Topaz Game Library

Advanced Pro 2D Indie Game Library for Delphi

Table of Contents

Index   a

1 Symbol Reference

Classes

	TAIActor (see page 14)	This is class TAIActor.
	TAIEntityActor (see page 16)	This is class TAIEntityActor.
	TAIGame (see page 18)	This is class TAIGame.
	TAIState (see page 20)	This is class TAIState.
	TAIStateMachine (see page 23)	This is class TAIStateMachine.
	TActor (see page 31)	This is class TActor.
	TBaseInterface (see page 39)	This is class TBaseInterface.
	TBaseObject (see page 40)	This is class TBaseObject.
	TCustomGame (see page 41)	This is class TCustomGame.
	TEntityActor (see page 51)	This is class TEntityActor.
	TGame (see page 53)	This is class TGame.
	THighscore (see page 70)	This is class THighscore.
	TLuaValue (see page 72)	This is class TLuaValue.
	TRectangle (see page 76)	This is class TRectangle.
	TTextMenu (see page 78)	This is class TTextMenu.
	TVector (see page 93)	This is class TVector.

Constants

ALICEBLUE (see page 315)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 316)	This is constant ANTIQUEWHITE.
AQUA (see page 316)	This is constant AQUA.
AQUAMARINE (see page 316)	This is constant AQUAMARINE.
AUDIO_BUFFER_COUNT (see page 316)	This is constant AUDIO_BUFFER_COUNT.
AUDIO_CHANNEL_COUNT (see page 316)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_DYNAMIC_CHANNEL (see page 317)	This is constant AUDIO_DYNAMIC_CHANNEL.
AUDIO_INVALID_INDEX (see page 317)	This is constant AUDIO_INVALID_INDEX.
AZURE (see page 317)	This is constant AZURE.
BEIGE (see page 317)	This is constant BEIGE.
BISQUE (see page 318)	This is constant BISQUE.
BLACK (see page 318)	This is constant BLACK.
BLANCHEDALMOND (see page 318)	This is constant BLANCHEDALMOND.
BLANK (see page 318)	This is constant BLANK.
BLEND_ADD (see page 318)	This is constant BLEND_ADD.
BLEND_ALPHA (see page 319)	This is constant BLEND_ALPHA.
BLEND_CONST_COLOR (see page 319)	This is constant BLEND_CONST_COLOR.
BLEND_DEST_COLOR (see page 319)	This is constant BLEND_DEST_COLOR.
BLEND_DEST_MINUS_SRC (see page 319)	This is constant BLEND_DEST_MINUS_SRC.
BLEND_INVERSE_ALPHA (see page 320)	This is constant BLEND_INVERSE_ALPHA.
BLEND_INVERSE_CONST_COLOR (see page 320)	This is constant BLEND_INVERSE_CONST_COLOR.
BLEND_INVERSE_DEST_COLOR (see page 320)	This is constant BLEND_INVERSE_DEST_COLOR.

BLEND_INVERSE_SRC_COLOR (see page 320)	This is constant BLEND_INVERSE_SRC_COLOR.
BLEND_ONE (see page 320)	This is constant BLEND_ONE.
BLEND_SRC_COLOR (see page 321)	This is constant BLEND_SRC_COLOR.
BLEND_SRC_MINUS_DEST (see page 321)	This is constant BLEND_SRC_MINUS_DEST.
BLEND_ZERO (see page 321)	This is constant BLEND_ZERO.
BLUE (see page 321)	This is constant BLUE.
BLUEVIOLET (see page 322)	This is constant BLUEVIOLET.
BROWN (see page 322)	This is constant BROWN.
BURLYWOOD (see page 322)	This is constant BURLYWOOD.
CADETBLUE (see page 322)	This is constant CADETBLUE.
CFG_EXT (see page 322)	This is constant CFG_EXT.
CHARTREUSE (see page 323)	This is constant CHARTREUSE.
CHOCOLATE (see page 323)	This is constant CHOCOLATE.
COLORKEY (see page 323)	This is constant COLORKEY.
CORAL (see page 323)	This is constant CORAL.
CORNFLOWERBLUE (see page 324)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 324)	This is constant CORNSILK.
CR (see page 324)	This is constant CR.
CRIMSON (see page 324)	This is constant CRIMSON.
CRLF (see page 324)	This is constant CRLF.
CYAN (see page 325)	This is constant CYAN.
DARKBLUE (see page 325)	This is constant DARKBLUE.
DARKCYAN (see page 325)	This is constant DARKCYAN.
DARKGOLDENROD (see page 325)	This is constant DARKGOLDENROD.
DARKGRAY (see page 326)	This is constant DARKGRAY.
DARKGREEN (see page 326)	This is constant DARKGREEN.
DARKGREY (see page 326)	This is constant DARKGREY.
DARKKHAKI (see page 326)	This is constant DARKKHAKI.
DARKMAGENTA (see page 326)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 327)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 327)	This is constant DARKORANGE.
DARKORCHID (see page 327)	This is constant DARKORCHID.
DARKRED (see page 327)	This is constant DARKRED.
DARKSALMON (see page 328)	This is constant DARKSALMON.
DARKSEAGREEN (see page 328)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 328)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 328)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 328)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 329)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 329)	This is constant DARKVIOLET.
DATABASE_DEFAULT_MYSQL_PORT (see page 329)	This is constant DATABASE_DEFAULT_MYSQL_PORT.
DEEPPINK (see page 329)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 330)	This is constant DEEPSKYBLUE.
DEG2RAD (see page 330)	This is constant DEG2RAD.
DIMGRAY (see page 330)	This is constant DIMGRAY.
DIMWHITE (see page 330)	This is constant DIMWHITE.
DODGERBLUE (see page 330)	This is constant DODGERBLUE.

EPSILON (see page 331)	This is constant EPSILON.
FALSE_TRUE_STR (see page 331)	This is constant FALSE_TRUE_STR.
FIREBRICK (see page 331)	This is constant FIREBRICK.
FLORALWHITE (see page 331)	This is constant FLORALWHITE.
FORESTGREEN (see page 332)	This is constant FORESTGREEN.
FUCHSIA (see page 332)	This is constant FUCHSIA.
GAINSBORO (see page 332)	This is constant GAINSBORO.
GHOSTWHITE (see page 332)	This is constant GHOSTWHITE.
GOLD (see page 332)	This is constant GOLD.
GOLDENROD (see page 333)	This is constant GOLDENROD.
GRAY (see page 333)	This is constant GRAY.
GREEN (see page 333)	This is constant GREEN.
GREENYELLOW (see page 333)	This is constant GREENYELLOW.
GREY (see page 334)	This is constant GREY.
GUI_COLOR_BORDER (see page 334)	This is constant GUI_COLOR_BORDER.
GUI_COLOR_BUTTON (see page 334)	This is constant GUI_COLOR_BUTTON.
GUI_COLOR_BUTTON_ACTIVE (see page 334)	This is constant GUI_COLOR_BUTTON_ACTIVE.
GUI_COLOR_BUTTON_HOVER (see page 334)	This is constant GUI_COLOR_BUTTON_HOVER.
GUI_COLOR_CHART (see page 335)	This is constant GUI_COLOR_CHART.
GUI_COLOR_CHART_COLOR (see page 335)	This is constant GUI_COLOR_CHART_COLOR.
GUI_COLOR_CHART_COLOR_HIGHLIGHT (see page 335)	This is constant GUI_COLOR_CHART_COLOR_HIGHLIGHT.
GUI_COLOR_COMBO (see page 335)	This is constant GUI_COLOR_COMBO.
GUI_COLOR_COUNT (see page 336)	This is constant GUI_COLOR_COUNT.
GUI_COLOR_EDIT (see page 336)	This is constant GUI_COLOR_EDIT.
GUI_COLOR_EDIT_CURSOR (see page 336)	This is constant GUI_COLOR_EDIT_CURSOR.
GUI_COLOR_HEADER (see page 336)	This is constant GUI_COLOR_HEADER.
GUI_COLOR_PROPERTY (see page 336)	This is constant GUI_COLOR_PROPERTY.
GUI_COLOR_SCROLLBAR (see page 337)	This is constant GUI_COLOR_SCROLLBAR.
GUI_COLOR_SCROLLBAR_CURSOR (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR.
GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE.
GUI_COLOR_SCROLLBAR_CURSOR_HOVER (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR_HOVER.
GUI_COLOR_SELECT (see page 338)	This is constant GUI_COLOR_SELECT.
GUI_COLOR_SELECT_ACTIVE (see page 338)	This is constant GUI_COLOR_SELECT_ACTIVE.
GUI_COLOR_SLIDER (see page 338)	This is constant GUI_COLOR_SLIDER.
GUI_COLOR_SLIDER_CURSOR (see page 338)	This is constant GUI_COLOR_SLIDER_CURSOR.
GUI_COLOR_SLIDER_CURSOR_ACTIVE (see page 338)	This is constant GUI_COLOR_SLIDER_CURSOR_ACTIVE.
GUI_COLOR_SLIDER_CURSOR_HOVER (see page 339)	This is constant GUI_COLOR_SLIDER_CURSOR_HOVER.
GUI_COLOR_TAB_HEADER (see page 339)	This is constant GUI_COLOR_TAB_HEADER.
GUI_COLOR_TEXT (see page 339)	This is constant GUI_COLOR_TEXT.
GUI_COLOR_TOGGLE (see page 339)	This is constant GUI_COLOR_TOGGLE.
GUI_COLOR_TOGGLE_CURSOR (see page 340)	This is constant GUI_COLOR_TOGGLE_CURSOR.

GUI_COLOR_TOGGLE_HOVER (see page 340)	This is constant GUI_COLOR_TOGGLE_HOVER.
GUI_COLOR_WINDOW (see page 340)	This is constant GUI_COLOR_WINDOW.
GUI_DYNAMIC (see page 340)	This is constant GUI_DYNAMIC.
GUI_EDIT_FILTER_ASCII (see page 340)	This is constant GUI_EDIT_FILTER_ASCII.
GUI_EDIT_FILTER_BINARY (see page 341)	This is constant GUI_EDIT_FILTER_BINARY.
GUI_EDIT_FILTER_DECIMAL (see page 341)	This is constant GUI_EDIT_FILTER_DECIMAL.
GUI_EDIT_FILTER_DEFAULT (see page 341)	This is constant GUI_EDIT_FILTER_DEFAULT.
GUI_EDIT_FILTER_FLOAT (see page 341)	This is constant GUI_EDIT_FILTER_FLOAT.
GUI_EDIT_FILTER_HEX (see page 342)	This is constant GUI_EDIT_FILTER_HEX.
GUI_EDIT_FILTER_OCT (see page 342)	This is constant GUI_EDIT_FILTER_OCT.
GUI_STATIC (see page 342)	This is constant GUI_STATIC.
GUI_TEXT_CENTERED (see page 342)	This is constant GUI_TEXT_CENTERED.
GUI_TEXT_LEFT (see page 342)	This is constant GUI_TEXT_LEFT.
GUI_TEXT_RIGHT (see page 343)	This is constant GUI_TEXT_RIGHT.
GUI_THEME_BLUE (see page 343)	This is constant GUI_THEME_BLUE.
GUI_THEME_CUSTOM (see page 343)	This is constant GUI_THEME_CUSTOM.
GUI_THEME_DARK (see page 343)	This is constant GUI_THEME_DARK.
GUI_THEME_DEFAULT (see page 344)	This is constant GUI_THEME_DEFAULT.
GUI_THEME_RED (see page 344)	This is constant GUI_THEME_RED.
GUI_THEME_WHITE (see page 344)	This is constant GUI_THEME_WHITE.
GUI_WINDOW_BACKGROUND (see page 344)	This is constant GUI_WINDOW_BACKGROUND.
GUI_WINDOW_BORDER (see page 344)	This is constant GUI_WINDOW_BORDER.
GUI_WINDOW_CLOSABLE (see page 345)	This is constant GUI_WINDOW_CLOSABLE.
GUI_WINDOW_DEFAULT (see page 345)	This is constant GUI_WINDOW_DEFAULT.
GUI_WINDOW_MINIMIZABLE (see page 345)	This is constant GUI_WINDOW_MINIMIZABLE.
GUI_WINDOW_MOVABLE (see page 345)	This is constant GUI_WINDOW_MOVABLE.
GUI_WINDOW_NO_INPUT (see page 346)	This is constant GUI_WINDOW_NO_INPUT.
GUI_WINDOW_NO_SCROLLBAR (see page 346)	This is constant GUI_WINDOW_NO_SCROLLBAR.
GUI_WINDOW_SCALABLE (see page 346)	This is constant GUI_WINDOW_SCALABLE.
GUI_WINDOW_SCALE_LEFT (see page 346)	This is constant GUI_WINDOW_SCALE_LEFT.
GUI_WINDOW_SCROLL_AUTO_HIDE (see page 346)	This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.
GUI_WINDOW_TITLE (see page 347)	This is constant GUI_WINDOW_TITLE.
HONEYDEW (see page 347)	This is constant HONEYDEW.
HOTPINK (see page 347)	This is constant HOTPINK.
INDIANRED (see page 347)	This is constant INDIANRED.
INDIGO (see page 348)	This is constant INDIGO.
INI_EXT (see page 348)	This is constant INI_EXT.
IVORY (see page 348)	This is constant IVORY.
JOY_AXES_X (see page 348)	This is constant JOY_AXES_X.
JOY_AXES_Y (see page 348)	This is constant JOY_AXES_Y.
JOY_AXES_Z (see page 349)	This is constant JOY_AXES_Z.
JOY_BTN_A (see page 349)	This is constant JOY_BTN_A.
JOY_BTN_B (see page 349)	This is constant JOY_BTN_B.
JOY_BTN_BACK (see page 349)	This is constant JOY_BTN_BACK.
JOY_BTN_DDPAD (see page 350)	This is constant JOY_BTN_DDPAD.
JOY_BTN_LB (see page 350)	This is constant JOY_BTN_LB.
JOY_BTN_LDPAD (see page 350)	This is constant JOY_BTN_LDPAD.

JOY_BTN_LT (see page 350)	This is constant JOY_BTN_LT.
JOY_BTN_RB (see page 350)	This is constant JOY_BTN_RB.
JOY_BTN_RDPAD (see page 351)	This is constant JOY_BTN_RDPAD.
JOY_BTN_RT (see page 351)	This is constant JOY_BTN_RT.
JOY_BTN_START (see page 351)	This is constant JOY_BTN_START.
JOY_BTN_UDPAD (see page 351)	This is constant JOY_BTN_UDPAD.
JOY_BTN_X (see page 352)	This is constant JOY_BTN_X.
JOY_BTN_Y (see page 352)	This is constant JOY_BTN_Y.
JOY_STICK_LS (see page 352)	This is constant JOY_STICK_LS.
JOY_STICK_LT (see page 352)	This is constant JOY_STICK_LT.
JOY_STICK_RS (see page 352)	This is constant JOY_STICK_RS.
JOY_STICK_RT (see page 353)	This is constant JOY_STICK_RT.
KEYMOD_ACCENT1 (see page 353)	This is constant KEYMOD_ACCENT1.
KEYMOD_ACCENT2 (see page 353)	This is constant KEYMOD_ACCENT2.
KEYMOD_ACCENT3 (see page 353)	This is constant KEYMOD_ACCENT3.
KEYMOD_ACCENT4 (see page 354)	This is constant KEYMOD_ACCENT4.
KEYMOD_ALT (see page 354)	This is constant KEYMOD_ALT.
KEYMOD_CAPSLOCK (see page 354)	This is constant KEYMOD_CAPSLOCK.
KEYMOD_COMMAND (see page 354)	This is constant KEYMOD_COMMAND.
KEYMOD_CTRL (see page 354)	This is constant KEYMOD_CTRL.
KEYMOD_INALTSEQ (see page 355)	This is constant KEYMOD_INALTSEQ.
KEYMOD_LWIN (see page 355)	This is constant KEYMOD_LWIN.
KEYMOD_MENU (see page 355)	This is constant KEYMOD_MENU.
KEYMOD_NUMLOCK (see page 355)	This is constant KEYMOD_NUMLOCK.
KEYMOD_RWIN (see page 356)	This is constant KEYMOD_RWIN.
KEYMOD_SCROLOCK (see page 356)	This is constant KEYMOD_SCROLOCK.
KEYMOD_SHIFT (see page 356)	This is constant KEYMOD_SHIFT.
KEY_0 (see page 356)	This is constant KEY_0.
KEY_1 (see page 356)	This is constant KEY_1.
KEY_2 (see page 357)	This is constant KEY_2.
KEY_3 (see page 357)	This is constant KEY_3.
KEY_4 (see page 357)	This is constant KEY_4.
KEY_5 (see page 357)	This is constant KEY_5.
KEY_6 (see page 358)	This is constant KEY_6.
KEY_7 (see page 358)	This is constant KEY_7.
KEY_8 (see page 358)	This is constant KEY_8.
KEY_9 (see page 358)	This is constant KEY_9.
KEY_A (see page 358)	This is constant KEY_A.
KEY_ABNT_C1 (see page 359)	This is constant KEY_ABNT_C1.
KEY_ALT (see page 359)	This is constant KEY_ALT.
KEY_ALTGR (see page 359)	This is constant KEY_ALTGR.
KEY_AT (see page 359)	This is constant KEY_AT.
KEY_B (see page 360)	This is constant KEY_B.
KEY_BACK (see page 360)	This is constant KEY_BACK.
KEY_BACKQUOTE (see page 360)	This is constant KEY_BACKQUOTE.
KEY_BACKSLASH (see page 360)	This is constant KEY_BACKSLASH.
KEY_BACKSLASH2 (see page 360)	This is constant KEY_BACKSLASH2.
KEY_BACKSPACE (see page 361)	This is constant KEY_BACKSPACE.
KEY_BUTTON_A (see page 361)	This is constant KEY_BUTTON_A.

KEY_BUTTON_B (see page 361)	This is constant KEY_BUTTON_B.
KEY_BUTTON_L1 (see page 361)	This is constant KEY_BUTTON_L1.
KEY_BUTTON_L2 (see page 362)	This is constant KEY_BUTTON_L2.
KEY_BUTTON_R1 (see page 362)	This is constant KEY_BUTTON_R1.
KEY_BUTTON_R2 (see page 362)	This is constant KEY_BUTTON_R2.
KEY_BUTTON_X (see page 362)	This is constant KEY_BUTTON_X.
KEY_BUTTON_Y (see page 362)	This is constant KEY_BUTTON_Y.
KEY_C (see page 363)	This is constant KEY_C.
KEY_CAPSLOCK (see page 363)	This is constant KEY_CAPSLOCK.
KEY_CIRCUMFLEX (see page 363)	This is constant KEY_CIRCUMFLEX.
KEY_CLOSEBRACE (see page 363)	This is constant KEY_CLOSEBRACE.
KEY_COLON2 (see page 364)	This is constant KEY_COLON2.
KEY_COMMA (see page 364)	This is constant KEY_COMMA.
KEY_COMMAND (see page 364)	This is constant KEY_COMMAND.
KEY_CONVERT (see page 364)	This is constant KEY_CONVERT.
KEY_D (see page 364)	This is constant KEY_D.
KEY_DELETE (see page 365)	This is constant KEY_DELETE.
KEY_DOWN (see page 365)	This is constant KEY_DOWN.
KEY_DPAD_CENTER (see page 365)	This is constant KEY_DPAD_CENTER.
KEY_DPAD_DOWN (see page 365)	This is constant KEY_DPAD_DOWN.
KEY_DPAD_LEFT (see page 366)	This is constant KEY_DPAD_LEFT.
KEY_DPAD_RIGHT (see page 366)	This is constant KEY_DPAD_RIGHT.
KEY_DPAD_UP (see page 366)	This is constant KEY_DPAD_UP.
KEY_E (see page 366)	This is constant KEY_E.
KEY_END (see page 366)	This is constant KEY_END.
KEY_ENTER (see page 367)	This is constant KEY_ENTER.
KEY_EQUALS (see page 367)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 367)	This is constant KEY_ESCAPE.
KEY_F (see page 367)	This is constant KEY_F.
KEY_F1 (see page 368)	This is constant KEY_F1.
KEY_F10 (see page 368)	This is constant KEY_F10.
KEY_F11 (see page 368)	This is constant KEY_F11.
KEY_F12 (see page 368)	This is constant KEY_F12.
KEY_F2 (see page 368)	This is constant KEY_F2.
KEY_F3 (see page 369)	This is constant KEY_F3.
KEY_F4 (see page 369)	This is constant KEY_F4.
KEY_F5 (see page 369)	This is constant KEY_F5.
KEY_F6 (see page 369)	This is constant KEY_F6.
KEY_F7 (see page 370)	This is constant KEY_F7.
KEY_F8 (see page 370)	This is constant KEY_F8.
KEY_F9 (see page 370)	This is constant KEY_F9.
KEY_FULLSTOP (see page 370)	This is constant KEY_FULLSTOP.
KEY_G (see page 370)	This is constant KEY_G.
KEY_H (see page 371)	This is constant KEY_H.
KEY_HOME (see page 371)	This is constant KEY_HOME.
KEY_I (see page 371)	This is constant KEY_I.
KEY_INSERT (see page 371)	This is constant KEY_INSERT.
KEY_J (see page 372)	This is constant KEY_J.
KEY_K (see page 372)	This is constant KEY_K.

KEY_KANA (see page 372)	This is constant KEY_KANA.
KEY_KANJI (see page 372)	This is constant KEY_KANJI.
KEY_L (see page 372)	This is constant KEY_L.
KEY_LCTRL (see page 373)	This is constant KEY_LCTRL.
KEY_LEFT (see page 373)	This is constant KEY_LEFT.
KEY_LSHIFT (see page 373)	This is constant KEY_LSHIFT.
KEY_LWIN (see page 373)	This is constant KEY_LWIN.
KEY_M (see page 374)	This is constant KEY_M.
KEY_MAX (see page 374)	This is constant KEY_MAX.
KEY_MENU (see page 374)	This is constant KEY_MENU.
KEY_MINUS (see page 374)	This is constant KEY_MINUS.
KEY_MODIFIERS (see page 374)	This is constant KEY_MODIFIERS.
KEY_N (see page 375)	This is constant KEY_N.
KEY_NOCONVERT (see page 375)	This is constant KEY_NOCONVERT.
KEY_NUMLOCK (see page 375)	This is constant KEY_NUMLOCK.
KEY_O (see page 375)	This is constant KEY_O.
KEY_OPENBRACE (see page 376)	This is constant KEY_OPENBRACE.
KEY_P (see page 376)	This is constant KEY_P.
KEY_PAD_0 (see page 376)	This is constant KEY_PAD_0.
KEY_PAD_1 (see page 376)	This is constant KEY_PAD_1.
KEY_PAD_2 (see page 376)	This is constant KEY_PAD_2.
KEY_PAD_3 (see page 377)	This is constant KEY_PAD_3.
KEY_PAD_4 (see page 377)	This is constant KEY_PAD_4.
KEY_PAD_5 (see page 377)	This is constant KEY_PAD_5.
KEY_PAD_6 (see page 377)	This is constant KEY_PAD_6.
KEY_PAD_7 (see page 378)	This is constant KEY_PAD_7.
KEY_PAD_8 (see page 378)	This is constant KEY_PAD_8.
KEY_PAD_9 (see page 378)	This is constant KEY_PAD_9.
KEY_PAD_ASTERISK (see page 378)	This is constant KEY_PAD_ASTERISK.
KEY_PAD_DELETE (see page 378)	This is constant KEY_PAD_DELETE.
KEY_PAD_ENTER (see page 379)	This is constant KEY_PAD_ENTER.
KEY_PAD_EQUALS (see page 379)	This is constant KEY_PAD_EQUALS.
KEY_PAD_MINUS (see page 379)	This is constant KEY_PAD_MINUS.
KEY_PAD_PLUS (see page 379)	This is constant KEY_PAD_PLUS.
KEY_PAD_SLASH (see page 380)	This is constant KEY_PAD_SLASH.
KEY_PAUSE (see page 380)	This is constant KEY_PAUSE.
KEY_PGDN (see page 380)	This is constant KEY_PGDN.
KEY_PGUP (see page 380)	This is constant KEY_PGUP.
KEY_PRINTSCREEN (see page 380)	This is constant KEY_PRINTSCREEN.
KEY_Q (see page 381)	This is constant KEY_Q.
KEY_QUOTE (see page 381)	This is constant KEY_QUOTE.
KEY_R (see page 381)	This is constant KEY_R.
KEY_RCTRL (see page 381)	This is constant KEY_RCTRL.
KEY_RIGHT (see page 382)	This is constant KEY_RIGHT.
KEY_RSHIFT (see page 382)	This is constant KEY_RSHIFT.
KEY_RWIN (see page 382)	This is constant KEY_RWIN.
KEY_S (see page 382)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 382)	This is constant KEY_SCROLLLOCK.
KEY_SEARCH (see page 383)	This is constant KEY_SEARCH.

KEY_SELECT (see page 383)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 383)	This is constant KEY_SEMICOLON.
KEY_SEMICOLON2 (see page 383)	This is constant KEY_SEMICOLON2.
KEY_SLASH (see page 384)	This is constant KEY_SLASH.
KEY_SPACE (see page 384)	This is constant KEY_SPACE.
KEY_START (see page 384)	This is constant KEY_START.
KEY_T (see page 384)	This is constant KEY_T.
KEY_TAB (see page 384)	This is constant KEY_TAB.
KEY_THUMBL (see page 385)	This is constant KEY_THUMBL.
KEY_THUMBR (see page 385)	This is constant KEY_THUMBR.
KEY_TILDE (see page 385)	This is constant KEY_TILDE.
KEY_U (see page 385)	This is constant KEY_U.
KEY_UNKNOWN (see page 386)	This is constant KEY_UNKNOWN.
KEY_UP (see page 386)	This is constant KEY_UP.
KEY_V (see page 386)	This is constant KEY_V.
KEY_VOLUME_DOWN (see page 386)	This is constant KEY_VOLUME_DOWN.
KEY_VOLUME_UP (see page 386)	This is constant KEY_VOLUME_UP.
KEY_W (see page 387)	This is constant KEY_W.
KEY_X (see page 387)	This is constant KEY_X.
KEY_Y (see page 387)	This is constant KEY_Y.
KEY_YEN (see page 387)	This is constant KEY_YEN.
KEY_Z (see page 388)	This is constant KEY_Z.
KHAKI (see page 388)	This is constant KHAKI.
LAVENDER (see page 388)	This is constant LAVENDER.
LAVENDERBLUSH (see page 388)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 388)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 389)	This is constant LEMONCHIFFON.
LF (see page 389)	This is constant LF.
LIGHTBLUE (see page 389)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 389)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 390)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 390)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 390)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 390)	This is constant LIGHTGREEN.
LIGHTGREY (see page 390)	This is constant LIGHTGREY.
LIGHTPINK (see page 391)	This is constant LIGHTPINK.
LIGHTSALMON (see page 391)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 391)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 391)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 392)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 392)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 392)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 392)	This is constant LIGHTYELLOW.
LIME (see page 392)	This is constant LIME.
LIMEGREEN (see page 393)	This is constant LIMEGREEN.
LINEN (see page 393)	This is constant LINEN.
LOG_EXT (see page 393)	This is constant LOG_EXT.
LUAC_EXT (see page 393)	This is constant LUAC_EXT.
LUA_EXT (see page 394)	This is constant LUA_EXT.

MAGENTA (see page 394)	This is constant MAGENTA.
MAIL_PORT_SMTP (see page 394)	default non-ssl
MAIL_PORT_SMTPS (see page 394)	default ssl
MAIL_PORT_SMTPS_ALT (see page 394)	alt ssl
MAROON (see page 395)	This is constant MAROON.
MAX_AXES (see page 395)	This is constant MAX_AXES.
MAX_BUTTONS (see page 395)	This is constant MAX_BUTTONS.
MAX_STICKS (see page 395)	This is constant MAX_STICKS.
MEDIUMAQUAMARINE (see page 396)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 396)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 396)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 396)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 396)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 397)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 397)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 397)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 397)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 398)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 398)	This is constant MINTCREAM.
MISTYROSE (see page 398)	This is constant MISTYROSE.
MOCCASIN (see page 398)	This is constant MOCCASIN.
MOUSE_BUTTON_LEFT (see page 398)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 399)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 399)	This is constant MOUSE_BUTTON_RIGHT.
NAN (see page 399)	This is constant NAN.
NAVAJOWHITE (see page 399)	This is constant NAVAJOWHITE.
NAVY (see page 400)	This is constant NAVY.
OLDLACE (see page 400)	This is constant OLDLACE.
OLIVE (see page 400)	This is constant OLIVE.
OLIVEDRAB (see page 400)	This is constant OLIVEDRAB.
ORANGE (see page 400)	This is constant ORANGE.
ORANGERED (see page 401)	This is constant ORANGERED.
ORCHID (see page 401)	This is constant ORCHID.
OVERLAY1 (see page 401)	This is constant OVERLAY1.
OVERLAY2 (see page 401)	This is constant OVERLAY2.
PALEGOLDENROD (see page 402)	This is constant PALEGOLDENROD.
PALEGREEN (see page 402)	This is constant PALEGREEN.
PALETURQUOISE (see page 402)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 402)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 402)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 403)	This is constant PEACHPUFF.
PERU (see page 403)	This is constant PERU.
PINK (see page 403)	This is constant PINK.
PLUM (see page 403)	This is constant PLUM.
PNG_EXT (see page 404)	This is constant PNG_EXT.
POWDERBLUE (see page 404)	This is constant POWDERBLUE.
PURPLE (see page 404)	This is constant PURPLE.
RAD2DEG (see page 404)	This is constant RAD2DEG.
REBECCAPURPLE (see page 404)	This is constant REBECCAPURPLE.

RED (see page 405)	This is constant RED.
RED2 (see page 405)	This is constant RED2.
ROSYBROWN (see page 405)	This is constant ROSYBROWN.
ROYALBLUE (see page 405)	This is constant ROYALBLUE.
SADDLEBROWN (see page 406)	This is constant SADDLEBROWN.
SALMON (see page 406)	This is constant SALMON.
SANDYBROWN (see page 406)	This is constant SANDYBROWN.
SEAGREEN (see page 406)	This is constant SEAGREEN.
SEASHELL (see page 406)	This is constant SEASHELL.
SIENNA (see page 407)	This is constant SIENNA.
SILVER (see page 407)	This is constant SILVER.
SKYBLUE (see page 407)	This is constant SKYBLUE.
SLATEBLUE (see page 407)	This is constant SLATEBLUE.
SLATEGRAY (see page 408)	This is constant SLATEGRAY.
SLATEGREY (see page 408)	This is constant SLATEGREY.
SNOW (see page 408)	This is constant SNOW.
SPRINGGREEN (see page 408)	This is constant SPRINGGREEN.
SQLITE_EXT (see page 408)	This is constant SQLITE_EXT.
STEELBLUE (see page 409)	This is constant STEELBLUE.
TAN (see page 409)	This is constant TAN.
TEAL (see page 409)	This is constant TEAL.
THISTLE (see page 409)	This is constant THISTLE.
TOMATO (see page 410)	This is constant TOMATO.
TREEMENU_NONE (see page 410)	This is constant TREEMENU_NONE.
TREEMENU_QUIT (see page 410)	This is constant TREEMENU_QUIT.
TURQUOISE (see page 410)	This is constant TURQUOISE.
VIOLET (see page 410)	This is constant VIOLET.
WHEAT (see page 411)	This is constant WHEAT.
WHITE (see page 411)	This is constant WHITE.
WHITE2 (see page 411)	This is constant WHITE2.
WHITESMOKE (see page 411)	This is constant WHITESMOKE.
YELLOW (see page 412)	This is constant YELLOW.
YELLOWGREEN (see page 412)	This is constant YELLOWGREEN.

Files

TopazGameLib.AI.pas (see page 412)	This is file TopazGameLib.AI.pas.
TopazGameLib.UI.pas (see page 412)	This is file TopazGameLib.UI.pas.
TopazGameLib.pas (see page 413)	This is file TopazGameLib.pas.

Interfaces

⊷	IActorList (see page 101)	This is class IActorList.
⊷	IActorScene (see page 104)	This is class IActorScene.
⊷	IArchive (see page 107)	This is class IArchive.
⊷	IAsync (see page 109)	This is class IAsync.
⊷	IAudio (see page 111)	This is class IAudio.
⊷	IBaseInterface (see page 122)	This is class IBaseInterface.
⊷	IBuffer (see page 122)	This is class IBuffer.
⊷	ICamera (see page 126)	This is class ICamera.
⊷	ICmdConsole (see page 129)	This is class ICmdConsole.
⊷	ICmdLine (see page 133)	This is class ICmdLine.

	IColor (see page 135)	This is class IColor.
	IConfigFile (see page 137)	This is class IConfigFile.
	IConsole (see page 142)	This is class IConsole.
	IDatabase (see page 144)	This is class IDatabase.
	IDialogs (see page 151)	This is class IDialogs.
	IEntity (see page 153)	This is class IEntity.
	IFont (see page 165)	This is class IFont.
	IGUI (see page 168)	This is class IGUI.
	IHighscores (see page 176)	This is class IHighscores.
	IInAppPurchase (see page 179)	This is class IInAppPurchase.
	IInput (see page 181)	This is class IInput.
	IInputMap (see page 185)	This is class IInputMap.
	ILog (see page 187)	This is class ILog.
	ILua (see page 189)	This is class ILua.
	ILuaContext (see page 195)	This is class ILuaContext.
	IMail (see page 198)	This is class IMail.
	IMath (see page 199)	This is class IMath.
	IPathEditor (see page 207)	This is class IPathEditor.
	IPathEditorPath (see page 211)	This is class IPathEditorPath.
	IPhysics (see page 213)	This is class IPhysics.
	IPolygon (see page 219)	This is class IPolygon.
	IRenderTarget (see page 222)	This is class IRenderTarget.
	IScreenshake (see page 225)	This is class IScreenshake.
	IScreenshot (see page 227)	This is class IScreenshot.
	IShader (see page 228)	This is class IShader.
	ISocial (see page 231)	This is class ISocial.
	ISpeech (see page 233)	This is class ISpeech.
	ISplashscreen (see page 236)	This is class ISplashscreen.
	ISprite (see page 239)	This is class ISprite.
	IStarfield (see page 244)	This is class IStarfield.
	IStartupDialog (see page 246)	This is class IStartupDialog.
	ITexture (see page 250)	This is class ITexture.
	ITimer (see page 253)	This is class ITimer.
	ITopaz (see page 256)	This is class ITopaz.
	ITreeMenu (see page 262)	This is class ITreeMenu.
	IUserPath (see page 266)	This is class IUserPath.
	IUtil (see page 269)	This is class IUtil.
	IVideo (see page 273)	This is class IVideo.
	IVirtualFile (see page 277)	This is class IVirtualFile.
	IWindow (see page 279)	This is class IWindow.

Structs, Records, Enums

	TActorMessage (see page 288)	This is record TActorMessage.
	TAudioStatus (see page 288)	This is record TAudioStatus.
	TBlendMode (see page 289)	This is record TBlendMode.
	TBlendModeColor (see page 289)	This is record TBlendModeColor.
	TCmdConsoleState (see page 289)	This is record TCmdConsoleState.
	TColor (see page 289)	This is record TColor.
	TEaseType (see page 290)	This is record TEaseType.

		TGameClass (see page 290)	This is record TGameClass.
		TGameSettings (see page 291)	This is record TGameSettings.
		THAlign (see page 291)	This is record THAlign.
		THighscoreAction (see page 291)	This is record THighscoreAction.
		TInputDevice (see page 292)	This is record TInputDevice.
		TLineIntersection (see page 292)	This is record TLineIntersection.
		TLuaState (see page 292)	This is record TLuaState.
		TLuaTable (see page 293)	This is record TLuaTable.
		TLuaType (see page 293)	This is record TLuaType.
		TLuaValueType (see page 293)	This is record TLuaValueType.
		TMessageBox (see page 294)	This is record TMessageBox.
		TMessageBoxResult (see page 294)	This is record TMessageBoxResult.
		TPathEditorAction (see page 294)	This is record TPathEditorAction.
		TPhysicsBodyData (see page 294)	This is record TPhysicsBodyData.
		TPhysicsBodyShape (see page 295)	This is record TPhysicsBodyShape.
		TPhysicsBodyType (see page 295)	This is record TPhysicsBodyType.
		TPhysicsShapeType (see page 295)	This is record TPhysicsShapeType.
		TPointi (see page 296)	This is record TPointi.
		TRange (see page 296)	This is record TRange.
		TSeek (see page 296)	This is record TSeek.
		TShaderType (see page 296)	This is record TShaderType.
		TSpeechVoiceAttribute (see page 297)	This is record TSpeechVoiceAttribute.
		TSplashscreenOption (see page 297)	This is record TSplashscreenOption.
		TStartupDialogState (see page 297)	This is record TStartupDialogState.
		TTextureData (see page 298)	This is record TTextureData.
		TVAlign (see page 298)	This is record TVAlign.
		TVideoState (see page 298)	This is record TVideoState.

Types

PActorMessage (see page 299)	This is type PActorMessage.
PColor (see page 300)	This is type PColor.
PGameSettings (see page 300)	This is type PGameSettings.
PPhysicsBodyData (see page 300)	This is type PPhysicsBodyData.
PPointi (see page 300)	This is type PPointi.
PRange (see page 300)	This is type PRange.
PRectangle (see page 301)	This is type PRectangle.
PTextureData (see page 301)	This is type PTextureData.
PVector (see page 301)	This is type PVector.
TActorAttributeSet (see page 301)	This is type TActorAttributeSet.
TActorSceneEvent (see page 302)	This is type TActorSceneEvent.
TAsyncProc (see page 302)	This is type TAsyncProc.
TBaseInterfaceClass (see page 302)	This is type TBaseInterfaceClass.
TCmdConsoleActionEvent (see page 302)	This is type TCmdConsoleActionEvent.
TCustomGameClass (see page 302)	This is type TCustomGameClass.
TLuaFunction (see page 303)	This is type TLuaFunction.

TPhysicsBody (see page 303)	This is type TPhysicsBody.
TStringArray (see page 303)	This is type TStringArray.
TSysCharSet (see page 303)	This is type TSysCharSet.
TTextMenuAfterActivateMenuEvent (see page 304)	This is type TTextMenuAfterActivateMenuEvent.
TTextMenuAfterChooseItemEvent (see page 304)	This is type TTextMenuAfterChooseItemEvent.
TTextMenuAfterCloseSubMenuEvent (see page 304)	This is type TTextMenuAfterCloseSubMenuEvent.
TTextMenuAfterDrawMenuItemEvent (see page 304)	This is type TTextMenuAfterDrawMenuItemEvent.
TTextMenuAfterSelItemEvent (see page 304)	This is type TTextMenuAfterSelItemEvent.
TTextMenuAfterUpdateMenuItemEvent (see page 305)	This is type TTextMenuAfterUpdateMenuItemEvent.
TTextMenuDeactivateMenuEvent (see page 305)	This is type TTextMenuDeactivateMenuEvent.
TTextMenuDrawBackgroundEvent (see page 305)	This is type TTextMenuDrawBackgroundEvent.
TTextMenuDrawCursorEvent (see page 305)	This is type TTextMenuDrawCursorEvent.

Variables

| Topaz (see page 306) | This is variable Topaz. |

1.1 **Classes**

The following table lists classes in this documentation.

Classes

	TAIActor (see page 14)	This is class TAIActor.
	TAIEntityActor (see page 16)	This is class TAIEntityActor.
	TAIGame (see page 18)	This is class TAIGame.
	TAIState (see page 20)	This is class TAIState.
	TAIStateMachine (see page 23)	This is class TAIStateMachine.
	TActor (see page 31)	This is class TActor.
	TBaseInterface (see page 39)	This is class TBaseInterface.
	TBaseObject (see page 40)	This is class TBaseObject.
	TCustomGame (see page 41)	This is class TCustomGame.
	TEntityActor (see page 51)	This is class TEntityActor.
	TGame (see page 53)	This is class TGame.
	TTextMenu (see page 78)	This is class TTextMenu.

Records

	THighscore (see page 70)	This is class THighscore.
	TLuaValue (see page 72)	This is class TLuaValue.
	TRectangle (see page 76)	This is class TRectangle.
	TVector (see page 93)	This is class TVector.

1.1.1 **TAIActor**

Class Hierarchy
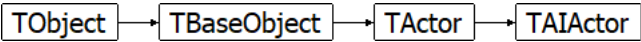
File: TopazGameLib.AI.pas (see page 412)

Delphi

```
TAIActor = class(TActor);
```

Description

This is class TAIActor.

1.1.1.1 **TAIActor Fields**

The fields of the TAIActor class are listed here.

Fields

🔹	FStateMachine (see page 14)	This is FStateMachine, a member of class TAIActor.

1.1.1.1.1 **TAIActor.FStateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FStateMachine: TAIStateMachine;
```

Description

This is FStateMachine, a member of class TAIActor.

1.1.1.2 **TAIActor Methods**

The methods of the TAIActor class are listed here.

Methods

⇒🔹Ⓥ	Create (see page 14)	This is Create, a member of class TAIActor.
⇒🔹Ⓥ	Destroy (see page 15)	This is Destroy, a member of class TAIActor.
⇒🔹Ⓥ	OnRender (see page 15)	This is OnRender, a member of class TAIActor.
⇒🔹Ⓥ	OnUpdate (see page 15)	This is OnUpdate, a member of class TAIActor.

1.1.1.2.1 **TAIActor.Create**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIActor.

1.1.1.2.2 **TAIActor.Destroy**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIActor.

1.1.1.2.3 **TAIActor.OnRender**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TAIActor.

1.1.1.2.4 **TAIActor.OnUpdate**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is OnUpdate, a member of class TAIActor.

1.1.1.3 **TAIActor Properties**

The properties of the TAIActor class are listed here.

Properties

	StateMachine (see page 15)	This is StateMachine, a member of class TAIActor.

1.1.1.3.1 **TAIActor.StateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIActor.

1.1.2 **TAIEntityActor**

Class Hierarchy
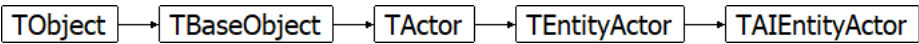
File: TopazGameLib.AI.pas (see page 412)

Delphi

```
TAIEntityActor = class(TEntityActor);
```

Description

This is class TAIEntityActor.

1.1.2.1 **TAIEntityActor Fields**

The fields of the TAIEntityActor class are listed here.

Fields

🔹	FStateMachine (see page 16)	This is FStateMachine, a member of class TAIEntityActor.

1.1.2.1.1 **TAIEntityActor.FStateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FStateMachine: TAIStateMachine;
```

Description

This is FStateMachine, a member of class TAIEntityActor.

1.1.2.2 **TAIEntityActor Methods**

The methods of the TAIEntityActor class are listed here.

Methods

⇒🔹🌃	Create (see page 16)	This is Create, a member of class TAIEntityActor.
⇒🔹🌃	Destroy (see page 17)	This is Destroy, a member of class TAIEntityActor.
⇒🔹🌃	OnRender (see page 17)	This is OnRender, a member of class TAIEntityActor.
⇒🔹🌃	OnUpdate (see page 17)	This is OnUpdate, a member of class TAIEntityActor.

1.1.2.2.1 **TAIEntityActor.Create**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIEntityActor.

1.1.2.2.2 **TAIEntityActor.Destroy**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIEntityActor.

1.1.2.2.3 **TAIEntityActor.OnRender**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TAIEntityActor.

1.1.2.2.4 **TAIEntityActor.OnUpdate**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is OnUpdate, a member of class TAIEntityActor.

1.1.2.3 **TAIEntityActor Properties**

The properties of the TAIEntityActor class are listed here.

Properties

🔖R	StateMachine (see page 17)	This is StateMachine, a member of class TAIEntityActor.

1.1.2.3.1 **TAIEntityActor.StateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIEntityActor.

1.1.3 **TAIGame**

Class Hierarchy
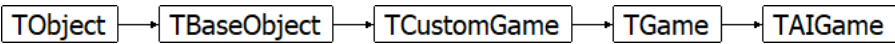
File: TopazGameLib.AI.pas (see page 412)

Delphi

```
TAIGame = class(TGame);
```

Description

This is class TAIGame.

1.1.3.1 **TAIGame Fields**

The fields of the TAIGame class are listed here.

Fields

🔹	FStateMachine (see page 18)	This is FStateMachine, a member of class TAIGame.

1.1.3.1.1 **TAIGame.FStateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FStateMachine: TAIStateMachine;
```

Description

This is FStateMachine, a member of class TAIGame.

1.1.3.2 **TAIGame Methods**

The methods of the TAIGame class are listed here.

Methods

⬦🍷	Create (see page 18)	This is Create, a member of class TAIGame.
⬦🍷	Destroy (see page 19)	This is Destroy, a member of class TAIGame.
⬦🍷	OnRender (see page 19)	This is OnRender, a member of class TAIGame.
⬦🍷	OnRenderHUD (see page 19)	This is OnRenderHUD, a member of class TAIGame.
⬦🍷	OnUpdate (see page 19)	This is OnUpdate, a member of class TAIGame.

1.1.3.2.1 **TAIGame.Create**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIGame.

1.1.3.2.2 **TAIGame.Destroy**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIGame.

1.1.3.2.3 **TAIGame.OnRender**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TAIGame.

1.1.3.2.4 **TAIGame.OnRenderHUD**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure OnRenderHUD; override;
```

Description

This is OnRenderHUD, a member of class TAIGame.

1.1.3.2.5 **TAIGame.OnUpdate**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is OnUpdate, a member of class TAIGame.

1.1.3.3 **TAIGame Properties**

The properties of the TAIGame class are listed here.

Properties

R	StateMachine (see page 19)	This is StateMachine, a member of class TAIGame.

1.1.3.3.1 **TAIGame.StateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIGame.

1.1.4 **TAIState**

Class Hierarchy
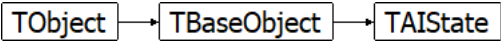
File: TopazGameLib.AI.pas (see page 412)

Delphi

```
TAIState = class(TBaseObject);
```

Description

This is class TAIState.

1.1.4.1 **TAIState Fields**

The fields of the TAIState class are listed here.

Fields

🔹	FChildren (see page 20)	This is FChildren, a member of class TAIState.
🔹	FOwner (see page 20)	This is FOwner, a member of class TAIState.
🔹	FStateMachine (see page 20)	This is FStateMachine, a member of class TAIState.

1.1.4.1.1 **TAIState.FChildren**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FChildren: IActorList;
```

Description

This is FChildren, a member of class TAIState.

1.1.4.1.2 **TAIState.FOwner**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FOwner: TObject;
```

Description

This is FOwner, a member of class TAIState.

1.1.4.1.3 **TAIState.FStateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FStateMachine: TAIStateMachine;
```

Description

This is FStateMachine, a member of class TAIState.

1.1.4.2 **TAIState Methods**

The methods of the TAIState class are listed here.

Methods

➡♦𝕎	Create (see page 21)	This is Create, a member of class TAIState.
➡♦𝕎	Destroy (see page 21)	This is Destroy, a member of class TAIState.
➡♦𝕎	OnEnter (see page 21)	This is OnEnter, a member of class TAIState.
➡♦𝕎	OnExit (see page 21)	This is OnExit, a member of class TAIState.
➡♦𝕎	OnRender (see page 22)	This is OnRender, a member of class TAIState.
➡♦𝕎	OnUpdate (see page 22)	This is OnUpdate, a member of class TAIState.

1.1.4.2.1 **TAIState.Create**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```delphi
constructor Create; override;
```

Description

This is Create, a member of class TAIState.

1.1.4.2.2 **TAIState.Destroy**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```delphi
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIState.

1.1.4.2.3 **TAIState.OnEnter**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```delphi
procedure OnEnter; virtual;
```

Description

This is OnEnter, a member of class TAIState.

1.1.4.2.4 **TAIState.OnExit**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```delphi
procedure OnExit; virtual;
```

Description

This is OnExit, a member of class TAIState.

1.1.4.2.5 **TAIState.OnRender**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TAIState.

1.1.4.2.6 **TAIState.OnUpdate**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is OnUpdate, a member of class TAIState.

1.1.4.3 **TAIState Properties**

The properties of the TAIState class are listed here.

Properties

📝®	Children (see page 22)	This is Children, a member of class TAIState.
📝	Owner (see page 22)	This is Owner, a member of class TAIState.
📝	StateMachine (see page 22)	This is StateMachine, a member of class TAIState.

1.1.4.3.1 **TAIState.Children**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property Children: IActorList;
```

Description

This is Children, a member of class TAIState.

1.1.4.3.2 **TAIState.Owner**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property Owner: TObject;
```

Description

This is Owner, a member of class TAIState.

1.1.4.3.3 **TAIState.StateMachine**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIState.

1.1.5 **TAIStateMachine**

Class Hierarchy
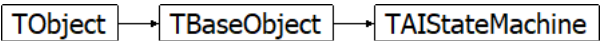
File: TopazGameLib.AI.pas (see page 412)

Delphi

```
TAIStateMachine = class(TBaseObject);
```

Description

This is class TAIStateMachine.

1.1.5.1 **TAIStateMachine Fields**

The fields of the TAIStateMachine class are listed here.

Fields

🔹	FCurrentState (see page 23)	This is FCurrentState, a member of class TAIStateMachine.
🔹	FGlobalState (see page 23)	This is FGlobalState, a member of class TAIStateMachine.
🔹	FOwner (see page 24)	This is FOwner, a member of class TAIStateMachine.
🔹	FPreviousState (see page 24)	This is FPreviousState, a member of class TAIStateMachine.
🔹	FStateIndex (see page 24)	This is FStateIndex, a member of class TAIStateMachine.
🔹	FStateList (see page 24)	This is FStateList, a member of class TAIStateMachine.

1.1.5.1.1 **TAIStateMachine.FCurrentState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FCurrentState: TAIState;
```

Description

This is FCurrentState, a member of class TAIStateMachine.

1.1.5.1.2 **TAIStateMachine.FGlobalState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FGlobalState: TAIState;
```

Description

This is FGlobalState, a member of class TAIStateMachine.

1.1.5.1.3 **TAIStateMachine.FOwner**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FOwner: TActor;
```

Description

This is FOwner, a member of class TAIStateMachine.

1.1.5.1.4 **TAIStateMachine.FPreviousState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FPreviousState: TAIState;
```

Description

This is FPreviousState, a member of class TAIStateMachine.

1.1.5.1.5 **TAIStateMachine.FStateIndex**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FStateIndex: Integer;
```

Description

This is FStateIndex, a member of class TAIStateMachine.

1.1.5.1.6 **TAIStateMachine.FStateList**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
FStateList: System.Contnrs.TObjectList;
```

Description

This is FStateList, a member of class TAIStateMachine.

1.1.5.2 **TAIStateMachine Methods**

The methods of the TAIStateMachine class are listed here.

Methods

	AddState (see page 25)	This is AddState, a member of class TAIStateMachine.
	ChangeState (see page 25)	This is ChangeState, a member of class TAIStateMachine.
	ChangeStateObj (see page 25)	This is ChangeStateObj, a member of class TAIStateMachine.
	ClearStates (see page 26)	This is ClearStates, a member of class TAIStateMachine.
	Create (see page 26)	This is Create, a member of class TAIStateMachine.
	Destroy (see page 26)	This is Destroy, a member of class TAIStateMachine.
	GetCurrentState (see page 26)	This is GetCurrentState, a member of class TAIStateMachine.
	GetGlobalState (see page 26)	This is GetGlobalState, a member of class TAIStateMachine.

	GetPreviousState (see page 26)	This is GetPreviousState, a member of class TAIStateMachine.
	GetStateCount (see page 27)	This is GetStateCount, a member of class TAIStateMachine.
	GetStateIndex (see page 27)	This is GetStateIndex, a member of class TAIStateMachine.
	GetStates (see page 27)	This is GetStates, a member of class TAIStateMachine.
	NextState (see page 27)	This is NextState, a member of class TAIStateMachine.
	PrevState (see page 27)	This is PrevState, a member of class TAIStateMachine.
	RemoveState (see page 28)	This is RemoveState, a member of class TAIStateMachine.
	RemoveStateObj (see page 28)	This is RemoveStateObj, a member of class TAIStateMachine.
	Render (see page 28)	This is Render, a member of class TAIStateMachine.
	RevertToPreviousState (see page 28)	This is RevertToPreviousState, a member of class TAIStateMachine.
	SetCurrentState (see page 28)	This is SetCurrentState, a member of class TAIStateMachine.
	SetCurrentStateObj (see page 29)	This is SetCurrentStateObj, a member of class TAIStateMachine.
	SetGlobalState (see page 29)	This is SetGlobalState, a member of class TAIStateMachine.
	SetGlobalStateObj (see page 29)	This is SetGlobalStateObj, a member of class TAIStateMachine.
	SetPreviousState (see page 29)	This is SetPreviousState, a member of class TAIStateMachine.
	SetPreviousStateObj (see page 29)	This is SetPreviousStateObj, a member of class TAIStateMachine.
	Update (see page 30)	This is Update, a member of class TAIStateMachine.

1.1.5.2.1 **TAIStateMachine.AddState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function AddState(
    aState: TAIState
): Integer;
```

Description

This is AddState, a member of class TAIStateMachine.

1.1.5.2.2 **TAIStateMachine.ChangeState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is ChangeState, a member of class TAIStateMachine.

1.1.5.2.3 **TAIStateMachine.ChangeStateObj**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure ChangeStateObj(
    aValue: TAIState
);
```

Description

This is ChangeStateObj, a member of class TAIStateMachine.

1.1.5.2.4 **TAIStateMachine.ClearStates**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure ClearStates;
```

Description

This is ClearStates, a member of class TAIStateMachine.

1.1.5.2.5 **TAIStateMachine.Create**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIStateMachine.

1.1.5.2.6 **TAIStateMachine.Destroy**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIStateMachine.

1.1.5.2.7 **TAIStateMachine.GetCurrentState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function GetCurrentState: Integer;
```

Description

This is GetCurrentState, a member of class TAIStateMachine.

1.1.5.2.8 **TAIStateMachine.GetGlobalState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function GetGlobalState: Integer;
```

Description

This is GetGlobalState, a member of class TAIStateMachine.

1.1.5.2.9 **TAIStateMachine.GetPreviousState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function GetPreviousState: Integer;
```

Description

This is GetPreviousState, a member of class TAIStateMachine.

1.1.5.2.10 **TAIStateMachine.GetStateCount**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function GetStateCount: Integer;
```

Description

This is GetStateCount, a member of class TAIStateMachine.

1.1.5.2.11 **TAIStateMachine.GetStateIndex**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function GetStateIndex: Integer;
```

Description

This is GetStateIndex, a member of class TAIStateMachine.

1.1.5.2.12 **TAIStateMachine.GetStates**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function GetStates(
    aIndex: Integer
): TAIState;
```

Description

This is GetStates, a member of class TAIStateMachine.

1.1.5.2.13 **TAIStateMachine.NextState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function NextState(
    aWrap: Boolean
): Integer;
```

Description

This is NextState, a member of class TAIStateMachine.

1.1.5.2.14 **TAIStateMachine.PrevState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
function PrevState(
```

```
    aWrap: Boolean
): Integer;
```

Description

This is PrevState, a member of class TAIStateMachine.

1.1.5.2.15 **TAIStateMachine.RemoveState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is RemoveState, a member of class TAIStateMachine.

1.1.5.2.16 **TAIStateMachine.RemoveStateObj**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure RemoveStateObj(
    aState: TAIState
);
```

Description

This is RemoveStateObj, a member of class TAIStateMachine.

1.1.5.2.17 **TAIStateMachine.Render**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class TAIStateMachine.

1.1.5.2.18 **TAIStateMachine.RevertToPreviousState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure RevertToPreviousState;
```

Description

This is RevertToPreviousState, a member of class TAIStateMachine.

1.1.5.2.19 **TAIStateMachine.SetCurrentState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is SetCurrentState, a member of class TAIStateMachine.

1.1.5.2.20 **TAIStateMachine.SetCurrentStateObj**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure SetCurrentStateObj(
    aValue: TAIState
);
```

Description

This is SetCurrentStateObj, a member of class TAIStateMachine.

1.1.5.2.21 **TAIStateMachine.SetGlobalState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is SetGlobalState, a member of class TAIStateMachine.

1.1.5.2.22 **TAIStateMachine.SetGlobalStateObj**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure SetGlobalStateObj(
    aValue: TAIState
);
```

Description

This is SetGlobalStateObj, a member of class TAIStateMachine.

1.1.5.2.23 **TAIStateMachine.SetPreviousState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is SetPreviousState, a member of class TAIStateMachine.

1.1.5.2.24 **TAIStateMachine.SetPreviousStateObj**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
procedure SetPreviousStateObj(
```

```
    aValue: TAIState
);
```

Description

This is SetPreviousStateObj, a member of class TAIStateMachine.

1.1.5.2.25 **TAIStateMachine.Update**

File: TopazGameLib.AI.pas (see page 412)

Delphi

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

Description

This is Update, a member of class TAIStateMachine.

1.1.5.3 **TAIStateMachine Properties**

The properties of the TAIStateMachine class are listed here.

Properties

📑	CurrentState (see page 30)	This is CurrentState, a member of class TAIStateMachine.
📑	GlobalState (see page 30)	This is GlobalState, a member of class TAIStateMachine.
📑	Owner (see page 30)	This is Owner, a member of class TAIStateMachine.
📑	PreviousState (see page 31)	This is PreviousState, a member of class TAIStateMachine.
📑ℝ	StateCount (see page 31)	This is StateCount, a member of class TAIStateMachine.
📑ℝ	StateIndex (see page 31)	This is StateIndex, a member of class TAIStateMachine.
📑ℝ	States (see page 31)	This is States, a member of class TAIStateMachine.

1.1.5.3.1 **TAIStateMachine.CurrentState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property CurrentState: Integer;
```

Description

This is CurrentState, a member of class TAIStateMachine.

1.1.5.3.2 **TAIStateMachine.GlobalState**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property GlobalState: Integer;
```

Description

This is GlobalState, a member of class TAIStateMachine.

1.1.5.3.3 **TAIStateMachine.Owner**

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property Owner: TActor;
```

Description

This is Owner, a member of class TAIStateMachine.

1.1.5.3.4 TAIStateMachine.PreviousState

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property PreviousState: Integer;
```

Description

This is PreviousState, a member of class TAIStateMachine.

1.1.5.3.5 TAIStateMachine.StateCount

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property StateCount: Integer;
```

Description

This is StateCount, a member of class TAIStateMachine.

1.1.5.3.6 TAIStateMachine.StateIndex

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property StateIndex: Integer;
```

Description

This is StateIndex, a member of class TAIStateMachine.

1.1.5.3.7 TAIStateMachine.States

File: TopazGameLib.AI.pas (see page 412)

Delphi

```
property States [aIndex: Integer]: TAIState;
```

Description

This is States, a member of class TAIStateMachine.

1.1.6 TActor

Class Hierarchy

TObject → TBaseObject → TActor
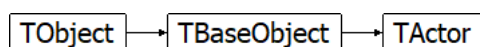
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class TActor.

1.1.6.1 **TActor Fields**

The fields of the TActor class are listed here.

Fields

🔹	FActorList (see page 32)	This is FActorList, a member of class TActor.
🔹	FAttributes (see page 32)	This is FAttributes, a member of class TActor.
🔹	FCanCollide (see page 32)	This is FCanCollide, a member of class TActor.
🔹	FChildren (see page 32)	This is FChildren, a member of class TActor.
🔹	FNext (see page 33)	This is FNext, a member of class TActor.
🔹	FOwner (see page 33)	This is FOwner, a member of class TActor.
🔹	FPrev (see page 33)	This is FPrev, a member of class TActor.
🔹	FTerminated (see page 33)	This is FTerminated, a member of class TActor.

1.1.6.1.1 **TActor.FActorList**

File: TopazGameLib.pas (see page 413)

Delphi

```
FActorList: IActorList;
```

Description

This is FActorList, a member of class TActor.

1.1.6.1.2 **TActor.FAttributes**

File: TopazGameLib.pas (see page 413)

Delphi

```
FAttributes: TActorAttributeSet;
```

Description

This is FAttributes, a member of class TActor.

1.1.6.1.3 **TActor.FCanCollide**

File: TopazGameLib.pas (see page 413)

Delphi

```
FCanCollide: Boolean;
```

Description

This is FCanCollide, a member of class TActor.

1.1.6.1.4 **TActor.FChildren**

File: TopazGameLib.pas (see page 413)

Delphi

```
FChildren: IActorList;
```

Description

This is FChildren, a member of class TActor.

1.1.6.1.5 **TActor.FNext**

File: TopazGameLib.pas (see page 413)

Delphi

```
FNext: TActor;
```

Description

This is FNext, a member of class TActor.

1.1.6.1.6 **TActor.FOwner**

File: TopazGameLib.pas (see page 413)

Delphi

```
FOwner: IActorList;
```

Description

This is FOwner, a member of class TActor.

1.1.6.1.7 **TActor.FPrev**

File: TopazGameLib.pas (see page 413)

Delphi

```
FPrev: TActor;
```

Description

This is FPrev, a member of class TActor.

1.1.6.1.8 **TActor.FTerminated**

File: TopazGameLib.pas (see page 413)

Delphi

```
FTerminated: Boolean;
```

Description

This is FTerminated, a member of class TActor.

1.1.6.2 **TActor Methods**

The methods of the TActor class are listed here.

Methods

	AttributesAreSet (see page 34)	This is AttributesAreSet, a member of class TActor.
	Collide (see page 34)	This is Collide, a member of class TActor.
	Create (see page 34)	This is Create, a member of class TActor.

⇨◆𝕍	Destroy (see page 34)	This is Destroy, a member of class TActor.
⇨◆₂𝕍	GetAttribute (see page 35)	This is GetAttribute, a member of class TActor.
⇨◆₂𝕍	GetAttributes (see page 35)	This is GetAttributes, a member of class TActor.
⇨◆𝕍	OnCollide (see page 35)	This is OnCollide, a member of class TActor.
⇨◆𝕍	OnMessage (see page 35)	This is OnMessage, a member of class TActor.
⇨◆𝕍	OnRender (see page 35)	This is OnRender, a member of class TActor.
⇨◆𝕍	OnUpdate (see page 36)	This is OnUpdate, a member of class TActor.
⇨◆𝕍	OnVisit (see page 36)	This is OnVisit, a member of class TActor.
⇨◆𝕍	Overlap (see page 36)	This is Overlap, a member of class TActor.
⇨◆𝕍	Overlap (see page 36)	This is Overlap, a member of class TActor.
⇨◆₂𝕍	SetAttribute (see page 37)	This is SetAttribute, a member of class TActor.
⇨◆₂𝕍	SetAttributes (see page 37)	This is SetAttributes, a member of class TActor.

1.1.6.2.1 **TActor.AttributesAreSet**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is AttributesAreSet, a member of class TActor.

1.1.6.2.2 **TActor.Collide**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Collide, a member of class TActor.

1.1.6.2.3 **TActor.Create**

File: TopazGameLib.pas (see page 413)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TActor.

1.1.6.2.4 **TActor.Destroy**

File: TopazGameLib.pas (see page 413)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TActor.

1.1.6.2.5 **TActor.GetAttribute**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetAttribute, a member of class TActor.

1.1.6.2.6 **TActor.GetAttributes**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetAttributes, a member of class TActor.

1.1.6.2.7 **TActor.OnCollide**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnCollide, a member of class TActor.

1.1.6.2.8 **TActor.OnMessage**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnMessage, a member of class TActor.

1.1.6.2.9 **TActor.OnRender**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TActor.

1.1.6.2.10 **TActor.OnUpdate**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnUpdate, a member of class TActor.

1.1.6.2.11 **TActor.OnVisit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnVisit, a member of class TActor.

1.1.6.2.12 **TActor.Overlap**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Overlap, a member of class TActor.

1.1.6.2.13 **TActor.Overlap**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Overlap, a member of class TActor.

1.1.6.2.14 **TActor.SetAttribute**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetAttribute, a member of class TActor.

1.1.6.2.15 **TActor.SetAttributes**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetAttributes, a member of class TActor.

1.1.6.3 **TActor Properties**

The properties of the TActor class are listed here.

Properties

	ActorList (see page 37)	This is ActorList, a member of class TActor.
	Attribute (see page 37)	This is Attribute, a member of class TActor.
	Attributes (see page 38)	This is Attributes, a member of class TActor.
	CanCollide (see page 38)	This is CanCollide, a member of class TActor.
	Children (see page 38)	This is Children, a member of class TActor.
	Next (see page 38)	This is Next, a member of class TActor.
	Owner (see page 38)	This is Owner, a member of class TActor.
	Prev (see page 39)	This is Prev, a member of class TActor.
	Terminated (see page 39)	This is Terminated, a member of class TActor.

1.1.6.3.1 **TActor.ActorList**

File: TopazGameLib.pas (see page 413)

Delphi

```
property ActorList: IActorList;
```

Description

This is ActorList, a member of class TActor.

1.1.6.3.2 **TActor.Attribute**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Attribute, a member of class TActor.

1.1.6.3.3 TActor.Attributes

File: TopazGameLib.pas (see page 413)

Delphi

```
property Attributes: TActorAttributeSet;
```

Description

This is Attributes, a member of class TActor.

1.1.6.3.4 TActor.CanCollide

File: TopazGameLib.pas (see page 413)

Delphi

```
property CanCollide: Boolean;
```

Description

This is CanCollide, a member of class TActor.

1.1.6.3.5 TActor.Children

File: TopazGameLib.pas (see page 413)

Delphi

```
property Children: IActorList;
```

Description

This is Children, a member of class TActor.

1.1.6.3.6 TActor.Next

File: TopazGameLib.pas (see page 413)

Delphi

```
property Next: TActor;
```

Description

This is Next, a member of class TActor.

1.1.6.3.7 TActor.Owner

File: TopazGameLib.pas (see page 413)

Delphi

```
property Owner: IActorList;
```

Description

This is Owner, a member of class TActor.

1.1.6.3.8 TActor.Prev

File: TopazGameLib.pas (see page 413)

Delphi

```
property Prev: TActor;
```

Description

This is Prev, a member of class TActor.

1.1.6.3.9 TActor.Terminated

File: TopazGameLib.pas (see page 413)

Delphi

```
property Terminated: Boolean;
```

Description

This is Terminated, a member of class TActor.

1.1.7 TBaseInterface

Class Hierarchy
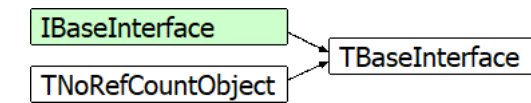
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class TBaseInterface.

1.1.7.1 TBaseInterface Methods

The methods of the TBaseInterface class are listed here.

Methods

	Create (see page 39)	This is Create, a member of class TBaseInterface.
	Destroy (see page 40)	This is Destroy, a member of class TBaseInterface.

1.1.7.1.1 TBaseInterface.Create

File: TopazGameLib.pas (see page 413)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseInterface.

1.1.7.1.2 TBaseInterface.Destroy

File: TopazGameLib.pas (see page 413)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseInterface.

1.1.8 TBaseObject

Class Hierarchy
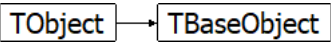
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class TBaseObject.

1.1.8.1 TBaseObject Methods

The methods of the TBaseObject class are listed here.

Methods

⇒◆Ⅴ	Create (see page 40)	This is Create, a member of class TBaseObject.
⇒◆Ⅴ	Destroy (see page 40)	This is Destroy, a member of class TBaseObject.

1.1.8.1.1 TBaseObject.Create

File: TopazGameLib.pas (see page 413)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

1.1.8.1.2 TBaseObject.Destroy

File: TopazGameLib.pas (see page 413)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseObject.

1.1.9 **TCustomGame**

Class Hierarchy

| TObject | → | TBaseObject | → | TCustomGame |
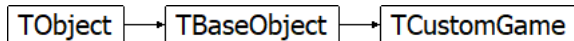
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class TCustomGame.

1.1.9.1 **TCustomGame Methods**

The methods of the TCustomGame class are listed here.

Methods

Create (see page 42)	This is Create, a member of class TCustomGame.
Destroy (see page 42)	This is Destroy, a member of class TCustomGame.
GetGameClass (see page 42)	This is GetGameClass, a member of class TCustomGame.
GetSettings (see page 42)	This is GetSettings, a member of class TCustomGame.
GetTerminated (see page 43)	This is GetTerminated, a member of class TCustomGame.
OnAfterRenderScene (see page 43)	This is OnAfterRenderScene, a member of class TCustomGame.
OnBeforeRenderScene (see page 43)	This is OnBeforeRenderScene, a member of class TCustomGame.
OnBuildArchiveProgress (see page 43)	This is OnBuildArchiveProgress, a member of class TCustomGame.
OnClearWindow (see page 43)	This is OnClearWindow, a member of class TCustomGame.
OnCmdConsoleState (see page 44)	This is OnCmdConsoleState, a member of class TCustomGame.
OnDisposeActor (see page 44)	This is OnDisposeActor, a member of class TCustomGame.
OnDone (see page 44)	This is OnDone, a member of class TCustomGame.
OnFixedUpdate (see page 44)	This is OnFixedUpdate, a member of class TCustomGame.
OnGetSettings (see page 44)	This is OnGetSettings, a member of class TCustomGame.
OnHighscoreAction (see page 45)	This is OnHighscoreAction, a member of class TCustomGame.
OnInAppPurchase (see page 45)	This is OnInAppPurchase, a member of class TCustomGame.
OnInit (see page 45)	This is OnInit, a member of class TCustomGame.
OnLuaState (see page 45)	This is OnLuaState, a member of class TCustomGame.
OnPathEditorAction (see page 45)	This is OnPathEditorAction, a member of class TCustomGame.
OnPathEditorTest (see page 46)	This is OnPathEditorTest, a member of class TCustomGame.
OnPhysicsDrawBodyShapes (see page 46)	This is OnPhysicsDrawBodyShapes, a member of class TCustomGame.
OnPhysicsUpdateBody (see page 46)	This is OnPhysicsUpdateBody, a member of class TCustomGame.
OnPlayMusic (see page 46)	This is OnPlayMusic, a member of class TCustomGame.
OnPostShowWindow (see page 47)	This is OnPostShowWindow, a member of class TCustomGame.
OnPreShowWindow (see page 47)	This is OnPreShowWindow, a member of class TCustomGame.
OnProcessIMGUI (see page 47)	This is OnProcessIMGUI, a member of class TCustomGame.

		OnReady (see page 47)	This is OnReady, a member of class TCustomGame.
		OnRender (see page 47)	This is OnRender, a member of class TCustomGame.
		OnRenderHUD (see page 48)	This is OnRenderHUD, a member of class TCustomGame.
		OnRun (see page 48)	This is OnRun, a member of class TCustomGame.
		OnScreenshot (see page 48)	This is OnScreenshot, a member of class TCustomGame.
		OnSendMail (see page 48)	This is OnSendMail, a member of class TCustomGame.
		OnSetupStartupDialog (see page 48)	This is OnSetupStartupDialog, a member of class TCustomGame.
		OnShowWindow (see page 49)	This is OnShowWindow, a member of class TCustomGame.
		OnShutdown (see page 49)	This is OnShutdown, a member of class TCustomGame.
		OnSocialPost (see page 49)	This is OnSocialPost, a member of class TCustomGame.
		OnSpeechWord (see page 49)	This is OnSpeechWord, a member of class TCustomGame.
		OnStartup (see page 49)	This is OnStartup, a member of class TCustomGame.
		OnStartupDialogMore (see page 50)	This is OnStartupDialogMore, a member of class TCustomGame.
		OnStartupDialogRun (see page 50)	This is OnStartupDialogRun, a member of class TCustomGame.
		OnUpdate (see page 50)	This is OnUpdate, a member of class TCustomGame.
		OnVideoState (see page 50)	This is OnVideoState, a member of class TCustomGame.
		SetTerminated (see page 50)	This is SetTerminated, a member of class TCustomGame.

1.1.9.1.1 TCustomGame.Create

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
constructor Create; override;
```

Description

This is Create, a member of class TCustomGame.

1.1.9.1.2 TCustomGame.Destroy

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
destructor Destroy; override;
```

Description

This is Destroy, a member of class TCustomGame.

1.1.9.1.3 TCustomGame.GetGameClass

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetGameClass, a member of class TCustomGame.

1.1.9.1.4 TCustomGame.GetSettings

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetSettings, a member of class TCustomGame.

1.1.9.1.5 TCustomGame.GetTerminated

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetTerminated, a member of class TCustomGame.

1.1.9.1.6 TCustomGame.OnAfterRenderScene

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnAfterRenderScene, a member of class TCustomGame.

1.1.9.1.7 TCustomGame.OnBeforeRenderScene

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnBeforeRenderScene, a member of class TCustomGame.

1.1.9.1.8 TCustomGame.OnBuildArchiveProgress

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnBuildArchiveProgress, a member of class TCustomGame.

1.1.9.1.9 TCustomGame.OnClearWindow

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnClearWindow; virtual;
```

Description

This is OnClearWindow, a member of class TCustomGame.

1.1.9.1.10 **TCustomGame.OnCmdConsoleState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnCmdConsoleState, a member of class TCustomGame.

1.1.9.1.11 **TCustomGame.OnDisposeActor**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnDisposeActor, a member of class TCustomGame.

1.1.9.1.12 **TCustomGame.OnDone**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnDone; virtual;
```

Description

This is OnDone, a member of class TCustomGame.

1.1.9.1.13 **TCustomGame.OnFixedUpdate**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnFixedUpdate; virtual;
```

Description

This is OnFixedUpdate, a member of class TCustomGame.

1.1.9.1.14 **TCustomGame.OnGetSettings**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnGetSettings(
```

```delphi
    var aSettings: TGameSettings
); virtual;
```

Description

This is OnGetSettings, a member of class TCustomGame.

1.1.9.1.15 **TCustomGame.OnHighscoreAction**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnHighscoreAction, a member of class TCustomGame.

1.1.9.1.16 **TCustomGame.OnInAppPurchase**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnInAppPurchase, a member of class TCustomGame.

1.1.9.1.17 **TCustomGame.OnInit**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnInit; virtual;
```

Description

This is OnInit, a member of class TCustomGame.

1.1.9.1.18 **TCustomGame.OnLuaState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnLuaState, a member of class TCustomGame.

1.1.9.1.19 **TCustomGame.OnPathEditorAction**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPathEditorAction(
    aAction: TPathEditorAction
); virtual;
```

Description

This is OnPathEditorAction, a member of class TCustomGame.

1.1.9.1.20 TCustomGame.OnPathEditorTest

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPathEditorTest(
    aPathIndex: Integer;
    aLookAHead: Integer;
    aSpeed: Single;
    aWindowPos: TPointi;
    aWindowSize: TPointi
); virtual;
```

Description

This is OnPathEditorTest, a member of class TCustomGame.

1.1.9.1.21 TCustomGame.OnPhysicsDrawBodyShapes

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPhysicsDrawBodyShapes(
    aBody: TPhysicsBody
); virtual;
```

Description

This is OnPhysicsDrawBodyShapes, a member of class TCustomGame.

1.1.9.1.22 TCustomGame.OnPhysicsUpdateBody

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPhysicsUpdateBody(
    aBody: TPhysicsBody
); virtual;
```

Description

This is OnPhysicsUpdateBody, a member of class TCustomGame.

1.1.9.1.23 TCustomGame.OnPlayMusic

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPlayMusic(
    aMusic: Integer;
    aVolume: Single;
    aLoop: Boolean;
    const aFilename: WideString
); virtual;
```

Description

This is OnPlayMusic, a member of class TCustomGame.

1.1.9.1.24 **TCustomGame.OnPostShowWindow**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPostShowWindow; virtual;
```

Description

This is OnPostShowWindow, a member of class TCustomGame.

1.1.9.1.25 **TCustomGame.OnPreShowWindow**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPreShowWindow; virtual;
```

Description

This is OnPreShowWindow, a member of class TCustomGame.

1.1.9.1.26 **TCustomGame.OnProcessIMGUI**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnProcessIMGUI; virtual;
```

Description

This is OnProcessIMGUI, a member of class TCustomGame.

1.1.9.1.27 **TCustomGame.OnReady**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnReady, a member of class TCustomGame.

1.1.9.1.28 **TCustomGame.OnRender**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TCustomGame.

1.1.9.1.29 **TCustomGame.OnRenderHUD**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnRenderHUD; virtual;
```

Description

This is OnRenderHUD, a member of class TCustomGame.

1.1.9.1.30 **TCustomGame.OnRun**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnRun; virtual;
```

Description

This is OnRun, a member of class TCustomGame.

1.1.9.1.31 **TCustomGame.OnScreenshot**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnScreenshot, a member of class TCustomGame.

1.1.9.1.32 **TCustomGame.OnSendMail**

File: TopazGameLib.pas (see page 413)

Delphi

```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.

1.1.9.1.33 **TCustomGame.OnSetupStartupDialog**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnSetupStartupDialog; virtual;
```

Description

This is OnSetupStartupDialog, a member of class TCustomGame.

1.1.9.1.34 **TCustomGame.OnShowWindow**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnShowWindow; virtual;
```

Description

This is OnShowWindow, a member of class TCustomGame.

1.1.9.1.35 **TCustomGame.OnShutdown**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnShutdown; virtual;
```

Description

This is OnShutdown, a member of class TCustomGame.

1.1.9.1.36 **TCustomGame.OnSocialPost**

File: TopazGameLib.pas (see page 413)

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.

1.1.9.1.37 **TCustomGame.OnSpeechWord**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnSpeechWord, a member of class TCustomGame.

1.1.9.1.38 **TCustomGame.OnStartup**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnStartup; virtual;
```

Description

This is OnStartup, a member of class TCustomGame.

1.1.9.1.39 **TCustomGame.OnStartupDialogMore**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnStartupDialogMore; virtual;
```

Description

This is OnStartupDialogMore, a member of class TCustomGame.

1.1.9.1.40 **TCustomGame.OnStartupDialogRun**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnStartupDialogRun, a member of class TCustomGame.

1.1.9.1.41 **TCustomGame.OnUpdate**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnUpdate, a member of class TCustomGame.

1.1.9.1.42 **TCustomGame.OnVideoState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnVideoState, a member of class TCustomGame.

1.1.9.1.43 **TCustomGame.SetTerminated**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetTerminated, a member of class TCustomGame.

1.1.10 **TEntityActor**

Class Hierarchy

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class TEntityActor.

1.1.10.1 **TEntityActor Fields**

The fields of the TEntityActor class are listed here.

Fields

	FEntity (see page 51)	This is FEntity, a member of class TEntityActor.

1.1.10.1.1 **TEntityActor.FEntity**

File: TopazGameLib.pas (see page 413)

Delphi

```
FEntity: IEntity;
```

Description

This is FEntity, a member of class TEntityActor.

1.1.10.2 **TEntityActor Methods**

The methods of the TEntityActor class are listed here.

Methods

	Collide (see page 51)	This is Collide, a member of class TEntityActor.
	Create (see page 52)	This is Create, a member of class TEntityActor.
	Destroy (see page 52)	This is Destroy, a member of class TEntityActor.
	Init (see page 52)	This is Init, a member of class TEntityActor.
	OnRender (see page 52)	This is OnRender, a member of class TEntityActor.
	Overlap (see page 52)	This is Overlap, a member of class TEntityActor.
	Overlap (see page 53)	This is Overlap, a member of class TEntityActor.

1.1.10.2.1 **TEntityActor.Collide**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Collide(
    aActor: TActor;
```

```
    var aHitPos: TVector
): Boolean; override;
```

Description

This is Collide, a member of class TEntityActor.

1.1.10.2.2 **TEntityActor.Create**

File: TopazGameLib.pas (see page 413)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TEntityActor.

1.1.10.2.3 **TEntityActor.Destroy**

File: TopazGameLib.pas (see page 413)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TEntityActor.

1.1.10.2.4 **TEntityActor.Init**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Init, a member of class TEntityActor.

1.1.10.2.5 **TEntityActor.OnRender**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TEntityActor.

1.1.10.2.6 **TEntityActor.Overlap**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Overlap(
    aX: Single;
    aY: Single;
    aRadius: Single;
```

```
    aShrinkFactor: Single
): Boolean; override;
```

Description

This is Overlap, a member of class TEntityActor.

1.1.10.2.7 **TEntityActor.Overlap**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Overlap, a member of class TEntityActor.

1.1.10.3 **TEntityActor Properties**

The properties of the TEntityActor class are listed here.

Properties

| 🔒ℝ | Entity (see page 53) | This is Entity, a member of class TEntityActor. |

1.1.10.3.1 **TEntityActor.Entity**

File: TopazGameLib.pas (see page 413)

Delphi

```
property Entity: IEntity;
```
Description

This is Entity, a member of class TEntityActor.

1.1.11 **TGame**

Class Hierarchy

File: TopazGameLib.pas (see page 413)

Delphi

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

This is class TGame.

1.1.11.1 **TGame Records**

The records of the TGame class are listed here.

Records

🔶	THud (see page 54)	This is record TGame.THud.

1.1.11.1.1 **TGame.THud**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TGame.THud.

1.1.11.2 **TGame Fields**

The fields of the TGame class are listed here.

Fields

🔹	FArchive (see page 54)	This is FArchive, a member of class TGame.
🔹	FConfigFile (see page 54)	This is FConfigFile, a member of class TGame.
🔹	FFont (see page 55)	This is FFont, a member of class TGame.
🔹	FHud (see page 55)	This is FHud, a member of class TGame.
🔹	FInputMap (see page 55)	This is FInputMap, a member of class TGame.
🔹	FMouseDelta (see page 55)	This is FMouseDelta, a member of class TGame.
🔹	FMousePos (see page 55)	This is FMousePos, a member of class TGame.
🔹	FMousePressure (see page 56)	This is FMousePressure, a member of class TGame.
🔹	FScene (see page 56)	This is FScene, a member of class TGame.
🔹	FSettings (see page 56)	This is FSettings, a member of class TGame.
🔹	FSprite (see page 56)	This is FSprite, a member of class TGame.
🔹	FStartupDialog (see page 56)	This is FStartupDialog, a member of class TGame.
🔹	FTerminated (see page 56)	This is FTerminated, a member of class TGame.

1.1.11.2.1 **TGame.FArchive**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
FArchive: IArchive;
```

Description

This is FArchive, a member of class TGame.

1.1.11.2.2 **TGame.FConfigFile**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
FConfigFile: IConfigFile;
```

Description

This is FConfigFile, a member of class TGame.

1.1.11.2.3 **TGame.FFont**

File: TopazGameLib.pas (see page 413)

Delphi

```
FFont: IFont;
```

Description

This is FFont, a member of class TGame.

1.1.11.2.4 **TGame.FHud**

File: TopazGameLib.pas (see page 413)

Delphi

```
FHud: THud;
```

Description

This is FHud, a member of class TGame.

1.1.11.2.5 **TGame.FInputMap**

File: TopazGameLib.pas (see page 413)

Delphi

```
FInputMap: IInputMap;
```

Description

This is FInputMap, a member of class TGame.

1.1.11.2.6 **TGame.FMouseDelta**

File: TopazGameLib.pas (see page 413)

Delphi

```
FMouseDelta: TVector;
```

Description

This is FMouseDelta, a member of class TGame.

1.1.11.2.7 **TGame.FMousePos**

File: TopazGameLib.pas (see page 413)

Delphi

```
FMousePos: TVector;
```

Description

This is FMousePos, a member of class TGame.

1.1.11.2.8 **TGame.FMousePressure**

File: TopazGameLib.pas (see page 413)

Delphi

```
FMousePressure: Single;
```

Description

This is FMousePressure, a member of class TGame.

1.1.11.2.9 **TGame.FScene**

File: TopazGameLib.pas (see page 413)

Delphi

```
FScene: IActorScene;
```

Description

This is FScene, a member of class TGame.

1.1.11.2.10 **TGame.FSettings**

File: TopazGameLib.pas (see page 413)

Delphi

```
FSettings: TGameSettings;
```

Description

This is FSettings, a member of class TGame.

1.1.11.2.11 **TGame.FSprite**

File: TopazGameLib.pas (see page 413)

Delphi

```
FSprite: ISprite;
```

Description

This is FSprite, a member of class TGame.

1.1.11.2.12 **TGame.FStartupDialog**

File: TopazGameLib.pas (see page 413)

Delphi

```
FStartupDialog: IStartupDialog;
```

Description

This is FStartupDialog, a member of class TGame.

1.1.11.2.13 **TGame.FTerminated**

File: TopazGameLib.pas (see page 413)

Delphi

```
FTerminated: Boolean;
```

Description

This is FTerminated, a member of class TGame.

1.1.11.3 **TGame Methods**

The methods of the TGame class are listed here.

Methods

⇒◆	Archive (see page 58)	This is Archive, a member of class TGame.
⇒◆	ConfigFile (see page 58)	This is ConfigFile, a member of class TGame.
⇒◆Ⅵ	Create (see page 58)	This is Create, a member of class TGame.
⇒◆Ⅵ	Destroy (see page 59)	This is Destroy, a member of class TGame.
⇒◆	Font (see page 59)	This is Font, a member of class TGame.
⇒◆Ⅵ	GetGameClass (see page 59)	This is GetGameClass, a member of class TGame.
⇒◆	GetMouseDelta (see page 59)	This is GetMouseDelta, a member of class TGame.
⇒◆	GetMousePos (see page 59)	This is GetMousePos, a member of class TGame.
⇒◆	GetMousePressure (see page 60)	This is GetMousePressure, a member of class TGame.
⇒◆Ⅵ	GetSettings (see page 60)	This is GetSettings, a member of class TGame.
⇒◆Ⅵ	GetTerminated (see page 60)	This is GetTerminated, a member of class TGame.
⇒◆	HudText (see page 60)	This is HudText, a member of class TGame.
⇒◆	HudTextItem (see page 60)	This is HudTextItem, a member of class TGame.
⇒◆	InputMap (see page 61)	This is InputMap, a member of class TGame.
⇒◆Ⅵ	OnAfterRenderScene (see page 61)	This is OnAfterRenderScene, a member of class TGame.
⇒◆Ⅵ	OnBeforeRenderScene (see page 61)	This is OnBeforeRenderScene, a member of class TGame.
⇒◆Ⅵ	OnBuildArchiveProgress (see page 61)	This is OnBuildArchiveProgress, a member of class TGame.
⇒◆Ⅵ	OnClearWindow (see page 61)	This is OnClearWindow, a member of class TGame.
⇒◆Ⅵ	OnCmdConsoleState (see page 62)	This is OnCmdConsoleState, a member of class TGame.
⇒◆Ⅵ	OnDisposeActor (see page 62)	This is OnDisposeActor, a member of class TGame.
⇒◆Ⅵ	OnDone (see page 62)	This is OnDone, a member of class TGame.
⇒◆Ⅵ	OnFixedUpdate (see page 62)	This is OnFixedUpdate, a member of class TGame.
⇒◆Ⅵ	OnGetSettings (see page 62)	This is OnGetSettings, a member of class TGame.
⇒◆Ⅵ	OnHighscoreAction (see page 63)	This is OnHighscoreAction, a member of class TGame.
⇒◆Ⅵ	OnInAppPurchase (see page 63)	This is OnInAppPurchase, a member of class TGame.
⇒◆Ⅵ	OnInit (see page 63)	This is OnInit, a member of class TGame.
⇒◆Ⅵ	OnLuaState (see page 63)	This is OnLuaState, a member of class TGame.
⇒◆Ⅵ	OnPathEditorAction (see page 63)	This is OnPathEditorAction, a member of class TGame.
⇒◆Ⅵ	OnPathEditorTest (see page 64)	This is OnPathEditorTest, a member of class TGame.
⇒◆Ⅵ	OnPhysicsDrawBodyShapes (see page 64)	This is OnPhysicsDrawBodyShapes, a member of class TGame.
⇒◆Ⅵ	OnPhysicsUpdateBody (see page 64)	This is OnPhysicsUpdateBody, a member of class TGame.
⇒◆Ⅵ	OnPlayMusic (see page 64)	This is OnPlayMusic, a member of class TGame.
⇒◆Ⅵ	OnPostShowWindow (see page 65)	This is OnPostShowWindow, a member of class TGame.
⇒◆Ⅵ	OnPreShowWindow (see page 65)	This is OnPreShowWindow, a member of class TGame.

		OnProcessIMGUI (see page 65)	This is OnProcessIMGUI, a member of class TGame.
⇨◆ 𝕎		OnReady (see page 65)	This is OnReady, a member of class TGame.
⇨◆ 𝕎		OnRender (see page 65)	This is OnRender, a member of class TGame.
⇨◆ 𝕎		OnRenderHUD (see page 65)	This is OnRenderHUD, a member of class TGame.
⇨◆ 𝕎		OnRun (see page 66)	This is OnRun, a member of class TGame.
⇨◆ 𝕎		OnScreenshot (see page 66)	This is OnScreenshot, a member of class TGame.
⇨◆ 𝕎		OnSendMail (see page 66)	This is OnSendMail, a member of class TGame.
⇨◆ 𝕎		OnSetupStartupDialog (see page 66)	This is OnSetupStartupDialog, a member of class TGame.
⇨◆ 𝕎		OnShowWindow (see page 67)	This is OnShowWindow, a member of class TGame.
⇨◆ 𝕎		OnShutdown (see page 67)	This is OnShutdown, a member of class TGame.
⇨◆ 𝕎		OnSocialPost (see page 67)	This is OnSocialPost, a member of class TGame.
⇨◆ 𝕎		OnSpeechWord (see page 67)	This is OnSpeechWord, a member of class TGame.
⇨◆ 𝕎		OnStartup (see page 67)	This is OnStartup, a member of class TGame.
⇨◆ 𝕎		OnStartupDialogMore (see page 68)	This is OnStartupDialogMore, a member of class TGame.
⇨◆ 𝕎		OnStartupDialogRun (see page 68)	This is OnStartupDialogRun, a member of class TGame.
⇨◆ 𝕎		OnUpdate (see page 68)	This is OnUpdate, a member of class TGame.
⇨◆ 𝕎		OnVideoState (see page 68)	This is OnVideoState, a member of class TGame.
⇨◆		ResetHudPos (see page 68)	This is ResetHudPos, a member of class TGame.
⇨◆		Scene (see page 69)	This is Scene, a member of class TGame.
⇨◆		SetHudLineSpace (see page 69)	This is SetHudLineSpace, a member of class TGame.
⇨◆		SetHudPos (see page 69)	This is SetHudPos, a member of class TGame.
⇨◆		SetHudTextItemPadWidth (see page 69)	This is SetHudTextItemPadWidth, a member of class TGame.
⇨◆ 𝕎		SetTerminated (see page 69)	This is SetTerminated, a member of class TGame.
⇨◆		Sprite (see page 70)	This is Sprite, a member of class TGame.
⇨◆		StartupDialog (see page 70)	This is StartupDialog, a member of class TGame.

1.1.11.3.1 **TGame.Archive**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Archive: IArchive;
```

Description

This is Archive, a member of class TGame.

1.1.11.3.2 **TGame.ConfigFile**

File: TopazGameLib.pas (see page 413)

Delphi

```
function ConfigFile: IConfigFile;
```

Description

This is ConfigFile, a member of class TGame.

1.1.11.3.3 **TGame.Create**

File: TopazGameLib.pas (see page 413)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGame.

1.1.11.3.4 **TGame.Destroy**

File: TopazGameLib.pas (see page 413)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGame.

1.1.11.3.5 **TGame.Font**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Font: IFont;
```

Description

This is Font, a member of class TGame.

1.1.11.3.6 **TGame.GetGameClass**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetGameClass, a member of class TGame.

1.1.11.3.7 **TGame.GetMouseDelta**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetMouseDelta: PVector;
```

Description

This is GetMouseDelta, a member of class TGame.

1.1.11.3.8 **TGame.GetMousePos**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetMousePos: PVector;
```

Description

This is GetMousePos, a member of class TGame.

1.1.11.3.9 **TGame.GetMousePressure**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetMousePressure: System;
```

Description

This is GetMousePressure, a member of class TGame.

1.1.11.3.10 **TGame.GetSettings**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetSettings, a member of class TGame.

1.1.11.3.11 **TGame.GetTerminated**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetTerminated, a member of class TGame.

1.1.11.3.12 **TGame.HudText**

File: TopazGameLib.pas (see page 413)

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.

1.1.11.3.13 **TGame.HudTextItem**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is HudTextItem, a member of class TGame.

1.1.11.3.14 **TGame.InputMap**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is InputMap, a member of class TGame.

1.1.11.3.15 **TGame.OnAfterRenderScene**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnAfterRenderScene, a member of class TGame.

1.1.11.3.16 **TGame.OnBeforeRenderScene**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnBeforeRenderScene, a member of class TGame.

1.1.11.3.17 **TGame.OnBuildArchiveProgress**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnBuildArchiveProgress, a member of class TGame.

1.1.11.3.18 **TGame.OnClearWindow**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnClearWindow; override;
```

Description

This is OnClearWindow, a member of class TGame.

1.1.11.3.19 **TGame.OnCmdConsoleState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnCmdConsoleState, a member of class TGame.

1.1.11.3.20 **TGame.OnDisposeActor**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnDisposeActor, a member of class TGame.

1.1.11.3.21 **TGame.OnDone**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnDone; override;
```

Description

This is OnDone, a member of class TGame.

1.1.11.3.22 **TGame.OnFixedUpdate**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnFixedUpdate; override;
```

Description

This is OnFixedUpdate, a member of class TGame.

1.1.11.3.23 **TGame.OnGetSettings**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnGetSettings, a member of class TGame.

1.1.11.3.24 **TGame.OnHighscoreAction**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnHighscoreAction, a member of class TGame.

1.1.11.3.25 **TGame.OnInAppPurchase**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnInAppPurchase, a member of class TGame.

1.1.11.3.26 **TGame.OnInit**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnInit; override;
```

Description

This is OnInit, a member of class TGame.

1.1.11.3.27 **TGame.OnLuaState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnLuaState, a member of class TGame.

1.1.11.3.28 **TGame.OnPathEditorAction**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPathEditorAction(
    aAction: TPathEditorAction
```

```
    ); override;
```

Description

This is OnPathEditorAction, a member of class TGame.

1.1.11.3.29 **TGame.OnPathEditorTest**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPathEditorTest(
    aPathIndex: Integer;
    aLookAHead: Integer;
    aSpeed: Single;
    aWindowPos: TPointi;
    aWindowSize: TPointi
); override;
```

Description

This is OnPathEditorTest, a member of class TGame.

1.1.11.3.30 **TGame.OnPhysicsDrawBodyShapes**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPhysicsDrawBodyShapes(
    aBody: TPhysicsBody
); override;
```

Description

This is OnPhysicsDrawBodyShapes, a member of class TGame.

1.1.11.3.31 **TGame.OnPhysicsUpdateBody**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPhysicsUpdateBody(
    aBody: TPhysicsBody
); override;
```

Description

This is OnPhysicsUpdateBody, a member of class TGame.

1.1.11.3.32 **TGame.OnPlayMusic**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPlayMusic(
    aMusic: Integer;
    aVolume: Single;
    aLoop: Boolean;
    const aFilename: WideString
); override;
```

Description

This is OnPlayMusic, a member of class TGame.

1.1.11.3.33 **TGame.OnPostShowWindow**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPostShowWindow; override;
```

Description

This is OnPostShowWindow, a member of class TGame.

1.1.11.3.34 **TGame.OnPreShowWindow**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnPreShowWindow; override;
```

Description

This is OnPreShowWindow, a member of class TGame.

1.1.11.3.35 **TGame.OnProcessIMGUI**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnProcessIMGUI; override;
```

Description

This is OnProcessIMGUI, a member of class TGame.

1.1.11.3.36 **TGame.OnReady**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnReady, a member of class TGame.

1.1.11.3.37 **TGame.OnRender**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TGame.

1.1.11.3.38 **TGame.OnRenderHUD**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnRenderHUD; override;
```

Description

This is OnRenderHUD, a member of class TGame.

1.1.11.3.39 **TGame.OnRun**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnRun; override;
```

Description

This is OnRun, a member of class TGame.

1.1.11.3.40 **TGame.OnScreenshot**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnScreenshot, a member of class TGame.

1.1.11.3.41 **TGame.OnSendMail**

File: TopazGameLib.pas (see page 413)

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.

1.1.11.3.42 **TGame.OnSetupStartupDialog**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnSetupStartupDialog; override;
```

Description

This is OnSetupStartupDialog, a member of class TGame.

1.1.11.3.43 **TGame.OnShowWindow**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnShowWindow; override;
```

Description

This is OnShowWindow, a member of class TGame.

1.1.11.3.44 **TGame.OnShutdown**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure OnShutdown; override;
```

Description

This is OnShutdown, a member of class TGame.

1.1.11.3.45 **TGame.OnSocialPost**

File: TopazGameLib.pas (see page 413)

Delphi

```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.

1.1.11.3.46 **TGame.OnSpeechWord**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnSpeechWord, a member of class TGame.

1.1.11.3.47 **TGame.OnStartup**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnStartup, a member of class TGame.

1.1.11.3.48 **TGame.OnStartupDialogMore**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure OnStartupDialogMore; override;
```

Description

This is OnStartupDialogMore, a member of class TGame.

1.1.11.3.49 **TGame.OnStartupDialogRun**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnStartupDialogRun, a member of class TGame.

1.1.11.3.50 **TGame.OnUpdate**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnUpdate, a member of class TGame.

1.1.11.3.51 **TGame.OnVideoState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is OnVideoState, a member of class TGame.

1.1.11.3.52 **TGame.ResetHudPos**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure ResetHudPos;
```

Description

This is ResetHudPos, a member of class TGame.

1.1.11.3.53 **TGame.Scene**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
function Scene: IActorScene;
```

Description

This is Scene, a member of class TGame.

1.1.11.3.54 **TGame.SetHudLineSpace**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetHudLineSpace, a member of class TGame.

1.1.11.3.55 **TGame.SetHudPos**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetHudPos, a member of class TGame.

1.1.11.3.56 **TGame.SetHudTextItemPadWidth**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetHudTextItemPadWidth, a member of class TGame.

1.1.11.3.57 **TGame.SetTerminated**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetTerminated, a member of class TGame.

1.1.11.3.58 **TGame.Sprite**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Sprite: ISprite;
```

Description

This is Sprite, a member of class TGame.

1.1.11.3.59 **TGame.StartupDialog**

File: TopazGameLib.pas (see page 413)

Delphi

```
function StartupDialog: IStartupDialog;
```

Description

This is StartupDialog, a member of class TGame.

1.1.12 **THighscore**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class THighscore.

1.1.12.1 **THighscore Fields**

The fields of the THighscore class are listed here.

Fields

♦	Duration (see page 70)	This is Duration, a member of class THighscore.
♦	Level (see page 71)	This is Level, a member of class THighscore.
♦	Location (see page 71)	This is Location, a member of class THighscore.
♦	Name (see page 71)	This is Name, a member of class THighscore.
♦	Score (see page 71)	This is Score, a member of class THighscore.
♦	Skill (see page 71)	This is Skill, a member of class THighscore.

1.1.12.1.1 **THighscore.Duration**

File: TopazGameLib.pas (see page 413)

Delphi

```
Duration: Cardinal;
```

Description

This is Duration, a member of class THighscore.

1.1.12.1.2 **THighscore.Level**

File: TopazGameLib.pas (see page 413)

Delphi

```
Level: Integer;
```

Description

This is Level, a member of class THighscore.

1.1.12.1.3 **THighscore.Location**

File: TopazGameLib.pas (see page 413)

Delphi

```
Location: WideString;
```

Description

This is Location, a member of class THighscore.

1.1.12.1.4 **THighscore.Name**

File: TopazGameLib.pas (see page 413)

Delphi

```
Name: WideString;
```

Description

This is Name, a member of class THighscore.

1.1.12.1.5 **THighscore.Score**

File: TopazGameLib.pas (see page 413)

Delphi

```
Score: Cardinal;
```

Description

This is Score, a member of class THighscore.

1.1.12.1.6 **THighscore.Skill**

File: TopazGameLib.pas (see page 413)

Delphi

```
Skill: Integer;
```

Description

This is Skill, a member of class THighscore.

1.1.12.2 **THighscore Operators**

The operators of the THighscore class are listed here.

Operators

	Equal (see page 72)	This is Equal, a member of class THighscore.

1.1.12.2.1 **THighscore.Equal**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Equal, a member of class THighscore.

1.1.13 **TLuaValue**

File: TopazGameLib.pas (see page 413)

Delphi

```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.

1.1.13.1 **TLuaValue Fields**

The fields of the TLuaValue class are listed here.

Fields

	AsBoolean (see page 73)	This is AsBoolean, a member of class TLuaValue.
	AsInteger (see page 73)	This is AsInteger, a member of class TLuaValue.
	AsNumber (see page 73)	This is AsNumber, a member of class TLuaValue.
	AsPointer (see page 73)	This is AsPointer, a member of class TLuaValue.
	AsString (see page 73)	This is AsString, a member of class TLuaValue.
	AsTable (see page 73)	This is AsTable, a member of class TLuaValue.
	AsType (see page 74)	This is AsType, a member of class TLuaValue.

1.1.13.1.1 **TLuaValue.AsBoolean**

File: TopazGameLib.pas (see page 413)

Delphi

```
AsBoolean: Boolean;
```

Description

This is AsBoolean, a member of class TLuaValue.

1.1.13.1.2 **TLuaValue.AsInteger**

File: TopazGameLib.pas (see page 413)

Delphi

```
AsInteger: Integer;
```

Description

This is AsInteger, a member of class TLuaValue.

1.1.13.1.3 **TLuaValue.AsNumber**

File: TopazGameLib.pas (see page 413)

Delphi

```
AsNumber: Double;
```

Description

This is AsNumber, a member of class TLuaValue.

1.1.13.1.4 **TLuaValue.AsPointer**

File: TopazGameLib.pas (see page 413)

Delphi

```
AsPointer: Pointer;
```

Description

This is AsPointer, a member of class TLuaValue.

1.1.13.1.5 **TLuaValue.AsString**

File: TopazGameLib.pas (see page 413)

Delphi

```
AsString: PWideChar;
```

Description

This is AsString, a member of class TLuaValue.

1.1.13.1.6 **TLuaValue.AsTable**

File: TopazGameLib.pas (see page 413)

Delphi

```
AsTable: TLuaTable;
```

Description

This is AsTable, a member of class TLuaValue.

1.1.13.1.7 **TLuaValue.AsType**

File: TopazGameLib.pas (see page 413)

Delphi

```
AsType: TLuaValueType;
```

Description

This is AsType, a member of class TLuaValue.

1.1.13.2 **TLuaValue Operators**

The operators of the TLuaValue class are listed here.

Operators

	Implicit (see page 74)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 74)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 75)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 75)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 75)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 75)	This is Implicit, a member of class TLuaValue.
	Implicit (see page 75)	This is Implicit, a member of class TLuaValue.

1.1.13.2.1 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.13.2.2 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.13.2.3 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.13.2.4 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.13.2.5 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.13.2.6 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.13.2.7 **TLuaValue.Implicit**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.14 TRectangle

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class TRectangle.

1.1.14.1 TRectangle Fields

The fields of the TRectangle class are listed here.

Fields

●	Height (see page 76)	This is Height, a member of class TRectangle.
●	Width (see page 76)	This is Width, a member of class TRectangle.
●	X (see page 76)	This is X, a member of class TRectangle.
●	Y (see page 77)	This is Y, a member of class TRectangle.

1.1.14.1.1 TRectangle.Height

File: TopazGameLib.pas (see page 413)

Delphi

```
Height: Single;
```

Description

This is Height, a member of class TRectangle.

1.1.14.1.2 TRectangle.Width

File: TopazGameLib.pas (see page 413)

Delphi

```
Width: Single;
```

Description

This is Width, a member of class TRectangle.

1.1.14.1.3 TRectangle.X

File: TopazGameLib.pas (see page 413)

Delphi

```
X: Single;
```

Description

This is X, a member of class TRectangle.

1.1.14.1.4 **TRectangle.Y**

File: TopazGameLib.pas (see page 413)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TRectangle.

1.1.14.2 **TRectangle Methods**

The methods of the TRectangle class are listed here.

Methods

⇒●	Assign (see page 77)	This is Assign, a member of class TRectangle.
⇒●	Assign (see page 77)	This is Assign, a member of class TRectangle.
⇒●	Clear (see page 78)	This is Clear, a member of class TRectangle.
⇒●	Create (see page 78)	This is Create, a member of class TRectangle.
⇒●	Intersect (see page 78)	This is Intersect, a member of class TRectangle.

1.1.14.2.1 **TRectangle.Assign**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Assign, a member of class TRectangle.

1.1.14.2.2 **TRectangle.Assign**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Assign, a member of class TRectangle.

1.1.14.2.3 **TRectangle.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TRectangle.

1.1.14.2.4 **TRectangle.Create**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Create, a member of class TRectangle.

1.1.14.2.5 **TRectangle.Intersect**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Intersect, a member of class TRectangle.

1.1.15 **TTextMenu**

Class Hierarchy
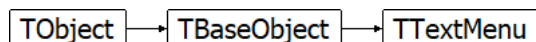
File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenu = class(TBaseObject);
```

Description

This is class TTextMenu.

1.1.15.1 **TTextMenu Records**

The records of the TTextMenu class are listed here.

Records

◈	TSubMenu (see page 79)	This is record TTextMenu.TSubMenu.
◈	TSubMenuItem (see page 79)	This is record TTextMenu.TSubMenuItem.

1.1.15.1.1 TTextMenu.TSubMenu

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TSubMenu = record
  Title: string;
  Parent: Integer;
  X: Integer;
  Y: Integer;
  Item: array of TSubMenuItem;
  ItemCount: Integer;
  CurItemNum: Integer;
  LineWidth: Integer;
  LineHeight: Integer;
  SelColor: TColor;
end;
```

Description

This is record TTextMenu.TSubMenu.

1.1.15.1.2 TTextMenu.TSubMenuItem

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TSubMenuItem = record
  Id: Cardinal;
  Text: string;
  StrWidth: Integer;
  StrHeight: Integer;
  StrDX: Integer;
  StrDY: Integer;
  StrX: Integer;
  StrY: Integer;
  Font: IFont;
  RenderState: Integer;
  Color: TColor;
  Child: Integer;
  Selectable: Boolean;
  Active: Boolean;
end;
```

Description

This is record TTextMenu.TSubMenuItem.

1.1.15.2 TTextMenu Fields

The fields of the TTextMenu class are listed here.

Fields

◈	FActive (see page 80)	This is FActive, a member of class TTextMenu.
◈	FCurSubMenuNum (see page 80)	This is FCurSubMenuNum, a member of class TTextMenu.
◈	FMousePos (see page 80)	This is FMousePos, a member of class TTextMenu.

🔹	FOnAfterActivateMenuEvent (see page 80)	This is FOnAfterActivateMenuEvent, a member of class TTextMenu.
🔹	FOnAfterChooseItemEvent (see page 81)	This is FOnAfterChooseItemEvent, a member of class TTextMenu.
🔹	FOnAfterCloseSubMenuEvent (see page 81)	This is FOnAfterCloseSubMenuEvent, a member of class TTextMenu.
🔹	FOnAfterDrawMenuItemEvent (see page 81)	This is FOnAfterDrawMenuItemEvent, a member of class TTextMenu.
🔹	FOnAfterSelItemEventEvent (see page 81)	This is FOnAfterSelItemEventEvent, a member of class TTextMenu.
🔹	FOnAfterUpdateMenuItemEvent (see page 81)	This is FOnAfterUpdateMenuItemEvent, a member of class TTextMenu.
🔹	FOnDeactivateMenuEvent (see page 82)	This is FOnDeactivateMenuEvent, a member of class TTextMenu.
🔹	FOnDrawBackgroundEvent (see page 82)	This is FOnDrawBackgroundEvent, a member of class TTextMenu.
🔹	FOnDrawCursorEvent (see page 82)	This is FOnDrawCursorEvent, a member of class TTextMenu.
🔹	FSubMenu (see page 82)	This is FSubMenu, a member of class TTextMenu.
🔹	FSubMenuCount (see page 82)	This is FSubMenuCount, a member of class TTextMenu.

1.1.15.2.1 **TTextMenu.FActive**

File: TopazGameLib.UI.pas (see page 412)

Delphi
```
FActive: Boolean;
```
Description

This is FActive, a member of class TTextMenu.

1.1.15.2.2 **TTextMenu.FCurSubMenuNum**

File: TopazGameLib.UI.pas (see page 412)

Delphi
```
FCurSubMenuNum: Integer;
```
Description

This is FCurSubMenuNum, a member of class TTextMenu.

1.1.15.2.3 **TTextMenu.FMousePos**

File: TopazGameLib.UI.pas (see page 412)

Delphi
```
FMousePos: TVector;
```
Description

This is FMousePos, a member of class TTextMenu.

1.1.15.2.4 **TTextMenu.FOnAfterActivateMenuEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnAfterActivateMenuEvent: TTextMenuAfterActivateMenuEvent;
```

Description

This is FOnAfterActivateMenuEvent, a member of class TTextMenu.

1.1.15.2.5 **TTextMenu.FOnAfterChooseItemEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnAfterChooseItemEvent: TTextMenuAfterChooseItemEvent;
```

Description

This is FOnAfterChooseItemEvent, a member of class TTextMenu.

1.1.15.2.6 **TTextMenu.FOnAfterCloseSubMenuEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnAfterCloseSubMenuEvent: TTextMenuAfterCloseSubMenuEvent;
```

Description

This is FOnAfterCloseSubMenuEvent, a member of class TTextMenu.

1.1.15.2.7 **TTextMenu.FOnAfterDrawMenuItemEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnAfterDrawMenuItemEvent: TTextMenuAfterDrawMenuItemEvent;
```

Description

This is FOnAfterDrawMenuItemEvent, a member of class TTextMenu.

1.1.15.2.8 **TTextMenu.FOnAfterSelItemEventEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnAfterSelItemEventEvent: TTextMenuAfterSelItemEvent;
```

Description

This is FOnAfterSelItemEventEvent, a member of class TTextMenu.

1.1.15.2.9 **TTextMenu.FOnAfterUpdateMenuItemEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnAfterUpdateMenuItemEvent: TTextMenuAfterUpdateMenuItemEvent;
```

Description

This is FOnAfterUpdateMenuItemEvent, a member of class TTextMenu.

1.1.15.2.10 **TTextMenu.FOnDeactivateMenuEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnDeactivateMenuEvent: TTextMenuDeactivateMenuEvent;
```

Description

This is FOnDeactivateMenuEvent, a member of class TTextMenu.

1.1.15.2.11 **TTextMenu.FOnDrawBackgroundEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnDrawBackgroundEvent: TTextMenuDrawBackgroundEvent;
```

Description

This is FOnDrawBackgroundEvent, a member of class TTextMenu.

1.1.15.2.12 **TTextMenu.FOnDrawCursorEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FOnDrawCursorEvent: TTextMenuDrawCursorEvent;
```

Description

This is FOnDrawCursorEvent, a member of class TTextMenu.

1.1.15.2.13 **TTextMenu.FSubMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FSubMenu: array of TSubMenu;
```

Description

This is FSubMenu, a member of class TTextMenu.

1.1.15.2.14 **TTextMenu.FSubMenuCount**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
FSubMenuCount: Cardinal;
```

Description

This is FSubMenuCount, a member of class TTextMenu.

1.1.15.3 **TTextMenu Methods**

The methods of the TTextMenu class are listed here.

Methods

⇒	Activate (see page 83)	This is Activate, a member of class TTextMenu.
⇒	AddSubMenuItem (see page 83)	This is AddSubMenuItem, a member of class TTextMenu.
⇒	BuildSubMenu (see page 84)	This is BuildSubMenu, a member of class TTextMenu.
⇒	CenterSubMenu (see page 84)	This is CenterSubMenu, a member of class TTextMenu.
⇒	ChooseItem (see page 84)	This is ChooseItem, a member of class TTextMenu.
⇒	Clear (see page 84)	This is Clear, a member of class TTextMenu.
⇒	CloseSubMenu (see page 85)	This is CloseSubMenu, a member of class TTextMenu.
⇒	Create (see page 85)	This is Create, a member of class TTextMenu.
⇒	CreateSubMenu (see page 85)	This is CreateSubMenu, a member of class TTextMenu.
⇒	Deactivate (see page 85)	This is Deactivate, a member of class TTextMenu.
⇒	Destroy (see page 85)	This is Destroy, a member of class TTextMenu.
⇒	DoAfterActivateMenu (see page 86)	This is DoAfterActivateMenu, a member of class TTextMenu.
⇒	DoAfterChooseItem (see page 86)	This is DoAfterChooseItem, a member of class TTextMenu.
⇒	DoAfterCloseSubMenu (see page 86)	This is DoAfterCloseSubMenu, a member of class TTextMenu.
⇒	DoAfterDrawMenuItem (see page 86)	This is DoAfterDrawMenuItem, a member of class TTextMenu.
⇒	DoAfterSelItem (see page 87)	This is DoAfterSelItem, a member of class TTextMenu.
⇒	DoAfterUpdateMenuItem (see page 87)	This is DoAfterUpdateMenuItem, a member of class TTextMenu.
⇒	DoDeactivateMenu (see page 87)	This is DoDeactivateMenu, a member of class TTextMenu.
⇒	DoDrawBackground (see page 87)	This is DoDrawBackground, a member of class TTextMenu.
⇒	DoDrawCursor (see page 88)	This is DoDrawCursor, a member of class TTextMenu.
⇒	DrawSubMenuTitleCentered (see page 88)	This is DrawSubMenuTitleCentered, a member of class TTextMenu.
⇒	MouseSelItem (see page 88)	This is MouseSelItem, a member of class TTextMenu.
⇒	Render (see page 88)	This is Render, a member of class TTextMenu.
⇒	ResetTo (see page 88)	This is ResetTo, a member of class TTextMenu.
⇒	SelNextItem (see page 89)	This is SelNextItem, a member of class TTextMenu.
⇒	SelPrevItem (see page 89)	This is SelPrevItem, a member of class TTextMenu.
⇒	SetMousePos (see page 89)	This is SetMousePos, a member of class TTextMenu.
⇒	SetSubMenu (see page 89)	This is SetSubMenu, a member of class TTextMenu.
⇒	Update (see page 89)	This is Update, a member of class TTextMenu.

1.1.15.3.1 **TTextMenu.Activate**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure Activate(
    aSubMenuNum: Integer;
    aSubMenuItem: Integer
);
```

Description

This is Activate, a member of class TTextMenu.

1.1.15.3.2 **TTextMenu.AddSubMenuItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure AddSubMenuItem(
    aIndex: Integer;
    aId: Cardinal;
    aDX: Integer;
    aDY: Integer;
    aFont: IFont;
    aColor: TColor;
    aSelectable: Boolean;
    aActive: Boolean;
    aChild: Integer;
    const aText: string
);
```

Description

This is AddSubMenuItem, a member of class TTextMenu.

1.1.15.3.3 TTextMenu.BuildSubMenu

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure BuildSubMenu(
    Index: Integer
);
```

Description

This is BuildSubMenu, a member of class TTextMenu.

1.1.15.3.4 TTextMenu.CenterSubMenu

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure CenterSubMenu(
    aSubMenuIndex: Integer;
    aHorizontal: Boolean;
    aVertical: Boolean
);
```

Description

This is CenterSubMenu, a member of class TTextMenu.

1.1.15.3.5 TTextMenu.ChooseItem

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure ChooseItem;
```

Description

This is ChooseItem, a member of class TTextMenu.

1.1.15.3.6 TTextMenu.Clear

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure Clear;
```

Description

This is Clear, a member of class TTextMenu.

1.1.15.3.7 **TTextMenu.CloseSubMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure CloseSubMenu;
```

Description

This is CloseSubMenu, a member of class TTextMenu.

1.1.15.3.8 **TTextMenu.Create**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TTextMenu.

1.1.15.3.9 **TTextMenu.CreateSubMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
function CreateSubMenu(
    aParent: Integer;
    aX: Integer;
    aY: Integer;
    aLineWidth: Integer;
    aSelColor: TColor;
    aTitle: string
): Integer;
```

Description

This is CreateSubMenu, a member of class TTextMenu.

1.1.15.3.10 **TTextMenu.Deactivate**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure Deactivate;
```

Description

This is Deactivate, a member of class TTextMenu.

1.1.15.3.11 **TTextMenu.Destroy**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TTextMenu.

1.1.15.3.12 **TTextMenu.DoAfterActivateMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure DoAfterActivateMenu(
    aSubMenuIndex: Cardinal;
    aSubMenuItemIndex: Cardinal;
    aActivate: Boolean
);
```

Description

This is DoAfterActivateMenu, a member of class TTextMenu.

1.1.15.3.13 **TTextMenu.DoAfterChooseItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure DoAfterChooseItem(
    aItemId: Integer;
    aAction: Integer
);
```

Description

This is DoAfterChooseItem, a member of class TTextMenu.

1.1.15.3.14 **TTextMenu.DoAfterCloseSubMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure DoAfterCloseSubMenu(
    aSubMenuIndex: Cardinal;
    aAction: Integer
);
```

Description

This is DoAfterCloseSubMenu, a member of class TTextMenu.

1.1.15.3.15 **TTextMenu.DoAfterDrawMenuItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure DoAfterDrawMenuItem(
    aMenuId: Integer;
    aX: Single;
    aY: Single;
    aFont: IFont;
    const aText: string;
    var aColor: TColor;
    aSelected: Boolean
);
```

Description

This is DoAfterDrawMenuItem, a member of class TTextMenu.

1.1.15.3.16 **TTextMenu.DoAfterSelItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure DoAfterSelItem(
    aItemId: Integer;
    aAction: Integer
);
```

Description

This is DoAfterSelItem, a member of class TTextMenu.

1.1.15.3.17 **TTextMenu.DoAfterUpdateMenuItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure DoAfterUpdateMenuItem(
    aMenuId: Integer;
    aDeltaTime: Single;
    var aWasUpdated: Boolean
);
```

Description

This is DoAfterUpdateMenuItem, a member of class TTextMenu.

1.1.15.3.18 **TTextMenu.DoDeactivateMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure DoDeactivateMenu(
    aSubMenuIndex: Cardinal;
    aSubMenuItemIndex: Cardinal;
    var aCanDeactivate: Boolean
);
```

Description

This is DoDeactivateMenu, a member of class TTextMenu.

1.1.15.3.19 **TTextMenu.DoDrawBackground**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure DoDrawBackground(
    aSubMenuIndex: Integer;
    aX: Single;
    aY: Single;
    aWidth: Integer;
    aHeight: Integer;
    const aTitle: string
);
```

Description

This is DoDrawBackground, a member of class TTextMenu.

1.1.15.3.20 **TTextMenu.DoDrawCursor**

File: TopazGameLib.UI.pas (see page 412)

Delphi

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

Description

This is DoDrawCursor, a member of class TTextMenu.

1.1.15.3.21 **TTextMenu.DrawSubMenuTitleCentered**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure DrawSubMenuTitleCentered(
    aSubMenuIndex: Integer;
    aFont: IFont;
    aFontColor: TColor;
    aY: Integer
);
```

Description

This is DrawSubMenuTitleCentered, a member of class TTextMenu.

1.1.15.3.22 **TTextMenu.MouseSelItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
function MouseSelItem: Boolean;
```

Description

This is MouseSelItem, a member of class TTextMenu.

1.1.15.3.23 **TTextMenu.Render**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure Render;
```

Description

This is Render, a member of class TTextMenu.

1.1.15.3.24 **TTextMenu.ResetTo**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
procedure ResetTo(
```

```
    aSubMenuNum: Integer;
    aSubMenuItem: Integer;
    aActivate: Boolean
);
```

Description

This is ResetTo, a member of class TTextMenu.

1.1.15.3.25 **TTextMenu.SelNextItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure SelNextItem;
```

Description

This is SelNextItem, a member of class TTextMenu.

1.1.15.3.26 **TTextMenu.SelPrevItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure SelPrevItem;
```

Description

This is SelPrevItem, a member of class TTextMenu.

1.1.15.3.27 **TTextMenu.SetMousePos**

File: TopazGameLib.UI.pas (see page 412)

Delphi

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

Description

This is SetMousePos, a member of class TTextMenu.

1.1.15.3.28 **TTextMenu.SetSubMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
procedure SetSubMenu(
    aSubMenuNum: Integer;
    aSubMenuItem: Integer
);
```

Description

This is SetSubMenu, a member of class TTextMenu.

1.1.15.3.29 **TTextMenu.Update**

File: TopazGameLib.UI.pas (see page 412)

Delphi

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

Description

This is Update, a member of class TTextMenu.

1.1.15.4 **TTextMenu Properties**

The properties of the TTextMenu class are listed here.

Properties

☞ℝ	Active (see page 90)	This is Active, a member of class TTextMenu.

1.1.15.4.1 **TTextMenu.Active**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
property Active: Boolean;
```

Description

This is Active, a member of class TTextMenu.

1.1.15.5 **TTextMenu Nested Types**

The nested types of the TTextMenu class are listed here.

Nested Types

♥	PSubMenu (see page 90)	This is nested type TTextMenu.PSubMenu.
♥	PSubMenuItem (see page 90)	This is nested type TTextMenu.PSubMenuItem.

1.1.15.5.1 **TTextMenu.PSubMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
PSubMenu = ^TSubMenu;
```

Description

This is nested type TTextMenu.PSubMenu.

1.1.15.5.2 **TTextMenu.PSubMenuItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```delphi
PSubMenuItem = ^TSubMenuItem;
```

Description

This is nested type TTextMenu.PSubMenuItem.

1.1.15.6 **TTextMenu Events**

The events of the TTextMenu class are listed here.

Events

⚡	OnAfterActivateMenu (see page 91)	This is OnAfterActivateMenu, a member of class TTextMenu.
⚡	OnAfterChooseItem (see page 91)	This is OnAfterChooseItem, a member of class TTextMenu.
⚡	OnAfterCloseSubMenu (see page 91)	This is OnAfterCloseSubMenu, a member of class TTextMenu.
⚡	OnAfterDrawMenuItem (see page 91)	This is OnAfterDrawMenuItem, a member of class TTextMenu.
⚡	OnAfterSelItem (see page 92)	This is OnAfterSelItem, a member of class TTextMenu.
⚡	OnAfterUpdateMenuItem (see page 92)	This is OnAfterUpdateMenuItem, a member of class TTextMenu.
⚡	OnDeactivateMenu (see page 92)	This is OnDeactivateMenu, a member of class TTextMenu.
⚡	OnDrawBackground (see page 92)	This is OnDrawBackground, a member of class TTextMenu.
⚡	OnDrawCursor (see page 92)	This is OnDrawCursor, a member of class TTextMenu.

1.1.15.6.1 **TTextMenu.OnAfterActivateMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnAfterActivateMenu: TTextMenuAfterActivateMenuEvent;
```

Description

This is OnAfterActivateMenu, a member of class TTextMenu.

1.1.15.6.2 **TTextMenu.OnAfterChooseItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnAfterChooseItem: TTextMenuAfterChooseItemEvent;
```

Description

This is OnAfterChooseItem, a member of class TTextMenu.

1.1.15.6.3 **TTextMenu.OnAfterCloseSubMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnAfterCloseSubMenu: TTextMenuAfterCloseSubMenuEvent;
```

Description

This is OnAfterCloseSubMenu, a member of class TTextMenu.

1.1.15.6.4 **TTextMenu.OnAfterDrawMenuItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnAfterDrawMenuItem: TTextMenuAfterDrawMenuItemEvent;
```

Description

This is OnAfterDrawMenuItem, a member of class TTextMenu.

1.1.15.6.5 **TTextMenu.OnAfterSelItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnAfterSelItem: TTextMenuAfterSelItemEvent;
```

Description

This is OnAfterSelItem, a member of class TTextMenu.

1.1.15.6.6 **TTextMenu.OnAfterUpdateMenuItem**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnAfterUpdateMenuItem: TTextMenuAfterUpdateMenuItemEvent;
```

Description

This is OnAfterUpdateMenuItem, a member of class TTextMenu.

1.1.15.6.7 **TTextMenu.OnDeactivateMenu**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnDeactivateMenu: TTextMenuDeactivateMenuEvent;
```

Description

This is OnDeactivateMenu, a member of class TTextMenu.

1.1.15.6.8 **TTextMenu.OnDrawBackground**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnDrawBackground: TTextMenuDrawBackgroundEvent;
```

Description

This is OnDrawBackground, a member of class TTextMenu.

1.1.15.6.9 **TTextMenu.OnDrawCursor**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
property OnDrawCursor: TTextMenuDrawCursorEvent;
```

Description

This is OnDrawCursor, a member of class TTextMenu.

1.1.16 **TVector**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class TVector.

1.1.16.1 **TVector Fields**

The fields of the TVector class are listed here.

Fields

●	W (see page 93)	This is W, a member of class TVector.
●	X (see page 93)	This is X, a member of class TVector.
●	Y (see page 93)	This is Y, a member of class TVector.
●	Z (see page 94)	This is Z, a member of class TVector.

1.1.16.1.1 **TVector.W**

File: TopazGameLib.pas (see page 413)

Delphi

```
W: Single;
```

Description

This is W, a member of class TVector.

1.1.16.1.2 **TVector.X**

File: TopazGameLib.pas (see page 413)

Delphi

```
X: Single;
```

Description

This is X, a member of class TVector.

1.1.16.1.3 **TVector.Y**

File: TopazGameLib.pas (see page 413)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TVector.

1.1.16.1.4 **TVector.Z**

File: TopazGameLib.pas (see page 413)

Delphi

```
Z: Single;
```

Description

This is Z, a member of class TVector.

1.1.16.2 **TVector Methods**

The methods of the TVector class are listed here.

Methods

	Add (see page 94)	This is Add, a member of class TVector.
	Angle (see page 95)	This is Angle, a member of class TVector.
	Assign (see page 95)	This is Assign, a member of class TVector.
	Assign (see page 95)	This is Assign, a member of class TVector.
	Assign (see page 95)	This is Assign, a member of class TVector.
	Assign (see page 96)	This is Assign, a member of class TVector.
	Clear (see page 96)	This is Clear, a member of class TVector.
	Create (see page 96)	This is Create, a member of class TVector.
	Create (see page 96)	This is Create, a member of class TVector.
	Create (see page 96)	This is Create, a member of class TVector.
	Distance (see page 97)	This is Distance, a member of class TVector.
	Divide (see page 97)	This is Divide, a member of class TVector.
	DivideBy (see page 97)	This is DivideBy, a member of class TVector.
	DotProduct (see page 97)	This is DotProduct, a member of class TVector.
	Magnitude (see page 97)	This is Magnitude, a member of class TVector.
	MagnitudeSquared (see page 98)	This is MagnitudeSquared, a member of class TVector.
	MagnitudeTruncate (see page 98)	This is MagnitudeTruncate, a member of class TVector.
	Multiply (see page 98)	This is Multiply, a member of class TVector.
	Negate (see page 98)	This is Negate, a member of class TVector.
	Normalize (see page 98)	This is Normalize, a member of class TVector.
	Project (see page 99)	This is Project, a member of class TVector.
	Scale (see page 99)	This is Scale, a member of class TVector.
	Subtract (see page 99)	This is Subtract, a member of class TVector.
	Thrust (see page 99)	This is Thrust, a member of class TVector.
	Vec2 (see page 99)	This is Vec2, a member of class TVector.

1.1.16.2.1 **TVector.Add**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Add(
    aVector: TVector
```

```
);
```

Description

This is Add, a member of class TVector.

1.1.16.2.2 **TVector.Angle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Angle, a member of class TVector.

1.1.16.2.3 **TVector.Assign**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.16.2.4 **TVector.Assign**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.16.2.5 **TVector.Assign**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.16.2.6 **TVector.Assign**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.16.2.7 **TVector.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure Clear;
```

Description

This is Clear, a member of class TVector.

1.1.16.2.8 **TVector.Create**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Create, a member of class TVector.

1.1.16.2.9 **TVector.Create**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Create, a member of class TVector.

1.1.16.2.10 **TVector.Create**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
constructor Create(
    aX: Single;
    aY: Single;
    aZ: Single;
```

```
    aW: Single
); overload;
```

Description

This is Create, a member of class TVector.

1.1.16.2.11 TVector.Distance

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Distance, a member of class TVector.

1.1.16.2.12 TVector.Divide

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Divide, a member of class TVector.

1.1.16.2.13 TVector.DivideBy

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DivideBy, a member of class TVector.

1.1.16.2.14 TVector.DotProduct

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DotProduct, a member of class TVector.

1.1.16.2.15 TVector.Magnitude

File: TopazGameLib.pas (see page 413)

Delphi

```
function Magnitude: Single;
```

Description

This is Magnitude, a member of class TVector.

1.1.16.2.16 **TVector.MagnitudeSquared**

File: TopazGameLib.pas (see page 413)

Delphi

```
function MagnitudeSquared: Single;
```

Description

This is MagnitudeSquared, a member of class TVector.

1.1.16.2.17 **TVector.MagnitudeTruncate**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is MagnitudeTruncate, a member of class TVector.

1.1.16.2.18 **TVector.Multiply**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Multiply, a member of class TVector.

1.1.16.2.19 **TVector.Negate**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Negate;
```

Description

This is Negate, a member of class TVector.

1.1.16.2.20 **TVector.Normalize**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Normalize;
```

Description

This is Normalize, a member of class TVector.

1.1.16.2.21 **TVector.Project**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Project, a member of class TVector.

1.1.16.2.22 **TVector.Scale**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Scale, a member of class TVector.

1.1.16.2.23 **TVector.Subtract**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Subtract, a member of class TVector.

1.1.16.2.24 **TVector.Thrust**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Thrust, a member of class TVector.

1.1.16.2.25 **TVector.Vec2**

File: TopazGameLib.pas (see page 413)

Delphi

```
class function Vec2(
    aX: Single;
    aY: Single
): TVector; static;
```

Description

This is Vec2, a member of class TVector.

1.2 Interfaces

The following table lists interfaces in this documentation.

Interfaces

➝○	IActorList (see page 101)	This is class IActorList.
➝○	IActorScene (see page 104)	This is class IActorScene.
➝○	IArchive (see page 107)	This is class IArchive.
➝○	IAsync (see page 109)	This is class IAsync.
➝○	IAudio (see page 111)	This is class IAudio.
➝○	IBaseInterface (see page 122)	This is class IBaseInterface.
➝○	IBuffer (see page 122)	This is class IBuffer.
➝○	ICamera (see page 126)	This is class ICamera.
➝○	ICmdConsole (see page 129)	This is class ICmdConsole.
➝○	ICmdLine (see page 133)	This is class ICmdLine.
➝○	IColor (see page 135)	This is class IColor.
➝○	IConfigFile (see page 137)	This is class IConfigFile.
➝○	IConsole (see page 142)	This is class IConsole.
➝○	IDatabase (see page 144)	This is class IDatabase.
➝○	IDialogs (see page 151)	This is class IDialogs.
➝○	IEntity (see page 153)	This is class IEntity.
➝○	IFont (see page 165)	This is class IFont.
➝○	IGUI (see page 168)	This is class IGUI.
➝○	IHighscores (see page 176)	This is class IHighscores.
➝○	IInAppPurchase (see page 179)	This is class IInAppPurchase.
➝○	IInput (see page 181)	This is class IInput.
➝○	IInputMap (see page 185)	This is class IInputMap.
➝○	ILog (see page 187)	This is class ILog.
➝○	ILua (see page 189)	This is class ILua.
➝○	ILuaContext (see page 195)	This is class ILuaContext.
➝○	IMail (see page 198)	This is class IMail.
➝○	IMath (see page 199)	This is class IMath.
➝○	IPathEditor (see page 207)	This is class IPathEditor.
➝○	IPathEditorPath (see page 211)	This is class IPathEditorPath.
➝○	IPhysics (see page 213)	This is class IPhysics.
➝○	IPolygon (see page 219)	This is class IPolygon.
➝○	IRenderTarget (see page 222)	This is class IRenderTarget.
➝○	IScreenshake (see page 225)	This is class IScreenshake.
➝○	IScreenshot (see page 227)	This is class IScreenshot.

⊸	IShader (see page 228)	This is class IShader.
⊸	ISocial (see page 231)	This is class ISocial.
⊸	ISpeech (see page 233)	This is class ISpeech.
⊸	ISplashscreen (see page 236)	This is class ISplashscreen.
⊸	ISprite (see page 239)	This is class ISprite.
⊸	IStarfield (see page 244)	This is class IStarfield.
⊸	IStartupDialog (see page 246)	This is class IStartupDialog.
⊸	ITexture (see page 250)	This is class ITexture.
⊸	ITimer (see page 253)	This is class ITimer.
⊸	ITopaz (see page 256)	This is class ITopaz.
⊸	ITreeMenu (see page 262)	This is class ITreeMenu.
⊸	IUserPath (see page 266)	This is class IUserPath.
⊸	IUtil (see page 269)	This is class IUtil.
⊸	IVideo (see page 273)	This is class IVideo.
⊸	IVirtualFile (see page 277)	This is class IVirtualFile.
⊸	IWindow (see page 279)	This is class IWindow.

1.2.1 **IActorList**

Class Hierarchy

IBaseInterface → IActorList
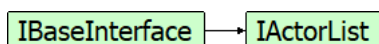
File: TopazGameLib.pas (see page 413)

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 102)	This is Add, a member of class IActorList.
⇒♦	CheckCollision (see page 102)	This is CheckCollision, a member of class IActorList.
⇒♦	Clean (see page 102)	This is Clean, a member of class IActorList.
⇒♦	Clear (see page 102)	This is Clear, a member of class IActorList.
⇒♦	ForEach (see page 102)	This is ForEach, a member of class IActorList.
⇒♦	GetCount (see page 103)	This is GetCount, a member of class IActorList.
⇒♦	Remove (see page 103)	This is Remove, a member of class IActorList.
⇒♦	Render (see page 103)	This is Render, a member of class IActorList.
⇒♦	SendMessage (see page 103)	This is SendMessage, a member of class IActorList.
⇒♦	Update (see page 103)	This is Update, a member of class IActorList.

1.2.1.1.1 **IActorList.Add**

File: TopazGameLib.pas (see page 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```delphi
procedure Clean;
```

Description

This is Clean, a member of class IActorList.

1.2.1.1.4 **IActorList.Clear**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

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

Description

This is Update, a member of class IActorList.

1.2.2 **IActorScene**

Class Hierarchy

IBaseInterface ⟶ IActorScene
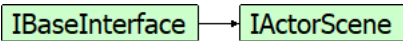
File: TopazGameLib.pas (see page 413)

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 104)	This is Alloc, a member of class IActorScene.
⇒♦	Clean (see page 105)	This is Clean, a member of class IActorScene.
⇒♦	Clear (see page 105)	This is Clear, a member of class IActorScene.
⇒♦	ClearAll (see page 105)	This is ClearAll, a member of class IActorScene.
⇒♦	Dealloc (see page 105)	This is Dealloc, a member of class IActorScene.
⇒♦	GetCount (see page 105)	This is GetCount, a member of class IActorScene.
⇒♦	GetList (see page 106)	This is GetList, a member of class IActorScene.
⇒♦	Render (see page 106)	This is Render, a member of class IActorScene.
⇒♦	SendMessage (see page 106)	This is SendMessage, a member of class IActorScene.
⇒♦	Update (see page 106)	This is Update, a member of class IActorScene.

1.2.2.1.1 **IActorScene.Alloc**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

Delphi

```
procedure ClearAll;
```

Description

This is ClearAll, a member of class IActorScene.

1.2.2.1.5 **IActorScene.Dealloc**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Dealloc;
```

Description

This is Dealloc, a member of class IActorScene.

1.2.2.1.6 **IActorScene.GetCount**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

Delphi

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

Description

This is Update, a member of class IActorScene.

1.2.3 IArchive

Class Hierarchy

IBaseInterface → IArchive
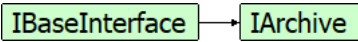
File: TopazGameLib.pas (see page 413)

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 107)	This is Build, a member of class IArchive.
⇒◆	Close (see page 107)	This is Close, a member of class IArchive.
⇒◆	ExtractFile (see page 108)	This is ExtractFile, a member of class IArchive.
⇒◆	ExtractFiles (see page 108)	This is ExtractFiles, a member of class IArchive.
⇒◆	ExtractFileToBuffer (see page 108)	This is ExtractFileToBuffer, a member of class IArchive.
⇒◆	FileExist (see page 108)	This is FileExist, a member of class IArchive.
⇒◆	IsValid (see page 108)	This is IsValid, a member of class IArchive.
⇒◆	Open (see page 109)	This is Open, a member of class IArchive.
⇒◆	Open (see page 109)	This is Open, a member of class IArchive.
⇒◆	Opened (see page 109)	This is Opened, a member of class IArchive.

1.2.3.1.1 IArchive.Build

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```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 413)

Delphi

```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 413)

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 413)

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 413)

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

This is Opened, a member of class IArchive.

1.2.4 **IAsync**

Class Hierarchy
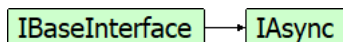
File: TopazGameLib.pas (see page 413)

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 110)	This is Busy, a member of class IAsync.
⇒◈	Enter (see page 110)	This is Enter, a member of class IAsync.
⇒◈	Leave (see page 110)	This is Leave, a member of class IAsync.
⇒◈	Process (see page 110)	This is Process, a member of class IAsync.
⇒◈	Run (see page 111)	This is Run, a member of class IAsync.

1.2.4.1.1 IAsync.Busy

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Enter;
```

Description

This is Enter, a member of class IAsync.

1.2.4.1.3 IAsync.Leave

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Leave;
```

Description

This is Leave, a member of class IAsync.

1.2.4.1.4 IAsync.Process

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Process;
```

Description

This is Process, a member of class IAsync.

1.2.4.1.5 **IAsync.Run**

File: TopazGameLib.pas (see page 413)

Delphi

```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
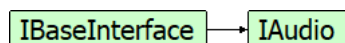
File: TopazGameLib.pas (see page 413)

Delphi

```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 112)	This is Close, a member of class IAudio.
	GetChannelAttenuation (see page 112)	This is GetChannelAttenuation, a member of class IAudio.
	GetChannelLoop (see page 113)	This is GetChannelLoop, a member of class IAudio.
	GetChannelMinDistance (see page 113)	This is GetChannelMinDistance, a member of class IAudio.
	GetChannelPitch (see page 113)	This is GetChannelPitch, a member of class IAudio.
	GetChannelPosition (see page 113)	This is GetChannelPosition, a member of class IAudio.
	GetChannelRelativeToListener (see page 114)	This is GetChannelRelativeToListener, a member of class IAudio.
	GetChannelReserved (see page 114)	This is GetChannelReserved, a member of class IAudio.
	GetChannelStatus (see page 114)	This is GetChannelStatus, a member of class IAudio.
	GetChannelVolume (see page 114)	This is GetChannelVolume, a member of class IAudio.
	GetListenerGlobalVolume (see page 114)	This is GetListenerGlobalVolume, a member of class IAudio.
	GetListenerPosition (see page 115)	This is GetListenerPosition, a member of class IAudio.
	GetMusicLoop (see page 115)	This is GetMusicLoop, a member of class IAudio.
	GetMusicStatus (see page 115)	This is GetMusicStatus, a member of class IAudio.

⇒♦		GetMusicVolume (see page 115)	This is GetMusicVolume, a member of class IAudio.
⇒♦		LoadMusic (see page 115)	This is LoadMusic, a member of class IAudio.
⇒♦		LoadSound (see page 116)	This is LoadSound, a member of class IAudio.
⇒♦		Open (see page 116)	This is Open, a member of class IAudio.
⇒♦		Pause (see page 116)	This is Pause, a member of class IAudio.
⇒♦		PauseAllMusic (see page 116)	This is PauseAllMusic, a member of class IAudio.
⇒♦		PauseChannel (see page 116)	This is PauseChannel, a member of class IAudio.
⇒♦		PauseMusic (see page 117)	This is PauseMusic, a member of class IAudio.
⇒♦		PlayMusic (see page 117)	This is PlayMusic, a member of class IAudio.
⇒♦		PlayMusic (see page 117)	This is PlayMusic, a member of class IAudio.
⇒♦		PlayMusicAsync (see page 117)	This is PlayMusicAsync, a member of class IAudio.
⇒♦		PlaySound (see page 118)	This is PlaySound, a member of class IAudio.
⇒♦		Reset (see page 118)	This is Reset, a member of class IAudio.
⇒♦		SetChannelAttenuation (see page 118)	This is SetChannelAttenuation, a member of class IAudio.
⇒♦		SetChannelLoop (see page 118)	This is SetChannelLoop, a member of class IAudio.
⇒♦		SetChannelMinDistance (see page 118)	This is SetChannelMinDistance, a member of class IAudio.
⇒♦		SetChannelPitch (see page 119)	This is SetChannelPitch, a member of class IAudio.
⇒♦		SetChannelPosition (see page 119)	This is SetChannelPosition, a member of class IAudio.
⇒♦		SetChannelRelativeToListener (see page 119)	This is SetChannelRelativeToListener, a member of class IAudio.
⇒♦		SetChannelReserved (see page 119)	This is SetChannelReserved, a member of class IAudio.
⇒♦		SetChannelVolume (see page 120)	This is SetChannelVolume, a member of class IAudio.
⇒♦		SetListenerGlobalVolume (see page 120)	This is SetListenerGlobalVolume, a member of class IAudio.
⇒♦		SetListenerPosition (see page 120)	This is SetListenerPosition, a member of class IAudio.
⇒♦		SetMusicLoop (see page 120)	This is SetMusicLoop, a member of class IAudio.
⇒♦		SetMusicOffset (see page 120)	This is SetMusicOffset, a member of class IAudio.
⇒♦		SetMusicVolume (see page 121)	This is SetMusicVolume, a member of class IAudio.
⇒♦		StopAllChannels (see page 121)	This is StopAllChannels, a member of class IAudio.
⇒♦		StopChannel (see page 121)	This is StopChannel, a member of class IAudio.
⇒♦		StopMusic (see page 121)	This is StopMusic, a member of class IAudio.
⇒♦		UnloadAllMusic (see page 122)	This is UnloadAllMusic, a member of class IAudio.
⇒♦		UnloadMusic (see page 122)	This is UnloadMusic, a member of class IAudio.
⇒♦		UnloadSound (see page 122)	This is UnloadSound, a member of class IAudio.

1.2.5.1.1 **IAudio.Close**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IAudio.

1.2.5.1.2 **IAudio.GetChannelAttenuation**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```delphi
procedure Open;
```

Description

This is Open, a member of class IAudio.

1.2.5.1.19 **IAudio.Pause**

File: TopazGameLib.pas (see page 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

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 413)

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 413)

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.PlayMusicAsync**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is PlayMusicAsync, a member of class IAudio.

1.2.5.1.26 **IAudio.PlaySound**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is PlaySound, a member of class IAudio.

1.2.5.1.27 **IAudio.Reset**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class IAudio.

1.2.5.1.28 **IAudio.SetChannelAttenuation**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelAttenuation, a member of class IAudio.

1.2.5.1.29 **IAudio.SetChannelLoop**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelLoop, a member of class IAudio.

1.2.5.1.30 **IAudio.SetChannelMinDistance**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelMinDistance, a member of class IAudio.

1.2.5.1.31 IAudio.SetChannelPitch

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelPitch, a member of class IAudio.

1.2.5.1.32 IAudio.SetChannelPosition

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelPosition, a member of class IAudio.

1.2.5.1.33 IAudio.SetChannelRelativeToListener

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelRelativeToListener, a member of class IAudio.

1.2.5.1.34 IAudio.SetChannelReserved

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelReserved, a member of class IAudio.

1.2.5.1.35 **IAudio.SetChannelVolume**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetChannelVolume, a member of class IAudio.

1.2.5.1.36 **IAudio.SetListenerGlobalVolume**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetListenerGlobalVolume, a member of class IAudio.

1.2.5.1.37 **IAudio.SetListenerPosition**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetListenerPosition, a member of class IAudio.

1.2.5.1.38 **IAudio.SetMusicLoop**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetMusicLoop, a member of class IAudio.

1.2.5.1.39 **IAudio.SetMusicOffset**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetMusicOffset, a member of class IAudio.

1.2.5.1.40 IAudio.SetMusicVolume

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetMusicVolume, a member of class IAudio.

1.2.5.1.41 IAudio.StopAllChannels

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure StopAllChannels;
```

Description

This is StopAllChannels, a member of class IAudio.

1.2.5.1.42 IAudio.StopChannel

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is StopChannel, a member of class IAudio.

1.2.5.1.43 IAudio.StopMusic

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is StopMusic, a member of class IAudio.

1.2.5.1.44 **IAudio.UnloadAllMusic**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure UnloadAllMusic;
```

Description

This is UnloadAllMusic, a member of class IAudio.

1.2.5.1.45 **IAudio.UnloadMusic**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is UnloadMusic, a member of class IAudio.

1.2.5.1.46 **IAudio.UnloadSound**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
IBaseInterface = interface;
```

Description

This is class IBaseInterface.

1.2.7 **IBuffer**

Class Hierarchy

IBaseInterface → IBuffer

File: TopazGameLib.pas (see page 413)

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 123)	This is Allocate, a member of class IBuffer.
⇒◆	Eof (see page 123)	This is Eof, a member of class IBuffer.
⇒◆	GetPosition (see page 123)	This is GetPosition, a member of class IBuffer.
⇒◆	LoadFromFile (see page 124)	This is LoadFromFile, a member of class IBuffer.
⇒◆	LoadFromResource (see page 124)	This is LoadFromResource, a member of class IBuffer.
⇒◆	Memory (see page 124)	This is Memory, a member of class IBuffer.
⇒◆	Read (see page 124)	This is Read, a member of class IBuffer.
⇒◆	ReadString (see page 124)	This is ReadString, a member of class IBuffer.
⇒◆	Release (see page 125)	This is Release, a member of class IBuffer.
⇒◆	SaveToFile (see page 125)	This is SaveToFile, a member of class IBuffer.
⇒◆	SetPosition (see page 125)	This is SetPosition, a member of class IBuffer.
⇒◆	Size (see page 125)	This is Size, a member of class IBuffer.
⇒◆	Write (see page 125)	This is Write, a member of class IBuffer.

1.2.7.1.1 **IBuffer.Allocate**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
procedure Release;
```

Description

This is Release, a member of class IBuffer.

1.2.7.1.10 **IBuffer.SaveToFile**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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
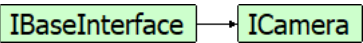
File: TopazGameLib.pas (see page 413)

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 126)	This is Activate, a member of class ICamera.
⇒◆	Clear (see page 127)	This is Clear, a member of class ICamera.
⇒◆	GetPos (see page 127)	This is GetPos, a member of class ICamera.
⇒◆	GetRotation (see page 127)	This is GetRotation, a member of class ICamera.
⇒◆	GetScale (see page 127)	This is GetScale, a member of class ICamera.
⇒◆	GetScreenToWorldPos (see page 127)	This is GetScreenToWorldPos, a member of class ICamera.
⇒◆	GetSize (see page 127)	This is GetSize, a member of class ICamera.
⇒◆	GetWorldToScreenPos (see page 128)	This is GetWorldToScreenPos, a member of class ICamera.
⇒◆	Init (see page 128)	This is Init, a member of class ICamera.
⇒◆	SetPos (see page 128)	This is SetPos, a member of class ICamera.
⇒◆	SetRotation (see page 128)	This is SetRotation, a member of class ICamera.
⇒◆	SetScale (see page 129)	This is SetScale, a member of class ICamera.
⇒◆	SetSize (see page 129)	This is SetSize, a member of class ICamera.

1.2.8.1.1 **ICamera.Activate**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ICamera.

1.2.8.1.3 **ICamera.GetPos**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

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

Description

This is SetSize, a member of class ICamera.

1.2.9 **ICmdConsole**

Class Hierarchy
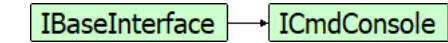
File: TopazGameLib.pas (see page 413)

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 130)	This is AddCommand, a member of class ICmdConsole.
	AddTextLine (see page 130)	This is AddTextLine, a member of class ICmdConsole.
	ClearCommands (see page 130)	This is ClearCommands, a member of class ICmdConsole.
	Close (see page 130)	This is Close, a member of class ICmdConsole.
	Enable (see page 131)	This is Enable, a member of class ICmdConsole.
	GetActive (see page 131)	This is GetActive, a member of class ICmdConsole.
	LoadFont (see page 131)	This is LoadFont, a member of class ICmdConsole.
	Open (see page 131)	This is Open, a member of class ICmdConsole.
	ParamCount (see page 131)	This is ParamCount, a member of class ICmdConsole.

⇥◈	ParamStr (see page 132)	This is ParamStr, a member of class ICmdConsole.
⇥◈	Render (see page 132)	This is Render, a member of class ICmdConsole.
⇥◈	SetSlideSpeed (see page 132)	This is SetSlideSpeed, a member of class ICmdConsole.
⇥◈	SetToggleKey (see page 132)	This is SetToggleKey, a member of class ICmdConsole.
⇥◈	Toggle (see page 132)	This is Toggle, a member of class ICmdConsole.
⇥◈	Update (see page 133)	This is Update, a member of class ICmdConsole.

1.2.9.1.1 **ICmdConsole.AddCommand**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure ClearCommands;
```

Description

This is ClearCommands, a member of class ICmdConsole.

1.2.9.1.4 **ICmdConsole.Close**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class ICmdConsole.

1.2.9.1.5 **ICmdConsole.Enable**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class ICmdConsole.

1.2.9.1.9 **ICmdConsole.ParamCount**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class ICmdConsole.

1.2.9.1.12 **ICmdConsole.SetSlideSpeed**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

Delphi

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

Description

This is Update, a member of class ICmdConsole.

1.2.10 ICmdLine

Class Hierarchy
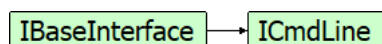
File: TopazGameLib.pas (see page 413)

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 133)	This is AddAParam, a member of class ICmdLine.
⇒	AddParams (see page 134)	This is AddParams, a member of class ICmdLine.
⇒	ClearParams (see page 134)	This is ClearParams, a member of class ICmdLine.
⇒	GetParam (see page 134)	This is GetParam, a member of class ICmdLine.
⇒	GetParamValue (see page 134)	This is GetParamValue, a member of class ICmdLine.
⇒	GetParamValue (see page 134)	This is GetParamValue, a member of class ICmdLine.
⇒	ParamCount (see page 135)	This is ParamCount, a member of class ICmdLine.
⇒	ParamStr (see page 135)	This is ParamStr, a member of class ICmdLine.
⇒	Reset (see page 135)	This is Reset, a member of class ICmdLine.

1.2.10.1.1 ICmdLine.AddAParam

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure ClearParams;
```

Description

This is ClearParams, a member of class ICmdLine.

1.2.10.1.4 **ICmdLine.GetParam**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class ICmdLine.

1.2.11 **IColor**

Class Hierarchy
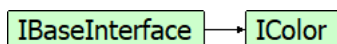
File: TopazGameLib.pas (see page 413)

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 136)	This is Equal, a member of class IColor.
⇒♦		Fade (see page 136)	This is Fade, a member of class IColor.
⇒♦		FromByte (see page 136)	This is FromByte, a member of class IColor.
⇒♦		FromFloat (see page 136)	This is FromFloat, a member of class IColor.
⇒♦		FromName (see page 137)	This is FromName, a member of class IColor.

1.2.11.1.1 **IColor.Equal**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

Delphi

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

Description

This is FromName, a member of class IColor.

1.2.12 IConfigFile

Class Hierarchy
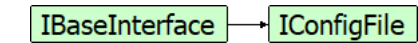
File: TopazGameLib.pas (see page 413)

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 138)	This is Close, a member of class IConfigFile.
	GetSectionValue (see page 138)	This is GetSectionValue, a member of class IConfigFile.
	GetSectionValue (see page 138)	This is GetSectionValue, a member of class IConfigFile.
	GetSectionValue (see page 138)	This is GetSectionValue, a member of class IConfigFile.
	GetSectionValues (see page 138)	This is GetSectionValues, a member of class IConfigFile.
	GetValue (see page 139)	This is GetValue, a member of class IConfigFile.
	GetValue (see page 139)	This is GetValue, a member of class IConfigFile.
	GetValue (see page 139)	This is GetValue, a member of class IConfigFile.
	GetValue (see page 139)	This is GetValue, a member of class IConfigFile.
	Open (see page 140)	This is Open, a member of class IConfigFile.
	Opened (see page 140)	This is Opened, a member of class IConfigFile.
	RemoveKey (see page 140)	This is RemoveKey, a member of class IConfigFile.
	RemoveSection (see page 140)	This is RemoveSection, a member of class IConfigFile.
	SetValue (see page 140)	This is SetValue, a member of class IConfigFile.
	SetValue (see page 141)	This is SetValue, a member of class IConfigFile.

	SetValue (see page 141)	This is SetValue, a member of class IConfigFile.
	SetValue (see page 141)	This is SetValue, a member of class IConfigFile.
	Update (see page 141)	This is Update, a member of class IConfigFile.

1.2.12.1.1 IConfigFile.Close

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IConfigFile.

1.2.12.1.2 IConfigFile.GetSectionValue

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class IConfigFile.

1.2.13 **IConsole**

Class Hierarchy
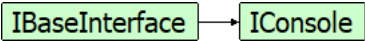
File: TopazGameLib.pas (see page 413)

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 142)	This is AtStartup, a member of class IConsole.
⇒♦	IsPresent (see page 142)	This is IsPresent, a member of class IConsole.
⇒♦	Pause (see page 143)	This is Pause, a member of class IConsole.
⇒♦	Print (see page 143)	This is Print, a member of class IConsole.
⇒♦	Print (see page 143)	This is Print, a member of class IConsole.
⇒♦	PrintLn (see page 143)	This is PrintLn, a member of class IConsole.
⇒♦	PrintLn (see page 143)	This is PrintLn, a member of class IConsole.
⇒♦	PrintLn (see page 144)	This is PrintLn, a member of class IConsole.
⇒♦	WaitForInput (see page 144)	This is WaitForInput, a member of class IConsole.

1.2.13.1.1 **IConsole.AtStartup**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure Pause;
```

Description

This is Pause, a member of class IConsole.

1.2.13.1.4 **IConsole.Print**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
procedure WaitForInput;
```

Description

This is WaitForInput, a member of class IConsole.

1.2.14 **IDatabase**

Class Hierarchy
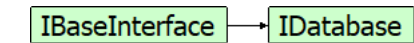
File: TopazGameLib.pas (see page 413)

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 145)	This is AddSQLText, a member of class IDatabase.
	Bof (see page 145)	This is Bof, a member of class IDatabase.
	ClearSQLText (see page 145)	This is ClearSQLText, a member of class IDatabase.
	Close (see page 146)	This is Close, a member of class IDatabase.
	Connected (see page 146)	This is Connected, a member of class IDatabase.
	Delete (see page 146)	This is Delete, a member of class IDatabase.
	Eof (see page 146)	This is Eof, a member of class IDatabase.
	Execute (see page 146)	This is Execute, a member of class IDatabase.
	ExecuteSQL (see page 146)	This is ExecuteSQL, a member of class IDatabase.
	FieldCount (see page 147)	This is FieldCount, a member of class IDatabase.

	First (see page 147)	This is First, a member of class IDatabase.
	GetField (see page 147)	This is GetField, a member of class IDatabase.
	GetLastError (see page 147)	This is GetLastError, a member of class IDatabase.
	GetMacro (see page 147)	This is GetMacro, a member of class IDatabase.
	GetParam (see page 148)	This is GetParam, a member of class IDatabase.
	GetSQLText (see page 148)	This is GetSQLText, a member of class IDatabase.
	Last (see page 148)	This is Last, a member of class IDatabase.
	Next (see page 148)	This is Next, a member of class IDatabase.
	Open (see page 148)	This is Open, a member of class IDatabase.
	Prior (see page 149)	This is Prior, a member of class IDatabase.
	RecordCount (see page 149)	This is RecordCount, a member of class IDatabase.
	RecordNo (see page 149)	This is RecordNo, a member of class IDatabase.
	SetField (see page 149)	This is SetField, a member of class IDatabase.
	SetMacro (see page 149)	This is SetMacro, a member of class IDatabase.
	SetParam (see page 150)	This is SetParam, a member of class IDatabase.
	SetSQLText (see page 150)	This is SetSQLText, a member of class IDatabase.
	SetupMySQL (see page 150)	This is SetupMySQL, a member of class IDatabase.
	SetupSQLite (see page 150)	This is SetupSQLite, a member of class IDatabase.

1.2.14.1.1 **IDatabase.AddSQLText**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure ClearSQLText;
```

Description

This is ClearSQLText, a member of class IDatabase.

1.2.14.1.4 **IDatabase.Close**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IDatabase.

1.2.14.1.5 **IDatabase.Connected**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Delete;
```

Description

This is Delete, a member of class IDatabase.

1.2.14.1.7 **IDatabase.Eof**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Execute;
```

Description

This is Execute, a member of class IDatabase.

1.2.14.1.9 **IDatabase.ExecuteSQL**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure First;
```

Description

This is First, a member of class IDatabase.

1.2.14.1.12 **IDatabase.GetField**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
procedure Last;
```

Description

This is Last, a member of class IDatabase.

1.2.14.1.18 IDatabase.Next

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Next;
```

Description

This is Next, a member of class IDatabase.

1.2.14.1.19 IDatabase.Open

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class IDatabase.

1.2.14.1.20 **IDatabase.Prior**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure Prior;
```

Description

This is Prior, a member of class IDatabase.

1.2.14.1.21 **IDatabase.RecordCount**

File: TopazGameLib.pas (see page 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

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

Description

This is SetupSQLite, a member of class IDatabase.

1.2.15 **IDialogs**

Class Hierarchy
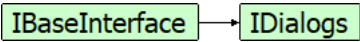
File: TopazGameLib.pas (see page 413)

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 151)	This is ContactUs, a member of class IDialogs.
⇒◆	DirOpen (see page 151)	This is DirOpen, a member of class IDialogs.
⇒◆	Feedback (see page 152)	This is Feedback, a member of class IDialogs.
⇒◆	FileOpen (see page 152)	This is FileOpen, a member of class IDialogs.
⇒◆	FileSave (see page 152)	This is FileSave, a member of class IDialogs.
⇒◆	MessageBox (see page 152)	This is MessageBox, a member of class IDialogs.

1.2.15.1.1 **IDialogs.ContactUs**

File: TopazGameLib.pas (see page 413)

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.DirOpen**

File: TopazGameLib.pas (see page 413)

Delphi

```
function DirOpen(
    const aTitle: WideString;
    const aInitialDir: WideString;
    var aDirName: WideString
): Boolean;
```

Description

This is DirOpen, a member of class IDialogs.

1.2.15.1.3 **IDialogs.Feedback**

File: TopazGameLib.pas (see page 413)

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.

1.2.15.1.4 **IDialogs.FileOpen**

File: TopazGameLib.pas (see page 413)

Delphi

```
function FileOpen(
    const aTitle: WideString;
    const aFilter: WideString;
    aFilterIndex: Integer;
    aDefaultExt: WideString;
    aInitialDir: WideString;
    var aFilename: WideString
): Boolean;
```

Description

This is FileOpen, a member of class IDialogs.

1.2.15.1.5 **IDialogs.FileSave**

File: TopazGameLib.pas (see page 413)

Delphi

```
function FileSave(
    const aTitle: WideString;
    const aFilter: WideString;
    aFilterIndex: Integer;
    aDefaultExt: WideString;
    var aFilename: WideString
): Boolean;
```

Description

This is FileSave, a member of class IDialogs.

1.2.15.1.6 **IDialogs.MessageBox**

File: TopazGameLib.pas (see page 413)

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

IBaseInterface → IEntity
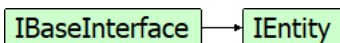
File: TopazGameLib.pas (see page 413)

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 154)	This is CollidePolyPoint, a member of class IEntity.
⇒	CollidePolyPointPoint (see page 154)	This is CollidePolyPointPoint, a member of class IEntity.
⇒	GetAngle (see page 155)	This is GetAngle, a member of class IEntity.
⇒	GetAngleOffset (see page 155)	This is GetAngleOffset, a member of class IEntity.
⇒	GetColor (see page 155)	This is GetColor, a member of class IEntity.
⇒	GetDir (see page 155)	This is GetDir, a member of class IEntity.
⇒	GetFirstFrame (see page 155)	This is GetFirstFrame, a member of class IEntity.
⇒	GetFlipMode (see page 156)	This is GetFlipMode, a member of class IEntity.
⇒	GetFrame (see page 156)	This is GetFrame, a member of class IEntity.
⇒	GetFrameFPS (see page 156)	This is GetFrameFPS, a member of class IEntity.
⇒	GetGroup (see page 156)	This is GetGroup, a member of class IEntity.
⇒	GetHeight (see page 156)	This is GetHeight, a member of class IEntity.
⇒	GetLastFrame (see page 156)	This is GetLastFrame, a member of class IEntity.
⇒	GetLoopFrame (see page 157)	This is GetLoopFrame, a member of class IEntity.
⇒	GetPos (see page 157)	This is GetPos, a member of class IEntity.
⇒	GetRadius (see page 157)	This is GetRadius, a member of class IEntity.
⇒	GetRenderPolyPoint (see page 157)	This is GetRenderPolyPoint, a member of class IEntity.
⇒	GetScale (see page 157)	This is GetScale, a member of class IEntity.
⇒	GetShrinkFactor (see page 158)	This is GetShrinkFactor, a member of class IEntity.
⇒	GetSprite (see page 158)	This is GetSprite, a member of class IEntity.
⇒	GetWidth (see page 158)	This is GetWidth, a member of class IEntity.
⇒	Init (see page 158)	This is Init, a member of class IEntity.

⇒◆		IsFullyVisible (see page 158)	This is IsFullyVisible, a member of class IEntity.
⇒◆		IsVisible (see page 159)	This is IsVisible, a member of class IEntity.
⇒◆		NextFrame (see page 159)	This is NextFrame, a member of class IEntity.
⇒◆		Overlap (see page 159)	This is Overlap, a member of class IEntity.
⇒◆		Overlap (see page 159)	This is Overlap, a member of class IEntity.
⇒◆		PrevFrame (see page 159)	This is PrevFrame, a member of class IEntity.
⇒◆		Render (see page 160)	This is Render, a member of class IEntity.
⇒◆		RenderAt (see page 160)	This is RenderAt, a member of class IEntity.
⇒◆		RotateAbs (see page 160)	This is RotateAbs, a member of class IEntity.
⇒◆		RotateRel (see page 160)	This is RotateRel, a member of class IEntity.
⇒◆		RotateToAngle (see page 160)	This is RotateToAngle, a member of class IEntity.
⇒◆		RotateToPos (see page 161)	This is RotateToPos, a member of class IEntity.
⇒◆		RotateToPosAt (see page 161)	This is RotateToPosAt, a member of class IEntity.
⇒◆		SetAngleOffset (see page 161)	This is SetAngleOffset, a member of class IEntity.
⇒◆		SetColor (see page 161)	This is SetColor, a member of class IEntity.
⇒◆		SetFlipMode (see page 162)	This is SetFlipMode, a member of class IEntity.
⇒◆		SetFrame (see page 162)	This is SetFrame, a member of class IEntity.
⇒◆		SetFrameFPS (see page 162)	This is SetFrameFPS, a member of class IEntity.
⇒◆		SetFrameRange (see page 162)	This is SetFrameRange, a member of class IEntity.
⇒◆		SetLoopFrame (see page 162)	This is SetLoopFrame, a member of class IEntity.
⇒◆		SetPosAbs (see page 163)	This is SetPosAbs, a member of class IEntity.
⇒◆		SetPosRel (see page 163)	This is SetPosRel, a member of class IEntity.
⇒◆		SetRenderPolyPoint (see page 163)	This is SetRenderPolyPoint, a member of class IEntity.
⇒◆		SetScaleAbs (see page 163)	This is SetScaleAbs, a member of class IEntity.
⇒◆		SetScaleRel (see page 164)	This is SetScaleRel, a member of class IEntity.
⇒◆		SetShrinkFactor (see page 164)	This is SetShrinkFactor, a member of class IEntity.
⇒◆		Thrust (see page 164)	This is Thrust, a member of class IEntity.
⇒◆		ThrustAngle (see page 164)	This is ThrustAngle, a member of class IEntity.
⇒◆		ThrustToPos (see page 164)	This is ThrustToPos, a member of class IEntity.
⇒◆		TracePolyPoint (see page 165)	This is TracePolyPoint, a member of class IEntity.

1.2.16.1.1 **IEntity.CollidePolyPoint**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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
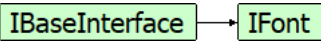
File: TopazGameLib.pas (see page 413)

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 166)	This is GetLineHeight, a member of class IFont.
⇒♦	GetTextWidth (see page 166)	This is GetTextWidth, a member of class IFont.
⇒♦	Load (see page 166)	This is Load, a member of class IFont.
⇒♦	LoadBuiltIn (see page 166)	This is LoadBuiltIn, a member of class IFont.
⇒♦	LoadDefault (see page 166)	This is LoadDefault, a member of class IFont.
⇒♦	PrintText (see page 167)	This is PrintText, a member of class IFont.
⇒♦	PrintText (see page 167)	This is PrintText, a member of class IFont.
⇒♦	PrintText (see page 167)	This is PrintText, a member of class IFont.
⇒♦	Unload (see page 167)	This is Unload, a member of class IFont.

1.2.17.1.1 **IFont.GetLineHeight**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```delphi
function Unload: Boolean;
```

Description

This is Unload, a member of class IFont.

1.2.18 **IGUI**

Class Hierarchy
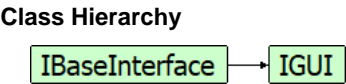
File: TopazGameLib.pas (see page 413)

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 168)	This is aAlign, a member of class IGUI.
♦	aTitle (see page 168)	This is aTitle, a member of class IGUI.

1.2.18.1.1 **IGUI.aAlign**

File: TopazGameLib.pas (see page 413)

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 413)

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 169)	This is &, a member of class IGUI.
⇒	Button (see page 169)	This is Button, a member of class IGUI.
⇒	Checkbox (see page 170)	This is Checkbox, a member of class IGUI.
⇒	Clear (see page 170)	This is Clear, a member of class IGUI.
⇒	Close (see page 170)	This is Close, a member of class IGUI.
⇒	Combobox (see page 170)	This is Combobox, a member of class IGUI.
⇒	Edit (see page 170)	This is Edit, a member of class IGUI.
⇒	GetContext (see page 171)	This is GetContext, a member of class IGUI.
⇒	GetStyleColor (see page 171)	This is GetStyleColor, a member of class IGUI.
⇒	InputBegin (see page 171)	This is InputBegin, a member of class IGUI.
⇒	InputEnd (see page 171)	This is InputEnd, a member of class IGUI.
⇒	LayoutRowBegin (see page 171)	This is LayoutRowBegin, a member of class IGUI.
⇒	LayoutRowDynamic (see page 172)	This is LayoutRowDynamic, a member of class IGUI.
⇒	LayoutRowEnd (see page 172)	This is LayoutRowEnd, a member of class IGUI.
⇒	LayoutRowPush (see page 172)	This is LayoutRowPush, a member of class IGUI.
⇒	LayoutRowStatic (see page 172)	This is LayoutRowStatic, a member of class IGUI.
⇒	Open (see page 172)	This is Open, a member of class IGUI.
⇒	Option (see page 173)	This is Option, a member of class IGUI.
⇒	Progress (see page 173)	This is Progress, a member of class IGUI.
⇒	Render (see page 173)	This is Render, a member of class IGUI.
⇒	SelectableLabel (see page 173)	This is SelectableLabel, a member of class IGUI.
⇒	SetStyle (see page 174)	This is SetStyle, a member of class IGUI.
⇒	SetStyle (see page 174)	This is SetStyle, a member of class IGUI.
⇒	SetStyleColor (see page 174)	This is SetStyleColor, a member of class IGUI.
⇒	Slider (see page 174)	This is Slider, a member of class IGUI.
⇒	Value (see page 174)	This is Value, a member of class IGUI.
⇒	Value (see page 175)	This is Value, a member of class IGUI.
⇒	WindowBegin (see page 175)	This is WindowBegin, a member of class IGUI.
⇒	WindowEnd (see page 175)	This is WindowEnd, a member of class IGUI.

1.2.18.2.1 **IGUI.&**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure &;
```

Description

This is &, a member of class IGUI.

1.2.18.2.2 **IGUI.Button**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IGUI.

1.2.18.2.5 **IGUI.Close**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IGUI.

1.2.18.2.6 **IGUI.Combobox**

File: TopazGameLib.pas (see page 413)

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 413)

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.GetContext

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetContext: Pointer;
```

Description

This is GetContext, a member of class IGUI.

1.2.18.2.9 IGUI.GetStyleColor

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetStyleColor(
    aColorItem: Integer
): TColor;
```

Description

This is GetStyleColor, a member of class IGUI.

1.2.18.2.10 IGUI.InputBegin

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure InputBegin;
```

Description

This is InputBegin, a member of class IGUI.

1.2.18.2.11 IGUI.InputEnd

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure InputEnd;
```

Description

This is InputEnd, a member of class IGUI.

1.2.18.2.12 IGUI.LayoutRowBegin

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is LayoutRowBegin, a member of class IGUI.

1.2.18.2.13 **IGUI.LayoutRowDynamic**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is LayoutRowDynamic, a member of class IGUI.

1.2.18.2.14 **IGUI.LayoutRowEnd**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure LayoutRowEnd;
```

Description

This is LayoutRowEnd, a member of class IGUI.

1.2.18.2.15 **IGUI.LayoutRowPush**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is LayoutRowPush, a member of class IGUI.

1.2.18.2.16 **IGUI.LayoutRowStatic**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is LayoutRowStatic, a member of class IGUI.

1.2.18.2.17 **IGUI.Open**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Open: Boolean;
```

Description

This is Open, a member of class IGUI.

1.2.18.2.18 **IGUI.Option**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Option, a member of class IGUI.

1.2.18.2.19 **IGUI.Progress**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Progress, a member of class IGUI.

1.2.18.2.20 **IGUI.Render**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class IGUI.

1.2.18.2.21 **IGUI.SelectableLabel**

File: TopazGameLib.pas (see page 413)

Delphi

```
function SelectableLabel(
    const aTitle: WideString;
    aAlign: Integer;
    var aValue: Boolean
): Boolean;
```

Description

This is SelectableLabel, a member of class IGUI.

1.2.18.2.22 **IGUI.SetStyle**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure SetStyle; overload;
```

Description

This is SetStyle, a member of class IGUI.

1.2.18.2.23 **IGUI.SetStyle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetStyle, a member of class IGUI.

1.2.18.2.24 **IGUI.SetStyleColor**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure SetStyleColor(
    aColorItem: Integer;
    aColor: TColor
);
```

Description

This is SetStyleColor, a member of class IGUI.

1.2.18.2.25 **IGUI.Slider**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Slider, a member of class IGUI.

1.2.18.2.26 **IGUI.Value**

File: TopazGameLib.pas (see page 413)

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.

1.2.18.2.27 IGUI.Value

File: TopazGameLib.pas (see page 413)

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.

1.2.18.2.28 IGUI.WindowBegin

File: TopazGameLib.pas (see page 413)

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.

1.2.18.2.29 IGUI.WindowEnd

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure WindowEnd;
```

Description

This is WindowEnd, a member of class IGUI.

1.2.19 **IHighscores**

Class Hierarchy

IBaseInterface → IHighscores
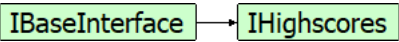
File: TopazGameLib.pas (see page 413)

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 176)	This is Busy, a member of class IHighscores.
⇒	Clear (see page 176)	This is Clear, a member of class IHighscores.
⇒	ClearResults (see page 177)	This is ClearResults, a member of class IHighscores.
⇒	GetLastError (see page 177)	This is GetLastError, a member of class IHighscores.
⇒	GetResult (see page 177)	This is GetResult, a member of class IHighscores.
⇒	GetResultCount (see page 177)	This is GetResultCount, a member of class IHighscores.
⇒	List (see page 177)	This is List, a member of class IHighscores.
⇒	Post (see page 178)	This is Post, a member of class IHighscores.
⇒	Post (see page 178)	This is Post, a member of class IHighscores.
⇒	Remove (see page 178)	This is Remove, a member of class IHighscores.
⇒	Setup (see page 178)	This is Setup, a member of class IHighscores.

1.2.19.1.1 **IHighscores.Busy**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IHighscores.

1.2.19.1.3 **IHighscores.ClearResults**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure ClearResults;
```

Description

This is ClearResults, a member of class IHighscores.

1.2.19.1.4 **IHighscores.GetLastError**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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
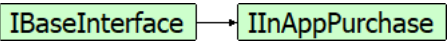
File: TopazGameLib.pas (see page 413)

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 179)	This is Busy, a member of class IInAppPurchase.
⇒◆	Buy (see page 179)	This is Buy, a member of class IInAppPurchase.
⇒◆	GetAmount (see page 180)	This is GetAmount, a member of class IInAppPurchase.
⇒◆	GetCurrency (see page 180)	This is GetCurrency, a member of class IInAppPurchase.
⇒◆	GetDescription (see page 180)	This is GetDescription, a member of class IInAppPurchase.
⇒◆	GetId (see page 180)	This is GetId, a member of class IInAppPurchase.
⇒◆	GetLastError (see page 180)	This is GetLastError, a member of class IInAppPurchase.
⇒◆	GetStatus (see page 181)	This is GetStatus, a member of class IInAppPurchase.

1.2.20.1.1 **IInAppPurchase.Busy**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

```
function GetStatus: WideString;
```

Description

This is GetStatus, a member of class IInAppPurchase.

1.2.21 **IInput**

Class Hierarchy
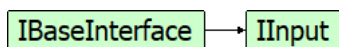
File: TopazGameLib.pas (see page 413)

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 181)	This is Clear, a member of class IInput.
	GetMouseInfo (see page 182)	This is GetMouseInfo, a member of class IInput.
	JoystickDown (see page 182)	This is JoystickDown, a member of class IInput.
	JoystickPosition (see page 182)	This is JoystickPosition, a member of class IInput.
	JoystickPressed (see page 182)	This is JoystickPressed, a member of class IInput.
	JoystickReleased (see page 183)	This is JoystickReleased, a member of class IInput.
	KeyCode (see page 183)	This is KeyCode, a member of class IInput.
	KeyCodeRepeat (see page 183)	This is KeyCodeRepeat, a member of class IInput.
	KeyDown (see page 183)	This is KeyDown, a member of class IInput.
	KeyPressed (see page 183)	This is KeyPressed, a member of class IInput.
	KeyReleased (see page 184)	This is KeyReleased, a member of class IInput.
	MouseDown (see page 184)	This is MouseDown, a member of class IInput.
	MousePressed (see page 184)	This is MousePressed, a member of class IInput.
	MouseReleased (see page 184)	This is MouseReleased, a member of class IInput.
	MouseSetPos (see page 184)	This is MouseSetPos, a member of class IInput.
	Update (see page 185)	This is Update, a member of class IInput.

1.2.21.1.1 **IInput.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IInput.

1.2.21.1.2 **IInput.GetMouseInfo**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class IInput.

1.2.22 IInputMap

Class Hierarchy
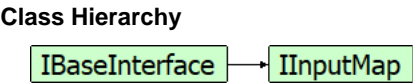
File: TopazGameLib.pas (see page 413)

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 185)	This is Add, a member of class IInputMap.
⇒●	Clear (see page 186)	This is Clear, a member of class IInputMap.
⇒●	Down (see page 186)	This is Down, a member of class IInputMap.
⇒●	Load (see page 186)	This is Load, a member of class IInputMap.
⇒●	Pressed (see page 186)	This is Pressed, a member of class IInputMap.
⇒●	Released (see page 186)	This is Released, a member of class IInputMap.
⇒●	Remove (see page 187)	This is Remove, a member of class IInputMap.
⇒●	Remove (see page 187)	This is Remove, a member of class IInputMap.
⇒●	Save (see page 187)	This is Save, a member of class IInputMap.

1.2.22.1.1 IInputMap.Add

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IInputMap.

1.2.22.1.3 **IInputMap.Down**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

Delphi

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

1

```
): Boolean;
```

Description

This is Released, a member of class IInputMap.

1.2.22.1.7 **IInputMap.Remove**

File: TopazGameLib.pas (see page 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

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

Description

This is Save, a member of class IInputMap.

1.2.23 **ILog**

Class Hierarchy

IBaseInterface → ILog
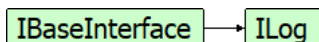
File: TopazGameLib.pas (see page 413)

Delphi

```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 188)	This is Add, a member of class ILog.
⇒●	Close (see page 188)	This is Close, a member of class ILog.
⇒●	Fatal (see page 188)	This is Fatal, a member of class ILog.
⇒●	Open (see page 188)	This is Open, a member of class ILog.
⇒●	Opened (see page 189)	This is Opened, a member of class ILog.

1.2.23.1.1 ILog.Add

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class ILog.

1.2.23.1.3 ILog.Fatal

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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

This is Opened, a member of class ILog.

1.2.24 ILua

Class Hierarchy
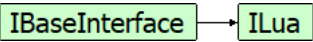
File: TopazGameLib.pas (see page 413)

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 190)	This is Call, a member of class ILua.
	Call (see page 190)	This is Call, a member of class ILua.
	CollectGarbage (see page 190)	This is CollectGarbage, a member of class ILua.
	CompileToFile (see page 190)	This is CompileToFile, a member of class ILua.
	GetGCMemoryUsed (see page 191)	This is GetGCMemoryUsed, a member of class ILua.
	GetGCStepSize (see page 191)	This is GetGCStepSize, a member of class ILua.
	GetVariable (see page 191)	This is GetVariable, a member of class ILua.
	LoadBuffer (see page 191)	This is LoadBuffer, a member of class ILua.
	LoadFile (see page 191)	This is LoadFile, a member of class ILua.
	LoadString (see page 192)	This is LoadString, a member of class ILua.
	PrepCall (see page 192)	This is PrepCall, a member of class ILua.
	RegisterRoutine (see page 192)	This is RegisterRoutine, a member of class ILua.
	RegisterRoutine (see page 192)	This is RegisterRoutine, a member of class ILua.
	RegisterRoutines (see page 193)	This is RegisterRoutines, a member of class ILua.
	RegisterRoutines (see page 193)	This is RegisterRoutines, a member of class ILua.
	RegisterRoutines (see page 193)	This is RegisterRoutines, a member of class ILua.
	RegisterRoutines (see page 193)	This is RegisterRoutines, a member of class ILua.

	Reset (see page 193)	This is Reset, a member of class ILua.
	RoutineExist (see page 194)	This is RoutineExist, a member of class ILua.
	Run (see page 194)	This is Run, a member of class ILua.
	SetGCStepSize (see page 194)	This is SetGCStepSize, a member of class ILua.
	SetVariable (see page 194)	This is SetVariable, a member of class ILua.
	VariableExist (see page 194)	This is VariableExist, a member of class ILua.

1.2.24.1.1 ILua.Call

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
procedure CollectGarbage;
```

Description

This is CollectGarbage, a member of class ILua.

1.2.24.1.4 ILua.CompileToFile

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class ILua.

1.2.24.1.19 **ILua.RoutineExist**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure Run;
```

Description

This is Run, a member of class ILua.

1.2.24.1.21 **ILua.SetGCStepSize**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

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

```
    ): Boolean;
```

Description

This is VariableExist, a member of class ILua.

1.2.25 **ILuaContext**

Class Hierarchy
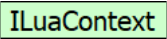
ILuaContext

File: TopazGameLib.pas (see page 413)

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 195)	This is ArgCount, a member of class ILuaContext.
⇒◈	ClearStack (see page 195)	This is ClearStack, a member of class ILuaContext.
⇒◈	GetStackType (see page 196)	This is GetStackType, a member of class ILuaContext.
⇒◈	GetTableFieldValue (see page 196)	This is GetTableFieldValue, a member of class ILuaContext.
⇒◈	GetTableIndexValue (see page 196)	This is GetTableIndexValue, a member of class ILuaContext.
⇒◈	GetValue (see page 196)	This is GetValue, a member of class ILuaContext.
⇒◈	PopStack (see page 197)	This is PopStack, a member of class ILuaContext.
⇒◈	PushCount (see page 197)	This is PushCount, a member of class ILuaContext.
⇒◈	PushValue (see page 197)	This is PushValue, a member of class ILuaContext.
⇒◈	SetTableFieldValue (see page 197)	This is SetTableFieldValue, a member of class ILuaContext.
⇒◈	SetTableIndexValue (see page 197)	This is SetTableIndexValue, a member of class ILuaContext.

1.2.25.1.1 **ILuaContext.ArgCount**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
procedure ClearStack;
```

Description

This is ClearStack, a member of class ILuaContext.

1.2.25.1.3 **ILuaContext.GetStackType**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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
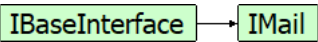
File: TopazGameLib.pas (see page 413)

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 198)	This is Busy, a member of class IMail.
⇒●	GetLastError (see page 198)	This is GetLastError, a member of class IMail.
⇒●	Send (see page 198)	This is Send, a member of class IMail.
⇒●	Setup (see page 199)	This is Setup, a member of class IMail.

1.2.26.1.1 **IMail.Busy**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

Delphi

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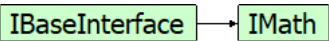
Description

This is Setup, a member of class IMail.

1.2.27 **IMath**

Class Hierarchy

File: TopazGameLib.pas (see page 413)

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 200)	This is AngleCos, a member of class IMath.
	AngleDifference (see page 200)	This is AngleDifference, a member of class IMath.
	AngleRotatePos (see page 200)	This is AngleRotatePos, a member of class IMath.
	AngleSin (see page 201)	This is AngleSin, a member of class IMath.
	CircleInRectangle (see page 201)	This is CircleInRectangle, a member of class IMath.
	CirclesOverlap (see page 201)	This is CirclesOverlap, a member of class IMath.
	ClipValueDouble (see page 201)	This is ClipValueDouble, a member of class IMath.
	ClipValueFloat (see page 202)	This is ClipValueFloat, a member of class IMath.

		ClipValueInt (see page 202)	This is ClipValueInt, a member of class IMath.
⇒◈		EasePosition (see page 202)	This is EasePosition, a member of class IMath.
⇒◈		EaseValue (see page 202)	This is EaseValue, a member of class IMath.
⇒◈		GetRandomSeed (see page 203)	This is GetRandomSeed, a member of class IMath.
⇒◈		Lerp (see page 203)	This is Lerp, a member of class IMath.
⇒◈		LineIntersection (see page 203)	This is LineIntersection, a member of class IMath.
⇒◈		PointInCircle (see page 203)	This is PointInCircle, a member of class IMath.
⇒◈		PointInRectangle (see page 204)	This is PointInRectangle, a member of class IMath.
⇒◈		PointInTriangle (see page 204)	This is PointInTriangle, a member of class IMath.
⇒◈		RadiusOverlap (see page 204)	This is RadiusOverlap, a member of class IMath.
⇒◈		RandomBool (see page 204)	This is RandomBool, a member of class IMath.
⇒◈		RandomRange (see page 205)	This is RandomRange, a member of class IMath.
⇒◈		RandomRange (see page 205)	This is RandomRange, a member of class IMath.
⇒◈		Rectangle (see page 205)	This is Rectangle, a member of class IMath.
⇒◈		RectangleIntersection (see page 205)	This is RectangleIntersection, a member of class IMath.
⇒◈		RectanglesOverlap (see page 206)	This is RectanglesOverlap, a member of class IMath.
⇒◈		SameSignFloat (see page 206)	This is SameSignFloat, a member of class IMath.
⇒◈		SameSignInt (see page 206)	This is SameSignInt, a member of class IMath.
⇒◈		SameValueExt (see page 206)	This is SameValueExt, a member of class IMath.
⇒◈		SameValueFloat (see page 206)	This is SameValueFloat, a member of class IMath.
⇒◈		SetRandomSeed (see page 207)	This is SetRandomSeed, a member of class IMath.
⇒◈		SmoothMove (see page 207)	This is SmoothMove, a member of class IMath.
⇒◈		Vector (see page 207)	This is Vector, a member of class IMath.

1.2.27.1.1 IMath.AngleCos

File: TopazGameLib.pas (see page 413)

Delphi

```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 413)

Delphi

```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 413)

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 413)

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 413)

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 413)

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.ClipValueDouble

File: TopazGameLib.pas (see page 413)

Delphi

```
function ClipValueDouble(
    var aValue: Double;
    aMin: Double;
```

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

Description

This is ClipValueDouble, a member of class IMath.

1.2.27.1.8 **IMath.ClipValueFloat**

File: TopazGameLib.pas (see page 413)

Delphi

```
function ClipValueFloat(
    var aValue: Single;
    aMin: Single;
    aMax: Single;
    aWrap: Boolean
): Single;
```

Description

This is ClipValueFloat, a member of class IMath.

1.2.27.1.9 **IMath.ClipValueInt**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is ClipValueInt, a member of class IMath.

1.2.27.1.10 **IMath.EasePosition**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is EasePosition, a member of class IMath.

1.2.27.1.11 **IMath.EaseValue**

File: TopazGameLib.pas (see page 413)

Delphi

```
function EaseValue(
    aCurrentTime: Double;
    aStartValue: Double;
```

```delphi
    aChangeInValue: Double;
    aDuration: Double;
    aEaseType: TEaseType
): Double;
```

Description

This is EaseValue, a member of class IMath.

1.2.27.1.12 IMath.GetRandomSeed

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
function GetRandomSeed: Integer;
```

Description

This is GetRandomSeed, a member of class IMath.

1.2.27.1.13 IMath.Lerp

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Lerp, a member of class IMath.

1.2.27.1.14 IMath.LineIntersection

File: TopazGameLib.pas (see page 413)

Delphi

```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.

1.2.27.1.15 IMath.PointInCircle

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
function PointInCircle(
    aPoint: TVector;
```

```
    aCenter: TVector;
    aRadius: Single
): Boolean;
```

Description

This is PointInCircle, a member of class IMath.

1.2.27.1.16 **IMath.PointInRectangle**

File: TopazGameLib.pas (see page 413)

Delphi

```
function PointInRectangle(
    aPoint: TVector;
    aRect: TRectangle
): Boolean;
```

Description

This is PointInRectangle, a member of class IMath.

1.2.27.1.17 **IMath.PointInTriangle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is PointInTriangle, a member of class IMath.

1.2.27.1.18 **IMath.RadiusOverlap**

File: TopazGameLib.pas (see page 413)

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.

1.2.27.1.19 **IMath.RandomBool**

File: TopazGameLib.pas (see page 413)

Delphi

```
function RandomBool: Boolean;
```

Description

This is RandomBool, a member of class IMath.

1.2.27.1.20 IMath.RandomRange

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is RandomRange, a member of class IMath.

1.2.27.1.21 IMath.RandomRange

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is RandomRange, a member of class IMath.

1.2.27.1.22 IMath.Rectangle

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Rectangle, a member of class IMath.

1.2.27.1.23 IMath.RectangleIntersection

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is RectangleIntersection, a member of class IMath.

1.2.27.1.24 **IMath.RectanglesOverlap**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is RectanglesOverlap, a member of class IMath.

1.2.27.1.25 **IMath.SameSignFloat**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SameSignFloat, a member of class IMath.

1.2.27.1.26 **IMath.SameSignInt**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SameSignInt, a member of class IMath.

1.2.27.1.27 **IMath.SameValueExt**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SameValueExt, a member of class IMath.

1.2.27.1.28 **IMath.SameValueFloat**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SameValueFloat, a member of class IMath.

1.2.27.1.29 IMath.SetRandomSeed

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetRandomSeed, a member of class IMath.

1.2.27.1.30 IMath.SmoothMove

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SmoothMove, a member of class IMath.

1.2.27.1.31 IMath.Vector

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Vector, a member of class IMath.

1.2.28 IPathEditor

Class Hierarchy

IBaseInterface → IPathEditor
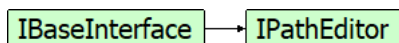
File: TopazGameLib.pas (see page 413)

Delphi

```
IPathEditor = interface(IBaseInterface);
```

Description

This is class IPathEditor.

1.2.28.1 **IPathEditor Methods**

The methods of the IPathEditor class are listed here.

Methods

⇒◆	AddPath (see page 208)	This is AddPath, a member of class IPathEditor.
⇒◆	AddPoint (see page 208)	This is AddPoint, a member of class IPathEditor.
⇒◆	Clear (see page 209)	This is Clear, a member of class IPathEditor.
⇒◆	ClearPath (see page 209)	This is ClearPath, a member of class IPathEditor.
⇒◆	GetInfo (see page 209)	This is GetInfo, a member of class IPathEditor.
⇒◆	GetPathCount (see page 209)	This is GetPathCount, a member of class IPathEditor.
⇒◆	GetPoint (see page 209)	This is GetPoint, a member of class IPathEditor.
⇒◆	GetPointCount (see page 210)	This is GetPointCount, a member of class IPathEditor.
⇒◆	Load (see page 210)	This is Load, a member of class IPathEditor.
⇒◆	RemovePath (see page 210)	This is RemovePath, a member of class IPathEditor.
⇒◆	Reset (see page 210)	This is Reset, a member of class IPathEditor.
⇒◆	Save (see page 210)	This is Save, a member of class IPathEditor.
⇒◆	SetIcon (see page 211)	This is SetIcon, a member of class IPathEditor.
⇒◆	SetInfo (see page 211)	This is SetInfo, a member of class IPathEditor.
⇒◆	Show (see page 211)	This is Show, a member of class IPathEditor.

1.2.28.1.1 **IPathEditor.AddPath**

File: TopazGameLib.pas (see page 413)

Delphi

```
function AddPath: Integer;
```

Description

This is AddPath, a member of class IPathEditor.

1.2.28.1.2 **IPathEditor.AddPoint**

File: TopazGameLib.pas (see page 413)

Delphi

```
function AddPoint(
    aPathIndex: Integer;
    aPoint: TPointi
): Integer;
```

Description

This is AddPoint, a member of class IPathEditor.

1.2.28.1.3 **IPathEditor.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IPathEditor.

1.2.28.1.4 **IPathEditor.ClearPath**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure ClearPath(
    aPathIndex: Integer
);
```

Description

This is ClearPath, a member of class IPathEditor.

1.2.28.1.5 **IPathEditor.GetInfo**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure GetInfo(
    aWidth: PInteger;
    aHeight: PInteger;
    aMargin: PInteger
);
```

Description

This is GetInfo, a member of class IPathEditor.

1.2.28.1.6 **IPathEditor.GetPathCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetPathCount: Integer;
```

Description

This is GetPathCount, a member of class IPathEditor.

1.2.28.1.7 **IPathEditor.GetPoint**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetPoint(
    aPathIndex: Integer;
    aPointIndex: Integer
): TPointi;
```

Description

This is GetPoint, a member of class IPathEditor.

1.2.28.1.8 **IPathEditor.GetPointCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetPointCount(
    aPathIndex: Integer
): Integer;
```

Description

This is GetPointCount, a member of class IPathEditor.

1.2.28.1.9 **IPathEditor.Load**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Load, a member of class IPathEditor.

1.2.28.1.10 **IPathEditor.RemovePath**

File: TopazGameLib.pas (see page 413)

Delphi

```
function RemovePath(
    aPathIndex: Integer
): Integer;
```

Description

This is RemovePath, a member of class IPathEditor.

1.2.28.1.11 **IPathEditor.Reset**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class IPathEditor.

1.2.28.1.12 **IPathEditor.Save**
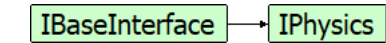
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Save, a member of class IPathEditor.

1.2.28.1.13 **IPathEditor.SetIcon**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetIcon, a member of class IPathEditor.

1.2.28.1.14 **IPathEditor.SetInfo**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure SetInfo(
    aWidth: Integer;
    aHeight: Integer;
    aMargin: Integer
);
```

Description

This is SetInfo, a member of class IPathEditor.

1.2.28.1.15 **IPathEditor.Show**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class IPathEditor.

1.2.29 **IPathEditorPath**

Class Hierarchy

IBaseInterface → IPathEditorPath
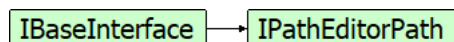
File: TopazGameLib.pas (see page 413)

Delphi

```
IPathEditorPath = interface(IBaseInterface);
```

Description

This is class IPathEditorPath.

1.2.29.1 **IPathEditorPath Methods**

The methods of the IPathEditorPath class are listed here.

Methods

⇒◆	GetLookAheadPos (see page 212)	This is GetLookAheadPos, a member of class IPathEditorPath.
⇒◆	GetPos (see page 212)	This is GetPos, a member of class IPathEditorPath.
⇒◆	GetPos (see page 212)	This is GetPos, a member of class IPathEditorPath.
⇒◆	Init (see page 212)	This is Init, a member of class IPathEditorPath.
⇒◆	Reset (see page 213)	This is Reset, a member of class IPathEditorPath.
⇒◆	Update (see page 213)	This is Update, a member of class IPathEditorPath.

1.2.29.1.1 **IPathEditorPath.GetLookAheadPos**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure GetLookAheadPos(
    aLookAhead: Integer;
    var aX: Single;
    var aY: Single
);
```

Description

This is GetLookAheadPos, a member of class IPathEditorPath.

1.2.29.1.2 **IPathEditorPath.GetPos**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure GetPos(
    aIndex: Integer;
    var aX: Single;
    var aY: Single
); overload;
```

Description

This is GetPos, a member of class IPathEditorPath.

1.2.29.1.3 **IPathEditorPath.GetPos**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure GetPos(
    aIndex: Integer;
    var aPos: TVector
); overload;
```

Description

This is GetPos, a member of class IPathEditorPath.

1.2.29.1.4 **IPathEditorPath.Init**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Init(
    aPathIndex: Integer;
    aLoopNum: Integer
```

```
);
```

Description

This is Init, a member of class IPathEditorPath.

1.2.29.1.5 **IPathEditorPath.Reset**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class IPathEditorPath.

1.2.29.1.6 **IPathEditorPath.Update**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Update(
    aLookAhead: Integer;
    aSpeed: Single;
    var aX: Single;
    var aY: Single;
    var aAngle: Single
): Boolean;
```

Description

This is Update, a member of class IPathEditorPath.

1.2.30 **IPhysics**

Class Hierarchy

File: TopazGameLib.pas (see page 413)

Delphi

```
IPhysics = interface(IBaseInterface);
```

Description

This is class IPhysics.

1.2.30.1 **IPhysics Methods**

The methods of the IPhysics class are listed here.

Methods

⇒	AddForce (see page 214)	This is AddForce, a member of class IPhysics.
⇒	AddTorque (see page 214)	This is AddTorque, a member of class IPhysics.
⇒	Clear (see page 214)	This is Clear, a member of class IPhysics.
⇒	Close (see page 215)	This is Close, a member of class IPhysics.

⇒◆		CreateCircleBody (see page 215)	This is CreateCircleBody, a member of class IPhysics.
⇒◆		CreateRectangleBody (see page 215)	This is CreateRectangleBody, a member of class IPhysics.
⇒◆		DestroyBody (see page 215)	This is DestroyBody, a member of class IPhysics.
⇒◆		DrawBodyShapes (see page 216)	This is DrawBodyShapes, a member of class IPhysics.
⇒◆		GetBodyCount (see page 216)	This is GetBodyCount, a member of class IPhysics.
⇒◆		GetBodyData (see page 216)	This is GetBodyData, a member of class IPhysics.
⇒◆		GetBodyPosition (see page 216)	This is GetBodyPosition, a member of class IPhysics.
⇒◆		GetBodyRotation (see page 216)	This is GetBodyRotation, a member of class IPhysics.
⇒◆		GetBodyType (see page 217)	This is GetBodyType, a member of class IPhysics.
⇒◆		GetEnabled (see page 217)	This is GetEnabled, a member of class IPhysics.
⇒◆		GetFirstBody (see page 217)	This is GetFirstBody, a member of class IPhysics.
⇒◆		GetNextBody (see page 217)	This is GetNextBody, a member of class IPhysics.
⇒◆		GetUserData (see page 217)	This is GetUserData, a member of class IPhysics.
⇒◆		Open (see page 218)	This is Open, a member of class IPhysics.
⇒◆		Reset (see page 218)	This is Reset, a member of class IPhysics.
⇒◆		SetBodyRotation (see page 218)	This is SetBodyRotation, a member of class IPhysics.
⇒◆		SetGravity (see page 218)	This is SetGravity, a member of class IPhysics.
⇒◆		SetUserData (see page 218)	This is SetUserData, a member of class IPhysics.
⇒◆		Update (see page 219)	This is Update, a member of class IPhysics.
⇒◆		UpdateBodies (see page 219)	This is UpdateBodies, a member of class IPhysics.

1.2.30.1.1 **IPhysics.AddForce**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure AddForce(
    aBody: TPhysicsBody;
    aX: Double;
    aY: Double
);
```

Description

This is AddForce, a member of class IPhysics.

1.2.30.1.2 **IPhysics.AddTorque**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure AddTorque(
    aBody: TPhysicsBody;
    aAmount: Double
);
```

Description

This is AddTorque, a member of class IPhysics.

1.2.30.1.3 **IPhysics.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IPhysics.

1.2.30.1.4 **IPhysics.Close**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class IPhysics.

1.2.30.1.5 **IPhysics.CreateCircleBody**

File: TopazGameLib.pas (see page 413)

Delphi

```
function CreateCircleBody(
    aType: TPhysicsBodyType;
    aX: Double;
    aY: Double;
    aRadius: Double;
    aDensity: Double = 1.0;
    aFriction: Double = 0.3
): TPhysicsBody;
```

Description

This is CreateCircleBody, a member of class IPhysics.

1.2.30.1.6 **IPhysics.CreateRectangleBody**

File: TopazGameLib.pas (see page 413)

Delphi

```
function CreateRectangleBody(
    aType: TPhysicsBodyType;
    aX: Double;
    aY: Double;
    aWidth: Double;
    aHeight: Double;
    aDensity: Double = 1.0;
    aFriction: Double = 0.3
): TPhysicsBody;
```

Description

This is CreateRectangleBody, a member of class IPhysics.

1.2.30.1.7 **IPhysics.DestroyBody**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure DestroyBody(
    aBody: TPhysicsBody
);
```

Description

This is DestroyBody, a member of class IPhysics.

1.2.30.1.8 **IPhysics.DrawBodyShapes**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure DrawBodyShapes(
    aDrawDebug: Boolean
);
```

Description

This is DrawBodyShapes, a member of class IPhysics.

1.2.30.1.9 **IPhysics.GetBodyCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetBodyCount: Integer;
```

Description

This is GetBodyCount, a member of class IPhysics.

1.2.30.1.10 **IPhysics.GetBodyData**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetBodyData(
    aBody: TPhysicsBody
): TPhysicsBodyData;
```

Description

This is GetBodyData, a member of class IPhysics.

1.2.30.1.11 **IPhysics.GetBodyPosition**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure GetBodyPosition(
    aBody: TPhysicsBody;
    var aX: Double;
    var aY: Double
);
```

Description

This is GetBodyPosition, a member of class IPhysics.

1.2.30.1.12 **IPhysics.GetBodyRotation**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetBodyRotation(
    aBody: TPhysicsBody
): Double;
```

Description

This is GetBodyRotation, a member of class IPhysics.

1.2.30.1.13 **IPhysics.GetBodyType**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetBodyType(
    aBody: TPhysicsBody
): TPhysicsBodyType;
```

Description

This is GetBodyType, a member of class IPhysics.

1.2.30.1.14 **IPhysics.GetEnabled**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetEnabled: Boolean;
```

Description

This is GetEnabled, a member of class IPhysics.

1.2.30.1.15 **IPhysics.GetFirstBody**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetFirstBody: TPhysicsBody;
```

Description

This is GetFirstBody, a member of class IPhysics.

1.2.30.1.16 **IPhysics.GetNextBody**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetNextBody(
    aBody: TPhysicsBody
): TPhysicsBody;
```

Description

This is GetNextBody, a member of class IPhysics.

1.2.30.1.17 **IPhysics.GetUserData**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetUserData(
    aBody: TPhysicsBody
): Pointer;
```

1

Description

This is GetUserData, a member of class IPhysics.

1.2.30.1.18 **IPhysics.Open**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class IPhysics.

1.2.30.1.19 **IPhysics.Reset**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class IPhysics.

1.2.30.1.20 **IPhysics.SetBodyRotation**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure SetBodyRotation(
    aBody: TPhysicsBody;
    aAngle: Double
);
```

Description

This is SetBodyRotation, a member of class IPhysics.

1.2.30.1.21 **IPhysics.SetGravity**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure SetGravity(
    aX: Double;
    aY: Double
);
```

Description

This is SetGravity, a member of class IPhysics.

1.2.30.1.22 **IPhysics.SetUserData**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure SetUserData(
    aBody: TPhysicsBody;
    aData: Pointer
```

```
   );
```

Description

This is SetUserData, a member of class IPhysics.

1.2.30.1.23 **IPhysics.Update**

File: TopazGameLib.pas (see page 413)

Delphi

```
   procedure Update;
```

Description

This is Update, a member of class IPhysics.

1.2.30.1.24 **IPhysics.UpdateBodies**

File: TopazGameLib.pas (see page 413)

Delphi

```
   procedure UpdateBodies;
```

Description

This is UpdateBodies, a member of class IPhysics.

1.2.31 **IPolygon**

Class Hierarchy
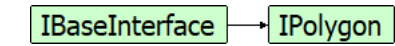
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IPolygon.

1.2.31.1 **IPolygon Methods**

The methods of the IPolygon class are listed here.

Methods

	AddLocalPoint (see page 220)	This is AddLocalPoint, a member of class IPolygon.
	CopyFrom (see page 220)	This is CopyFrom, a member of class IPolygon.
	GetLocalPoint (see page 220)	This is GetLocalPoint, a member of class IPolygon.
	GetPointCount (see page 220)	This is GetPointCount, a member of class IPolygon.
	GetSegmentVisible (see page 220)	This is GetSegmentVisible, a member of class IPolygon.
	GetWorldPoint (see page 221)	This is GetWorldPoint, a member of class IPolygon.
	Load (see page 221)	This is Load, a member of class IPolygon.
	Render (see page 221)	This is Render, a member of class IPolygon.

		Save (see page 221)	This is Save, a member of class IPolygon.
		SetSegmentVisible (see page 222)	This is SetSegmentVisible, a member of class IPolygon.
		Transform (see page 222)	This is Transform, a member of class IPolygon.

1.2.31.1.1 **IPolygon.AddLocalPoint**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is AddLocalPoint, a member of class IPolygon.

1.2.31.1.2 **IPolygon.CopyFrom**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is CopyFrom, a member of class IPolygon.

1.2.31.1.3 **IPolygon.GetLocalPoint**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetLocalPoint, a member of class IPolygon.

1.2.31.1.4 **IPolygon.GetPointCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetPointCount: Integer;
```

Description

This is GetPointCount, a member of class IPolygon.

1.2.31.1.5 **IPolygon.GetSegmentVisible**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetSegmentVisible, a member of class IPolygon.

1.2.31.1.6 IPolygon.GetWorldPoint

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetWorldPoint, a member of class IPolygon.

1.2.31.1.7 IPolygon.Load

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Load, a member of class IPolygon.

1.2.31.1.8 IPolygon.Render

File: TopazGameLib.pas (see page 413)

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.

1.2.31.1.9 IPolygon.Save

File: TopazGameLib.pas (see page 413)

Delphi

```
function Save(
```

```
    const aFilename: WideString
): Boolean;
```

Description

This is Save, a member of class IPolygon.

1.2.31.1.10 IPolygon.SetSegmentVisible

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetSegmentVisible, a member of class IPolygon.

1.2.31.1.11 IPolygon.Transform

File: TopazGameLib.pas (see page 413)

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.

1.2.32 IRenderTarget

Class Hierarchy

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IRenderTarget.

1.2.32.1 IRenderTarget Methods

The methods of the IRenderTarget class are listed here.

Methods

⇒◆	GetActive (see page 223)	This is GetActive, a member of class IRenderTarget.
⇒◆	GetAngle (see page 223)	This is GetAngle, a member of class IRenderTarget.
⇒◆	GetPosition (see page 223)	This is GetPosition, a member of class IRenderTarget.
⇒◆	GetRegion (see page 223)	This is GetRegion, a member of class IRenderTarget.
⇒◆	GetSize (see page 224)	This is GetSize, a member of class IRenderTarget.
⇒◆	Init (see page 224)	This is Init, a member of class IRenderTarget.
⇒◆	SetActive (see page 224)	This is SetActive, a member of class IRenderTarget.
⇒◆	SetAngle (see page 224)	This is SetAngle, a member of class IRenderTarget.
⇒◆	SetPosition (see page 224)	This is SetPosition, a member of class IRenderTarget.
⇒◆	SetRegion (see page 225)	This is SetRegion, a member of class IRenderTarget.
⇒◆	Show (see page 225)	This is Show, a member of class IRenderTarget.

1.2.32.1.1 **IRenderTarget.GetActive**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetActive: Boolean;
```

Description

This is GetActive, a member of class IRenderTarget.

1.2.32.1.2 **IRenderTarget.GetAngle**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetAngle: Single;
```

Description

This is GetAngle, a member of class IRenderTarget.

1.2.32.1.3 **IRenderTarget.GetPosition**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetPosition, a member of class IRenderTarget.

1.2.32.1.4 **IRenderTarget.GetRegion**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetRegion, a member of class IRenderTarget.

1.2.32.1.5 **IRenderTarget.GetSize**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetSize, a member of class IRenderTarget.

1.2.32.1.6 **IRenderTarget.Init**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Init, a member of class IRenderTarget.

1.2.32.1.7 **IRenderTarget.SetActive**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetActive, a member of class IRenderTarget.

1.2.32.1.8 **IRenderTarget.SetAngle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetAngle, a member of class IRenderTarget.

1.2.32.1.9 **IRenderTarget.SetPosition**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetPosition, a member of class IRenderTarget.

1.2.32.1.10 IRenderTarget.SetRegion

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetRegion, a member of class IRenderTarget.

1.2.32.1.11 IRenderTarget.Show

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class IRenderTarget.

1.2.33 IScreenshake

Class Hierarchy

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IScreenshake.

1.2.33.1 IScreenshake Methods

The methods of the IScreenshake class are listed here.

Methods

⇒◆	Active (see page 226)	This is Active, a member of class IScreenshake.
⇒◆	Clear (see page 226)	This is Clear, a member of class IScreenshake.
⇒◆	Process (see page 226)	This is Process, a member of class IScreenshake.
⇒◆	Start (see page 226)	This is Start, a member of class IScreenshake.

1.2.33.1.1 **IScreenshake.Active**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Active: Boolean;
```

Description

This is Active, a member of class IScreenshake.

1.2.33.1.2 **IScreenshake.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class IScreenshake.

1.2.33.1.3 **IScreenshake.Process**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Process, a member of class IScreenshake.

1.2.33.1.4 **IScreenshake.Start**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Start, a member of class IScreenshake.

1.2.34 IScreenshot

Class Hierarchy
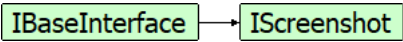
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IScreenshot.

1.2.34.1 IScreenshot Methods

The methods of the IScreenshot class are listed here.

Methods

	Init (see page 227)	This is Init, a member of class IScreenshot.
	Process (see page 227)	This is Process, a member of class IScreenshot.
	Take (see page 227)	This is Take, a member of class IScreenshot.

1.2.34.1.1 IScreenshot.Init

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Init, a member of class IScreenshot.

1.2.34.1.2 IScreenshot.Process

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Process;
```

Description

This is Process, a member of class IScreenshot.

1.2.34.1.3 IScreenshot.Take

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Take;
```

Description

This is Take, a member of class IScreenshot.

1.2.35 **IShader**

Class Hierarchy

IBaseInterface ⟶ IShader
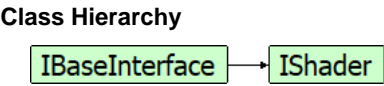
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IShader.

1.2.35.1 **IShader Methods**

The methods of the IShader class are listed here.

Methods

⇒◆	Build (see page 228)	This is Build, a member of class IShader.
⇒◆	Enable (see page 228)	This is Enable, a member of class IShader.
⇒◆	Load (see page 229)	This is Load, a member of class IShader.
⇒◆	Load (see page 229)	This is Load, a member of class IShader.
⇒◆	Log (see page 229)	This is Log, a member of class IShader.
⇒◆	SetBoolUniform (see page 229)	This is SetBoolUniform, a member of class IShader.
⇒◆	SetFloatUniform (see page 230)	This is SetFloatUniform, a member of class IShader.
⇒◆	SetFloatUniform (see page 230)	This is SetFloatUniform, a member of class IShader.
⇒◆	SetIntUniform (see page 230)	This is SetIntUniform, a member of class IShader.
⇒◆	SetIntUniform (see page 230)	This is SetIntUniform, a member of class IShader.
⇒◆	SetTextureUniform (see page 230)	This is SetTextureUniform, a member of class IShader.
⇒◆	SetVec2Uniform (see page 231)	This is SetVec2Uniform, a member of class IShader.
⇒◆	SetVec2Uniform (see page 231)	This is SetVec2Uniform, a member of class IShader.

1.2.35.1.1 **IShader.Build**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Build: Boolean;
```

Description

This is Build, a member of class IShader.

1.2.35.1.2 **IShader.Enable**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Enable, a member of class IShader.

1.2.35.1.3 **IShader.Load**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Load, a member of class IShader.

1.2.35.1.4 **IShader.Load**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Load, a member of class IShader.

1.2.35.1.5 **IShader.Log**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Log: WideString;
```

Description

This is Log, a member of class IShader.

1.2.35.1.6 **IShader.SetBoolUniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetBoolUniform, a member of class IShader.

1.2.35.1.7 **IShader.SetFloatUniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetFloatUniform, a member of class IShader.

1.2.35.1.8 **IShader.SetFloatUniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetFloatUniform, a member of class IShader.

1.2.35.1.9 **IShader.SetIntUniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetIntUniform, a member of class IShader.

1.2.35.1.10 **IShader.SetIntUniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetIntUniform, a member of class IShader.

1.2.35.1.11 **IShader.SetTextureUniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetTextureUniform, a member of class IShader.

1.2.35.1.12 **IShader.SetVec2Uniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetVec2Uniform, a member of class IShader.

1.2.35.1.13 **IShader.SetVec2Uniform**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetVec2Uniform, a member of class IShader.

1.2.36 **ISocial**

Class Hierarchy
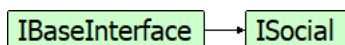
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ISocial.

1.2.36.1 **ISocial Methods**

The methods of the ISocial class are listed here.

Methods

⇒◆	Busy (see page 232)	This is Busy, a member of class ISocial.
⇒◆	Post (see page 232)	This is Post, a member of class ISocial.
⇒◆	SaveAccounts (see page 232)	This is SaveAccounts, a member of class ISocial.
⇒◆	Setup (see page 232)	This is Setup, a member of class ISocial.

1.2.36.1.1 **ISocial.Busy**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Busy: Boolean;
```

Description

This is Busy, a member of class ISocial.

1.2.36.1.2 **ISocial.Post**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Post, a member of class ISocial.

1.2.36.1.3 **ISocial.SaveAccounts**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SaveAccounts, a member of class ISocial.

1.2.36.1.4 **ISocial.Setup**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Setup, a member of class ISocial.

1.2.37 ISpeech

Class Hierarchy
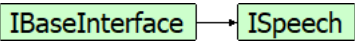
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ISpeech.

1.2.37.1 ISpeech Methods

The methods of the ISpeech class are listed here.

Methods

⇒◆	Active (see page 233)	This is Active, a member of class ISpeech.
⇒◆	ChangeVoice (see page 233)	This is ChangeVoice, a member of class ISpeech.
⇒◆	Clear (see page 234)	This is Clear, a member of class ISpeech.
⇒◆	GetRate (see page 234)	This is GetRate, a member of class ISpeech.
⇒◆	GetVoice (see page 234)	This is GetVoice, a member of class ISpeech.
⇒◆	GetVoiceAttribute (see page 234)	This is GetVoiceAttribute, a member of class ISpeech.
⇒◆	GetVoiceCount (see page 234)	This is GetVoiceCount, a member of class ISpeech.
⇒◆	GetVolume (see page 235)	This is GetVolume, a member of class ISpeech.
⇒◆	Pause (see page 235)	This is Pause, a member of class ISpeech.
⇒◆	Reset (see page 235)	This is Reset, a member of class ISpeech.
⇒◆	Resume (see page 235)	This is Resume, a member of class ISpeech.
⇒◆	Say (see page 235)	This is Say, a member of class ISpeech.
⇒◆	SetRate (see page 236)	This is SetRate, a member of class ISpeech.
⇒◆	SetVolume (see page 236)	This is SetVolume, a member of class ISpeech.
⇒◆	SubstituteWord (see page 236)	This is SubstituteWord, a member of class ISpeech.

1.2.37.1.1 ISpeech.Active

File: TopazGameLib.pas (see page 413)

Delphi

```
function Active: Boolean;
```

Description

This is Active, a member of class ISpeech.

1.2.37.1.2 ISpeech.ChangeVoice

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure ChangeVoice(
```

```
    aIndex: Integer
);
```

Description

This is ChangeVoice, a member of class ISpeech.

1.2.37.1.3 **ISpeech.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ISpeech.

1.2.37.1.4 **ISpeech.GetRate**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetRate: Single;
```

Description

This is GetRate, a member of class ISpeech.

1.2.37.1.5 **ISpeech.GetVoice**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetVoice: Integer;
```

Description

This is GetVoice, a member of class ISpeech.

1.2.37.1.6 **ISpeech.GetVoiceAttribute**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetVoiceAttribute, a member of class ISpeech.

1.2.37.1.7 **ISpeech.GetVoiceCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetVoiceCount: Integer;
```

Description

This is GetVoiceCount, a member of class ISpeech.

1.2.37.1.8 ISpeech.GetVolume

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetVolume: Single;
```

Description

This is GetVolume, a member of class ISpeech.

1.2.37.1.9 ISpeech.Pause

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Pause;
```

Description

This is Pause, a member of class ISpeech.

1.2.37.1.10 ISpeech.Reset

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class ISpeech.

1.2.37.1.11 ISpeech.Resume

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Resume;
```

Description

This is Resume, a member of class ISpeech.

1.2.37.1.12 ISpeech.Say

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Say, a member of class ISpeech.

1.2.37.1.13 **ISpeech.SetRate**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetRate, a member of class ISpeech.

1.2.37.1.14 **ISpeech.SetVolume**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetVolume, a member of class ISpeech.

1.2.37.1.15 **ISpeech.SubstituteWord**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SubstituteWord, a member of class ISpeech.

1.2.38 **ISplashscreen**

Class Hierarchy

IBaseInterface → ISplashscreen
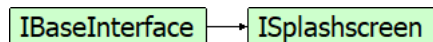
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ISplashscreen.

1.2.38.1 **ISplashscreen Methods**

The methods of the ISplashscreen class are listed here.

Methods

⇒◆		Clear (see page 237)	This is Clear, a member of class ISplashscreen.
⇒◆		DrawText (see page 237)	This is DrawText, a member of class ISplashscreen.
⇒◆		DrawTexture (see page 237)	This is DrawTexture, a member of class ISplashscreen.
⇒◆		GetClearColor (see page 238)	This is GetClearColor, a member of class ISplashscreen.
⇒◆		GetOption (see page 238)	This is GetOption, a member of class ISplashscreen.
⇒◆		LoadFont (see page 238)	This is LoadFont, a member of class ISplashscreen.
⇒◆		LoadFont (see page 238)	This is LoadFont, a member of class ISplashscreen.
⇒◆		LoadTexture (see page 238)	This is LoadTexture, a member of class ISplashscreen.
⇒◆		SetClearColor (see page 239)	This is SetClearColor, a member of class ISplashscreen.
⇒◆		SetDefaults (see page 239)	This is SetDefaults, a member of class ISplashscreen.
⇒◆		SetOption (see page 239)	This is SetOption, a member of class ISplashscreen.
⇒◆		Show (see page 239)	This is Show, a member of class ISplashscreen.

1.2.38.1.1 **ISplashscreen.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ISplashscreen.

1.2.38.1.2 **ISplashscreen.DrawText**

File: TopazGameLib.pas (see page 413)

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.

1.2.38.1.3 **ISplashscreen.DrawTexture**

File: TopazGameLib.pas (see page 413)

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.

1.2.38.1.4 **ISplashscreen.GetClearColor**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetClearColor: TColor;
```

Description

This is GetClearColor, a member of class ISplashscreen.

1.2.38.1.5 **ISplashscreen.GetOption**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetOption: TSplashscreenOption;
```

Description

This is GetOption, a member of class ISplashscreen.

1.2.38.1.6 **ISplashscreen.LoadFont**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is LoadFont, a member of class ISplashscreen.

1.2.38.1.7 **ISplashscreen.LoadFont**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is LoadFont, a member of class ISplashscreen.

1.2.38.1.8 **ISplashscreen.LoadTexture**

File: TopazGameLib.pas (see page 413)

Delphi

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

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

Description

This is LoadTexture, a member of class ISplashscreen.

1.2.38.1.9 **ISplashscreen.SetClearColor**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetClearColor, a member of class ISplashscreen.

1.2.38.1.10 **ISplashscreen.SetDefaults**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure SetDefaults;
```

Description

This is SetDefaults, a member of class ISplashscreen.

1.2.38.1.11 **ISplashscreen.SetOption**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetOption, a member of class ISplashscreen.

1.2.38.1.12 **ISplashscreen.Show**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class ISplashscreen.

1.2.39 **ISprite**

Class Hierarchy

IBaseInterface → ISprite
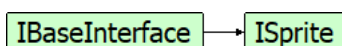
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ISprite.

1.2.39.1 ISprite Methods

The methods of the ISprite class are listed here.

Methods

⇒◊	AddGroup (see page 240)	This is AddGroup, a member of class ISprite.
⇒◊	AddImageFromGrid (see page 240)	This is AddImageFromGrid, a member of class ISprite.
⇒◊	AddImageFromRect (see page 241)	This is AddImageFromRect, a member of class ISprite.
⇒◊	Clear (see page 241)	This is Clear, a member of class ISprite.
⇒◊	DrawImage (see page 241)	This is DrawImage, a member of class ISprite.
⇒◊	GetGroupCount (see page 241)	This is GetGroupCount, a member of class ISprite.
⇒◊	GetImageCount (see page 242)	This is GetImageCount, a member of class ISprite.
⇒◊	GetImageHeight (see page 242)	This is GetImageHeight, a member of class ISprite.
⇒◊	GetImageRect (see page 242)	This is GetImageRect, a member of class ISprite.
⇒◊	GetImageTexture (see page 242)	This is GetImageTexture, a member of class ISprite.
⇒◊	GetImageWidth (see page 242)	This is GetImageWidth, a member of class ISprite.
⇒◊	GroupPolyPointCollide (see page 243)	This is GroupPolyPointCollide, a member of class ISprite.
⇒◊	GroupPolyPointCollidePoint (see page 243)	This is GroupPolyPointCollidePoint, a member of class ISprite.
⇒◊	GroupPolyPointTrace (see page 243)	This is GroupPolyPointTrace, a member of class ISprite.
⇒◊	LoadPage (see page 244)	This is LoadPage, a member of class ISprite.

1.2.39.1.1 ISprite.AddGroup

File: TopazGameLib.pas (see page 413)

Delphi

```
function AddGroup: Integer;
```

Description

This is AddGroup, a member of class ISprite.

1.2.39.1.2 ISprite.AddImageFromGrid

File: TopazGameLib.pas (see page 413)

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.

1.2.39.1.3 **ISprite.AddImageFromRect**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is AddImageFromRect, a member of class ISprite.

1.2.39.1.4 **ISprite.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ISprite.

1.2.39.1.5 **ISprite.DrawImage**

File: TopazGameLib.pas (see page 413)

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.

1.2.39.1.6 **ISprite.GetGroupCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetGroupCount: Integer;
```

Description

This is GetGroupCount, a member of class ISprite.

1.2.39.1.7 **ISprite.GetImageCount**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetImageCount, a member of class ISprite.

1.2.39.1.8 **ISprite.GetImageHeight**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetImageHeight, a member of class ISprite.

1.2.39.1.9 **ISprite.GetImageRect**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetImageRect, a member of class ISprite.

1.2.39.1.10 **ISprite.GetImageTexture**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetImageTexture, a member of class ISprite.

1.2.39.1.11 **ISprite.GetImageWidth**

File: TopazGameLib.pas (see page 413)

Delphi

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

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

Description

This is GetImageWidth, a member of class ISprite.

1.2.39.1.12 **ISprite.GroupPolyPointCollide**

File: TopazGameLib.pas (see page 413)

Delphi

```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.

1.2.39.1.13 **ISprite.GroupPolyPointCollidePoint**

File: TopazGameLib.pas (see page 413)

Delphi

```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.

1.2.39.1.14 **ISprite.GroupPolyPointTrace**

File: TopazGameLib.pas (see page 413)

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.

1.2.39.1.15 ISprite.LoadPage

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is LoadPage, a member of class ISprite.

1.2.40 IStarfield

Class Hierarchy
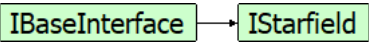
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IStarfield.

1.2.40.1 IStarfield Methods

The methods of the IStarfield class are listed here.

Methods

⇒◆	GetVirtualPos (see page 245)	This is GetVirtualPos, a member of class IStarfield.
⇒◆	Init (see page 245)	This is Init, a member of class IStarfield.
⇒◆	Render (see page 245)	This is Render, a member of class IStarfield.
⇒◆	SetVirtualPos (see page 245)	This is SetVirtualPos, a member of class IStarfield.
⇒◆	SetXSpeed (see page 245)	This is SetXSpeed, a member of class IStarfield.
⇒◆	SetYSpeed (see page 246)	This is SetYSpeed, a member of class IStarfield.
⇒◆	SetZSpeed (see page 246)	This is SetZSpeed, a member of class IStarfield.
⇒◆	Update (see page 246)	This is Update, a member of class IStarfield.

1.2.40.1.1 **IStarfield.GetVirtualPos**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetVirtualPos, a member of class IStarfield.

1.2.40.1.2 **IStarfield.Init**

File: TopazGameLib.pas (see page 413)

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.

1.2.40.1.3 **IStarfield.Render**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class IStarfield.

1.2.40.1.4 **IStarfield.SetVirtualPos**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetVirtualPos, a member of class IStarfield.

1.2.40.1.5 **IStarfield.SetXSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetXSpeed, a member of class IStarfield.

1.2.40.1.6 **IStarfield.SetYSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetYSpeed, a member of class IStarfield.

1.2.40.1.7 **IStarfield.SetZSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetZSpeed, a member of class IStarfield.

1.2.40.1.8 **IStarfield.Update**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Update, a member of class IStarfield.

1.2.41 **IStartupDialog**

Class Hierarchy

IBaseInterface → IStartupDialog
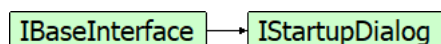
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IStartupDialog.

1.2.41.1 **IStartupDialog Methods**

The methods of the IStartupDialog class are listed here.

Methods

⇒◆	Hide (see page 247)	This is Hide, a member of class IStartupDialog.
⇒◆	SetCaption (see page 247)	This is SetCaption, a member of class IStartupDialog.
⇒◆	SetIcon (see page 247)	This is SetIcon, a member of class IStartupDialog.
⇒◆	SetLicense (see page 248)	This is SetLicense, a member of class IStartupDialog.
⇒◆	SetLicenseText (see page 248)	This is SetLicenseText, a member of class IStartupDialog.
⇒◆	SetLogo (see page 248)	This is SetLogo, a member of class IStartupDialog.
⇒◆	SetLogoClickUrl (see page 248)	This is SetLogoClickUrl, a member of class IStartupDialog.
⇒◆	SetReadme (see page 248)	This is SetReadme, a member of class IStartupDialog.
⇒◆	SetReadmeText (see page 249)	This is SetReadmeText, a member of class IStartupDialog.
⇒◆	SetReleaseInfo (see page 249)	This is SetReleaseInfo, a member of class IStartupDialog.
⇒◆	SetWordWrap (see page 249)	This is SetWordWrap, a member of class IStartupDialog.
⇒◆	Show (see page 249)	This is Show, a member of class IStartupDialog.

1.2.41.1.1 **IStartupDialog.Hide**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Hide;
```

Description

This is Hide, a member of class IStartupDialog.

1.2.41.1.2 **IStartupDialog.SetCaption**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetCaption, a member of class IStartupDialog.

1.2.41.1.3 **IStartupDialog.SetIcon**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetIcon, a member of class IStartupDialog.

1.2.41.1.4 **IStartupDialog.SetLicense**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetLicense, a member of class IStartupDialog.

1.2.41.1.5 **IStartupDialog.SetLicenseText**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetLicenseText, a member of class IStartupDialog.

1.2.41.1.6 **IStartupDialog.SetLogo**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetLogo, a member of class IStartupDialog.

1.2.41.1.7 **IStartupDialog.SetLogoClickUrl**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetLogoClickUrl, a member of class IStartupDialog.

1.2.41.1.8 **IStartupDialog.SetReadme**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetReadme, a member of class IStartupDialog.

1.2.41.1.9 IStartupDialog.SetReadmeText

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetReadmeText, a member of class IStartupDialog.

1.2.41.1.10 IStartupDialog.SetReleaseInfo

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetReleaseInfo, a member of class IStartupDialog.

1.2.41.1.11 IStartupDialog.SetWordWrap

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetWordWrap, a member of class IStartupDialog.

1.2.41.1.12 IStartupDialog.Show

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
function Show: TStartupDialogState;
```

Description

This is Show, a member of class IStartupDialog.

1.2.42 **ITexture**

Class Hierarchy

IBaseInterface ⟶ ITexture
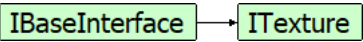
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ITexture.

1.2.42.1 **ITexture Methods**

The methods of the ITexture class are listed here.

Methods

⇥	Allocate (see page 250)	This is Allocate, a member of class ITexture.
⇥	Draw (see page 250)	This is Draw, a member of class ITexture.
⇥	Draw (see page 251)	This is Draw, a member of class ITexture.
⇥	DrawTiled (see page 251)	This is DrawTiled, a member of class ITexture.
⇥	GetPixel (see page 251)	This is GetPixel, a member of class ITexture.
⇥	Height (see page 252)	This is Height, a member of class ITexture.
⇥	Load (see page 252)	This is Load, a member of class ITexture.
⇥	Lock (see page 252)	This is Lock, a member of class ITexture.
⇥	Release (see page 252)	This is Release, a member of class ITexture.
⇥	SetPixel (see page 252)	This is SetPixel, a member of class ITexture.
⇥	Unlock (see page 253)	This is Unlock, a member of class ITexture.
⇥	Width (see page 253)	This is Width, a member of class ITexture.

1.2.42.1.1 **ITexture.Allocate**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Allocate, a member of class ITexture.

1.2.42.1.2 **ITexture.Draw**

File: TopazGameLib.pas (see page 413)

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.

1.2.42.1.3 ITexture.Draw

File: TopazGameLib.pas (see page 413)

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.

1.2.42.1.4 ITexture.DrawTiled

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawTiled, a member of class ITexture.

1.2.42.1.5 ITexture.GetPixel

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetPixel, a member of class ITexture.

1.2.42.1.6 **ITexture.Height**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Height: Single;
```

Description

This is Height, a member of class ITexture.

1.2.42.1.7 **ITexture.Load**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Load, a member of class ITexture.

1.2.42.1.8 **ITexture.Lock**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Lock, a member of class ITexture.

1.2.42.1.9 **ITexture.Release**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Release: Boolean;
```

Description

This is Release, a member of class ITexture.

1.2.42.1.10 **ITexture.SetPixel**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetPixel, a member of class ITexture.

1.2.42.1.11 **ITexture.Unlock**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Unlock: Boolean;
```

Description

This is Unlock, a member of class ITexture.

1.2.42.1.12 **ITexture.Width**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Width: Single;
```

Description

This is Width, a member of class ITexture.

1.2.43 **ITimer**

Class Hierarchy

IBaseInterface → ITimer
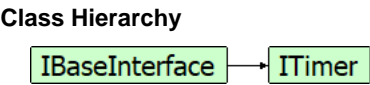
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ITimer.

1.2.43.1 **ITimer Methods**

The methods of the ITimer class are listed here.

Methods

⇒♦	FrameElapsed (see page 254)	This is FrameElapsed, a member of class ITimer.
⇒♦	FrameSpeed (see page 254)	This is FrameSpeed, a member of class ITimer.
⇒♦	GetDeltaTime (see page 254)	This is GetDeltaTime, a member of class ITimer.
⇒♦	GetFixedUpdateSpeed (see page 254)	This is GetFixedUpdateSpeed, a member of class ITimer.
⇒♦	GetFrameRate (see page 254)	This is GetFrameRate, a member of class ITimer.
⇒♦	GetUpdateSpeed (see page 255)	This is GetUpdateSpeed, a member of class ITimer.
⇒♦	Reset (see page 255)	This is Reset, a member of class ITimer.
⇒♦	SetFixedUpdateSpeed (see page 255)	This is SetFixedUpdateSpeed, a member of class ITimer.

⇒◆	SetUpdateSpeed (see page 255)	This is SetUpdateSpeed, a member of class ITimer.
⇒◆	Update (see page 255)	This is Update, a member of class ITimer.

1.2.43.1.1 **ITimer.FrameElapsed**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is FrameElapsed, a member of class ITimer.

1.2.43.1.2 **ITimer.FrameSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is FrameSpeed, a member of class ITimer.

1.2.43.1.3 **ITimer.GetDeltaTime**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetDeltaTime: Double;
```

Description

This is GetDeltaTime, a member of class ITimer.

1.2.43.1.4 **ITimer.GetFixedUpdateSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetFixedUpdateSpeed: Single;
```

Description

This is GetFixedUpdateSpeed, a member of class ITimer.

1.2.43.1.5 **ITimer.GetFrameRate**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetFrameRate: Cardinal;
```

Description

This is GetFrameRate, a member of class ITimer.

1.2.43.1.6 **ITimer.GetUpdateSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
function GetUpdateSpeed: Single;
```

Description

This is GetUpdateSpeed, a member of class ITimer.

1.2.43.1.7 **ITimer.Reset**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Reset, a member of class ITimer.

1.2.43.1.8 **ITimer.SetFixedUpdateSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetFixedUpdateSpeed, a member of class ITimer.

1.2.43.1.9 **ITimer.SetUpdateSpeed**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetUpdateSpeed, a member of class ITimer.

1.2.43.1.10 **ITimer.Update**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure Update;
```

Description

This is Update, a member of class ITimer.

1.2.44 **ITopaz**

Class Hierarchy

IBaseInterface → ITopaz
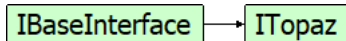
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ITopaz.

1.2.44.1 **ITopaz Methods**

The methods of the ITopaz class are listed here.

Methods

⇒	Async (see page 257)	This is Async, a member of class ITopaz.
⇒	Audio (see page 257)	This is Audio, a member of class ITopaz.
⇒	CmdConsole (see page 257)	This is CmdConsole, a member of class ITopaz.
⇒	CmdLine (see page 257)	This is CmdLine, a member of class ITopaz.
⇒	Color (see page 257)	This is Color, a member of class ITopaz.
⇒	Console (see page 258)	This is Console, a member of class ITopaz.
⇒	Dialogs (see page 258)	This is Dialogs, a member of class ITopaz.
⇒	Game (see page 258)	This is Game, a member of class ITopaz.
⇒	GameLoop (see page 258)	This is GameLoop, a member of class ITopaz.
⇒	Get (see page 258)	This is Get, a member of class ITopaz.
⇒	GetVersionStr (see page 258)	This is GetVersionStr, a member of class ITopaz.
⇒	GUI (see page 259)	This is GUI, a member of class ITopaz.
⇒	Input (see page 259)	This is Input, a member of class ITopaz.
⇒	Log (see page 259)	This is Log, a member of class ITopaz.
⇒	Lua (see page 259)	This is Lua, a member of class ITopaz.
⇒	Math (see page 259)	This is Math, a member of class ITopaz.
⇒	PathEditor (see page 260)	This is PathEditor, a member of class ITopaz.
⇒	Physics (see page 260)	This is Physics, a member of class ITopaz.
⇒	Release (see page 260)	This is Release, a member of class ITopaz.
⇒	RunGame (see page 260)	This is RunGame, a member of class ITopaz.
⇒	Screenshake (see page 260)	This is Screenshake, a member of class ITopaz.
⇒	Screenshot (see page 261)	This is Screenshot, a member of class ITopaz.
⇒	Speech (see page 261)	This is Speech, a member of class ITopaz.
⇒	Splashscreen (see page 261)	This is Splashscreen, a member of class ITopaz.
⇒	Timer (see page 261)	This is Timer, a member of class ITopaz.
⇒	UserPath (see page 261)	This is UserPath, a member of class ITopaz.
⇒	Util (see page 261)	This is Util, a member of class ITopaz.

⇒◆	Video (see page 262)	This is Video, a member of class ITopaz.
⇒◆	Window (see page 262)	This is Window, a member of class ITopaz.

1.2.44.1.1 **ITopaz.Async**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Async: IAsync;
```

Description

This is Async, a member of class ITopaz.

1.2.44.1.2 **ITopaz.Audio**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Audio: IAudio;
```

Description

This is Audio, a member of class ITopaz.

1.2.44.1.3 **ITopaz.CmdConsole**

File: TopazGameLib.pas (see page 413)

Delphi

```
function CmdConsole: ICmdConsole;
```

Description

This is CmdConsole, a member of class ITopaz.

1.2.44.1.4 **ITopaz.CmdLine**

File: TopazGameLib.pas (see page 413)

Delphi

```
function CmdLine: ICmdLine;
```

Description

This is CmdLine, a member of class ITopaz.

1.2.44.1.5 **ITopaz.Color**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Color: IColor;
```

Description

This is Color, a member of class ITopaz.

1

1.2.44.1.6 **ITopaz.Console**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Console: IConsole;
```

Description

This is Console, a member of class ITopaz.

1.2.44.1.7 **ITopaz.Dialogs**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Dialogs: IDialogs;
```

Description

This is Dialogs, a member of class ITopaz.

1.2.44.1.8 **ITopaz.Game**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Game: TCustomGame;
```

Description

This is Game, a member of class ITopaz.

1.2.44.1.9 **ITopaz.GameLoop**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure GameLoop;
```

Description

This is GameLoop, a member of class ITopaz.

1.2.44.1.10 **ITopaz.Get**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Get, a member of class ITopaz.

1.2.44.1.11 **ITopaz.GetVersionStr**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetVersionStr: WideString;
```

Description

This is GetVersionStr, a member of class ITopaz.

1.2.44.1.12 **ITopaz.GUI**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GUI: IGUI;
```

Description

This is GUI, a member of class ITopaz.

1.2.44.1.13 **ITopaz.Input**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Input: IInput;
```

Description

This is Input, a member of class ITopaz.

1.2.44.1.14 **ITopaz.Log**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Log: ILog;
```

Description

This is Log, a member of class ITopaz.

1.2.44.1.15 **ITopaz.Lua**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Lua: ILua;
```

Description

This is Lua, a member of class ITopaz.

1.2.44.1.16 **ITopaz.Math**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Math: IMath;
```

Description

This is Math, a member of class ITopaz.

1.2.44.1.17 **ITopaz.PathEditor**

File: TopazGameLib.pas (see page 413)

Delphi

```
function PathEditor: IPathEditor;
```

Description

This is PathEditor, a member of class ITopaz.

1.2.44.1.18 **ITopaz.Physics**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Physics: IPhysics;
```

Description

This is Physics, a member of class ITopaz.

1.2.44.1.19 **ITopaz.Release**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Release, a member of class ITopaz.

1.2.44.1.20 **ITopaz.RunGame**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is RunGame, a member of class ITopaz.

1.2.44.1.21 **ITopaz.Screenshake**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Screenshake: IScreenshake;
```

Description

This is Screenshake, a member of class ITopaz.

1.2.44.1.22 **ITopaz.Screenshot**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Screenshot: IScreenshot;
```

Description

This is Screenshot, a member of class ITopaz.

1.2.44.1.23 **ITopaz.Speech**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Speech: ISpeech;
```

Description

This is Speech, a member of class ITopaz.

1.2.44.1.24 **ITopaz.Splashscreen**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Splashscreen: ISplashscreen;
```

Description

This is Splashscreen, a member of class ITopaz.

1.2.44.1.25 **ITopaz.Timer**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Timer: ITimer;
```

Description

This is Timer, a member of class ITopaz.

1.2.44.1.26 **ITopaz.UserPath**

File: TopazGameLib.pas (see page 413)

Delphi

```
function UserPath: IUserPath;
```

Description

This is UserPath, a member of class ITopaz.

1.2.44.1.27 **ITopaz.Util**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Util: IUtil;
```

Description

This is Util, a member of class ITopaz.

1.2.44.1.28 **ITopaz.Video**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Video: IVideo;
```

Description

This is Video, a member of class ITopaz.

1.2.44.1.29 **ITopaz.Window**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Window: IWindow;
```

Description

This is Window, a member of class ITopaz.

1.2.45 **ITreeMenu**

Class Hierarchy
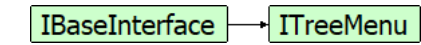
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class ITreeMenu.

1.2.45.1 **ITreeMenu Methods**

The methods of the ITreeMenu class are listed here.

Methods

⇒●	AddItem (see page 263)	This is AddItem, a member of class ITreeMenu.
⇒●	BoldItem (see page 263)	This is BoldItem, a member of class ITreeMenu.
⇒●	BoldItemId (see page 263)	This is BoldItemId, a member of class ITreeMenu.
⇒●	Clear (see page 263)	This is Clear, a member of class ITreeMenu.
⇒●	First (see page 264)	This is First, a member of class ITreeMenu.
⇒●	GetCount (see page 264)	This is GetCount, a member of class ITreeMenu.
⇒●	GetLastSelectedId (see page 264)	This is GetLastSelectedId, a member of class ITreeMenu.

	GetSelectableCount (see page 264)	This is GetSelectableCount, a member of class ITreeMenu.
	InsertItem (see page 264)	This is InsertItem, a member of class ITreeMenu.
	SelItem (see page 265)	This is SelItem, a member of class ITreeMenu.
	SetStatus (see page 265)	This is SetStatus, a member of class ITreeMenu.
	SetTitle (see page 265)	This is SetTitle, a member of class ITreeMenu.
	Show (see page 265)	This is Show, a member of class ITreeMenu.
	Sort (see page 265)	This is Sort, a member of class ITreeMenu.

1.2.45.1.1 ITreeMenu.AddItem

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is AddItem, a member of class ITreeMenu.

1.2.45.1.2 ITreeMenu.BoldItem

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is BoldItem, a member of class ITreeMenu.

1.2.45.1.3 ITreeMenu.BoldItemId

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is BoldItemId, a member of class ITreeMenu.

1.2.45.1.4 ITreeMenu.Clear

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class ITreeMenu.

1.2.45.1.5 **ITreeMenu.First**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is First, a member of class ITreeMenu.

1.2.45.1.6 **ITreeMenu.GetCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetCount: Integer;
```

Description

This is GetCount, a member of class ITreeMenu.

1.2.45.1.7 **ITreeMenu.GetLastSelectedId**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetLastSelectedId: Integer;
```

Description

This is GetLastSelectedId, a member of class ITreeMenu.

1.2.45.1.8 **ITreeMenu.GetSelectableCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetSelectableCount: Integer;
```

Description

This is GetSelectableCount, a member of class ITreeMenu.

1.2.45.1.9 **ITreeMenu.InsertItem**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is InsertItem, a member of class ITreeMenu.

1.2.45.1.10 **ITreeMenu.SelItem**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SelItem, a member of class ITreeMenu.

1.2.45.1.11 **ITreeMenu.SetStatus**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure SetStatus(
    const aTitle: WideString
);
```

Description

This is SetStatus, a member of class ITreeMenu.

1.2.45.1.12 **ITreeMenu.SetTitle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetTitle, a member of class ITreeMenu.

1.2.45.1.13 **ITreeMenu.Show**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Show, a member of class ITreeMenu.

1.2.45.1.14 **ITreeMenu.Sort**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure Sort(
```

```
    aParent: Pointer
);
```

Description

This is Sort, a member of class ITreeMenu.

1.2.46 **IUserPath**

Class Hierarchy
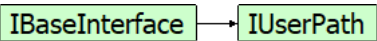
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IUserPath.

1.2.46.1 **IUserPath Methods**

The methods of the IUserPath class are listed here.

Methods

⇒◆	CreateDirs (see page 266)	This is CreateDirs, a member of class IUserPath.
⇒◆	GetAppId (see page 266)	This is GetAppId, a member of class IUserPath.
⇒◆	GetAppIdPath (see page 267)	This is GetAppIdPath, a member of class IUserPath.
⇒◆	GetConfigFilename (see page 267)	This is GetConfigFilename, a member of class IUserPath.
⇒◆	GetLogFilename (see page 267)	This is GetLogFilename, a member of class IUserPath.
⇒◆	GetOrgName (see page 267)	This is GetOrgName, a member of class IUserPath.
⇒◆	GetPath (see page 267)	This is GetPath, a member of class IUserPath.
⇒◆	GetPath (see page 268)	This is GetPath, a member of class IUserPath.
⇒◆	GotoPath (see page 268)	This is GotoPath, a member of class IUserPath.
⇒◆	Reset (see page 268)	This is Reset, a member of class IUserPath.
⇒◆	SetAppId (see page 268)	This is SetAppId, a member of class IUserPath.
⇒◆	SetOrgName (see page 268)	This is SetOrgName, a member of class IUserPath.

1.2.46.1.1 **IUserPath.CreateDirs**

File: TopazGameLib.pas (see page 413)

Delphi

```
function CreateDirs: Boolean;
```

Description

This is CreateDirs, a member of class IUserPath.

1.2.46.1.2 **IUserPath.GetAppId**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetAppId: WideString;
```

Description

This is GetAppId, a member of class IUserPath.

1.2.46.1.3 **IUserPath.GetAppIdPath**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetAppIdPath: WideString;
```

Description

This is GetAppIdPath, a member of class IUserPath.

1.2.46.1.4 **IUserPath.GetConfigFilename**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetConfigFilename: WideString;
```

Description

This is GetConfigFilename, a member of class IUserPath.

1.2.46.1.5 **IUserPath.GetLogFilename**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetLogFilename: WideString;
```

Description

This is GetLogFilename, a member of class IUserPath.

1.2.46.1.6 **IUserPath.GetOrgName**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetOrgName: WideString;
```

Description

This is GetOrgName, a member of class IUserPath.

1.2.46.1.7 **IUserPath.GetPath**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetPath, a member of class IUserPath.

1.2.46.1.8 **IUserPath.GetPath**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetPath, a member of class IUserPath.

1.2.46.1.9 **IUserPath.GotoPath**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure GotoPath;
```

Description

This is GotoPath, a member of class IUserPath.

1.2.46.1.10 **IUserPath.Reset**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure Reset;
```

Description

This is Reset, a member of class IUserPath.

1.2.46.1.11 **IUserPath.SetAppId**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetAppId, a member of class IUserPath.

1.2.46.1.12 **IUserPath.SetOrgName**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetOrgName, a member of class IUserPath.

1.2.47 IUtil

Class Hierarchy

IBaseInterface ━━▶ IUtil
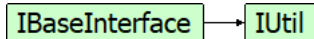
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IUtil.

1.2.47.1 IUtil Methods

The methods of the IUtil class are listed here.

Methods

⇒	DirExist (see page 269)	This is DirExist, a member of class IUtil.
⇒	FileCount (see page 270)	This is FileCount, a member of class IUtil.
⇒	FileExist (see page 270)	This is FileExist, a member of class IUtil.
⇒	Format (see page 270)	This is Format, a member of class IUtil.
⇒	GetAppBasedPath (see page 270)	This is GetAppBasedPath, a member of class IUtil.
⇒	GetAppName (see page 270)	This is GetAppName, a member of class IUtil.
⇒	GetAppPath (see page 271)	This is GetAppPath, a member of class IUtil.
⇒	GetAppVersion (see page 271)	This is GetAppVersion, a member of class IUtil.
⇒	GetCPUCount (see page 271)	This is GetCPUCount, a member of class IUtil.
⇒	GetDiskFreeSpace (see page 271)	This is GetDiskFreeSpace, a member of class IUtil.
⇒	GetFilename (see page 271)	This is GetFilename, a member of class IUtil.
⇒	GetMemoryFree (see page 272)	This is GetMemoryFree, a member of class IUtil.
⇒	GetOSVersion (see page 272)	This is GetOSVersion, a member of class IUtil.
⇒	GetTime (see page 272)	This is GetTime, a member of class IUtil.
⇒	GetVideoCardName (see page 272)	This is GetVideoCardName, a member of class IUtil.
⇒	GotoURL (see page 272)	This is GotoURL, a member of class IUtil.
⇒	PadRight (see page 273)	This is PadRight, a member of class IUtil.
⇒	ReadAllText (see page 273)	This is ReadAllText, a member of class IUtil.
⇒	RemoveQuotes (see page 273)	This is RemoveQuotes, a member of class IUtil.

1.2.47.1.1 IUtil.DirExist

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DirExist, a member of class IUtil.

1.2.47.1.2 **IUtil.FileCount**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is FileCount, a member of class IUtil.

1.2.47.1.3 **IUtil.FileExist**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is FileExist, a member of class IUtil.

1.2.47.1.4 **IUtil.Format**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Format, a member of class IUtil.

1.2.47.1.5 **IUtil.GetAppBasedPath**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetAppBasedPath, a member of class IUtil.

1.2.47.1.6 **IUtil.GetAppName**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetAppName: WideString;
```

Description

This is GetAppName, a member of class IUtil.

1.2.47.1.7 **IUtil.GetAppPath**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetAppPath: WideString;
```

Description

This is GetAppPath, a member of class IUtil.

1.2.47.1.8 **IUtil.GetAppVersion**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetAppVersion: WideString;
```

Description

This is GetAppVersion, a member of class IUtil.

1.2.47.1.9 **IUtil.GetCPUCount**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetCPUCount: Integer;
```

Description

This is GetCPUCount, a member of class IUtil.

1.2.47.1.10 **IUtil.GetDiskFreeSpace**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetDiskFreeSpace, a member of class IUtil.

1.2.47.1.11 **IUtil.GetFilename**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetFilename, a member of class IUtil.

1.2.47.1.12 **IUtil.GetMemoryFree**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetMemoryFree, a member of class IUtil.

1.2.47.1.13 **IUtil.GetOSVersion**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetOSVersion: WideString;
```

Description

This is GetOSVersion, a member of class IUtil.

1.2.47.1.14 **IUtil.GetTime**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetTime: Double;
```

Description

This is GetTime, a member of class IUtil.

1.2.47.1.15 **IUtil.GetVideoCardName**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetVideoCardName: WideString;
```

Description

This is GetVideoCardName, a member of class IUtil.

1.2.47.1.16 **IUtil.GotoURL**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GotoURL, a member of class IUtil.

1.2.47.1.17 **IUtil.PadRight**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is PadRight, a member of class IUtil.

1.2.47.1.18 **IUtil.ReadAllText**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is ReadAllText, a member of class IUtil.

1.2.47.1.19 **IUtil.RemoveQuotes**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is RemoveQuotes, a member of class IUtil.

1.2.48 **IVideo**

Class Hierarchy
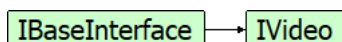
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IVideo.

1.2.48.1 IVideo Methods

The methods of the IVideo class are listed here.

Methods

⇒◆	Draw (see page 274)	This is Draw, a member of class IVideo.
⇒◆	GetFilename (see page 274)	This is GetFilename, a member of class IVideo.
⇒◆	GetLooping (see page 274)	This is GetLooping, a member of class IVideo.
⇒◆	GetPause (see page 275)	This is GetPause, a member of class IVideo.
⇒◆	GetPlaying (see page 275)	This is GetPlaying, a member of class IVideo.
⇒◆	GetSize (see page 275)	This is GetSize, a member of class IVideo.
⇒◆	Load (see page 275)	This is Load, a member of class IVideo.
⇒◆	Play (see page 275)	This is Play, a member of class IVideo.
⇒◆	Rewind (see page 276)	This is Rewind, a member of class IVideo.
⇒◆	Seek (see page 276)	This is Seek, a member of class IVideo.
⇒◆	SetLoping (see page 276)	This is SetLoping, a member of class IVideo.
⇒◆	SetPause (see page 276)	This is SetPause, a member of class IVideo.
⇒◆	SetPlaying (see page 276)	This is SetPlaying, a member of class IVideo.
⇒◆	Unload (see page 277)	This is Unload, a member of class IVideo.

1.2.48.1.1 IVideo.Draw

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Draw, a member of class IVideo.

1.2.48.1.2 IVideo.GetFilename

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetFilename: WideString;
```

Description

This is GetFilename, a member of class IVideo.

1.2.48.1.3 IVideo.GetLooping

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetLooping: Boolean;
```

Description

This is GetLooping, a member of class IVideo.

1.2.48.1.4 **IVideo.GetPause**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetPause: Boolean;
```

Description

This is GetPause, a member of class IVideo.

1.2.48.1.5 **IVideo.GetPlaying**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetPlaying: Boolean;
```

Description

This is GetPlaying, a member of class IVideo.

1.2.48.1.6 **IVideo.GetSize**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure GetSize(
    aWidth: System.PSingle;
    aHeight: System.PSingle
);
```

Description

This is GetSize, a member of class IVideo.

1.2.48.1.7 **IVideo.Load**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Load, a member of class IVideo.

1.2.48.1.8 **IVideo.Play**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Play, a member of class IVideo.

1.2.48.1.9 **IVideo.Rewind**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Rewind;
```

Description

This is Rewind, a member of class IVideo.

1.2.48.1.10 **IVideo.Seek**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Seek, a member of class IVideo.

1.2.48.1.11 **IVideo.SetLoping**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetLoping, a member of class IVideo.

1.2.48.1.12 **IVideo.SetPause**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetPause, a member of class IVideo.

1.2.48.1.13 **IVideo.SetPlaying**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetPlaying, a member of class IVideo.

1.2.48.1.14 **IVideo.Unload**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Unload: Boolean;
```

Description

This is Unload, a member of class IVideo.

1.2.49 **IVirtualFile**

Class Hierarchy

IBaseInterface ⟶ IVirtualFile
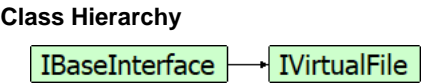
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IVirtualFile.

1.2.49.1 **IVirtualFile Methods**

The methods of the IVirtualFile class are listed here.

Methods

⇒◈	Delete (see page 277)	This is Delete, a member of class IVirtualFile.
⇒◈	GetFilename (see page 278)	This is GetFilename, a member of class IVirtualFile.
⇒◈	GetSize (see page 278)	This is GetSize, a member of class IVirtualFile.
⇒◈	GetVirtualFilename (see page 278)	This is GetVirtualFilename, a member of class IVirtualFile.
⇒◈	Make (see page 278)	This is Make, a member of class IVirtualFile.
⇒◈	Save (see page 278)	This is Save, a member of class IVirtualFile.

1.2.49.1.1 **IVirtualFile.Delete**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Delete: Boolean;
```

Description

This is Delete, a member of class IVirtualFile.

1.2.49.1.2 **IVirtualFile.GetFilename**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetFilename: WideString;
```

Description

This is GetFilename, a member of class IVirtualFile.

1.2.49.1.3 **IVirtualFile.GetSize**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetSize: Int64;
```

Description

This is GetSize, a member of class IVirtualFile.

1.2.49.1.4 **IVirtualFile.GetVirtualFilename**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetVirtualFilename: WideString;
```

Description

This is GetVirtualFilename, a member of class IVirtualFile.

1.2.49.1.5 **IVirtualFile.Make**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Make, a member of class IVirtualFile.

1.2.49.1.6 **IVirtualFile.Save**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Save, a member of class IVirtualFile.

1.2.50 IWindow

Class Hierarchy

IBaseInterface → IWindow
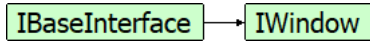
File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is class IWindow.

1.2.50.1 IWindow Methods

The methods of the IWindow class are listed here.

Methods

	Clear (see page 280)	This is Clear, a member of class IWindow.
	Close (see page 280)	This is Close, a member of class IWindow.
	Dpi (see page 280)	This is Dpi, a member of class IWindow.
	DrawCircle (see page 280)	This is DrawCircle, a member of class IWindow.
	DrawFilledCircle (see page 281)	This is DrawFilledCircle, a member of class IWindow.
	DrawFilledPolygon (see page 281)	This is DrawFilledPolygon, a member of class IWindow.
	DrawFilledRectangle (see page 281)	This is DrawFilledRectangle, a member of class IWindow.
	DrawFilledTriangle (see page 281)	This is DrawFilledTriangle, a member of class IWindow.
	DrawLine (see page 282)	This is DrawLine, a member of class IWindow.
	DrawPolygon (see page 282)	This is DrawPolygon, a member of class IWindow.
	DrawRectangle (see page 282)	This is DrawRectangle, a member of class IWindow.
	DrawTriangle (see page 282)	This is DrawTriangle, a member of class IWindow.
	GetBlendColor (see page 283)	This is GetBlendColor, a member of class IWindow.
	GetBlender (see page 283)	This is GetBlender, a member of class IWindow.
	GetTitle (see page 283)	This is GetTitle, a member of class IWindow.
	GetViewportSize (see page 283)	This is GetViewportSize, a member of class IWindow.
	Height (see page 284)	This is Height, a member of class IWindow.
	Open (see page 284)	This is Open, a member of class IWindow.
	Opened (see page 284)	This is Opened, a member of class IWindow.
	ResetTransform (see page 284)	This is ResetTransform, a member of class IWindow.
	RestoreDefaultBlendMode (see page 284)	This is RestoreDefaultBlendMode, a member of class IWindow.
	Save (see page 285)	This is Save, a member of class IWindow.
	Scale (see page 285)	This is Scale, a member of class IWindow.
	SetBlendColor (see page 285)	This is SetBlendColor, a member of class IWindow.
	SetBlender (see page 285)	This is SetBlender, a member of class IWindow.
	SetBlendMode (see page 285)	This is SetBlendMode, a member of class IWindow.
	SetBlendModeColor (see page 286)	This is SetBlendModeColor, a member of class IWindow.

⇒◆	SetPos (see page 286)	This is SetPos, a member of class IWindow.
⇒◆	SetRenderTarget (see page 286)	This is SetRenderTarget, a member of class IWindow.
⇒◆	SetTitle (see page 286)	This is SetTitle, a member of class IWindow.
⇒◆	SetTransformPos (see page 286)	This is SetTransformPos, a member of class IWindow.
⇒◆	Show (see page 287)	This is Show, a member of class IWindow.
⇒◆	Width (see page 287)	This is Width, a member of class IWindow.

1.2.50.1.1 **IWindow.Clear**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Clear, a member of class IWindow.

1.2.50.1.2 **IWindow.Close**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure Close;
```

Description

This is Close, a member of class IWindow.

1.2.50.1.3 **IWindow.Dpi**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
function Dpi: Integer;
```

Description

This is Dpi, a member of class IWindow.

1.2.50.1.4 **IWindow.DrawCircle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawCircle, a member of class IWindow.

1

1.2.50.1.5 **IWindow.DrawFilledCircle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawFilledCircle, a member of class IWindow.

1.2.50.1.6 **IWindow.DrawFilledPolygon**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawFilledPolygon, a member of class IWindow.

1.2.50.1.7 **IWindow.DrawFilledRectangle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawFilledRectangle, a member of class IWindow.

1.2.50.1.8 **IWindow.DrawFilledTriangle**

File: TopazGameLib.pas (see page 413)

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.

1.2.50.1.9 **IWindow.DrawLine**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawLine, a member of class IWindow.

1.2.50.1.10 **IWindow.DrawPolygon**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawPolygon, a member of class IWindow.

1.2.50.1.11 **IWindow.DrawRectangle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is DrawRectangle, a member of class IWindow.

1.2.50.1.12 **IWindow.DrawTriangle**

File: TopazGameLib.pas (see page 413)

Delphi

```delphi
procedure DrawTriangle(
    aX1: Single;
```

1

```
    aY1: Single;
    aX2: Single;
    aY2: Single;
    aX3: Single;
    aY3: Single;
    aThickness: Single;
    aColor: TColor
);
```

Description

This is DrawTriangle, a member of class IWindow.

1.2.50.1.13 **IWindow.GetBlendColor**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetBlendColor: TColor;
```

Description

This is GetBlendColor, a member of class IWindow.

1.2.50.1.14 **IWindow.GetBlender**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetBlender, a member of class IWindow.

1.2.50.1.15 **IWindow.GetTitle**

File: TopazGameLib.pas (see page 413)

Delphi

```
function GetTitle: WideString;
```

Description

This is GetTitle, a member of class IWindow.

1.2.50.1.16 **IWindow.GetViewportSize**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is GetViewportSize, a member of class IWindow.

1.2.50.1.17 **IWindow.Height**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Height: Integer;
```

Description

This is Height, a member of class IWindow.

1.2.50.1.18 **IWindow.Open**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Open, a member of class IWindow.

1.2.50.1.19 **IWindow.Opened**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Opened: Boolean;
```

Description

This is Opened, a member of class IWindow.

1.2.50.1.20 **IWindow.ResetTransform**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure ResetTransform;
```

Description

This is ResetTransform, a member of class IWindow.

1.2.50.1.21 **IWindow.RestoreDefaultBlendMode**

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure RestoreDefaultBlendMode;
```

Description

This is RestoreDefaultBlendMode, a member of class IWindow.

1.2.50.1.22 **IWindow.Save**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is Save, a member of class IWindow.

1.2.50.1.23 **IWindow.Scale**

File: TopazGameLib.pas (see page 413)

Delphi

```
function Scale: Single;
```

Description

This is Scale, a member of class IWindow.

1.2.50.1.24 **IWindow.SetBlendColor**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetBlendColor, a member of class IWindow.

1.2.50.1.25 **IWindow.SetBlender**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetBlender, a member of class IWindow.

1.2.50.1.26 **IWindow.SetBlendMode**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetBlendMode, a member of class IWindow.

1.2.50.1.27 **IWindow.SetBlendModeColor**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetBlendModeColor, a member of class IWindow.

1.2.50.1.28 **IWindow.SetPos**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetPos, a member of class IWindow.

1.2.50.1.29 **IWindow.SetRenderTarget**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetRenderTarget, a member of class IWindow.

1.2.50.1.30 **IWindow.SetTitle**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetTitle, a member of class IWindow.

1.2.50.1.31 **IWindow.SetTransformPos**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is SetTransformPos, a member of class IWindow.

1.2.50.1.32 IWindow.Show

File: TopazGameLib.pas (see page 413)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class IWindow.

1.2.50.1.33 IWindow.Width

File: TopazGameLib.pas (see page 413)

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 288)	This is record TAudioStatus.
	TBlendMode (see page 289)	This is record TBlendMode.
	TBlendModeColor (see page 289)	This is record TBlendModeColor.
	TCmdConsoleState (see page 289)	This is record TCmdConsoleState.
	TEaseType (see page 290)	This is record TEaseType.
	TGameClass (see page 290)	This is record TGameClass.
	THAlign (see page 291)	This is record THAlign.
	THighscoreAction (see page 291)	This is record THighscoreAction.
	TInputDevice (see page 292)	This is record TInputDevice.
	TLineIntersection (see page 292)	This is record TLineIntersection.
	TLuaState (see page 292)	This is record TLuaState.
	TLuaTable (see page 293)	This is record TLuaTable.
	TLuaType (see page 293)	This is record TLuaType.
	TLuaValueType (see page 293)	This is record TLuaValueType.
	TMessageBox (see page 294)	This is record TMessageBox.
	TMessageBoxResult (see page 294)	This is record TMessageBoxResult.

		TPathEditorAction (see page 294)	This is record TPathEditorAction.
		TPhysicsBodyShape (see page 295)	This is record TPhysicsBodyShape.
		TPhysicsBodyType (see page 295)	This is record TPhysicsBodyType.
		TPhysicsShapeType (see page 295)	This is record TPhysicsShapeType.
		TSeek (see page 296)	This is record TSeek.
		TShaderType (see page 296)	This is record TShaderType.
		TSpeechVoiceAttribute (see page 297)	This is record TSpeechVoiceAttribute.
		TSplashscreenOption (see page 297)	This is record TSplashscreenOption.
		TStartupDialogState (see page 297)	This is record TStartupDialogState.
		TVAlign (see page 298)	This is record TVAlign.
		TVideoState (see page 298)	This is record TVideoState.

Records

		TActorMessage (see page 288)	This is record TActorMessage.
		TColor (see page 289)	This is record TColor.
		TGameSettings (see page 291)	This is record TGameSettings.
		TPhysicsBodyData (see page 294)	This is record TPhysicsBodyData.
		TPointi (see page 296)	This is record TPointi.
		TRange (see page 296)	This is record TRange.
		TTextureData (see page 298)	This is record TTextureData.

1.3.1 **TActorMessage**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TActorMessage.

1.3.2 **TAudioStatus**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TAudioStatus.

1.3.3 **TBlendMode**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TBlendMode.

1.3.4 **TBlendModeColor**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TBlendModeColor.

1.3.5 **TCmdConsoleState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TCmdConsoleState.

1.3.6 **TColor**

File: TopazGameLib.pas (see page 413)

Delphi

```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 413)

Delphi

```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 413)

Delphi

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

Description

This is record TGameClass.

1.3.9 **TGameSettings**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

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

Description

This is record THAlign.

1.3.11 **THighscoreAction**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record THighscoreAction.

1.3.12 **TInputDevice**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TInputDevice.

1.3.13 **TLineIntersection**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TLineIntersection.

1.3.14 **TLuaState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TLuaState.

1.3.15 **TLuaTable**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TLuaTable.

1.3.16 **TLuaType**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

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

Description

This is record TLuaValueType.

1.3.18 TMessageBox

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

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

Description

This is record TMessageBoxResult.

1.3.20 TPathEditorAction

File: TopazGameLib.pas (see page 413)

Delphi

```
TPathEditorAction = (
  paLoad,
  paSave
);
```

Description

This is record TPathEditorAction.

1.3.21 TPhysicsBodyData

File: TopazGameLib.pas (see page 413)

Delphi

```
TPhysicsBodyData = record
  Shape: TPhysicsBodyShape;
```

```
  CircleRadius: Single;
  RectangleSize: TVector;
  Data: Pointer;
end;
```

Description

This is record TPhysicsBodyData.

1.3.22 **TPhysicsBodyShape**

File: TopazGameLib.pas (see page 413)

Delphi

```
TPhysicsBodyShape = (
  bsCircle,
  bsRectangle
);
```

Description

This is record TPhysicsBodyShape.

1.3.23 **TPhysicsBodyType**

File: TopazGameLib.pas (see page 413)

Delphi

```
TPhysicsBodyType = (
  pbStatic,
  pbKinematic,
  pbDynamic,
  pbInvalid
);
```

Description

This is record TPhysicsBodyType.

1.3.24 **TPhysicsShapeType**

File: TopazGameLib.pas (see page 413)

Delphi

```
TPhysicsShapeType = (
  psCircle,
  psPolygon,
  psInvalid
);
```

Description

This is record TPhysicsShapeType.

1.3.25 **TPointi**

File: TopazGameLib.pas (see page 413)

Delphi

```
TPointi = record
  X: Integer;
  Y: Integer;
end;
```

Description

This is record TPointi.

1.3.26 **TRange**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TRange.

1.3.27 **TSeek**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TSeek.

1.3.28 **TShaderType**

File: TopazGameLib.pas (see page 413)

Delphi

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

```
  );
```

Description

This is record TShaderType.

1.3.29 **TSpeechVoiceAttribute**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TSpeechVoiceAttribute.

1.3.30 **TSplashscreenOption**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TSplashscreenOption.

1.3.31 **TStartupDialogState**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TStartupDialogState.

1.3.32 **TTextureData**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TTextureData.

1.3.33 **TVAlign**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is record TVAlign.

1.3.34 **TVideoState**

File: TopazGameLib.pas (see page 413)

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 299)	This is type PActorMessage.
PColor (see page 300)	This is type PColor.
PGameSettings (see page 300)	This is type PGameSettings.
PPhysicsBodyData (see page 300)	This is type PPhysicsBodyData.
PPointi (see page 300)	This is type PPointi.
PRange (see page 300)	This is type PRange.
PRectangle (see page 301)	This is type PRectangle.
PTextureData (see page 301)	This is type PTextureData.
PVector (see page 301)	This is type PVector.
TActorAttributeSet (see page 301)	This is type TActorAttributeSet.
TActorSceneEvent (see page 302)	This is type TActorSceneEvent.
TAsyncProc (see page 302)	This is type TAsyncProc.
TBaseInterfaceClass (see page 302)	This is type TBaseInterfaceClass.
TCmdConsoleActionEvent (see page 302)	This is type TCmdConsoleActionEvent.
TCustomGameClass (see page 302)	This is type TCustomGameClass.
TLuaFunction (see page 303)	This is type TLuaFunction.
TPhysicsBody (see page 303)	This is type TPhysicsBody.
TStringArray (see page 303)	This is type TStringArray.
TSysCharSet (see page 303)	This is type TSysCharSet.
TTextMenuAfterActivateMenuEvent (see page 304)	This is type TTextMenuAfterActivateMenuEvent.
TTextMenuAfterChooseItemEvent (see page 304)	This is type TTextMenuAfterChooseItemEvent.
TTextMenuAfterCloseSubMenuEvent (see page 304)	This is type TTextMenuAfterCloseSubMenuEvent.
TTextMenuAfterDrawMenuItemEvent (see page 304)	This is type TTextMenuAfterDrawMenuItemEvent.
TTextMenuAfterSelItemEvent (see page 304)	This is type TTextMenuAfterSelItemEvent.
TTextMenuAfterUpdateMenuItemEvent (see page 305)	This is type TTextMenuAfterUpdateMenuItemEvent.
TTextMenuDeactivateMenuEvent (see page 305)	This is type TTextMenuDeactivateMenuEvent.
TTextMenuDrawBackgroundEvent (see page 305)	This is type TTextMenuDrawBackgroundEvent.
TTextMenuDrawCursorEvent (see page 305)	This is type TTextMenuDrawCursorEvent.

1.4.1 **PActorMessage**

File: TopazGameLib.pas (see page 413)

Delphi

```
PActorMessage = ^TActorMessage;
```

Description

This is type PActorMessage.

1.4.2 **PColor**

File: TopazGameLib.pas (see page 413)

Delphi

```
PColor = ^TColor;
```

Description

This is type PColor.

1.4.3 **PGameSettings**

File: TopazGameLib.pas (see page 413)

Delphi

```
PGameSettings = ^TGameSettings;
```

Description

This is type PGameSettings.

1.4.4 **PPhysicsBodyData**

File: TopazGameLib.pas (see page 413)

Delphi

```
PPhysicsBodyData = ^TPhysicsBodyData;
```

Description

This is type PPhysicsBodyData.

1.4.5 **PPointi**

File: TopazGameLib.pas (see page 413)

Delphi

```
PPointi = ^TPointi;
```

Description

This is type PPointi.

1.4.6 **PRange**

File: TopazGameLib.pas (see page 413)

Delphi

```
PRange = ^TRange;
```

Description

This is type PRange.

1.4.7 **PRectangle**

File: TopazGameLib.pas (see page 413)

Delphi

```
PRectangle = ^TRectangle;
```

Description

This is type PRectangle.

1.4.8 **PTextureData**

File: TopazGameLib.pas (see page 413)

Delphi

```
PTextureData = ^TTextureData;
```

Description

This is type PTextureData.

1.4.9 **PVector**

File: TopazGameLib.pas (see page 413)

Delphi

```
PVector = ^TVector;
```

Description

This is type PVector.

1.4.10 **TActorAttributeSet**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TActorAttributeSet.

1.4.11 TActorSceneEvent

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TActorSceneEvent.

1.4.12 TAsyncProc

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TAsyncProc.

1.4.13 TBaseInterfaceClass

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TBaseInterfaceClass.

1.4.14 TCmdConsoleActionEvent

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TCmdConsoleActionEvent.

1.4.15 TCustomGameClass

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TCustomGameClass.

1.4.16 TLuaFunction

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TLuaFunction.

1.4.17 TPhysicsBody

File: TopazGameLib.pas (see page 413)

Delphi

```
TPhysicsBody = type Pointer;
```

Description

This is type TPhysicsBody.

1.4.18 TStringArray

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TStringArray.

1.4.19 TSysCharSet

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is type TSysCharSet.

1.4.20 **TTextMenuAfterActivateMenuEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuAfterActivateMenuEvent = procedure (aSubMenuIndex, aSubMenuItemIndex: Cardinal;
aActivate: Boolean) of object;
```

Description

This is type TTextMenuAfterActivateMenuEvent.

1.4.21 **TTextMenuAfterChooseItemEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuAfterChooseItemEvent = procedure (aItemId, aAction: Integer) of object;
```

Description

This is type TTextMenuAfterChooseItemEvent.

1.4.22 **TTextMenuAfterCloseSubMenuEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuAfterCloseSubMenuEvent = procedure (aSubMenuIndex: Cardinal; aAction: Integer) of
object;
```

Description

This is type TTextMenuAfterCloseSubMenuEvent.

1.4.23 **TTextMenuAfterDrawMenuItemEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuAfterDrawMenuItemEvent = procedure (aMenuId: Integer; aX, aY: Single; aFont:
IFont; const aText: string; var aColor: TColor; aSelected: Boolean) of object;
```

Description

This is type TTextMenuAfterDrawMenuItemEvent.

1.4.24 **TTextMenuAfterSelItemEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuAfterSelItemEvent = procedure (aItemId, aAction: Integer) of object;
```

Description

This is type TTextMenuAfterSelItemEvent.

1.4.25 **TTextMenuAfterUpdateMenuItemEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuAfterUpdateMenuItemEvent = procedure (aMenuId: Integer; aDeltaTime: Single; var
aWasUpdated: Boolean) of object;
```

Description

This is type TTextMenuAfterUpdateMenuItemEvent.

1.4.26 **TTextMenuDeactivateMenuEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuDeactivateMenuEvent = procedure (aSubMenuIndex, aSubMenuItemIndex: Cardinal; var
aCanDeactivate: Boolean) of object;
```

Description

This is type TTextMenuDeactivateMenuEvent.

1.4.27 **TTextMenuDrawBackgroundEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuDrawBackgroundEvent = procedure (aSubMenuIndex: Integer; aX, aY: Single; aWidth,
aHeight: Integer; const aTitle: string) of object;
```

Description

This is type TTextMenuDrawBackgroundEvent.

1.4.28 **TTextMenuDrawCursorEvent**

File: TopazGameLib.UI.pas (see page 412)

Delphi

```
TTextMenuDrawCursorEvent = procedure (aX, aY: Single) of object;
```

Description

This is type TTextMenuDrawCursorEvent.

1.5 **Variables**

The following table lists variables in this documentation.

Variables

Topaz (see page 306)	This is variable Topaz.

1.5.1 **Topaz**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is variable Topaz.

1.6 **Constants**

The following table lists constants in this documentation.

Constants

ALICEBLUE (see page 315)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 316)	This is constant ANTIQUEWHITE.
AQUA (see page 316)	This is constant AQUA.
AQUAMARINE (see page 316)	This is constant AQUAMARINE.
AUDIO_BUFFER_COUNT (see page 316)	This is constant AUDIO_BUFFER_COUNT.
AUDIO_CHANNEL_COUNT (see page 316)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_DYNAMIC_CHANNEL (see page 317)	This is constant AUDIO_DYNAMIC_CHANNEL.
AUDIO_INVALID_INDEX (see page 317)	This is constant AUDIO_INVALID_INDEX.
AZURE (see page 317)	This is constant AZURE.
BEIGE (see page 317)	This is constant BEIGE.
BISQUE (see page 318)	This is constant BISQUE.
BLACK (see page 318)	This is constant BLACK.
BLANCHEDALMOND (see page 318)	This is constant BLANCHEDALMOND.
BLANK (see page 318)	This is constant BLANK.
BLEND_ADD (see page 318)	This is constant BLEND_ADD.
BLEND_ALPHA (see page 319)	This is constant BLEND_ALPHA.
BLEND_CONST_COLOR (see page 319)	This is constant BLEND_CONST_COLOR.
BLEND_DEST_COLOR (see page 319)	This is constant BLEND_DEST_COLOR.
BLEND_DEST_MINUS_SRC (see page 319)	This is constant BLEND_DEST_MINUS_SRC.
BLEND_INVERSE_ALPHA (see page 320)	This is constant BLEND_INVERSE_ALPHA.
BLEND_INVERSE_CONST_COLOR (see page 320)	This is constant BLEND_INVERSE_CONST_COLOR.

BLEND_INVERSE_DEST_COLOR (see page 320)	This is constant BLEND_INVERSE_DEST_COLOR.
BLEND_INVERSE_SRC_COLOR (see page 320)	This is constant BLEND_INVERSE_SRC_COLOR.
BLEND_ONE (see page 320)	This is constant BLEND_ONE.
BLEND_SRC_COLOR (see page 321)	This is constant BLEND_SRC_COLOR.
BLEND_SRC_MINUS_DEST (see page 321)	This is constant BLEND_SRC_MINUS_DEST.
BLEND_ZERO (see page 321)	This is constant BLEND_ZERO.
BLUE (see page 321)	This is constant BLUE.
BLUEVIOLET (see page 322)	This is constant BLUEVIOLET.
BROWN (see page 322)	This is constant BROWN.
BURLYWOOD (see page 322)	This is constant BURLYWOOD.
CADETBLUE (see page 322)	This is constant CADETBLUE.
CFG_EXT (see page 322)	This is constant CFG_EXT.
CHARTREUSE (see page 323)	This is constant CHARTREUSE.
CHOCOLATE (see page 323)	This is constant CHOCOLATE.
COLORKEY (see page 323)	This is constant COLORKEY.
CORAL (see page 323)	This is constant CORAL.
CORNFLOWERBLUE (see page 324)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 324)	This is constant CORNSILK.
CR (see page 324)	This is constant CR.
CRIMSON (see page 324)	This is constant CRIMSON.
CRLF (see page 324)	This is constant CRLF.
CYAN (see page 325)	This is constant CYAN.
DARKBLUE (see page 325)	This is constant DARKBLUE.
DARKCYAN (see page 325)	This is constant DARKCYAN.
DARKGOLDENROD (see page 325)	This is constant DARKGOLDENROD.
DARKGRAY (see page 326)	This is constant DARKGRAY.
DARKGREEN (see page 326)	This is constant DARKGREEN.
DARKGREY (see page 326)	This is constant DARKGREY.
DARKKHAKI (see page 326)	This is constant DARKKHAKI.
DARKMAGENTA (see page 326)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 327)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 327)	This is constant DARKORANGE.
DARKORCHID (see page 327)	This is constant DARKORCHID.
DARKRED (see page 327)	This is constant DARKRED.
DARKSALMON (see page 328)	This is constant DARKSALMON.
DARKSEAGREEN (see page 328)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 328)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 328)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 328)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 329)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 329)	This is constant DARKVIOLET.
DATABASE_DEFAULT_MYSQL_PORT (see page 329)	This is constant DATABASE_DEFAULT_MYSQL_PORT.
DEEPPINK (see page 329)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 330)	This is constant DEEPSKYBLUE.
DEG2RAD (see page 330)	This is constant DEG2RAD.
DIMGRAY (see page 330)	This is constant DIMGRAY.
DIMWHITE (see page 330)	This is constant DIMWHITE.

DODGERBLUE (see page 330)	This is constant DODGERBLUE.
EPSILON (see page 331)	This is constant EPSILON.
FALSE_TRUE_STR (see page 331)	This is constant FALSE_TRUE_STR.
FIREBRICK (see page 331)	This is constant FIREBRICK.
FLORALWHITE (see page 331)	This is constant FLORALWHITE.
FORESTGREEN (see page 332)	This is constant FORESTGREEN.
FUCHSIA (see page 332)	This is constant FUCHSIA.
GAINSBORO (see page 332)	This is constant GAINSBORO.
GHOSTWHITE (see page 332)	This is constant GHOSTWHITE.
GOLD (see page 332)	This is constant GOLD.
GOLDENROD (see page 333)	This is constant GOLDENROD.
GRAY (see page 333)	This is constant GRAY.
GREEN (see page 333)	This is constant GREEN.
GREENYELLOW (see page 333)	This is constant GREENYELLOW.
GREY (see page 334)	This is constant GREY.
GUI_COLOR_BORDER (see page 334)	This is constant GUI_COLOR_BORDER.
GUI_COLOR_BUTTON (see page 334)	This is constant GUI_COLOR_BUTTON.
GUI_COLOR_BUTTON_ACTIVE (see page 334)	This is constant GUI_COLOR_BUTTON_ACTIVE.
GUI_COLOR_BUTTON_HOVER (see page 334)	This is constant GUI_COLOR_BUTTON_HOVER.
GUI_COLOR_CHART (see page 335)	This is constant GUI_COLOR_CHART.
GUI_COLOR_CHART_COLOR (see page 335)	This is constant GUI_COLOR_CHART_COLOR.
GUI_COLOR_CHART_COLOR_HIGHLIGHT (see page 335)	This is constant GUI_COLOR_CHART_COLOR_HIGHLIGHT.
GUI_COLOR_COMBO (see page 335)	This is constant GUI_COLOR_COMBO.
GUI_COLOR_COUNT (see page 336)	This is constant GUI_COLOR_COUNT.
GUI_COLOR_EDIT (see page 336)	This is constant GUI_COLOR_EDIT.
GUI_COLOR_EDIT_CURSOR (see page 336)	This is constant GUI_COLOR_EDIT_CURSOR.
GUI_COLOR_HEADER (see page 336)	This is constant GUI_COLOR_HEADER.
GUI_COLOR_PROPERTY (see page 336)	This is constant GUI_COLOR_PROPERTY.
GUI_COLOR_SCROLLBAR (see page 337)	This is constant GUI_COLOR_SCROLLBAR.
GUI_COLOR_SCROLLBAR_CURSOR (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR.
GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE.
GUI_COLOR_SCROLLBAR_CURSOR_HOVER (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR_HOVER.
GUI_COLOR_SELECT (see page 338)	This is constant GUI_COLOR_SELECT.
GUI_COLOR_SELECT_ACTIVE (see page 338)	This is constant GUI_COLOR_SELECT_ACTIVE.
GUI_COLOR_SLIDER (see page 338)	This is constant GUI_COLOR_SLIDER.
GUI_COLOR_SLIDER_CURSOR (see page 338)	This is constant GUI_COLOR_SLIDER_CURSOR.
GUI_COLOR_SLIDER_CURSOR_ACTIVE (see page 338)	This is constant GUI_COLOR_SLIDER_CURSOR_ACTIVE.
GUI_COLOR_SLIDER_CURSOR_HOVER (see page 339)	This is constant GUI_COLOR_SLIDER_CURSOR_HOVER.
GUI_COLOR_TAB_HEADER (see page 339)	This is constant GUI_COLOR_TAB_HEADER.
GUI_COLOR_TEXT (see page 339)	This is constant GUI_COLOR_TEXT.
GUI_COLOR_TOGGLE (see page 339)	This is constant GUI_COLOR_TOGGLE.

GUI_COLOR_TOGGLE_CURSOR (see page 340)	This is constant GUI_COLOR_TOGGLE_CURSOR.
GUI_COLOR_TOGGLE_HOVER (see page 340)	This is constant GUI_COLOR_TOGGLE_HOVER.
GUI_COLOR_WINDOW (see page 340)	This is constant GUI_COLOR_WINDOW.
GUI_DYNAMIC (see page 340)	This is constant GUI_DYNAMIC.
GUI_EDIT_FILTER_ASCII (see page 340)	This is constant GUI_EDIT_FILTER_ASCII.
GUI_EDIT_FILTER_BINARY (see page 341)	This is constant GUI_EDIT_FILTER_BINARY.
GUI_EDIT_FILTER_DECIMAL (see page 341)	This is constant GUI_EDIT_FILTER_DECIMAL.
GUI_EDIT_FILTER_DEFAULT (see page 341)	This is constant GUI_EDIT_FILTER_DEFAULT.
GUI_EDIT_FILTER_FLOAT (see page 341)	This is constant GUI_EDIT_FILTER_FLOAT.
GUI_EDIT_FILTER_HEX (see page 342)	This is constant GUI_EDIT_FILTER_HEX.
GUI_EDIT_FILTER_OCT (see page 342)	This is constant GUI_EDIT_FILTER_OCT.
GUI_STATIC (see page 342)	This is constant GUI_STATIC.
GUI_TEXT_CENTERED (see page 342)	This is constant GUI_TEXT_CENTERED.
GUI_TEXT_LEFT (see page 342)	This is constant GUI_TEXT_LEFT.
GUI_TEXT_RIGHT (see page 343)	This is constant GUI_TEXT_RIGHT.
GUI_THEME_BLUE (see page 343)	This is constant GUI_THEME_BLUE.
GUI_THEME_CUSTOM (see page 343)	This is constant GUI_THEME_CUSTOM.
GUI_THEME_DARK (see page 343)	This is constant GUI_THEME_DARK.
GUI_THEME_DEFAULT (see page 344)	This is constant GUI_THEME_DEFAULT.
GUI_THEME_RED (see page 344)	This is constant GUI_THEME_RED.
GUI_THEME_WHITE (see page 344)	This is constant GUI_THEME_WHITE.
GUI_WINDOW_BACKGROUND (see page 344)	This is constant GUI_WINDOW_BACKGROUND.
GUI_WINDOW_BORDER (see page 344)	This is constant GUI_WINDOW_BORDER.
GUI_WINDOW_CLOSABLE (see page 345)	This is constant GUI_WINDOW_CLOSABLE.
GUI_WINDOW_DEFAULT (see page 345)	This is constant GUI_WINDOW_DEFAULT.
GUI_WINDOW_MINIMIZABLE (see page 345)	This is constant GUI_WINDOW_MINIMIZABLE.
GUI_WINDOW_MOVABLE (see page 345)	This is constant GUI_WINDOW_MOVABLE.
GUI_WINDOW_NO_INPUT (see page 346)	This is constant GUI_WINDOW_NO_INPUT.
GUI_WINDOW_NO_SCROLLBAR (see page 346)	This is constant GUI_WINDOW_NO_SCROLLBAR.
GUI_WINDOW_SCALABLE (see page 346)	This is constant GUI_WINDOW_SCALABLE.
GUI_WINDOW_SCALE_LEFT (see page 346)	This is constant GUI_WINDOW_SCALE_LEFT.
GUI_WINDOW_SCROLL_AUTO_HIDE (see page 346)	This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.
GUI_WINDOW_TITLE (see page 347)	This is constant GUI_WINDOW_TITLE.
HONEYDEW (see page 347)	This is constant HONEYDEW.
HOTPINK (see page 347)	This is constant HOTPINK.
INDIANRED (see page 347)	This is constant INDIANRED.
INDIGO (see page 348)	This is constant INDIGO.
INI_EXT (see page 348)	This is constant INI_EXT.
IVORY (see page 348)	This is constant IVORY.
JOY_AXES_X (see page 348)	This is constant JOY_AXES_X.
JOY_AXES_Y (see page 348)	This is constant JOY_AXES_Y.
JOY_AXES_Z (see page 349)	This is constant JOY_AXES_Z.
JOY_BTN_A (see page 349)	This is constant JOY_BTN_A.
JOY_BTN_B (see page 349)	This is constant JOY_BTN_B.
JOY_BTN_BACK (see page 349)	This is constant JOY_BTN_BACK.
JOY_BTN_DDPAD (see page 350)	This is constant JOY_BTN_DDPAD.

JOY_BTN_LB (see page 350)	This is constant JOY_BTN_LB.
JOY_BTN_LDPAD (see page 350)	This is constant JOY_BTN_LDPAD.
JOY_BTN_LT (see page 350)	This is constant JOY_BTN_LT.
JOY_BTN_RB (see page 350)	This is constant JOY_BTN_RB.
JOY_BTN_RDPAD (see page 351)	This is constant JOY_BTN_RDPAD.
JOY_BTN_RT (see page 351)	This is constant JOY_BTN_RT.
JOY_BTN_START (see page 351)	This is constant JOY_BTN_START.
JOY_BTN_UDPAD (see page 351)	This is constant JOY_BTN_UDPAD.
JOY_BTN_X (see page 352)	This is constant JOY_BTN_X.
JOY_BTN_Y (see page 352)	This is constant JOY_BTN_Y.
JOY_STICK_LS (see page 352)	This is constant JOY_STICK_LS.
JOY_STICK_LT (see page 352)	This is constant JOY_STICK_LT.
JOY_STICK_RS (see page 352)	This is constant JOY_STICK_RS.
JOY_STICK_RT (see page 353)	This is constant JOY_STICK_RT.
KEYMOD_ACCENT1 (see page 353)	This is constant KEYMOD_ACCENT1.
KEYMOD_ACCENT2 (see page 353)	This is constant KEYMOD_ACCENT2.
KEYMOD_ACCENT3 (see page 353)	This is constant KEYMOD_ACCENT3.
KEYMOD_ACCENT4 (see page 354)	This is constant KEYMOD_ACCENT4.
KEYMOD_ALT (see page 354)	This is constant KEYMOD_ALT.
KEYMOD_CAPSLOCK (see page 354)	This is constant KEYMOD_CAPSLOCK.
KEYMOD_COMMAND (see page 354)	This is constant KEYMOD_COMMAND.
KEYMOD_CTRL (see page 354)	This is constant KEYMOD_CTRL.
KEYMOD_INALTSEQ (see page 355)	This is constant KEYMOD_INALTSEQ.
KEYMOD_LWIN (see page 355)	This is constant KEYMOD_LWIN.
KEYMOD_MENU (see page 355)	This is constant KEYMOD_MENU.
KEYMOD_NUMLOCK (see page 355)	This is constant KEYMOD_NUMLOCK.
KEYMOD_RWIN (see page 356)	This is constant KEYMOD_RWIN.
KEYMOD_SCROLOCK (see page 356)	This is constant KEYMOD_SCROLOCK.
KEYMOD_SHIFT (see page 356)	This is constant KEYMOD_SHIFT.
KEY_0 (see page 356)	This is constant KEY_0.
KEY_1 (see page 356)	This is constant KEY_1.
KEY_2 (see page 357)	This is constant KEY_2.
KEY_3 (see page 357)	This is constant KEY_3.
KEY_4 (see page 357)	This is constant KEY_4.
KEY_5 (see page 357)	This is constant KEY_5.
KEY_6 (see page 358)	This is constant KEY_6.
KEY_7 (see page 358)	This is constant KEY_7.
KEY_8 (see page 358)	This is constant KEY_8.
KEY_9 (see page 358)	This is constant KEY_9.
KEY_A (see page 358)	This is constant KEY_A.
KEY_ABNT_C1 (see page 359)	This is constant KEY_ABNT_C1.
KEY_ALT (see page 359)	This is constant KEY_ALT.
KEY_ALTGR (see page 359)	This is constant KEY_ALTGR.
KEY_AT (see page 359)	This is constant KEY_AT.
KEY_B (see page 360)	This is constant KEY_B.
KEY_BACK (see page 360)	This is constant KEY_BACK.
KEY_BACKQUOTE (see page 360)	This is constant KEY_BACKQUOTE.
KEY_BACKSLASH (see page 360)	This is constant KEY_BACKSLASH.
KEY_BACKSLASH2 (see page 360)	This is constant KEY_BACKSLASH2.

KEY_BACKSPACE (see page 361)	This is constant KEY_BACKSPACE.
KEY_BUTTON_A (see page 361)	This is constant KEY_BUTTON_A.
KEY_BUTTON_B (see page 361)	This is constant KEY_BUTTON_B.
KEY_BUTTON_L1 (see page 361)	This is constant KEY_BUTTON_L1.
KEY_BUTTON_L2 (see page 362)	This is constant KEY_BUTTON_L2.
KEY_BUTTON_R1 (see page 362)	This is constant KEY_BUTTON_R1.
KEY_BUTTON_R2 (see page 362)	This is constant KEY_BUTTON_R2.
KEY_BUTTON_X (see page 362)	This is constant KEY_BUTTON_X.
KEY_BUTTON_Y (see page 362)	This is constant KEY_BUTTON_Y.
KEY_C (see page 363)	This is constant KEY_C.
KEY_CAPSLOCK (see page 363)	This is constant KEY_CAPSLOCK.
KEY_CIRCUMFLEX (see page 363)	This is constant KEY_CIRCUMFLEX.
KEY_CLOSEBRACE (see page 363)	This is constant KEY_CLOSEBRACE.
KEY_COLON2 (see page 364)	This is constant KEY_COLON2.
KEY_COMMA (see page 364)	This is constant KEY_COMMA.
KEY_COMMAND (see page 364)	This is constant KEY_COMMAND.
KEY_CONVERT (see page 364)	This is constant KEY_CONVERT.
KEY_D (see page 364)	This is constant KEY_D.
KEY_DELETE (see page 365)	This is constant KEY_DELETE.
KEY_DOWN (see page 365)	This is constant KEY_DOWN.
KEY_DPAD_CENTER (see page 365)	This is constant KEY_DPAD_CENTER.
KEY_DPAD_DOWN (see page 365)	This is constant KEY_DPAD_DOWN.
KEY_DPAD_LEFT (see page 366)	This is constant KEY_DPAD_LEFT.
KEY_DPAD_RIGHT (see page 366)	This is constant KEY_DPAD_RIGHT.
KEY_DPAD_UP (see page 366)	This is constant KEY_DPAD_UP.
KEY_E (see page 366)	This is constant KEY_E.
KEY_END (see page 366)	This is constant KEY_END.
KEY_ENTER (see page 367)	This is constant KEY_ENTER.
KEY_EQUALS (see page 367)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 367)	This is constant KEY_ESCAPE.
KEY_F (see page 367)	This is constant KEY_F.
KEY_F1 (see page 368)	This is constant KEY_F1.
KEY_F10 (see page 368)	This is constant KEY_F10.
KEY_F11 (see page 368)	This is constant KEY_F11.
KEY_F12 (see page 368)	This is constant KEY_F12.
KEY_F2 (see page 368)	This is constant KEY_F2.
KEY_F3 (see page 369)	This is constant KEY_F3.
KEY_F4 (see page 369)	This is constant KEY_F4.
KEY_F5 (see page 369)	This is constant KEY_F5.
KEY_F6 (see page 369)	This is constant KEY_F6.
KEY_F7 (see page 370)	This is constant KEY_F7.
KEY_F8 (see page 370)	This is constant KEY_F8.
KEY_F9 (see page 370)	This is constant KEY_F9.
KEY_FULLSTOP (see page 370)	This is constant KEY_FULLSTOP.
KEY_G (see page 370)	This is constant KEY_G.
KEY_H (see page 371)	This is constant KEY_H.
KEY_HOME (see page 371)	This is constant KEY_HOME.
KEY_I (see page 371)	This is constant KEY_I.
KEY_INSERT (see page 371)	This is constant KEY_INSERT.

1

KEY_J (see page 372)	This is constant KEY_J.
KEY_K (see page 372)	This is constant KEY_K.
KEY_KANA (see page 372)	This is constant KEY_KANA.
KEY_KANJI (see page 372)	This is constant KEY_KANJI.
KEY_L (see page 372)	This is constant KEY_L.
KEY_LCTRL (see page 373)	This is constant KEY_LCTRL.
KEY_LEFT (see page 373)	This is constant KEY_LEFT.
KEY_LSHIFT (see page 373)	This is constant KEY_LSHIFT.
KEY_LWIN (see page 373)	This is constant KEY_LWIN.
KEY_M (see page 374)	This is constant KEY_M.
KEY_MAX (see page 374)	This is constant KEY_MAX.
KEY_MENU (see page 374)	This is constant KEY_MENU.
KEY_MINUS (see page 374)	This is constant KEY_MINUS.
KEY_MODIFIERS (see page 374)	This is constant KEY_MODIFIERS.
KEY_N (see page 375)	This is constant KEY_N.
KEY_NOCONVERT (see page 375)	This is constant KEY_NOCONVERT.
KEY_NUMLOCK (see page 375)	This is constant KEY_NUMLOCK.
KEY_O (see page 375)	This is constant KEY_O.
KEY_OPENBRACE (see page 376)	This is constant KEY_OPENBRACE.
KEY_P (see page 376)	This is constant KEY_P.
KEY_PAD_0 (see page 376)	This is constant KEY_PAD_0.
KEY_PAD_1 (see page 376)	This is constant KEY_PAD_1.
KEY_PAD_2 (see page 376)	This is constant KEY_PAD_2.
KEY_PAD_3 (see page 377)	This is constant KEY_PAD_3.
KEY_PAD_4 (see page 377)	This is constant KEY_PAD_4.
KEY_PAD_5 (see page 377)	This is constant KEY_PAD_5.
KEY_PAD_6 (see page 377)	This is constant KEY_PAD_6.
KEY_PAD_7 (see page 378)	This is constant KEY_PAD_7.
KEY_PAD_8 (see page 378)	This is constant KEY_PAD_8.
KEY_PAD_9 (see page 378)	This is constant KEY_PAD_9.
KEY_PAD_ASTERISK (see page 378)	This is constant KEY_PAD_ASTERISK.
KEY_PAD_DELETE (see page 378)	This is constant KEY_PAD_DELETE.
KEY_PAD_ENTER (see page 379)	This is constant KEY_PAD_ENTER.
KEY_PAD_EQUALS (see page 379)	This is constant KEY_PAD_EQUALS.
KEY_PAD_MINUS (see page 379)	This is constant KEY_PAD_MINUS.
KEY_PAD_PLUS (see page 379)	This is constant KEY_PAD_PLUS.
KEY_PAD_SLASH (see page 380)	This is constant KEY_PAD_SLASH.
KEY_PAUSE (see page 380)	This is constant KEY_PAUSE.
KEY_PGDN (see page 380)	This is constant KEY_PGDN.
KEY_PGUP (see page 380)	This is constant KEY_PGUP.
KEY_PRINTSCREEN (see page 380)	This is constant KEY_PRINTSCREEN.
KEY_Q (see page 381)	This is constant KEY_Q.
KEY_QUOTE (see page 381)	This is constant KEY_QUOTE.
KEY_R (see page 381)	This is constant KEY_R.
KEY_RCTRL (see page 381)	This is constant KEY_RCTRL.
KEY_RIGHT (see page 382)	This is constant KEY_RIGHT.
KEY_RSHIFT (see page 382)	This is constant KEY_RSHIFT.
KEY_RWIN (see page 382)	This is constant KEY_RWIN.
KEY_S (see page 382)	This is constant KEY_S.

KEY_SCROLLLOCK (see page 382)	This is constant KEY_SCROLLLOCK.
KEY_SEARCH (see page 383)	This is constant KEY_SEARCH.
KEY_SELECT (see page 383)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 383)	This is constant KEY_SEMICOLON.
KEY_SEMICOLON2 (see page 383)	This is constant KEY_SEMICOLON2.
KEY_SLASH (see page 384)	This is constant KEY_SLASH.
KEY_SPACE (see page 384)	This is constant KEY_SPACE.
KEY_START (see page 384)	This is constant KEY_START.
KEY_T (see page 384)	This is constant KEY_T.
KEY_TAB (see page 384)	This is constant KEY_TAB.
KEY_THUMBL (see page 385)	This is constant KEY_THUMBL.
KEY_THUMBR (see page 385)	This is constant KEY_THUMBR.
KEY_TILDE (see page 385)	This is constant KEY_TILDE.
KEY_U (see page 385)	This is constant KEY_U.
KEY_UNKNOWN (see page 386)	This is constant KEY_UNKNOWN.
KEY_UP (see page 386)	This is constant KEY_UP.
KEY_V (see page 386)	This is constant KEY_V.
KEY_VOLUME_DOWN (see page 386)	This is constant KEY_VOLUME_DOWN.
KEY_VOLUME_UP (see page 386)	This is constant KEY_VOLUME_UP.
KEY_W (see page 387)	This is constant KEY_W.
KEY_X (see page 387)	This is constant KEY_X.
KEY_Y (see page 387)	This is constant KEY_Y.
KEY_YEN (see page 387)	This is constant KEY_YEN.
KEY_Z (see page 388)	This is constant KEY_Z.
KHAKI (see page 388)	This is constant KHAKI.
LAVENDER (see page 388)	This is constant LAVENDER.
LAVENDERBLUSH (see page 388)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 388)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 389)	This is constant LEMONCHIFFON.
LF (see page 389)	This is constant LF.
LIGHTBLUE (see page 389)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 389)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 390)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 390)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 390)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 390)	This is constant LIGHTGREEN.
LIGHTGREY (see page 390)	This is constant LIGHTGREY.
LIGHTPINK (see page 391)	This is constant LIGHTPINK.
LIGHTSALMON (see page 391)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 391)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 391)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 392)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 392)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 392)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 392)	This is constant LIGHTYELLOW.
LIME (see page 392)	This is constant LIME.
LIMEGREEN (see page 393)	This is constant LIMEGREEN.
LINEN (see page 393)	This is constant LINEN.
LOG_EXT (see page 393)	This is constant LOG_EXT.

LUAC_EXT (see page 393)	This is constant LUAC_EXT.
LUA_EXT (see page 394)	This is constant LUA_EXT.
MAGENTA (see page 394)	This is constant MAGENTA.
MAIL_PORT_SMTP (see page 394)	default non-ssl
MAIL_PORT_SMTPS (see page 394)	default ssl
MAIL_PORT_SMTPS_ALT (see page 394)	alt ssl
MAROON (see page 395)	This is constant MAROON.
MAX_AXES (see page 395)	This is constant MAX_AXES.
MAX_BUTTONS (see page 395)	This is constant MAX_BUTTONS.
MAX_STICKS (see page 395)	This is constant MAX_STICKS.
MEDIUMAQUAMARINE (see page 396)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 396)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 396)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 396)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 396)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 397)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 397)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 397)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 397)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 398)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 398)	This is constant MINTCREAM.
MISTYROSE (see page 398)	This is constant MISTYROSE.
MOCCASIN (see page 398)	This is constant MOCCASIN.
MOUSE_BUTTON_LEFT (see page 398)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 399)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 399)	This is constant MOUSE_BUTTON_RIGHT.
NAN (see page 399)	This is constant NAN.
NAVAJOWHITE (see page 399)	This is constant NAVAJOWHITE.
NAVY (see page 400)	This is constant NAVY.
OLDLACE (see page 400)	This is constant OLDLACE.
OLIVE (see page 400)	This is constant OLIVE.
OLIVEDRAB (see page 400)	This is constant OLIVEDRAB.
ORANGE (see page 400)	This is constant ORANGE.
ORANGERED (see page 401)	This is constant ORANGERED.
ORCHID (see page 401)	This is constant ORCHID.
OVERLAY1 (see page 401)	This is constant OVERLAY1.
OVERLAY2 (see page 401)	This is constant OVERLAY2.
PALEGOLDENROD (see page 402)	This is constant PALEGOLDENROD.
PALEGREEN (see page 402)	This is constant PALEGREEN.
PALETURQUOISE (see page 402)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 402)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 402)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 403)	This is constant PEACHPUFF.
PERU (see page 403)	This is constant PERU.
PINK (see page 403)	This is constant PINK.
PLUM (see page 403)	This is constant PLUM.
PNG_EXT (see page 404)	This is constant PNG_EXT.
POWDERBLUE (see page 404)	This is constant POWDERBLUE.
PURPLE (see page 404)	This is constant PURPLE.

RAD2DEG (see page 404)	This is constant RAD2DEG.
REBECCAPURPLE (see page 404)	This is constant REBECCAPURPLE.
RED (see page 405)	This is constant RED.
RED2 (see page 405)	This is constant RED2.
ROSYBROWN (see page 405)	This is constant ROSYBROWN.
ROYALBLUE (see page 405)	This is constant ROYALBLUE.
SADDLEBROWN (see page 406)	This is constant SADDLEBROWN.
SALMON (see page 406)	This is constant SALMON.
SANDYBROWN (see page 406)	This is constant SANDYBROWN.
SEAGREEN (see page 406)	This is constant SEAGREEN.
SEASHELL (see page 406)	This is constant SEASHELL.
SIENNA (see page 407)	This is constant SIENNA.
SILVER (see page 407)	This is constant SILVER.
SKYBLUE (see page 407)	This is constant SKYBLUE.
SLATEBLUE (see page 407)	This is constant SLATEBLUE.
SLATEGRAY (see page 408)	This is constant SLATEGRAY.
SLATEGREY (see page 408)	This is constant SLATEGREY.
SNOW (see page 408)	This is constant SNOW.
SPRINGGREEN (see page 408)	This is constant SPRINGGREEN.
SQLITE_EXT (see page 408)	This is constant SQLITE_EXT.
STEELBLUE (see page 409)	This is constant STEELBLUE.
TAN (see page 409)	This is constant TAN.
TEAL (see page 409)	This is constant TEAL.
THISTLE (see page 409)	This is constant THISTLE.
TOMATO (see page 410)	This is constant TOMATO.
TREEMENU_NONE (see page 410)	This is constant TREEMENU_NONE.
TREEMENU_QUIT (see page 410)	This is constant TREEMENU_QUIT.
TURQUOISE (see page 410)	This is constant TURQUOISE.
VIOLET (see page 410)	This is constant VIOLET.
WHEAT (see page 411)	This is constant WHEAT.
WHITE (see page 411)	This is constant WHITE.
WHITE2 (see page 411)	This is constant WHITE2.
WHITESMOKE (see page 411)	This is constant WHITESMOKE.
YELLOW (see page 412)	This is constant YELLOW.
YELLOWGREEN (see page 412)	This is constant YELLOWGREEN.

1.6.1 **ALICEBLUE**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
AUDIO_BUFFER_COUNT = 256;
```

Description

This is constant AUDIO_BUFFER_COUNT.

1.6.6 AUDIO_CHANNEL_COUNT

File: TopazGameLib.pas (see page 413)

Delphi

```
AUDIO_CHANNEL_COUNT = 16;
```

Description

This is constant AUDIO_CHANNEL_COUNT.

1.6.7 AUDIO_DYNAMIC_CHANNEL

File: TopazGameLib.pas (see page 413)

Delphi

```
AUDIO_DYNAMIC_CHANNEL = -1;
```

Description

This is constant AUDIO_DYNAMIC_CHANNEL.

1.6.8 AUDIO_INVALID_INDEX

File: TopazGameLib.pas (see page 413)

Delphi

```
AUDIO_INVALID_INDEX = -2;
```

Description

This is constant AUDIO_INVALID_INDEX.

1.6.9 AZURE

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
BLEND_ADD = 0;
```

Description

This is constant BLEND_ADD.

1.6.16 **BLEND_ALPHA**

File: TopazGameLib.pas (see page 413)

Delphi

```
BLEND_ALPHA = 2;
```

Description

This is constant BLEND_ALPHA.

1.6.17 **BLEND_CONST_COLOR**

File: TopazGameLib.pas (see page 413)

Delphi

```
BLEND_CONST_COLOR = 8;
```

Description

This is constant BLEND_CONST_COLOR.

1.6.18 **BLEND_DEST_COLOR**

File: TopazGameLib.pas (see page 413)

Delphi

```
BLEND_DEST_COLOR = 5;
```

Description

This is constant BLEND_DEST_COLOR.

1.6.19 **BLEND_DEST_MINUS_SRC**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
BLEND_INVERSE_ALPHA = 3;
```

Description

This is constant BLEND_INVERSE_ALPHA.

1.6.21 **BLEND_INVERSE_CONST_COLOR**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

Delphi

```
BLEND_INVERSE_SRC_COLOR = 6;
```

Description

This is constant BLEND_INVERSE_SRC_COLOR.

1.6.24 **BLEND_ONE**

File: TopazGameLib.pas (see page 413)

Delphi
```
BLEND_ONE = 1;
```
Description

This is constant BLEND_ONE.

1.6.25 **BLEND_SRC_COLOR**

File: TopazGameLib.pas (see page 413)

Delphi
```
BLEND_SRC_COLOR = 4;
```
Description

This is constant BLEND_SRC_COLOR.

1.6.26 **BLEND_SRC_MINUS_DEST**

File: TopazGameLib.pas (see page 413)

Delphi
```
BLEND_SRC_MINUS_DEST = 1;
```
Description

This is constant BLEND_SRC_MINUS_DEST.

1.6.27 **BLEND_ZERO**

File: TopazGameLib.pas (see page 413)

Delphi
```
BLEND_ZERO = 0;
```
Description

This is constant BLEND_ZERO.

1.6.28 **BLUE**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
CFG_EXT = 'cfg';
```

Description

This is constant CFG_EXT.

1.6.34 CHARTREUSE

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
CR = #13;
```

Description

This is constant CR.

1.6.41 **CRIMSON**

File: TopazGameLib.pas (see page 413)

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 413)

Delphi

```
CRLF = #13#10;
```

Description

This is constant CRLF.

1.6.43 **CYAN**

File: TopazGameLib.pas (see page 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

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 413)

Delphi

```
DARKSLATEGRAY: TColor = (Red:$2F/$FF; Green:$4F/$FF; Blue:$4F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSLATEGRAY.

1.6.61 **DARKTURQUOISE**

File: TopazGameLib.pas (see page 413)

Delphi

```
DARKTURQUOISE: TColor = (Red:$00/$FF; Green:$CE/$FF; Blue:$D1/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKTURQUOISE.

1.6.62 **DARKVIOLET**

File: TopazGameLib.pas (see page 413)

Delphi

```
DARKVIOLET: TColor = (Red:$94/$FF; Green:$00/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKVIOLET.

1.6.63 **DATABASE_DEFAULT_MYSQL_PORT**

File: TopazGameLib.pas (see page 413)

Delphi

```
DATABASE_DEFAULT_MYSQL_PORT = 3306;
```

Description

This is constant DATABASE_DEFAULT_MYSQL_PORT.

1.6.64 **DEEPPINK**

File: TopazGameLib.pas (see page 413)

Delphi

```
DEEPPINK: TColor = (Red:$FF/$FF; Green:$14/$FF; Blue:$93/$FF; Alpha:$FF/$FF);
```

Description

This is constant DEEPPINK.

1.6.65 **DEEPSKYBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
DEEPSKYBLUE: TColor = (Red:$00/$FF; Green:$BF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant DEEPSKYBLUE.

1.6.66 **DEG2RAD**

File: TopazGameLib.pas (see page 413)

Delphi

```
DEG2RAD = PI / 180.0;
```

Description

This is constant DEG2RAD.

1.6.67 **DIMGRAY**

File: TopazGameLib.pas (see page 413)

Delphi

```
DIMGRAY: TColor = (Red:$69/$FF; Green:$69/$FF; Blue:$69/$FF; Alpha:$FF/$FF);
```

Description

This is constant DIMGRAY.

1.6.68 **DIMWHITE**

File: TopazGameLib.pas (see page 413)

Delphi

```
DIMWHITE: TColor = (Red:$10/$FF; Green:$10/$FF; Blue:$10/$FF; Alpha:$10/$FF);
```

Description

This is constant DIMWHITE.

1.6.69 **DODGERBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
DODGERBLUE: TColor = (Red:$1E/$FF; Green:$90/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant DODGERBLUE.

1.6.70 EPSILON

File: TopazGameLib.pas (see page 413)

Delphi

```
EPSILON = 0.00001;
```

Description

This is constant EPSILON.

1.6.71 FALSE_TRUE_STR

File: TopazGameLib.pas (see page 413)

Delphi

```
FALSE_TRUE_STR: array[boolean] of string = ('FALSE','TRUE');
```

Description

This is constant FALSE_TRUE_STR.

1.6.72 FIREBRICK

File: TopazGameLib.pas (see page 413)

Delphi

```
FIREBRICK: TColor = (Red:$B2/$FF; Green:$22/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FIREBRICK.

1.6.73 FLORALWHITE

File: TopazGameLib.pas (see page 413)

Delphi

```
FLORALWHITE: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant FLORALWHITE.

1.6.74 **FORESTGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
FORESTGREEN: TColor = (Red:$22/$FF; Green:$8B/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FORESTGREEN.

1.6.75 **FUCHSIA**

File: TopazGameLib.pas (see page 413)

Delphi

```
FUCHSIA: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant FUCHSIA.

1.6.76 **GAINSBORO**

File: TopazGameLib.pas (see page 413)

Delphi

```
GAINSBORO: TColor = (Red:$DC/$FF; Green:$DC/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant GAINSBORO.

1.6.77 **GHOSTWHITE**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is constant GHOSTWHITE.

1.6.78 **GOLD**

File: TopazGameLib.pas (see page 413)

Delphi

```
GOLD: TColor = (Red:$FF/$FF; Green:$D7/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLD.

1.6.79 **GOLDENROD**

File: TopazGameLib.pas (see page 413)

Delphi

```
GOLDENROD: TColor = (Red:$DA/$FF; Green:$A5/$FF; Blue:$20/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLDENROD.

1.6.80 **GRAY**

File: TopazGameLib.pas (see page 413)

Delphi

```
GRAY: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GRAY.

1.6.81 **GREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
GREEN: TColor = (Red:$00/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREEN.

1.6.82 **GREENYELLOW**

File: TopazGameLib.pas (see page 413)

Delphi

```
GREENYELLOW: TColor = (Red:$AD/$FF; Green:$FF/$FF; Blue:$2F/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREENYELLOW.

1.6.83 **GREY**

File: TopazGameLib.pas (see page 413)

Delphi

```
GREY: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREY.

1.6.84 **GUI_COLOR_BORDER**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_BORDER = 3;
```

Description

This is constant GUI_COLOR_BORDER.

1.6.85 **GUI_COLOR_BUTTON**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_BUTTON = 4;
```

Description

This is constant GUI_COLOR_BUTTON.

1.6.86 **GUI_COLOR_BUTTON_ACTIVE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_BUTTON_ACTIVE = 6;
```

Description

This is constant GUI_COLOR_BUTTON_ACTIVE.

1.6.87 **GUI_COLOR_BUTTON_HOVER**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_BUTTON_HOVER = 5;
```

Description

This is constant GUI_COLOR_BUTTON_HOVER.

1.6.88 **GUI_COLOR_CHART**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_CHART = 20;
```

Description

This is constant GUI_COLOR_CHART.

1.6.89 **GUI_COLOR_CHART_COLOR**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_CHART_COLOR = 21;
```

Description

This is constant GUI_COLOR_CHART_COLOR.

1.6.90 **GUI_COLOR_CHART_COLOR_HIGHLIGHT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_CHART_COLOR_HIGHLIGHT = 22;
```

Description

This is constant GUI_COLOR_CHART_COLOR_HIGHLIGHT.

1.6.91 **GUI_COLOR_COMBO**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_COMBO = 19;
```

Description

This is constant GUI_COLOR_COMBO.

1.6.92 **GUI_COLOR_COUNT**

File: TopazGameLib.pas (see page 413)

Delphi

  GUI_COLOR_COUNT = 28;

Description

This is constant GUI_COLOR_COUNT.

1.6.93 **GUI_COLOR_EDIT**

File: TopazGameLib.pas (see page 413)

Delphi

  GUI_COLOR_EDIT = 17;

Description

This is constant GUI_COLOR_EDIT.

1.6.94 **GUI_COLOR_EDIT_CURSOR**

File: TopazGameLib.pas (see page 413)

Delphi

  GUI_COLOR_EDIT_CURSOR = 18;

Description

This is constant GUI_COLOR_EDIT_CURSOR.

1.6.95 **GUI_COLOR_HEADER**

File: TopazGameLib.pas (see page 413)

Delphi

  GUI_COLOR_HEADER = 2;

Description

This is constant GUI_COLOR_HEADER.

1.6.96 **GUI_COLOR_PROPERTY**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_PROPERTY = 16;
```

Description

This is constant GUI_COLOR_PROPERTY.

1.6.97 **GUI_COLOR_SCROLLBAR**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SCROLLBAR = 23;
```

Description

This is constant GUI_COLOR_SCROLLBAR.

1.6.98 **GUI_COLOR_SCROLLBAR_CURSOR**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SCROLLBAR_CURSOR = 24;
```

Description

This is constant GUI_COLOR_SCROLLBAR_CURSOR.

1.6.99 **GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE = 26;
```

Description

This is constant GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE.

1.6.100 **GUI_COLOR_SCROLLBAR_CURSOR_HOVER**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SCROLLBAR_CURSOR_HOVER = 25;
```

Description

This is constant GUI_COLOR_SCROLLBAR_CURSOR_HOVER.

1.6.101 **GUI_COLOR_SELECT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SELECT = 10;
```

Description

This is constant GUI_COLOR_SELECT.

1.6.102 **GUI_COLOR_SELECT_ACTIVE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SELECT_ACTIVE = 11;
```

Description

This is constant GUI_COLOR_SELECT_ACTIVE.

1.6.103 **GUI_COLOR_SLIDER**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SLIDER = 12;
```

Description

This is constant GUI_COLOR_SLIDER.

1.6.104 **GUI_COLOR_SLIDER_CURSOR**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SLIDER_CURSOR = 13;
```

Description

This is constant GUI_COLOR_SLIDER_CURSOR.

1.6.105 **GUI_COLOR_SLIDER_CURSOR_ACTIVE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SLIDER_CURSOR_ACTIVE = 15;
```

Description

This is constant GUI_COLOR_SLIDER_CURSOR_ACTIVE.

1.6.106 GUI_COLOR_SLIDER_CURSOR_HOVER

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_SLIDER_CURSOR_HOVER = 14;
```

Description

This is constant GUI_COLOR_SLIDER_CURSOR_HOVER.

1.6.107 GUI_COLOR_TAB_HEADER

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_TAB_HEADER = 27;
```

Description

This is constant GUI_COLOR_TAB_HEADER.

1.6.108 GUI_COLOR_TEXT

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_TEXT = 0;
```

Description

This is constant GUI_COLOR_TEXT.

1.6.109 GUI_COLOR_TOGGLE

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_TOGGLE = 7;
```

Description

This is constant GUI_COLOR_TOGGLE.

1.6.110 **GUI_COLOR_TOGGLE_CURSOR**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_TOGGLE_CURSOR = 9;
```

Description

This is constant GUI_COLOR_TOGGLE_CURSOR.

1.6.111 **GUI_COLOR_TOGGLE_HOVER**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_TOGGLE_HOVER = 8;
```

Description

This is constant GUI_COLOR_TOGGLE_HOVER.

1.6.112 **GUI_COLOR_WINDOW**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_COLOR_WINDOW = 1;
```

Description

This is constant GUI_COLOR_WINDOW.

1.6.113 **GUI_DYNAMIC**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_DYNAMIC = 0;
```

Description

This is constant GUI_DYNAMIC.

1.6.114 **GUI_EDIT_FILTER_ASCII**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_EDIT_FILTER_ASCII = 1;
```

Description

This is constant GUI_EDIT_FILTER_ASCII.

1.6.115 **GUI_EDIT_FILTER_BINARY**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_EDIT_FILTER_BINARY = 6;
```

Description

This is constant GUI_EDIT_FILTER_BINARY.

1.6.116 **GUI_EDIT_FILTER_DECIMAL**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_EDIT_FILTER_DECIMAL = 3;
```

Description

This is constant GUI_EDIT_FILTER_DECIMAL.

1.6.117 **GUI_EDIT_FILTER_DEFAULT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_EDIT_FILTER_DEFAULT = 0;
```

Description

This is constant GUI_EDIT_FILTER_DEFAULT.

1.6.118 **GUI_EDIT_FILTER_FLOAT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_EDIT_FILTER_FLOAT = 2;
```

Description

This is constant GUI_EDIT_FILTER_FLOAT.

1.6.119 **GUI_EDIT_FILTER_HEX**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_EDIT_FILTER_HEX = 4;
```

Description

This is constant GUI_EDIT_FILTER_HEX.

1.6.120 **GUI_EDIT_FILTER_OCT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_EDIT_FILTER_OCT = 5;
```

Description

This is constant GUI_EDIT_FILTER_OCT.

1.6.121 **GUI_STATIC**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_STATIC = 1;
```

Description

This is constant GUI_STATIC.

1.6.122 **GUI_TEXT_CENTERED**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_TEXT_CENTERED = 18;
```

Description

This is constant GUI_TEXT_CENTERED.

1.6.123 **GUI_TEXT_LEFT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_TEXT_LEFT = 17;
```

Description

This is constant GUI_TEXT_LEFT.

1.6.124 **GUI_TEXT_RIGHT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_TEXT_RIGHT = 20;
```

Description

This is constant GUI_TEXT_RIGHT.

1.6.125 **GUI_THEME_BLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_THEME_BLUE = 3;
```

Description

This is constant GUI_THEME_BLUE.

1.6.126 **GUI_THEME_CUSTOM**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_THEME_CUSTOM = 5;
```

Description

This is constant GUI_THEME_CUSTOM.

1.6.127 **GUI_THEME_DARK**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_THEME_DARK = 4;
```

Description

This is constant GUI_THEME_DARK.

1.6.128 GUI_THEME_DEFAULT

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_THEME_DEFAULT = 0;
```

Description

This is constant GUI_THEME_DEFAULT.

1.6.129 GUI_THEME_RED

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_THEME_RED = 2;
```

Description

This is constant GUI_THEME_RED.

1.6.130 GUI_THEME_WHITE

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_THEME_WHITE = 1;
```

Description

This is constant GUI_THEME_WHITE.

1.6.131 GUI_WINDOW_BACKGROUND

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_BACKGROUND = 256;
```

Description

This is constant GUI_WINDOW_BACKGROUND.

1.6.132 GUI_WINDOW_BORDER

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_BORDER = 1;
```

Description

This is constant GUI_WINDOW_BORDER.

1.6.133 **GUI_WINDOW_CLOSABLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_CLOSABLE = 8;
```

Description

This is constant GUI_WINDOW_CLOSABLE.

1.6.134 **GUI_WINDOW_DEFAULT**

File: TopazGameLib.pas (see page 413)

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.

1.6.135 **GUI_WINDOW_MINIMIZABLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_MINIMIZABLE = 16;
```

Description

This is constant GUI_WINDOW_MINIMIZABLE.

1.6.136 **GUI_WINDOW_MOVABLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_MOVABLE = 2;
```

Description

This is constant GUI_WINDOW_MOVABLE.

1.6.137 **GUI_WINDOW_NO_INPUT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_NO_INPUT = 1024;
```

Description

This is constant GUI_WINDOW_NO_INPUT.

1.6.138 **GUI_WINDOW_NO_SCROLLBAR**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_NO_SCROLLBAR = 32;
```

Description

This is constant GUI_WINDOW_NO_SCROLLBAR.

1.6.139 **GUI_WINDOW_SCALABLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_SCALABLE = 4;
```

Description

This is constant GUI_WINDOW_SCALABLE.

1.6.140 **GUI_WINDOW_SCALE_LEFT**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_SCALE_LEFT = 512;
```

Description

This is constant GUI_WINDOW_SCALE_LEFT.

1.6.141 **GUI_WINDOW_SCROLL_AUTO_HIDE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_SCROLL_AUTO_HIDE = 128;
```

Description

This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.

1.6.142 **GUI_WINDOW_TITLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
GUI_WINDOW_TITLE = 64;
```

Description

This is constant GUI_WINDOW_TITLE.

1.6.143 **HONEYDEW**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is constant HONEYDEW.

1.6.144 **HOTPINK**

File: TopazGameLib.pas (see page 413)

Delphi

```
HOTPINK: TColor = (Red:$FF/$FF; Green:$69/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```

Description

This is constant HOTPINK.

1.6.145 **INDIANRED**

File: TopazGameLib.pas (see page 413)

Delphi

```
INDIANRED: TColor = (Red:$CD/$FF; Green:$5C/$FF; Blue:$5C/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIANRED.

1.6.146 **INDIGO**

File: TopazGameLib.pas (see page 413)

Delphi

```
INDIGO: TColor = (Red:$4B/$FF; Green:$00/$FF; Blue:$82/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIGO.

1.6.147 **INI_EXT**

File: TopazGameLib.pas (see page 413)

Delphi

```
INI_EXT = 'ini';
```

Description

This is constant INI_EXT.

1.6.148 **IVORY**

File: TopazGameLib.pas (see page 413)

Delphi

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

Description

This is constant IVORY.

1.6.149 **JOY_AXES_X**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_AXES_X = 0;
```

Description

This is constant JOY_AXES_X.

1.6.150 **JOY_AXES_Y**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_AXES_Y = 1;
```

Description

This is constant JOY_AXES_Y.

1.6.151 **JOY_AXES_Z**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_AXES_Z = 2;
```

Description

This is constant JOY_AXES_Z.

1.6.152 **JOY_BTN_A**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_A = 0;
```

Description

This is constant JOY_BTN_A.

1.6.153 **JOY_BTN_B**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_B = 1;
```

Description

This is constant JOY_BTN_B.

1.6.154 **JOY_BTN_BACK**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_BACK = 8;
```

Description

This is constant JOY_BTN_BACK.

1.6.155 **JOY_BTN_DDPAD**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_DDPAD = 12;
```

Description

This is constant JOY_BTN_DDPAD.

1.6.156 **JOY_BTN_LB**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_LB = 5;
```

Description

This is constant JOY_BTN_LB.

1.6.157 **JOY_BTN_LDPAD**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_LDPAD = 11;
```

Description

This is constant JOY_BTN_LDPAD.

1.6.158 **JOY_BTN_LT**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_LT = 7;
```

Description

This is constant JOY_BTN_LT.

1.6.159 **JOY_BTN_RB**

File: TopazGameLib.pas (see page 413)

Delphi
```
JOY_BTN_RB = 4;
```
Description

This is constant JOY_BTN_RB.

1.6.160 **JOY_BTN_RDPAD**

File: TopazGameLib.pas (see page 413)

Delphi
```
JOY_BTN_RDPAD = 10;
```
Description

This is constant JOY_BTN_RDPAD.

1.6.161 **JOY_BTN_RT**

File: TopazGameLib.pas (see page 413)

Delphi
```
JOY_BTN_RT = 6;
```
Description

This is constant JOY_BTN_RT.

1.6.162 **JOY_BTN_START**

File: TopazGameLib.pas (see page 413)

Delphi
```
JOY_BTN_START = 9;
```
Description

This is constant JOY_BTN_START.

1.6.163 **JOY_BTN_UDPAD**

File: TopazGameLib.pas (see page 413)

Delphi
```
JOY_BTN_UDPAD = 13;
```
Description

This is constant JOY_BTN_UDPAD.

1.6.164 **JOY_BTN_X**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_X = 2;
```

Description

This is constant JOY_BTN_X.

1.6.165 **JOY_BTN_Y**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_BTN_Y = 3;
```

Description

This is constant JOY_BTN_Y.

1.6.166 **JOY_STICK_LS**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_STICK_LS = 0;
```

Description

This is constant JOY_STICK_LS.

1.6.167 **JOY_STICK_LT**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_STICK_LT = 2;
```

Description

This is constant JOY_STICK_LT.

1.6.168 **JOY_STICK_RS**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_STICK_RS = 1;
```

Description

This is constant JOY_STICK_RS.

1.6.169 **JOY_STICK_RT**

File: TopazGameLib.pas (see page 413)

Delphi

```
JOY_STICK_RT = 3;
```

Description

This is constant JOY_STICK_RT.

1.6.170 **KEYMOD_ACCENT1**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_ACCENT1 = $1000;
```

Description

This is constant KEYMOD_ACCENT1.

1.6.171 **KEYMOD_ACCENT2**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_ACCENT2 = $2000;
```

Description

This is constant KEYMOD_ACCENT2.

1.6.172 **KEYMOD_ACCENT3**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_ACCENT3 = $4000;
```

Description

This is constant KEYMOD_ACCENT3.

1.6.173 **KEYMOD_ACCENT4**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_ACCENT4 = $8000;
```

Description

This is constant KEYMOD_ACCENT4.

1.6.174 **KEYMOD_ALT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_ALT = $0004;
```

Description

This is constant KEYMOD_ALT.

1.6.175 **KEYMOD_CAPSLOCK**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_CAPSLOCK = $0400;
```

Description

This is constant KEYMOD_CAPSLOCK.

1.6.176 **KEYMOD_COMMAND**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_COMMAND = $0040;
```

Description

This is constant KEYMOD_COMMAND.

1.6.177 **KEYMOD_CTRL**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_CTRL = $0002;
```

Description

This is constant KEYMOD_CTRL.

1.6.178 **KEYMOD_INALTSEQ**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_INALTSEQ = $0800;
```

Description

This is constant KEYMOD_INALTSEQ.

1.6.179 **KEYMOD_LWIN**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_LWIN = $0008;
```

Description

This is constant KEYMOD_LWIN.

1.6.180 **KEYMOD_MENU**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_MENU = $0020;
```

Description

This is constant KEYMOD_MENU.

1.6.181 **KEYMOD_NUMLOCK**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEYMOD_NUMLOCK = $0200;
```

Description

This is constant KEYMOD_NUMLOCK.

1.6.182 **KEYMOD_RWIN**

File: TopazGameLib.pas (see page 413)

Delphi

   KEYMOD_RWIN = $0010;

Description

This is constant KEYMOD_RWIN.

1.6.183 **KEYMOD_SCROLOCK**

File: TopazGameLib.pas (see page 413)

Delphi

   KEYMOD_SCROLOCK = $0100;

Description

This is constant KEYMOD_SCROLOCK.

1.6.184 **KEYMOD_SHIFT**

File: TopazGameLib.pas (see page 413)

Delphi

   KEYMOD_SHIFT = $0001;

Description

This is constant KEYMOD_SHIFT.

1.6.185 **KEY_0**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_0 = 27;

Description

This is constant KEY_0.

1.6.186 **KEY_1**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_1 = 28;
```

Description

This is constant KEY_1.

1.6.187 **KEY_2**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_2 = 29;
```

Description

This is constant KEY_2.

1.6.188 **KEY_3**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_3 = 30;
```

Description

This is constant KEY_3.

1.6.189 **KEY_4**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_4 = 31;
```

Description

This is constant KEY_4.

1.6.190 **KEY_5**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_5 = 32;
```

Description

This is constant KEY_5.

1.6.191 **KEY_6**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_6 = 33;
```
Description

This is constant KEY_6.

1.6.192 **KEY_7**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_7 = 34;
```
Description

This is constant KEY_7.

1.6.193 **KEY_8**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_8 = 35;
```
Description

This is constant KEY_8.

1.6.194 **KEY_9**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_9 = 36;
```
Description

This is constant KEY_9.

1.6.195 **KEY_A**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_A = 1;
```

Description

This is constant KEY_A.

1.6.196 **KEY_ABNT_C1**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_ABNT_C1 = 94;
```

Description

This is constant KEY_ABNT_C1.

1.6.197 **KEY_ALT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_ALT = 219;
```

Description

This is constant KEY_ALT.

1.6.198 **KEY_ALTGR**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_ALTGR = 220;
```

Description

This is constant KEY_ALTGR.

1.6.199 **KEY_AT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_AT = 99;
```

Description

This is constant KEY_AT.

1.6.200 **KEY_B**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_B = 2;

Description

This is constant KEY_B.

1.6.201 **KEY_BACK**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_BACK = 107;

Description

This is constant KEY_BACK.

1.6.202 **KEY_BACKQUOTE**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_BACKQUOTE = 104;

Description

This is constant KEY_BACKQUOTE.

1.6.203 **KEY_BACKSLASH**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_BACKSLASH = 70;

Description

This is constant KEY_BACKSLASH.

1.6.204 **KEY_BACKSLASH2**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BACKSLASH2 = 71;
```

Description

This is constant KEY_BACKSLASH2.

1.6.205 **KEY_BACKSPACE**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BACKSPACE = 63;
```

Description

This is constant KEY_BACKSPACE.

1.6.206 **KEY_BUTTON_A**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_A = 124;
```

Description

This is constant KEY_BUTTON_A.

1.6.207 **KEY_BUTTON_B**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_B = 125;
```

Description

This is constant KEY_BUTTON_B.

1.6.208 **KEY_BUTTON_L1**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_L1 = 120;
```

Description

This is constant KEY_BUTTON_L1.

1.6.209 **KEY_BUTTON_L2**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_L2 = 122;
```

Description

This is constant KEY_BUTTON_L2.

1.6.210 **KEY_BUTTON_R1**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_R1 = 121;
```

Description

This is constant KEY_BUTTON_R1.

1.6.211 **KEY_BUTTON_R2**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_R2 = 123;
```

Description

This is constant KEY_BUTTON_R2.

1.6.212 **KEY_BUTTON_X**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_X = 112;
```

Description

This is constant KEY_BUTTON_X.

1.6.213 **KEY_BUTTON_Y**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_BUTTON_Y = 113;
```

Description

This is constant KEY_BUTTON_Y.

1.6.214 **KEY_C**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_C = 3;
```

Description

This is constant KEY_C.

1.6.215 **KEY_CAPSLOCK**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_CAPSLOCK = 226;
```

Description

This is constant KEY_CAPSLOCK.

1.6.216 **KEY_CIRCUMFLEX**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_CIRCUMFLEX = 100;
```

Description

This is constant KEY_CIRCUMFLEX.

1.6.217 **KEY_CLOSEBRACE**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_CLOSEBRACE = 66;
```

Description

This is constant KEY_CLOSEBRACE.

1.6.218 **KEY_COLON2**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_COLON2 = 101;
```
Description

This is constant KEY_COLON2.

1.6.219 **KEY_COMMA**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_COMMA = 72;
```
Description

This is constant KEY_COMMA.

1.6.220 **KEY_COMMAND**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_COMMAND = 106;
```
Description

This is constant KEY_COMMAND.

1.6.221 **KEY_CONVERT**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_CONVERT = 97;
```
Description

This is constant KEY_CONVERT.

1.6.222 **KEY_D**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_D = 4;
```

Description

This is constant KEY_D.

1.6.223 **KEY_DELETE**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_DELETE = 77;
```

Description

This is constant KEY_DELETE.

1.6.224 **KEY_DOWN**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_DOWN = 85;
```

Description

This is constant KEY_DOWN.

1.6.225 **KEY_DPAD_CENTER**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_DPAD_CENTER = 111;
```

Description

This is constant KEY_DPAD_CENTER.

1.6.226 **KEY_DPAD_DOWN**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_DPAD_DOWN = 115;
```

Description

This is constant KEY_DPAD_DOWN.

1.6.227 **KEY_DPAD_LEFT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_DPAD_LEFT = 116;
```

Description

This is constant KEY_DPAD_LEFT.

1.6.228 **KEY_DPAD_RIGHT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_DPAD_RIGHT = 117;
```

Description

This is constant KEY_DPAD_RIGHT.

1.6.229 **KEY_DPAD_UP**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_DPAD_UP = 114;
```

Description

This is constant KEY_DPAD_UP.

1.6.230 **KEY_E**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_E = 5;
```

Description

This is constant KEY_E.

1.6.231 **KEY_END**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_END = 79;
```
Description

This is constant KEY_END.

1.6.232 **KEY_ENTER**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_ENTER = 67;
```
Description

This is constant KEY_ENTER.

1.6.233 **KEY_EQUALS**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_EQUALS = 62;
```
Description

This is constant KEY_EQUALS.

1.6.234 **KEY_ESCAPE**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_ESCAPE = 59;
```
Description

This is constant KEY_ESCAPE.

1.6.235 **KEY_F**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_F = 6;
```
Description

This is constant KEY_F.

1.6.236 **KEY_F1**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_F1 = 47;
```

Description

This is constant KEY_F1.

1.6.237 **KEY_F10**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_F10 = 56;
```

Description

This is constant KEY_F10.

1.6.238 **KEY_F11**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_F11 = 57;
```

Description

This is constant KEY_F11.

1.6.239 **KEY_F12**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_F12 = 58;
```

Description

This is constant KEY_F12.

1.6.240 **KEY_F2**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F2 = 48;

Description

This is constant KEY_F2.

1.6.241 **KEY_F3**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F3 = 49;

Description

This is constant KEY_F3.

1.6.242 **KEY_F4**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F4 = 50;

Description

This is constant KEY_F4.

1.6.243 **KEY_F5**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F5 = 51;

Description

This is constant KEY_F5.

1.6.244 **KEY_F6**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F6 = 52;

Description

This is constant KEY_F6.

1.6.245 **KEY_F7**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F7 = 53;

Description

This is constant KEY_F7.

1.6.246 **KEY_F8**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F8 = 54;

Description

This is constant KEY_F8.

1.6.247 **KEY_F9**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_F9 = 55;

Description

This is constant KEY_F9.

1.6.248 **KEY_FULLSTOP**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_FULLSTOP = 73;

Description

This is constant KEY_FULLSTOP.

1.6.249 **KEY_G**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_G = 7;
```

Description

This is constant KEY_G.

1.6.250 **KEY_H**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_H = 8;
```

Description

This is constant KEY_H.

1.6.251 **KEY_HOME**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_HOME = 78;
```

Description

This is constant KEY_HOME.

1.6.252 **KEY_I**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_I = 9;
```

Description

This is constant KEY_I.

1.6.253 **KEY_INSERT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_INSERT = 76;
```

Description

This is constant KEY_INSERT.

1.6.254 **KEY_J**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_J = 10;

Description

This is constant KEY_J.

1.6.255 **KEY_K**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_K = 11;

Description

This is constant KEY_K.

1.6.256 **KEY_KANA**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_KANA = 96;

Description

This is constant KEY_KANA.

1.6.257 **KEY_KANJI**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_KANJI = 102;

Description

This is constant KEY_KANJI.

1.6.258 **KEY_L**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_L = 12;
```

Description

This is constant KEY_L.

1.6.259 KEY_LCTRL

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_LCTRL = 217;
```

Description

This is constant KEY_LCTRL.

1.6.260 KEY_LEFT

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_LEFT = 82;
```

Description

This is constant KEY_LEFT.

1.6.261 KEY_LSHIFT

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_LSHIFT = 215;
```

Description

This is constant KEY_LSHIFT.

1.6.262 KEY_LWIN

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_LWIN = 221;
```

Description

This is constant KEY_LWIN.

1.6.263 **KEY_M**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_M = 13;
```

Description

This is constant KEY_M.

1.6.264 **KEY_MAX**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_MAX = 227;
```

Description

This is constant KEY_MAX.

1.6.265 **KEY_MENU**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_MENU = 223;
```

Description

This is constant KEY_MENU.

1.6.266 **KEY_MINUS**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_MINUS = 61;
```

Description

This is constant KEY_MINUS.

1.6.267 **KEY_MODIFIERS**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_MODIFIERS = 215;
```

Description

This is constant KEY_MODIFIERS.

1.6.268 **KEY_N**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_N = 14;
```

Description

This is constant KEY_N.

1.6.269 **KEY_NOCONVERT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_NOCONVERT = 98;
```

Description

This is constant KEY_NOCONVERT.

1.6.270 **KEY_NUMLOCK**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_NUMLOCK = 225;
```

Description

This is constant KEY_NUMLOCK.

1.6.271 **KEY_O**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_O = 15;
```

Description

This is constant KEY_O.

1.6.272 **KEY_OPENBRACE**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_OPENBRACE = 65;
```

Description

This is constant KEY_OPENBRACE.

1.6.273 **KEY_P**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_P = 16;
```

Description

This is constant KEY_P.

1.6.274 **KEY_PAD_0**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_PAD_0 = 37;
```

Description

This is constant KEY_PAD_0.

1.6.275 **KEY_PAD_1**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_PAD_1 = 38;
```

Description

This is constant KEY_PAD_1.

1.6.276 **KEY_PAD_2**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_PAD_2 = 39;

Description

This is constant KEY_PAD_2.

1.6.277 **KEY_PAD_3**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_PAD_3 = 40;

Description

This is constant KEY_PAD_3.

1.6.278 **KEY_PAD_4**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_PAD_4 = 41;

Description

This is constant KEY_PAD_4.

1.6.279 **KEY_PAD_5**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_PAD_5 = 42;

Description

This is constant KEY_PAD_5.

1.6.280 **KEY_PAD_6**

File: TopazGameLib.pas (see page 413)

Delphi

   KEY_PAD_6 = 43;

Description

This is constant KEY_PAD_6.

1.6.281 **KEY_PAD_7**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_PAD_7 = 44;
```

Description

This is constant KEY_PAD_7.

1.6.282 **KEY_PAD_8**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_PAD_8 = 45;
```

Description

This is constant KEY_PAD_8.

1.6.283 **KEY_PAD_9**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_PAD_9 = 46;
```

Description

This is constant KEY_PAD_9.

1.6.284 **KEY_PAD_ASTERISK**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_PAD_ASTERISK = 87;
```

Description

This is constant KEY_PAD_ASTERISK.

1.6.285 **KEY_PAD_DELETE**

File: TopazGameLib.pas (see page 413)

Delphi

KEY_PAD_DELETE = 90;

Description

This is constant KEY_PAD_DELETE.

1.6.286 **KEY_PAD_ENTER**

File: TopazGameLib.pas (see page 413)

Delphi

KEY_PAD_ENTER = 91;

Description

This is constant KEY_PAD_ENTER.

1.6.287 **KEY_PAD_EQUALS**

File: TopazGameLib.pas (see page 413)

Delphi

KEY_PAD_EQUALS = 103;

Description

This is constant KEY_PAD_EQUALS.

1.6.288 **KEY_PAD_MINUS**

File: TopazGameLib.pas (see page 413)

Delphi

KEY_PAD_MINUS = 88;

Description

This is constant KEY_PAD_MINUS.

1.6.289 **KEY_PAD_PLUS**

File: TopazGameLib.pas (see page 413)

Delphi

KEY_PAD_PLUS = 89;

Description

This is constant KEY_PAD_PLUS.

1.6.290 **KEY_PAD_SLASH**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_PAD_SLASH = 86;

Description

This is constant KEY_PAD_SLASH.

1.6.291 **KEY_PAUSE**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_PAUSE = 93;

Description

This is constant KEY_PAUSE.

1.6.292 **KEY_PGDN**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_PGDN = 81;

Description

This is constant KEY_PGDN.

1.6.293 **KEY_PGUP**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_PGUP = 80;

Description

This is constant KEY_PGUP.

1.6.294 **KEY_PRINTSCREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_PRINTSCREEN = 92;
```

Description

This is constant KEY_PRINTSCREEN.

1.6.295 **KEY_Q**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_Q = 17;
```

Description

This is constant KEY_Q.

1.6.296 **KEY_QUOTE**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_QUOTE = 69;
```

Description

This is constant KEY_QUOTE.

1.6.297 **KEY_R**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_R = 18;
```

Description

This is constant KEY_R.

1.6.298 **KEY_RCTRL**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_RCTRL = 218;
```

Description

This is constant KEY_RCTRL.

1.6.299 **KEY_RIGHT**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_RIGHT = 83;
```
Description

This is constant KEY_RIGHT.

1.6.300 **KEY_RSHIFT**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_RSHIFT = 216;
```
Description

This is constant KEY_RSHIFT.

1.6.301 **KEY_RWIN**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_RWIN = 222;
```
Description

This is constant KEY_RWIN.

1.6.302 **KEY_S**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_S = 19;
```
Description

This is constant KEY_S.

1.6.303 **KEY_SCROLLLOCK**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_SCROLLLOCK = 224;
```

Description

This is constant KEY_SCROLLLOCK.

1.6.304 **KEY_SEARCH**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_SEARCH = 110;
```

Description

This is constant KEY_SEARCH.

1.6.305 **KEY_SELECT**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_SELECT = 118;
```

Description

This is constant KEY_SELECT.

1.6.306 **KEY_SEMICOLON**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_SEMICOLON = 68;
```

Description

This is constant KEY_SEMICOLON.

1.6.307 **KEY_SEMICOLON2**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_SEMICOLON2 = 105;
```

Description

This is constant KEY_SEMICOLON2.

1.6.308 **KEY_SLASH**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_SLASH = 74;
```
Description

This is constant KEY_SLASH.

1.6.309 **KEY_SPACE**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_SPACE = 75;
```
Description

This is constant KEY_SPACE.

1.6.310 **KEY_START**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_START = 119;
```
Description

This is constant KEY_START.

1.6.311 **KEY_T**

File: TopazGameLib.pas (see page 413)

Delphi
```
KEY_T = 20;
```
Description

This is constant KEY_T.

1.6.312 **KEY_TAB**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_TAB = 64;
```

Description

This is constant KEY_TAB.

1.6.313 **KEY_THUMBL**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_THUMBL = 126;
```

Description

This is constant KEY_THUMBL.

1.6.314 **KEY_THUMBR**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_THUMBR = 127;
```

Description

This is constant KEY_THUMBR.

1.6.315 **KEY_TILDE**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_TILDE = 60;
```

Description

This is constant KEY_TILDE.

1.6.316 **KEY_U**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_U = 21;
```

Description

This is constant KEY_U.

1.6.317 **KEY_UNKNOWN**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_UNKNOWN = 128;
```

Description

This is constant KEY_UNKNOWN.

1.6.318 **KEY_UP**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_UP = 84;
```

Description

This is constant KEY_UP.

1.6.319 **KEY_V**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_V = 22;
```

Description

This is constant KEY_V.

1.6.320 **KEY_VOLUME_DOWN**

File: TopazGameLib.pas (see page 413)

Delphi

```
KEY_VOLUME_DOWN = 109;
```

Description

This is constant KEY_VOLUME_DOWN.

1.6.321 **KEY_VOLUME_UP**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_VOLUME_UP = 108;

Description

This is constant KEY_VOLUME_UP.

1.6.322 **KEY_W**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_W = 23;

Description

This is constant KEY_W.

1.6.323 **KEY_X**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_X = 24;

Description

This is constant KEY_X.

1.6.324 **KEY_Y**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_Y = 25;

Description

This is constant KEY_Y.

1.6.325 **KEY_YEN**

File: TopazGameLib.pas (see page 413)

Delphi

    KEY_YEN = 95;

Description

This is constant KEY_YEN.

1.6.326 **KEY_Z**

File: TopazGameLib.pas (see page 413)

Delphi

KEY_Z = 26;

Description

This is constant KEY_Z.

1.6.327 **KHAKI**

File: TopazGameLib.pas (see page 413)

Delphi

KHAKI: TColor = (Red:$F0/$FF; Green:$E6/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);

Description

This is constant KHAKI.

1.6.328 **LAVENDER**

File: TopazGameLib.pas (see page 413)

Delphi

LAVENDER: TColor = (Red:$E6/$FF; Green:$E6/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);

Description

This is constant LAVENDER.

1.6.329 **LAVENDERBLUSH**

File: TopazGameLib.pas (see page 413)

Delphi

LAVENDERBLUSH: TColor = (Red:$FF/$FF; Green:$F0/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);

Description

This is constant LAVENDERBLUSH.

1.6.330 **LAWNGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
LAWNGREEN: TColor = (Red:$7C/$FF; Green:$FC/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAWNGREEN.

1.6.331 **LEMONCHIFFON**

File: TopazGameLib.pas (see page 413)

Delphi

```
LEMONCHIFFON: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant LEMONCHIFFON.

1.6.332 **LF**

File: TopazGameLib.pas (see page 413)

Delphi

```
LF = #10;
```

Description

This is constant LF.

1.6.333 **LIGHTBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTBLUE: TColor = (Red:$AD/$FF; Green:$D8/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTBLUE.

1.6.334 **LIGHTCORAL**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTCORAL: TColor = (Red:$F0/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCORAL.

1.6.335 **LIGHTCYAN**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTCYAN: TColor = (Red:$E0/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCYAN.

1.6.336 **LIGHTGOLDENRODYELLOW**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTGOLDENRODYELLOW: TColor = (Red:$FA/$FF; Green:$FA/$FF; Blue:$D2/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGOLDENRODYELLOW.

1.6.337 **LIGHTGRAY**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTGRAY: TColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGRAY.

1.6.338 **LIGHTGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTGREEN: TColor = (Red:$90/$FF; Green:$EE/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREEN.

1.6.339 **LIGHTGREY**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTGREY: TColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREY.

1.6.340 **LIGHTPINK**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTPINK: TColor = (Red:$FF/$FF; Green:$B6/$FF; Blue:$C1/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTPINK.

1.6.341 **LIGHTSALMON**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTSALMON: TColor = (Red:$FF/$FF; Green:$A0/$FF; Blue:$7A/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSALMON.

1.6.342 **LIGHTSEAGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTSEAGREEN: TColor = (Red:$20/$FF; Green:$B2/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSEAGREEN.

1.6.343 **LIGHTSKYBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTSKYBLUE: TColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSKYBLUE.

1.6.344 **LIGHTSLATEGRAY**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTSLATEGRAY: TColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSLATEGRAY.

1.6.345 **LIGHTSLATEGREY**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTSLATEGREY: TColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSLATEGREY.

1.6.346 **LIGHTSTEELBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTSTEELBLUE: TColor = (Red:$B0/$FF; Green:$C4/$FF; Blue:$DE/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSTEELBLUE.

1.6.347 **LIGHTYELLOW**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIGHTYELLOW: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$E0/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTYELLOW.

1.6.348 **LIME**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIME: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIME.

1.6.349 **LIMEGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
LIMEGREEN: TColor = (Red:$32/$FF; Green:$CD/$FF; Blue:$32/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIMEGREEN.

1.6.350 **LINEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
LINEN: TColor = (Red:$FA/$FF; Green:$F0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LINEN.

1.6.351 **LOG_EXT**

File: TopazGameLib.pas (see page 413)

Delphi

```
LOG_EXT = 'log';
```

Description

This is constant LOG_EXT.

1.6.352 **LUAC_EXT**

File: TopazGameLib.pas (see page 413)

Delphi

```
LUAC_EXT = 'luac';
```

Description

This is constant LUAC_EXT.

1.6.353 **LUA_EXT**

File: TopazGameLib.pas (see page 413)

Delphi

```
LUA_EXT = 'lua';
```

Description

This is constant LUA_EXT.

1.6.354 **MAGENTA**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAGENTA: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAGENTA.

1.6.355 **MAIL_PORT_SMTP**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAIL_PORT_SMTP = 25;
```

Description

default non-ssl

1.6.356 **MAIL_PORT_SMTPS**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAIL_PORT_SMTPS = 587;
```

Description

default ssl

1.6.357 **MAIL_PORT_SMTPS_ALT**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAIL_PORT_SMTPS_ALT = 465;
```

Description

alt ssl

1.6.358 **MAROON**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAROON: TColor = (Red:$80/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAROON.

1.6.359 **MAX_AXES**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAX_AXES = 3;
```

Description

This is constant MAX_AXES.

1.6.360 **MAX_BUTTONS**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAX_BUTTONS = 32;
```

Description

This is constant MAX_BUTTONS.

1.6.361 **MAX_STICKS**

File: TopazGameLib.pas (see page 413)

Delphi

```
MAX_STICKS = 16;
```

Description

This is constant MAX_STICKS.

1.6.362 **MEDIUMAQUAMARINE**

File: TopazGameLib.pas (see page 413)

Delphi

```
MEDIUMAQUAMARINE: TColor = (Red:$66/$FF; Green:$CD/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMAQUAMARINE.

1.6.363 **MEDIUMBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
MEDIUMBLUE: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMBLUE.

1.6.364 **MEDIUMORCHID**

File: TopazGameLib.pas (see page 413)

Delphi

```
MEDIUMORCHID: TColor = (Red:$BA/$FF; Green:$55/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMORCHID.

1.6.365 **MEDIUMPURPLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
MEDIUMPURPLE: TColor = (Red:$93/$FF; Green:$70/$FF; Blue:$DB/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMPURPLE.

1.6.366 **MEDIUMSEAGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

  MEDIUMSEAGREEN: TColor = (Red:$3C/$FF; Green:$B3/$FF; Blue:$71/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMSEAGREEN.

1.6.367 **MEDIUMSLATEBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

  MEDIUMSLATEBLUE: TColor = (Red:$7B/$FF; Green:$68/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMSLATEBLUE.

1.6.368 **MEDIUMSPRINGGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

  MEDIUMSPRINGGREEN: TColor = (Red:$00/$FF; Green:$FA/$FF; Blue:$9A/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMSPRINGGREEN.

1.6.369 **MEDIUMTURQUOISE**

File: TopazGameLib.pas (see page 413)

Delphi

  MEDIUMTURQUOISE: TColor = (Red:$48/$FF; Green:$D1/$FF; Blue:$CC/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMTURQUOISE.

1.6.370 **MEDIUMVIOLETRED**

File: TopazGameLib.pas (see page 413)

Delphi

  MEDIUMVIOLETRED: TColor = (Red:$C7/$FF; Green:$15/$FF; Blue:$85/$FF; Alpha:$FF/$FF);

Description

This is constant MEDIUMVIOLETRED.

1.6.371 **MIDNIGHTBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
MIDNIGHTBLUE: TColor = (Red:$19/$FF; Green:$19/$FF; Blue:$70/$FF; Alpha:$FF/$FF);
```

Description

This is constant MIDNIGHTBLUE.

1.6.372 **MINTCREAM**

File: TopazGameLib.pas (see page 413)

Delphi

```
MINTCREAM: TColor = (Red:$F5/$FF; Green:$FF/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MINTCREAM.

1.6.373 **MISTYROSE**

File: TopazGameLib.pas (see page 413)

Delphi

```
MISTYROSE: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant MISTYROSE.

1.6.374 **MOCCASIN**

File: TopazGameLib.pas (see page 413)

Delphi

```
MOCCASIN: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$B5/$FF; Alpha:$FF/$FF);
```

Description

This is constant MOCCASIN.

1.6.375 **MOUSE_BUTTON_LEFT**

File: TopazGameLib.pas (see page 413)

Delphi

```
MOUSE_BUTTON_LEFT = 1;
```

Description

This is constant MOUSE_BUTTON_LEFT.

1.6.376 MOUSE_BUTTON_MIDDLE

File: TopazGameLib.pas (see page 413)

Delphi

```
MOUSE_BUTTON_MIDDLE = 3;
```

Description

This is constant MOUSE_BUTTON_MIDDLE.

1.6.377 MOUSE_BUTTON_RIGHT

File: TopazGameLib.pas (see page 413)

Delphi

```
MOUSE_BUTTON_RIGHT = 2;
```

Description

This is constant MOUSE_BUTTON_RIGHT.

1.6.378 NAN

File: TopazGameLib.pas (see page 413)

Delphi

```
NAN = 0.0 / 0.0;
```

Description

This is constant NAN.

1.6.379 NAVAJOWHITE

File: TopazGameLib.pas (see page 413)

Delphi

```
NAVAJOWHITE: TColor = (Red:$FF/$FF; Green:$DE/$FF; Blue:$AD/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVAJOWHITE.

1.6.380 **NAVY**

File: TopazGameLib.pas (see page 413)

Delphi

```
NAVY: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVY.

1.6.381 **OLDLACE**

File: TopazGameLib.pas (see page 413)

Delphi

```
OLDLACE: TColor = (Red:$FD/$FF; Green:$F5/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLDLACE.

1.6.382 **OLIVE**

File: TopazGameLib.pas (see page 413)

Delphi

```
OLIVE: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVE.

1.6.383 **OLIVEDRAB**

File: TopazGameLib.pas (see page 413)

Delphi

```
OLIVEDRAB: TColor = (Red:$6B/$FF; Green:$8E/$FF; Blue:$23/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVEDRAB.

1.6.384 **ORANGE**

File: TopazGameLib.pas (see page 413)

Delphi
```
ORANGE: TColor = (Red:$FF/$FF; Green:$A5/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```
Description

This is constant ORANGE.

1.6.385 ORANGERED

File: TopazGameLib.pas (see page 413)

Delphi
```
ORANGERED: TColor = (Red:$FF/$FF; Green:$45/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```
Description

This is constant ORANGERED.

1.6.386 ORCHID

File: TopazGameLib.pas (see page 413)

Delphi
```
ORCHID: TColor = (Red:$DA/$FF; Green:$70/$FF; Blue:$D6/$FF; Alpha:$FF/$FF);
```
Description

This is constant ORCHID.

1.6.387 OVERLAY1

File: TopazGameLib.pas (see page 413)

Delphi
```
OVERLAY1: TColor = (Red:$00/$FF; Green:$20/$FF; Blue:$29/$FF; Alpha:$B4/$FF);
```
Description

This is constant OVERLAY1.

1.6.388 OVERLAY2

File: TopazGameLib.pas (see page 413)

Delphi
```
OVERLAY2: TColor = (Red:$01/$FF; Green:$1B/$FF; Blue:$01/$FF; Alpha:255/$FF);
```
Description

This is constant OVERLAY2.

1.6.389 **PALEGOLDENROD**

File: TopazGameLib.pas (see page 413)

Delphi

```
PALEGOLDENROD: TColor = (Red:$EE/$FF; Green:$E8/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGOLDENROD.

1.6.390 **PALEGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
PALEGREEN: TColor = (Red:$98/$FF; Green:$FB/$FF; Blue:$98/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGREEN.

1.6.391 **PALETURQUOISE**

File: TopazGameLib.pas (see page 413)

Delphi

```
PALETURQUOISE: TColor = (Red:$AF/$FF; Green:$EE/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALETURQUOISE.

1.6.392 **PALEVIOLETRED**

File: TopazGameLib.pas (see page 413)

Delphi

```
PALEVIOLETRED: TColor = (Red:$DB/$FF; Green:$70/$FF; Blue:$93/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEVIOLETRED.

1.6.393 **PAPAYAWHIP**

File: TopazGameLib.pas (see page 413)

Delphi

```
PAPAYAWHIP: TColor = (Red:$FF/$FF; Green:$EF/$FF; Blue:$D5/$FF; Alpha:$FF/$FF);
```

Description

This is constant PAPAYAWHIP.

1.6.394 **PEACHPUFF**

File: TopazGameLib.pas (see page 413)

Delphi

```
PEACHPUFF: TColor = (Red:$FF/$FF; Green:$DA/$FF; Blue:$B9/$FF; Alpha:$FF/$FF);
```

Description

This is constant PEACHPUFF.

1.6.395 **PERU**

File: TopazGameLib.pas (see page 413)

Delphi

```
PERU: TColor = (Red:$CD/$FF; Green:$85/$FF; Blue:$3F/$FF; Alpha:$FF/$FF);
```

Description

This is constant PERU.

1.6.396 **PINK**

File: TopazGameLib.pas (see page 413)

Delphi

```
PINK: TColor = (Red:$FF/$FF; Green:$C0/$FF; Blue:$CB/$FF; Alpha:$FF/$FF);
```

Description

This is constant PINK.

1.6.397 **PLUM**

File: TopazGameLib.pas (see page 413)

Delphi

```
PLUM: TColor = (Red:$DD/$FF; Green:$A0/$FF; Blue:$DD/$FF; Alpha:$FF/$FF);
```

Description

This is constant PLUM.

1.6.398 **PNG_EXT**

File: TopazGameLib.pas (see page 413)

Delphi

```
PNG_EXT = 'png';
```

Description

This is constant PNG_EXT.

1.6.399 **POWDERBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
POWDERBLUE: TColor = (Red:$B0/$FF; Green:$E0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant POWDERBLUE.

1.6.400 **PURPLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
PURPLE: TColor = (Red:$80/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant PURPLE.

1.6.401 **RAD2DEG**

File: TopazGameLib.pas (see page 413)

Delphi

```
RAD2DEG = 180.0 / PI;
```

Description

This is constant RAD2DEG.

1.6.402 **REBECCAPURPLE**

File: TopazGameLib.pas (see page 413)

Delphi

```
REBECCAPURPLE: TColor = (Red:$66/$FF; Green:$33/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant REBECCAPURPLE.

1.6.403 **RED**

File: TopazGameLib.pas (see page 413)

Delphi

```
RED: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant RED.

1.6.404 **RED2**

File: TopazGameLib.pas (see page 413)

Delphi

```
RED2: TColor = (Red:$7E/$FF; Green:$32/$FF; Blue:$3F/$FF; Alpha:255/$FF);
```

Description

This is constant RED2.

1.6.405 **ROSYBROWN**

File: TopazGameLib.pas (see page 413)

Delphi

```
ROSYBROWN: TColor = (Red:$BC/$FF; Green:$8F/$FF; Blue:$8F/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROSYBROWN.

1.6.406 **ROYALBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

```
ROYALBLUE: TColor = (Red:$41/$FF; Green:$69/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROYALBLUE.

1.6.407 **SADDLEBROWN**

File: TopazGameLib.pas (see page 413)

Delphi

```
SADDLEBROWN: TColor = (Red:$8B/$FF; Green:$45/$FF; Blue:$13/$FF; Alpha:$FF/$FF);
```

Description

This is constant SADDLEBROWN.

1.6.408 **SALMON**

File: TopazGameLib.pas (see page 413)

Delphi

```
SALMON: TColor = (Red:$FA/$FF; Green:$80/$FF; Blue:$72/$FF; Alpha:$FF/$FF);
```

Description

This is constant SALMON.

1.6.409 **SANDYBROWN**

File: TopazGameLib.pas (see page 413)

Delphi

```
SANDYBROWN: TColor = (Red:$F4/$FF; Green:$A4/$FF; Blue:$60/$FF; Alpha:$FF/$FF);
```

Description

This is constant SANDYBROWN.

1.6.410 **SEAGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
SEAGREEN: TColor = (Red:$2E/$FF; Green:$8B/$FF; Blue:$57/$FF; Alpha:$FF/$FF);
```

Description

This is constant SEAGREEN.

1.6.411 **SEASHELL**

File: TopazGameLib.pas (see page 413)

Delphi

  SEASHELL: TColor = (Red:$FF/$FF; Green:$F5/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);

Description

This is constant SEASHELL.

1.6.412 **SIENNA**

File: TopazGameLib.pas (see page 413)

Delphi

  SIENNA: TColor = (Red:$A0/$FF; Green:$52/$FF; Blue:$2D/$FF; Alpha:$FF/$FF);

Description

This is constant SIENNA.

1.6.413 **SILVER**

File: TopazGameLib.pas (see page 413)

Delphi

  SILVER: TColor = (Red:$C0/$FF; Green:$C0/$FF; Blue:$C0/$FF; Alpha:$FF/$FF);

Description

This is constant SILVER.

1.6.414 **SKYBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

  SKYBLUE: TColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$EB/$FF; Alpha:$FF/$FF);

Description

This is constant SKYBLUE.

1.6.415 **SLATEBLUE**

File: TopazGameLib.pas (see page 413)

Delphi

  SLATEBLUE: TColor = (Red:$6A/$FF; Green:$5A/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);

Description

This is constant SLATEBLUE.

1.6.416 **SLATEGRAY**

File: TopazGameLib.pas (see page 413)

Delphi

```
SLATEGRAY: TColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGRAY.

1.6.417 **SLATEGREY**

File: TopazGameLib.pas (see page 413)

Delphi

```
SLATEGREY: TColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGREY.

1.6.418 **SNOW**

File: TopazGameLib.pas (see page 413)

Delphi

```
SNOW: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant SNOW.

1.6.419 **SPRINGGREEN**

File: TopazGameLib.pas (see page 413)

Delphi

```
SPRINGGREEN: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$7F/$FF; Alpha:$FF/$FF);
```

Description

This is constant SPRINGGREEN.

1.6.420 **SQLITE_EXT**

File: TopazGameLib.pas (see page 413)

Delphi
```
SQLITE_EXT = 'db';
```
Description

This is constant SQLITE_EXT.

1.6.421 **STEELBLUE**

File: TopazGameLib.pas (see page 413)

Delphi
```
STEELBLUE: TColor = (Red:$46/$FF; Green:$82/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```
Description

This is constant STEELBLUE.

1.6.422 **TAN**

File: TopazGameLib.pas (see page 413)

Delphi
```
TAN: TColor = (Red:$D2/$FF; Green:$B4/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);
```
Description

This is constant TAN.

1.6.423 **TEAL**

File: TopazGameLib.pas (see page 413)

Delphi
```
TEAL: TColor = (Red:$00/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```
Description

This is constant TEAL.

1.6.424 **THISTLE**

File: TopazGameLib.pas (see page 413)

Delphi
```
THISTLE: TColor = (Red:$D8/$FF; Green:$BF/$FF; Blue:$D8/$FF; Alpha:$FF/$FF);
```
Description

This is constant THISTLE.

1.6.425 **TOMATO**

File: TopazGameLib.pas (see page 413)

Delphi

```
TOMATO: TColor = (Red:$FF/$FF; Green:$63/$FF; Blue:$47/$FF; Alpha:$FF/$FF);
```

Description

This is constant TOMATO.

1.6.426 **TREEMENU_NONE**

File: TopazGameLib.pas (see page 413)

Delphi

```
TREEMENU_NONE = -1;
```

Description

This is constant TREEMENU_NONE.

1.6.427 **TREEMENU_QUIT**

File: TopazGameLib.pas (see page 413)

Delphi

```
TREEMENU_QUIT = -2;
```

Description

This is constant TREEMENU_QUIT.

1.6.428 **TURQUOISE**

File: TopazGameLib.pas (see page 413)

Delphi

```
TURQUOISE: TColor = (Red:$40/$FF; Green:$E0/$FF; Blue:$D0/$FF; Alpha:$FF/$FF);
```

Description

This is constant TURQUOISE.

1.6.429 **VIOLET**

File: TopazGameLib.pas (see page 413)

Delphi

```
VIOLET: TColor = (Red:$EE/$FF; Green:$82/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant VIOLET.

1.6.430 **WHEAT**

File: TopazGameLib.pas (see page 413)

Delphi

```
WHEAT: TColor = (Red:$F5/$FF; Green:$DE/$FF; Blue:$B3/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHEAT.

1.6.431 **WHITE**

File: TopazGameLib.pas (see page 413)

Delphi

```
WHITE: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE.

1.6.432 **WHITE2**

File: TopazGameLib.pas (see page 413)

Delphi

```
WHITE2: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE2.

1.6.433 **WHITESMOKE**

File: TopazGameLib.pas (see page 413)

Delphi

```
WHITESMOKE: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITESMOKE.

1.6.434 **YELLOW**

File: TopazGameLib.pas (see page 413)

Delphi

YELLOW: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);

Description

This is constant YELLOW.

1.6.435 **YELLOWGREEN**

File: TopazGameLib.pas (see page 413)

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.AI.pas (see page 412)	This is file TopazGameLib.AI.pas.
TopazGameLib.UI.pas (see page 412)	This is file TopazGameLib.UI.pas.
TopazGameLib.pas (see page 413)	This is file TopazGameLib.pas.

1.7.1 **TopazGameLib.AI.pas**

This is file TopazGameLib.AI.pas.

Classes

	TAIActor (see page 14)	This is class TAIActor.
	TAIEntityActor (see page 16)	This is class TAIEntityActor.
	TAIGame (see page 18)	This is class TAIGame.
	TAIState (see page 20)	This is class TAIState.
	TAIStateMachine (see page 23)	This is class TAIStateMachine.

1.7.2 **TopazGameLib.UI.pas**

This is file TopazGameLib.UI.pas.

Classes

	TTextMenu (see page 78)	This is class TTextMenu.

Types

TTextMenuAfterActivateMenuEvent (see page 304)	This is type TTextMenuAfterActivateMenuEvent.
TTextMenuAfterChooseItemEvent (see page 304)	This is type TTextMenuAfterChooseItemEvent.
TTextMenuAfterCloseSubMenuEvent (see page 304)	This is type TTextMenuAfterCloseSubMenuEvent.
TTextMenuAfterDrawMenuItemEvent (see page 304)	This is type TTextMenuAfterDrawMenuItemEvent.
TTextMenuAfterSelItemEvent (see page 304)	This is type TTextMenuAfterSelItemEvent.
TTextMenuAfterUpdateMenuItemEvent (see page 305)	This is type TTextMenuAfterUpdateMenuItemEvent.
TTextMenuDeactivateMenuEvent (see page 305)	This is type TTextMenuDeactivateMenuEvent.
TTextMenuDrawBackgroundEvent (see page 305)	This is type TTextMenuDrawBackgroundEvent.
TTextMenuDrawCursorEvent (see page 305)	This is type TTextMenuDrawCursorEvent.

1.7.3 TopazGameLib.pas

This is file TopazGameLib.pas.

Classes

	TActor (see page 31)	This is class TActor.
	TBaseInterface (see page 39)	This is class TBaseInterface.
	TBaseObject (see page 40)	This is class TBaseObject.
	TCustomGame (see page 41)	This is class TCustomGame.
	TEntityActor (see page 51)	This is class TEntityActor.
	TGame (see page 53)	This is class TGame.

Constants

ALICEBLUE (see page 315)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 316)	This is constant ANTIQUEWHITE.
AQUA (see page 316)	This is constant AQUA.
AQUAMARINE (see page 316)	This is constant AQUAMARINE.
AUDIO_BUFFER_COUNT (see page 316)	This is constant AUDIO_BUFFER_COUNT.
AUDIO_CHANNEL_COUNT (see page 316)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_DYNAMIC_CHANNEL (see page 317)	This is constant AUDIO_DYNAMIC_CHANNEL.
AUDIO_INVALID_INDEX (see page 317)	This is constant AUDIO_INVALID_INDEX.
AZURE (see page 317)	This is constant AZURE.
BEIGE (see page 317)	This is constant BEIGE.
BISQUE (see page 318)	This is constant BISQUE.
BLACK (see page 318)	This is constant BLACK.
BLANCHEDALMOND (see page 318)	This is constant BLANCHEDALMOND.
BLANK (see page 318)	This is constant BLANK.
BLEND_ADD (see page 318)	This is constant BLEND_ADD.
BLEND_ALPHA (see page 319)	This is constant BLEND_ALPHA.

BLEND_CONST_COLOR (see page 319)	This is constant BLEND_CONST_COLOR.
BLEND_DEST_COLOR (see page 319)	This is constant BLEND_DEST_COLOR.
BLEND_DEST_MINUS_SRC (see page 319)	This is constant BLEND_DEST_MINUS_SRC.
BLEND_INVERSE_ALPHA (see page 320)	This is constant BLEND_INVERSE_ALPHA.
BLEND_INVERSE_CONST_COLOR (see page 320)	This is constant BLEND_INVERSE_CONST_COLOR.
BLEND_INVERSE_DEST_COLOR (see page 320)	This is constant BLEND_INVERSE_DEST_COLOR.
BLEND_INVERSE_SRC_COLOR (see page 320)	This is constant BLEND_INVERSE_SRC_COLOR.
BLEND_ONE (see page 320)	This is constant BLEND_ONE.
BLEND_SRC_COLOR (see page 321)	This is constant BLEND_SRC_COLOR.
BLEND_SRC_MINUS_DEST (see page 321)	This is constant BLEND_SRC_MINUS_DEST.
BLEND_ZERO (see page 321)	This is constant BLEND_ZERO.
BLUE (see page 321)	This is constant BLUE.
BLUEVIOLET (see page 322)	This is constant BLUEVIOLET.
BROWN (see page 322)	This is constant BROWN.
BURLYWOOD (see page 322)	This is constant BURLYWOOD.
CADETBLUE (see page 322)	This is constant CADETBLUE.
CFG_EXT (see page 322)	This is constant CFG_EXT.
CHARTREUSE (see page 323)	This is constant CHARTREUSE.
CHOCOLATE (see page 323)	This is constant CHOCOLATE.
COLORKEY (see page 323)	This is constant COLORKEY.
CORAL (see page 323)	This is constant CORAL.
CORNFLOWERBLUE (see page 324)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 324)	This is constant CORNSILK.
CR (see page 324)	This is constant CR.
CRIMSON (see page 324)	This is constant CRIMSON.
CRLF (see page 324)	This is constant CRLF.
CYAN (see page 325)	This is constant CYAN.
DARKBLUE (see page 325)	This is constant DARKBLUE.
DARKCYAN (see page 325)	This is constant DARKCYAN.
DARKGOLDENROD (see page 325)	This is constant DARKGOLDENROD.
DARKGRAY (see page 326)	This is constant DARKGRAY.
DARKGREEN (see page 326)	This is constant DARKGREEN.
DARKGREY (see page 326)	This is constant DARKGREY.
DARKKHAKI (see page 326)	This is constant DARKKHAKI.
DARKMAGENTA (see page 326)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 327)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 327)	This is constant DARKORANGE.
DARKORCHID (see page 327)	This is constant DARKORCHID.
DARKRED (see page 327)	This is constant DARKRED.
DARKSALMON (see page 328)	This is constant DARKSALMON.
DARKSEAGREEN (see page 328)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 328)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 328)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 328)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 329)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 329)	This is constant DARKVIOLET.

DATABASE_DEFAULT_MYSQL_PORT (see page 329)	This is constant DATABASE_DEFAULT_MYSQL_PORT.
DEEPPINK (see page 329)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 330)	This is constant DEEPSKYBLUE.
DEG2RAD (see page 330)	This is constant DEG2RAD.
DIMGRAY (see page 330)	This is constant DIMGRAY.
DIMWHITE (see page 330)	This is constant DIMWHITE.
DODGERBLUE (see page 330)	This is constant DODGERBLUE.
EPSILON (see page 331)	This is constant EPSILON.
FALSE_TRUE_STR (see page 331)	This is constant FALSE_TRUE_STR.
FIREBRICK (see page 331)	This is constant FIREBRICK.
FLORALWHITE (see page 331)	This is constant FLORALWHITE.
FORESTGREEN (see page 332)	This is constant FORESTGREEN.
FUCHSIA (see page 332)	This is constant FUCHSIA.
GAINSBORO (see page 332)	This is constant GAINSBORO.
GHOSTWHITE (see page 332)	This is constant GHOSTWHITE.
GOLD (see page 332)	This is constant GOLD.
GOLDENROD (see page 333)	This is constant GOLDENROD.
GRAY (see page 333)	This is constant GRAY.
GREEN (see page 333)	This is constant GREEN.
GREENYELLOW (see page 333)	This is constant GREENYELLOW.
GREY (see page 334)	This is constant GREY.
GUI_COLOR_BORDER (see page 334)	This is constant GUI_COLOR_BORDER.
GUI_COLOR_BUTTON (see page 334)	This is constant GUI_COLOR_BUTTON.
GUI_COLOR_BUTTON_ACTIVE (see page 334)	This is constant GUI_COLOR_BUTTON_ACTIVE.
GUI_COLOR_BUTTON_HOVER (see page 334)	This is constant GUI_COLOR_BUTTON_HOVER.
GUI_COLOR_CHART (see page 335)	This is constant GUI_COLOR_CHART.
GUI_COLOR_CHART_COLOR (see page 335)	This is constant GUI_COLOR_CHART_COLOR.
GUI_COLOR_CHART_COLOR_HIGHLIGHT (see page 335)	This is constant GUI_COLOR_CHART_COLOR_HIGHLIGHT.
GUI_COLOR_COMBO (see page 335)	This is constant GUI_COLOR_COMBO.
GUI_COLOR_COUNT (see page 336)	This is constant GUI_COLOR_COUNT.
GUI_COLOR_EDIT (see page 336)	This is constant GUI_COLOR_EDIT.
GUI_COLOR_EDIT_CURSOR (see page 336)	This is constant GUI_COLOR_EDIT_CURSOR.
GUI_COLOR_HEADER (see page 336)	This is constant GUI_COLOR_HEADER.
GUI_COLOR_PROPERTY (see page 336)	This is constant GUI_COLOR_PROPERTY.
GUI_COLOR_SCROLLBAR (see page 337)	This is constant GUI_COLOR_SCROLLBAR.
GUI_COLOR_SCROLLBAR_CURSOR (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR.
GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR_ACTIVE.
GUI_COLOR_SCROLLBAR_CURSOR_HOVER (see page 337)	This is constant GUI_COLOR_SCROLLBAR_CURSOR_HOVER.
GUI_COLOR_SELECT (see page 338)	This is constant GUI_COLOR_SELECT.
GUI_COLOR_SELECT_ACTIVE (see page 338)	This is constant GUI_COLOR_SELECT_ACTIVE.
GUI_COLOR_SLIDER (see page 338)	This is constant GUI_COLOR_SLIDER.
GUI_COLOR_SLIDER_CURSOR (see page 338)	This is constant GUI_COLOR_SLIDER_CURSOR.

GUI_COLOR_SLIDER_CURSOR_ACTIVE (see page 338)	This is constant GUI_COLOR_SLIDER_CURSOR_ACTIVE.
GUI_COLOR_SLIDER_CURSOR_HOVER (see page 339)	This is constant GUI_COLOR_SLIDER_CURSOR_HOVER.
GUI_COLOR_TAB_HEADER (see page 339)	This is constant GUI_COLOR_TAB_HEADER.
GUI_COLOR_TEXT (see page 339)	This is constant GUI_COLOR_TEXT.
GUI_COLOR_TOGGLE (see page 339)	This is constant GUI_COLOR_TOGGLE.
GUI_COLOR_TOGGLE_CURSOR (see page 340)	This is constant GUI_COLOR_TOGGLE_CURSOR.
GUI_COLOR_TOGGLE_HOVER (see page 340)	This is constant GUI_COLOR_TOGGLE_HOVER.
GUI_COLOR_WINDOW (see page 340)	This is constant GUI_COLOR_WINDOW.
GUI_DYNAMIC (see page 340)	This is constant GUI_DYNAMIC.
GUI_EDIT_FILTER_ASCII (see page 340)	This is constant GUI_EDIT_FILTER_ASCII.
GUI_EDIT_FILTER_BINARY (see page 341)	This is constant GUI_EDIT_FILTER_BINARY.
GUI_EDIT_FILTER_DECIMAL (see page 341)	This is constant GUI_EDIT_FILTER_DECIMAL.
GUI_EDIT_FILTER_DEFAULT (see page 341)	This is constant GUI_EDIT_FILTER_DEFAULT.
GUI_EDIT_FILTER_FLOAT (see page 341)	This is constant GUI_EDIT_FILTER_FLOAT.
GUI_EDIT_FILTER_HEX (see page 342)	This is constant GUI_EDIT_FILTER_HEX.
GUI_EDIT_FILTER_OCT (see page 342)	This is constant GUI_EDIT_FILTER_OCT.
GUI_STATIC (see page 342)	This is constant GUI_STATIC.
GUI_TEXT_CENTERED (see page 342)	This is constant GUI_TEXT_CENTERED.
GUI_TEXT_LEFT (see page 342)	This is constant GUI_TEXT_LEFT.
GUI_TEXT_RIGHT (see page 343)	This is constant GUI_TEXT_RIGHT.
GUI_THEME_BLUE (see page 343)	This is constant GUI_THEME_BLUE.
GUI_THEME_CUSTOM (see page 343)	This is constant GUI_THEME_CUSTOM.
GUI_THEME_DARK (see page 343)	This is constant GUI_THEME_DARK.
GUI_THEME_DEFAULT (see page 344)	This is constant GUI_THEME_DEFAULT.
GUI_THEME_RED (see page 344)	This is constant GUI_THEME_RED.
GUI_THEME_WHITE (see page 344)	This is constant GUI_THEME_WHITE.
GUI_WINDOW_BACKGROUND (see page 344)	This is constant GUI_WINDOW_BACKGROUND.
GUI_WINDOW_BORDER (see page 344)	This is constant GUI_WINDOW_BORDER.
GUI_WINDOW_CLOSABLE (see page 345)	This is constant GUI_WINDOW_CLOSABLE.
GUI_WINDOW_DEFAULT (see page 345)	This is constant GUI_WINDOW_DEFAULT.
GUI_WINDOW_MINIMIZABLE (see page 345)	This is constant GUI_WINDOW_MINIMIZABLE.
GUI_WINDOW_MOVABLE (see page 345)	This is constant GUI_WINDOW_MOVABLE.
GUI_WINDOW_NO_INPUT (see page 346)	This is constant GUI_WINDOW_NO_INPUT.
GUI_WINDOW_NO_SCROLLBAR (see page 346)	This is constant GUI_WINDOW_NO_SCROLLBAR.
GUI_WINDOW_SCALABLE (see page 346)	This is constant GUI_WINDOW_SCALABLE.
GUI_WINDOW_SCALE_LEFT (see page 346)	This is constant GUI_WINDOW_SCALE_LEFT.
GUI_WINDOW_SCROLL_AUTO_HIDE (see page 346)	This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.
GUI_WINDOW_TITLE (see page 347)	This is constant GUI_WINDOW_TITLE.
HONEYDEW (see page 347)	This is constant HONEYDEW.
HOTPINK (see page 347)	This is constant HOTPINK.
INDIANRED (see page 347)	This is constant INDIANRED.
INDIGO (see page 348)	This is constant INDIGO.
INI_EXT (see page 348)	This is constant INI_EXT.
IVORY (see page 348)	This is constant IVORY.

JOY_AXES_X (see page 348)	This is constant JOY_AXES_X.
JOY_AXES_Y (see page 348)	This is constant JOY_AXES_Y.
JOY_AXES_Z (see page 349)	This is constant JOY_AXES_Z.
JOY_BTN_A (see page 349)	This is constant JOY_BTN_A.
JOY_BTN_B (see page 349)	This is constant JOY_BTN_B.
JOY_BTN_BACK (see page 349)	This is constant JOY_BTN_BACK.
JOY_BTN_DDPAD (see page 350)	This is constant JOY_BTN_DDPAD.
JOY_BTN_LB (see page 350)	This is constant JOY_BTN_LB.
JOY_BTN_LDPAD (see page 350)	This is constant JOY_BTN_LDPAD.
JOY_BTN_LT (see page 350)	This is constant JOY_BTN_LT.
JOY_BTN_RB (see page 350)	This is constant JOY_BTN_RB.
JOY_BTN_RDPAD (see page 351)	This is constant JOY_BTN_RDPAD.
JOY_BTN_RT (see page 351)	This is constant JOY_BTN_RT.
JOY_BTN_START (see page 351)	This is constant JOY_BTN_START.
JOY_BTN_UDPAD (see page 351)	This is constant JOY_BTN_UDPAD.
JOY_BTN_X (see page 352)	This is constant JOY_BTN_X.
JOY_BTN_Y (see page 352)	This is constant JOY_BTN_Y.
JOY_STICK_LS (see page 352)	This is constant JOY_STICK_LS.
JOY_STICK_LT (see page 352)	This is constant JOY_STICK_LT.
JOY_STICK_RS (see page 352)	This is constant JOY_STICK_RS.
JOY_STICK_RT (see page 353)	This is constant JOY_STICK_RT.
KEYMOD_ACCENT1 (see page 353)	This is constant KEYMOD_ACCENT1.
KEYMOD_ACCENT2 (see page 353)	This is constant KEYMOD_ACCENT2.
KEYMOD_ACCENT3 (see page 353)	This is constant KEYMOD_ACCENT3.
KEYMOD_ACCENT4 (see page 354)	This is constant KEYMOD_ACCENT4.
KEYMOD_ALT (see page 354)	This is constant KEYMOD_ALT.
KEYMOD_CAPSLOCK (see page 354)	This is constant KEYMOD_CAPSLOCK.
KEYMOD_COMMAND (see page 354)	This is constant KEYMOD_COMMAND.
KEYMOD_CTRL (see page 354)	This is constant KEYMOD_CTRL.
KEYMOD_INALTSEQ (see page 355)	This is constant KEYMOD_INALTSEQ.
KEYMOD_LWIN (see page 355)	This is constant KEYMOD_LWIN.
KEYMOD_MENU (see page 355)	This is constant KEYMOD_MENU.
KEYMOD_NUMLOCK (see page 355)	This is constant KEYMOD_NUMLOCK.
KEYMOD_RWIN (see page 356)	This is constant KEYMOD_RWIN.
KEYMOD_SCROLOCK (see page 356)	This is constant KEYMOD_SCROLOCK.
KEYMOD_SHIFT (see page 356)	This is constant KEYMOD_SHIFT.
KEY_0 (see page 356)	This is constant KEY_0.
KEY_1 (see page 356)	This is constant KEY_1.
KEY_2 (see page 357)	This is constant KEY_2.
KEY_3 (see page 357)	This is constant KEY_3.
KEY_4 (see page 357)	This is constant KEY_4.
KEY_5 (see page 357)	This is constant KEY_5.
KEY_6 (see page 358)	This is constant KEY_6.
KEY_7 (see page 358)	This is constant KEY_7.
KEY_8 (see page 358)	This is constant KEY_8.
KEY_9 (see page 358)	This is constant KEY_9.
KEY_A (see page 358)	This is constant KEY_A.
KEY_ABNT_C1 (see page 359)	This is constant KEY_ABNT_C1.
KEY_ALT (see page 359)	This is constant KEY_ALT.

KEY_ALTGR (see page 359)	This is constant KEY_ALTGR.
KEY_AT (see page 359)	This is constant KEY_AT.
KEY_B (see page 360)	This is constant KEY_B.
KEY_BACK (see page 360)	This is constant KEY_BACK.
KEY_BACKQUOTE (see page 360)	This is constant KEY_BACKQUOTE.
KEY_BACKSLASH (see page 360)	This is constant KEY_BACKSLASH.
KEY_BACKSLASH2 (see page 360)	This is constant KEY_BACKSLASH2.
KEY_BACKSPACE (see page 361)	This is constant KEY_BACKSPACE.
KEY_BUTTON_A (see page 361)	This is constant KEY_BUTTON_A.
KEY_BUTTON_B (see page 361)	This is constant KEY_BUTTON_B.
KEY_BUTTON_L1 (see page 361)	This is constant KEY_BUTTON_L1.
KEY_BUTTON_L2 (see page 362)	This is constant KEY_BUTTON_L2.
KEY_BUTTON_R1 (see page 362)	This is constant KEY_BUTTON_R1.
KEY_BUTTON_R2 (see page 362)	This is constant KEY_BUTTON_R2.
KEY_BUTTON_X (see page 362)	This is constant KEY_BUTTON_X.
KEY_BUTTON_Y (see page 362)	This is constant KEY_BUTTON_Y.
KEY_C (see page 363)	This is constant KEY_C.
KEY_CAPSLOCK (see page 363)	This is constant KEY_CAPSLOCK.
KEY_CIRCUMFLEX (see page 363)	This is constant KEY_CIRCUMFLEX.
KEY_CLOSEBRACE (see page 363)	This is constant KEY_CLOSEBRACE.
KEY_COLON2 (see page 364)	This is constant KEY_COLON2.
KEY_COMMA (see page 364)	This is constant KEY_COMMA.
KEY_COMMAND (see page 364)	This is constant KEY_COMMAND.
KEY_CONVERT (see page 364)	This is constant KEY_CONVERT.
KEY_D (see page 364)	This is constant KEY_D.
KEY_DELETE (see page 365)	This is constant KEY_DELETE.
KEY_DOWN (see page 365)	This is constant KEY_DOWN.
KEY_DPAD_CENTER (see page 365)	This is constant KEY_DPAD_CENTER.
KEY_DPAD_DOWN (see page 365)	This is constant KEY_DPAD_DOWN.
KEY_DPAD_LEFT (see page 366)	This is constant KEY_DPAD_LEFT.
KEY_DPAD_RIGHT (see page 366)	This is constant KEY_DPAD_RIGHT.
KEY_DPAD_UP (see page 366)	This is constant KEY_DPAD_UP.
KEY_E (see page 366)	This is constant KEY_E.
KEY_END (see page 366)	This is constant KEY_END.
KEY_ENTER (see page 367)	This is constant KEY_ENTER.
KEY_EQUALS (see page 367)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 367)	This is constant KEY_ESCAPE.
KEY_F (see page 367)	This is constant KEY_F.
KEY_F1 (see page 368)	This is constant KEY_F1.
KEY_F10 (see page 368)	This is constant KEY_F10.
KEY_F11 (see page 368)	This is constant KEY_F11.
KEY_F12 (see page 368)	This is constant KEY_F12.
KEY_F2 (see page 368)	This is constant KEY_F2.
KEY_F3 (see page 369)	This is constant KEY_F3.
KEY_F4 (see page 369)	This is constant KEY_F4.
KEY_F5 (see page 369)	This is constant KEY_F5.
KEY_F6 (see page 369)	This is constant KEY_F6.
KEY_F7 (see page 370)	This is constant KEY_F7.
KEY_F8 (see page 370)	This is constant KEY_F8.

KEY_F9 (see page 370)	This is constant KEY_F9.
KEY_FULLSTOP (see page 370)	This is constant KEY_FULLSTOP.
KEY_G (see page 370)	This is constant KEY_G.
KEY_H (see page 371)	This is constant KEY_H.
KEY_HOME (see page 371)	This is constant KEY_HOME.
KEY_I (see page 371)	This is constant KEY_I.
KEY_INSERT (see page 371)	This is constant KEY_INSERT.
KEY_J (see page 372)	This is constant KEY_J.
KEY_K (see page 372)	This is constant KEY_K.
KEY_KANA (see page 372)	This is constant KEY_KANA.
KEY_KANJI (see page 372)	This is constant KEY_KANJI.
KEY_L (see page 372)	This is constant KEY_L.
KEY_LCTRL (see page 373)	This is constant KEY_LCTRL.
KEY_LEFT (see page 373)	This is constant KEY_LEFT.
KEY_LSHIFT (see page 373)	This is constant KEY_LSHIFT.
KEY_LWIN (see page 373)	This is constant KEY_LWIN.
KEY_M (see page 374)	This is constant KEY_M.
KEY_MAX (see page 374)	This is constant KEY_MAX.
KEY_MENU (see page 374)	This is constant KEY_MENU.
KEY_MINUS (see page 374)	This is constant KEY_MINUS.
KEY_MODIFIERS (see page 374)	This is constant KEY_MODIFIERS.
KEY_N (see page 375)	This is constant KEY_N.
KEY_NOCONVERT (see page 375)	This is constant KEY_NOCONVERT.
KEY_NUMLOCK (see page 375)	This is constant KEY_NUMLOCK.
KEY_O (see page 375)	This is constant KEY_O.
KEY_OPENBRACE (see page 376)	This is constant KEY_OPENBRACE.
KEY_P (see page 376)	This is constant KEY_P.
KEY_PAD_0 (see page 376)	This is constant KEY_PAD_0.
KEY_PAD_1 (see page 376)	This is constant KEY_PAD_1.
KEY_PAD_2 (see page 376)	This is constant KEY_PAD_2.
KEY_PAD_3 (see page 377)	This is constant KEY_PAD_3.
KEY_PAD_4 (see page 377)	This is constant KEY_PAD_4.
KEY_PAD_5 (see page 377)	This is constant KEY_PAD_5.
KEY_PAD_6 (see page 377)	This is constant KEY_PAD_6.
KEY_PAD_7 (see page 378)	This is constant KEY_PAD_7.
KEY_PAD_8 (see page 378)	This is constant KEY_PAD_8.
KEY_PAD_9 (see page 378)	This is constant KEY_PAD_9.
KEY_PAD_ASTERISK (see page 378)	This is constant KEY_PAD_ASTERISK.
KEY_PAD_DELETE (see page 378)	This is constant KEY_PAD_DELETE.
KEY_PAD_ENTER (see page 379)	This is constant KEY_PAD_ENTER.
KEY_PAD_EQUALS (see page 379)	This is constant KEY_PAD_EQUALS.
KEY_PAD_MINUS (see page 379)	This is constant KEY_PAD_MINUS.
KEY_PAD_PLUS (see page 379)	This is constant KEY_PAD_PLUS.
KEY_PAD_SLASH (see page 380)	This is constant KEY_PAD_SLASH.
KEY_PAUSE (see page 380)	This is constant KEY_PAUSE.
KEY_PGDN (see page 380)	This is constant KEY_PGDN.
KEY_PGUP (see page 380)	This is constant KEY_PGUP.
KEY_PRINTSCREEN (see page 380)	This is constant KEY_PRINTSCREEN.
KEY_Q (see page 381)	This is constant KEY_Q.

KEY_QUOTE (see page 381)	This is constant KEY_QUOTE.
KEY_R (see page 381)	This is constant KEY_R.
KEY_RCTRL (see page 381)	This is constant KEY_RCTRL.
KEY_RIGHT (see page 382)	This is constant KEY_RIGHT.
KEY_RSHIFT (see page 382)	This is constant KEY_RSHIFT.
KEY_RWIN (see page 382)	This is constant KEY_RWIN.
KEY_S (see page 382)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 382)	This is constant KEY_SCROLLLOCK.
KEY_SEARCH (see page 383)	This is constant KEY_SEARCH.
KEY_SELECT (see page 383)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 383)	This is constant KEY_SEMICOLON.
KEY_SEMICOLON2 (see page 383)	This is constant KEY_SEMICOLON2.
KEY_SLASH (see page 384)	This is constant KEY_SLASH.
KEY_SPACE (see page 384)	This is constant KEY_SPACE.
KEY_START (see page 384)	This is constant KEY_START.
KEY_T (see page 384)	This is constant KEY_T.
KEY_TAB (see page 384)	This is constant KEY_TAB.
KEY_THUMBL (see page 385)	This is constant KEY_THUMBL.
KEY_THUMBR (see page 385)	This is constant KEY_THUMBR.
KEY_TILDE (see page 385)	This is constant KEY_TILDE.
KEY_U (see page 385)	This is constant KEY_U.
KEY_UNKNOWN (see page 386)	This is constant KEY_UNKNOWN.
KEY_UP (see page 386)	This is constant KEY_UP.
KEY_V (see page 386)	This is constant KEY_V.
KEY_VOLUME_DOWN (see page 386)	This is constant KEY_VOLUME_DOWN.
KEY_VOLUME_UP (see page 386)	This is constant KEY_VOLUME_UP.
KEY_W (see page 387)	This is constant KEY_W.
KEY_X (see page 387)	This is constant KEY_X.
KEY_Y (see page 387)	This is constant KEY_Y.
KEY_YEN (see page 387)	This is constant KEY_YEN.
KEY_Z (see page 388)	This is constant KEY_Z.
KHAKI (see page 388)	This is constant KHAKI.
LAVENDER (see page 388)	This is constant LAVENDER.
LAVENDERBLUSH (see page 388)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 388)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 389)	This is constant LEMONCHIFFON.
LF (see page 389)	This is constant LF.
LIGHTBLUE (see page 389)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 389)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 390)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 390)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 390)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 390)	This is constant LIGHTGREEN.
LIGHTGREY (see page 390)	This is constant LIGHTGREY.
LIGHTPINK (see page 391)	This is constant LIGHTPINK.
LIGHTSALMON (see page 391)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 391)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 391)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 392)	This is constant LIGHTSLATEGRAY.

LIGHTSLATEGREY (see page 392)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 392)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 392)	This is constant LIGHTYELLOW.
LIME (see page 392)	This is constant LIME.
LIMEGREEN (see page 393)	This is constant LIMEGREEN.
LINEN (see page 393)	This is constant LINEN.
LOG_EXT (see page 393)	This is constant LOG_EXT.
LUAC_EXT (see page 393)	This is constant LUAC_EXT.
LUA_EXT (see page 394)	This is constant LUA_EXT.
MAGENTA (see page 394)	This is constant MAGENTA.
MAIL_PORT_SMTP (see page 394)	default non-ssl
MAIL_PORT_SMTPS (see page 394)	default ssl
MAIL_PORT_SMTPS_ALT (see page 394)	alt ssl
MAROON (see page 395)	This is constant MAROON.
MAX_AXES (see page 395)	This is constant MAX_AXES.
MAX_BUTTONS (see page 395)	This is constant MAX_BUTTONS.
MAX_STICKS (see page 395)	This is constant MAX_STICKS.
MEDIUMAQUAMARINE (see page 396)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 396)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 396)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 396)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 396)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 397)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 397)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 397)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 397)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 398)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 398)	This is constant MINTCREAM.
MISTYROSE (see page 398)	This is constant MISTYROSE.
MOCCASIN (see page 398)	This is constant MOCCASIN.
MOUSE_BUTTON_LEFT (see page 398)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 399)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 399)	This is constant MOUSE_BUTTON_RIGHT.
NAN (see page 399)	This is constant NAN.
NAVAJOWHITE (see page 399)	This is constant NAVAJOWHITE.
NAVY (see page 400)	This is constant NAVY.
OLDLACE (see page 400)	This is constant OLDLACE.
OLIVE (see page 400)	This is constant OLIVE.
OLIVEDRAB (see page 400)	This is constant OLIVEDRAB.
ORANGE (see page 400)	This is constant ORANGE.
ORANGERED (see page 401)	This is constant ORANGERED.
ORCHID (see page 401)	This is constant ORCHID.
OVERLAY1 (see page 401)	This is constant OVERLAY1.
OVERLAY2 (see page 401)	This is constant OVERLAY2.
PALEGOLDENROD (see page 402)	This is constant PALEGOLDENROD.
PALEGREEN (see page 402)	This is constant PALEGREEN.
PALETURQUOISE (see page 402)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 402)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 402)	This is constant PAPAYAWHIP.

PEACHPUFF (see page 403)	This is constant PEACHPUFF.
PERU (see page 403)	This is constant PERU.
PINK (see page 403)	This is constant PINK.
PLUM (see page 403)	This is constant PLUM.
PNG_EXT (see page 404)	This is constant PNG_EXT.
POWDERBLUE (see page 404)	This is constant POWDERBLUE.
PURPLE (see page 404)	This is constant PURPLE.
RAD2DEG (see page 404)	This is constant RAD2DEG.
REBECCAPURPLE (see page 404)	This is constant REBECCAPURPLE.
RED (see page 405)	This is constant RED.
RED2 (see page 405)	This is constant RED2.
ROSYBROWN (see page 405)	This is constant ROSYBROWN.
ROYALBLUE (see page 405)	This is constant ROYALBLUE.
SADDLEBROWN (see page 406)	This is constant SADDLEBROWN.
SALMON (see page 406)	This is constant SALMON.
SANDYBROWN (see page 406)	This is constant SANDYBROWN.
SEAGREEN (see page 406)	This is constant SEAGREEN.
SEASHELL (see page 406)	This is constant SEASHELL.
SIENNA (see page 407)	This is constant SIENNA.
SILVER (see page 407)	This is constant SILVER.
SKYBLUE (see page 407)	This is constant SKYBLUE.
SLATEBLUE (see page 407)	This is constant SLATEBLUE.
SLATEGRAY (see page 408)	This is constant SLATEGRAY.
SLATEGREY (see page 408)	This is constant SLATEGREY.
SNOW (see page 408)	This is constant SNOW.
SPRINGGREEN (see page 408)	This is constant SPRINGGREEN.
SQLITE_EXT (see page 408)	This is constant SQLITE_EXT.
STEELBLUE (see page 409)	This is constant STEELBLUE.
TAN (see page 409)	This is constant TAN.
TEAL (see page 409)	This is constant TEAL.
THISTLE (see page 409)	This is constant THISTLE.
TOMATO (see page 410)	This is constant TOMATO.
TREEMENU_NONE (see page 410)	This is constant TREEMENU_NONE.
TREEMENU_QUIT (see page 410)	This is constant TREEMENU_QUIT.
TURQUOISE (see page 410)	This is constant TURQUOISE.
VIOLET (see page 410)	This is constant VIOLET.
WHEAT (see page 411)	This is constant WHEAT.
WHITE (see page 411)	This is constant WHITE.
WHITE2 (see page 411)	This is constant WHITE2.
WHITESMOKE (see page 411)	This is constant WHITESMOKE.
YELLOW (see page 412)	This is constant YELLOW.
YELLOWGREEN (see page 412)	This is constant YELLOWGREEN.

Enumerations

	TAudioStatus (see page 288)	This is record TAudioStatus.
	TBlendMode (see page 289)	This is record TBlendMode.
	TBlendModeColor (see page 289)	This is record TBlendModeColor.
	TCmdConsoleState (see page 289)	This is record TCmdConsoleState.
	TEaseType (see page 290)	This is record TEaseType.

	TGameClass (see page 290)	This is record TGameClass.
	THAlign (see page 291)	This is record THAlign.
	THighscoreAction (see page 291)	This is record THighscoreAction.
	TInputDevice (see page 292)	This is record TInputDevice.
	TLineIntersection (see page 292)	This is record TLineIntersection.
	TLuaState (see page 292)	This is record TLuaState.
	TLuaTable (see page 293)	This is record TLuaTable.
	TLuaType (see page 293)	This is record TLuaType.
	TLuaValueType (see page 293)	This is record TLuaValueType.
	TMessageBox (see page 294)	This is record TMessageBox.
	TMessageBoxResult (see page 294)	This is record TMessageBoxResult.
	TPathEditorAction (see page 294)	This is record TPathEditorAction.
	TPhysicsBodyShape (see page 295)	This is record TPhysicsBodyShape.
	TPhysicsBodyType (see page 295)	This is record TPhysicsBodyType.
	TPhysicsShapeType (see page 295)	This is record TPhysicsShapeType.
	TSeek (see page 296)	This is record TSeek.
	TShaderType (see page 296)	This is record TShaderType.
	TSpeechVoiceAttribute (see page 297)	This is record TSpeechVoiceAttribute.
	TSplashscreenOption (see page 297)	This is record TSplashscreenOption.
	TStartupDialogState (see page 297)	This is record TStartupDialogState.
	TVAlign (see page 298)	This is record TVAlign.
	TVideoState (see page 298)	This is record TVideoState.

Interfaces

	IActorList (see page 101)	This is class IActorList.
	IActorScene (see page 104)	This is class IActorScene.
	IArchive (see page 107)	This is class IArchive.
	IAsync (see page 109)	This is class IAsync.
	IAudio (see page 111)	This is class IAudio.
	IBaseInterface (see page 122)	This is class IBaseInterface.
	IBuffer (see page 122)	This is class IBuffer.
	ICamera (see page 126)	This is class ICamera.
	ICmdConsole (see page 129)	This is class ICmdConsole.
	ICmdLine (see page 133)	This is class ICmdLine.
	IColor (see page 135)	This is class IColor.
	IConfigFile (see page 137)	This is class IConfigFile.
	IConsole (see page 142)	This is class IConsole.
	IDatabase (see page 144)	This is class IDatabase.
	IDialogs (see page 151)	This is class IDialogs.
	IEntity (see page 153)	This is class IEntity.
	IFont (see page 165)	This is class IFont.
	IGUI (see page 168)	This is class IGUI.
	IHighscores (see page 176)	This is class IHighscores.
	IInAppPurchase (see page 179)	This is class IInAppPurchase.
	IInput (see page 181)	This is class IInput.

		IInputMap (see page 185)	This is class IInputMap.
		ILog (see page 187)	This is class ILog.
		ILua (see page 189)	This is class ILua.
		ILuaContext (see page 195)	This is class ILuaContext.
		IMail (see page 198)	This is class IMail.
		IMath (see page 199)	This is class IMath.
		IPathEditor (see page 207)	This is class IPathEditor.
		IPathEditorPath (see page 211)	This is class IPathEditorPath.
		IPhysics (see page 213)	This is class IPhysics.
		IPolygon (see page 219)	This is class IPolygon.
		IRenderTarget (see page 222)	This is class IRenderTarget.
		IScreenshake (see page 225)	This is class IScreenshake.
		IScreenshot (see page 227)	This is class IScreenshot.
		IShader (see page 228)	This is class IShader.
		ISocial (see page 231)	This is class ISocial.
		ISpeech (see page 233)	This is class ISpeech.
		ISplashscreen (see page 236)	This is class ISplashscreen.
		ISprite (see page 239)	This is class ISprite.
		IStarfield (see page 244)	This is class IStarfield.
		IStartupDialog (see page 246)	This is class IStartupDialog.
		ITexture (see page 250)	This is class ITexture.
		ITimer (see page 253)	This is class ITimer.
		ITopaz (see page 256)	This is class ITopaz.
		ITreeMenu (see page 262)	This is class ITreeMenu.
		IUserPath (see page 266)	This is class IUserPath.
		IUtil (see page 269)	This is class IUtil.
		IVideo (see page 273)	This is class IVideo.
		IVirtualFile (see page 277)	This is class IVirtualFile.
		IWindow (see page 279)	This is class IWindow.

Records

		TActorMessage (see page 288)	This is record TActorMessage.
		TColor (see page 289)	This is record TColor.
		TGameSettings (see page 291)	This is record TGameSettings.
		THighscore (see page 70)	This is class THighscore.
		TLuaValue (see page 72)	This is class TLuaValue.
		TPhysicsBodyData (see page 294)	This is record TPhysicsBodyData.
		TPointi (see page 296)	This is record TPointi.
		TRange (see page 296)	This is record TRange.
		TRectangle (see page 76)	This is class TRectangle.
		TTextureData (see page 298)	This is record TTextureData.
		TVector (see page 93)	This is class TVector.

Types

PActorMessage (see page 299)	This is type PActorMessage.
PColor (see page 300)	This is type PColor.
PGameSettings (see page 300)	This is type PGameSettings.
PPhysicsBodyData (see page 300)	This is type PPhysicsBodyData.
PPointi (see page 300)	This is type PPointi.
PRange (see page 300)	This is type PRange.

PRectangle (see page 301)	This is type PRectangle.
PTextureData (see page 301)	This is type PTextureData.
PVector (see page 301)	This is type PVector.
TActorAttributeSet (see page 301)	This is type TActorAttributeSet.
TActorSceneEvent (see page 302)	This is type TActorSceneEvent.
TAsyncProc (see page 302)	This is type TAsyncProc.
TBaseInterfaceClass (see page 302)	This is type TBaseInterfaceClass.
TCmdConsoleActionEvent (see page 302)	This is type TCmdConsoleActionEvent.
TCustomGameClass (see page 302)	This is type TCustomGameClass.
TLuaFunction (see page 303)	This is type TLuaFunction.
TPhysicsBody (see page 303)	This is type TPhysicsBody.
TStringArray (see page 303)	This is type TStringArray.
TSysCharSet (see page 303)	This is type TSysCharSet.

Variables

Topaz (see page 306)	This is variable Topaz.

Index

A

B

C

E