ThrustAngle, a member of class IEntity.
⇒♦		ThrustToPos (see page 127)	This is ThrustToPos, a member of class IEntity.
⇒♦		TracePolyPoint (see page 127)	This is TracePolyPoint, a member of class IEntity.

1.2.16.1.1 **IEntity.CollidePolyPoint**

File: TopazGameLib.pas (see page 348)

Delphi

```
function CollidePolyPoint(
    aEntity: IEntity;
    var aHitPos: TVector
): Boolean;
```

Description

This is CollidePolyPoint, a member of class IEntity.

1.2.16.1.2 **IEntity.CollidePolyPointPoint**

File: TopazGameLib.pas (see page 348)

Delphi

```
function CollidePolyPointPoint(
    var aPoint: TVector
): Boolean;
```

Description

This is CollidePolyPointPoint, a member of class IEntity.

1.2.16.1.3 **IEntity.GetAngle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAngle: Single;
```

Description

This is GetAngle, a member of class IEntity.

1.2.16.1.4 **IEntity.GetAngleOffset**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAngleOffset: Single;
```

Description

This is GetAngleOffset, a member of class IEntity.

1.2.16.1.5 **IEntity.GetColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetColor: TColor;
```

Description

This is GetColor, a member of class IEntity.

1.2.16.1.6 **IEntity.GetDir**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetDir: TVector;
```

Description

This is GetDir, a member of class IEntity.

1.2.16.1.7 **IEntity.GetFirstFrame**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetFirstFrame: Integer;
```

Description

This is GetFirstFrame, a member of class IEntity.

1.2.16.1.8 **IEntity.GetFlipMode**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure GetFlipMode(
    aHFlip: PBoolean;
    aVFlip: PBoolean
);
```

Description

This is GetFlipMode, a member of class IEntity.

1.2.16.1.9 **IEntity.GetFrame**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetFrame: Integer;
```

Description

This is GetFrame, a member of class IEntity.

1.2.16.1.10 **IEntity.GetFrameFPS**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetFrameFPS: Single;
```

Description

This is GetFrameFPS, a member of class IEntity.

1.2.16.1.11 **IEntity.GetGroup**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetGroup: Integer;
```

Description

This is GetGroup, a member of class IEntity.

1.2.16.1.12 **IEntity.GetHeight**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetHeight: Single;
```

Description

This is GetHeight, a member of class IEntity.

1.2.16.1.13 IEntity.GetLastFrame

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLastFrame: Integer;
```

Description

This is GetLastFrame, a member of class IEntity.

1.2.16.1.14 IEntity.GetLoopFrame

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLoopFrame: Boolean;
```

Description

This is GetLoopFrame, a member of class IEntity.

1.2.16.1.15 IEntity.GetPos

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPos: TVector;
```

Description

This is GetPos, a member of class IEntity.

1.2.16.1.16 IEntity.GetRadius

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetRadius: Single;
```

Description

This is GetRadius, a member of class IEntity.

1.2.16.1.17 IEntity.GetRenderPolyPoint

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetRenderPolyPoint: Boolean;
```

Description

This is GetRenderPolyPoint, a member of class IEntity.

1.2.16.1.18 **IEntity.GetScale**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetScale: Single;
```

Description

This is GetScale, a member of class IEntity.

1.2.16.1.19 **IEntity.GetShrinkFactor**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetShrinkFactor: Single;
```

Description

This is GetShrinkFactor, a member of class IEntity.

1.2.16.1.20 **IEntity.GetSprite**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSprite: ISprite;
```

Description

This is GetSprite, a member of class IEntity.

1.2.16.1.21 **IEntity.GetWidth**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetWidth: Single;
```

Description

This is GetWidth, a member of class IEntity.

1.2.16.1.22 **IEntity.Init**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Init(
    aSprite: ISprite;
    aGroup: Integer
);
```

Description

This is Init, a member of class IEntity.

1.2.16.1.23 **IEntity.IsFullyVisible**

File: TopazGameLib.pas (see page 348)

Delphi

```
function IsFullyVisible(
    aVirtualX: Single;
    aVirtualY: Single
): Boolean;
```

Description

This is IsFullyVisible, a member of class IEntity.

1.2.16.1.24 **IEntity.IsVisible**

File: TopazGameLib.pas (see page 348)

Delphi

```
function IsVisible(
    aVirtualX: Single;
    aVirtualY: Single
): Boolean;
```

Description

This is IsVisible, a member of class IEntity.

1.2.16.1.25 **IEntity.NextFrame**

File: TopazGameLib.pas (see page 348)

Delphi

```
function NextFrame: Boolean;
```

Description

This is NextFrame, a member of class IEntity.

1.2.16.1.26 **IEntity.Overlap**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Overlap(
    aEntity: IEntity
): Boolean; overload;
```

Description

This is Overlap, a member of class IEntity.

1.2.16.1.27 **IEntity.Overlap**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Overlap(
    aX: Single;
    aY: Single;
    aRadius: Single;
    aShrinkFactor: Single
): Boolean; overload;
```

Description

This is Overlap, a member of class IEntity.

1.2.16.1.28 **IEntity.PrevFrame**

File: TopazGameLib.pas (see page 348)

Delphi

```
function PrevFrame: Boolean;
```

Description

This is PrevFrame, a member of class IEntity.

1.2.16.1.29 **IEntity.Render**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Render(
    aVirtualX: Single;
    aVirtualY: Single
);
```

Description

This is Render, a member of class IEntity.

1.2.16.1.30 **IEntity.RenderAt**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RenderAt(
    aX: Single;
    aY: Single
);
```

Description

This is RenderAt, a member of class IEntity.

1.2.16.1.31 **IEntity.RotateAbs**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RotateAbs(
    aAngle: Single
);
```

Description

This is RotateAbs, a member of class IEntity.

1.2.16.1.32 **IEntity.RotateRel**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RotateRel(
    aAngle: Single
);
```

Description

This is RotateRel, a member of class IEntity.

1.2.16.1.33 IEntity.RotateToAngle

File: TopazGameLib.pas (see page 348)

Delphi

```
function RotateToAngle(
    aAngle: Single;
    aSpeed: Single
): Boolean;
```

Description

This is RotateToAngle, a member of class IEntity.

1.2.16.1.34 IEntity.RotateToPos

File: TopazGameLib.pas (see page 348)

Delphi

```
function RotateToPos(
    aX: Single;
    aY: Single;
    aSpeed: Single
): Boolean;
```

Description

This is RotateToPos, a member of class IEntity.

1.2.16.1.35 IEntity.RotateToPosAt

File: TopazGameLib.pas (see page 348)

Delphi

```
function RotateToPosAt(
    aSrcX: Single;
    aSrcY: Single;
    aDestX: Single;
    aDestY: Single;
    aSpeed: Single
): Boolean;
```

Description

This is RotateToPosAt, a member of class IEntity.

1.2.16.1.36 IEntity.SetAngleOffset

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetAngleOffset(
    aAngle: Single
);
```

Description

This is SetAngleOffset, a member of class IEntity.

1.2.16.1.37 **IEntity.SetColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetColor(
    aColor: TColor
);
```

Description

This is SetColor, a member of class IEntity.

1.2.16.1.38 **IEntity.SetFlipMode**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetFlipMode(
    aHFlip: PBoolean;
    aVFlip: PBoolean
);
```

Description

This is SetFlipMode, a member of class IEntity.

1.2.16.1.39 **IEntity.SetFrame**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetFrame(
    aFrame: Integer
);
```

Description

This is SetFrame, a member of class IEntity.

1.2.16.1.40 **IEntity.SetFrameFPS**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetFrameFPS(
    aFrameFPS: Single
);
```

Description

This is SetFrameFPS, a member of class IEntity.

1.2.16.1.41 **IEntity.SetFrameRange**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetFrameRange(
    aFirst: Integer;
    aLast: Integer
);
```

Description

This is SetFrameRange, a member of class IEntity.

1.2.16.1.42 **IEntity.SetLoopFrame**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetLoopFrame(
    aLoop: Boolean
);
```

Description

This is SetLoopFrame, a member of class IEntity.

1.2.16.1.43 **IEntity.SetPosAbs**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetPosAbs(
    aX: Single;
    aY: Single
);
```

Description

This is SetPosAbs, a member of class IEntity.

1.2.16.1.44 **IEntity.SetPosRel**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetPosRel(
    aX: Single;
    aY: Single
);
```

Description

This is SetPosRel, a member of class IEntity.

1.2.16.1.45 **IEntity.SetRenderPolyPoint**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetRenderPolyPoint(
    aRenderPolyPoint: Boolean
);
```

Description

This is SetRenderPolyPoint, a member of class IEntity.

1.2.16.1.46 **IEntity.SetScaleAbs**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetScaleAbs(
    aScale: Single
);
```

Description

This is SetScaleAbs, a member of class IEntity.

1.2.16.1.47 IEntity.SetScaleRel

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetScaleRel(
    aScale: Single
);
```

Description

This is SetScaleRel, a member of class IEntity.

1.2.16.1.48 IEntity.SetShrinkFactor

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetShrinkFactor(
    aShrinkFactor: Single
);
```

Description

This is SetShrinkFactor, a member of class IEntity.

1.2.16.1.49 IEntity.Thrust

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Thrust(
    aSpeed: Single
);
```

Description

This is Thrust, a member of class IEntity.

1.2.16.1.50 IEntity.ThrustAngle

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ThrustAngle(
    aAngle: Single;
    aSpeed: Single
);
```

Description

This is ThrustAngle, a member of class IEntity.

1.2.16.1.51 **IEntity.ThrustToPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ThrustToPos(
    aThrustSpeed: Single;
    aRotSpeed: Single;
    aDestX: Single;
    aDestY: Single;
    aSlowdownDist: Single;
    aStopDist: Single;
    aStopSpeed: Single;
    aStopSpeedEpsilon: Single;
    aDeltaTime: Single
): Boolean;
```

Description

This is ThrustToPos, a member of class IEntity.

1.2.16.1.52 **IEntity.TracePolyPoint**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure TracePolyPoint(
    aMju: Single = 6;
    aMaxStepBack: Integer = 12;
    aAlphaThreshold: Integer = 70;
    aOrigin: PVector = nil
);
```

Description

This is TracePolyPoint, a member of class IEntity.

1.2.17 **IFont**

Class Hierarchy
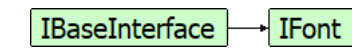
File: TopazGameLib.pas (see page 348)

Delphi

```
IFont = interface(IBaseInterface);
```

Description

This is class IFont.

1.2.17.1 **IFont Methods**

The methods of the IFont class are listed here.

Methods

	GetLineHeight (see page 128)	This is GetLineHeight, a member of class IFont.
	GetTextWidth (see page 128)	This is GetTextWidth, a member of class IFont.

⇒♦	Load (see page 128)	This is Load, a member of class IFont.
⇒♦	LoadBuiltIn (see page 128)	This is LoadBuiltIn, a member of class IFont.
⇒♦	LoadDefault (see page 129)	This is LoadDefault, a member of class IFont.
⇒♦	PrintText (see page 129)	This is PrintText, a member of class IFont.
⇒♦	PrintText (see page 129)	This is PrintText, a member of class IFont.
⇒♦	PrintText (see page 129)	This is PrintText, a member of class IFont.
⇒♦	Unload (see page 130)	This is Unload, a member of class IFont.

1.2.17.1.1 **IFont.GetLineHeight**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLineHeight: Single;
```

Description

This is GetLineHeight, a member of class IFont.

1.2.17.1.2 **IFont.GetTextWidth**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetTextWidth(
    const aMsg: WideString;
    const aArgs: array of const
): Single;
```

Description

This is GetTextWidth, a member of class IFont.

1.2.17.1.3 **IFont.Load**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Load(
    aArchive: IArchive;
    aSize: Cardinal;
    aFilename: WideString
): Boolean;
```

Description

This is Load, a member of class IFont.

1.2.17.1.4 **IFont.LoadBuiltIn**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadBuiltIn: Boolean;
```

Description

This is LoadBuiltIn, a member of class IFont.

1.2.17.1.5 **IFont.LoadDefault**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadDefault(
    aSize: Cardinal
): Boolean;
```

Description

This is LoadDefault, a member of class IFont.

1.2.17.1.6 **IFont.PrintText**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PrintText(
    aX: Single;
    var aY: Single;
    aLineSpace: Single;
    aColor: TColor;
    aAlign: THAlign;
    const aMsg: WideString;
    const aArgs: array of const
); overload;
```

Description

This is PrintText, a member of class IFont.

1.2.17.1.7 **IFont.PrintText**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PrintText(
    aX: Single;
    aY: Single;
    aColor: TColor;
    aAngle: Single;
    const aMsg: WideString;
    const aArgs: array of const
); overload;
```

Description

This is PrintText, a member of class IFont.

1.2.17.1.8 **IFont.PrintText**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PrintText(
    aX: Single;
    aY: Single;
    aColor: TColor;
    aAlign: THAlign;
    const aMsg: WideString;
    const aArgs: array of const
); overload;
```

Description

This is PrintText, a member of class IFont.

1.2.17.1.9 **IFont.Unload**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Unload: Boolean;
```

Description

This is Unload, a member of class IFont.

1.2.18 **IGUI**

Class Hierarchy
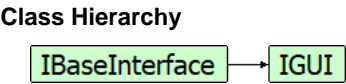
File: TopazGameLib.pas (see page 348)

Delphi

```
IGUI = interface(IBaseInterface);
```

Description

This is class IGUI.

1.2.18.1 **IGUI Constants**

The constants of the IGUI class are listed here.

Constants

◆	aAlign (see page 130)	This is aAlign, a member of class IGUI.
◆	aTitle (see page 130)	This is aTitle, a member of class IGUI.

1.2.18.1.1 **IGUI.aAlign**

File: TopazGameLib.pas (see page 348)

Delphi

```
const aAlign: Integer);
```

Description

This is aAlign, a member of class IGUI.

1.2.18.1.2 **IGUI.aTitle**

File: TopazGameLib.pas (see page 348)

Delphi

```
const aTitle: WideString;
```

Description

This is aTitle, a member of class IGUI.

1.2.18.2 IGUI Methods

The methods of the IGUI class are listed here.

Methods

⇒♦	& (see page 131)	This is &, a member of class IGUI.
⇒♦	Button (see page 131)	This is Button, a member of class IGUI.
⇒♦	Checkbox (see page 132)	This is Checkbox, a member of class IGUI.
⇒♦	Clear (see page 132)	This is Clear, a member of class IGUI.
⇒♦	Close (see page 132)	This is Close, a member of class IGUI.
⇒♦	Combobox (see page 132)	This is Combobox, a member of class IGUI.
⇒♦	Edit (see page 132)	This is Edit, a member of class IGUI.
⇒♦	InputBegin (see page 133)	This is InputBegin, a member of class IGUI.
⇒♦	InputEnd (see page 133)	This is InputEnd, a member of class IGUI.
⇒♦	LayoutRowBegin (see page 133)	This is LayoutRowBegin, a member of class IGUI.
⇒♦	LayoutRowDynamic (see page 133)	This is LayoutRowDynamic, a member of class IGUI.
⇒♦	LayoutRowEnd (see page 134)	This is LayoutRowEnd, a member of class IGUI.
⇒♦	LayoutRowPush (see page 134)	This is LayoutRowPush, a member of class IGUI.
⇒♦	LayoutRowStatic (see page 134)	This is LayoutRowStatic, a member of class IGUI.
⇒♦	Open (see page 134)	This is Open, a member of class IGUI.
⇒♦	Option (see page 134)	This is Option, a member of class IGUI.
⇒♦	Progress (see page 135)	This is Progress, a member of class IGUI.
⇒♦	Render (see page 135)	This is Render, a member of class IGUI.
⇒♦	SetStyle (see page 135)	This is SetStyle, a member of class IGUI.
⇒♦	Slider (see page 135)	This is Slider, a member of class IGUI.
⇒♦	Value (see page 135)	This is Value, a member of class IGUI.
⇒♦	Value (see page 136)	This is Value, a member of class IGUI.
⇒♦	WindowBegin (see page 136)	This is WindowBegin, a member of class IGUI.
⇒♦	WindowEnd (see page 136)	This is WindowEnd, a member of class IGUI.

1.2.18.2.1 IGUI.&

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure &;
```

Description

This is &, a member of class IGUI.

1.2.18.2.2 IGUI.Button

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Button(
    const aTitle: WideString
);
```

Description

This is Button, a member of class IGUI.

1.2.18.2.3 **IGUI.Checkbox**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Checkbox(
    const aLabel: WideString;
    var aActive: Boolean
): Boolean;
```

Description

This is Checkbox, a member of class IGUI.

1.2.18.2.4 **IGUI.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IGUI.

1.2.18.2.5 **IGUI.Close**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IGUI.

1.2.18.2.6 **IGUI.Combobox**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Combobox(
    const aItems: array of WideString;
    aSelected: Integer;
    aItemHeight: Integer;
    aWidth: Single;
    aHeight: Single;
    var aChanged: Boolean
): Integer;
```

Description

This is Combobox, a member of class IGUI.

1.2.18.2.7 **IGUI.Edit**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Edit(
    aType: Cardinal;
    aFilter: Integer;
    var aBuffer: WideString
): Integer;
```

Description

This is Edit, a member of class IGUI.

1.2.18.2.8 **IGUI.InputBegin**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure InputBegin;
```

Description

This is InputBegin, a member of class IGUI.

1.2.18.2.9 **IGUI.InputEnd**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure InputEnd;
```

Description

This is InputEnd, a member of class IGUI.

1.2.18.2.10 **IGUI.LayoutRowBegin**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure LayoutRowBegin(
    aFormat: Integer;
    aHeight: Single;
    aColumns: Integer
);
```

Description

This is LayoutRowBegin, a member of class IGUI.

1.2.18.2.11 **IGUI.LayoutRowDynamic**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure LayoutRowDynamic(
    aHeight: Single;
    aColumns: Integer
);
```

Description

This is LayoutRowDynamic, a member of class IGUI.

1.2.18.2.12 **IGUI.LayoutRowEnd**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure LayoutRowEnd;
```

Description

This is LayoutRowEnd, a member of class IGUI.

1.2.18.2.13 **IGUI.LayoutRowPush**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure LayoutRowPush(
    aValue: Single
);
```

Description

This is LayoutRowPush, a member of class IGUI.

1.2.18.2.14 **IGUI.LayoutRowStatic**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure LayoutRowStatic(
    aHeight: Single;
    aWidth: Integer;
    aColumns: Integer
);
```

Description

This is LayoutRowStatic, a member of class IGUI.

1.2.18.2.15 **IGUI.Open**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Open: Boolean;
```

Description

This is Open, a member of class IGUI.

1.2.18.2.16 **IGUI.Option**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Option(
    const aTitle: WideString;
    aActive: Boolean
): Boolean;
```

Description

This is Option, a member of class IGUI.

1.2.18.2.17 **IGUI.Progress**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Progress(
    aCurrent: Cardinal;
    aMax: Cardinal;
    aModifyable: Boolean
): Cardinal;
```

Description

This is Progress, a member of class IGUI.

1.2.18.2.18 **IGUI.Render**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class IGUI.

1.2.18.2.19 **IGUI.SetStyle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetStyle(
    aTheme: Integer
);
```

Description

This is SetStyle, a member of class IGUI.

1.2.18.2.20 **IGUI.Slider**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Slider(
    aMin: Single;
    aMax: Single;
    aStep: Single;
    var aValue: Single
): Boolean;
```

Description

This is Slider, a member of class IGUI.

1.2.18.2.21 **IGUI.Value**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Value(
    const aName: WideString;
```

```
    aValue: Double;
    aMin: Double;
    aMax: Double;
    aStep: Double;
    aIncPerPixel: Single
): Double; overload;
```

Description

This is Value, a member of class IGUI.

1.2.18.2.22 IGUI.Value

File: TopazGameLib.pas (see page 348)

Delphi

```
function Value(
    const aName: WideString;
    aValue: Integer;
    aMin: Integer;
    aMax: Integer;
    aStep: Integer;
    aIncPerPixel: Single
): Integer; overload;
```

Description

This is Value, a member of class IGUI.

1.2.18.2.23 IGUI.WindowBegin

File: TopazGameLib.pas (see page 348)

Delphi

```
function WindowBegin(
    const aName: WideString;
    const aTitle: WideString;
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single;
    aFlags: array of cardinal
): Boolean;
```

Description

This is WindowBegin, a member of class IGUI.

1.2.18.2.24 IGUI.WindowEnd

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure WindowEnd;
```

Description

This is WindowEnd, a member of class IGUI.

1.2.19 **IHighscores**

Class Hierarchy

IBaseInterface → IHighscores
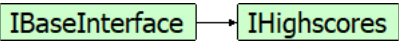
File: TopazGameLib.pas (see page 348)

Delphi

```
IHighscores = interface(IBaseInterface);
```

Description

This is class IHighscores.

1.2.19.1 **IHighscores Methods**

The methods of the IHighscores class are listed here.

Methods

⇒◈	Busy (see page 137)	This is Busy, a member of class IHighscores.
⇒◈	Clear (see page 137)	This is Clear, a member of class IHighscores.
⇒◈	ClearResults (see page 138)	This is ClearResults, a member of class IHighscores.
⇒◈	GetLastError (see page 138)	This is GetLastError, a member of class IHighscores.
⇒◈	GetResult (see page 138)	This is GetResult, a member of class IHighscores.
⇒◈	GetResultCount (see page 138)	This is GetResultCount, a member of class IHighscores.
⇒◈	List (see page 138)	This is List, a member of class IHighscores.
⇒◈	Post (see page 139)	This is Post, a member of class IHighscores.
⇒◈	Post (see page 139)	This is Post, a member of class IHighscores.
⇒◈	Remove (see page 139)	This is Remove, a member of class IHighscores.
⇒◈	Setup (see page 139)	This is Setup, a member of class IHighscores.

1.2.19.1.1 **IHighscores.Busy**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Busy: Boolean;
```

Description

This is Busy, a member of class IHighscores.

1.2.19.1.2 **IHighscores.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IHighscores.

1.2.19.1.3 **IHighscores.ClearResults**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ClearResults;
```

Description

This is ClearResults, a member of class IHighscores.

1.2.19.1.4 **IHighscores.GetLastError**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLastError: WideString;
```

Description

This is GetLastError, a member of class IHighscores.

1.2.19.1.5 **IHighscores.GetResult**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetResult(
    aIndex: Integer;
    var aScore: THighscore
);
```

Description

This is GetResult, a member of class IHighscores.

1.2.19.1.6 **IHighscores.GetResultCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetResultCount: Integer;
```

Description

This is GetResultCount, a member of class IHighscores.

1.2.19.1.7 **IHighscores.List**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure List(
    aLevel: Integer;
    aSkill: Integer
);
```

Description

This is List, a member of class IHighscores.

1.2.19.1.8 **IHighscores.Post**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Post(
    aScore: THighscore
); overload;
```

Description

This is Post, a member of class IHighscores.

1.2.19.1.9 **IHighscores.Post**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Post(
    const aName: WideString;
    aLevel: Integer;
    aScore: Cardinal;
    aSkill: Integer;
    aDuration: Cardinal;
    const aLocation: WideString
); overload;
```

Description

This is Post, a member of class IHighscores.

1.2.19.1.10 **IHighscores.Remove**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Remove(
    const aName: WideString
);
```

Description

This is Remove, a member of class IHighscores.

1.2.19.1.11 **IHighscores.Setup**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Setup(
    aMaxScores: Integer;
    const aServer: WideString;
    const aDatabase: WideString;
    const aUsername: WideString;
    const aPassword: WideString;
    const aGameId: WideString;
    aPort: Integer = DATABASE_DEFAULT_MYSQL_PORT
);
```

Description

This is Setup, a member of class IHighscores.

1.2.20 **IInAppPurchase**

Class Hierarchy
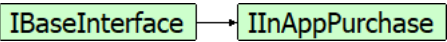
File: TopazGameLib.pas (see page 348)

Delphi

```
IInAppPurchase = interface(IBaseInterface);
```

Description

This is class IInAppPurchase.

1.2.20.1 **IInAppPurchase Methods**

The methods of the IInAppPurchase class are listed here.

Methods

⇒●	Busy (see page 140)	This is Busy, a member of class IInAppPurchase.
⇒●	Buy (see page 140)	This is Buy, a member of class IInAppPurchase.
⇒●	GetAmount (see page 141)	This is GetAmount, a member of class IInAppPurchase.
⇒●	GetCurrency (see page 141)	This is GetCurrency, a member of class IInAppPurchase.
⇒●	GetDescription (see page 141)	This is GetDescription, a member of class IInAppPurchase.
⇒●	GetId (see page 141)	This is GetId, a member of class IInAppPurchase.
⇒●	GetLastError (see page 141)	This is GetLastError, a member of class IInAppPurchase.
⇒●	GetStatus (see page 142)	This is GetStatus, a member of class IInAppPurchase.

1.2.20.1.1 **IInAppPurchase.Busy**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Busy: Boolean;
```

Description

This is Busy, a member of class IInAppPurchase.

1.2.20.1.2 **IInAppPurchase.Buy**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Buy(
    const aKey: WideString;
    const aDescription: WideString;
    aAmount: Single;
    const aCurrency: WideString;
    const aCardNum: WideString;
    aExpMonth: Integer;
    aExpYear: Integer;
    aCvc: WideString
);
```

Description

This is Buy, a member of class IInAppPurchase.

1.2.20.1.3 **IInAppPurchase.GetAmount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAmount: WideString;
```

Description

This is GetAmount, a member of class IInAppPurchase.

1.2.20.1.4 **IInAppPurchase.GetCurrency**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetCurrency: WideString;
```

Description

This is GetCurrency, a member of class IInAppPurchase.

1.2.20.1.5 **IInAppPurchase.GetDescription**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetDescription: WideString;
```

Description

This is GetDescription, a member of class IInAppPurchase.

1.2.20.1.6 **IInAppPurchase.GetId**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetId: WideString;
```

Description

This is GetId, a member of class IInAppPurchase.

1.2.20.1.7 **IInAppPurchase.GetLastError**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLastError: WideString;
```

Description

This is GetLastError, a member of class IInAppPurchase.

1.2.20.1.8 **IInAppPurchase.GetStatus**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetStatus: WideString;
```

Description

This is GetStatus, a member of class IInAppPurchase.

1.2.21 **IInput**

Class Hierarchy
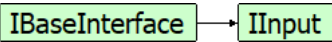
File: TopazGameLib.pas (see page 348)

Delphi

```
IInput = interface(IBaseInterface);
```

Description

This is class IInput.

1.2.21.1 **IInput Methods**

The methods of the IInput class are listed here.

Methods

	Clear (see page 142)	This is Clear, a member of class IInput.
	GetMouseInfo (see page 143)	This is GetMouseInfo, a member of class IInput.
	JoystickDown (see page 143)	This is JoystickDown, a member of class IInput.
	JoystickPosition (see page 143)	This is JoystickPosition, a member of class IInput.
	JoystickPressed (see page 143)	This is JoystickPressed, a member of class IInput.
	JoystickReleased (see page 144)	This is JoystickReleased, a member of class IInput.
	KeyCode (see page 144)	This is KeyCode, a member of class IInput.
	KeyCodeRepeat (see page 144)	This is KeyCodeRepeat, a member of class IInput.
	KeyDown (see page 144)	This is KeyDown, a member of class IInput.
	KeyPressed (see page 144)	This is KeyPressed, a member of class IInput.
	KeyReleased (see page 145)	This is KeyReleased, a member of class IInput.
	MouseDown (see page 145)	This is MouseDown, a member of class IInput.
	MousePressed (see page 145)	This is MousePressed, a member of class IInput.
	MouseReleased (see page 145)	This is MouseReleased, a member of class IInput.
	MouseSetPos (see page 145)	This is MouseSetPos, a member of class IInput.
	Update (see page 146)	This is Update, a member of class IInput.

1.2.21.1.1 **IInput.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IInput.

1.2.21.1.2 **IInput.GetMouseInfo**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetMouseInfo(
    aPosition: PVector;
    aDelta: PVector;
    aPressure: System.PSingle
);
```

Description

This is GetMouseInfo, a member of class IInput.

1.2.21.1.3 **IInput.JoystickDown**

File: TopazGameLib.pas (see page 348)

Delphi

```
function JoystickDown(
    aButton: Cardinal
): Boolean;
```

Description

This is JoystickDown, a member of class IInput.

1.2.21.1.4 **IInput.JoystickPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```
function JoystickPosition(
    aStick: Integer;
    aAxes: Integer
): Single;
```

Description

This is JoystickPosition, a member of class IInput.

1.2.21.1.5 **IInput.JoystickPressed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function JoystickPressed(
    aButton: Cardinal
): Boolean;
```

Description

This is JoystickPressed, a member of class IInput.

1.2.21.1.6 **IInput.JoystickReleased**

File: TopazGameLib.pas (see page 348)

Delphi

```
function JoystickReleased(
    aButton: Cardinal
): Boolean;
```

Description

This is JoystickReleased, a member of class IInput.

1.2.21.1.7 **IInput.KeyCode**

File: TopazGameLib.pas (see page 348)

Delphi

```
function KeyCode: Integer;
```

Description

This is KeyCode, a member of class IInput.

1.2.21.1.8 **IInput.KeyCodeRepeat**

File: TopazGameLib.pas (see page 348)

Delphi

```
function KeyCodeRepeat: Boolean;
```

Description

This is KeyCodeRepeat, a member of class IInput.

1.2.21.1.9 **IInput.KeyDown**

File: TopazGameLib.pas (see page 348)

Delphi

```
function KeyDown(
    aKey: Cardinal
): Boolean;
```

Description

This is KeyDown, a member of class IInput.

1.2.21.1.10 **IInput.KeyPressed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function KeyPressed(
    aKey: Cardinal
): Boolean;
```

Description

This is KeyPressed, a member of class IInput.

1.2.21.1.11 **IInput.KeyReleased**

File: TopazGameLib.pas (see page 348)

Delphi

```
function KeyReleased(
    aKey: Cardinal
): Boolean;
```

Description

This is KeyReleased, a member of class IInput.

1.2.21.1.12 **IInput.MouseDown**

File: TopazGameLib.pas (see page 348)

Delphi

```
function MouseDown(
    aButton: Cardinal
): Boolean;
```

Description

This is MouseDown, a member of class IInput.

1.2.21.1.13 **IInput.MousePressed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function MousePressed(
    aButton: Cardinal
): Boolean;
```

Description

This is MousePressed, a member of class IInput.

1.2.21.1.14 **IInput.MouseReleased**

File: TopazGameLib.pas (see page 348)

Delphi

```
function MouseReleased(
    aButton: Cardinal
): Boolean;
```

Description

This is MouseReleased, a member of class IInput.

1.2.21.1.15 **IInput.MouseSetPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure MouseSetPos(
    aX: Integer;
    aY: Integer
);
```

Description

This is MouseSetPos, a member of class IInput.

1.2.21.1.16 IInput.Update

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class IInput.

1.2.22 IInputMap

Class Hierarchy
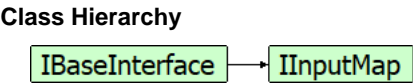
File: TopazGameLib.pas (see page 348)

Delphi

```
IInputMap = interface(IBaseInterface);
```

Description

This is class IInputMap.

1.2.22.1 IInputMap Methods

The methods of the IInputMap class are listed here.

Methods

⇒●	Add (see page 146)	This is Add, a member of class IInputMap.
⇒●	Clear (see page 147)	This is Clear, a member of class IInputMap.
⇒●	Down (see page 147)	This is Down, a member of class IInputMap.
⇒●	Load (see page 147)	This is Load, a member of class IInputMap.
⇒●	Pressed (see page 147)	This is Pressed, a member of class IInputMap.
⇒●	Released (see page 147)	This is Released, a member of class IInputMap.
⇒●	Remove (see page 148)	This is Remove, a member of class IInputMap.
⇒●	Remove (see page 148)	This is Remove, a member of class IInputMap.
⇒●	Save (see page 148)	This is Save, a member of class IInputMap.

1.2.22.1.1 IInputMap.Add

File: TopazGameLib.pas (see page 348)

Delphi

```
function Add(
    const aAction: WideString;
    aDevice: TInputDevice;
    aData: Integer
): Boolean;
```

Description

This is Add, a member of class IInputMap.

1.2.22.1.2 **IInputMap.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IInputMap.

1.2.22.1.3 **IInputMap.Down**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Down(
    const aAction: WideString
): Boolean;
```

Description

This is Down, a member of class IInputMap.

1.2.22.1.4 **IInputMap.Load**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Load(
    aArchive: IArchive;
    const aFilename: WideString
): Boolean;
```

Description

This is Load, a member of class IInputMap.

1.2.22.1.5 **IInputMap.Pressed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Pressed(
    const aAction: WideString
): Boolean;
```

Description

This is Pressed, a member of class IInputMap.

1.2.22.1.6 **IInputMap.Released**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Released(
    const aAction: WideString
```

```
): Boolean;
```

Description

This is Released, a member of class IInputMap.

1.2.22.1.7 **IInputMap.Remove**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Remove(
    const aAction: WideString
): Boolean; overload;
```

Description

This is Remove, a member of class IInputMap.

1.2.22.1.8 **IInputMap.Remove**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Remove(
    const aAction: WideString;
    aDevice: TInputDevice;
    aData: Integer
): Boolean; overload;
```

Description

This is Remove, a member of class IInputMap.

1.2.22.1.9 **IInputMap.Save**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Save(
    const aFilename: WideString
): Boolean;
```

Description

This is Save, a member of class IInputMap.

1.2.23 **ILog**

Class Hierarchy
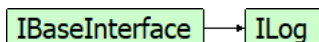
File: TopazGameLib.pas (see page 348)

Delphi

```
ILog = interface(IBaseInterface);
```

Description

This is class ILog.

1.2.23.1 ILog Methods

The methods of the ILog class are listed here.

Methods

⇒♦	Add (see page 149)	This is Add, a member of class ILog.
⇒♦	Close (see page 149)	This is Close, a member of class ILog.
⇒♦	Fatal (see page 149)	This is Fatal, a member of class ILog.
⇒♦	Open (see page 149)	This is Open, a member of class ILog.
⇒♦	Opened (see page 150)	This is Opened, a member of class ILog.

1.2.23.1.1 ILog.Add

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Add(
    const aMsg: WideString;
    const aArgs: array of const
);
```

Description

This is Add, a member of class ILog.

1.2.23.1.2 ILog.Close

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class ILog.

1.2.23.1.3 ILog.Fatal

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Fatal(
    const aMsg: WideString;
    const aArgs: array of const
);
```

Description

This is Fatal, a member of class ILog.

1.2.23.1.4 ILog.Open

File: TopazGameLib.pas (see page 348)

Delphi

```
function Open(
    const aFilename: WideString = ''
): Boolean;
```

Description

This is Open, a member of class ILog.

1.2.23.1.5 ILog.Opened

File: TopazGameLib.pas (see page 348)

Delphi
```
function Opened: Boolean;
```
Description

This is Opened, a member of class ILog.

1.2.24 ILua

Class Hierarchy
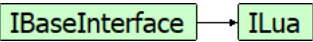
File: TopazGameLib.pas (see page 348)

Delphi
```
ILua = interface(IBaseInterface);
```
Description

This is class ILua.

1.2.24.1 ILua Methods

The methods of the ILua class are listed here.

Methods

⇒	Call (see page 151)	This is Call, a member of class ILua.
⇒	Call (see page 151)	This is Call, a member of class ILua.
⇒	CollectGarbage (see page 151)	This is CollectGarbage, a member of class ILua.
⇒	CompileToFile (see page 151)	This is CompileToFile, a member of class ILua.
⇒	GetGCMemoryUsed (see page 152)	This is GetGCMemoryUsed, a member of class ILua.
⇒	GetGCStepSize (see page 152)	This is GetGCStepSize, a member of class ILua.
⇒	GetVariable (see page 152)	This is GetVariable, a member of class ILua.
⇒	LoadBuffer (see page 152)	This is LoadBuffer, a member of class ILua.
⇒	LoadFile (see page 152)	This is LoadFile, a member of class ILua.
⇒	LoadString (see page 153)	This is LoadString, a member of class ILua.
⇒	PrepCall (see page 153)	This is PrepCall, a member of class ILua.
⇒	RegisterRoutine (see page 153)	This is RegisterRoutine, a member of class ILua.
⇒	RegisterRoutine (see page 153)	This is RegisterRoutine, a member of class ILua.
⇒	RegisterRoutines (see page 154)	This is RegisterRoutines, a member of class ILua.
⇒	RegisterRoutines (see page 154)	This is RegisterRoutines, a member of class ILua.
⇒	RegisterRoutines (see page 154)	This is RegisterRoutines, a member of class ILua.
⇒	RegisterRoutines (see page 154)	This is RegisterRoutines, a member of class ILua.

⇒◆		Reset (see page 154)	This is Reset, a member of class ILua.
⇒◆		RoutineExist (see page 155)	This is RoutineExist, a member of class ILua.
⇒◆		Run (see page 155)	This is Run, a member of class ILua.
⇒◆		SetGCStepSize (see page 155)	This is SetGCStepSize, a member of class ILua.
⇒◆		SetVariable (see page 155)	This is SetVariable, a member of class ILua.
⇒◆		VariableExist (see page 155)	This is VariableExist, a member of class ILua.

1.2.24.1.1 **ILua.Call**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Call(
    aParamCount: Integer
): TLuaValue; overload;
```

Description

This is Call, a member of class ILua.

1.2.24.1.2 **ILua.Call**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Call(
    const aName: WideString;
    const aParams: array of TLuaValue
): TLuaValue; overload;
```

Description

This is Call, a member of class ILua.

1.2.24.1.3 **ILua.CollectGarbage**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure CollectGarbage;
```

Description

This is CollectGarbage, a member of class ILua.

1.2.24.1.4 **ILua.CompileToFile**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure CompileToFile(
    aSourceFilename: WideString;
    aOutputFilename: WideString;
    aCleanOutput: Boolean
);
```

Description

This is CompileToFile, a member of class ILua.

1.2.24.1.5 **ILua.GetGCMemoryUsed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetGCMemoryUsed: Integer;
```

Description

This is GetGCMemoryUsed, a member of class ILua.

1.2.24.1.6 **ILua.GetGCStepSize**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetGCStepSize: Integer;
```

Description

This is GetGCStepSize, a member of class ILua.

1.2.24.1.7 **ILua.GetVariable**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVariable(
    const aName: WideString;
    aType: TLuaValueType
): TLuaValue;
```

Description

This is GetVariable, a member of class ILua.

1.2.24.1.8 **ILua.LoadBuffer**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure LoadBuffer(
    aData: Pointer;
    aSize: NativeUInt;
    aAutoRun: Boolean = True
);
```

Description

This is LoadBuffer, a member of class ILua.

1.2.24.1.9 **ILua.LoadFile**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadFile(
    aArchive: IArchive;
    const aFilename: WideString;
    aAutoRun: Boolean = True
): Boolean;
```

Description

This is LoadFile, a member of class ILua.

1.2.24.1.10 ILua.LoadString

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure LoadString(
    const aData: WideString;
    aAutoRun: Boolean = True
);
```

Description

This is LoadString, a member of class ILua.

1.2.24.1.11 ILua.PrepCall

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function PrepCall(
    const aName: WideString
): Boolean;
```

Description

This is PrepCall, a member of class ILua.

1.2.24.1.12 ILua.RegisterRoutine

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure RegisterRoutine(
    const aName: WideString;
    aData: Pointer;
    aCode: Pointer
); overload;
```

Description

This is RegisterRoutine, a member of class ILua.

1.2.24.1.13 ILua.RegisterRoutine

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure RegisterRoutine(
    const aName: WideString;
    aRoutine: TLuaFunction
); overload;
```

Description

This is RegisterRoutine, a member of class ILua.

1.2.24.1.14 **ILua.RegisterRoutines**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RegisterRoutines(
    aClass: TClass
); overload;
```

Description

This is RegisterRoutines, a member of class ILua.

1.2.24.1.15 **ILua.RegisterRoutines**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RegisterRoutines(
    aObject: TObject
); overload;
```

Description

This is RegisterRoutines, a member of class ILua.

1.2.24.1.16 **ILua.RegisterRoutines**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RegisterRoutines(
    const aTables: WideString;
    aClass: TClass;
    const aTableName: WideString = ''
); overload;
```

Description

This is RegisterRoutines, a member of class ILua.

1.2.24.1.17 **ILua.RegisterRoutines**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RegisterRoutines(
    const aTables: WideString;
    aObject: TObject;
    const aTableName: WideString = ''
); overload;
```

Description

This is RegisterRoutines, a member of class ILua.

1.2.24.1.18 **ILua.Reset**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class ILua.

1.2.24.1.19 ILua.RoutineExist

File: TopazGameLib.pas (see page 348)

Delphi

```
function RoutineExist(
    const aName: WideString
): Boolean;
```

Description

This is RoutineExist, a member of class ILua.

1.2.24.1.20 ILua.Run

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Run;
```

Description

This is Run, a member of class ILua.

1.2.24.1.21 ILua.SetGCStepSize

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetGCStepSize(
    aStep: Integer
);
```

Description

This is SetGCStepSize, a member of class ILua.

1.2.24.1.22 ILua.SetVariable

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetVariable(
    const aName: WideString;
    aValue: TLuaValue
);
```

Description

This is SetVariable, a member of class ILua.

1.2.24.1.23 ILua.VariableExist

File: TopazGameLib.pas (see page 348)

Delphi

```
function VariableExist(
    const aName: WideString
```

```
    ): Boolean;
```

Description

This is VariableExist, a member of class ILua.

1.2.25 **ILuaContext**

Class Hierarchy

ILuaContext

File: TopazGameLib.pas (see page 348)

Delphi

```
    ILuaContext = interface;
```

Description

This is class ILuaContext.

1.2.25.1 **ILuaContext Methods**

The methods of the ILuaContext class are listed here.

Methods

⇒♦	ArgCount (see page 156)	This is ArgCount, a member of class ILuaContext.
⇒♦	ClearStack (see page 156)	This is ClearStack, a member of class ILuaContext.
⇒♦	GetStackType (see page 157)	This is GetStackType, a member of class ILuaContext.
⇒♦	GetTableFieldValue (see page 157)	This is GetTableFieldValue, a member of class ILuaContext.
⇒♦	GetTableIndexValue (see page 157)	This is GetTableIndexValue, a member of class ILuaContext.
⇒♦	GetValue (see page 157)	This is GetValue, a member of class ILuaContext.
⇒♦	PopStack (see page 158)	This is PopStack, a member of class ILuaContext.
⇒♦	PushCount (see page 158)	This is PushCount, a member of class ILuaContext.
⇒♦	PushValue (see page 158)	This is PushValue, a member of class ILuaContext.
⇒♦	SetTableFieldValue (see page 158)	This is SetTableFieldValue, a member of class ILuaContext.
⇒♦	SetTableIndexValue (see page 158)	This is SetTableIndexValue, a member of class ILuaContext.

1.2.25.1.1 **ILuaContext.ArgCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
    function ArgCount: Integer;
```

Description

This is ArgCount, a member of class ILuaContext.

1.2.25.1.2 **ILuaContext.ClearStack**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ClearStack;
```

Description

This is ClearStack, a member of class ILuaContext.

1.2.25.1.3 ILuaContext.GetStackType

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetStackType(
    aIndex: Integer
): TLuaType;
```

Description

This is GetStackType, a member of class ILuaContext.

1.2.25.1.4 ILuaContext.GetTableFieldValue

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetTableFieldValue(
    const aName: WideString;
    aType: TLuaValueType;
    aIndex: Integer
): TLuaValue; overload;
```

Description

This is GetTableFieldValue, a member of class ILuaContext.

1.2.25.1.5 ILuaContext.GetTableIndexValue

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetTableIndexValue(
    const aName: WideString;
    aType: TLuaValueType;
    aIndex: Integer;
    aKey: Integer
): TLuaValue;
```

Description

This is GetTableIndexValue, a member of class ILuaContext.

1.2.25.1.6 ILuaContext.GetValue

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetValue(
    aType: TLuaValueType;
    aIndex: Integer
): TLuaValue;
```

Description

This is GetValue, a member of class ILuaContext.

1.2.25.1.7 **ILuaContext.PopStack**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PopStack(
    aCount: Integer
);
```

Description

This is PopStack, a member of class ILuaContext.

1.2.25.1.8 **ILuaContext.PushCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function PushCount: Integer;
```

Description

This is PushCount, a member of class ILuaContext.

1.2.25.1.9 **ILuaContext.PushValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure PushValue(
    aValue: TLuaValue
);
```

Description

This is PushValue, a member of class ILuaContext.

1.2.25.1.10 **ILuaContext.SetTableFieldValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetTableFieldValue(
    const aName: WideString;
    aValue: TLuaValue;
    aIndex: Integer
); overload;
```

Description

This is SetTableFieldValue, a member of class ILuaContext.

1.2.25.1.11 **ILuaContext.SetTableIndexValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetTableIndexValue(
    const aName: WideString;
    aValue: TLuaValue;
    aIndex: Integer;
    aKey: Integer
```

```
    );
```

Description

This is SetTableIndexValue, a member of class ILuaContext.

1.2.26 **IMail**

Class Hierarchy
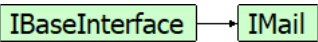
File: TopazGameLib.pas (see page 348)

Delphi

```
    IMail = interface(IBaseInterface);
```

Description

This is class IMail.

1.2.26.1 **IMail Methods**

The methods of the IMail class are listed here.

Methods

	Busy (see page 159)	This is Busy, a member of class IMail.
	GetLastError (see page 159)	This is GetLastError, a member of class IMail.
	Send (see page 159)	This is Send, a member of class IMail.
	Setup (see page 160)	This is Setup, a member of class IMail.

1.2.26.1.1 **IMail.Busy**

File: TopazGameLib.pas (see page 348)

Delphi

```
    function Busy: Boolean;
```

Description

This is Busy, a member of class IMail.

1.2.26.1.2 **IMail.GetLastError**

File: TopazGameLib.pas (see page 348)

Delphi

```
    function GetLastError: WideString;
```

Description

This is GetLastError, a member of class IMail.

1.2.26.1.3 **IMail.Send**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Send(
    const aFromEmail: WideString;
    const aFromName: WideString;
    const aSubject: WideString;
    const aToEmail: WideString;
    const aBody: WideString
);
```

Description

This is Send, a member of class IMail.

1.2.26.1.4 IMail.Setup

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Setup(
    const aHost: WideString;
    const aUsername: WideString;
    const aPassword: WideString;
    aPort: Integer = MAIL_PORT_SMTPS
);
```

Description

This is Setup, a member of class IMail.

1.2.27 IMath

Class Hierarchy
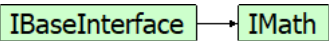
File: TopazGameLib.pas (see page 348)

Delphi

```
IMath = interface(IBaseInterface);
```

Description

This is class IMath.

1.2.27.1 IMath Methods

The methods of the IMath class are listed here.

Methods

	AngleCos (see page 161)	This is AngleCos, a member of class IMath.
	AngleDifference (see page 161)	This is AngleDifference, a member of class IMath.
	AngleRotatePos (see page 161)	This is AngleRotatePos, a member of class IMath.
	AngleSin (see page 162)	This is AngleSin, a member of class IMath.
	CircleInRectangle (see page 162)	This is CircleInRectangle, a member of class IMath.
	CirclesOverlap (see page 162)	This is CirclesOverlap, a member of class IMath.
	ClipValueFloat (see page 162)	This is ClipValueFloat, a member of class IMath.
	ClipValueInt (see page 163)	This is ClipValueInt, a member of class IMath.

⇒♦		EasePosition (see page 163)	This is EasePosition, a member of class IMath.
⇒♦		EaseValue (see page 163)	This is EaseValue, a member of class IMath.
⇒♦		GetRandomSeed (see page 163)	This is GetRandomSeed, a member of class IMath.
⇒♦		Lerp (see page 164)	This is Lerp, a member of class IMath.
⇒♦		LineIntersection (see page 164)	This is LineIntersection, a member of class IMath.
⇒♦		PointInCircle (see page 164)	This is PointInCircle, a member of class IMath.
⇒♦		PointInRectangle (see page 164)	This is PointInRectangle, a member of class IMath.
⇒♦		PointInTriangle (see page 165)	This is PointInTriangle, a member of class IMath.
⇒♦		RadiusOverlap (see page 165)	This is RadiusOverlap, a member of class IMath.
⇒♦		RandomBool (see page 165)	This is RandomBool, a member of class IMath.
⇒♦		RandomRange (see page 165)	This is RandomRange, a member of class IMath.
⇒♦		RandomRange (see page 166)	This is RandomRange, a member of class IMath.
⇒♦		Rectangle (see page 166)	This is Rectangle, a member of class IMath.
⇒♦		RectangleIntersection (see page 166)	This is RectangleIntersection, a member of class IMath.
⇒♦		RectanglesOverlap (see page 166)	This is RectanglesOverlap, a member of class IMath.
⇒♦		SameSignFloat (see page 167)	This is SameSignFloat, a member of class IMath.
⇒♦		SameSignInt (see page 167)	This is SameSignInt, a member of class IMath.
⇒♦		SameValueExt (see page 167)	This is SameValueExt, a member of class IMath.
⇒♦		SameValueFloat (see page 167)	This is SameValueFloat, a member of class IMath.
⇒♦		SetRandomSeed (see page 167)	This is SetRandomSeed, a member of class IMath.
⇒♦		SmoothMove (see page 168)	This is SmoothMove, a member of class IMath.
⇒♦		Vector (see page 168)	This is Vector, a member of class IMath.

1.2.27.1.1 IMath.AngleCos

File: TopazGameLib.pas (see page 348)

Delphi

```
function AngleCos(
    aAngle: Integer
): Single;
```

Description

This is AngleCos, a member of class IMath.

1.2.27.1.2 IMath.AngleDifference

File: TopazGameLib.pas (see page 348)

Delphi

```
function AngleDifference(
    aSrcAngle: Single;
    aDestAngle: Single
): Single;
```

Description

This is AngleDifference, a member of class IMath.

1.2.27.1.3 IMath.AngleRotatePos

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure AngleRotatePos(
    aAngle: Single;
    var aX: Single;
    var aY: Single
);
```

Description

This is AngleRotatePos, a member of class IMath.

1.2.27.1.4 IMath.AngleSin

File: TopazGameLib.pas (see page 348)

Delphi

```
function AngleSin(
    aAngle: Integer
): Single;
```

Description

This is AngleSin, a member of class IMath.

1.2.27.1.5 IMath.CircleInRectangle

File: TopazGameLib.pas (see page 348)

Delphi

```
function CircleInRectangle(
    aCenter: TVector;
    aRadius: Single;
    aRect: TRectangle
): Boolean;
```

Description

This is CircleInRectangle, a member of class IMath.

1.2.27.1.6 IMath.CirclesOverlap

File: TopazGameLib.pas (see page 348)

Delphi

```
function CirclesOverlap(
    aCenter1: TVector;
    aRadius1: Single;
    aCenter2: TVector;
    aRadius2: Single
): Boolean;
```

Description

This is CirclesOverlap, a member of class IMath.

1.2.27.1.7 IMath.ClipValueFloat

File: TopazGameLib.pas (see page 348)

Delphi

```
function ClipValueFloat(
    var aValue: Single;
    aMin: Single;
```

```
    aMax: Single;
    aWrap: Boolean
): Single;
```

Description

This is ClipValueFloat, a member of class IMath.

1.2.27.1.8 **IMath.ClipValueInt**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ClipValueInt(
    var aValue: Integer;
    aMin: Integer;
    aMax: Integer;
    aWrap: Boolean
): Integer;
```

Description

This is ClipValueInt, a member of class IMath.

1.2.27.1.9 **IMath.EasePosition**

File: TopazGameLib.pas (see page 348)

Delphi

```
function EasePosition(
    aStartPos: Double;
    aEndPos: Double;
    aCurrentPos: Double;
    aEaseType: TEaseType
): Double;
```

Description

This is EasePosition, a member of class IMath.

1.2.27.1.10 **IMath.EaseValue**

File: TopazGameLib.pas (see page 348)

Delphi

```
function EaseValue(
    aCurrentTime: Double;
    aStartValue: Double;
    aChangeInValue: Double;
    aDuration: Double;
    aEaseType: TEaseType
): Double;
```

Description

This is EaseValue, a member of class IMath.

1.2.27.1.11 **IMath.GetRandomSeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetRandomSeed: Integer;
```

Description

This is GetRandomSeed, a member of class IMath.

1.2.27.1.12 **IMath.Lerp**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Lerp(
    aFrom: Double;
    aTo: Double;
    aTime: Double
): Double;
```

Description

This is Lerp, a member of class IMath.

1.2.27.1.13 **IMath.LineIntersection**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LineIntersection(
    aX1: Integer;
    aY1: Integer;
    aX2: Integer;
    aY2: Integer;
    aX3: Integer;
    aY3: Integer;
    aX4: Integer;
    aY4: Integer;
    var aX: Integer;
    var aY: Integer
): TLineIntersection;
```

Description

This is LineIntersection, a member of class IMath.

1.2.27.1.14 **IMath.PointInCircle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function PointInCircle(
    aPoint: TVector;
    aCenter: TVector;
    aRadius: Single
): Boolean;
```

Description

This is PointInCircle, a member of class IMath.

1.2.27.1.15 **IMath.PointInRectangle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function PointInRectangle(
    aPoint: TVector;
```

```
    aRect: TRectangle
): Boolean;
```

Description

This is PointInRectangle, a member of class IMath.

1.2.27.1.16 **IMath.PointInTriangle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function PointInTriangle(
    aPoint: TVector;
    aP1: TVector;
    aP2: TVector;
    aP3: TVector
): Boolean;
```

Description

This is PointInTriangle, a member of class IMath.

1.2.27.1.17 **IMath.RadiusOverlap**

File: TopazGameLib.pas (see page 348)

Delphi

```
function RadiusOverlap(
    aRadius1: Single;
    aX1: Single;
    aY1: Single;
    aRadius2: Single;
    aX2: Single;
    aY2: Single;
    aShrinkFactor: Single
): Boolean;
```

Description

This is RadiusOverlap, a member of class IMath.

1.2.27.1.18 **IMath.RandomBool**

File: TopazGameLib.pas (see page 348)

Delphi

```
function RandomBool: Boolean;
```

Description

This is RandomBool, a member of class IMath.

1.2.27.1.19 **IMath.RandomRange**

File: TopazGameLib.pas (see page 348)

Delphi

```
function RandomRange(
    aMin: Integer;
    aMax: Integer
): Integer; overload;
```

Description

This is RandomRange, a member of class IMath.

1.2.27.1.20 IMath.RandomRange

File: TopazGameLib.pas (see page 348)

Delphi

```
function RandomRange(
    aMin: Single;
    aMax: Single
): Single; overload;
```

Description

This is RandomRange, a member of class IMath.

1.2.27.1.21 IMath.Rectangle

File: TopazGameLib.pas (see page 348)

Delphi

```
function Rectangle(
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single
): TRectangle;
```

Description

This is Rectangle, a member of class IMath.

1.2.27.1.22 IMath.RectangleIntersection

File: TopazGameLib.pas (see page 348)

Delphi

```
function RectangleIntersection(
    aRect1: TRectangle;
    aRect2: TRectangle
): TRectangle;
```

Description

This is RectangleIntersection, a member of class IMath.

1.2.27.1.23 IMath.RectanglesOverlap

File: TopazGameLib.pas (see page 348)

Delphi

```
function RectanglesOverlap(
    aRect1: TRectangle;
    aRect2: TRectangle
): Boolean;
```

Description

This is RectanglesOverlap, a member of class IMath.

1.2.27.1.24 **IMath.SameSignFloat**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function SameSignFloat(
    aValue1: Single;
    aValue2: Single
): Boolean;
```

Description

This is SameSignFloat, a member of class IMath.

1.2.27.1.25 **IMath.SameSignInt**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function SameSignInt(
    aValue1: Integer;
    aValue2: Integer
): Boolean;
```

Description

This is SameSignInt, a member of class IMath.

1.2.27.1.26 **IMath.SameValueExt**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function SameValueExt(
    aA: Double;
    aB: Double;
    aEpsilon: Double = 0
): Boolean;
```

Description

This is SameValueExt, a member of class IMath.

1.2.27.1.27 **IMath.SameValueFloat**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function SameValueFloat(
    aA: Single;
    aB: Single;
    aEpsilon: Single = 0
): Boolean;
```

Description

This is SameValueFloat, a member of class IMath.

1.2.27.1.28 **IMath.SetRandomSeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetRandomSeed(
    aValue: Integer
);
```

Description

This is SetRandomSeed, a member of class IMath.

1.2.27.1.29 IMath.SmoothMove

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SmoothMove(
    var aValue: Single;
    aAmount: Single;
    aMax: Single;
    aDrag: Single
);
```

Description

This is SmoothMove, a member of class IMath.

1.2.27.1.30 IMath.Vector

File: TopazGameLib.pas (see page 348)

Delphi
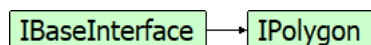
```
function Vector(
    aX: Single;
    aY: Single
): TVector;
```

Description

This is Vector, a member of class IMath.

1.2.28 IPolygon

Class Hierarchy

File: TopazGameLib.pas (see page 348)

Delphi

```
IPolygon = interface(IBaseInterface);
```

Description

This is class IPolygon.

1.2.28.1 IPolygon Methods

The methods of the IPolygon class are listed here.

Methods

	AddLocalPoint (see page 169)	This is AddLocalPoint, a member of class IPolygon.
	CopyFrom (see page 169)	This is CopyFrom, a member of class IPolygon.
	GetLocalPoint (see page 169)	This is GetLocalPoint, a member of class IPolygon.
	GetPointCount (see page 169)	This is GetPointCount, a member of class IPolygon.
	GetSegmentVisible (see page 170)	This is GetSegmentVisible, a member of class IPolygon.
	GetWorldPoint (see page 170)	This is GetWorldPoint, a member of class IPolygon.
	Load (see page 170)	This is Load, a member of class IPolygon.
	Render (see page 170)	This is Render, a member of class IPolygon.
	Save (see page 171)	This is Save, a member of class IPolygon.
	SetSegmentVisible (see page 171)	This is SetSegmentVisible, a member of class IPolygon.
	Transform (see page 171)	This is Transform, a member of class IPolygon.

1.2.28.1.1 IPolygon.AddLocalPoint

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure AddLocalPoint(
    aX: Single;
    aY: Single;
    aVisible: Boolean
);
```

Description

This is AddLocalPoint, a member of class IPolygon.

1.2.28.1.2 IPolygon.CopyFrom

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure CopyFrom(
    aPolygon: IPolygon
);
```

Description

This is CopyFrom, a member of class IPolygon.

1.2.28.1.3 IPolygon.GetLocalPoint

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLocalPoint(
    aIndex: Integer
): PVector;
```

Description

This is GetLocalPoint, a member of class IPolygon.

1.2.28.1.4 IPolygon.GetPointCount

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPointCount: Integer;
```

Description

This is GetPointCount, a member of class IPolygon.

1.2.28.1.5 **IPolygon.GetSegmentVisible**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSegmentVisible(
    aIndex: Integer
): Boolean;
```

Description

This is GetSegmentVisible, a member of class IPolygon.

1.2.28.1.6 **IPolygon.GetWorldPoint**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetWorldPoint(
    aIndex: Integer
): PVector;
```

Description

This is GetWorldPoint, a member of class IPolygon.

1.2.28.1.7 **IPolygon.Load**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Load(
    aArchive: IArchive;
    const aFilename: WideString
): Boolean;
```

Description

This is Load, a member of class IPolygon.

1.2.28.1.8 **IPolygon.Render**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Render(
    aX: Single;
    aY: Single;
    aScale: Single;
    aAngle: Single;
    aThickness: Integer;
    aColor: TColor;
    aOrigin: PVector;
    aHFlip: Boolean;
    aVFlip: Boolean
);
```

Description

This is Render, a member of class IPolygon.

1.2.28.1.9 **IPolygon.Save**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Save(
    const aFilename: WideString
): Boolean;
```

Description

This is Save, a member of class IPolygon.

1.2.28.1.10 **IPolygon.SetSegmentVisible**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetSegmentVisible(
    aIndex: Integer;
    aVisible: Boolean
);
```

Description

This is SetSegmentVisible, a member of class IPolygon.

1.2.28.1.11 **IPolygon.Transform**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Transform(
    aX: Single;
    aY: Single;
    aScale: Single;
    aAngle: Single;
    aOrigin: PVector;
    aHFlip: Boolean;
    aVFlip: Boolean
): Boolean;
```

Description

This is Transform, a member of class IPolygon.

1.2.29 **IRenderTarget**

Class Hierarchy

IBaseInterface → IRenderTarget

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
IRenderTarget = interface(IBaseInterface);
```

Description

This is class IRenderTarget.

1.2.29.1 **IRenderTarget Methods**

The methods of the IRenderTarget class are listed here.

Methods

⇒♦	GetActive (see page 172)	This is GetActive, a member of class IRenderTarget.
⇒♦	GetAngle (see page 172)	This is GetAngle, a member of class IRenderTarget.
⇒♦	GetPosition (see page 172)	This is GetPosition, a member of class IRenderTarget.
⇒♦	GetRegion (see page 173)	This is GetRegion, a member of class IRenderTarget.
⇒♦	GetSize (see page 173)	This is GetSize, a member of class IRenderTarget.
⇒♦	Init (see page 173)	This is Init, a member of class IRenderTarget.
⇒♦	SetActive (see page 173)	This is SetActive, a member of class IRenderTarget.
⇒♦	SetAngle (see page 173)	This is SetAngle, a member of class IRenderTarget.
⇒♦	SetPosition (see page 174)	This is SetPosition, a member of class IRenderTarget.
⇒♦	SetRegion (see page 174)	This is SetRegion, a member of class IRenderTarget.
⇒♦	Show (see page 174)	This is Show, a member of class IRenderTarget.

1.2.29.1.1 **IRenderTarget.GetActive**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetActive: Boolean;
```

Description

This is GetActive, a member of class IRenderTarget.

1.2.29.1.2 **IRenderTarget.GetAngle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAngle: Single;
```

Description

This is GetAngle, a member of class IRenderTarget.

1.2.29.1.3 **IRenderTarget.GetPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetPosition(
    var aPosition: TVector
);
```

Description

This is GetPosition, a member of class IRenderTarget.

1.2.29.1.4 **IRenderTarget.GetRegion**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetRegion(
    var aRegion: TRectangle
);
```

Description

This is GetRegion, a member of class IRenderTarget.

1.2.29.1.5 **IRenderTarget.GetSize**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetSize(
    var aSize: TRectangle
);
```

Description

This is GetSize, a member of class IRenderTarget.

1.2.29.1.6 **IRenderTarget.Init**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Init(
    aX: Integer;
    aY: Integer;
    aWidth: Integer;
    aHeight: Integer
);
```

Description

This is Init, a member of class IRenderTarget.

1.2.29.1.7 **IRenderTarget.SetActive**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetActive(
    aActive: Boolean
);
```

Description

This is SetActive, a member of class IRenderTarget.

1.2.29.1.8 **IRenderTarget.SetAngle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetAngle(
    aAngle: Single
```

```
    );
```

Description

This is SetAngle, a member of class IRenderTarget.

1.2.29.1.9 **IRenderTarget.SetPosition**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetPosition(
    aX: Single;
    aY: Single
);
```

Description

This is SetPosition, a member of class IRenderTarget.

1.2.29.1.10 **IRenderTarget.SetRegion**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetRegion(
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single
);
```

Description

This is SetRegion, a member of class IRenderTarget.

1.2.29.1.11 **IRenderTarget.Show**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class IRenderTarget.

1.2.30 **IScreenshake**

Class Hierarchy

File: TopazGameLib.pas (see page 348)

Delphi

```
IScreenshake = interface(IBaseInterface);
```

Description

This is class IScreenshake.

1.2.30.1 **IScreenshake Methods**

The methods of the IScreenshake class are listed here.

Methods

⇒◆	Active (see page 175)	This is Active, a member of class IScreenshake.
⇒◆	Clear (see page 175)	This is Clear, a member of class IScreenshake.
⇒◆	Process (see page 175)	This is Process, a member of class IScreenshake.
⇒◆	Start (see page 175)	This is Start, a member of class IScreenshake.

1.2.30.1.1 **IScreenshake.Active**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Active: Boolean;
```

Description

This is Active, a member of class IScreenshake.

1.2.30.1.2 **IScreenshake.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IScreenshake.

1.2.30.1.3 **IScreenshake.Process**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Process(
    aSpeed: Single;
    aDeltaTime: Double
);
```

Description

This is Process, a member of class IScreenshake.

1.2.30.1.4 **IScreenshake.Start**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Start(
    aDuration: Single;
    aMagnitude: Single
);
```

Description

This is Start, a member of class IScreenshake.

1.2.31 IScreenshot

Class Hierarchy
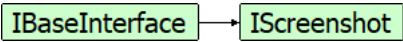
File: TopazGameLib.pas (see page 348)

Delphi

```
IScreenshot = interface(IBaseInterface);
```

Description

This is class IScreenshot.

1.2.31.1 IScreenshot Methods

The methods of the IScreenshot class are listed here.

Methods

⇛◆	Init (see page 176)	This is Init, a member of class IScreenshot.
⇛◆	Process (see page 176)	This is Process, a member of class IScreenshot.
⇛◆	Take (see page 176)	This is Take, a member of class IScreenshot.

1.2.31.1.1 IScreenshot.Init

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Init(
    const aDir: WideString = '';
    const aBaseFilename: WideString = ''
);
```

Description

This is Init, a member of class IScreenshot.

1.2.31.1.2 IScreenshot.Process

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Process;
```

Description

This is Process, a member of class IScreenshot.

1.2.31.1.3 IScreenshot.Take

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Take;
```

Description

This is Take, a member of class IScreenshot.

1.2.32 **IShader**

Class Hierarchy
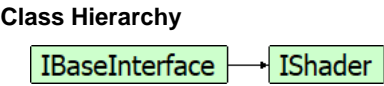
File: TopazGameLib.pas (see page 348)

Delphi

```
IShader = interface(IBaseInterface);
```

Description

This is class IShader.

1.2.32.1 **IShader Methods**

The methods of the IShader class are listed here.

Methods

⇒♦	Build (see page 177)	This is Build, a member of class IShader.
⇒♦	Enable (see page 177)	This is Enable, a member of class IShader.
⇒♦	Load (see page 178)	This is Load, a member of class IShader.
⇒♦	Load (see page 178)	This is Load, a member of class IShader.
⇒♦	Log (see page 178)	This is Log, a member of class IShader.
⇒♦	SetBoolUniform (see page 178)	This is SetBoolUniform, a member of class IShader.
⇒♦	SetFloatUniform (see page 179)	This is SetFloatUniform, a member of class IShader.
⇒♦	SetFloatUniform (see page 179)	This is SetFloatUniform, a member of class IShader.
⇒♦	SetIntUniform (see page 179)	This is SetIntUniform, a member of class IShader.
⇒♦	SetIntUniform (see page 179)	This is SetIntUniform, a member of class IShader.
⇒♦	SetTextureUniform (see page 179)	This is SetTextureUniform, a member of class IShader.
⇒♦	SetVec2Uniform (see page 180)	This is SetVec2Uniform, a member of class IShader.
⇒♦	SetVec2Uniform (see page 180)	This is SetVec2Uniform, a member of class IShader.

1.2.32.1.1 **IShader.Build**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Build: Boolean;
```

Description

This is Build, a member of class IShader.

1.2.32.1.2 **IShader.Enable**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Enable(
    aEnable: Boolean
): Boolean;
```

Description

This is Enable, a member of class IShader.

1.2.32.1.3 **IShader.Load**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Load(
    aArchive: IArchive;
    aType: TShaderType;
    const aFilename: WideString
): Boolean; overload;
```

Description

This is Load, a member of class IShader.

1.2.32.1.4 **IShader.Load**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Load(
    aType: TShaderType;
    const aSource: WideString
): Boolean; overload;
```

Description

This is Load, a member of class IShader.

1.2.32.1.5 **IShader.Log**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Log: WideString;
```

Description

This is Log, a member of class IShader.

1.2.32.1.6 **IShader.SetBoolUniform**

File: TopazGameLib.pas (see page 348)

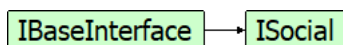**Delphi**

```
function SetBoolUniform(
    const aName: WideString;
    aValue: Boolean
): Boolean;
```

Description

This is SetBoolUniform, a member of class IShader.

1.2.32.1.7 **IShader.SetFloatUniform**

File: TopazGameLib.pas (see page 348)

Delphi

```
function SetFloatUniform(
    const aName: WideString;
    aNumComponents: Integer;
    aValue: System.PSingle;
    aNumElements: Integer
): Boolean; overload;
```

Description

This is SetFloatUniform, a member of class IShader.

1.2.32.1.8 **IShader.SetFloatUniform**

File: TopazGameLib.pas (see page 348)

Delphi

```
function SetFloatUniform(
    const aName: WideString;
    aValue: Single
): Boolean; overload;
```

Description

This is SetFloatUniform, a member of class IShader.

1.2.32.1.9 **IShader.SetIntUniform**

File: TopazGameLib.pas (see page 348)

Delphi

```
function SetIntUniform(
    const aName: WideString;
    aValue: Integer
): Boolean; overload;
```

Description

This is SetIntUniform, a member of class IShader.

1.2.32.1.10 **IShader.SetIntUniform**

File: TopazGameLib.pas (see page 348)

Delphi

```
function SetIntUniform(
    const aName: WideString;
    aNumComponents: Integer;
    aValue: PInteger;
    aNumElements: Integer
): Boolean; overload;
```

Description

This is SetIntUniform, a member of class IShader.

1.2.32.1.11 **IShader.SetTextureUniform**

File: TopazGameLib.pas (see page 348)

Delphi

```
function SetTextureUniform(
    const aName: WideString;
    aTexture: ITexture
): Boolean;
```

Description

This is SetTextureUniform, a member of class IShader.

1.2.32.1.12 IShader.SetVec2Uniform

File: TopazGameLib.pas (see page 348)

Delphi

```
function SetVec2Uniform(
    const aName: WideString;
    aX: Single;
    aY: Single
): Boolean; overload;
```

Description

This is SetVec2Uniform, a member of class IShader.

1.2.32.1.13 IShader.SetVec2Uniform

File: TopazGameLib.pas (see page 348)

Delphi

```
function SetVec2Uniform(
    const aName: WideString;
    aValue: TVector
): Boolean; overload;
```

Description

This is SetVec2Uniform, a member of class IShader.

1.2.33 ISocial

Class Hierarchy

File: TopazGameLib.pas (see page 348)

Delphi

```
ISocial = interface(IBaseInterface);
```

Description

This is class ISocial.

1.2.33.1 ISocial Methods

The methods of the ISocial class are listed here.

Methods

⇒◆	Busy (see page 181)	This is Busy, a member of class ISocial.
⇒◆	Post (see page 181)	This is Post, a member of class ISocial.
⇒◆	SaveAccounts (see page 181)	This is SaveAccounts, a member of class ISocial.
⇒◆	Setup (see page 181)	This is Setup, a member of class ISocial.

1.2.33.1.1 **ISocial.Busy**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Busy: Boolean;
```

Description

This is Busy, a member of class ISocial.

1.2.33.1.2 **ISocial.Post**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Post(
    const aAccountId: WideString;
    const aMsg: WideString;
    const aMediaFilename: WideString = ''
);
```

Description

This is Post, a member of class ISocial.

1.2.33.1.3 **ISocial.SaveAccounts**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SaveAccounts(
    const aFilename: WideString
);
```

Description

This is SaveAccounts, a member of class ISocial.

1.2.33.1.4 **ISocial.Setup**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Setup(
    const aApiKey: WideString
);
```

Description

This is Setup, a member of class ISocial.

1.2.34 ISpeech

Class Hierarchy
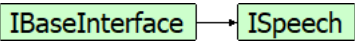
File: TopazGameLib.pas (see page 348)

Delphi

```
ISpeech = interface(IBaseInterface);
```

Description

This is class ISpeech.

1.2.34.1 ISpeech Methods

The methods of the ISpeech class are listed here.

Methods

⇒	Active (see page 182)	This is Active, a member of class ISpeech.
⇒	ChangeVoice (see page 182)	This is ChangeVoice, a member of class ISpeech.
⇒	Clear (see page 183)	This is Clear, a member of class ISpeech.
⇒	GetRate (see page 183)	This is GetRate, a member of class ISpeech.
⇒	GetVoice (see page 183)	This is GetVoice, a member of class ISpeech.
⇒	GetVoiceAttribute (see page 183)	This is GetVoiceAttribute, a member of class ISpeech.
⇒	GetVoiceCount (see page 183)	This is GetVoiceCount, a member of class ISpeech.
⇒	GetVolume (see page 184)	This is GetVolume, a member of class ISpeech.
⇒	Pause (see page 184)	This is Pause, a member of class ISpeech.
⇒	Reset (see page 184)	This is Reset, a member of class ISpeech.
⇒	Resume (see page 184)	This is Resume, a member of class ISpeech.
⇒	Say (see page 184)	This is Say, a member of class ISpeech.
⇒	SetRate (see page 185)	This is SetRate, a member of class ISpeech.
⇒	SetVolume (see page 185)	This is SetVolume, a member of class ISpeech.
⇒	SubstituteWord (see page 185)	This is SubstituteWord, a member of class ISpeech.

1.2.34.1.1 ISpeech.Active

File: TopazGameLib.pas (see page 348)

Delphi

```
function Active: Boolean;
```

Description

This is Active, a member of class ISpeech.

1.2.34.1.2 ISpeech.ChangeVoice

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ChangeVoice(
```

```
    aIndex: Integer
);
```

Description

This is ChangeVoice, a member of class ISpeech.

1.2.34.1.3 **ISpeech.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ISpeech.

1.2.34.1.4 **ISpeech.GetRate**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetRate: Single;
```

Description

This is GetRate, a member of class ISpeech.

1.2.34.1.5 **ISpeech.GetVoice**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVoice: Integer;
```

Description

This is GetVoice, a member of class ISpeech.

1.2.34.1.6 **ISpeech.GetVoiceAttribute**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVoiceAttribute(
    aIndex: Integer;
    aAttribute: TSpeechVoiceAttribute
): WideString;
```

Description

This is GetVoiceAttribute, a member of class ISpeech.

1.2.34.1.7 **ISpeech.GetVoiceCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVoiceCount: Integer;
```

Description

This is GetVoiceCount, a member of class ISpeech.

1.2.34.1.8 **ISpeech.GetVolume**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVolume: Single;
```

Description

This is GetVolume, a member of class ISpeech.

1.2.34.1.9 **ISpeech.Pause**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Pause;
```

Description

This is Pause, a member of class ISpeech.

1.2.34.1.10 **ISpeech.Reset**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class ISpeech.

1.2.34.1.11 **ISpeech.Resume**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Resume;
```

Description

This is Resume, a member of class ISpeech.

1.2.34.1.12 **ISpeech.Say**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Say(
    const aText: WideString;
    aPurge: Boolean
);
```

Description

This is Say, a member of class ISpeech.

1.2.34.1.13 ISpeech.SetRate

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetRate(
    aRate: Single
);
```

Description

This is SetRate, a member of class ISpeech.

1.2.34.1.14 ISpeech.SetVolume

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetVolume(
    aVolume: Single
);
```

Description

This is SetVolume, a member of class ISpeech.

1.2.34.1.15 ISpeech.SubstituteWord

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SubstituteWord(
    const aWord: WideString;
    const aSubstituteWord: WideString
);
```

Description

This is SubstituteWord, a member of class ISpeech.

1.2.35 ISplashscreen

Class Hierarchy
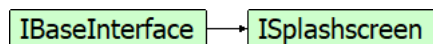
File: TopazGameLib.pas (see page 348)

Delphi

```
ISplashscreen = interface(IBaseInterface);
```

Description

This is class ISplashscreen.

1.2.35.1 ISplashscreen Methods

The methods of the ISplashscreen class are listed here.

Methods

⇒♦		Clear (see page 186)	This is Clear, a member of class ISplashscreen.
⇒♦		DrawText (see page 186)	This is DrawText, a member of class ISplashscreen.
⇒♦		DrawTexture (see page 186)	This is DrawTexture, a member of class ISplashscreen.
⇒♦		GetClearColor (see page 187)	This is GetClearColor, a member of class ISplashscreen.
⇒♦		GetOption (see page 187)	This is GetOption, a member of class ISplashscreen.
⇒♦		LoadFont (see page 187)	This is LoadFont, a member of class ISplashscreen.
⇒♦		LoadFont (see page 187)	This is LoadFont, a member of class ISplashscreen.
⇒♦		LoadTexture (see page 187)	This is LoadTexture, a member of class ISplashscreen.
⇒♦		SetClearColor (see page 188)	This is SetClearColor, a member of class ISplashscreen.
⇒♦		SetDefaults (see page 188)	This is SetDefaults, a member of class ISplashscreen.
⇒♦		SetOption (see page 188)	This is SetOption, a member of class ISplashscreen.
⇒♦		Show (see page 188)	This is Show, a member of class ISplashscreen.

1.2.35.1.1 **ISplashscreen.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ISplashscreen.

1.2.35.1.2 **ISplashscreen.DrawText**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawText(
    aX: Single;
    aY: Single;
    aColor: TColor;
    aAlign: THAlign;
    const aMsg: WideString;
    const aArgs: array of const
);
```

Description

This is DrawText, a member of class ISplashscreen.

1.2.35.1.3 **ISplashscreen.DrawTexture**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawTexture(
    aX: Single;
    aY: Single;
    aScale: Single;
    aAngle: Single;
    aColor: TColor;
    aHAligh: THAlign;
    aVAligh: TVAlign
);
```

Description

This is DrawTexture, a member of class ISplashscreen.

1.2.35.1.4 **ISplashscreen.GetClearColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetClearColor: TColor;
```

Description

This is GetClearColor, a member of class ISplashscreen.

1.2.35.1.5 **ISplashscreen.GetOption**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetOption: TSplashscreenOption;
```

Description

This is GetOption, a member of class ISplashscreen.

1.2.35.1.6 **ISplashscreen.LoadFont**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadFont(
    aSize: Cardinal
): Boolean; overload;
```

Description

This is LoadFont, a member of class ISplashscreen.

1.2.35.1.7 **ISplashscreen.LoadFont**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadFont(
    aArchive: IArchive;
    aSize: Cardinal;
    const aFilename: WideString
): Boolean; overload;
```

Description

This is LoadFont, a member of class ISplashscreen.

1.2.35.1.8 **ISplashscreen.LoadTexture**

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadTexture(
    aArchive: IArchive;
    const aFilename: WideString;
```

```
    aColorKey: PColor
): Boolean;
```

Description

This is LoadTexture, a member of class ISplashscreen.

1.2.35.1.9 ISplashscreen.SetClearColor

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetClearColor(
    aColor: TColor
);
```

Description

This is SetClearColor, a member of class ISplashscreen.

1.2.35.1.10 ISplashscreen.SetDefaults

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetDefaults;
```

Description

This is SetDefaults, a member of class ISplashscreen.

1.2.35.1.11 ISplashscreen.SetOption

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetOption(
    aOptions: TSplashscreenOption
);
```

Description

This is SetOption, a member of class ISplashscreen.

1.2.35.1.12 ISplashscreen.Show

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class ISplashscreen.

1.2.36 ISprite

Class Hierarchy

IBaseInterface ⟶ ISprite
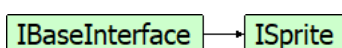
File: TopazGameLib.pas (see page 348)

Delphi

```
ISprite = interface(IBaseInterface);
```

Description

This is class ISprite.

1.2.36.1 ISprite Methods

The methods of the ISprite class are listed here.

Methods

⇒◆	AddGroup (see page 189)	This is AddGroup, a member of class ISprite.
⇒◆	AddImageFromGrid (see page 189)	This is AddImageFromGrid, a member of class ISprite.
⇒◆	AddImageFromRect (see page 190)	This is AddImageFromRect, a member of class ISprite.
⇒◆	Clear (see page 190)	This is Clear, a member of class ISprite.
⇒◆	DrawImage (see page 190)	This is DrawImage, a member of class ISprite.
⇒◆	GetGroupCount (see page 190)	This is GetGroupCount, a member of class ISprite.
⇒◆	GetImageCount (see page 191)	This is GetImageCount, a member of class ISprite.
⇒◆	GetImageHeight (see page 191)	This is GetImageHeight, a member of class ISprite.
⇒◆	GetImageRect (see page 191)	This is GetImageRect, a member of class ISprite.
⇒◆	GetImageTexture (see page 191)	This is GetImageTexture, a member of class ISprite.
⇒◆	GetImageWidth (see page 191)	This is GetImageWidth, a member of class ISprite.
⇒◆	GroupPolyPointCollide (see page 192)	This is GroupPolyPointCollide, a member of class ISprite.
⇒◆	GroupPolyPointCollidePoint (see page 192)	This is GroupPolyPointCollidePoint, a member of class ISprite.
⇒◆	GroupPolyPointTrace (see page 192)	This is GroupPolyPointTrace, a member of class ISprite.
⇒◆	LoadPage (see page 193)	This is LoadPage, a member of class ISprite.

1.2.36.1.1 ISprite.AddGroup

File: TopazGameLib.pas (see page 348)

Delphi

```
function AddGroup: Integer;
```

Description

This is AddGroup, a member of class ISprite.

1.2.36.1.2 ISprite.AddImageFromGrid

File: TopazGameLib.pas (see page 348)

Delphi

```
function AddImageFromGrid(
    aPage: Integer;
    aGroup: Integer;
    aGridX: Integer;
    aGridY: Integer;
    aGridWidth: Integer;
    aGridHeight: Integer
): Integer;
```

Description

This is AddImageFromGrid, a member of class ISprite.

1.2.36.1.3 **ISprite.AddImageFromRect**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function AddImageFromRect(
    aPage: Integer;
    aGroup: Integer;
    aRect: TRectangle
): Integer;
```

Description

This is AddImageFromRect, a member of class ISprite.

1.2.36.1.4 **ISprite.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Clear;
```

Description

This is Clear, a member of class ISprite.

1.2.36.1.5 **ISprite.DrawImage**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure DrawImage(
    aNum: Integer;
    aGroup: Integer;
    aX: Single;
    aY: Single;
    aOrigin: PVector;
    aScale: PVector;
    aAngle: Single;
    aColor: TColor;
    aHFlip: Boolean;
    aVFlip: Boolean;
    aDrawPolyPoint: Boolean
);
```

Description

This is DrawImage, a member of class ISprite.

1.2.36.1.6 **ISprite.GetGroupCount**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function GetGroupCount: Integer;
```

Description

This is GetGroupCount, a member of class ISprite.

1.2.36.1.7 **ISprite.GetImageCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetImageCount(
    aGroup: Integer
): Integer;
```

Description

This is GetImageCount, a member of class ISprite.

1.2.36.1.8 **ISprite.GetImageHeight**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetImageHeight(
    aNum: Integer;
    aGroup: Integer
): Single;
```

Description

This is GetImageHeight, a member of class ISprite.

1.2.36.1.9 **ISprite.GetImageRect**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetImageRect(
    aNum: Integer;
    aGroup: Integer
): TRectangle;
```

Description

This is GetImageRect, a member of class ISprite.

1.2.36.1.10 **ISprite.GetImageTexture**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetImageTexture(
    aNum: Integer;
    aGroup: Integer
): ITexture;
```

Description

This is GetImageTexture, a member of class ISprite.

1.2.36.1.11 **ISprite.GetImageWidth**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetImageWidth(
    aNum: Integer;
```

```
    aGroup: Integer
): Single;
```

Description

This is GetImageWidth, a member of class ISprite.

1.2.36.1.12 **ISprite.GroupPolyPointCollide**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GroupPolyPointCollide(
    aNum1: Integer;
    aGroup1: Integer;
    aX1: Single;
    aY1: Single;
    aScale1: Single;
    aAngle1: Single;
    aOrigin1: PVector;
    aHFlip1: Boolean;
    aVFlip1: Boolean;
    aSprite2: ISprite;
    aNum2: Integer;
    aGroup2: Integer;
    aX2: Single;
    aY2: Single;
    aScale2: Single;
    aAngle2: Single;
    aOrigin2: PVector;
    aHFlip2: Boolean;
    aVFlip2: Boolean;
    aShrinkFactor: Single;
    var aHitPos: TVector
): Boolean;
```

Description

This is GroupPolyPointCollide, a member of class ISprite.

1.2.36.1.13 **ISprite.GroupPolyPointCollidePoint**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GroupPolyPointCollidePoint(
    aNum: Integer;
    aGroup: Integer;
    aX: Single;
    aY: Single;
    aScale: Single;
    aAngle: Single;
    aOrigin: PVector;
    aHFlip: Boolean;
    aVFlip: Boolean;
    aShrinkFactor: Single;
    var aPoint: TVector
): Boolean;
```

Description

This is GroupPolyPointCollidePoint, a member of class ISprite.

1.2.36.1.14 **ISprite.GroupPolyPointTrace**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GroupPolyPointTrace(
    aGroup: Integer;
    aMju: Single = 6;
    aMaxStepBack: Integer = 12;
    aAlphaThreshold: Integer = 70;
    aOrigin: PVector = nil
);
```

Description

This is GroupPolyPointTrace, a member of class ISprite.

1.2.36.1.15 ISprite.LoadPage

File: TopazGameLib.pas (see page 348)

Delphi

```
function LoadPage(
    aArchive: IArchive;
    const aFilename: WideString;
    aColorKey: PColor
): Integer;
```

Description

This is LoadPage, a member of class ISprite.

1.2.37 IStarfield

Class Hierarchy
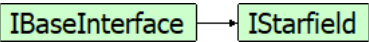
File: TopazGameLib.pas (see page 348)

Delphi

```
IStarfield = interface(IBaseInterface);
```

Description

This is class IStarfield.

1.2.37.1 IStarfield Methods

The methods of the IStarfield class are listed here.

Methods

⇒♦	GetVirtualPos (see page 194)	This is GetVirtualPos, a member of class IStarfield.
⇒♦	Init (see page 194)	This is Init, a member of class IStarfield.
⇒♦	Render (see page 194)	This is Render, a member of class IStarfield.
⇒♦	SetVirtualPos (see page 194)	This is SetVirtualPos, a member of class IStarfield.
⇒♦	SetXSpeed (see page 194)	This is SetXSpeed, a member of class IStarfield.
⇒♦	SetYSpeed (see page 195)	This is SetYSpeed, a member of class IStarfield.
⇒♦	SetZSpeed (see page 195)	This is SetZSpeed, a member of class IStarfield.
⇒♦	Update (see page 195)	This is Update, a member of class IStarfield.

1.2.37.1.1 **IStarfield.GetVirtualPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetVirtualPos(
    var aX: Single;
    var aY: Single
);
```

Description

This is GetVirtualPos, a member of class IStarfield.

1.2.37.1.2 **IStarfield.Init**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Init(
    aStarCount: Cardinal;
    aMinX: Single;
    aMinY: Single;
    aMinZ: Single;
    aMaxX: Single;
    aMaxY: Single;
    aMaxZ: Single;
    aViewScale: Single
);
```

Description

This is Init, a member of class IStarfield.

1.2.37.1.3 **IStarfield.Render**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class IStarfield.

1.2.37.1.4 **IStarfield.SetVirtualPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetVirtualPos(
    aX: Single;
    aY: Single
);
```

Description

This is SetVirtualPos, a member of class IStarfield.

1.2.37.1.5 **IStarfield.SetXSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetXSpeed(
    aSpeed: Single
);
```

Description

This is SetXSpeed, a member of class IStarfield.

1.2.37.1.6 **IStarfield.SetYSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetYSpeed(
    aSpeed: Single
);
```

Description

This is SetYSpeed, a member of class IStarfield.

1.2.37.1.7 **IStarfield.SetZSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetZSpeed(
    aSpeed: Single
);
```

Description

This is SetZSpeed, a member of class IStarfield.

1.2.37.1.8 **IStarfield.Update**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Update(
    aDeltaTime: Single
);
```

Description

This is Update, a member of class IStarfield.

1.2.38 **IStartupDialog**

Class Hierarchy

IBaseInterface ⟶ IStartupDialog
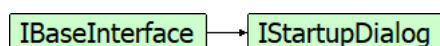
File: TopazGameLib.pas (see page 348)

Delphi

```
IStartupDialog = interface(IBaseInterface);
```

Description

This is class IStartupDialog.

1.2.38.1 **IStartupDialog Methods**

The methods of the IStartupDialog class are listed here.

Methods

⇒●	Hide (see page 196)	This is Hide, a member of class IStartupDialog.
⇒●	SetCaption (see page 196)	This is SetCaption, a member of class IStartupDialog.
⇒●	SetIcon (see page 196)	This is SetIcon, a member of class IStartupDialog.
⇒●	SetLicense (see page 197)	This is SetLicense, a member of class IStartupDialog.
⇒●	SetLicenseText (see page 197)	This is SetLicenseText, a member of class IStartupDialog.
⇒●	SetLogo (see page 197)	This is SetLogo, a member of class IStartupDialog.
⇒●	SetLogoClickUrl (see page 197)	This is SetLogoClickUrl, a member of class IStartupDialog.
⇒●	SetReadme (see page 197)	This is SetReadme, a member of class IStartupDialog.
⇒●	SetReadmeText (see page 198)	This is SetReadmeText, a member of class IStartupDialog.
⇒●	SetReleaseInfo (see page 198)	This is SetReleaseInfo, a member of class IStartupDialog.
⇒●	SetWordWrap (see page 198)	This is SetWordWrap, a member of class IStartupDialog.
⇒●	Show (see page 198)	This is Show, a member of class IStartupDialog.

1.2.38.1.1 **IStartupDialog.Hide**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Hide;
```

Description

This is Hide, a member of class IStartupDialog.

1.2.38.1.2 **IStartupDialog.SetCaption**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetCaption(
    const aCaption: WideString
);
```

Description

This is SetCaption, a member of class IStartupDialog.

1.2.38.1.3 **IStartupDialog.SetIcon**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetIcon(
    aArchive: IArchive;
    const aFilename: WideString
);
```

Description

This is SetIcon, a member of class IStartupDialog.

1.2.38.1.4 **IStartupDialog.SetLicense**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetLicense(
    aArchive: IArchive;
    const aFilename: WideString
);
```

Description

This is SetLicense, a member of class IStartupDialog.

1.2.38.1.5 **IStartupDialog.SetLicenseText**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetLicenseText(
    const aText: WideString
);
```

Description

This is SetLicenseText, a member of class IStartupDialog.

1.2.38.1.6 **IStartupDialog.SetLogo**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetLogo(
    aArchive: IArchive;
    const aFilename: WideString
);
```

Description

This is SetLogo, a member of class IStartupDialog.

1.2.38.1.7 **IStartupDialog.SetLogoClickUrl**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetLogoClickUrl(
    const aURL: WideString
);
```

Description

This is SetLogoClickUrl, a member of class IStartupDialog.

1.2.38.1.8 **IStartupDialog.SetReadme**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetReadme(
    aArchive: IArchive;
    const aFilename: WideString
);
```

Description

This is SetReadme, a member of class IStartupDialog.

1.2.38.1.9 IStartupDialog.SetReadmeText

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetReadmeText(
    const aText: WideString
);
```

Description

This is SetReadmeText, a member of class IStartupDialog.

1.2.38.1.10 IStartupDialog.SetReleaseInfo

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetReleaseInfo(
    const aReleaseInfo: WideString
);
```

Description

This is SetReleaseInfo, a member of class IStartupDialog.

1.2.38.1.11 IStartupDialog.SetWordWrap

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetWordWrap(
    aWrap: Boolean
);
```

Description

This is SetWordWrap, a member of class IStartupDialog.

1.2.38.1.12 IStartupDialog.Show

File: TopazGameLib.pas (see page 348)

Delphi

```
function Show: TStartupDialogState;
```

Description

This is Show, a member of class IStartupDialog.

1.2.39 ITexture

Class Hierarchy
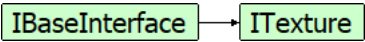
File: TopazGameLib.pas (see page 348)

Delphi

```delphi
ITexture = interface(IBaseInterface);
```

Description

This is class ITexture.

1.2.39.1 ITexture Methods

The methods of the ITexture class are listed here.

Methods

⇒	Allocate (see page 199)	This is Allocate, a member of class ITexture.
⇒	Draw (see page 199)	This is Draw, a member of class ITexture.
⇒	Draw (see page 200)	This is Draw, a member of class ITexture.
⇒	DrawTiled (see page 200)	This is DrawTiled, a member of class ITexture.
⇒	GetPixel (see page 200)	This is GetPixel, a member of class ITexture.
⇒	Height (see page 201)	This is Height, a member of class ITexture.
⇒	Load (see page 201)	This is Load, a member of class ITexture.
⇒	Lock (see page 201)	This is Lock, a member of class ITexture.
⇒	Release (see page 201)	This is Release, a member of class ITexture.
⇒	SetPixel (see page 201)	This is SetPixel, a member of class ITexture.
⇒	Unlock (see page 202)	This is Unlock, a member of class ITexture.
⇒	Width (see page 202)	This is Width, a member of class ITexture.

1.2.39.1.1 ITexture.Allocate

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Allocate(
    aWidth: Integer;
    aHeight: Integer
): Boolean;
```

Description

This is Allocate, a member of class ITexture.

1.2.39.1.2 ITexture.Draw

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Draw(
    aX: Single;
```

```
    aY: Single;
    aRegion: PRectangle;
    aCenter: PVector;
    aScale: PVector;
    aAngle: Single;
    aColor: TColor;
    aHFlip: Boolean = False;
    aVFlip: Boolean = False
); overload;
```

Description

This is Draw, a member of class ITexture.

1.2.39.1.3 **ITexture.Draw**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Draw(
    aX: Single;
    aY: Single;
    aScale: Single;
    aAngle: Single;
    aColor: TColor;
    aHAlign: THAlign;
    aVAlign: TVAlign;
    aHFlip: Boolean = False;
    aVFlip: Boolean = False
); overload;
```

Description

This is Draw, a member of class ITexture.

1.2.39.1.4 **ITexture.DrawTiled**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawTiled(
    aDeltaX: Single;
    aDeltaY: Single
);
```

Description

This is DrawTiled, a member of class ITexture.

1.2.39.1.5 **ITexture.GetPixel**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPixel(
    aX: Integer;
    aY: Integer
): TColor;
```

Description

This is GetPixel, a member of class ITexture.

1.2.39.1.6 **ITexture.Height**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Height: Single;
```

Description

This is Height, a member of class ITexture.

1.2.39.1.7 **ITexture.Load**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Load(
    aArchive: IArchive;
    const aFilename: WideString;
    aColorKey: PColor
): Boolean;
```

Description

This is Load, a member of class ITexture.

1.2.39.1.8 **ITexture.Lock**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Lock(
    aRegion: PRectangle;
    aData: PTextureData = nil
): Boolean;
```

Description

This is Lock, a member of class ITexture.

1.2.39.1.9 **ITexture.Release**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
function Release: Boolean;
```

Description

This is Release, a member of class ITexture.

1.2.39.1.10 **ITexture.SetPixel**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure SetPixel(
    aX: Integer;
    aY: Integer;
    aColor: TColor
);
```

Description

This is SetPixel, a member of class ITexture.

1.2.39.1.11 ITexture.Unlock

File: TopazGameLib.pas (see page 348)

Delphi

```
function Unlock: Boolean;
```

Description

This is Unlock, a member of class ITexture.

1.2.39.1.12 ITexture.Width

File: TopazGameLib.pas (see page 348)

Delphi

```
function Width: Single;
```

Description

This is Width, a member of class ITexture.

1.2.40 ITimer

Class Hierarchy
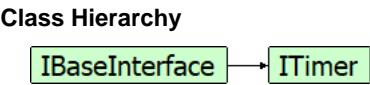
File: TopazGameLib.pas (see page 348)

Delphi

```
ITimer = interface(IBaseInterface);
```

Description

This is class ITimer.

1.2.40.1 ITimer Methods

The methods of the ITimer class are listed here.

Methods

⇥♦	FrameElapsed (see page 203)	This is FrameElapsed, a member of class ITimer.
⇥♦	FrameSpeed (see page 203)	This is FrameSpeed, a member of class ITimer.
⇥♦	GetDeltaTime (see page 203)	This is GetDeltaTime, a member of class ITimer.
⇥♦	GetFixedUpdateSpeed (see page 203)	This is GetFixedUpdateSpeed, a member of class ITimer.
⇥♦	GetFrameRate (see page 203)	This is GetFrameRate, a member of class ITimer.
⇥♦	GetUpdateSpeed (see page 204)	This is GetUpdateSpeed, a member of class ITimer.
⇥♦	Reset (see page 204)	This is Reset, a member of class ITimer.
⇥♦	SetFixedUpdateSpeed (see page 204)	This is SetFixedUpdateSpeed, a member of class ITimer.

🔸	SetUpdateSpeed (see page 204)	This is SetUpdateSpeed, a member of class ITimer.
🔸	Update (see page 204)	This is Update, a member of class ITimer.

1.2.40.1.1 **ITimer.FrameElapsed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function FrameElapsed(
    var aTimer: Single;
    aFrames: Single
): Boolean;
```

Description

This is FrameElapsed, a member of class ITimer.

1.2.40.1.2 **ITimer.FrameSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function FrameSpeed(
    var aTimer: Single;
    aSpeed: Single
): Boolean;
```

Description

This is FrameSpeed, a member of class ITimer.

1.2.40.1.3 **ITimer.GetDeltaTime**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetDeltaTime: Double;
```

Description

This is GetDeltaTime, a member of class ITimer.

1.2.40.1.4 **ITimer.GetFixedUpdateSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetFixedUpdateSpeed: Single;
```

Description

This is GetFixedUpdateSpeed, a member of class ITimer.

1.2.40.1.5 **ITimer.GetFrameRate**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetFrameRate: Cardinal;
```

Description

This is GetFrameRate, a member of class ITimer.

1.2.40.1.6 **ITimer.GetUpdateSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetUpdateSpeed: Single;
```

Description

This is GetUpdateSpeed, a member of class ITimer.

1.2.40.1.7 **ITimer.Reset**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Reset(
    aSpeed: Single = 0;
    aFixedSpeed: Single = 0
);
```

Description

This is Reset, a member of class ITimer.

1.2.40.1.8 **ITimer.SetFixedUpdateSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetFixedUpdateSpeed(
    aSpeed: Single
);
```

Description

This is SetFixedUpdateSpeed, a member of class ITimer.

1.2.40.1.9 **ITimer.SetUpdateSpeed**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetUpdateSpeed(
    aSpeed: Single
);
```

Description

This is SetUpdateSpeed, a member of class ITimer.

1.2.40.1.10 **ITimer.Update**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class ITimer.

1.2.41 **ITopaz**

Class Hierarchy

IBaseInterface ⟶ ITopaz
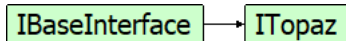
File: TopazGameLib.pas (see page 348)

Delphi

```
ITopaz = interface(IBaseInterface);
```

Description

This is class ITopaz.

1.2.41.1 **ITopaz Methods**

The methods of the ITopaz class are listed here.

Methods

⇒♦	Async (see page 206)	This is Async, a member of class ITopaz.
⇒♦	Audio (see page 206)	This is Audio, a member of class ITopaz.
⇒♦	CmdConsole (see page 206)	This is CmdConsole, a member of class ITopaz.
⇒♦	CmdLine (see page 206)	This is CmdLine, a member of class ITopaz.
⇒♦	Color (see page 206)	This is Color, a member of class ITopaz.
⇒♦	Console (see page 206)	This is Console, a member of class ITopaz.
⇒♦	Dialogs (see page 207)	This is Dialogs, a member of class ITopaz.
⇒♦	Game (see page 207)	This is Game, a member of class ITopaz.
⇒♦	GameLoop (see page 207)	This is GameLoop, a member of class ITopaz.
⇒♦	Get (see page 207)	This is Get, a member of class ITopaz.
⇒♦	GetVersionStr (see page 207)	This is GetVersionStr, a member of class ITopaz.
⇒♦	GUI (see page 208)	This is GUI, a member of class ITopaz.
⇒♦	Input (see page 208)	This is Input, a member of class ITopaz.
⇒♦	Log (see page 208)	This is Log, a member of class ITopaz.
⇒♦	Lua (see page 208)	This is Lua, a member of class ITopaz.
⇒♦	Math (see page 208)	This is Math, a member of class ITopaz.
⇒♦	Release (see page 209)	This is Release, a member of class ITopaz.
⇒♦	RunGame (see page 209)	This is RunGame, a member of class ITopaz.
⇒♦	Screenshake (see page 209)	This is Screenshake, a member of class ITopaz.
⇒♦	Screenshot (see page 209)	This is Screenshot, a member of class ITopaz.
⇒♦	Speech (see page 209)	This is Speech, a member of class ITopaz.
⇒♦	Splashscreen (see page 210)	This is Splashscreen, a member of class ITopaz.
⇒♦	Timer (see page 210)	This is Timer, a member of class ITopaz.
⇒♦	UserPath (see page 210)	This is UserPath, a member of class ITopaz.
⇒♦	Util (see page 210)	This is Util, a member of class ITopaz.
⇒♦	Video (see page 210)	This is Video, a member of class ITopaz.
⇒♦	Window (see page 210)	This is Window, a member of class ITopaz.

1.2.41.1.1 **ITopaz.Async**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Async: IAsync;
```

Description

This is Async, a member of class ITopaz.

1.2.41.1.2 **ITopaz.Audio**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Audio: IAudio;
```

Description

This is Audio, a member of class ITopaz.

1.2.41.1.3 **ITopaz.CmdConsole**

File: TopazGameLib.pas (see page 348)

Delphi

```
function CmdConsole: ICmdConsole;
```

Description

This is CmdConsole, a member of class ITopaz.

1.2.41.1.4 **ITopaz.CmdLine**

File: TopazGameLib.pas (see page 348)

Delphi

```
function CmdLine: ICmdLine;
```

Description

This is CmdLine, a member of class ITopaz.

1.2.41.1.5 **ITopaz.Color**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Color: IColor;
```

Description

This is Color, a member of class ITopaz.

1.2.41.1.6 **ITopaz.Console**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Console: IConsole;
```

Description

This is Console, a member of class ITopaz.

1.2.41.1.7 **ITopaz.Dialogs**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Dialogs: IDialogs;
```

Description

This is Dialogs, a member of class ITopaz.

1.2.41.1.8 **ITopaz.Game**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Game: TCustomGame;
```

Description

This is Game, a member of class ITopaz.

1.2.41.1.9 **ITopaz.GameLoop**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GameLoop;
```

Description

This is GameLoop, a member of class ITopaz.

1.2.41.1.10 **ITopaz.Get**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Get(
    const aGUID: TGUID;
    const [ ref ] aInterface: IBaseInterface
): Boolean;
```

Description

This is Get, a member of class ITopaz.

1.2.41.1.11 **ITopaz.GetVersionStr**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVersionStr: WideString;
```

Description

This is GetVersionStr, a member of class ITopaz.

1.2.41.1.12 **ITopaz.GUI**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GUI: IGUI;
```

Description

This is GUI, a member of class ITopaz.

1.2.41.1.13 **ITopaz.Input**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Input: IInput;
```

Description

This is Input, a member of class ITopaz.

1.2.41.1.14 **ITopaz.Log**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Log: ILog;
```

Description

This is Log, a member of class ITopaz.

1.2.41.1.15 **ITopaz.Lua**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Lua: ILua;
```

Description

This is Lua, a member of class ITopaz.

1.2.41.1.16 **ITopaz.Math**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Math: IMath;
```

Description

This is Math, a member of class ITopaz.

1.2.41.1.17 **ITopaz.Release**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Release(
    const [ ref ] aInterface: IBaseInterface
): Boolean;
```

Description

This is Release, a member of class ITopaz.

1.2.41.1.18 **ITopaz.RunGame**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RunGame(
    aGame: TCustomGameClass
);
```

Description

This is RunGame, a member of class ITopaz.

1.2.41.1.19 **ITopaz.Screenshake**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Screenshake: IScreenshake;
```

Description

This is Screenshake, a member of class ITopaz.

1.2.41.1.20 **ITopaz.Screenshot**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Screenshot: IScreenshot;
```

Description

This is Screenshot, a member of class ITopaz.

1.2.41.1.21 **ITopaz.Speech**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Speech: ISpeech;
```

Description

This is Speech, a member of class ITopaz.

1.2.41.1.22 ITopaz.Splashscreen

File: TopazGameLib.pas (see page 348)

Delphi

```
function Splashscreen: ISplashscreen;
```

Description

This is Splashscreen, a member of class ITopaz.

1.2.41.1.23 ITopaz.Timer

File: TopazGameLib.pas (see page 348)

Delphi

```
function Timer: ITimer;
```

Description

This is Timer, a member of class ITopaz.

1.2.41.1.24 ITopaz.UserPath

File: TopazGameLib.pas (see page 348)

Delphi

```
function UserPath: IUserPath;
```

Description

This is UserPath, a member of class ITopaz.

1.2.41.1.25 ITopaz.Util

File: TopazGameLib.pas (see page 348)

Delphi

```
function Util: IUtil;
```

Description

This is Util, a member of class ITopaz.

1.2.41.1.26 ITopaz.Video

File: TopazGameLib.pas (see page 348)

Delphi

```
function Video: IVideo;
```

Description

This is Video, a member of class ITopaz.

1.2.41.1.27 ITopaz.Window

File: TopazGameLib.pas (see page 348)

Delphi

```
function Window: IWindow;
```

Description

This is Window, a member of class ITopaz.

1.2.42 **ITreeMenu**

Class Hierarchy

IBaseInterface → ITreeMenu
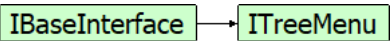
File: TopazGameLib.pas (see page 348)

Delphi

```
ITreeMenu = interface(IBaseInterface);
```

Description

This is class ITreeMenu.

1.2.42.1 **ITreeMenu Methods**

The methods of the ITreeMenu class are listed here.

Methods

⇒◈	AddItem (see page 211)	This is AddItem, a member of class ITreeMenu.
⇒◈	BoldItem (see page 212)	This is BoldItem, a member of class ITreeMenu.
⇒◈	BoldItemId (see page 212)	This is BoldItemId, a member of class ITreeMenu.
⇒◈	Clear (see page 212)	This is Clear, a member of class ITreeMenu.
⇒◈	First (see page 212)	This is First, a member of class ITreeMenu.
⇒◈	GetCount (see page 212)	This is GetCount, a member of class ITreeMenu.
⇒◈	GetLastSelectedId (see page 213)	This is GetLastSelectedId, a member of class ITreeMenu.
⇒◈	GetSelectableCount (see page 213)	This is GetSelectableCount, a member of class ITreeMenu.
⇒◈	InsertItem (see page 213)	This is InsertItem, a member of class ITreeMenu.
⇒◈	SelItem (see page 213)	This is SelItem, a member of class ITreeMenu.
⇒◈	SetStatus (see page 213)	This is SetStatus, a member of class ITreeMenu.
⇒◈	SetTitle (see page 214)	This is SetTitle, a member of class ITreeMenu.
⇒◈	Show (see page 214)	This is Show, a member of class ITreeMenu.
⇒◈	Sort (see page 214)	This is Sort, a member of class ITreeMenu.

1.2.42.1.1 **ITreeMenu.AddItem**

File: TopazGameLib.pas (see page 348)

Delphi

```
function AddItem(
    aParent: Pointer;
    const aName: WideString;
    aId: Integer;
    aEnabled: Boolean
): Pointer;
```

Description

This is AddItem, a member of class ITreeMenu.

1.2.42.1.2 **ITreeMenu.BoldItem**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure BoldItem(
    const aItem: WideString;
    aValue: Boolean
);
```

Description

This is BoldItem, a member of class ITreeMenu.

1.2.42.1.3 **ITreeMenu.BoldItemId**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure BoldItemId(
    aId: Integer;
    aValue: Boolean
);
```

Description

This is BoldItemId, a member of class ITreeMenu.

1.2.42.1.4 **ITreeMenu.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ITreeMenu.

1.2.42.1.5 **ITreeMenu.First**

File: TopazGameLib.pas (see page 348)

Delphi

```
function First(
    aParent: Pointer
): Integer;
```

Description

This is First, a member of class ITreeMenu.

1.2.42.1.6 **ITreeMenu.GetCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetCount: Integer;
```

Description

This is GetCount, a member of class ITreeMenu.

1.2.42.1.7 **ITreeMenu.GetLastSelectedId**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLastSelectedId: Integer;
```

Description

This is GetLastSelectedId, a member of class ITreeMenu.

1.2.42.1.8 **ITreeMenu.GetSelectableCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSelectableCount: Integer;
```

Description

This is GetSelectableCount, a member of class ITreeMenu.

1.2.42.1.9 **ITreeMenu.InsertItem**

File: TopazGameLib.pas (see page 348)

Delphi

```
function InsertItem(
    aSibling: Pointer;
    const aName: WideString;
    aId: Integer;
    aEnabled: Boolean
): Pointer;
```

Description

This is InsertItem, a member of class ITreeMenu.

1.2.42.1.10 **ITreeMenu.SelItem**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SelItem(
    aId: Integer
);
```

Description

This is SelItem, a member of class ITreeMenu.

1.2.42.1.11 **ITreeMenu.SetStatus**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetStatus(
    const aTitle: WideString
```

```
);
```

Description

This is SetStatus, a member of class ITreeMenu.

1.2.42.1.12 ITreeMenu.SetTitle

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetTitle(
    const aTitle: WideString
);
```

Description

This is SetTitle, a member of class ITreeMenu.

1.2.42.1.13 ITreeMenu.Show

File: TopazGameLib.pas (see page 348)

Delphi

```
function Show(
    aId: Integer
): Integer;
```

Description

This is Show, a member of class ITreeMenu.

1.2.42.1.14 ITreeMenu.Sort

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Sort(
    aParent: Pointer
);
```

Description

This is Sort, a member of class ITreeMenu.

1.2.43 IUserPath

Class Hierarchy
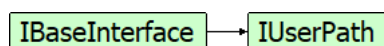
File: TopazGameLib.pas (see page 348)

Delphi

```
IUserPath = interface(IBaseInterface);
```

Description

This is class IUserPath.

1.2.43.1 **IUserPath Methods**

The methods of the IUserPath class are listed here.

Methods

⇛❖	CreateDirs (see page 215)	This is CreateDirs, a member of class IUserPath.
⇛❖	GetAppId (see page 215)	This is GetAppId, a member of class IUserPath.
⇛❖	GetAppIdPath (see page 215)	This is GetAppIdPath, a member of class IUserPath.
⇛❖	GetConfigFilename (see page 215)	This is GetConfigFilename, a member of class IUserPath.
⇛❖	GetLogFilename (see page 216)	This is GetLogFilename, a member of class IUserPath.
⇛❖	GetOrgName (see page 216)	This is GetOrgName, a member of class IUserPath.
⇛❖	GetPath (see page 216)	This is GetPath, a member of class IUserPath.
⇛❖	GetPath (see page 216)	This is GetPath, a member of class IUserPath.
⇛❖	GotoPath (see page 216)	This is GotoPath, a member of class IUserPath.
⇛❖	Reset (see page 217)	This is Reset, a member of class IUserPath.
⇛❖	SetAppId (see page 217)	This is SetAppId, a member of class IUserPath.
⇛❖	SetOrgName (see page 217)	This is SetOrgName, a member of class IUserPath.

1.2.43.1.1 **IUserPath.CreateDirs**

File: TopazGameLib.pas (see page 348)

Delphi

```
function CreateDirs: Boolean;
```

Description

This is CreateDirs, a member of class IUserPath.

1.2.43.1.2 **IUserPath.GetAppId**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAppId: WideString;
```

Description

This is GetAppId, a member of class IUserPath.

1.2.43.1.3 **IUserPath.GetAppIdPath**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAppIdPath: WideString;
```

Description

This is GetAppIdPath, a member of class IUserPath.

1.2.43.1.4 **IUserPath.GetConfigFilename**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetConfigFilename: WideString;
```

Description

This is GetConfigFilename, a member of class IUserPath.

1.2.43.1.5 **IUserPath.GetLogFilename**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLogFilename: WideString;
```

Description

This is GetLogFilename, a member of class IUserPath.

1.2.43.1.6 **IUserPath.GetOrgName**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetOrgName: WideString;
```

Description

This is GetOrgName, a member of class IUserPath.

1.2.43.1.7 **IUserPath.GetPath**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPath: WideString; overload;
```

Description

This is GetPath, a member of class IUserPath.

1.2.43.1.8 **IUserPath.GetPath**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPath(
    const aPath: WideString
): WideString; overload;
```

Description

This is GetPath, a member of class IUserPath.

1.2.43.1.9 **IUserPath.GotoPath**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GotoPath;
```

Description

This is GotoPath, a member of class IUserPath.

1.2.43.1.10 **IUserPath.Reset**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class IUserPath.

1.2.43.1.11 **IUserPath.SetAppId**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetAppId(
    const aId: WideString
);
```

Description

This is SetAppId, a member of class IUserPath.

1.2.43.1.12 **IUserPath.SetOrgName**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetOrgName(
    const aName: WideString
);
```

Description

This is SetOrgName, a member of class IUserPath.

1.2.44 **IUtil**

Class Hierarchy

IBaseInterface ⟶ IUtil
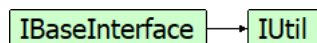
File: TopazGameLib.pas (see page 348)

Delphi

```
IUtil = interface(IBaseInterface);
```

Description

This is class IUtil.

1.2.44.1 IUtil Methods

The methods of the IUtil class are listed here.

Methods

⇨◆	DirExist (see page 218)	This is DirExist, a member of class IUtil.
⇨◆	FileCount (see page 218)	This is FileCount, a member of class IUtil.
⇨◆	FileExist (see page 218)	This is FileExist, a member of class IUtil.
⇨◆	Format (see page 219)	This is Format, a member of class IUtil.
⇨◆	GetAppBasedPath (see page 219)	This is GetAppBasedPath, a member of class IUtil.
⇨◆	GetAppName (see page 219)	This is GetAppName, a member of class IUtil.
⇨◆	GetAppPath (see page 219)	This is GetAppPath, a member of class IUtil.
⇨◆	GetCPUCount (see page 219)	This is GetCPUCount, a member of class IUtil.
⇨◆	GetDiskFreeSpace (see page 220)	This is GetDiskFreeSpace, a member of class IUtil.
⇨◆	GetFilename (see page 220)	This is GetFilename, a member of class IUtil.
⇨◆	GetMemoryFree (see page 220)	This is GetMemoryFree, a member of class IUtil.
⇨◆	GetOSVersion (see page 220)	This is GetOSVersion, a member of class IUtil.
⇨◆	GetTime (see page 221)	This is GetTime, a member of class IUtil.
⇨◆	GetVideoCardName (see page 221)	This is GetVideoCardName, a member of class IUtil.
⇨◆	GotoURL (see page 221)	This is GotoURL, a member of class IUtil.
⇨◆	PadRight (see page 221)	This is PadRight, a member of class IUtil.
⇨◆	ReadAllText (see page 221)	This is ReadAllText, a member of class IUtil.
⇨◆	RemoveQuotes (see page 222)	This is RemoveQuotes, a member of class IUtil.

1.2.44.1.1 IUtil.DirExist

File: TopazGameLib.pas (see page 348)

Delphi

```
function DirExist(
    const aPath: WideString
): Boolean;
```

Description

This is DirExist, a member of class IUtil.

1.2.44.1.2 IUtil.FileCount

File: TopazGameLib.pas (see page 348)

Delphi

```
function FileCount(
    const aPath: WideString;
    const aSearchMask: WideString
): Int64;
```

Description

This is FileCount, a member of class IUtil.

1.2.44.1.3 IUtil.FileExist

File: TopazGameLib.pas (see page 348)

Delphi

```
function FileExist(
    const aFilename: WideString
): Boolean;
```

Description

This is FileExist, a member of class IUtil.

1.2.44.1.4 **IUtil.Format**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Format(
    const aMsg: WideString;
    const aArgs: array of const
): WideString;
```

Description

This is Format, a member of class IUtil.

1.2.44.1.5 **IUtil.GetAppBasedPath**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAppBasedPath(
    const aFilename: WideString
): WideString;
```

Description

This is GetAppBasedPath, a member of class IUtil.

1.2.44.1.6 **IUtil.GetAppName**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAppName: WideString;
```

Description

This is GetAppName, a member of class IUtil.

1.2.44.1.7 **IUtil.GetAppPath**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetAppPath: WideString;
```

Description

This is GetAppPath, a member of class IUtil.

1.2.44.1.8 **IUtil.GetCPUCount**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetCPUCount: Integer;
```

Description

This is GetCPUCount, a member of class IUtil.

1.2.44.1.9 **IUtil.GetDiskFreeSpace**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetDiskFreeSpace(
    const aPath: WideString;
    var aFreeSpace: Int64;
    var aTotalSpace: Int64
);
```

Description

This is GetDiskFreeSpace, a member of class IUtil.

1.2.44.1.10 **IUtil.GetFilename**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetFilename(
    const aPath: WideString
): WideString;
```

Description

This is GetFilename, a member of class IUtil.

1.2.44.1.11 **IUtil.GetMemoryFree**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetMemoryFree(
    var aAvailMem: UInt64;
    var aTotalMem: UInt64
);
```

Description

This is GetMemoryFree, a member of class IUtil.

1.2.44.1.12 **IUtil.GetOSVersion**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetOSVersion: WideString;
```

Description

This is GetOSVersion, a member of class IUtil.

1.2.44.1.13 **IUtil.GetTime**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetTime: Double;
```

Description

This is GetTime, a member of class IUtil.

1.2.44.1.14 **IUtil.GetVideoCardName**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVideoCardName: WideString;
```

Description

This is GetVideoCardName, a member of class IUtil.

1.2.44.1.15 **IUtil.GotoURL**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GotoURL(
    const aURL: WideString
);
```

Description

This is GotoURL, a member of class IUtil.

1.2.44.1.16 **IUtil.PadRight**

File: TopazGameLib.pas (see page 348)

Delphi

```
function PadRight(
    const aText: WideString;
    aTotalWidth: Integer;
    aPaddingChar: Char
): WideString;
```

Description

This is PadRight, a member of class IUtil.

1.2.44.1.17 **IUtil.ReadAllText**

File: TopazGameLib.pas (see page 348)

Delphi

```
function ReadAllText(
    const aFilename: WideString
): WideString;
```

Description

This is ReadAllText, a member of class IUtil.

1.2.44.1.18 IUtil.RemoveQuotes

File: TopazGameLib.pas (see page 348)

Delphi

```
function RemoveQuotes(
    const aText: WideString
): WideString;
```

Description

This is RemoveQuotes, a member of class IUtil.

1.2.45 IVideo

Class Hierarchy
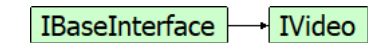
File: TopazGameLib.pas (see page 348)

Delphi

```
IVideo = interface(IBaseInterface);
```

Description

This is class IVideo.

1.2.45.1 IVideo Methods

The methods of the IVideo class are listed here.

Methods

⇒	Draw (see page 222)	This is Draw, a member of class IVideo.
⇒	GetFilename (see page 223)	This is GetFilename, a member of class IVideo.
⇒	GetLooping (see page 223)	This is GetLooping, a member of class IVideo.
⇒	GetPause (see page 223)	This is GetPause, a member of class IVideo.
⇒	GetPlaying (see page 223)	This is GetPlaying, a member of class IVideo.
⇒	GetSize (see page 223)	This is GetSize, a member of class IVideo.
⇒	Load (see page 224)	This is Load, a member of class IVideo.
⇒	Play (see page 224)	This is Play, a member of class IVideo.
⇒	Rewind (see page 224)	This is Rewind, a member of class IVideo.
⇒	Seek (see page 224)	This is Seek, a member of class IVideo.
⇒	SetLoping (see page 225)	This is SetLoping, a member of class IVideo.
⇒	SetPause (see page 225)	This is SetPause, a member of class IVideo.
⇒	SetPlaying (see page 225)	This is SetPlaying, a member of class IVideo.
⇒	Unload (see page 225)	This is Unload, a member of class IVideo.

1.2.45.1.1 IVideo.Draw

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Draw(
    aX: Single;
    aY: Single;
    aScale: Single
);
```

Description

This is Draw, a member of class IVideo.

1.2.45.1.2 **IVideo.GetFilename**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetFilename: WideString;
```

Description

This is GetFilename, a member of class IVideo.

1.2.45.1.3 **IVideo.GetLooping**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetLooping: Boolean;
```

Description

This is GetLooping, a member of class IVideo.

1.2.45.1.4 **IVideo.GetPause**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPause: Boolean;
```

Description

This is GetPause, a member of class IVideo.

1.2.45.1.5 **IVideo.GetPlaying**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetPlaying: Boolean;
```

Description

This is GetPlaying, a member of class IVideo.

1.2.45.1.6 **IVideo.GetSize**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetSize(
```

```
    aWidth: System.PSingle;
    aHeight: System.PSingle
);
```

Description

This is GetSize, a member of class IVideo.

1.2.45.1.7 **IVideo.Load**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Load(
    aArchive: IArchive;
    const aFilename: WideString
): Boolean;
```

Description

This is Load, a member of class IVideo.

1.2.45.1.8 **IVideo.Play**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Play(
    aArchive: IArchive;
    const aFilename: WideString;
    aLoop: Boolean;
    aVolume: Single
);
```

Description

This is Play, a member of class IVideo.

1.2.45.1.9 **IVideo.Rewind**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Rewind;
```

Description

This is Rewind, a member of class IVideo.

1.2.45.1.10 **IVideo.Seek**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Seek(
    aSeconds: Single
);
```

Description

This is Seek, a member of class IVideo.

1.2.45.1.11 **IVideo.SetLoping**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetLoping(
    aLoop: Boolean
);
```

Description

This is SetLoping, a member of class IVideo.

1.2.45.1.12 **IVideo.SetPause**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetPause(
    aPause: Boolean
);
```

Description

This is SetPause, a member of class IVideo.

1.2.45.1.13 **IVideo.SetPlaying**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetPlaying(
    aPlay: Boolean
);
```

Description

This is SetPlaying, a member of class IVideo.

1.2.45.1.14 **IVideo.Unload**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Unload: Boolean;
```

Description

This is Unload, a member of class IVideo.

1.2.46 **IVirtualFile**

Class Hierarchy

IBaseInterface → IVirtualFile
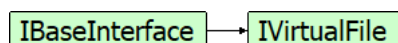
File: TopazGameLib.pas (see page 348)

Delphi

```
IVirtualFile = interface(IBaseInterface);
```

Description

This is class IVirtualFile.

1.2.46.1 **IVirtualFile Methods**

The methods of the IVirtualFile class are listed here.

Methods

⇒❖	Delete (see page 226)	This is Delete, a member of class IVirtualFile.
⇒❖	GetFilename (see page 226)	This is GetFilename, a member of class IVirtualFile.
⇒❖	GetSize (see page 226)	This is GetSize, a member of class IVirtualFile.
⇒❖	GetVirtualFilename (see page 226)	This is GetVirtualFilename, a member of class IVirtualFile.
⇒❖	Make (see page 227)	This is Make, a member of class IVirtualFile.
⇒❖	Save (see page 227)	This is Save, a member of class IVirtualFile.

1.2.46.1.1 **IVirtualFile.Delete**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Delete: Boolean;
```

Description

This is Delete, a member of class IVirtualFile.

1.2.46.1.2 **IVirtualFile.GetFilename**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetFilename: WideString;
```

Description

This is GetFilename, a member of class IVirtualFile.

1.2.46.1.3 **IVirtualFile.GetSize**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetSize: Int64;
```

Description

This is GetSize, a member of class IVirtualFile.

1.2.46.1.4 **IVirtualFile.GetVirtualFilename**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetVirtualFilename: WideString;
```

Description

This is GetVirtualFilename, a member of class IVirtualFile.

1.2.46.1.5 **IVirtualFile.Make**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Make(
    const aFilename: WideString
): Boolean;
```

Description

This is Make, a member of class IVirtualFile.

1.2.46.1.6 **IVirtualFile.Save**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Save(
    const aFilename: Widestring
): Boolean;
```

Description

This is Save, a member of class IVirtualFile.

1.2.47 **IWindow**

Class Hierarchy

IBaseInterface → IWindow
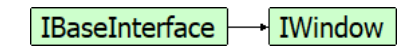
File: TopazGameLib.pas (see page 348)

Delphi

```
IWindow = interface(IBaseInterface);
```

Description

This is class IWindow.

1.2.47.1 **IWindow Methods**

The methods of the IWindow class are listed here.

Methods

⇒	Clear (see page 228)	This is Clear, a member of class IWindow.
⇒	Close (see page 228)	This is Close, a member of class IWindow.
⇒	Dpi (see page 229)	This is Dpi, a member of class IWindow.
⇒	DrawCircle (see page 229)	This is DrawCircle, a member of class IWindow.
⇒	DrawFilledCircle (see page 229)	This is DrawFilledCircle, a member of class IWindow.
⇒	DrawFilledPolygon (see page 229)	This is DrawFilledPolygon, a member of class IWindow.

		DrawFilledRectangle (see page 229)	This is DrawFilledRectangle, a member of class IWindow.
		DrawFilledTriangle (see page 230)	This is DrawFilledTriangle, a member of class IWindow.
		DrawLine (see page 230)	This is DrawLine, a member of class IWindow.
		DrawPolygon (see page 230)	This is DrawPolygon, a member of class IWindow.
		DrawRectangle (see page 231)	This is DrawRectangle, a member of class IWindow.
		DrawTriangle (see page 231)	This is DrawTriangle, a member of class IWindow.
		GetBlendColor (see page 231)	This is GetBlendColor, a member of class IWindow.
		GetBlender (see page 231)	This is GetBlender, a member of class IWindow.
		GetTitle (see page 232)	This is GetTitle, a member of class IWindow.
		GetViewportSize (see page 232)	This is GetViewportSize, a member of class IWindow.
		Height (see page 232)	This is Height, a member of class IWindow.
		Open (see page 232)	This is Open, a member of class IWindow.
		Opened (see page 232)	This is Opened, a member of class IWindow.
		ResetTransform (see page 233)	This is ResetTransform, a member of class IWindow.
		RestoreDefaultBlendMode (see page 233)	This is RestoreDefaultBlendMode, a member of class IWindow.
		Save (see page 233)	This is Save, a member of class IWindow.
		Scale (see page 233)	This is Scale, a member of class IWindow.
		SetBlendColor (see page 233)	This is SetBlendColor, a member of class IWindow.
		SetBlender (see page 234)	This is SetBlender, a member of class IWindow.
		SetBlendMode (see page 234)	This is SetBlendMode, a member of class IWindow.
		SetBlendModeColor (see page 234)	This is SetBlendModeColor, a member of class IWindow.
		SetRenderTarget (see page 234)	This is SetRenderTarget, a member of class IWindow.
		SetTitle (see page 234)	This is SetTitle, a member of class IWindow.
		SetTransformPos (see page 235)	This is SetTransformPos, a member of class IWindow.
		Show (see page 235)	This is Show, a member of class IWindow.
		Width (see page 235)	This is Width, a member of class IWindow.

1.2.47.1.1 **IWindow.Clear**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Clear(
    aColor: TColor
);
```

Description

This is Clear, a member of class IWindow.

1.2.47.1.2 **IWindow.Close**

File: TopazGameLib.pas (see page 348)

Delphi

```delphi
procedure Close;
```

Description

This is Close, a member of class IWindow.

1.2.47.1.3 **IWindow.Dpi**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Dpi: Integer;
```

Description

This is Dpi, a member of class IWindow.

1.2.47.1.4 **IWindow.DrawCircle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawCircle(
    aX: Single;
    aY: Single;
    aRadius: Single;
    aThickness: Single;
    aColor: TColor
);
```

Description

This is DrawCircle, a member of class IWindow.

1.2.47.1.5 **IWindow.DrawFilledCircle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawFilledCircle(
    aX: Single;
    aY: Single;
    aRadius: Single;
    aColor: TColor
);
```

Description

This is DrawFilledCircle, a member of class IWindow.

1.2.47.1.6 **IWindow.DrawFilledPolygon**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawFilledPolygon(
    aVertices: System.PSingle;
    aVertexCount: Integer;
    aColor: TColor
);
```

Description

This is DrawFilledPolygon, a member of class IWindow.

1.2.47.1.7 **IWindow.DrawFilledRectangle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawFilledRectangle(
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single;
    aColor: TColor
);
```

Description

This is DrawFilledRectangle, a member of class IWindow.

1.2.47.1.8 **IWindow.DrawFilledTriangle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawFilledTriangle(
    aX1: Single;
    aY1: Single;
    aX2: Single;
    aY2: Single;
    aX3: Single;
    aY3: Single;
    aColor: TColor
);
```

Description

This is DrawFilledTriangle, a member of class IWindow.

1.2.47.1.9 **IWindow.DrawLine**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawLine(
    aX1: Single;
    aY1: Single;
    aX2: Single;
    aY2: Single;
    aThickness: Single;
    aColor: TColor
);
```

Description

This is DrawLine, a member of class IWindow.

1.2.47.1.10 **IWindow.DrawPolygon**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawPolygon(
    aVertices: System.PSingle;
    aVertexCount: Integer;
    aThickness: Single;
    aColor: TColor
);
```

Description

This is DrawPolygon, a member of class IWindow.

1.2.47.1.11 **IWindow.DrawRectangle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawRectangle(
    aX: Single;
    aY: Single;
    aWidth: Single;
    aHeight: Single;
    aThickness: Single;
    aColor: TColor
);
```

Description

This is DrawRectangle, a member of class IWindow.

1.2.47.1.12 **IWindow.DrawTriangle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure DrawTriangle(
    aX1: Single;
    aY1: Single;
    aX2: Single;
    aY2: Single;
    aX3: Single;
    aY3: Single;
    aThickness: Single;
    aColor: TColor
);
```

Description

This is DrawTriangle, a member of class IWindow.

1.2.47.1.13 **IWindow.GetBlendColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetBlendColor: TColor;
```

Description

This is GetBlendColor, a member of class IWindow.

1.2.47.1.14 **IWindow.GetBlender**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetBlender(
    aOperation: PInteger;
    aSource: PInteger;
    aDestination: PInteger
);
```

Description

This is GetBlender, a member of class IWindow.

1.2.47.1.15 **IWindow.GetTitle**

File: TopazGameLib.pas (see page 348)

Delphi

```
function GetTitle: WideString;
```

Description

This is GetTitle, a member of class IWindow.

1.2.47.1.16 **IWindow.GetViewportSize**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure GetViewportSize(
    var aSize: TRectangle
);
```

Description

This is GetViewportSize, a member of class IWindow.

1.2.47.1.17 **IWindow.Height**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Height: Integer;
```

Description

This is Height, a member of class IWindow.

1.2.47.1.18 **IWindow.Open**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Open(
    aWidth: Integer;
    aHeight: Integer;
    const aTitle: WideString
);
```

Description

This is Open, a member of class IWindow.

1.2.47.1.19 **IWindow.Opened**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Opened: Boolean;
```

Description

This is Opened, a member of class IWindow.

1.2.47.1.20 **IWindow.ResetTransform**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure ResetTransform;
```

Description

This is ResetTransform, a member of class IWindow.

1.2.47.1.21 **IWindow.RestoreDefaultBlendMode**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure RestoreDefaultBlendMode;
```

Description

This is RestoreDefaultBlendMode, a member of class IWindow.

1.2.47.1.22 **IWindow.Save**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Save(
    const aFilename: WideString
);
```

Description

This is Save, a member of class IWindow.

1.2.47.1.23 **IWindow.Scale**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Scale: Single;
```

Description

This is Scale, a member of class IWindow.

1.2.47.1.24 **IWindow.SetBlendColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetBlendColor(
    aColor: TColor
);
```

Description

This is SetBlendColor, a member of class IWindow.

1.2.47.1.25 **IWindow.SetBlender**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetBlender(
    aOperation: Integer;
    aSource: Integer;
    aDestination: Integer
);
```

Description

This is SetBlender, a member of class IWindow.

1.2.47.1.26 **IWindow.SetBlendMode**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetBlendMode(
    aMode: TBlendMode
);
```

Description

This is SetBlendMode, a member of class IWindow.

1.2.47.1.27 **IWindow.SetBlendModeColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetBlendModeColor(
    aMode: TBlendModeColor;
    aColor: TColor
);
```

Description

This is SetBlendModeColor, a member of class IWindow.

1.2.47.1.28 **IWindow.SetRenderTarget**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetRenderTarget(
    aRenderTarget: IRenderTarget
);
```

Description

This is SetRenderTarget, a member of class IWindow.

1.2.47.1.29 **IWindow.SetTitle**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetTitle(
    aTitle: WideString
```

```
    );
```

Description

This is SetTitle, a member of class IWindow.

1.2.47.1.30 **IWindow.SetTransformPos**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure SetTransformPos(
    aX: Single;
    aY: Single
);
```

Description

This is SetTransformPos, a member of class IWindow.

1.2.47.1.31 **IWindow.Show**

File: TopazGameLib.pas (see page 348)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class IWindow.

1.2.47.1.32 **IWindow.Width**

File: TopazGameLib.pas (see page 348)

Delphi

```
function Width: Integer;
```

Description

This is Width, a member of class IWindow.

1.3 **Structs, Records, Enums**

The following table lists structs, records, enums in this documentation.

Enumerations

	TAudioStatus (see page 236)	This is record TAudioStatus.
	TBlendMode (see page 237)	This is record TBlendMode.
	TBlendModeColor (see page 237)	This is record TBlendModeColor.
	TCmdConsoleState (see page 237)	This is record TCmdConsoleState.
	TEaseType (see page 238)	This is record TEaseType.
	TGameClass (see page 238)	This is record TGameClass.
	THAlign (see page 239)	This is record THAlign.
	THighscoreAction (see page 239)	This is record THighscoreAction.
	TInputDevice (see page 240)	This is record TInputDevice.

	TLineIntersection (see page 240)	This is record TLineIntersection.
	TLuaState (see page 240)	This is record TLuaState.
	TLuaTable (see page 241)	This is record TLuaTable.
	TLuaType (see page 241)	This is record TLuaType.
	TLuaValueType (see page 241)	This is record TLuaValueType.
	TMessageBox (see page 242)	This is record TMessageBox.
	TMessageBoxResult (see page 242)	This is record TMessageBoxResult.
	TSeek (see page 242)	This is record TSeek.
	TShaderType (see page 243)	This is record TShaderType.
	TSpeechVoiceAttribute (see page 243)	This is record TSpeechVoiceAttribute.
	TSplashscreenOption (see page 243)	This is record TSplashscreenOption.
	TStartupDialogState (see page 244)	This is record TStartupDialogState.
	TVAlign (see page 244)	This is record TVAlign.
	TVideoState (see page 244)	This is record TVideoState.

Records

	TActorMessage (see page 236)	This is record TActorMessage.
	TColor (see page 237)	This is record TColor.
	TGameSettings (see page 239)	This is record TGameSettings.
	TRange (see page 242)	This is record TRange.
	TTextureData (see page 244)	This is record TTextureData.

1.3.1 **TActorMessage**

File: TopazGameLib.pas (see page 348)

Delphi

```
TActorMessage = record
  Id: Integer;
  Data: Pointer;
  DataSize: Cardinal;
end;
```

Description

This is record TActorMessage.

1.3.2 **TAudioStatus**

File: TopazGameLib.pas (see page 348)

Delphi

```
TAudioStatus = (
  asStopped,
  asPaused,
  asPlaying
);
```

Description

This is record TAudioStatus.

1.3.3 **TBlendMode**

File: TopazGameLib.pas (see page 348)

Delphi

```
TBlendMode = (
  bmPreMultipliedAlpha,
  bmNonPreMultipliedAlpha,
  bmAdditiveAlpha,
  bmCopySrcToDest,
  bmMultiplySrcAndDest
);
```

Description

This is record TBlendMode.

1.3.4 **TBlendModeColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
TBlendModeColor = (
  bmcNormal,
  bmcAvgSrcDest
);
```

Description

This is record TBlendModeColor.

1.3.5 **TCmdConsoleState**

File: TopazGameLib.pas (see page 348)

Delphi

```
TCmdConsoleState = (
  ccOpen,
  ccClose
);
```

Description

This is record TCmdConsoleState.

1.3.6 **TColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
TColor = record
  Alpha: Single;
  Blue: Single;
  Green: Single;
  Red: Single;
end;
```

Description

This is record TColor.

1.3.7 **TEaseType**

File: TopazGameLib.pas (see page 348)

Delphi

```
TEaseType = (
  etLinearTween,
  etInQuad,
  etOutQuad,
  etInOutQuad,
  etInCubic,
  etOutCubic,
  etInOutCubic,
  etInQuart,
  etOutQuart,
  etInOutQuart,
  etInQuint,
  etOutQuint,
  etInOutQuint,
  etInSine,
  etOutSine,
  etInOutSine,
  etInExpo,
  etOutExpo,
  etInOutExpo,
  etInCircle,
  etOutCircle,
  etInOutCircle
);
```

Description

This is record TEaseType.

1.3.8 **TGameClass**

File: TopazGameLib.pas (see page 348)

Delphi

```
TGameClass = (
  gcCustom,
  gcGame
);
```

Description

This is record TGameClass.

1.3.9 **TGameSettings**

File: TopazGameLib.pas (see page 348)

Delphi

```
TGameSettings = record
  WindowWidth: Integer;
  WindowHeight: Integer;
  WindowTitle: string;
  WindowClearColor: TColor;
  ConfigFilename: string;
  ArchiveFilename: string;
  FontSize: Cardinal;
  FontFilename: string;
  HudTextItemPadWidth: Integer;
  HudPosX: Integer;
  HudPosY: Integer;
  HudLineSpace: Integer;
  SceneCount: Integer;
  SceneRenderAttr: TActorAttributeSet;
  SceneUpdateAttr: TActorAttributeSet;
  ShowStartupDialog: Boolean;
  StartupDialogCaption: string;
  StartupDialogIconFilename: string;
  StartupDialogLogoFilename: string;
  StartupDialogLogoClickURL: string;
  StartupDialogReadmeFilename: string;
  StartupDialogLicenseFilename: string;
  StartupDialogReleaseInfo: string;
  FrameRate: Single;
  FixedFrameRate: Single;
  OrgName: string;
  AppId: string;
end;
```

Description

This is record TGameSettings.

1.3.10 **THAlign**

File: TopazGameLib.pas (see page 348)

Delphi

```
THAlign = (
  haLeft,
  haCenter,
  haRight
);
```

Description

This is record THAlign.

1.3.11 **THighscoreAction**

File: TopazGameLib.pas (see page 348)

Delphi

```
THighscoreAction = (
  haClear,
  haList,
  haPost,
  haRemove
);
```

Description

This is record THighscoreAction.

1.3.12 **TInputDevice**

File: TopazGameLib.pas (see page 348)

Delphi

```
TInputDevice = (
  idKeyboard,
  idMouse,
  idJoystick
);
```

Description

This is record TInputDevice.

1.3.13 **TLineIntersection**

File: TopazGameLib.pas (see page 348)

Delphi

```
TLineIntersection = (
  liNone,
  liTrue,
  liParallel
);
```

Description

This is record TLineIntersection.

1.3.14 **TLuaState**

File: TopazGameLib.pas (see page 348)

Delphi

```
TLuaState = (
  lsOpen,
  lsClose,
  lsReset
);
```

Description

This is record TLuaState.

1.3.15 **TLuaTable**

File: TopazGameLib.pas (see page 348)

Delphi

```
TLuaTable = (
  LuaTable
);
```

Description

This is record TLuaTable.

1.3.16 **TLuaType**

File: TopazGameLib.pas (see page 348)

Delphi

```
TLuaType = (
  ltNone = -1,
  ltNil = 0,
  ltBoolean = 1,
  ltLightUserData = 2,
  ltNumber = 3,
  ltString = 4,
  ltTable = 5,
  ltFunction = 6,
  ltUserData = 7,
  ltThread = 8
);
```

Description

This is record TLuaType.

1.3.17 **TLuaValueType**

File: TopazGameLib.pas (see page 348)

Delphi

```
TLuaValueType = (
  vtInteger,
  vtDouble,
  vtString,
  vtTable,
  vtPointer,
  vtBoolean
);
```

Description

This is record TLuaValueType.

1.3.18 **TMessageBox**

File: TopazGameLib.pas (see page 348)

Delphi

```
TMessageBox = (
  mbWarn = 1,
  mbError = 2,
  mbOkCancel = 4,
  mbYesNo = 8,
  mbQuestion = 16
);
```

Description

This is record TMessageBox.

1.3.19 **TMessageBoxResult**

File: TopazGameLib.pas (see page 348)

Delphi

```
TMessageBoxResult = (
  mbrClosed = 0,
  mbrOkYes = 1,
  mbrCancelNo = 2
);
```

Description

This is record TMessageBoxResult.

1.3.20 **TRange**

File: TopazGameLib.pas (see page 348)

Delphi

```
TRange = record
  MaxX: Single;
  MaxY: Single;
  MinX: Single;
  MinY: Single;
end;
```

Description

This is record TRange.

1.3.21 **TSeek**

File: TopazGameLib.pas (see page 348)

Delphi

```
TSeek = (
  skStart = 0,
  skCurrent = 1,
  skEnd = 2
);
```

Description

This is record TSeek.

1.3.22 TShaderType

File: TopazGameLib.pas (see page 348)

Delphi

```
TShaderType = (
  stVertex = 1,
  stFragment = 2
);
```

Description

This is record TShaderType.

1.3.23 TSpeechVoiceAttribute

File: TopazGameLib.pas (see page 348)

Delphi

```
TSpeechVoiceAttribute = (
  vaDescription,
  vaName,
  vaVendor,
  vaAge,
  vaGender,
  vaLanguage,
  vaId
);
```

Description

This is record TSpeechVoiceAttribute.

1.3.24 TSplashscreenOption

File: TopazGameLib.pas (see page 348)

Delphi

```
TSplashscreenOption = (
  soNone,
  soText,
  soTexture
);
```

Description

This is record TSplashscreenOption.

1.3.25 **TStartupDialogState**

File: TopazGameLib.pas (see page 348)

Delphi

```
TStartupDialogState = (
  sdsMore = 0,
  sdsRun = 1,
  sdsQuit = 2
);
```

Description

This is record TStartupDialogState.

1.3.26 **TTextureData**

File: TopazGameLib.pas (see page 348)

Delphi

```
TTextureData = record
  Memory: Pointer;
  Format: Integer;
  Pitch: Integer;
  PixelSize: Integer;
end;
```

Description

This is record TTextureData.

1.3.27 **TVAlign**

File: TopazGameLib.pas (see page 348)

Delphi

```
TVAlign = (
  vaTop,
  vaCenter,
  vaBottom
);
```

Description

This is record TVAlign.

1.3.28 **TVideoState**

File: TopazGameLib.pas (see page 348)

Delphi

```
TVideoState = (
  vsLoad,
```

```
    vsUnload,
    vsPlaying,
    vsPaused,
    vsFinished
);
```

Description

This is record TVideoState.

1.4 **Types**

The following table lists types in this documentation.

Types

PActorMessage (see page 245)	This is type PActorMessage.
PColor (see page 245)	This is type PColor.
PGameSettings (see page 246)	This is type PGameSettings.
PRange (see page 246)	This is type PRange.
PRectangle (see page 246)	This is type PRectangle.
PTextureData (see page 246)	This is type PTextureData.
PVector (see page 247)	This is type PVector.
TActorAttributeSet (see page 247)	This is type TActorAttributeSet.
TActorSceneEvent (see page 247)	This is type TActorSceneEvent.
TAsyncProc (see page 247)	This is type TAsyncProc.
TBaseInterfaceClass (see page 247)	This is type TBaseInterfaceClass.
TCmdConsoleActionEvent (see page 248)	This is type TCmdConsoleActionEvent.
TCustomGameClass (see page 248)	This is type TCustomGameClass.
TLuaFunction (see page 248)	This is type TLuaFunction.
TStringArray (see page 248)	This is type TStringArray.
TSysCharSet (see page 249)	This is type TSysCharSet.

1.4.1 **PActorMessage**

File: TopazGameLib.pas (see page 348)

Delphi

```
PActorMessage = ^TActorMessage;
```

Description

This is type PActorMessage.

1.4.2 **PColor**

File: TopazGameLib.pas (see page 348)

Delphi

```
PColor = ^TColor;
```

Description

This is type PColor.

1.4.3 **PGameSettings**

File: TopazGameLib.pas (see page 348)

Delphi

```
PGameSettings = ^TGameSettings;
```

Description

This is type PGameSettings.

1.4.4 **PRange**

File: TopazGameLib.pas (see page 348)

Delphi

```
PRange = ^TRange;
```

Description

This is type PRange.

1.4.5 **PRectangle**

File: TopazGameLib.pas (see page 348)

Delphi

```
PRectangle = ^TRectangle;
```

Description

This is type PRectangle.

1.4.6 **PTextureData**

File: TopazGameLib.pas (see page 348)

Delphi

```
PTextureData = ^TTextureData;
```

Description

This is type PTextureData.

1.4.7 **PVector**

File: TopazGameLib.pas (see page 348)

Delphi

```
PVector = ^TVector;
```

Description

This is type PVector.

1.4.8 **TActorAttributeSet**

File: TopazGameLib.pas (see page 348)

Delphi

```
TActorAttributeSet = set of Byte;
```

Description

This is type TActorAttributeSet.

1.4.9 **TActorSceneEvent**

File: TopazGameLib.pas (see page 348)

Delphi

```
TActorSceneEvent = procedure (aSceneNum: Integer) of object;
```

Description

This is type TActorSceneEvent.

1.4.10 **TAsyncProc**

File: TopazGameLib.pas (see page 348)

Delphi

```
TAsyncProc = reference to procedure;
```

Description

This is type TAsyncProc.

1.4.11 **TBaseInterfaceClass**

File: TopazGameLib.pas (see page 348)

Delphi

```
TBaseInterfaceClass = class of TBaseInterface;
```

Description

This is type TBaseInterfaceClass.

1.4.12 **TCmdConsoleActionEvent**

File: TopazGameLib.pas (see page 348)

Delphi

```
TCmdConsoleActionEvent = procedure of object;
```

Description

This is type TCmdConsoleActionEvent.

1.4.13 **TCustomGameClass**

File: TopazGameLib.pas (see page 348)

Delphi

```
TCustomGameClass = class of TCustomGame;
```

Description

This is type TCustomGameClass.

1.4.14 **TLuaFunction**

File: TopazGameLib.pas (see page 348)

Delphi

```
TLuaFunction = procedure (aLua: ILuaContext) of object;
```

Description

This is type TLuaFunction.

1.4.15 **TStringArray**

File: TopazGameLib.pas (see page 348)

Delphi

```
TStringArray = array of string;
```

Description

This is type TStringArray.

1.4.16 **TSysCharSet**

File: TopazGameLib.pas (see page 348)

Delphi

```
TSysCharSet = set of AnsiChar;
```

Description

This is type TSysCharSet.

1.5 **Variables**

The following table lists variables in this documentation.

Variables

Topaz (see page 249)	This is variable Topaz.

1.5.1 **Topaz**

File: TopazGameLib.pas (see page 348)

Delphi

```
Topaz: ITopaz = nil;
```

Description

This is variable Topaz.

1.6 **Constants**

The following table lists constants in this documentation.

Constants

ALICEBLUE (see page 258)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 258)	This is constant ANTIQUEWHITE.
AQUA (see page 258)	This is constant AQUA.
AQUAMARINE (see page 258)	This is constant AQUAMARINE.
AUDIO_BUFFER_COUNT (see page 259)	This is constant AUDIO_BUFFER_COUNT.
AUDIO_CHANNEL_COUNT (see page 259)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_DYNAMIC_CHANNEL (see page 259)	This is constant AUDIO_DYNAMIC_CHANNEL.
AUDIO_INVALID_INDEX (see page 259)	This is constant AUDIO_INVALID_INDEX.
AZURE (see page 260)	This is constant AZURE.
BEIGE (see page 260)	This is constant BEIGE.
BISQUE (see page 260)	This is constant BISQUE.

BLACK (see page 260)	This is constant BLACK.
BLANCHEDALMOND (see page 260)	This is constant BLANCHEDALMOND.
BLANK (see page 261)	This is constant BLANK.
BLEND_ADD (see page 261)	This is constant BLEND_ADD.
BLEND_ALPHA (see page 261)	This is constant BLEND_ALPHA.
BLEND_CONST_COLOR (see page 261)	This is constant BLEND_CONST_COLOR.
BLEND_DEST_COLOR (see page 262)	This is constant BLEND_DEST_COLOR.
BLEND_DEST_MINUS_SRC (see page 262)	This is constant BLEND_DEST_MINUS_SRC.
BLEND_INVERSE_ALPHA (see page 262)	This is constant BLEND_INVERSE_ALPHA.
BLEND_INVERSE_CONST_COLOR (see page 262)	This is constant BLEND_INVERSE_CONST_COLOR.
BLEND_INVERSE_DEST_COLOR (see page 262)	This is constant BLEND_INVERSE_DEST_COLOR.
BLEND_INVERSE_SRC_COLOR (see page 263)	This is constant BLEND_INVERSE_SRC_COLOR.
BLEND_ONE (see page 263)	This is constant BLEND_ONE.
BLEND_SRC_COLOR (see page 263)	This is constant BLEND_SRC_COLOR.
BLEND_SRC_MINUS_DEST (see page 263)	This is constant BLEND_SRC_MINUS_DEST.
BLEND_ZERO (see page 264)	This is constant BLEND_ZERO.
BLUE (see page 264)	This is constant BLUE.
BLUEVIOLET (see page 264)	This is constant BLUEVIOLET.
BROWN (see page 264)	This is constant BROWN.
BURLYWOOD (see page 264)	This is constant BURLYWOOD.
CADETBLUE (see page 265)	This is constant CADETBLUE.
CFG_EXT (see page 265)	This is constant CFG_EXT.
CHARTREUSE (see page 265)	This is constant CHARTREUSE.
CHOCOLATE (see page 265)	This is constant CHOCOLATE.
COLORKEY (see page 266)	This is constant COLORKEY.
CORAL (see page 266)	This is constant CORAL.
CORNFLOWERBLUE (see page 266)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 266)	This is constant CORNSILK.
CR (see page 266)	This is constant CR.
CRIMSON (see page 267)	This is constant CRIMSON.
CRLF (see page 267)	This is constant CRLF.
CYAN (see page 267)	This is constant CYAN.
DARKBLUE (see page 267)	This is constant DARKBLUE.
DARKCYAN (see page 268)	This is constant DARKCYAN.
DARKGOLDENROD (see page 268)	This is constant DARKGOLDENROD.
DARKGRAY (see page 268)	This is constant DARKGRAY.
DARKGREEN (see page 268)	This is constant DARKGREEN.
DARKGREY (see page 268)	This is constant DARKGREY.
DARKKHAKI (see page 269)	This is constant DARKKHAKI.
DARKMAGENTA (see page 269)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 269)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 269)	This is constant DARKORANGE.
DARKORCHID (see page 270)	This is constant DARKORCHID.
DARKRED (see page 270)	This is constant DARKRED.
DARKSALMON (see page 270)	This is constant DARKSALMON.
DARKSEAGREEN (see page 270)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 270)	This is constant DARKSLATEBLUE.

DARKSLATEBROWN (see page 271)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 271)	This is constant DARKSLATEGRAY.
DARKSLATEGREY (see page 271)	This is constant DARKSLATEGREY.
DARKTURQUOISE (see page 271)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 272)	This is constant DARKVIOLET.
DATABASE_DEFAULT_MYSQL_PORT (see page 272)	This is constant DATABASE_DEFAULT_MYSQL_PORT.
DEEPPINK (see page 272)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 272)	This is constant DEEPSKYBLUE.
DEG2RAD (see page 272)	This is constant DEG2RAD.
DIMGRAY (see page 273)	This is constant DIMGRAY.
DIMGREY (see page 273)	This is constant DIMGREY.
DIMWHITE (see page 273)	This is constant DIMWHITE.
DODGERBLUE (see page 273)	This is constant DODGERBLUE.
EPSILON (see page 274)	This is constant EPSILON.
FALSE_TRUE_STR (see page 274)	This is constant FALSE_TRUE_STR.
FIREBRICK (see page 274)	This is constant FIREBRICK.
FLORALWHITE (see page 274)	This is constant FLORALWHITE.
FORESTGREEN (see page 274)	This is constant FORESTGREEN.
FUCHSIA (see page 275)	This is constant FUCHSIA.
GAINSBORO (see page 275)	This is constant GAINSBORO.
GHOSTWHITE (see page 275)	This is constant GHOSTWHITE.
GOLD (see page 275)	This is constant GOLD.
GOLDENROD (see page 276)	This is constant GOLDENROD.
GRAY (see page 276)	This is constant GRAY.
GREEN (see page 276)	This is constant GREEN.
GREENYELLOW (see page 276)	This is constant GREENYELLOW.
GREY (see page 276)	This is constant GREY.
GUI_DYNAMIC (see page 277)	This is constant GUI_DYNAMIC.
GUI_EDIT_FILTER_ASCII (see page 277)	This is constant GUI_EDIT_FILTER_ASCII.
GUI_EDIT_FILTER_BINARY (see page 277)	This is constant GUI_EDIT_FILTER_BINARY.
GUI_EDIT_FILTER_DECIMAL (see page 277)	This is constant GUI_EDIT_FILTER_DECIMAL.
GUI_EDIT_FILTER_DEFAULT (see page 278)	This is constant GUI_EDIT_FILTER_DEFAULT.
GUI_EDIT_FILTER_FLOAT (see page 278)	This is constant GUI_EDIT_FILTER_FLOAT.
GUI_EDIT_FILTER_HEX (see page 278)	This is constant GUI_EDIT_FILTER_HEX.
GUI_EDIT_FILTER_OCT (see page 278)	This is constant GUI_EDIT_FILTER_OCT.
GUI_STATIC (see page 278)	This is constant GUI_STATIC.
GUI_TEXT_CENTERED (see page 279)	This is constant GUI_TEXT_CENTERED.
GUI_TEXT_LEFT (see page 279)	This is constant GUI_TEXT_LEFT.
GUI_TEXT_RIGHT (see page 279)	This is constant GUI_TEXT_RIGHT.
GUI_THEME_BLUE (see page 279)	This is constant GUI_THEME_BLUE.
GUI_THEME_DARK (see page 280)	This is constant GUI_THEME_DARK.
GUI_THEME_DEFAULT (see page 280)	This is constant GUI_THEME_DEFAULT.
GUI_THEME_RED (see page 280)	This is constant GUI_THEME_RED.
GUI_THEME_WHITE (see page 280)	This is constant GUI_THEME_WHITE.
GUI_WINDOW_BACKGROUND (see page 280)	This is constant GUI_WINDOW_BACKGROUND.
GUI_WINDOW_BORDER (see page 281)	This is constant GUI_WINDOW_BORDER.
GUI_WINDOW_CLOSABLE (see page 281)	This is constant GUI_WINDOW_CLOSABLE.
GUI_WINDOW_DEFAULT (see page 281)	This is constant GUI_WINDOW_DEFAULT.

GUI_WINDOW_MINIMIZABLE (see page 281)	This is constant GUI_WINDOW_MINIMIZABLE.
GUI_WINDOW_MOVABLE (see page 282)	This is constant GUI_WINDOW_MOVABLE.
GUI_WINDOW_NO_INPUT (see page 282)	This is constant GUI_WINDOW_NO_INPUT.
GUI_WINDOW_NO_SCROLLBAR (see page 282)	This is constant GUI_WINDOW_NO_SCROLLBAR.
GUI_WINDOW_SCALABLE (see page 282)	This is constant GUI_WINDOW_SCALABLE.
GUI_WINDOW_SCALE_LEFT (see page 282)	This is constant GUI_WINDOW_SCALE_LEFT.
GUI_WINDOW_SCROLL_AUTO_HIDE (see page 283)	This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.
GUI_WINDOW_TITLE (see page 283)	This is constant GUI_WINDOW_TITLE.
HONEYDEW (see page 283)	This is constant HONEYDEW.
HOTPINK (see page 283)	This is constant HOTPINK.
INDIANRED (see page 284)	This is constant INDIANRED.
INDIGO (see page 284)	This is constant INDIGO.
INI_EXT (see page 284)	This is constant INI_EXT.
IVORY (see page 284)	This is constant IVORY.
JOY_AXES_X (see page 284)	This is constant JOY_AXES_X.
JOY_AXES_Y (see page 285)	This is constant JOY_AXES_Y.
JOY_AXES_Z (see page 285)	This is constant JOY_AXES_Z.
JOY_BTN_A (see page 285)	This is constant JOY_BTN_A.
JOY_BTN_B (see page 285)	This is constant JOY_BTN_B.
JOY_BTN_BACK (see page 286)	This is constant JOY_BTN_BACK.
JOY_BTN_DDPAD (see page 286)	This is constant JOY_BTN_DDPAD.
JOY_BTN_LB (see page 286)	This is constant JOY_BTN_LB.
JOY_BTN_LDPAD (see page 286)	This is constant JOY_BTN_LDPAD.
JOY_BTN_LT (see page 286)	This is constant JOY_BTN_LT.
JOY_BTN_RB (see page 287)	This is constant JOY_BTN_RB.
JOY_BTN_RDPAD (see page 287)	This is constant JOY_BTN_RDPAD.
JOY_BTN_RT (see page 287)	This is constant JOY_BTN_RT.
JOY_BTN_START (see page 287)	This is constant JOY_BTN_START.
JOY_BTN_UDPAD (see page 288)	This is constant JOY_BTN_UDPAD.
JOY_BTN_X (see page 288)	This is constant JOY_BTN_X.
JOY_BTN_Y (see page 288)	This is constant JOY_BTN_Y.
JOY_STICK_LS (see page 288)	This is constant JOY_STICK_LS.
JOY_STICK_LT (see page 288)	This is constant JOY_STICK_LT.
JOY_STICK_RS (see page 289)	This is constant JOY_STICK_RS.
JOY_STICK_RT (see page 289)	This is constant JOY_STICK_RT.
KEYMOD_ACCENT1 (see page 289)	This is constant KEYMOD_ACCENT1.
KEYMOD_ACCENT2 (see page 289)	This is constant KEYMOD_ACCENT2.
KEYMOD_ACCENT3 (see page 290)	This is constant KEYMOD_ACCENT3.
KEYMOD_ACCENT4 (see page 290)	This is constant KEYMOD_ACCENT4.
KEYMOD_ALT (see page 290)	This is constant KEYMOD_ALT.
KEYMOD_CAPSLOCK (see page 290)	This is constant KEYMOD_CAPSLOCK.
KEYMOD_COMMAND (see page 290)	This is constant KEYMOD_COMMAND.
KEYMOD_CTRL (see page 291)	This is constant KEYMOD_CTRL.
KEYMOD_INALTSEQ (see page 291)	This is constant KEYMOD_INALTSEQ.
KEYMOD_LWIN (see page 291)	This is constant KEYMOD_LWIN.
KEYMOD_MENU (see page 291)	This is constant KEYMOD_MENU.
KEYMOD_NUMLOCK (see page 292)	This is constant KEYMOD_NUMLOCK.

KEYMOD_RWIN (see page 292)	This is constant KEYMOD_RWIN.
KEYMOD_SCROLOCK (see page 292)	This is constant KEYMOD_SCROLOCK.
KEYMOD_SHIFT (see page 292)	This is constant KEYMOD_SHIFT.
KEY_0 (see page 292)	This is constant KEY_0.
KEY_1 (see page 293)	This is constant KEY_1.
KEY_2 (see page 293)	This is constant KEY_2.
KEY_3 (see page 293)	This is constant KEY_3.
KEY_4 (see page 293)	This is constant KEY_4.
KEY_5 (see page 294)	This is constant KEY_5.
KEY_6 (see page 294)	This is constant KEY_6.
KEY_7 (see page 294)	This is constant KEY_7.
KEY_8 (see page 294)	This is constant KEY_8.
KEY_9 (see page 294)	This is constant KEY_9.
KEY_A (see page 295)	This is constant KEY_A.
KEY_ABNT_C1 (see page 295)	This is constant KEY_ABNT_C1.
KEY_ALT (see page 295)	This is constant KEY_ALT.
KEY_ALTGR (see page 295)	This is constant KEY_ALTGR.
KEY_AT (see page 296)	This is constant KEY_AT.
KEY_B (see page 296)	This is constant KEY_B.
KEY_BACK (see page 296)	This is constant KEY_BACK.
KEY_BACKQUOTE (see page 296)	This is constant KEY_BACKQUOTE.
KEY_BACKSLASH (see page 296)	This is constant KEY_BACKSLASH.
KEY_BACKSLASH2 (see page 297)	This is constant KEY_BACKSLASH2.
KEY_BACKSPACE (see page 297)	This is constant KEY_BACKSPACE.
KEY_BUTTON_A (see page 297)	This is constant KEY_BUTTON_A.
KEY_BUTTON_B (see page 297)	This is constant KEY_BUTTON_B.
KEY_BUTTON_L1 (see page 298)	This is constant KEY_BUTTON_L1.
KEY_BUTTON_L2 (see page 298)	This is constant KEY_BUTTON_L2.
KEY_BUTTON_R1 (see page 298)	This is constant KEY_BUTTON_R1.
KEY_BUTTON_R2 (see page 298)	This is constant KEY_BUTTON_R2.
KEY_BUTTON_X (see page 298)	This is constant KEY_BUTTON_X.
KEY_BUTTON_Y (see page 299)	This is constant KEY_BUTTON_Y.
KEY_C (see page 299)	This is constant KEY_C.
KEY_CAPSLOCK (see page 299)	This is constant KEY_CAPSLOCK.
KEY_CIRCUMFLEX (see page 299)	This is constant KEY_CIRCUMFLEX.
KEY_CLOSEBRACE (see page 300)	This is constant KEY_CLOSEBRACE.
KEY_COLON2 (see page 300)	This is constant KEY_COLON2.
KEY_COMMA (see page 300)	This is constant KEY_COMMA.
KEY_COMMAND (see page 300)	This is constant KEY_COMMAND.
KEY_CONVERT (see page 300)	This is constant KEY_CONVERT.
KEY_D (see page 301)	This is constant KEY_D.
KEY_DELETE (see page 301)	This is constant KEY_DELETE.
KEY_DOWN (see page 301)	This is constant KEY_DOWN.
KEY_DPAD_CENTER (see page 301)	This is constant KEY_DPAD_CENTER.
KEY_DPAD_DOWN (see page 302)	This is constant KEY_DPAD_DOWN.
KEY_DPAD_LEFT (see page 302)	This is constant KEY_DPAD_LEFT.
KEY_DPAD_RIGHT (see page 302)	This is constant KEY_DPAD_RIGHT.
KEY_DPAD_UP (see page 302)	This is constant KEY_DPAD_UP.
KEY_E (see page 302)	This is constant KEY_E.

KEY_END (see page 303)	This is constant KEY_END.
KEY_ENTER (see page 303)	This is constant KEY_ENTER.
KEY_EQUALS (see page 303)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 303)	This is constant KEY_ESCAPE.
KEY_F (see page 304)	This is constant KEY_F.
KEY_F1 (see page 304)	This is constant KEY_F1.
KEY_F10 (see page 304)	This is constant KEY_F10.
KEY_F11 (see page 304)	This is constant KEY_F11.
KEY_F12 (see page 304)	This is constant KEY_F12.
KEY_F2 (see page 305)	This is constant KEY_F2.
KEY_F3 (see page 305)	This is constant KEY_F3.
KEY_F4 (see page 305)	This is constant KEY_F4.
KEY_F5 (see page 305)	This is constant KEY_F5.
KEY_F6 (see page 306)	This is constant KEY_F6.
KEY_F7 (see page 306)	This is constant KEY_F7.
KEY_F8 (see page 306)	This is constant KEY_F8.
KEY_F9 (see page 306)	This is constant KEY_F9.
KEY_FULLSTOP (see page 306)	This is constant KEY_FULLSTOP.
KEY_G (see page 307)	This is constant KEY_G.
KEY_H (see page 307)	This is constant KEY_H.
KEY_HOME (see page 307)	This is constant KEY_HOME.
KEY_I (see page 307)	This is constant KEY_I.
KEY_INSERT (see page 308)	This is constant KEY_INSERT.
KEY_J (see page 308)	This is constant KEY_J.
KEY_K (see page 308)	This is constant KEY_K.
KEY_KANA (see page 308)	This is constant KEY_KANA.
KEY_KANJI (see page 308)	This is constant KEY_KANJI.
KEY_L (see page 309)	This is constant KEY_L.
KEY_LCTRL (see page 309)	This is constant KEY_LCTRL.
KEY_LEFT (see page 309)	This is constant KEY_LEFT.
KEY_LSHIFT (see page 309)	This is constant KEY_LSHIFT.
KEY_LWIN (see page 310)	This is constant KEY_LWIN.
KEY_M (see page 310)	This is constant KEY_M.
KEY_MAX (see page 310)	This is constant KEY_MAX.
KEY_MENU (see page 310)	This is constant KEY_MENU.
KEY_MINUS (see page 310)	This is constant KEY_MINUS.
KEY_MODIFIERS (see page 311)	This is constant KEY_MODIFIERS.
KEY_N (see page 311)	This is constant KEY_N.
KEY_NOCONVERT (see page 311)	This is constant KEY_NOCONVERT.
KEY_NUMLOCK (see page 311)	This is constant KEY_NUMLOCK.
KEY_O (see page 312)	This is constant KEY_O.
KEY_OPENBRACE (see page 312)	This is constant KEY_OPENBRACE.
KEY_P (see page 312)	This is constant KEY_P.
KEY_PAD_0 (see page 312)	This is constant KEY_PAD_0.
KEY_PAD_1 (see page 312)	This is constant KEY_PAD_1.
KEY_PAD_2 (see page 313)	This is constant KEY_PAD_2.
KEY_PAD_3 (see page 313)	This is constant KEY_PAD_3.
KEY_PAD_4 (see page 313)	This is constant KEY_PAD_4.
KEY_PAD_5 (see page 313)	This is constant KEY_PAD_5.

KEY_PAD_6 (see page 314)	This is constant KEY_PAD_6.
KEY_PAD_7 (see page 314)	This is constant KEY_PAD_7.
KEY_PAD_8 (see page 314)	This is constant KEY_PAD_8.
KEY_PAD_9 (see page 314)	This is constant KEY_PAD_9.
KEY_PAD_ASTERISK (see page 314)	This is constant KEY_PAD_ASTERISK.
KEY_PAD_DELETE (see page 315)	This is constant KEY_PAD_DELETE.
KEY_PAD_ENTER (see page 315)	This is constant KEY_PAD_ENTER.
KEY_PAD_EQUALS (see page 315)	This is constant KEY_PAD_EQUALS.
KEY_PAD_MINUS (see page 315)	This is constant KEY_PAD_MINUS.
KEY_PAD_PLUS (see page 316)	This is constant KEY_PAD_PLUS.
KEY_PAD_SLASH (see page 316)	This is constant KEY_PAD_SLASH.
KEY_PAUSE (see page 316)	This is constant KEY_PAUSE.
KEY_PGDN (see page 316)	This is constant KEY_PGDN.
KEY_PGUP (see page 316)	This is constant KEY_PGUP.
KEY_PRINTSCREEN (see page 317)	This is constant KEY_PRINTSCREEN.
KEY_Q (see page 317)	This is constant KEY_Q.
KEY_QUOTE (see page 317)	This is constant KEY_QUOTE.
KEY_R (see page 317)	This is constant KEY_R.
KEY_RCTRL (see page 318)	This is constant KEY_RCTRL.
KEY_RIGHT (see page 318)	This is constant KEY_RIGHT.
KEY_RSHIFT (see page 318)	This is constant KEY_RSHIFT.
KEY_RWIN (see page 318)	This is constant KEY_RWIN.
KEY_S (see page 318)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 319)	This is constant KEY_SCROLLLOCK.
KEY_SEARCH (see page 319)	This is constant KEY_SEARCH.
KEY_SELECT (see page 319)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 319)	This is constant KEY_SEMICOLON.
KEY_SEMICOLON2 (see page 320)	This is constant KEY_SEMICOLON2.
KEY_SLASH (see page 320)	This is constant KEY_SLASH.
KEY_SPACE (see page 320)	This is constant KEY_SPACE.
KEY_START (see page 320)	This is constant KEY_START.
KEY_T (see page 320)	This is constant KEY_T.
KEY_TAB (see page 321)	This is constant KEY_TAB.
KEY_THUMBL (see page 321)	This is constant KEY_THUMBL.
KEY_THUMBR (see page 321)	This is constant KEY_THUMBR.
KEY_TILDE (see page 321)	This is constant KEY_TILDE.
KEY_U (see page 322)	This is constant KEY_U.
KEY_UNKNOWN (see page 322)	This is constant KEY_UNKNOWN.
KEY_UP (see page 322)	This is constant KEY_UP.
KEY_V (see page 322)	This is constant KEY_V.
KEY_VOLUME_DOWN (see page 322)	This is constant KEY_VOLUME_DOWN.
KEY_VOLUME_UP (see page 323)	This is constant KEY_VOLUME_UP.
KEY_W (see page 323)	This is constant KEY_W.
KEY_X (see page 323)	This is constant KEY_X.
KEY_Y (see page 323)	This is constant KEY_Y.
KEY_YEN (see page 324)	This is constant KEY_YEN.
KEY_Z (see page 324)	This is constant KEY_Z.
KHAKI (see page 324)	This is constant KHAKI.
LAVENDER (see page 324)	This is constant LAVENDER.

LAVENDERBLUSH (see page 324)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 325)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 325)	This is constant LEMONCHIFFON.
LF (see page 325)	This is constant LF.
LIGHTBLUE (see page 325)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 326)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 326)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 326)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 326)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 326)	This is constant LIGHTGREEN.
LIGHTGREY (see page 327)	This is constant LIGHTGREY.
LIGHTPINK (see page 327)	This is constant LIGHTPINK.
LIGHTSALMON (see page 327)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 327)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 328)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 328)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 328)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 328)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 328)	This is constant LIGHTYELLOW.
LIME (see page 329)	This is constant LIME.
LIMEGREEN (see page 329)	This is constant LIMEGREEN.
LINEN (see page 329)	This is constant LINEN.
LOG_EXT (see page 329)	This is constant LOG_EXT.
LUAC_EXT (see page 330)	This is constant LUAC_EXT.
LUA_EXT (see page 330)	This is constant LUA_EXT.
MAGENTA (see page 330)	This is constant MAGENTA.
MAIL_PORT_SMTP (see page 330)	default non-ssl
MAIL_PORT_SMTPS (see page 330)	default ssl
MAIL_PORT_SMTPS_ALT (see page 331)	alt ssl
MAROON (see page 331)	This is constant MAROON.
MAX_AXES (see page 331)	This is constant MAX_AXES.
MAX_BUTTONS (see page 331)	This is constant MAX_BUTTONS.
MAX_STICKS (see page 332)	This is constant MAX_STICKS.
MEDIUMAQUAMARINE (see page 332)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 332)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 332)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 332)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 333)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 333)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 333)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 333)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 334)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 334)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 334)	This is constant MINTCREAM.
MISTYROSE (see page 334)	This is constant MISTYROSE.
MOCCASIN (see page 334)	This is constant MOCCASIN.
MOUSE_BUTTON_LEFT (see page 335)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 335)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 335)	This is constant MOUSE_BUTTON_RIGHT.

NAN (see page 335)	This is constant NAN.
NAVAJOWHITE (see page 336)	This is constant NAVAJOWHITE.
NAVY (see page 336)	This is constant NAVY.
OLDLACE (see page 336)	This is constant OLDLACE.
OLIVE (see page 336)	This is constant OLIVE.
OLIVEDRAB (see page 336)	This is constant OLIVEDRAB.
ORANGE (see page 337)	This is constant ORANGE.
ORANGERED (see page 337)	This is constant ORANGERED.
ORCHID (see page 337)	This is constant ORCHID.
OVERLAY1 (see page 337)	This is constant OVERLAY1.
OVERLAY2 (see page 338)	This is constant OVERLAY2.
PALEGOLDENROD (see page 338)	This is constant PALEGOLDENROD.
PALEGREEN (see page 338)	This is constant PALEGREEN.
PALETURQUOISE (see page 338)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 338)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 339)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 339)	This is constant PEACHPUFF.
PERU (see page 339)	This is constant PERU.
PINK (see page 339)	This is constant PINK.
PLUM (see page 340)	This is constant PLUM.
PNG_EXT (see page 340)	This is constant PNG_EXT.
POWDERBLUE (see page 340)	This is constant POWDERBLUE.
PURPLE (see page 340)	This is constant PURPLE.
RAD2DEG (see page 340)	This is constant RAD2DEG.
REBECCAPURPLE (see page 341)	This is constant REBECCAPURPLE.
RED (see page 341)	This is constant RED.
RED2 (see page 341)	This is constant RED2.
ROSYBROWN (see page 341)	This is constant ROSYBROWN.
ROYALBLUE (see page 342)	This is constant ROYALBLUE.
SADDLEBROWN (see page 342)	This is constant SADDLEBROWN.
SALMON (see page 342)	This is constant SALMON.
SANDYBROWN (see page 342)	This is constant SANDYBROWN.
SEAGREEN (see page 342)	This is constant SEAGREEN.
SEASHELL (see page 343)	This is constant SEASHELL.
SIENNA (see page 343)	This is constant SIENNA.
SILVER (see page 343)	This is constant SILVER.
SKYBLUE (see page 343)	This is constant SKYBLUE.
SLATEBLUE (see page 344)	This is constant SLATEBLUE.
SLATEGRAY (see page 344)	This is constant SLATEGRAY.
SLATEGREY (see page 344)	This is constant SLATEGREY.
SNOW (see page 344)	This is constant SNOW.
SPRINGGREEN (see page 344)	This is constant SPRINGGREEN.
SQLITE_EXT (see page 345)	This is constant SQLITE_EXT.
STEELBLUE (see page 345)	This is constant STEELBLUE.
TAN (see page 345)	This is constant TAN.
TEAL (see page 345)	This is constant TEAL.
THISTLE (see page 346)	This is constant THISTLE.
TOMATO (see page 346)	This is constant TOMATO.
TREEMENU_NONE (see page 346)	This is constant TREEMENU_NONE.

TREEMENU_QUIT (see page 346)	This is constant TREEMENU_QUIT.
TURQUOISE (see page 346)	This is constant TURQUOISE.
VIOLET (see page 347)	This is constant VIOLET.
WHEAT (see page 347)	This is constant WHEAT.
WHITE (see page 347)	This is constant WHITE.
WHITE2 (see page 347)	This is constant WHITE2.
WHITESMOKE (see page 348)	This is constant WHITESMOKE.
YELLOW (see page 348)	This is constant YELLOW.
YELLOWGREEN (see page 348)	This is constant YELLOWGREEN.

1.6.1 ALICEBLUE

File: TopazGameLib.pas (see page 348)

Delphi

```
ALICEBLUE: TColor = (Red:$F0/$FF; Green:$F8/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant ALICEBLUE.

1.6.2 ANTIQUEWHITE

File: TopazGameLib.pas (see page 348)

Delphi

```
ANTIQUEWHITE: TColor = (Red:$FA/$FF; Green:$EB/$FF; Blue:$D7/$FF; Alpha:$FF/$FF);
```

Description

This is constant ANTIQUEWHITE.

1.6.3 AQUA

File: TopazGameLib.pas (see page 348)

Delphi

```
AQUA: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant AQUA.

1.6.4 AQUAMARINE

File: TopazGameLib.pas (see page 348)

Delphi

```
AQUAMARINE: TColor = (Red:$7F/$FF; Green:$FF/$FF; Blue:$D4/$FF; Alpha:$FF/$FF);
```

Description

This is constant AQUAMARINE.

1.6.5 **AUDIO_BUFFER_COUNT**

File: TopazGameLib.pas (see page 348)

Delphi

```
AUDIO_BUFFER_COUNT = 256;
```

Description

This is constant AUDIO_BUFFER_COUNT.

1.6.6 **AUDIO_CHANNEL_COUNT**

File: TopazGameLib.pas (see page 348)

Delphi

```
AUDIO_CHANNEL_COUNT = 16;
```

Description

This is constant AUDIO_CHANNEL_COUNT.

1.6.7 **AUDIO_DYNAMIC_CHANNEL**

File: TopazGameLib.pas (see page 348)

Delphi

```
AUDIO_DYNAMIC_CHANNEL = -1;
```

Description

This is constant AUDIO_DYNAMIC_CHANNEL.

1.6.8 **AUDIO_INVALID_INDEX**

File: TopazGameLib.pas (see page 348)

Delphi

```
AUDIO_INVALID_INDEX = -2;
```

Description

This is constant AUDIO_INVALID_INDEX.

1.6.9 AZURE

File: TopazGameLib.pas (see page 348)

Delphi

```
AZURE: TColor = (Red:$F0/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant AZURE.

1.6.10 BEIGE

File: TopazGameLib.pas (see page 348)

Delphi

```
BEIGE: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant BEIGE.

1.6.11 BISQUE

File: TopazGameLib.pas (see page 348)

Delphi

```
BISQUE: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$C4/$FF; Alpha:$FF/$FF);
```

Description

This is constant BISQUE.

1.6.12 BLACK

File: TopazGameLib.pas (see page 348)

Delphi

```
BLACK: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLACK.

1.6.13 BLANCHEDALMOND

File: TopazGameLib.pas (see page 348)

Delphi

```
BLANCHEDALMOND: TColor = (Red:$FF/$FF; Green:$EB/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLANCHEDALMOND.

1.6.14 **BLANK**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLANK: TColor = (Red:$00; Green:$00; Blue:$00; Alpha:$00);
```

Description

This is constant BLANK.

1.6.15 **BLEND_ADD**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_ADD = 0;
```

Description

This is constant BLEND_ADD.

1.6.16 **BLEND_ALPHA**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_ALPHA = 2;
```

Description

This is constant BLEND_ALPHA.

1.6.17 **BLEND_CONST_COLOR**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_CONST_COLOR = 8;
```

Description

This is constant BLEND_CONST_COLOR.

1.6.18 **BLEND_DEST_COLOR**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_DEST_COLOR = 5;
```

Description

This is constant BLEND_DEST_COLOR.

1.6.19 **BLEND_DEST_MINUS_SRC**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_DEST_MINUS_SRC = 2;
```

Description

This is constant BLEND_DEST_MINUS_SRC.

1.6.20 **BLEND_INVERSE_ALPHA**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_INVERSE_ALPHA = 3;
```

Description

This is constant BLEND_INVERSE_ALPHA.

1.6.21 **BLEND_INVERSE_CONST_COLOR**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_INVERSE_CONST_COLOR = 9;
```

Description

This is constant BLEND_INVERSE_CONST_COLOR.

1.6.22 **BLEND_INVERSE_DEST_COLOR**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_INVERSE_DEST_COLOR = 7;
```

Description

This is constant BLEND_INVERSE_DEST_COLOR.

1.6.23 **BLEND_INVERSE_SRC_COLOR**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_INVERSE_SRC_COLOR = 6;
```

Description

This is constant BLEND_INVERSE_SRC_COLOR.

1.6.24 **BLEND_ONE**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_ONE = 1;
```

Description

This is constant BLEND_ONE.

1.6.25 **BLEND_SRC_COLOR**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_SRC_COLOR = 4;
```

Description

This is constant BLEND_SRC_COLOR.

1.6.26 **BLEND_SRC_MINUS_DEST**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_SRC_MINUS_DEST = 1;
```

Description

This is constant BLEND_SRC_MINUS_DEST.

1.6.27 **BLEND_ZERO**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLEND_ZERO = 0;
```

Description

This is constant BLEND_ZERO.

1.6.28 **BLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLUE: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLUE.

1.6.29 **BLUEVIOLET**

File: TopazGameLib.pas (see page 348)

Delphi

```
BLUEVIOLET: TColor = (Red:$8A/$FF; Green:$2B/$FF; Blue:$E2/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLUEVIOLET.

1.6.30 **BROWN**

File: TopazGameLib.pas (see page 348)

Delphi

```
BROWN: TColor = (Red:$A5/$FF; Green:$2A/$FF; Blue:$2A/$FF; Alpha:$FF/$FF);
```

Description

This is constant BROWN.

1.6.31 **BURLYWOOD**

File: TopazGameLib.pas (see page 348)

Delphi

```
BURLYWOOD: TColor = (Red:$DE/$FF; Green:$B8/$FF; Blue:$87/$FF; Alpha:$FF/$FF);
```

Description

This is constant BURLYWOOD.

1.6.32 **CADETBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
CADETBLUE: TColor = (Red:$5F/$FF; Green:$9E/$FF; Blue:$A0/$FF; Alpha:$FF/$FF);
```

Description

This is constant CADETBLUE.

1.6.33 **CFG_EXT**

File: TopazGameLib.pas (see page 348)

Delphi

```
CFG_EXT = 'cfg';
```

Description

This is constant CFG_EXT.

1.6.34 **CHARTREUSE**

File: TopazGameLib.pas (see page 348)

Delphi

```
CHARTREUSE: TColor = (Red:$7F/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant CHARTREUSE.

1.6.35 **CHOCOLATE**

File: TopazGameLib.pas (see page 348)

Delphi

```
CHOCOLATE: TColor = (Red:$D2/$FF; Green:$69/$FF; Blue:$1E/$FF; Alpha:$FF/$FF);
```

Description

This is constant CHOCOLATE.

1.6.36 **COLORKEY**

File: TopazGameLib.pas (see page 348)

Delphi

```
COLORKEY: TColor = (Red:$FF/$FF; Green:$00; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant COLORKEY.

1.6.37 **CORAL**

File: TopazGameLib.pas (see page 348)

Delphi

```
CORAL: TColor = (Red:$FF/$FF; Green:$7F/$FF; Blue:$50/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORAL.

1.6.38 **CORNFLOWERBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
CORNFLOWERBLUE: TColor = (Red:$64/$FF; Green:$95/$FF; Blue:$ED/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORNFLOWERBLUE.

1.6.39 **CORNSILK**

File: TopazGameLib.pas (see page 348)

Delphi

```
CORNSILK: TColor = (Red:$FF/$FF; Green:$F8/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORNSILK.

1.6.40 **CR**

File: TopazGameLib.pas (see page 348)

Delphi

```
CR = #13;
```

Description

This is constant CR.

1.6.41 CRIMSON

File: TopazGameLib.pas (see page 348)

Delphi

```
CRIMSON: TColor = (Red:$DC/$FF; Green:$14/$FF; Blue:$3C/$FF; Alpha:$FF/$FF);
```

Description

This is constant CRIMSON.

1.6.42 CRLF

File: TopazGameLib.pas (see page 348)

Delphi

```
CRLF = #13#10;
```

Description

This is constant CRLF.

1.6.43 CYAN

File: TopazGameLib.pas (see page 348)

Delphi

```
CYAN: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant CYAN.

1.6.44 DARKBLUE

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKBLUE: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKBLUE.

1.6.45 **DARKCYAN**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKCYAN: TColor = (Red:$00/$FF; Green:$8B/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKCYAN.

1.6.46 **DARKGOLDENROD**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKGOLDENROD: TColor = (Red:$B8/$FF; Green:$86/$FF; Blue:$0B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGOLDENROD.

1.6.47 **DARKGRAY**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKGRAY: TColor = (Red:$A9/$FF; Green:$A9/$FF; Blue:$A9/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGRAY.

1.6.48 **DARKGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKGREEN: TColor = (Red:$00/$FF; Green:$64/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGREEN.

1.6.49 **DARKGREY**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKGREY: TColor = (Red:$A9/$FF; Green:$A9/$FF; Blue:$A9/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGREY.

1.6.50 **DARKKHAKI**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKKHAKI: TColor = (Red:$BD/$FF; Green:$B7/$FF; Blue:$6B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKKHAKI.

1.6.51 **DARKMAGENTA**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKMAGENTA: TColor = (Red:$8B/$FF; Green:$00/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKMAGENTA.

1.6.52 **DARKOLIVEGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKOLIVEGREEN: TColor = (Red:$55/$FF; Green:$6B/$FF; Blue:$2F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKOLIVEGREEN.

1.6.53 **DARKORANGE**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKORANGE: TColor = (Red:$FF/$FF; Green:$8C/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKORANGE.

1.6.54 **DARKORCHID**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKORCHID: TColor = (Red:$99/$FF; Green:$32/$FF; Blue:$CC/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKORCHID.

1.6.55 **DARKRED**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKRED: TColor = (Red:$8B/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKRED.

1.6.56 **DARKSALMON**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKSALMON: TColor = (Red:$E9/$FF; Green:$96/$FF; Blue:$7A/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSALMON.

1.6.57 **DARKSEAGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
DARKSEAGREEN: TColor = (Red:$8F/$FF; Green:$BC/$FF; Blue:$8F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSEAGREEN.

1.6.58 **DARKSLATEBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

    DARKSLATEBLUE: TColor = (Red:$48/$FF; Green:$3D/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);

Description

This is constant DARKSLATEBLUE.

1.6.59 **DARKSLATEBROWN**

File: TopazGameLib.pas (see page 348)

Delphi

    DARKSLATEBROWN: TColor = (Red:30/255; Green:31/255; Blue:30/255; Alpha:1);

Description

This is constant DARKSLATEBROWN.

1.6.60 **DARKSLATEGRAY**

File: TopazGameLib.pas (see page 348)

Delphi

    DARKSLATEGRAY: TColor = (Red:$2F/$FF; Green:$4F/$FF; Blue:$4F/$FF; Alpha:$FF/$FF);

Description

This is constant DARKSLATEGRAY.

1.6.61 **DARKSLATEGREY**

File: TopazGameLib.pas (see page 348)

Delphi

    DARKSLATEGREY: TColor = (Red:$2F/$FF; Green:$4F/$FF; Blue:$4F/$FF; Alpha:$FF/$FF);

Description

This is constant DARKSLATEGREY.

1.6.62 **DARKTURQUOISE**

File: TopazGameLib.pas (see page 348)

Delphi

    DARKTURQUOISE: TColor = (Red:$00/$FF; Green:$CE/$FF; Blue:$D1/$FF; Alpha:$FF/$FF);

Description

This is constant DARKTURQUOISE.

1.6.63 **DARKVIOLET**

File: TopazGameLib.pas (see page 348)

Delphi

  DARKVIOLET: TColor = (Red:$94/$FF; Green:$00/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);

Description

This is constant DARKVIOLET.

1.6.64 **DATABASE_DEFAULT_MYSQL_PORT**

File: TopazGameLib.pas (see page 348)

Delphi

  DATABASE_DEFAULT_MYSQL_PORT = 3306;

Description

This is constant DATABASE_DEFAULT_MYSQL_PORT.

1.6.65 **DEEPPINK**

File: TopazGameLib.pas (see page 348)

Delphi

  DEEPPINK: TColor = (Red:$FF/$FF; Green:$14/$FF; Blue:$93/$FF; Alpha:$FF/$FF);

Description

This is constant DEEPPINK.

1.6.66 **DEEPSKYBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

  DEEPSKYBLUE: TColor = (Red:$00/$FF; Green:$BF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);

Description

This is constant DEEPSKYBLUE.

1.6.67 **DEG2RAD**

File: TopazGameLib.pas (see page 348)

Delphi
```
DEG2RAD = PI / 180.0;
```
Description

This is constant DEG2RAD.

1.6.68 **DIMGRAY**

File: TopazGameLib.pas (see page 348)

Delphi
```
DIMGRAY: TColor = (Red:$69/$FF; Green:$69/$FF; Blue:$69/$FF; Alpha:$FF/$FF);
```
Description

This is constant DIMGRAY.

1.6.69 **DIMGREY**

File: TopazGameLib.pas (see page 348)

Delphi
```
DIMGREY: TColor = (Red:$69/$FF; Green:$69/$FF; Blue:$69/$FF; Alpha:$FF/$FF);
```
Description

This is constant DIMGREY.

1.6.70 **DIMWHITE**

File: TopazGameLib.pas (see page 348)

Delphi
```
DIMWHITE: TColor = (Red:$10/$FF; Green:$10/$FF; Blue:$10/$FF; Alpha:$10/$FF);
```
Description

This is constant DIMWHITE.

1.6.71 **DODGERBLUE**

File: TopazGameLib.pas (see page 348)

Delphi
```
DODGERBLUE: TColor = (Red:$1E/$FF; Green:$90/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```
Description

This is constant DODGERBLUE.

1.6.72 **EPSILON**

File: TopazGameLib.pas (see page 348)

Delphi

```
EPSILON = 0.00001;
```

Description

This is constant EPSILON.

1.6.73 **FALSE_TRUE_STR**

File: TopazGameLib.pas (see page 348)

Delphi

```
FALSE_TRUE_STR: array[boolean] of string = ('FALSE','TRUE');
```

Description

This is constant FALSE_TRUE_STR.

1.6.74 **FIREBRICK**

File: TopazGameLib.pas (see page 348)

Delphi

```
FIREBRICK: TColor = (Red:$B2/$FF; Green:$22/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FIREBRICK.

1.6.75 **FLORALWHITE**

File: TopazGameLib.pas (see page 348)

Delphi

```
FLORALWHITE: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant FLORALWHITE.

1.6.76 **FORESTGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
FORESTGREEN: TColor = (Red:$22/$FF; Green:$8B/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FORESTGREEN.

1.6.77 **FUCHSIA**

File: TopazGameLib.pas (see page 348)

Delphi

```
FUCHSIA: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant FUCHSIA.

1.6.78 **GAINSBORO**

File: TopazGameLib.pas (see page 348)

Delphi

```
GAINSBORO: TColor = (Red:$DC/$FF; Green:$DC/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant GAINSBORO.

1.6.79 **GHOSTWHITE**

File: TopazGameLib.pas (see page 348)

Delphi

```
GHOSTWHITE: TColor = (Red:$F8/$FF; Green:$F8/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant GHOSTWHITE.

1.6.80 **GOLD**

File: TopazGameLib.pas (see page 348)

Delphi

```
GOLD: TColor = (Red:$FF/$FF; Green:$D7/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLD.

1.6.81 GOLDENROD

File: TopazGameLib.pas (see page 348)

Delphi

```
GOLDENROD: TColor = (Red:$DA/$FF; Green:$A5/$FF; Blue:$20/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLDENROD.

1.6.82 GRAY

File: TopazGameLib.pas (see page 348)

Delphi

```
GRAY: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GRAY.

1.6.83 GREEN

File: TopazGameLib.pas (see page 348)

Delphi

```
GREEN: TColor = (Red:$00/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREEN.

1.6.84 GREENYELLOW

File: TopazGameLib.pas (see page 348)

Delphi

```
GREENYELLOW: TColor = (Red:$AD/$FF; Green:$FF/$FF; Blue:$2F/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREENYELLOW.

1.6.85 GREY

File: TopazGameLib.pas (see page 348)

Delphi

```
GREY: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREY.

1.6.86 **GUI_DYNAMIC**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_DYNAMIC = 0;
```

Description

This is constant GUI_DYNAMIC.

1.6.87 **GUI_EDIT_FILTER_ASCII**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_EDIT_FILTER_ASCII = 1;
```

Description

This is constant GUI_EDIT_FILTER_ASCII.

1.6.88 **GUI_EDIT_FILTER_BINARY**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_EDIT_FILTER_BINARY = 6;
```

Description

This is constant GUI_EDIT_FILTER_BINARY.

1.6.89 **GUI_EDIT_FILTER_DECIMAL**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_EDIT_FILTER_DECIMAL = 3;
```

Description

This is constant GUI_EDIT_FILTER_DECIMAL.

1.6.90 **GUI_EDIT_FILTER_DEFAULT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_EDIT_FILTER_DEFAULT = 0;
```

Description

This is constant GUI_EDIT_FILTER_DEFAULT.

1.6.91 **GUI_EDIT_FILTER_FLOAT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_EDIT_FILTER_FLOAT = 2;
```

Description

This is constant GUI_EDIT_FILTER_FLOAT.

1.6.92 **GUI_EDIT_FILTER_HEX**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_EDIT_FILTER_HEX = 4;
```

Description

This is constant GUI_EDIT_FILTER_HEX.

1.6.93 **GUI_EDIT_FILTER_OCT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_EDIT_FILTER_OCT = 5;
```

Description

This is constant GUI_EDIT_FILTER_OCT.

1.6.94 **GUI_STATIC**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_STATIC = 1;
```

Description

This is constant GUI_STATIC.

1.6.95 **GUI_TEXT_CENTERED**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_TEXT_CENTERED = 18;
```

Description

This is constant GUI_TEXT_CENTERED.

1.6.96 **GUI_TEXT_LEFT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_TEXT_LEFT = 17;
```

Description

This is constant GUI_TEXT_LEFT.

1.6.97 **GUI_TEXT_RIGHT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_TEXT_RIGHT = 20;
```

Description

This is constant GUI_TEXT_RIGHT.

1.6.98 **GUI_THEME_BLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_THEME_BLUE = 3;
```

Description

This is constant GUI_THEME_BLUE.

1.6.99 **GUI_THEME_DARK**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_THEME_DARK = 4;
```

Description

This is constant GUI_THEME_DARK.

1.6.100 **GUI_THEME_DEFAULT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_THEME_DEFAULT = 0;
```

Description

This is constant GUI_THEME_DEFAULT.

1.6.101 **GUI_THEME_RED**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_THEME_RED = 2;
```

Description

This is constant GUI_THEME_RED.

1.6.102 **GUI_THEME_WHITE**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_THEME_WHITE = 1;
```

Description

This is constant GUI_THEME_WHITE.

1.6.103 **GUI_WINDOW_BACKGROUND**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_BACKGROUND = 256;
```

Description

This is constant GUI_WINDOW_BACKGROUND.

1.6.104 **GUI_WINDOW_BORDER**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_BORDER = 1;
```

Description

This is constant GUI_WINDOW_BORDER.

1.6.105 **GUI_WINDOW_CLOSABLE**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_CLOSABLE = 8;
```

Description

This is constant GUI_WINDOW_CLOSABLE.

1.6.106 **GUI_WINDOW_DEFAULT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_DEFAULT = GUI_WINDOW_BORDER or GUI_WINDOW_TITLE or GUI_WINDOW_SCROLL_AUTO_HIDE
or GUI_WINDOW_SCALABLE or GUI_WINDOW_MOVABLE;
```

Description

This is constant GUI_WINDOW_DEFAULT.

1.6.107 **GUI_WINDOW_MINIMIZABLE**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_MINIMIZABLE = 16;
```

Description

This is constant GUI_WINDOW_MINIMIZABLE.

1.6.108 **GUI_WINDOW_MOVABLE**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_MOVABLE = 2;
```

Description

This is constant GUI_WINDOW_MOVABLE.

1.6.109 **GUI_WINDOW_NO_INPUT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_NO_INPUT = 1024;
```

Description

This is constant GUI_WINDOW_NO_INPUT.

1.6.110 **GUI_WINDOW_NO_SCROLLBAR**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_NO_SCROLLBAR = 32;
```

Description

This is constant GUI_WINDOW_NO_SCROLLBAR.

1.6.111 **GUI_WINDOW_SCALABLE**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_SCALABLE = 4;
```

Description

This is constant GUI_WINDOW_SCALABLE.

1.6.112 **GUI_WINDOW_SCALE_LEFT**

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_SCALE_LEFT = 512;
```

Description

This is constant GUI_WINDOW_SCALE_LEFT.

1.6.113 GUI_WINDOW_SCROLL_AUTO_HIDE

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_SCROLL_AUTO_HIDE = 128;
```

Description

This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.

1.6.114 GUI_WINDOW_TITLE

File: TopazGameLib.pas (see page 348)

Delphi

```
GUI_WINDOW_TITLE = 64;
```

Description

This is constant GUI_WINDOW_TITLE.

1.6.115 HONEYDEW

File: TopazGameLib.pas (see page 348)

Delphi

```
HONEYDEW: TColor = (Red:$F0/$FF; Green:$FF/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant HONEYDEW.

1.6.116 HOTPINK

File: TopazGameLib.pas (see page 348)

Delphi

```
HOTPINK: TColor = (Red:$FF/$FF; Green:$69/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```

Description

This is constant HOTPINK.

1.6.117 INDIANRED

File: TopazGameLib.pas (see page 348)

Delphi

```
INDIANRED: TColor = (Red:$CD/$FF; Green:$5C/$FF; Blue:$5C/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIANRED.

1.6.118 INDIGO

File: TopazGameLib.pas (see page 348)

Delphi

```
INDIGO: TColor = (Red:$4B/$FF; Green:$00/$FF; Blue:$82/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIGO.

1.6.119 INI_EXT

File: TopazGameLib.pas (see page 348)

Delphi

```
INI_EXT = 'ini';
```

Description

This is constant INI_EXT.

1.6.120 IVORY

File: TopazGameLib.pas (see page 348)

Delphi

```
IVORY: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant IVORY.

1.6.121 JOY_AXES_X

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_AXES_X = 0;
```

Description

This is constant JOY_AXES_X.

1.6.122 **JOY_AXES_Y**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_AXES_Y = 1;
```

Description

This is constant JOY_AXES_Y.

1.6.123 **JOY_AXES_Z**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_AXES_Z = 2;
```

Description

This is constant JOY_AXES_Z.

1.6.124 **JOY_BTN_A**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_BTN_A = 0;
```

Description

This is constant JOY_BTN_A.

1.6.125 **JOY_BTN_B**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_BTN_B = 1;
```

Description

This is constant JOY_BTN_B.

1.6.126 **JOY_BTN_BACK**

File: TopazGameLib.pas (see page 348)

Delphi

    JOY_BTN_BACK = 8;

Description

This is constant JOY_BTN_BACK.

1.6.127 **JOY_BTN_DDPAD**

File: TopazGameLib.pas (see page 348)

Delphi

    JOY_BTN_DDPAD = 12;

Description

This is constant JOY_BTN_DDPAD.

1.6.128 **JOY_BTN_LB**

File: TopazGameLib.pas (see page 348)

Delphi

    JOY_BTN_LB = 5;

Description

This is constant JOY_BTN_LB.

1.6.129 **JOY_BTN_LDPAD**

File: TopazGameLib.pas (see page 348)

Delphi

    JOY_BTN_LDPAD = 11;

Description

This is constant JOY_BTN_LDPAD.

1.6.130 **JOY_BTN_LT**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_BTN_LT = 7;
```
Description

This is constant JOY_BTN_LT.

1.6.131 **JOY_BTN_RB**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_BTN_RB = 4;
```
Description

This is constant JOY_BTN_RB.

1.6.132 **JOY_BTN_RDPAD**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_BTN_RDPAD = 10;
```
Description

This is constant JOY_BTN_RDPAD.

1.6.133 **JOY_BTN_RT**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_BTN_RT = 6;
```
Description

This is constant JOY_BTN_RT.

1.6.134 **JOY_BTN_START**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_BTN_START = 9;
```
Description

This is constant JOY_BTN_START.

1.6.135 **JOY_BTN_UDPAD**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_BTN_UDPAD = 13;
```

Description

This is constant JOY_BTN_UDPAD.

1.6.136 **JOY_BTN_X**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_BTN_X = 2;
```

Description

This is constant JOY_BTN_X.

1.6.137 **JOY_BTN_Y**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_BTN_Y = 3;
```

Description

This is constant JOY_BTN_Y.

1.6.138 **JOY_STICK_LS**

File: TopazGameLib.pas (see page 348)

Delphi

```
JOY_STICK_LS = 0;
```

Description

This is constant JOY_STICK_LS.

1.6.139 **JOY_STICK_LT**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_STICK_LT = 2;
```
Description

This is constant JOY_STICK_LT.

1.6.140 **JOY_STICK_RS**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_STICK_RS = 1;
```
Description

This is constant JOY_STICK_RS.

1.6.141 **JOY_STICK_RT**

File: TopazGameLib.pas (see page 348)

Delphi
```
JOY_STICK_RT = 3;
```
Description

This is constant JOY_STICK_RT.

1.6.142 **KEYMOD_ACCENT1**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEYMOD_ACCENT1 = $1000;
```
Description

This is constant KEYMOD_ACCENT1.

1.6.143 **KEYMOD_ACCENT2**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEYMOD_ACCENT2 = $2000;
```
Description

This is constant KEYMOD_ACCENT2.

1.6.144 **KEYMOD_ACCENT3**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_ACCENT3 = $4000;
```

Description

This is constant KEYMOD_ACCENT3.

1.6.145 **KEYMOD_ACCENT4**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_ACCENT4 = $8000;
```

Description

This is constant KEYMOD_ACCENT4.

1.6.146 **KEYMOD_ALT**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_ALT = $0004;
```

Description

This is constant KEYMOD_ALT.

1.6.147 **KEYMOD_CAPSLOCK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_CAPSLOCK = $0400;
```

Description

This is constant KEYMOD_CAPSLOCK.

1.6.148 **KEYMOD_COMMAND**

File: TopazGameLib.pas (see page 348)

Delphi

   KEYMOD_COMMAND = $0040;

Description

This is constant KEYMOD_COMMAND.

1.6.149 **KEYMOD_CTRL**

File: TopazGameLib.pas (see page 348)

Delphi

   KEYMOD_CTRL = $0002;

Description

This is constant KEYMOD_CTRL.

1.6.150 **KEYMOD_INALTSEQ**

File: TopazGameLib.pas (see page 348)

Delphi

   KEYMOD_INALTSEQ = $0800;

Description

This is constant KEYMOD_INALTSEQ.

1.6.151 **KEYMOD_LWIN**

File: TopazGameLib.pas (see page 348)

Delphi

   KEYMOD_LWIN = $0008;

Description

This is constant KEYMOD_LWIN.

1.6.152 **KEYMOD_MENU**

File: TopazGameLib.pas (see page 348)

Delphi

   KEYMOD_MENU = $0020;

Description

This is constant KEYMOD_MENU.

1.6.153 **KEYMOD_NUMLOCK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_NUMLOCK = $0200;
```

Description

This is constant KEYMOD_NUMLOCK.

1.6.154 **KEYMOD_RWIN**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_RWIN = $0010;
```

Description

This is constant KEYMOD_RWIN.

1.6.155 **KEYMOD_SCROLOCK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_SCROLOCK = $0100;
```

Description

This is constant KEYMOD_SCROLOCK.

1.6.156 **KEYMOD_SHIFT**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEYMOD_SHIFT = $0001;
```

Description

This is constant KEYMOD_SHIFT.

1.6.157 **KEY_0**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_0 = 27;
```

Description

This is constant KEY_0.

1.6.158 **KEY_1**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_1 = 28;
```

Description

This is constant KEY_1.

1.6.159 **KEY_2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_2 = 29;
```

Description

This is constant KEY_2.

1.6.160 **KEY_3**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_3 = 30;
```

Description

This is constant KEY_3.

1.6.161 **KEY_4**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_4 = 31;
```

Description

This is constant KEY_4.

1.6.162 **KEY_5**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_5 = 32;
```
Description

This is constant KEY_5.

1.6.163 **KEY_6**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_6 = 33;
```
Description

This is constant KEY_6.

1.6.164 **KEY_7**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_7 = 34;
```
Description

This is constant KEY_7.

1.6.165 **KEY_8**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_8 = 35;
```
Description

This is constant KEY_8.

1.6.166 **KEY_9**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_9 = 36;
```
Description

This is constant KEY_9.

1.6.167 **KEY_A**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_A = 1;
```
Description

This is constant KEY_A.

1.6.168 **KEY_ABNT_C1**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_ABNT_C1 = 94;
```
Description

This is constant KEY_ABNT_C1.

1.6.169 **KEY_ALT**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_ALT = 219;
```
Description

This is constant KEY_ALT.

1.6.170 **KEY_ALTGR**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_ALTGR = 220;
```
Description

This is constant KEY_ALTGR.

1.6.171 **KEY_AT**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_AT = 99;
```

Description

This is constant KEY_AT.

1.6.172 **KEY_B**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_B = 2;
```

Description

This is constant KEY_B.

1.6.173 **KEY_BACK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BACK = 107;
```

Description

This is constant KEY_BACK.

1.6.174 **KEY_BACKQUOTE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BACKQUOTE = 104;
```

Description

This is constant KEY_BACKQUOTE.

1.6.175 **KEY_BACKSLASH**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BACKSLASH = 70;
```

Description

This is constant KEY_BACKSLASH.

1.6.176 **KEY_BACKSLASH2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BACKSLASH2 = 71;
```

Description

This is constant KEY_BACKSLASH2.

1.6.177 **KEY_BACKSPACE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BACKSPACE = 63;
```

Description

This is constant KEY_BACKSPACE.

1.6.178 **KEY_BUTTON_A**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_A = 124;
```

Description

This is constant KEY_BUTTON_A.

1.6.179 **KEY_BUTTON_B**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_B = 125;
```

Description

This is constant KEY_BUTTON_B.

1.6.180 **KEY_BUTTON_L1**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_L1 = 120;
```

Description

This is constant KEY_BUTTON_L1.

1.6.181 **KEY_BUTTON_L2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_L2 = 122;
```

Description

This is constant KEY_BUTTON_L2.

1.6.182 **KEY_BUTTON_R1**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_R1 = 121;
```

Description

This is constant KEY_BUTTON_R1.

1.6.183 **KEY_BUTTON_R2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_R2 = 123;
```

Description

This is constant KEY_BUTTON_R2.

1.6.184 **KEY_BUTTON_X**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_X = 112;
```

Description

This is constant KEY_BUTTON_X.

1.6.185 **KEY_BUTTON_Y**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_BUTTON_Y = 113;
```

Description

This is constant KEY_BUTTON_Y.

1.6.186 **KEY_C**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_C = 3;
```

Description

This is constant KEY_C.

1.6.187 **KEY_CAPSLOCK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_CAPSLOCK = 226;
```

Description

This is constant KEY_CAPSLOCK.

1.6.188 **KEY_CIRCUMFLEX**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_CIRCUMFLEX = 100;
```

Description

This is constant KEY_CIRCUMFLEX.

1.6.189 **KEY_CLOSEBRACE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_CLOSEBRACE = 66;
```

Description

This is constant KEY_CLOSEBRACE.

1.6.190 **KEY_COLON2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_COLON2 = 101;
```

Description

This is constant KEY_COLON2.

1.6.191 **KEY_COMMA**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_COMMA = 72;
```

Description

This is constant KEY_COMMA.

1.6.192 **KEY_COMMAND**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_COMMAND = 106;
```

Description

This is constant KEY_COMMAND.

1.6.193 **KEY_CONVERT**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_CONVERT = 97;
```

Description

This is constant KEY_CONVERT.

1.6.194 **KEY_D**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_D = 4;
```

Description

This is constant KEY_D.

1.6.195 **KEY_DELETE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_DELETE = 77;
```

Description

This is constant KEY_DELETE.

1.6.196 **KEY_DOWN**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_DOWN = 85;
```

Description

This is constant KEY_DOWN.

1.6.197 **KEY_DPAD_CENTER**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_DPAD_CENTER = 111;
```

Description

This is constant KEY_DPAD_CENTER.

1.6.198 KEY_DPAD_DOWN

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_DPAD_DOWN = 115;
```
Description

This is constant KEY_DPAD_DOWN.

1.6.199 KEY_DPAD_LEFT

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_DPAD_LEFT = 116;
```
Description

This is constant KEY_DPAD_LEFT.

1.6.200 KEY_DPAD_RIGHT

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_DPAD_RIGHT = 117;
```
Description

This is constant KEY_DPAD_RIGHT.

1.6.201 KEY_DPAD_UP

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_DPAD_UP = 114;
```
Description

This is constant KEY_DPAD_UP.

1.6.202 KEY_E

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_E = 5;

Description

This is constant KEY_E.

1.6.203 **KEY_END**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_END = 79;

Description

This is constant KEY_END.

1.6.204 **KEY_ENTER**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_ENTER = 67;

Description

This is constant KEY_ENTER.

1.6.205 **KEY_EQUALS**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_EQUALS = 62;

Description

This is constant KEY_EQUALS.

1.6.206 **KEY_ESCAPE**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_ESCAPE = 59;

Description

This is constant KEY_ESCAPE.

1.6.207 **KEY_F**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F = 6;
```

Description

This is constant KEY_F.

1.6.208 **KEY_F1**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F1 = 47;
```

Description

This is constant KEY_F1.

1.6.209 **KEY_F10**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F10 = 56;
```

Description

This is constant KEY_F10.

1.6.210 **KEY_F11**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F11 = 57;
```

Description

This is constant KEY_F11.

1.6.211 **KEY_F12**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F12 = 58;
```

Description

This is constant KEY_F12.

1.6.212 **KEY_F2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F2 = 48;
```

Description

This is constant KEY_F2.

1.6.213 **KEY_F3**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F3 = 49;
```

Description

This is constant KEY_F3.

1.6.214 **KEY_F4**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F4 = 50;
```

Description

This is constant KEY_F4.

1.6.215 **KEY_F5**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F5 = 51;
```

Description

This is constant KEY_F5.

1.6.216 **KEY_F6**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F6 = 52;
```

Description

This is constant KEY_F6.

1.6.217 **KEY_F7**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F7 = 53;
```

Description

This is constant KEY_F7.

1.6.218 **KEY_F8**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F8 = 54;
```

Description

This is constant KEY_F8.

1.6.219 **KEY_F9**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_F9 = 55;
```

Description

This is constant KEY_F9.

1.6.220 **KEY_FULLSTOP**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_FULLSTOP = 73;
```

Description

This is constant KEY_FULLSTOP.

1.6.221 **KEY_G**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_G = 7;
```

Description

This is constant KEY_G.

1.6.222 **KEY_H**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_H = 8;
```

Description

This is constant KEY_H.

1.6.223 **KEY_HOME**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_HOME = 78;
```

Description

This is constant KEY_HOME.

1.6.224 **KEY_I**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_I = 9;
```

Description

This is constant KEY_I.

1.6.225 **KEY_INSERT**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_INSERT = 76;

Description

This is constant KEY_INSERT.

1.6.226 **KEY_J**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_J = 10;

Description

This is constant KEY_J.

1.6.227 **KEY_K**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_K = 11;

Description

This is constant KEY_K.

1.6.228 **KEY_KANA**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_KANA = 96;

Description

This is constant KEY_KANA.

1.6.229 **KEY_KANJI**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_KANJI = 102;

Description

This is constant KEY_KANJI.

1.6.230 **KEY_L**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_L = 12;

Description

This is constant KEY_L.

1.6.231 **KEY_LCTRL**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_LCTRL = 217;

Description

This is constant KEY_LCTRL.

1.6.232 **KEY_LEFT**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_LEFT = 82;

Description

This is constant KEY_LEFT.

1.6.233 **KEY_LSHIFT**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_LSHIFT = 215;

Description

This is constant KEY_LSHIFT.

1.6.234 **KEY_LWIN**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_LWIN = 221;
```

Description

This is constant KEY_LWIN.

1.6.235 **KEY_M**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_M = 13;
```

Description

This is constant KEY_M.

1.6.236 **KEY_MAX**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_MAX = 227;
```

Description

This is constant KEY_MAX.

1.6.237 **KEY_MENU**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_MENU = 223;
```

Description

This is constant KEY_MENU.

1.6.238 **KEY_MINUS**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_MINUS = 61;
```

Description

This is constant KEY_MINUS.

1.6.239 **KEY_MODIFIERS**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_MODIFIERS = 215;
```

Description

This is constant KEY_MODIFIERS.

1.6.240 **KEY_N**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_N = 14;
```

Description

This is constant KEY_N.

1.6.241 **KEY_NOCONVERT**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_NOCONVERT = 98;
```

Description

This is constant KEY_NOCONVERT.

1.6.242 **KEY_NUMLOCK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_NUMLOCK = 225;
```

Description

This is constant KEY_NUMLOCK.

1.6.243 **KEY_O**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_O = 15;
```

Description

This is constant KEY_O.

1.6.244 **KEY_OPENBRACE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_OPENBRACE = 65;
```

Description

This is constant KEY_OPENBRACE.

1.6.245 **KEY_P**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_P = 16;
```

Description

This is constant KEY_P.

1.6.246 **KEY_PAD_0**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_0 = 37;
```

Description

This is constant KEY_PAD_0.

1.6.247 **KEY_PAD_1**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_1 = 38;
```

Description

This is constant KEY_PAD_1.

1.6.248 **KEY_PAD_2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_2 = 39;
```

Description

This is constant KEY_PAD_2.

1.6.249 **KEY_PAD_3**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_3 = 40;
```

Description

This is constant KEY_PAD_3.

1.6.250 **KEY_PAD_4**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_4 = 41;
```

Description

This is constant KEY_PAD_4.

1.6.251 **KEY_PAD_5**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_5 = 42;
```

Description

This is constant KEY_PAD_5.

1.6.252 **KEY_PAD_6**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_PAD_6 = 43;
```
Description

This is constant KEY_PAD_6.

1.6.253 **KEY_PAD_7**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_PAD_7 = 44;
```
Description

This is constant KEY_PAD_7.

1.6.254 **KEY_PAD_8**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_PAD_8 = 45;
```
Description

This is constant KEY_PAD_8.

1.6.255 **KEY_PAD_9**

File: TopazGameLib.pas (see page 348)

Delphi
```
KEY_PAD_9 = 46;
```
Description

This is constant KEY_PAD_9.

1.6.256 **KEY_PAD_ASTERISK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_ASTERISK = 87;
```

Description

This is constant KEY_PAD_ASTERISK.

1.6.257 **KEY_PAD_DELETE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_DELETE = 90;
```

Description

This is constant KEY_PAD_DELETE.

1.6.258 **KEY_PAD_ENTER**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_ENTER = 91;
```

Description

This is constant KEY_PAD_ENTER.

1.6.259 **KEY_PAD_EQUALS**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_EQUALS = 103;
```

Description

This is constant KEY_PAD_EQUALS.

1.6.260 **KEY_PAD_MINUS**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_MINUS = 88;
```

Description

This is constant KEY_PAD_MINUS.

1.6.261 **KEY_PAD_PLUS**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_PLUS = 89;
```

Description

This is constant KEY_PAD_PLUS.

1.6.262 **KEY_PAD_SLASH**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAD_SLASH = 86;
```

Description

This is constant KEY_PAD_SLASH.

1.6.263 **KEY_PAUSE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PAUSE = 93;
```

Description

This is constant KEY_PAUSE.

1.6.264 **KEY_PGDN**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_PGDN = 81;
```

Description

This is constant KEY_PGDN.

1.6.265 **KEY_PGUP**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_PGUP = 80;

Description

This is constant KEY_PGUP.

1.6.266 **KEY_PRINTSCREEN**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_PRINTSCREEN = 92;

Description

This is constant KEY_PRINTSCREEN.

1.6.267 **KEY_Q**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_Q = 17;

Description

This is constant KEY_Q.

1.6.268 **KEY_QUOTE**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_QUOTE = 69;

Description

This is constant KEY_QUOTE.

1.6.269 **KEY_R**

File: TopazGameLib.pas (see page 348)

Delphi

    KEY_R = 18;

Description

This is constant KEY_R.

1.6.270 **KEY_RCTRL**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_RCTRL = 218;

Description

This is constant KEY_RCTRL.

1.6.271 **KEY_RIGHT**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_RIGHT = 83;

Description

This is constant KEY_RIGHT.

1.6.272 **KEY_RSHIFT**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_RSHIFT = 216;

Description

This is constant KEY_RSHIFT.

1.6.273 **KEY_RWIN**

File: TopazGameLib.pas (see page 348)

Delphi

   KEY_RWIN = 222;

Description

This is constant KEY_RWIN.

1.6.274 **KEY_S**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_S = 19;
```

Description

This is constant KEY_S.

1.6.275 **KEY_SCROLLLOCK**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_SCROLLLOCK = 224;
```

Description

This is constant KEY_SCROLLLOCK.

1.6.276 **KEY_SEARCH**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_SEARCH = 110;
```

Description

This is constant KEY_SEARCH.

1.6.277 **KEY_SELECT**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_SELECT = 118;
```

Description

This is constant KEY_SELECT.

1.6.278 **KEY_SEMICOLON**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_SEMICOLON = 68;
```

Description

This is constant KEY_SEMICOLON.

1.6.279 **KEY_SEMICOLON2**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_SEMICOLON2 = 105;
```

Description

This is constant KEY_SEMICOLON2.

1.6.280 **KEY_SLASH**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_SLASH = 74;
```

Description

This is constant KEY_SLASH.

1.6.281 **KEY_SPACE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_SPACE = 75;
```

Description

This is constant KEY_SPACE.

1.6.282 **KEY_START**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_START = 119;
```

Description

This is constant KEY_START.

1.6.283 **KEY_T**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_T = 20;
```

Description

This is constant KEY_T.

1.6.284 **KEY_TAB**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_TAB = 64;
```

Description

This is constant KEY_TAB.

1.6.285 **KEY_THUMBL**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_THUMBL = 126;
```

Description

This is constant KEY_THUMBL.

1.6.286 **KEY_THUMBR**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_THUMBR = 127;
```

Description

This is constant KEY_THUMBR.

1.6.287 **KEY_TILDE**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_TILDE = 60;
```

Description

This is constant KEY_TILDE.

1.6.288 **KEY_U**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_U = 21;
```

Description

This is constant KEY_U.

1.6.289 **KEY_UNKNOWN**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_UNKNOWN = 128;
```

Description

This is constant KEY_UNKNOWN.

1.6.290 **KEY_UP**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_UP = 84;
```

Description

This is constant KEY_UP.

1.6.291 **KEY_V**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_V = 22;
```

Description

This is constant KEY_V.

1.6.292 **KEY_VOLUME_DOWN**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_VOLUME_DOWN = 109;
```

Description

This is constant KEY_VOLUME_DOWN.

1.6.293 **KEY_VOLUME_UP**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_VOLUME_UP = 108;
```

Description

This is constant KEY_VOLUME_UP.

1.6.294 **KEY_W**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_W = 23;
```

Description

This is constant KEY_W.

1.6.295 **KEY_X**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_X = 24;
```

Description

This is constant KEY_X.

1.6.296 **KEY_Y**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_Y = 25;
```

Description

This is constant KEY_Y.

1.6.297 **KEY_YEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_YEN = 95;
```

Description

This is constant KEY_YEN.

1.6.298 **KEY_Z**

File: TopazGameLib.pas (see page 348)

Delphi

```
KEY_Z = 26;
```

Description

This is constant KEY_Z.

1.6.299 **KHAKI**

File: TopazGameLib.pas (see page 348)

Delphi

```
KHAKI: TColor = (Red:$F0/$FF; Green:$E6/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);
```

Description

This is constant KHAKI.

1.6.300 **LAVENDER**

File: TopazGameLib.pas (see page 348)

Delphi

```
LAVENDER: TColor = (Red:$E6/$FF; Green:$E6/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAVENDER.

1.6.301 **LAVENDERBLUSH**

File: TopazGameLib.pas (see page 348)

Delphi

```
LAVENDERBLUSH: TColor = (Red:$FF/$FF; Green:$F0/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAVENDERBLUSH.

1.6.302 **LAWNGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
LAWNGREEN: TColor = (Red:$7C/$FF; Green:$FC/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAWNGREEN.

1.6.303 **LEMONCHIFFON**

File: TopazGameLib.pas (see page 348)

Delphi

```
LEMONCHIFFON: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant LEMONCHIFFON.

1.6.304 **LF**

File: TopazGameLib.pas (see page 348)

Delphi

```
LF = #10;
```

Description

This is constant LF.

1.6.305 **LIGHTBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTBLUE: TColor = (Red:$AD/$FF; Green:$D8/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTBLUE.

1.6.306 **LIGHTCORAL**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTCORAL: TColor = (Red:$F0/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCORAL.

1.6.307 **LIGHTCYAN**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTCYAN: TColor = (Red:$E0/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCYAN.

1.6.308 **LIGHTGOLDENRODYELLOW**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTGOLDENRODYELLOW: TColor = (Red:$FA/$FF; Green:$FA/$FF; Blue:$D2/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGOLDENRODYELLOW.

1.6.309 **LIGHTGRAY**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTGRAY: TColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGRAY.

1.6.310 **LIGHTGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTGREEN: TColor = (Red:$90/$FF; Green:$EE/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREEN.

1.6.311 **LIGHTGREY**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTGREY: TColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREY.

1.6.312 **LIGHTPINK**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTPINK: TColor = (Red:$FF/$FF; Green:$B6/$FF; Blue:$C1/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTPINK.

1.6.313 **LIGHTSALMON**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTSALMON: TColor = (Red:$FF/$FF; Green:$A0/$FF; Blue:$7A/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSALMON.

1.6.314 **LIGHTSEAGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTSEAGREEN: TColor = (Red:$20/$FF; Green:$B2/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSEAGREEN.

1.6.315 **LIGHTSKYBLUE**

File: TopazGameLib.pas (see page 348)

Delphi
```
LIGHTSKYBLUE: TColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```
Description

This is constant LIGHTSKYBLUE.

1.6.316 **LIGHTSLATEGRAY**

File: TopazGameLib.pas (see page 348)

Delphi
```
LIGHTSLATEGRAY: TColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```
Description

This is constant LIGHTSLATEGRAY.

1.6.317 **LIGHTSLATEGREY**

File: TopazGameLib.pas (see page 348)

Delphi
```
LIGHTSLATEGREY: TColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```
Description

This is constant LIGHTSLATEGREY.

1.6.318 **LIGHTSTEELBLUE**

File: TopazGameLib.pas (see page 348)

Delphi
```
LIGHTSTEELBLUE: TColor = (Red:$B0/$FF; Green:$C4/$FF; Blue:$DE/$FF; Alpha:$FF/$FF);
```
Description

This is constant LIGHTSTEELBLUE.

1.6.319 **LIGHTYELLOW**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIGHTYELLOW: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$E0/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTYELLOW.

1.6.320 **LIME**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIME: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIME.

1.6.321 **LIMEGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
LIMEGREEN: TColor = (Red:$32/$FF; Green:$CD/$FF; Blue:$32/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIMEGREEN.

1.6.322 **LINEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
LINEN: TColor = (Red:$FA/$FF; Green:$F0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LINEN.

1.6.323 **LOG_EXT**

File: TopazGameLib.pas (see page 348)

Delphi

```
LOG_EXT = 'log';
```

Description

This is constant LOG_EXT.

1.6.324 **LUAC_EXT**

File: TopazGameLib.pas (see page 348)

Delphi

```
LUAC_EXT = 'luac';
```

Description

This is constant LUAC_EXT.

1.6.325 **LUA_EXT**

File: TopazGameLib.pas (see page 348)

Delphi

```
LUA_EXT = 'lua';
```

Description

This is constant LUA_EXT.

1.6.326 **MAGENTA**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAGENTA: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAGENTA.

1.6.327 **MAIL_PORT_SMTP**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAIL_PORT_SMTP = 25;
```

Description

default non-ssl

1.6.328 **MAIL_PORT_SMTPS**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAIL_PORT_SMTPS = 587;
```

Description

default ssl

1.6.329 **MAIL_PORT_SMTPS_ALT**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAIL_PORT_SMTPS_ALT = 465;
```

Description

alt ssl

1.6.330 **MAROON**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAROON: TColor = (Red:$80/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAROON.

1.6.331 **MAX_AXES**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAX_AXES = 3;
```

Description

This is constant MAX_AXES.

1.6.332 **MAX_BUTTONS**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAX_BUTTONS = 32;
```

Description

This is constant MAX_BUTTONS.

1.6.333 **MAX_STICKS**

File: TopazGameLib.pas (see page 348)

Delphi

```
MAX_STICKS = 16;
```

Description

This is constant MAX_STICKS.

1.6.334 **MEDIUMAQUAMARINE**

File: TopazGameLib.pas (see page 348)

Delphi

```
MEDIUMAQUAMARINE: TColor = (Red:$66/$FF; Green:$CD/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMAQUAMARINE.

1.6.335 **MEDIUMBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
MEDIUMBLUE: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMBLUE.

1.6.336 **MEDIUMORCHID**

File: TopazGameLib.pas (see page 348)

Delphi

```
MEDIUMORCHID: TColor = (Red:$BA/$FF; Green:$55/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMORCHID.

1.6.337 **MEDIUMPURPLE**

File: TopazGameLib.pas (see page 348)

Delphi

    MEDIUMPURPLE: TColor = (Red:$93/$FF; Green:$70/$FF; Blue:$DB/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMPURPLE.

1.6.338 **MEDIUMSEAGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

    MEDIUMSEAGREEN: TColor = (Red:$3C/$FF; Green:$B3/$FF; Blue:$71/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMSEAGREEN.

1.6.339 **MEDIUMSLATEBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

    MEDIUMSLATEBLUE: TColor = (Red:$7B/$FF; Green:$68/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMSLATEBLUE.

1.6.340 **MEDIUMSPRINGGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

    MEDIUMSPRINGGREEN: TColor = (Red:$00/$FF; Green:$FA/$FF; Blue:$9A/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMSPRINGGREEN.

1.6.341 **MEDIUMTURQUOISE**

File: TopazGameLib.pas (see page 348)

Delphi

    MEDIUMTURQUOISE: TColor = (Red:$48/$FF; Green:$D1/$FF; Blue:$CC/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMTURQUOISE.

1.6.342 **MEDIUMVIOLETRED**

File: TopazGameLib.pas (see page 348)

Delphi

```
MEDIUMVIOLETRED: TColor = (Red:$C7/$FF; Green:$15/$FF; Blue:$85/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMVIOLETRED.

1.6.343 **MIDNIGHTBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
MIDNIGHTBLUE: TColor = (Red:$19/$FF; Green:$19/$FF; Blue:$70/$FF; Alpha:$FF/$FF);
```

Description

This is constant MIDNIGHTBLUE.

1.6.344 **MINTCREAM**

File: TopazGameLib.pas (see page 348)

Delphi

```
MINTCREAM: TColor = (Red:$F5/$FF; Green:$FF/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MINTCREAM.

1.6.345 **MISTYROSE**

File: TopazGameLib.pas (see page 348)

Delphi

```
MISTYROSE: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant MISTYROSE.

1.6.346 **MOCCASIN**

File: TopazGameLib.pas (see page 348)

Delphi
```
MOCCASIN: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$B5/$FF; Alpha:$FF/$FF);
```
Description

This is constant MOCCASIN.

1.6.347 **MOUSE_BUTTON_LEFT**

File: TopazGameLib.pas (see page 348)

Delphi
```
MOUSE_BUTTON_LEFT = 1;
```
Description

This is constant MOUSE_BUTTON_LEFT.

1.6.348 **MOUSE_BUTTON_MIDDLE**

File: TopazGameLib.pas (see page 348)

Delphi
```
MOUSE_BUTTON_MIDDLE = 3;
```
Description

This is constant MOUSE_BUTTON_MIDDLE.

1.6.349 **MOUSE_BUTTON_RIGHT**

File: TopazGameLib.pas (see page 348)

Delphi
```
MOUSE_BUTTON_RIGHT = 2;
```
Description

This is constant MOUSE_BUTTON_RIGHT.

1.6.350 **NAN**

File: TopazGameLib.pas (see page 348)

Delphi
```
NAN = 0.0 / 0.0;
```
Description

This is constant NAN.

1.6.351 **NAVAJOWHITE**

File: TopazGameLib.pas (see page 348)

Delphi

```
NAVAJOWHITE: TColor = (Red:$FF/$FF; Green:$DE/$FF; Blue:$AD/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVAJOWHITE.

1.6.352 **NAVY**

File: TopazGameLib.pas (see page 348)

Delphi

```
NAVY: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVY.

1.6.353 **OLDLACE**

File: TopazGameLib.pas (see page 348)

Delphi

```
OLDLACE: TColor = (Red:$FD/$FF; Green:$F5/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLDLACE.

1.6.354 **OLIVE**

File: TopazGameLib.pas (see page 348)

Delphi

```
OLIVE: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVE.

1.6.355 **OLIVEDRAB**

File: TopazGameLib.pas (see page 348)

Delphi

```
OLIVEDRAB: TColor = (Red:$6B/$FF; Green:$8E/$FF; Blue:$23/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVEDRAB.

1.6.356 **ORANGE**

File: TopazGameLib.pas (see page 348)

Delphi

```
ORANGE: TColor = (Red:$FF/$FF; Green:$A5/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORANGE.

1.6.357 **ORANGERED**

File: TopazGameLib.pas (see page 348)

Delphi

```
ORANGERED: TColor = (Red:$FF/$FF; Green:$45/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORANGERED.

1.6.358 **ORCHID**

File: TopazGameLib.pas (see page 348)

Delphi

```
ORCHID: TColor = (Red:$DA/$FF; Green:$70/$FF; Blue:$D6/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORCHID.

1.6.359 **OVERLAY1**

File: TopazGameLib.pas (see page 348)

Delphi

```
OVERLAY1: TColor = (Red:$00/$FF; Green:$20/$FF; Blue:$29/$FF; Alpha:$B4/$FF);
```

Description

This is constant OVERLAY1.

1.6.360 **OVERLAY2**

File: TopazGameLib.pas (see page 348)

Delphi

```
OVERLAY2: TColor = (Red:$01/$FF; Green:$1B/$FF; Blue:$01/$FF; Alpha:255/$FF);
```

Description

This is constant OVERLAY2.

1.6.361 **PALEGOLDENROD**

File: TopazGameLib.pas (see page 348)

Delphi

```
PALEGOLDENROD: TColor = (Red:$EE/$FF; Green:$E8/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGOLDENROD.

1.6.362 **PALEGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
PALEGREEN: TColor = (Red:$98/$FF; Green:$FB/$FF; Blue:$98/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGREEN.

1.6.363 **PALETURQUOISE**

File: TopazGameLib.pas (see page 348)

Delphi

```
PALETURQUOISE: TColor = (Red:$AF/$FF; Green:$EE/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALETURQUOISE.

1.6.364 **PALEVIOLETRED**

File: TopazGameLib.pas (see page 348)

Delphi

    PALEVIOLETRED: TColor = (Red:$DB/$FF; Green:$70/$FF; Blue:$93/$FF; Alpha:$FF/$FF);

Description

This is constant PALEVIOLETRED.

1.6.365 **PAPAYAWHIP**

File: TopazGameLib.pas (see page 348)

Delphi

    PAPAYAWHIP: TColor = (Red:$FF/$FF; Green:$EF/$FF; Blue:$D5/$FF; Alpha:$FF/$FF);

Description

This is constant PAPAYAWHIP.

1.6.366 **PEACHPUFF**

File: TopazGameLib.pas (see page 348)

Delphi

    PEACHPUFF: TColor = (Red:$FF/$FF; Green:$DA/$FF; Blue:$B9/$FF; Alpha:$FF/$FF);

Description

This is constant PEACHPUFF.

1.6.367 **PERU**

File: TopazGameLib.pas (see page 348)

Delphi

    PERU: TColor = (Red:$CD/$FF; Green:$85/$FF; Blue:$3F/$FF; Alpha:$FF/$FF);

Description

This is constant PERU.

1.6.368 **PINK**

File: TopazGameLib.pas (see page 348)

Delphi

    PINK: TColor = (Red:$FF/$FF; Green:$C0/$FF; Blue:$CB/$FF; Alpha:$FF/$FF);

Description

This is constant PINK.

1.6.369 **PLUM**

File: TopazGameLib.pas (see page 348)

Delphi

```
PLUM: TColor = (Red:$DD/$FF; Green:$A0/$FF; Blue:$DD/$FF; Alpha:$FF/$FF);
```

Description

This is constant PLUM.

1.6.370 **PNG_EXT**

File: TopazGameLib.pas (see page 348)

Delphi

```
PNG_EXT = 'png';
```

Description

This is constant PNG_EXT.

1.6.371 **POWDERBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
POWDERBLUE: TColor = (Red:$B0/$FF; Green:$E0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant POWDERBLUE.

1.6.372 **PURPLE**

File: TopazGameLib.pas (see page 348)

Delphi

```
PURPLE: TColor = (Red:$80/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant PURPLE.

1.6.373 **RAD2DEG**

File: TopazGameLib.pas (see page 348)

Delphi

```
RAD2DEG = 180.0 / PI;
```

Description

This is constant RAD2DEG.

1.6.374 **REBECCAPURPLE**

File: TopazGameLib.pas (see page 348)

Delphi

```
REBECCAPURPLE: TColor = (Red:$66/$FF; Green:$33/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant REBECCAPURPLE.

1.6.375 **RED**

File: TopazGameLib.pas (see page 348)

Delphi

```
RED: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant RED.

1.6.376 **RED2**

File: TopazGameLib.pas (see page 348)

Delphi

```
RED2: TColor = (Red:$7E/$FF; Green:$32/$FF; Blue:$3F/$FF; Alpha:255/$FF);
```

Description

This is constant RED2.

1.6.377 **ROSYBROWN**

File: TopazGameLib.pas (see page 348)

Delphi

```
ROSYBROWN: TColor = (Red:$BC/$FF; Green:$8F/$FF; Blue:$8F/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROSYBROWN.

1.6.378 **ROYALBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
ROYALBLUE: TColor = (Red:$41/$FF; Green:$69/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROYALBLUE.

1.6.379 **SADDLEBROWN**

File: TopazGameLib.pas (see page 348)

Delphi

```
SADDLEBROWN: TColor = (Red:$8B/$FF; Green:$45/$FF; Blue:$13/$FF; Alpha:$FF/$FF);
```

Description

This is constant SADDLEBROWN.

1.6.380 **SALMON**

File: TopazGameLib.pas (see page 348)

Delphi

```
SALMON: TColor = (Red:$FA/$FF; Green:$80/$FF; Blue:$72/$FF; Alpha:$FF/$FF);
```

Description

This is constant SALMON.

1.6.381 **SANDYBROWN**

File: TopazGameLib.pas (see page 348)

Delphi

```
SANDYBROWN: TColor = (Red:$F4/$FF; Green:$A4/$FF; Blue:$60/$FF; Alpha:$FF/$FF);
```

Description

This is constant SANDYBROWN.

1.6.382 **SEAGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
SEAGREEN: TColor = (Red:$2E/$FF; Green:$8B/$FF; Blue:$57/$FF; Alpha:$FF/$FF);
```

Description

This is constant SEAGREEN.

1.6.383 **SEASHELL**

File: TopazGameLib.pas (see page 348)

Delphi

```
SEASHELL: TColor = (Red:$FF/$FF; Green:$F5/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant SEASHELL.

1.6.384 **SIENNA**

File: TopazGameLib.pas (see page 348)

Delphi

```
SIENNA: TColor = (Red:$A0/$FF; Green:$52/$FF; Blue:$2D/$FF; Alpha:$FF/$FF);
```

Description

This is constant SIENNA.

1.6.385 **SILVER**

File: TopazGameLib.pas (see page 348)

Delphi

```
SILVER: TColor = (Red:$C0/$FF; Green:$C0/$FF; Blue:$C0/$FF; Alpha:$FF/$FF);
```

Description

This is constant SILVER.

1.6.386 **SKYBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
SKYBLUE: TColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$EB/$FF; Alpha:$FF/$FF);
```

Description

This is constant SKYBLUE.

1.6.387 **SLATEBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
SLATEBLUE: TColor = (Red:$6A/$FF; Green:$5A/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEBLUE.

1.6.388 **SLATEGRAY**

File: TopazGameLib.pas (see page 348)

Delphi

```
SLATEGRAY: TColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGRAY.

1.6.389 **SLATEGREY**

File: TopazGameLib.pas (see page 348)

Delphi

```
SLATEGREY: TColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGREY.

1.6.390 **SNOW**

File: TopazGameLib.pas (see page 348)

Delphi

```
SNOW: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant SNOW.

1.6.391 **SPRINGGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
SPRINGGREEN: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$7F/$FF; Alpha:$FF/$FF);
```

Description

This is constant SPRINGGREEN.

1.6.392 **SQLITE_EXT**

File: TopazGameLib.pas (see page 348)

Delphi

```
SQLITE_EXT = 'db';
```

Description

This is constant SQLITE_EXT.

1.6.393 **STEELBLUE**

File: TopazGameLib.pas (see page 348)

Delphi

```
STEELBLUE: TColor = (Red:$46/$FF; Green:$82/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```

Description

This is constant STEELBLUE.

1.6.394 **TAN**

File: TopazGameLib.pas (see page 348)

Delphi

```
TAN: TColor = (Red:$D2/$FF; Green:$B4/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);
```

Description

This is constant TAN.

1.6.395 **TEAL**

File: TopazGameLib.pas (see page 348)

Delphi

```
TEAL: TColor = (Red:$00/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant TEAL.

1.6.396 THISTLE

File: TopazGameLib.pas (see page 348)

Delphi

```
THISTLE: TColor = (Red:$D8/$FF; Green:$BF/$FF; Blue:$D8/$FF; Alpha:$FF/$FF);
```

Description

This is constant THISTLE.

1.6.397 TOMATO

File: TopazGameLib.pas (see page 348)

Delphi

```
TOMATO: TColor = (Red:$FF/$FF; Green:$63/$FF; Blue:$47/$FF; Alpha:$FF/$FF);
```

Description

This is constant TOMATO.

1.6.398 TREEMENU_NONE

File: TopazGameLib.pas (see page 348)

Delphi

```
TREEMENU_NONE = -1;
```

Description

This is constant TREEMENU_NONE.

1.6.399 TREEMENU_QUIT

File: TopazGameLib.pas (see page 348)

Delphi

```
TREEMENU_QUIT = -2;
```

Description

This is constant TREEMENU_QUIT.

1.6.400 TURQUOISE

File: TopazGameLib.pas (see page 348)

Delphi

```
TURQUOISE: TColor = (Red:$40/$FF; Green:$E0/$FF; Blue:$D0/$FF; Alpha:$FF/$FF);
```

Description

This is constant TURQUOISE.

1.6.401 VIOLET

File: TopazGameLib.pas (see page 348)

Delphi

```
VIOLET: TColor = (Red:$EE/$FF; Green:$82/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant VIOLET.

1.6.402 WHEAT

File: TopazGameLib.pas (see page 348)

Delphi

```
WHEAT: TColor = (Red:$F5/$FF; Green:$DE/$FF; Blue:$B3/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHEAT.

1.6.403 WHITE

File: TopazGameLib.pas (see page 348)

Delphi

```
WHITE: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE.

1.6.404 WHITE2

File: TopazGameLib.pas (see page 348)

Delphi

```
WHITE2: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE2.

1.6.405 **WHITESMOKE**

File: TopazGameLib.pas (see page 348)

Delphi

```
WHITESMOKE: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITESMOKE.

1.6.406 **YELLOW**

File: TopazGameLib.pas (see page 348)

Delphi

```
YELLOW: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant YELLOW.

1.6.407 **YELLOWGREEN**

File: TopazGameLib.pas (see page 348)

Delphi

```
YELLOWGREEN: TColor = (Red:$9A/$FF; Green:$CD/$FF; Blue:$32/$FF; Alpha:$FF/$FF);
```

Description

This is constant YELLOWGREEN.

1.7 **Files**

The following table lists files in this documentation.

Units

TopazGameLib.pas (see page 348)	This is file TopazGameLib.pas.

1.7.1 **TopazGameLib.pas**

This is file TopazGameLib.pas.

Classes

	TActor (see page 12)	This is class TActor.
	TBaseInterface (see page 20)	This is class TBaseInterface.

		TBaseObject (see page 20)	This is class TBaseObject.
		TCustomGame (see page 21)	This is class TCustomGame.
		TEntityActor (see page 30)	This is class TEntityActor.
		TGame (see page 33)	This is class TGame.

Constants

ALICEBLUE (see page 258)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 258)	This is constant ANTIQUEWHITE.
AQUA (see page 258)	This is constant AQUA.
AQUAMARINE (see page 258)	This is constant AQUAMARINE.
AUDIO_BUFFER_COUNT (see page 259)	This is constant AUDIO_BUFFER_COUNT.
AUDIO_CHANNEL_COUNT (see page 259)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_DYNAMIC_CHANNEL (see page 259)	This is constant AUDIO_DYNAMIC_CHANNEL.
AUDIO_INVALID_INDEX (see page 259)	This is constant AUDIO_INVALID_INDEX.
AZURE (see page 260)	This is constant AZURE.
BEIGE (see page 260)	This is constant BEIGE.
BISQUE (see page 260)	This is constant BISQUE.
BLACK (see page 260)	This is constant BLACK.
BLANCHEDALMOND (see page 260)	This is constant BLANCHEDALMOND.
BLANK (see page 261)	This is constant BLANK.
BLEND_ADD (see page 261)	This is constant BLEND_ADD.
BLEND_ALPHA (see page 261)	This is constant BLEND_ALPHA.
BLEND_CONST_COLOR (see page 261)	This is constant BLEND_CONST_COLOR.
BLEND_DEST_COLOR (see page 262)	This is constant BLEND_DEST_COLOR.
BLEND_DEST_MINUS_SRC (see page 262)	This is constant BLEND_DEST_MINUS_SRC.
BLEND_INVERSE_ALPHA (see page 262)	This is constant BLEND_INVERSE_ALPHA.
BLEND_INVERSE_CONST_COLOR (see page 262)	This is constant BLEND_INVERSE_CONST_COLOR.
BLEND_INVERSE_DEST_COLOR (see page 262)	This is constant BLEND_INVERSE_DEST_COLOR.
BLEND_INVERSE_SRC_COLOR (see page 263)	This is constant BLEND_INVERSE_SRC_COLOR.
BLEND_ONE (see page 263)	This is constant BLEND_ONE.
BLEND_SRC_COLOR (see page 263)	This is constant BLEND_SRC_COLOR.
BLEND_SRC_MINUS_DEST (see page 263)	This is constant BLEND_SRC_MINUS_DEST.
BLEND_ZERO (see page 264)	This is constant BLEND_ZERO.
BLUE (see page 264)	This is constant BLUE.
BLUEVIOLET (see page 264)	This is constant BLUEVIOLET.
BROWN (see page 264)	This is constant BROWN.
BURLYWOOD (see page 264)	This is constant BURLYWOOD.
CADETBLUE (see page 265)	This is constant CADETBLUE.
CFG_EXT (see page 265)	This is constant CFG_EXT.
CHARTREUSE (see page 265)	This is constant CHARTREUSE.
CHOCOLATE (see page 265)	This is constant CHOCOLATE.
COLORKEY (see page 266)	This is constant COLORKEY.
CORAL (see page 266)	This is constant CORAL.
CORNFLOWERBLUE (see page 266)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 266)	This is constant CORNSILK.
CR (see page 266)	This is constant CR.
CRIMSON (see page 267)	This is constant CRIMSON.

CRLF (see page 267)	This is constant CRLF.
CYAN (see page 267)	This is constant CYAN.
DARKBLUE (see page 267)	This is constant DARKBLUE.
DARKCYAN (see page 268)	This is constant DARKCYAN.
DARKGOLDENROD (see page 268)	This is constant DARKGOLDENROD.
DARKGRAY (see page 268)	This is constant DARKGRAY.
DARKGREEN (see page 268)	This is constant DARKGREEN.
DARKGREY (see page 268)	This is constant DARKGREY.
DARKKHAKI (see page 269)	This is constant DARKKHAKI.
DARKMAGENTA (see page 269)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 269)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 269)	This is constant DARKORANGE.
DARKORCHID (see page 270)	This is constant DARKORCHID.
DARKRED (see page 270)	This is constant DARKRED.
DARKSALMON (see page 270)	This is constant DARKSALMON.
DARKSEAGREEN (see page 270)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 270)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 271)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 271)	This is constant DARKSLATEGRAY.
DARKSLATEGREY (see page 271)	This is constant DARKSLATEGREY.
DARKTURQUOISE (see page 271)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 272)	This is constant DARKVIOLET.
DATABASE_DEFAULT_MYSQL_PORT (see page 272)	This is constant DATABASE_DEFAULT_MYSQL_PORT.
DEEPPINK (see page 272)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 272)	This is constant DEEPSKYBLUE.
DEG2RAD (see page 272)	This is constant DEG2RAD.
DIMGRAY (see page 273)	This is constant DIMGRAY.
DIMGREY (see page 273)	This is constant DIMGREY.
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KEY_PAD_5 (see page 313)	This is constant KEY_PAD_5.
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KEY_PAD_7 (see page 314)	This is constant KEY_PAD_7.
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