Spark Game Toolkit

Easy Game Programming for Delphi

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Structs, Records, Enums

	TBlendMode (see page 178)	This is record TBlendMode.
	TBlendModeColor (see page 179)	This is record TBlendModeColor.
	TCmdConsoleState (see page 179)	This is record TCmdConsoleState.
	TEaseType (see page 179)	This is record TEaseType.
	TGameSettings (see page 180)	This is record TGameSettings.
	THAlign (see page 180)	This is record THAlign.
	TLineIntersection (see page 180)	This is record TLineIntersection.
	TSampleID (see page 181)	This is record TSampleID.
	TShaderType (see page 181)	This is record TShaderType.
	TTextureData (see page 181)	This is record TTextureData.
	TVAlign (see page 181)	This is record TVAlign.
	TVideoState (see page 182)	This is record TVideoState.

Types

PColor (see page 182)	This is type PColor.
PRectangle (see page 183)	This is type PRectangle.
PSampleID (see page 183)	This is type PSampleID.
PTextureData (see page 183)	This is type PTextureData.
PVector (see page 183)	This is type PVector.
TArchiveBuildProgressEvent (see page 184)	This is type TArchiveBuildProgressEvent.
TCmdConsoleActionEvent (see page 184)	This is type TCmdConsoleActionEvent.
TCustomGameClass (see page 184)	This is type TCustomGameClass.
TListCompareFunc (see page 184)	This is type TListCompareFunc.
TSample (see page 184)	This is type TSample.
TStringArray (see page 185)	This is type TStringArray.
TStringListCompareFunc (see page 185)	This is type TStringListCompareFunc.
TSysCharSet (see page 185)	This is type TSysCharSet.

Variables

Game (see page 186)	This is variable Game.
LogToConsole (see page 186)	This is variable LogToConsole.
SGT (see page 186)	This is variable SGT.

Functions

	AngleCos (see page 154)	This is function AngleCos.
	AngleDifference (see page 154)	This is function AngleDifference.
	AngleRotatePos (see page 154)	This is function AngleRotatePos.
	AngleSin (see page 154)	This is function AngleSin.
	ChangeFileExt (see page 155)	This is function ChangeFileExt.
	CircleInRectangle (see page 155)	This is function CircleInRectangle.

⇒♦	CirclesOverlap (see page 155)	This is function CirclesOverlap.
⇒♦	ClearBit (see page 155)	This is function ClearBit.
⇒♦	ClipValue (see page 156)	This is function ClipValue.
⇒♦	ClipValue (see page 156)	This is function ClipValue.
⇒♦	CreateDir (see page 156)	This is function CreateDir.
⇒♦	DeleteChars (see page 156)	This is function DeleteChars.
⇒♦	DequotedStr (see page 157)	This is function DequotedStr.
⇒♦	DirExist (see page 157)	This is function DirExist.
⇒♦	EasePosition (see page 157)	This is function EasePosition.
⇒♦	EaseValue (see page 158)	This is function EaseValue.
⇒♦	EnableBit (see page 158)	This is function EnableBit.
⇒♦	EnsureRange (see page 158)	This is function EnsureRange.
⇒♦	EnsureRange (see page 158)	This is function EnsureRange.
⇒♦	EnsureRange (see page 159)	This is function EnsureRange.
⇒♦	ExpandFileName (see page 159)	This is function ExpandFileName.
⇒♦	ExtractFilePath (see page 159)	This is function ExtractFilePath.
⇒♦	ExtractQuotedStr (see page 159)	This is function ExtractQuotedStr.
⇒♦	ExtractStrings (see page 160)	This is function ExtractStrings.
⇒♦	FileCount (see page 160)	This is function FileCount.
⇒♦	FileExist (see page 160)	This is function FileExist.
⇒♦	Floor (see page 161)	This is function Floor.
⇒♦	ForceDirectories (see page 161)	This is function ForceDirectories.
⇒♦	FormatStr (see page 161)	This is function FormatStr.
⇒♦	FreeNilObject (see page 161)	This is function FreeNilObject.
⇒♦	GetBit (see page 162)	This is function GetBit.
⇒♦	GetFilename (see page 162)	This is function GetFilename.
⇒♦	GetFiles (see page 162)	This is function GetFiles.
⇒♦	GetRandomSeed (see page 162)	This is function GetRandomSeed.
⇒♦	GetTempFileName (see page 163)	This is function GetTempFileName.
⇒♦	GetTempPath (see page 163)	This is function GetTempPath.
⇒♦	HasConsoleOutput (see page 163)	This is function HasConsoleOutput.
⇒♦	InRange (see page 163)	This is function InRange.
⇒♦	InRange (see page 164)	This is function InRange.
⇒♦	InRange (see page 164)	This is function InRange.
⇒♦	IntPower (see page 164)	This is function IntPower.
⇒♦	LastDelimiter (see page 164)	This is function LastDelimiter.
⇒♦	Lerp (see page 165)	This is function Lerp.
⇒♦	LineIntersection (see page 165)	This is function LineIntersection.
⇒♦	Max (see page 165)	This is function Max.
⇒♦	Max (see page 166)	This is function Max.
⇒♦	Max (see page 166)	This is function Max.
⇒♦	Min (see page 166)	This is function Min.
⇒♦	Min (see page 166)	This is function Min.
⇒♦	Min (see page 167)	This is function Min.
⇒♦	NumToStr (see page 167)	This is function NumToStr.
⇒♦	NumToStr (see page 167)	This is function NumToStr.
⇒♦	NumToStr (see page 167)	This is function NumToStr.
⇒♦	NumToStr (see page 168)	This is function NumToStr.
⇒♦	PadLeftStr (see page 168)	This is function PadLeftStr.

⇒	PadRightStr (see page 168)	This is function PadRightStr.
⇒	PointInCircle (see page 169)	This is function PointInCircle.
⇒	PointInRectangle (see page 169)	This is function PointInRectangle.
⇒	PointInTriangle (see page 169)	This is function PointInTriangle.
⇒	Power (see page 169)	This is function Power.
⇒	Print (see page 170)	This is function Print.
⇒	PrintLn (see page 170)	This is function PrintLn.
⇒	ProcessMessages (see page 170)	This is function ProcessMessages.
⇒	RadiusOverlap (see page 170)	This is function RadiusOverlap.
⇒	RandomBool (see page 171)	This is function RandomBool.
⇒	RandomRange (see page 171)	This is function RandomRange.
⇒	RandomRange (see page 171)	This is function RandomRange.
⇒	Rectangle (see page 171)	This is function Rectangle.
⇒	RectangleIntersection (see page 172)	This is function RectangleIntersection.
⇒	RectanglesOverlap (see page 172)	This is function RectanglesOverlap.
⇒	RemoveQuotes (see page 172)	This is function RemoveQuotes.
⇒	RunGame (see page 173)	This is function RunGame.
⇒	SameSign (see page 173)	This is function SameSign.
⇒	SameSign (see page 173)	This is function SameSign.
⇒	SameText (see page 173)	This is function SameText.
⇒	SameValue (see page 174)	This is function SameValue.
⇒	SameValue (see page 174)	This is function SameValue.
⇒	SetBit (see page 174)	This is function SetBit.
⇒	SetRandomSeed (see page 174)	This is function SetRandomSeed.
⇒	Sign (see page 175)	This is function Sign.
⇒	Sign (see page 175)	This is function Sign.
⇒	SmoothMove (see page 175)	This is function SmoothMove.
⇒	StrEnd (see page 175)	This is function StrEnd.
⇒	StrScan (see page 176)	This is function StrScan.
⇒	StrToFloat (see page 176)	This is function StrToFloat.
⇒	StrToInt (see page 176)	This is function StrToInt.
⇒	StrToUInt (see page 176)	This is function StrToUInt.
⇒	StuffStr (see page 177)	This is function StuffStr.
⇒	TrimChars (see page 177)	This is function TrimChars.
⇒	TrimStr (see page 177)	This is function TrimStr.
⇒	UpperCase (see page 177)	This is function UpperCase.
⇒	Vector (see page 178)	This is function Vector.

1.1 Classes

The following table lists classes in this documentation.

Classes

✦	TAScreenshake (see page 12)	This is class TAScreenshake.
✦	TArchive (see page 15)	This is class TArchive.
✦	TAudio (see page 18)	This is class TAudio.

	TBaseObject (see page 24)	This is class TBaseObject.
	TCmdConsole (see page 25)	This is class TCmdConsole.
	TConfigFile (see page 39)	This is class TConfigFile.
	TCustomGame (see page 45)	This is class TCustomGame.
	TFont (see page 46)	This is class TFont.
	TGame (see page 49)	This is class TGame.
	TInput (see page 63)	This is class TInput.
	TList (see page 73)	This is class TList.
	TLog (see page 77)	This is class TLog.
	TRenderTarget (see page 82)	This is class TRenderTarget.
	TSGT (see page 87)	This is class TSGT.
	TScreenshake (see page 96)	This is class TScreenshake.
	TScreenshot (see page 98)	This is class TScreenshot.
	TShader (see page 101)	This is class TShader.
	TStarfield (see page 105)	This is class TStarfield.
	TStream (see page 111)	This is class TStream.
	TStringList (see page 117)	This is class TStringList.
	TTexture (see page 122)	This is class TTexture.
	TVideo (see page 135)	This is class TVideo.
	TWindow (see page 141)	This is class TWindow.

Records

	TColor (see page 37)	This is class TColor.
	TJoystick (see page 69)	This is class TJoystick.
	TRectangle (see page 80)	This is class TRectangle.
	TVector (see page 128)	This is class TVector.

1.1.1 TAScreenshake

Class Hierarchy

TAScreenshake

File: Spark.pas (see page 274)

Delphi

```
TAScreenshake = class;
```

Description

This is class TAScreenshake.

1.1.1.1 TAScreenshake Fields

The fields of the TAScreenshake class are listed here.

Fields

	FActive (see page 13)	This is FActive, a member of class TAScreenshake.
	FDuration (see page 13)	This is FDuration, a member of class TAScreenshake.
	FMagnitude (see page 13)	This is FMagnitude, a member of class TAScreenshake.
	FPos (see page 13)	This is FPos, a member of class TAScreenshake.

	FTimer (see page 13)	This is FTimer, a member of class TAScreenshake.

1.1.1.1.1 TAScreenshake.FActive

File: Spark.pas (see page 274)

Delphi

```
FActive: Boolean;
```

Description

This is FActive, a member of class TAScreenshake.

1.1.1.1.2 TAScreenshake.FDuration

File: Spark.pas (see page 274)

Delphi

```
FDuration: Single;
```

Description

This is FDuration, a member of class TAScreenshake.

1.1.1.1.3 TAScreenshake.FMagnitude

File: Spark.pas (see page 274)

Delphi

```
FMagnitude: Single;
```

Description

This is FMagnitude, a member of class TAScreenshake.

1.1.1.1.4 TAScreenshake.FPos

File: Spark.pas (see page 274)

Delphi

```
FPos: TVector;
```

Description

This is FPos, a member of class TAScreenshake.

1.1.1.1.5 TAScreenshake.FTimer

File: Spark.pas (see page 274)

Delphi

```
FTimer: Single;
```

Description

This is FTimer, a member of class TAScreenshake.

1.1.1.2 TAScreenshake Methods

The methods of the TAScreenshake class are listed here.

Methods

⇒◆	Create (see page 14)	This is Create, a member of class TAScreenshake.
⇒◆𝕍	Destroy (see page 14)	This is Destroy, a member of class TAScreenshake.
⇒◆	Process (see page 14)	This is Process, a member of class TAScreenshake.

1.1.1.2.1 **TAScreenshake.Create**

File: Spark.pas (see page 274)

Delphi

```delphi
constructor Create(
    aDuration: Single;
    aMagnitude: Single
);
```

Description

This is Create, a member of class TAScreenshake.

1.1.1.2.2 **TAScreenshake.Destroy**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Destroy, a member of class TAScreenshake.

1.1.1.2.3 **TAScreenshake.Process**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Process, a member of class TAScreenshake.

1.1.1.3 **TAScreenshake Properties**

The properties of the TAScreenshake class are listed here.

Properties

📄ℝ	Active (see page 14)	This is Active, a member of class TAScreenshake.

1.1.1.3.1 **TAScreenshake.Active**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Active, a member of class TAScreenshake.

1.1.2 **TArchive**

Class Hierarchy
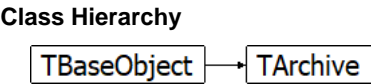
File: Spark.pas (see page 274)

Delphi

```
TArchive = class(TBaseObject);
```

Description

This is class TArchive.

1.1.2.1 **TArchive Fields**

The fields of the TArchive class are listed here.

Fields

	FFilename (see page 15)	This is FFilename, a member of class TArchive.
	FIsOpen (see page 15)	This is FIsOpen, a member of class TArchive.
	FPassword (see page 15)	This is FPassword, a member of class TArchive.
	FPasswordFilename (see page 16)	This is FPasswordFilename, a member of class TArchive.

1.1.2.1.1 **TArchive.FFilename**

File: Spark.pas (see page 274)

Delphi

```
FFilename: string;
```

Description

This is FFilename, a member of class TArchive.

1.1.2.1.2 **TArchive.FIsOpen**

File: Spark.pas (see page 274)

Delphi

```
FIsOpen: Boolean;
```

Description

This is FIsOpen, a member of class TArchive.

1.1.2.1.3 **TArchive.FPassword**

File: Spark.pas (see page 274)

Delphi

```
FPassword: string;
```

Description

This is FPassword, a member of class TArchive.

1.1.2.1.4 **TArchive.FPasswordFilename**

File: Spark.pas (see page 274)

Delphi

```
FPasswordFilename: string;
```

Description

This is FPasswordFilename, a member of class TArchive.

1.1.2.2 **TArchive Methods**

The methods of the TArchive class are listed here.

Methods

⇒◆	Build (see page 16)	This is Build, a member of class TArchive.
⇒◆	Close (see page 16)	This is Close, a member of class TArchive.
⇒◆ 𝕍	Create (see page 17)	This is Create, a member of class TArchive.
⇒◆ 𝕍	Destroy (see page 17)	This is Destroy, a member of class TArchive.
⇒◆	FileInside (see page 17)	This is FileInside, a member of class TArchive.
⇒◆?	GetCRC32 (see page 17)	This is GetCRC32, a member of class TArchive.
⇒◆	GetPasswordFilename (see page 17)	This is GetPasswordFilename, a member of class TArchive.
⇒◆	IsOpen (see page 18)	This is IsOpen, a member of class TArchive.
⇒◆	Open (see page 18)	This is Open, a member of class TArchive.

1.1.2.2.1 **TArchive.Build**

File: Spark.pas (see page 274)

Delphi

```
function Build(
    const aPassword: string;
    const aFilename: string;
    const aDirectory: string;
    aOnProgress: TArchiveBuildProgressEvent
): Boolean;
```

Description

This is Build, a member of class TArchive.

1.1.2.2.2 **TArchive.Close**

File: Spark.pas (see page 274)

Delphi

```
function Close: Boolean;
```

Description

This is Close, a member of class TArchive.

1.1.2.2.3 **TArchive.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TArchive.

1.1.2.2.4 **TArchive.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchive.

1.1.2.2.5 **TArchive.FileInside**

File: Spark.pas (see page 274)

Delphi

```
function FileInside(
    const aFilename: string
): Boolean;
```

Description

This is FileInside, a member of class TArchive.

1.1.2.2.6 **TArchive.GetCRC32**

File: Spark.pas (see page 274)

Delphi

```
function GetCRC32(
    aStream: PALLEGRO_FILE
): Cardinal;
```

Description

This is GetCRC32, a member of class TArchive.

1.1.2.2.7 **TArchive.GetPasswordFilename**

File: Spark.pas (see page 274)

Delphi

```
function GetPasswordFilename(
    const aFilename: string
): PAnsiChar;
```

Description

This is GetPasswordFilename, a member of class TArchive.

1.1.2.2.8 **TArchive.IsOpen**

File: Spark.pas (see page 274)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TArchive.

1.1.2.2.9 **TArchive.Open**

File: Spark.pas (see page 274)

Delphi

```
function Open(
    const aPassword: string;
    const aFilename: string
): Boolean;
```

Description

This is Open, a member of class TArchive.

1.1.3 **TAudio**

Class Hierarchy
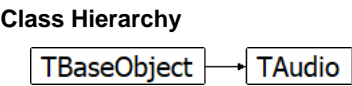
File: Spark.pas (see page 274)

Delphi

```
TAudio = class(TBaseObject);
```

Description

This is class TAudio.

1.1.3.1 **TAudio Fields**

The fields of the TAudio class are listed here.

Fields

♦	FMusic (see page 18)	This is FMusic, a member of class TAudio.
♦	FMusicFilename (see page 19)	This is FMusicFilename, a member of class TAudio.

1.1.3.1.1 **TAudio.FMusic**

File: Spark.pas (see page 274)

Delphi

```
FMusic: PALLEGRO_AUDIO_STREAM;
```

Description

This is FMusic, a member of class TAudio.

1.1.3.1.2 TAudio.FMusicFilename

File: Spark.pas (see page 274)

Delphi

```
FMusicFilename: string;
```

Description

This is FMusicFilename, a member of class TAudio.

1.1.3.2 TAudio Methods

The methods of the TAudio class are listed here.

Methods

	Clear (see page 19)	This is Clear, a member of class TAudio.
	Create (see page 20)	This is Create, a member of class TAudio.
	Destroy (see page 20)	This is Destroy, a member of class TAudio.
	GetMusicLooping (see page 20)	This is GetMusicLooping, a member of class TAudio.
	GetMusicPlaying (see page 20)	This is GetMusicPlaying, a member of class TAudio.
	GetMusicVolume (see page 20)	This is GetMusicVolume, a member of class TAudio.
	GetSamplePlaying (see page 21)	This is GetSamplePlaying, a member of class TAudio.
	LoadMusic (see page 21)	This is LoadMusic, a member of class TAudio.
	LoadSample (see page 21)	This is LoadSample, a member of class TAudio.
	Pause (see page 21)	This is Pause, a member of class TAudio.
	PlayMusic (see page 21)	This is PlayMusic, a member of class TAudio.
	PlayMusic (see page 22)	This is PlayMusic, a member of class TAudio.
	PlaySample (see page 22)	This is PlaySample, a member of class TAudio.
	ReserveSampleChannels (see page 22)	This is ReserveSampleChannels, a member of class TAudio.
	RewindMusic (see page 22)	This is RewindMusic, a member of class TAudio.
	SeekMusic (see page 23)	This is SeekMusic, a member of class TAudio.
	SetMusicLooping (see page 23)	This is SetMusicLooping, a member of class TAudio.
	SetMusicPlaying (see page 23)	This is SetMusicPlaying, a member of class TAudio.
	SetMusicVolume (see page 23)	This is SetMusicVolume, a member of class TAudio.
	StopAllSamples (see page 23)	This is StopAllSamples, a member of class TAudio.
	StopMusic (see page 24)	This is StopMusic, a member of class TAudio.
	StopSample (see page 24)	This is StopSample, a member of class TAudio.
	UnloadMusic (see page 24)	This is UnloadMusic, a member of class TAudio.
	UnloadSample (see page 24)	This is UnloadSample, a member of class TAudio.

1.1.3.2.1 TAudio.Clear

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TAudio.

1.1.3.2.2 TAudio.Create

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAudio.

1.1.3.2.3 TAudio.Destroy

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAudio.

1.1.3.2.4 TAudio.GetMusicLooping

File: Spark.pas (see page 274)

Delphi

```
function GetMusicLooping: Boolean;
```

Description

This is GetMusicLooping, a member of class TAudio.

1.1.3.2.5 TAudio.GetMusicPlaying

File: Spark.pas (see page 274)

Delphi

```
function GetMusicPlaying: Boolean;
```

Description

This is GetMusicPlaying, a member of class TAudio.

1.1.3.2.6 TAudio.GetMusicVolume

File: Spark.pas (see page 274)

Delphi

```
function GetMusicVolume: Single;
```

Description

This is GetMusicVolume, a member of class TAudio.

1.1.3.2.7 **TAudio.GetSamplePlaying**

File: Spark.pas (see page 274)

Delphi

```
function GetSamplePlaying(
    aID: TSampleID
): Boolean;
```

Description

This is GetSamplePlaying, a member of class TAudio.

1.1.3.2.8 **TAudio.LoadMusic**

File: Spark.pas (see page 274)

Delphi

```
procedure LoadMusic(
    aArchive: TArchive;
    const aFilename: string
);
```

Description

This is LoadMusic, a member of class TAudio.

1.1.3.2.9 **TAudio.LoadSample**

File: Spark.pas (see page 274)

Delphi

```
function LoadSample(
    aArchive: TArchive;
    const aFilename: string
): TSample;
```

Description

This is LoadSample, a member of class TAudio.

1.1.3.2.10 **TAudio.Pause**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Pause, a member of class TAudio.

1.1.3.2.11 **TAudio.PlayMusic**

File: Spark.pas (see page 274)

Delphi

```
procedure PlayMusic(
    aVolume: Single;
    aLoop: Boolean
```

```
); overload;
```

Description

This is PlayMusic, a member of class TAudio.

1.1.3.2.12 **TAudio.PlayMusic**

File: Spark.pas (see page 274)

Delphi

```
procedure PlayMusic(
    aArchive: TArchive;
    const aFilename: string;
    aVolume: Single;
    aLoop: Boolean
); overload;
```

Description

This is PlayMusic, a member of class TAudio.

1.1.3.2.13 **TAudio.PlaySample**

File: Spark.pas (see page 274)

Delphi

```
procedure PlaySample(
    aSample: TSample;
    aVolume: Single;
    aPan: Single;
    aSpeed: Single;
    aLoop: Boolean;
    aId: PSampleID
);
```

Description

This is PlaySample, a member of class TAudio.

1.1.3.2.14 **TAudio.ReserveSampleChannels**

File: Spark.pas (see page 274)

Delphi

```
function ReserveSampleChannels(
    aCount: Integer
): Boolean;
```

Description

This is ReserveSampleChannels, a member of class TAudio.

1.1.3.2.15 **TAudio.RewindMusic**

File: Spark.pas (see page 274)

Delphi

```
procedure RewindMusic(
    aTime: Single
);
```

Description

This is RewindMusic, a member of class TAudio.

1.1.3.2.16 **TAudio.SeekMusic**

File: Spark.pas (see page 274)

Delphi

```
procedure SeekMusic(
    aTime: Single
);
```

Description

This is SeekMusic, a member of class TAudio.

1.1.3.2.17 **TAudio.SetMusicLooping**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetMusicLooping, a member of class TAudio.

1.1.3.2.18 **TAudio.SetMusicPlaying**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetMusicPlaying, a member of class TAudio.

1.1.3.2.19 **TAudio.SetMusicVolume**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetMusicVolume, a member of class TAudio.

1.1.3.2.20 **TAudio.StopAllSamples**

File: Spark.pas (see page 274)

Delphi

```
procedure StopAllSamples;
```

Description

This is StopAllSamples, a member of class TAudio.

1.1.3.2.21 **TAudio.StopMusic**

File: Spark.pas (see page 274)

Delphi

```
procedure StopMusic;
```

Description

This is StopMusic, a member of class TAudio.

1.1.3.2.22 **TAudio.StopSample**

File: Spark.pas (see page 274)

Delphi

```
procedure StopSample(
    aID: TSampleID
);
```

Description

This is StopSample, a member of class TAudio.

1.1.3.2.23 **TAudio.UnloadMusic**

File: Spark.pas (see page 274)

Delphi

```
procedure UnloadMusic;
```

Description

This is UnloadMusic, a member of class TAudio.

1.1.3.2.24 **TAudio.UnloadSample**

File: Spark.pas (see page 274)

Delphi

```
procedure UnloadSample(
    var aSample: TSample
);
```

Description

This is UnloadSample, a member of class TAudio.

1.1.4 **TBaseObject**

Class Hierarchy

TBaseObject

File: Spark.pas (see page 274)

Delphi

```
TBaseObject = class;
```

Description

This is class TBaseObject.

1.1.4.1 **TBaseObject Methods**

The methods of the TBaseObject class are listed here.

Methods

▪♦𝕎	Create (see page 25)	This is Create, a member of class TBaseObject.
▪♦𝕎	Destroy (see page 25)	This is Destroy, a member of class TBaseObject.

1.1.4.1.1 **TBaseObject.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

1.1.4.1.2 **TBaseObject.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseObject.

1.1.5 **TCmdConsole**

Class Hierarchy

File: Spark.pas (see page 274)

Delphi

```
TCmdConsole = class(TBaseObject);
```

Description

This is class TCmdConsole.

1.1.5.1 **TCmdConsole Records**

The records of the TCmdConsole class are listed here.

Records

♦	TAction (see page 26)	This is record TCmdConsole.TAction.

1.1.5.1.1 **TCmdConsole.TAction**

File: Spark.pas (see page 274)

Delphi

```
TAction = record
  Name: string;
  Discription: string;
  Handler: TCmdConsoleActionEvent;
end;
```

Description

This is record TCmdConsole.TAction.

1.1.5.2 **TCmdConsole Enumerations**

The enumerations of the TCmdConsole class are listed here.

Enumerations

☁	TState (see page 26)	This is record TCmdConsole.TState.

1.1.5.2.1 **TCmdConsole.TState**

File: Spark.pas (see page 274)

Delphi

```
TState = (
  stInactive,
  stSlideDown,
  stSlideUp
);
```

Description

This is record TCmdConsole.TState.

1.1.5.3 **TCmdConsole Constants**

The constants of the TCmdConsole class are listed here.

Constants

◆	cDefaultFrameWidth (see page 26)	This is cDefaultFrameWidth, a member of class TCmdConsole.
◆	cDefaultMargins (see page 27)	This is cDefaultMargins, a member of class TCmdConsole.
◆	cDefaultMaxCmdHistoryCount (see page 27)	This is cDefaultMaxCmdHistoryCount, a member of class TCmdConsole.
◆	cDefaultMaxTextLinesCount (see page 27)	This is cDefaultMaxTextLinesCount, a member of class TCmdConsole.
◆	cDefaultSlideSpeed (see page 27)	This is cDefaultSlideSpeed, a member of class TCmdConsole.

1.1.5.3.1 **TCmdConsole.cDefaultFrameWidth**

File: Spark.pas (see page 274)

Delphi

```
const cDefaultFrameWidth = 2;
```

Description

This is cDefaultFrameWidth, a member of class TCmdConsole.

1.1.5.3.2 **TCmdConsole.cDefaultMargins**

File: Spark.pas (see page 274)

Delphi

```
const cDefaultMargins = 2;
```

Description

This is cDefaultMargins, a member of class TCmdConsole.

1.1.5.3.3 **TCmdConsole.cDefaultMaxCmdHistoryCount**

File: Spark.pas (see page 274)

Delphi

```
const cDefaultMaxCmdHistoryCount = 20;
```

Description

This is cDefaultMaxCmdHistoryCount, a member of class TCmdConsole.

1.1.5.3.4 **TCmdConsole.cDefaultMaxTextLinesCount**

File: Spark.pas (see page 274)

Delphi

```
const cDefaultMaxTextLinesCount = 1080;
```

Description

This is cDefaultMaxTextLinesCount, a member of class TCmdConsole.

1.1.5.3.5 **TCmdConsole.cDefaultSlideSpeed**

File: Spark.pas (see page 274)

Delphi

```
const cDefaultSlideSpeed = 60 * 4;
```

Description

This is cDefaultSlideSpeed, a member of class TCmdConsole.

1.1.5.4 **TCmdConsole Fields**

The fields of the TCmdConsole class are listed here.

Fields

🔹	FActive (see page 28)	This is FActive, a member of class TCmdConsole.
🔹	FCmdActionList (see page 28)	This is FCmdActionList, a member of class TCmdConsole.
🔹	FCmdCurPos (see page 28)	This is FCmdCurPos, a member of class TCmdConsole.
🔹	FCmdHistory (see page 28)	This is FCmdHistory, a member of class TCmdConsole.
🔹	FCmdHistoryIndex (see page 29)	This is FCmdHistoryIndex, a member of class TCmdConsole.

	FCmdLine (see page 29)	This is FCmdLine, a member of class TCmdConsole.
	FCmdParams (see page 29)	This is FCmdParams, a member of class TCmdConsole.
	FCurFlash (see page 29)	This is FCurFlash, a member of class TCmdConsole.
	FCurFlashTimer (see page 29)	This is FCurFlashTimer, a member of class TCmdConsole.
	FEnabled (see page 30)	This is FEnabled, a member of class TCmdConsole.
	FFont (see page 30)	This is FFont, a member of class TCmdConsole.
	FFontHeight (see page 30)	This is FFontHeight, a member of class TCmdConsole.
	FLastChar (see page 30)	This is FLastChar, a member of class TCmdConsole.
	FMaxCmdHistoryCount (see page 30)	This is FMaxCmdHistoryCount, a member of class TCmdConsole.
	FMaxTextLinesCount (see page 30)	This is FMaxTextLinesCount, a member of class TCmdConsole.
	FPos (see page 31)	This is FPos, a member of class TCmdConsole.
	FSize (see page 31)	This is FSize, a member of class TCmdConsole.
	FSlider (see page 31)	This is FSlider, a member of class TCmdConsole.
	FSlideSpeed (see page 31)	This is FSlideSpeed, a member of class TCmdConsole.
	FState (see page 31)	This is FState, a member of class TCmdConsole.
	FTextLines (see page 32)	This is FTextLines, a member of class TCmdConsole.
	FToggleKey (see page 32)	This is FToggleKey, a member of class TCmdConsole.

1.1.5.4.1 **TCmdConsole.FActive**

File: Spark.pas (see page 274)

Delphi

```
FActive: Boolean;
```

Description

This is FActive, a member of class TCmdConsole.

1.1.5.4.2 **TCmdConsole.FCmdActionList**

File: Spark.pas (see page 274)

Delphi

```
FCmdActionList: TList;
```

Description

This is FCmdActionList, a member of class TCmdConsole.

1.1.5.4.3 **TCmdConsole.FCmdCurPos**

File: Spark.pas (see page 274)

Delphi

```
FCmdCurPos: Integer;
```

Description

This is FCmdCurPos, a member of class TCmdConsole.

1.1.5.4.4 **TCmdConsole.FCmdHistory**

File: Spark.pas (see page 274)

Delphi

```
FCmdHistory: TStringList;
```

Description

This is FCmdHistory, a member of class TCmdConsole.

1.1.5.4.5 **TCmdConsole.FCmdHistoryIndex**

File: Spark.pas (see page 274)

Delphi

```
FCmdHistoryIndex: Integer;
```

Description

This is FCmdHistoryIndex, a member of class TCmdConsole.

1.1.5.4.6 **TCmdConsole.FCmdLine**

File: Spark.pas (see page 274)

Delphi

```
FCmdLine: string;
```

Description

This is FCmdLine, a member of class TCmdConsole.

1.1.5.4.7 **TCmdConsole.FCmdParams**

File: Spark.pas (see page 274)

Delphi

```
FCmdParams: TStringList;
```

Description

This is FCmdParams, a member of class TCmdConsole.

1.1.5.4.8 **TCmdConsole.FCurFlash**

File: Spark.pas (see page 274)

Delphi

```
FCurFlash: Boolean;
```

Description

This is FCurFlash, a member of class TCmdConsole.

1.1.5.4.9 **TCmdConsole.FCurFlashTimer**

File: Spark.pas (see page 274)

Delphi

```
FCurFlashTimer: Single;
```

Description

This is FCurFlashTimer, a member of class TCmdConsole.

1.1.5.4.10 **TCmdConsole.FEnabled**

File: Spark.pas (see page 274)

Delphi

```
FEnabled: Boolean;
```

Description

This is FEnabled, a member of class TCmdConsole.

1.1.5.4.11 **TCmdConsole.FFont**

File: Spark.pas (see page 274)

Delphi

```
FFont: TFont;
```

Description

This is FFont, a member of class TCmdConsole.

1.1.5.4.12 **TCmdConsole.FFontHeight**

File: Spark.pas (see page 274)

Delphi

```
FFontHeight: Single;
```

Description

This is FFontHeight, a member of class TCmdConsole.

1.1.5.4.13 **TCmdConsole.FLastChar**

File: Spark.pas (see page 274)

Delphi

```
FLastChar: Integer;
```

Description

This is FLastChar, a member of class TCmdConsole.

1.1.5.4.14 **TCmdConsole.FMaxCmdHistoryCount**

File: Spark.pas (see page 274)

Delphi

```
FMaxCmdHistoryCount: Integer;
```

Description

This is FMaxCmdHistoryCount, a member of class TCmdConsole.

1.1.5.4.15 **TCmdConsole.FMaxTextLinesCount**

File: Spark.pas (see page 274)

Delphi

```
FMaxTextLinesCount: Integer;
```

Description

This is FMaxTextLinesCount, a member of class TCmdConsole.

1.1.5.4.16 **TCmdConsole.FPos**

File: Spark.pas (see page 274)

Delphi

```
FPos: TVector;
```

Description

This is FPos, a member of class TCmdConsole.

1.1.5.4.17 **TCmdConsole.FSize**

File: Spark.pas (see page 274)

Delphi

```
FSize: TRectangle;
```

Description

This is FSize, a member of class TCmdConsole.

1.1.5.4.18 **TCmdConsole.FSlider**

File: Spark.pas (see page 274)

Delphi

```
FSlider: Double;
```

Description

This is FSlider, a member of class TCmdConsole.

1.1.5.4.19 **TCmdConsole.FSlideSpeed**

File: Spark.pas (see page 274)

Delphi

```
FSlideSpeed: Single;
```

Description

This is FSlideSpeed, a member of class TCmdConsole.

1.1.5.4.20 **TCmdConsole.FState**

File: Spark.pas (see page 274)

Delphi

```
FState: TState;
```

Description

This is FState, a member of class TCmdConsole.

1.1.5.4.21 **TCmdConsole.FTextLines**

File: Spark.pas (see page 274)

Delphi

```
FTextLines: TStringList;
```

Description

This is FTextLines, a member of class TCmdConsole.

1.1.5.4.22 **TCmdConsole.FToggleKey**

File: Spark.pas (see page 274)

Delphi

```
FToggleKey: Integer;
```

Description

This is FToggleKey, a member of class TCmdConsole.

1.1.5.5 **TCmdConsole Methods**

The methods of the TCmdConsole class are listed here.

Methods

⇒◆	AddCommand (see page 32)	This is AddCommand, a member of class TCmdConsole.
⇒◆	AddTextLine (see page 33)	This is AddTextLine, a member of class TCmdConsole.
⇒◆	ClearCommands (see page 33)	This is ClearCommands, a member of class TCmdConsole.
⇒◆	Close (see page 33)	This is Close, a member of class TCmdConsole.
⇒◆ 𝕍	Create (see page 33)	This is Create, a member of class TCmdConsole.
⇒◆ 𝕍	Destroy (see page 33)	This is Destroy, a member of class TCmdConsole.
⇒◆	Enable (see page 34)	This is Enable, a member of class TCmdConsole.
⇒◆	GetActive (see page 34)	This is GetActive, a member of class TCmdConsole.
⇒◆	LoadFont (see page 34)	This is LoadFont, a member of class TCmdConsole.
⇒◆	Open (see page 34)	This is Open, a member of class TCmdConsole.
⇒◆	ParamCount (see page 34)	This is ParamCount, a member of class TCmdConsole.
⇒◆	ParamStr (see page 35)	This is ParamStr, a member of class TCmdConsole.
⇒◆	ProcessCmd (see page 35)	This is ProcessCmd, a member of class TCmdConsole.
⇒◆	Render (see page 35)	This is Render, a member of class TCmdConsole.
⇒◆	SetSlideSpeed (see page 35)	This is SetSlideSpeed, a member of class TCmdConsole.
⇒◆	SetToggleKey (see page 35)	This is SetToggleKey, a member of class TCmdConsole.
⇒◆	Setup (see page 36)	This is Setup, a member of class TCmdConsole.
⇒◆	Shutdown (see page 36)	This is Shutdown, a member of class TCmdConsole.
⇒◆	Toggle (see page 36)	This is Toggle, a member of class TCmdConsole.
⇒◆	Update (see page 36)	This is Update, a member of class TCmdConsole.

1.1.5.5.1 **TCmdConsole.AddCommand**

File: Spark.pas (see page 274)

Delphi

```
procedure AddCommand(
```

```
    const aName: string;
    const aDiscription: string;
    aAction: TCmdConsoleActionEvent
);
```

Description

This is AddCommand, a member of class TCmdConsole.

1.1.5.5.2 TCmdConsole.AddTextLine

File: Spark.pas (see page 274)

Delphi

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

Description

This is AddTextLine, a member of class TCmdConsole.

1.1.5.5.3 TCmdConsole.ClearCommands

File: Spark.pas (see page 274)

Delphi

```
procedure ClearCommands;
```

Description

This is ClearCommands, a member of class TCmdConsole.

1.1.5.5.4 TCmdConsole.Close

File: Spark.pas (see page 274)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TCmdConsole.

1.1.5.5.5 TCmdConsole.Create

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TCmdConsole.

1.1.5.5.6 TCmdConsole.Destroy

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TCmdConsole.

1.1.5.5.7 **TCmdConsole.Enable**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Enable, a member of class TCmdConsole.

1.1.5.5.8 **TCmdConsole.GetActive**

File: Spark.pas (see page 274)

Delphi

```
function GetActive: Boolean;
```

Description

This is GetActive, a member of class TCmdConsole.

1.1.5.5.9 **TCmdConsole.LoadFont**

File: Spark.pas (see page 274)

Delphi

```
procedure LoadFont(
    aArchive: TArchive;
    aSize: Cardinal;
    const aFilename: string
);
```

Description

This is LoadFont, a member of class TCmdConsole.

1.1.5.5.10 **TCmdConsole.Open**

File: Spark.pas (see page 274)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class TCmdConsole.

1.1.5.5.11 **TCmdConsole.ParamCount**

File: Spark.pas (see page 274)

Delphi

```
function ParamCount: Integer;
```

Description

This is ParamCount, a member of class TCmdConsole.

1.1.5.5.12 **TCmdConsole.ParamStr**

File: Spark.pas (see page 274)

Delphi

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

Description

This is ParamStr, a member of class TCmdConsole.

1.1.5.5.13 **TCmdConsole.ProcessCmd**

File: Spark.pas (see page 274)

Delphi

```
function ProcessCmd(
    aName: string;
    var aWasInternalCmd: Boolean
): Boolean;
```

Description

This is ProcessCmd, a member of class TCmdConsole.

1.1.5.5.14 **TCmdConsole.Render**

File: Spark.pas (see page 274)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class TCmdConsole.

1.1.5.5.15 **TCmdConsole.SetSlideSpeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetSlideSpeed, a member of class TCmdConsole.

1.1.5.5.16 **TCmdConsole.SetToggleKey**

File: Spark.pas (see page 274)

Delphi

```
procedure SetToggleKey(
    aKey: Integer
```

```
);
```

Description

This is SetToggleKey, a member of class TCmdConsole.

1.1.5.5.17 **TCmdConsole.Setup**

File: Spark.pas (see page 274)

Delphi

```
procedure Setup;
```

Description

This is Setup, a member of class TCmdConsole.

1.1.5.5.18 **TCmdConsole.Shutdown**

File: Spark.pas (see page 274)

Delphi

```
procedure Shutdown;
```

Description

This is Shutdown, a member of class TCmdConsole.

1.1.5.5.19 **TCmdConsole.Toggle**

File: Spark.pas (see page 274)

Delphi

```
function Toggle: Boolean;
```

Description

This is Toggle, a member of class TCmdConsole.

1.1.5.5.20 **TCmdConsole.Update**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Update, a member of class TCmdConsole.

1.1.5.6 **TCmdConsole Nested Types**

The nested types of the TCmdConsole class are listed here.

Nested Types

🔹	PAction (see page 37)	This is nested type TCmdConsole.PAction.

1.1.5.6.1 **TCmdConsole.PAction**

File: Spark.pas (see page 274)

Delphi

```
PAction = ^TAction;
```

Description

This is nested type TCmdConsole.PAction.

1.1.6 **TColor**

File: Spark.pas (see page 274)

Delphi

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

Description

This is class TColor.

1.1.6.1 **TColor Fields**

The fields of the TColor class are listed here.

Fields

●	Alpha (see page 37)	This is Alpha, a member of class TColor.
●	Blue (see page 37)	This is Blue, a member of class TColor.
●	Green (see page 38)	This is Green, a member of class TColor.
●	Red (see page 38)	This is Red, a member of class TColor.

1.1.6.1.1 **TColor.Alpha**

File: Spark.pas (see page 274)

Delphi

```
Alpha: Single;
```

Description

This is Alpha, a member of class TColor.

1.1.6.1.2 **TColor.Blue**

File: Spark.pas (see page 274)

Delphi

```
Blue: Single;
```

Description

This is Blue, a member of class TColor.

1.1.6.1.3 **TColor.Green**

File: Spark.pas (see page 274)

Delphi

```
Green: Single;
```

Description

This is Green, a member of class TColor.

1.1.6.1.4 **TColor.Red**

File: Spark.pas (see page 274)

Delphi

```
Red: Single;
```

Description

This is Red, a member of class TColor.

1.1.6.2 **TColor Methods**

The methods of the TColor class are listed here.

Methods

⇒◆	Equal (see page 38)	This is Equal, a member of class TColor.
⇒◆	Fade (see page 38)	This is Fade, a member of class TColor.
⇒◆	FromByte (see page 39)	This is FromByte, a member of class TColor.
⇒◆	FromFloat (see page 39)	This is FromFloat, a member of class TColor.
⇒◆	FromName (see page 39)	This is FromName, a member of class TColor.

1.1.6.2.1 **TColor.Equal**

File: Spark.pas (see page 274)

Delphi

```
function Equal(
    aColor: TColor
): Boolean;
```

Description

This is Equal, a member of class TColor.

1.1.6.2.2 **TColor.Fade**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Fade, a member of class TColor.

1.1.6.2.3 **TColor.FromByte**

File: Spark.pas (see page 274)

Delphi

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

Description

This is FromByte, a member of class TColor.

1.1.6.2.4 **TColor.FromFloat**

File: Spark.pas (see page 274)

Delphi

```
function FromFloat(
    aRed: Single;
    aGreen: Single;
    aBlue: Single;
    aAlpha: Single
): TColor; overload;
```

Description

This is FromFloat, a member of class TColor.

1.1.6.2.5 **TColor.FromName**

File: Spark.pas (see page 274)

Delphi

```
function FromName(
    const aName: string
): TColor; overload;
```

Description

This is FromName, a member of class TColor.

1.1.7 **TConfigFile**

Class Hierarchy
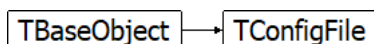
File: Spark.pas (see page 274)

Delphi

```
TConfigFile = class(TBaseObject);
```

Description

This is class TConfigFile.

1.1.7.1 **TConfigFile Records**

The records of the TConfigFile class are listed here.

Records

◆	TData (see page 40)	This is record TConfigFile.TData.
◆	TParams (see page 40)	This is record TConfigFile.TParams.

1.1.7.1.1 **TConfigFile.TData**

File: Spark.pas (see page 274)

Delphi

```
TData = record
  Category: string;
  Params: array of TParams;
end;
```

Description

This is record TConfigFile.TData.

1.1.7.1.2 **TConfigFile.TParams**

File: Spark.pas (see page 274)

Delphi

```
TParams = record
  Name: string;
  Value: string;
end;
```

Description

This is record TConfigFile.TParams.

1.1.7.2 **TConfigFile Fields**

The fields of the TConfigFile class are listed here.

Fields

◆	FData (see page 40)	This is FData, a member of class TConfigFile.
◆	FFilename (see page 41)	This is FFilename, a member of class TConfigFile.

1.1.7.2.1 **TConfigFile.FData**

File: Spark.pas (see page 274)

Delphi

```
FData: array of TData;
```

Description

This is FData, a member of class TConfigFile.

1.1.7.2.2 **TConfigFile.FFilename**

File: Spark.pas (see page 274)

Delphi

```
FFilename: string;
```

Description

This is FFilename, a member of class TConfigFile.

1.1.7.3 **TConfigFile Methods**

The methods of the TConfigFile class are listed here.

Methods

⇒◆	CategoryName (see page 41)	This is CategoryName, a member of class TConfigFile.
⇒◆	Clear (see page 41)	This is Clear, a member of class TConfigFile.
⇒◆	Close (see page 42)	This is Close, a member of class TConfigFile.
⇒◆ 𝕍	Create (see page 42)	This is Create, a member of class TConfigFile.
⇒◆ 𝕍	Destroy (see page 42)	This is Destroy, a member of class TConfigFile.
⇒◆	Load (see page 42)	This is Load, a member of class TConfigFile.
⇒◆	Open (see page 42)	This is Open, a member of class TConfigFile.
⇒◆	Read (see page 43)	This is Read, a member of class TConfigFile.
⇒◆	Read (see page 43)	This is Read, a member of class TConfigFile.
⇒◆	Read (see page 43)	This is Read, a member of class TConfigFile.
⇒◆	Read (see page 43)	This is Read, a member of class TConfigFile.
⇒◆	Save (see page 43)	This is Save, a member of class TConfigFile.
⇒◆	Write (see page 44)	This is Write, a member of class TConfigFile.
⇒◆	Write (see page 44)	This is Write, a member of class TConfigFile.
⇒◆	Write (see page 44)	This is Write, a member of class TConfigFile.
⇒◆	Write (see page 44)	This is Write, a member of class TConfigFile.

1.1.7.3.1 **TConfigFile.CategoryName**

File: Spark.pas (see page 274)

Delphi

```
function CategoryName(
    aIndex: Integer
): string;
```

Description

This is CategoryName, a member of class TConfigFile.

1.1.7.3.2 **TConfigFile.Clear**

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TConfigFile.

1.1.7.3.3 **TConfigFile.Close**

File: Spark.pas (see page 274)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TConfigFile.

1.1.7.3.4 **TConfigFile.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TConfigFile.

1.1.7.3.5 **TConfigFile.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TConfigFile.

1.1.7.3.6 **TConfigFile.Load**

File: Spark.pas (see page 274)

Delphi

```
procedure Load(
    const aFilename: string
);
```

Description

This is Load, a member of class TConfigFile.

1.1.7.3.7 **TConfigFile.Open**

File: Spark.pas (see page 274)

Delphi

```
procedure Open(
    const aFilename: string = ''
);
```

Description

This is Open, a member of class TConfigFile.

1.1.7.3.8 **TConfigFile.Read**

File: Spark.pas (see page 274)

Delphi

```
function Read(
    const aCategory: string;
    const aName: string;
    aDefault: Boolean = False
): Boolean; overload;
```

Description

This is Read, a member of class TConfigFile.

1.1.7.3.9 **TConfigFile.Read**

File: Spark.pas (see page 274)

Delphi

```
function Read(
    const aCategory: string;
    const aName: string;
    aDefault: Int64 = 0
): Int64; overload;
```

Description

This is Read, a member of class TConfigFile.

1.1.7.3.10 **TConfigFile.Read**

File: Spark.pas (see page 274)

Delphi

```
function Read(
    const aCategory: string;
    const aName: string;
    aDefault: Single = 0
): Single; overload;
```

Description

This is Read, a member of class TConfigFile.

1.1.7.3.11 **TConfigFile.Read**

File: Spark.pas (see page 274)

Delphi

```
function Read(
    const aCategory: string;
    const aName: string;
    const Default: string = ''
): string; overload;
```

Description

This is Read, a member of class TConfigFile.

1.1.7.3.12 **TConfigFile.Save**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Save, a member of class TConfigFile.

1.1.7.3.13 **TConfigFile.Write**

File: Spark.pas (see page 274)

Delphi

```
procedure Write(
    const aCategory: string;
    const aName: string;
    aValue: Boolean
); overload;
```

Description

This is Write, a member of class TConfigFile.

1.1.7.3.14 **TConfigFile.Write**

File: Spark.pas (see page 274)

Delphi

```
procedure Write(
    const aCategory: string;
    const aName: string;
    aValue: Int64
); overload;
```

Description

This is Write, a member of class TConfigFile.

1.1.7.3.15 **TConfigFile.Write**

File: Spark.pas (see page 274)

Delphi

```
procedure Write(
    const aCategory: string;
    const aName: string;
    aValue: Single
); overload;
```

Description

This is Write, a member of class TConfigFile.

1.1.7.3.16 **TConfigFile.Write**

File: Spark.pas (see page 274)

Delphi

```
procedure Write(
    const aCategory: string;
    const aName: string;
    const aValue: string
```

```
    ); overload;
```

Description

This is Write, a member of class TConfigFile.

1.1.8 TCustomGame

Class Hierarchy
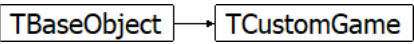
File: Spark.pas (see page 274)

Delphi

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

Description

This is class TCustomGame.

1.1.8.1 TCustomGame Methods

The methods of the TCustomGame class are listed here.

Methods

⇒◆𝕍	Create (see page 45)	This is Create, a member of class TCustomGame.
⇒◆𝕍	Destroy (see page 45)	This is Destroy, a member of class TCustomGame.
⇒◆𝕍	OnDone (see page 45)	This is OnDone, a member of class TCustomGame.
⇒◆𝕍	OnInit (see page 46)	This is OnInit, a member of class TCustomGame.
⇒◆𝕍	OnRun (see page 46)	This is OnRun, a member of class TCustomGame.

1.1.8.1.1 TCustomGame.Create

File: Spark.pas (see page 274)

Delphi

```
    constructor Create; override;
```

Description

This is Create, a member of class TCustomGame.

1.1.8.1.2 TCustomGame.Destroy

File: Spark.pas (see page 274)

Delphi

```
    destructor Destroy; override;
```

Description

This is Destroy, a member of class TCustomGame.

1.1.8.1.3 TCustomGame.OnDone

File: Spark.pas (see page 274)

Delphi

```
procedure OnDone; virtual;
```

Description

This is OnDone, a member of class TCustomGame.

1.1.8.1.4 TCustomGame.OnInit

File: Spark.pas (see page 274)

Delphi

```
procedure OnInit; virtual;
```

Description

This is OnInit, a member of class TCustomGame.

1.1.8.1.5 TCustomGame.OnRun

File: Spark.pas (see page 274)

Delphi

```
procedure OnRun; virtual;
```

Description

This is OnRun, a member of class TCustomGame.

1.1.9 TFont

Class Hierarchy
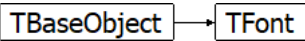
File: Spark.pas (see page 274)

Delphi

```
TFont = class(TBaseObject);
```

Description

This is class TFont.

1.1.9.1 TFont Methods

The methods of the TFont class are listed here.

Methods

	Create (see page 47)	This is Create, a member of class TFont.
	Destroy (see page 47)	This is Destroy, a member of class TFont.
	GetLineHeight (see page 47)	This is GetLineHeight, a member of class TFont.
	GetTextWidth (see page 47)	This is GetTextWidth, a member of class TFont.
	Load (see page 47)	This is Load, a member of class TFont.
	LoadBuiltIn (see page 48)	This is LoadBuiltIn, a member of class TFont.
	LoadDefault (see page 48)	This is LoadDefault, a member of class TFont.

⇒◆	PrintText (see page 48)	This is PrintText, a member of class TFont.
⇒◆	PrintText (see page 48)	This is PrintText, a member of class TFont.
⇒◆	PrintText (see page 49)	This is PrintText, a member of class TFont.
⇒◆	Unload (see page 49)	This is Unload, a member of class TFont.

1.1.9.1.1 **TFont.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TFont.

1.1.9.1.2 **TFont.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TFont.

1.1.9.1.3 **TFont.GetLineHeight**

File: Spark.pas (see page 274)

Delphi

```
function GetLineHeight: Single;
```

Description

This is GetLineHeight, a member of class TFont.

1.1.9.1.4 **TFont.GetTextWidth**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetTextWidth, a member of class TFont.

1.1.9.1.5 **TFont.Load**

File: Spark.pas (see page 274)

Delphi

```
function Load(
    aArchive: TArchive;
    aSize: Cardinal;
    aFilename: string
```

```
): Boolean;
```

Description

This is Load, a member of class TFont.

1.1.9.1.6 **TFont.LoadBuiltIn**

File: Spark.pas (see page 274)

Delphi

```
function LoadBuiltIn: Boolean;
```

Description

This is LoadBuiltIn, a member of class TFont.

1.1.9.1.7 **TFont.LoadDefault**

File: Spark.pas (see page 274)

Delphi

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

Description

This is LoadDefault, a member of class TFont.

1.1.9.1.8 **TFont.PrintText**

File: Spark.pas (see page 274)

Delphi

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

Description

This is PrintText, a member of class TFont.

1.1.9.1.9 **TFont.PrintText**

File: Spark.pas (see page 274)

Delphi

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

Description

This is PrintText, a member of class TFont.

1.1.9.1.10 **TFont.PrintText**

File: Spark.pas (see page 274)

Delphi

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

Description

This is PrintText, a member of class TFont.

1.1.9.1.11 **TFont.Unload**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Unload, a member of class TFont.

1.1.10 **TGame**

Class Hierarchy

```
TBaseObject  →  TCustomGame  →  TGame
```
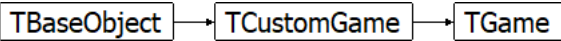
File: Spark.pas (see page 274)

Delphi

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

Description

This is class TGame.

1.1.10.1 **TGame Records**

The records of the TGame class are listed here.

Records

♦	THud (see page 50)	This is record TGame.THud.
♦	TTimer (see page 50)	This is record TGame.TTimer.

1.1.10.1.1 **TGame.THud**

File: Spark.pas (see page 274)

Delphi

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

Description

This is record TGame.THud.

1.1.10.1.2 **TGame.TTimer**

File: Spark.pas (see page 274)

Delphi

```
TTimer = record
  LNow: Double;
  Passed: Double;
  Last: Double;
  Accumulator: Double;
  FrameAccumulator: Double;
  DeltaTime: Double;
  FrameCount: Cardinal;
  FrameRate: Cardinal;
  UpdateSpeed: Single;
  FixedUpdateSpeed: Single;
  FixedUpdateTimer: Single;
end;
```

Description

This is record TGame.TTimer.

1.1.10.2 **TGame Fields**

The fields of the TGame class are listed here.

Fields

	FArchive (see page 50)	This is FArchive, a member of class TGame.
	FConfigFile (see page 51)	This is FConfigFile, a member of class TGame.
	FFont (see page 51)	This is FFont, a member of class TGame.
	FHud (see page 51)	This is FHud, a member of class TGame.
	FMouseDelta (see page 51)	This is FMouseDelta, a member of class TGame.
	FMousePos (see page 51)	This is FMousePos, a member of class TGame.
	FMousePressure (see page 52)	This is FMousePressure, a member of class TGame.
	FReady (see page 52)	This is FReady, a member of class TGame.
	FSettings (see page 52)	This is FSettings, a member of class TGame.
	FTerminate (see page 52)	This is FTerminate, a member of class TGame.
	FTimer (see page 52)	This is FTimer, a member of class TGame.

1.1.10.2.1 **TGame.FArchive**

File: Spark.pas (see page 274)

Delphi

```
FArchive: TArchive;
```

Description

This is FArchive, a member of class TGame.

1.1.10.2.2 **TGame.FConfigFile**

File: Spark.pas (see page 274)

Delphi

```
FConfigFile: TConfigFile;
```

Description

This is FConfigFile, a member of class TGame.

1.1.10.2.3 **TGame.FFont**

File: Spark.pas (see page 274)

Delphi

```
FFont: TFont;
```

Description

This is FFont, a member of class TGame.

1.1.10.2.4 **TGame.FHud**

File: Spark.pas (see page 274)

Delphi

```
FHud: THud;
```

Description

This is FHud, a member of class TGame.

1.1.10.2.5 **TGame.FMouseDelta**

File: Spark.pas (see page 274)

Delphi

```
FMouseDelta: TVector;
```

Description

This is FMouseDelta, a member of class TGame.

1.1.10.2.6 **TGame.FMousePos**

File: Spark.pas (see page 274)

Delphi

```
FMousePos: TVector;
```

Description

This is FMousePos, a member of class TGame.

1.1.10.2.7 **TGame.FMousePressure**

File: Spark.pas (see page 274)

Delphi

```
FMousePressure: Single;
```

Description

This is FMousePressure, a member of class TGame.

1.1.10.2.8 **TGame.FReady**

File: Spark.pas (see page 274)

Delphi

```
FReady: Boolean;
```

Description

This is FReady, a member of class TGame.

1.1.10.2.9 **TGame.FSettings**

File: Spark.pas (see page 274)

Delphi

```
FSettings: TGameSettings;
```

Description

This is FSettings, a member of class TGame.

1.1.10.2.10 **TGame.FTerminate**

File: Spark.pas (see page 274)

Delphi

```
FTerminate: Boolean;
```

Description

This is FTerminate, a member of class TGame.

1.1.10.2.11 **TGame.FTimer**

File: Spark.pas (see page 274)

Delphi

```
FTimer: TTimer;
```

Description

This is FTimer, a member of class TGame.

1.1.10.3 **TGame Methods**

The methods of the TGame class are listed here.

Methods

⇒ 𝕍	Create (see page 53)	This is Create, a member of class TGame.
⇒ 𝕍	Destroy (see page 54)	This is Destroy, a member of class TGame.
⇒	FrameElapsed (see page 54)	This is FrameElapsed, a member of class TGame.
⇒	FrameSpeed (see page 54)	This is FrameSpeed, a member of class TGame.
⇒	GetDeltaTime (see page 54)	This is GetDeltaTime, a member of class TGame.
⇒	GetFixedUpdateSpeed (see page 54)	This is GetFixedUpdateSpeed, a member of class TGame.
⇒	GetFrameRate (see page 55)	This is GetFrameRate, a member of class TGame.
⇒	GetTime (see page 55)	This is GetTime, a member of class TGame.
⇒	GetUpdateSpeed (see page 55)	This is GetUpdateSpeed, a member of class TGame.
⇒	HudText (see page 55)	This is HudText, a member of class TGame.
⇒	HudTextItem (see page 55)	This is HudTextItem, a member of class TGame.
⇒ 𝕍	OnApplySettings (see page 56)	This is OnApplySettings, a member of class TGame.
⇒ 𝕍	OnClearWindow (see page 56)	This is OnClearWindow, a member of class TGame.
⇒ 𝕍	OnCmdConsoleState (see page 56)	This is OnCmdConsoleState, a member of class TGame.
⇒ 𝕍	OnDone (see page 56)	This is OnDone, a member of class TGame.
⇒ 𝕍	OnFixedUpdate (see page 56)	This is OnFixedUpdate, a member of class TGame.
⇒ 𝕍	OnInit (see page 57)	This is OnInit, a member of class TGame.
⇒ 𝕍	OnPostShowWindow (see page 57)	This is OnPostShowWindow, a member of class TGame.
⇒ 𝕍	OnPreShowWindow (see page 57)	This is OnPreShowWindow, a member of class TGame.
⇒ 𝕍	OnReady (see page 57)	This is OnReady, a member of class TGame.
⇒ 𝕍	OnRender (see page 57)	This is OnRender, a member of class TGame.
⇒ 𝕍	OnRenderHUD (see page 57)	This is OnRenderHUD, a member of class TGame.
⇒ 𝕍	OnRun (see page 58)	This is OnRun, a member of class TGame.
⇒ 𝕍	OnScreenshot (see page 58)	This is OnScreenshot, a member of class TGame.
⇒ 𝕍	OnSetSettings (see page 58)	This is OnSetSettings, a member of class TGame.
⇒ 𝕍	OnShowWindow (see page 58)	This is OnShowWindow, a member of class TGame.
⇒ 𝕍	OnShutdown (see page 58)	This is OnShutdown, a member of class TGame.
⇒ 𝕍	OnStartup (see page 59)	This is OnStartup, a member of class TGame.
⇒ 𝕍	OnUnapplySettings (see page 59)	This is OnUnapplySettings, a member of class TGame.
⇒ 𝕍	OnUpdate (see page 59)	This is OnUpdate, a member of class TGame.
⇒ 𝕍	OnVideoState (see page 59)	This is OnVideoState, a member of class TGame.
⇒	ResetHudPos (see page 59)	This is ResetHudPos, a member of class TGame.
⇒	ResetTiming (see page 60)	This is ResetTiming, a member of class TGame.
⇒	SetFixedUpdateSpeed (see page 60)	This is SetFixedUpdateSpeed, a member of class TGame.
⇒	SetHudLineSpace (see page 60)	This is SetHudLineSpace, a member of class TGame.
⇒	SetHudPos (see page 60)	This is SetHudPos, a member of class TGame.
⇒	SetHudTextItemPadWidth (see page 60)	This is SetHudTextItemPadWidth, a member of class TGame.
⇒	SetUpdateSpeed (see page 61)	This is SetUpdateSpeed, a member of class TGame.
⇒	UpdateTiming (see page 61)	This is UpdateTiming, a member of class TGame.

1.1.10.3.1 **TGame.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGame.

1.1.10.3.2 **TGame.Destroy**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Destroy, a member of class TGame.

1.1.10.3.3 **TGame.FrameElapsed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is FrameElapsed, a member of class TGame.

1.1.10.3.4 **TGame.FrameSpeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is FrameSpeed, a member of class TGame.

1.1.10.3.5 **TGame.GetDeltaTime**

File: Spark.pas (see page 274)

Delphi

```delphi
function GetDeltaTime: Double;
```

Description

This is GetDeltaTime, a member of class TGame.

1.1.10.3.6 **TGame.GetFixedUpdateSpeed**

File: Spark.pas (see page 274)

Delphi

```delphi
function GetFixedUpdateSpeed: Single;
```

Description

This is GetFixedUpdateSpeed, a member of class TGame.

1.1.10.3.7 **TGame.GetFrameRate**

File: Spark.pas (see page 274)

Delphi

```
function GetFrameRate: Cardinal;
```

Description

This is GetFrameRate, a member of class TGame.

1.1.10.3.8 **TGame.GetTime**

File: Spark.pas (see page 274)

Delphi

```
function GetTime: Double;
```

Description

This is GetTime, a member of class TGame.

1.1.10.3.9 **TGame.GetUpdateSpeed**

File: Spark.pas (see page 274)

Delphi

```
function GetUpdateSpeed: Single;
```

Description

This is GetUpdateSpeed, a member of class TGame.

1.1.10.3.10 **TGame.HudText**

File: Spark.pas (see page 274)

Delphi

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

Description

This is HudText, a member of class TGame.

1.1.10.3.11 **TGame.HudTextItem**

File: Spark.pas (see page 274)

Delphi

```
function HudTextItem(
    const aKey: string;
    const aValue: string;
```

```
    const aSeperator: string = '-'
): string;
```

Description

This is HudTextItem, a member of class TGame.

1.1.10.3.12 **TGame.OnApplySettings**

File: Spark.pas (see page 274)

Delphi

```
procedure OnApplySettings; virtual;
```

Description

This is OnApplySettings, a member of class TGame.

1.1.10.3.13 **TGame.OnClearWindow**

File: Spark.pas (see page 274)

Delphi

```
procedure OnClearWindow; virtual; override;
```

Description

This is OnClearWindow, a member of class TGame.

1.1.10.3.14 **TGame.OnCmdConsoleState**

File: Spark.pas (see page 274)

Delphi

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

Description

This is OnCmdConsoleState, a member of class TGame.

1.1.10.3.15 **TGame.OnDone**

File: Spark.pas (see page 274)

Delphi

```
procedure OnDone; override;
```

Description

This is OnDone, a member of class TGame.

1.1.10.3.16 **TGame.OnFixedUpdate**

File: Spark.pas (see page 274)

Delphi

```
procedure OnFixedUpdate; virtual; override;
```

Description

This is OnFixedUpdate, a member of class TGame.

1.1.10.3.17 **TGame.OnInit**

File: Spark.pas (see page 274)

Delphi

```
procedure OnInit; override;
```

Description

This is OnInit, a member of class TGame.

1.1.10.3.18 **TGame.OnPostShowWindow**

File: Spark.pas (see page 274)

Delphi

```
procedure OnPostShowWindow; virtual; override;
```

Description

This is OnPostShowWindow, a member of class TGame.

1.1.10.3.19 **TGame.OnPreShowWindow**

File: Spark.pas (see page 274)

Delphi

```
procedure OnPreShowWindow; virtual; override;
```

Description

This is OnPreShowWindow, a member of class TGame.

1.1.10.3.20 **TGame.OnReady**

File: Spark.pas (see page 274)

Delphi

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

Description

This is OnReady, a member of class TGame.

1.1.10.3.21 **TGame.OnRender**

File: Spark.pas (see page 274)

Delphi

```
procedure OnRender; virtual; override;
```

Description

This is OnRender, a member of class TGame.

1.1.10.3.22 **TGame.OnRenderHUD**

File: Spark.pas (see page 274)

Delphi

```
procedure OnRenderHUD; virtual; override;
```

Description

This is OnRenderHUD, a member of class TGame.

1.1.10.3.23 **TGame.OnRun**

File: Spark.pas (see page 274)

Delphi

```
procedure OnRun; override;
```

Description

This is OnRun, a member of class TGame.

1.1.10.3.24 **TGame.OnScreenshot**

File: Spark.pas (see page 274)

Delphi

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

Description

This is OnScreenshot, a member of class TGame.

1.1.10.3.25 **TGame.OnSetSettings**

File: Spark.pas (see page 274)

Delphi

```
procedure OnSetSettings(
    var aSettings: TGameSettings
); virtual;
```

Description

This is OnSetSettings, a member of class TGame.

1.1.10.3.26 **TGame.OnShowWindow**

File: Spark.pas (see page 274)

Delphi

```
procedure OnShowWindow; virtual; override;
```

Description

This is OnShowWindow, a member of class TGame.

1.1.10.3.27 **TGame.OnShutdown**

File: Spark.pas (see page 274)

Delphi

```
procedure OnShutdown; virtual; override;
```

Description

This is OnShutdown, a member of class TGame.

1.1.10.3.28 **TGame.OnStartup**

File: Spark.pas (see page 274)

Delphi

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

Description

This is OnStartup, a member of class TGame.

1.1.10.3.29 **TGame.OnUnapplySettings**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure OnUnapplySettings; virtual;
```

Description

This is OnUnapplySettings, a member of class TGame.

1.1.10.3.30 **TGame.OnUpdate**

File: Spark.pas (see page 274)

Delphi

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

Description

This is OnUpdate, a member of class TGame.

1.1.10.3.31 **TGame.OnVideoState**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure OnVideoState(
    aState: TVideoState;
    aFilename: string
); virtual;
```

Description

This is OnVideoState, a member of class TGame.

1.1.10.3.32 **TGame.ResetHudPos**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure ResetHudPos;
```

Description

This is ResetHudPos, a member of class TGame.

1.1.10.3.33 **TGame.ResetTiming**

File: Spark.pas (see page 274)

Delphi

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

Description

This is ResetTiming, a member of class TGame.

1.1.10.3.34 **TGame.SetFixedUpdateSpeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetFixedUpdateSpeed, a member of class TGame.

1.1.10.3.35 **TGame.SetHudLineSpace**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetHudLineSpace, a member of class TGame.

1.1.10.3.36 **TGame.SetHudPos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetHudPos, a member of class TGame.

1.1.10.3.37 **TGame.SetHudTextItemPadWidth**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetHudTextItemPadWidth, a member of class TGame.

1.1.10.3.38 **TGame.SetUpdateSpeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetUpdateSpeed, a member of class TGame.

1.1.10.3.39 **TGame.UpdateTiming**

File: Spark.pas (see page 274)

Delphi

```
procedure UpdateTiming;
```

Description

This is UpdateTiming, a member of class TGame.

1.1.10.4 **TGame Properties**

The properties of the TGame class are listed here.

Properties

⊞R	Archive (see page 61)	This is Archive, a member of class TGame.
⊞R	ConfigFile (see page 62)	This is ConfigFile, a member of class TGame.
⊞R	Font (see page 62)	This is Font, a member of class TGame.
⊞R	MouseDelta (see page 62)	This is MouseDelta, a member of class TGame.
⊞R	MousePos (see page 62)	This is MousePos, a member of class TGame.
⊞R	MousePressure (see page 62)	This is MousePressure, a member of class TGame.
⊞R	Settings (see page 62)	This is Settings, a member of class TGame.
⊞	Terminate (see page 63)	This is Terminate, a member of class TGame.

1.1.10.4.1 **TGame.Archive**

File: Spark.pas (see page 274)

Delphi

```
property Archive: TArchive;
```

Description

This is Archive, a member of class TGame.

1.1.10.4.2 **TGame.ConfigFile**

File: Spark.pas (see page 274)

Delphi

```
property ConfigFile: TConfigFile;
```

Description

This is ConfigFile, a member of class TGame.

1.1.10.4.3 **TGame.Font**

File: Spark.pas (see page 274)

Delphi

```
property Font: TFont;
```

Description

This is Font, a member of class TGame.

1.1.10.4.4 **TGame.MouseDelta**

File: Spark.pas (see page 274)

Delphi

```
property MouseDelta: TVector;
```

Description

This is MouseDelta, a member of class TGame.

1.1.10.4.5 **TGame.MousePos**

File: Spark.pas (see page 274)

Delphi

```
property MousePos: TVector;
```

Description

This is MousePos, a member of class TGame.

1.1.10.4.6 **TGame.MousePressure**

File: Spark.pas (see page 274)

Delphi

```
property MousePressure: Single;
```

Description

This is MousePressure, a member of class TGame.

1.1.10.4.7 **TGame.Settings**

File: Spark.pas (see page 274)

Delphi

```
property Settings: TGameSettings;
```

Description

This is Settings, a member of class TGame.

1.1.10.4.8 **TGame.Terminate**

File: Spark.pas (see page 274)

Delphi

```
property Terminate: Boolean;
```

Description

This is Terminate, a member of class TGame.

1.1.11 **TInput**

Class Hierarchy
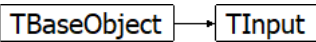
File: Spark.pas (see page 274)

Delphi

```
TInput = class(TBaseObject);
```

Description

This is class TInput.

1.1.11.1 **TInput Records**

The records of the TInput class are listed here.

Records

◆	TMouse (see page 63)	This is record TInput.TMouse.

1.1.11.1.1 **TInput.TMouse**

File: Spark.pas (see page 274)

Delphi

```
TMouse = record
  Postion: TVector;
  Delta: TVector;
  Pressure: Single;
end;
```

Description

This is record TInput.TMouse.

1.1.11.2 **TInput Fields**

The fields of the TInput class are listed here.

Fields

🔹	FJoyStick (see page 64)	This is FJoyStick, a member of class TInput.
🔹	FKeyButtons (see page 64)	This is FKeyButtons, a member of class TInput.
🔹	FKeyCode (see page 64)	This is FKeyCode, a member of class TInput.
🔹	FKeyCodeRepeat (see page 64)	This is FKeyCodeRepeat, a member of class TInput.
🔹	FMouse (see page 65)	This is FMouse, a member of class TInput.
🔹	FMouseButtons (see page 65)	This is FMouseButtons, a member of class TInput.

1.1.11.2.1 **TInput.FJoyStick**

File: Spark.pas (see page 274)

Delphi

```
FJoyStick: TJoystick;
```

Description

This is FJoyStick, a member of class TInput.

1.1.11.2.2 **TInput.FKeyButtons**

File: Spark.pas (see page 274)

Delphi

```
FKeyButtons: array [0..1, 0..256] of Boolean;
```

Description

This is FKeyButtons, a member of class TInput.

1.1.11.2.3 **TInput.FKeyCode**

File: Spark.pas (see page 274)

Delphi

```
FKeyCode: Integer;
```

Description

This is FKeyCode, a member of class TInput.

1.1.11.2.4 **TInput.FKeyCodeRepeat**

File: Spark.pas (see page 274)

Delphi

```
FKeyCodeRepeat: Boolean;
```

Description

This is FKeyCodeRepeat, a member of class TInput.

1.1.11.2.5 **TInput.FMouse**

File: Spark.pas (see page 274)

Delphi

```
FMouse: TMouse;
```

Description

This is FMouse, a member of class TInput.

1.1.11.2.6 **TInput.FMouseButtons**

File: Spark.pas (see page 274)

Delphi

```
FMouseButtons: array [0..1, 0..256] of Boolean;
```

Description

This is FMouseButtons, a member of class TInput.

1.1.11.3 **TInput Methods**

The methods of the TInput class are listed here.

Methods

⇒◆	Clear (see page 65)	This is Clear, a member of class TInput.
⇒◆ 𝕍	Create (see page 66)	This is Create, a member of class TInput.
⇒◆ 𝕍	Destroy (see page 66)	This is Destroy, a member of class TInput.
⇒◆	GetMouseInfo (see page 66)	This is GetMouseInfo, a member of class TInput.
⇒◆	JoystickDown (see page 66)	This is JoystickDown, a member of class TInput.
⇒◆	JoystickPosition (see page 66)	This is JoystickPosition, a member of class TInput.
⇒◆	JoystickPressed (see page 67)	This is JoystickPressed, a member of class TInput.
⇒◆	JoystickReleased (see page 67)	This is JoystickReleased, a member of class TInput.
⇒◆	KeyDown (see page 67)	This is KeyDown, a member of class TInput.
⇒◆	KeyPressed (see page 67)	This is KeyPressed, a member of class TInput.
⇒◆	KeyReleased (see page 67)	This is KeyReleased, a member of class TInput.
⇒◆	MouseDown (see page 68)	This is MouseDown, a member of class TInput.
⇒◆	MousePressed (see page 68)	This is MousePressed, a member of class TInput.
⇒◆	MouseReleased (see page 68)	This is MouseReleased, a member of class TInput.
⇒◆	MouseSetPos (see page 68)	This is MouseSetPos, a member of class TInput.
⇒◆	Update (see page 68)	This is Update, a member of class TInput.

1.1.11.3.1 **TInput.Clear**

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TInput.

1.1.11.3.2 **TInput.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TInput.

1.1.11.3.3 **TInput.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TInput.

1.1.11.3.4 **TInput.GetMouseInfo**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetMouseInfo, a member of class TInput.

1.1.11.3.5 **TInput.JoystickDown**

File: Spark.pas (see page 274)

Delphi

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

Description

This is JoystickDown, a member of class TInput.

1.1.11.3.6 **TInput.JoystickPosition**

File: Spark.pas (see page 274)

Delphi

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

Description

This is JoystickPosition, a member of class TInput.

1.1.11.3.7 **TInput.JoystickPressed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is JoystickPressed, a member of class TInput.

1.1.11.3.8 **TInput.JoystickReleased**

File: Spark.pas (see page 274)

Delphi

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

Description

This is JoystickReleased, a member of class TInput.

1.1.11.3.9 **TInput.KeyDown**

File: Spark.pas (see page 274)

Delphi

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

Description

This is KeyDown, a member of class TInput.

1.1.11.3.10 **TInput.KeyPressed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is KeyPressed, a member of class TInput.

1.1.11.3.11 **TInput.KeyReleased**

File: Spark.pas (see page 274)

Delphi

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

Description

This is KeyReleased, a member of class TInput.

1.1.11.3.12 **TInput.MouseDown**

File: Spark.pas (see page 274)

Delphi

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

Description

This is MouseDown, a member of class TInput.

1.1.11.3.13 **TInput.MousePressed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is MousePressed, a member of class TInput.

1.1.11.3.14 **TInput.MouseReleased**

File: Spark.pas (see page 274)

Delphi

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

Description

This is MouseReleased, a member of class TInput.

1.1.11.3.15 **TInput.MouseSetPos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is MouseSetPos, a member of class TInput.

1.1.11.3.16 **TInput.Update**

File: Spark.pas (see page 274)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class TInput.

1.1.11.4 TInput Properties

The properties of the TInput class are listed here.

Properties

📝R	KeyCode (see page 69)	This is KeyCode, a member of class TInput.
📝R	KeyCodeRepeat (see page 69)	This is KeyCodeRepeat, a member of class TInput.

1.1.11.4.1 TInput.KeyCode

File: Spark.pas (see page 274)

Delphi

```
property KeyCode: Integer;
```

Description

This is KeyCode, a member of class TInput.

1.1.11.4.2 TInput.KeyCodeRepeat

File: Spark.pas (see page 274)

Delphi

```
property KeyCodeRepeat: Boolean;
```

Description

This is KeyCodeRepeat, a member of class TInput.

1.1.12 TJoystick

File: Spark.pas (see page 274)

Delphi

```
TJoystick = record
  Name: string;
  Sticks: Integer;
  Buttons: Integer;
  StickName: array[0..MAX_STICKS-1] of string;
  Axes: array[0..MAX_STICKS-1] of Integer;
  AxesName: array[0..MAX_STICKS-1, 0..MAX_AXES-1] of string;
  Pos: array[0..MAX_STICKS-1, 0..MAX_AXES-1] of Single;
  Button: array[0..1, 0..MAX_BUTTONS-1] of Boolean;
  ButtonName: array[0..MAX_BUTTONS- 1] of string;
end;
```

Description

This is class TJoystick.

1.1.12.1 TJoystick Fields

The fields of the TJoystick class are listed here.

Fields

♦	Axes (see page 70)	This is Axes, a member of class TJoystick.
♦	AxesName (see page 70)	This is AxesName, a member of class TJoystick.
♦	Button (see page 70)	This is Button, a member of class TJoystick.
♦	ButtonName (see page 70)	This is ButtonName, a member of class TJoystick.
♦	Buttons (see page 71)	This is Buttons, a member of class TJoystick.
♦	Name (see page 71)	This is Name, a member of class TJoystick.
♦	Pos (see page 71)	This is Pos, a member of class TJoystick.
♦	StickName (see page 71)	This is StickName, a member of class TJoystick.
♦	Sticks (see page 71)	This is Sticks, a member of class TJoystick.

1.1.12.1.1 TJoystick.Axes

File: Spark.pas (see page 274)

Delphi

```
Axes: array[0..MAX_STICKS-1] of Integer;
```

Description

This is Axes, a member of class TJoystick.

1.1.12.1.2 TJoystick.AxesName

File: Spark.pas (see page 274)

Delphi

```
AxesName: array[0..MAX_STICKS-1, 0..MAX_AXES-1] of string;
```

Description

This is AxesName, a member of class TJoystick.

1.1.12.1.3 TJoystick.Button

File: Spark.pas (see page 274)

Delphi

```
Button: array[0..1, 0..MAX_BUTTONS-1] of Boolean;
```

Description

This is Button, a member of class TJoystick.

1.1.12.1.4 TJoystick.ButtonName

File: Spark.pas (see page 274)

Delphi

```
ButtonName: array[0..MAX_BUTTONS- 1] of string;
```

Description

This is ButtonName, a member of class TJoystick.

1.1.12.1.5 **TJoystick.Buttons**

File: Spark.pas (see page 274)

Delphi

```
Buttons: Integer;
```

Description

This is Buttons, a member of class TJoystick.

1.1.12.1.6 **TJoystick.Name**

File: Spark.pas (see page 274)

Delphi

```
Name: string;
```

Description

This is Name, a member of class TJoystick.

1.1.12.1.7 **TJoystick.Pos**

File: Spark.pas (see page 274)

Delphi

```
Pos: array[0..MAX_STICKS-1, 0..MAX_AXES-1] of Single;
```

Description

This is Pos, a member of class TJoystick.

1.1.12.1.8 **TJoystick.StickName**

File: Spark.pas (see page 274)

Delphi

```
StickName: array[0..MAX_STICKS-1] of string;
```

Description

This is StickName, a member of class TJoystick.

1.1.12.1.9 **TJoystick.Sticks**

File: Spark.pas (see page 274)

Delphi

```
Sticks: Integer;
```

Description

This is Sticks, a member of class TJoystick.

1.1.12.2 **TJoystick Methods**

The methods of the TJoystick class are listed here.

Methods

◆	Clear (see page 72)	This is Clear, a member of class TJoystick.
◆	GetButton (see page 72)	This is GetButton, a member of class TJoystick.
◆	GetPos (see page 72)	This is GetPos, a member of class TJoystick.
◆	Setup (see page 72)	This is Setup, a member of class TJoystick.

1.1.12.2.1 TJoystick.Clear

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TJoystick.

1.1.12.2.2 TJoystick.GetButton

File: Spark.pas (see page 274)

Delphi

```
function GetButton(
    aButton: Integer
): Boolean;
```

Description

This is GetButton, a member of class TJoystick.

1.1.12.2.3 TJoystick.GetPos

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetPos, a member of class TJoystick.

1.1.12.2.4 TJoystick.Setup

File: Spark.pas (see page 274)

Delphi

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

Description

This is Setup, a member of class TJoystick.

1.1.13 **TList**

Class Hierarchy
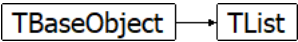
File: Spark.pas (see page 274)

Delphi

```
TList = class(TBaseObject);
```

Description

This is class TList.

1.1.13.1 **TList Fields**

The fields of the TList class are listed here.

Fields

♦	FCapacity (see page 73)	This is FCapacity, a member of class TList.
♦	FCount (see page 73)	This is FCount, a member of class TList.
♦	FItems (see page 73)	This is FItems, a member of class TList.

1.1.13.1.1 **TList.FCapacity**

File: Spark.pas (see page 274)

Delphi

```
FCapacity: Integer;
```

Description

This is FCapacity, a member of class TList.

1.1.13.1.2 **TList.FCount**

File: Spark.pas (see page 274)

Delphi

```
FCount: Integer;
```

Description

This is FCount, a member of class TList.

1.1.13.1.3 **TList.FItems**

File: Spark.pas (see page 274)

Delphi

```
FItems: array of Pointer;
```

Description

This is FItems, a member of class TList.

1.1.13.2 **TList Methods**

The methods of the TList class are listed here.

Methods

⇒◆	Add (see page 74)	This is Add, a member of class TList.
⇒◆	Clear (see page 74)	This is Clear, a member of class TList.
⇒◆ 𝕍	Create (see page 74)	This is Create, a member of class TList.
⇒◆	Delete (see page 74)	This is Delete, a member of class TList.
⇒◆ 𝕍	Destroy (see page 75)	This is Destroy, a member of class TList.
⇒◆?	GetItem (see page 75)	This is GetItem, a member of class TList.
⇒◆	IndexOf (see page 75)	This is IndexOf, a member of class TList.
⇒◆	Init (see page 75)	This is Init, a member of class TList.
⇒◆	Insert (see page 75)	This is Insert, a member of class TList.
⇒◆?	OutOfBounds (see page 76)	This is OutOfBounds, a member of class TList.
⇒◆?	SetItem (see page 76)	This is SetItem, a member of class TList.
⇒◆	Sort (see page 76)	This is Sort, a member of class TList.

1.1.13.2.1 **TList.Add**

File: Spark.pas (see page 274)

Delphi

```delphi
function Add(
    aItem: Pointer
): Integer;
```

Description

This is Add, a member of class TList.

1.1.13.2.2 **TList.Clear**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure Clear;
```

Description

This is Clear, a member of class TList.

1.1.13.2.3 **TList.Create**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Create, a member of class TList.

1.1.13.2.4 **TList.Delete**

File: Spark.pas (see page 274)

1

Delphi

```
function Delete(
    aIndex: Integer
): Pointer;
```

Description

This is Delete, a member of class TList.

1.1.13.2.5 **TList.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TList.

1.1.13.2.6 **TList.GetItem**

File: Spark.pas (see page 274)

Delphi

```
function GetItem(
    aIndex: Integer
): Pointer;
```

Description

This is GetItem, a member of class TList.

1.1.13.2.7 **TList.IndexOf**

File: Spark.pas (see page 274)

Delphi

```
function IndexOf(
    aItem: Pointer
): Integer;
```

Description

This is IndexOf, a member of class TList.

1.1.13.2.8 **TList.Init**

File: Spark.pas (see page 274)

Delphi

```
procedure Init(
    aCapacity: Integer = 1
);
```

Description

This is Init, a member of class TList.

1.1.13.2.9 **TList.Insert**

File: Spark.pas (see page 274)

Delphi

```
procedure Insert(
    aIndex: Integer;
    aItem: Pointer
);
```

Description

This is Insert, a member of class TList.

1.1.13.2.10 TList.OutOfBounds

File: Spark.pas (see page 274)

Delphi

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

Description

This is OutOfBounds, a member of class TList.

1.1.13.2.11 TList.SetItem

File: Spark.pas (see page 274)

Delphi

```
procedure SetItem(
    aIndex: Integer;
    aValue: Pointer
);
```

Description

This is SetItem, a member of class TList.

1.1.13.2.12 TList.Sort

File: Spark.pas (see page 274)

Delphi

```
procedure Sort(
    aCompareFunc: TListCompareFunc
);
```

Description

This is Sort, a member of class TList.

1.1.13.3 TList Properties

The properties of the TList class are listed here.

Properties

R	Count (see page 77)	This is Count, a member of class TList.
	Items (see page 77)	This is Items, a member of class TList.

1.1.13.3.1 **TList.Count**

File: Spark.pas (see page 274)

Delphi

```
property Count: Integer;
```

Description

This is Count, a member of class TList.

1.1.13.3.2 **TList.Items**

File: Spark.pas (see page 274)

Delphi

```
property Items [aIndex: Integer]: Pointer;
```

Description

This is Items, a member of class TList.

1.1.14 **TLog**

Class Hierarchy
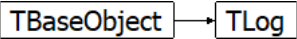
File: Spark.pas (see page 274)

Delphi

```
TLog = class(TBaseObject);
```

Description

This is class TLog.

1.1.14.1 **TLog Fields**

The fields of the TLog class are listed here.

Fields

	FBuffer (see page 77)	This is FBuffer, a member of class TLog.
	FFilename (see page 78)	This is FFilename, a member of class TLog.
	FGlobalWriteToConsole (see page 78)	This is FGlobalWriteToConsole, a member of class TLog.
	FOpen (see page 78)	This is FOpen, a member of class TLog.
	FText (see page 78)	This is FText, a member of class TLog.

1.1.14.1.1 **TLog.FBuffer**

File: Spark.pas (see page 274)

Delphi

```
FBuffer: array[Word] of Byte;
```

Description

This is FBuffer, a member of class TLog.

1.1.14.1.2 **TLog.FFilename**

File: Spark.pas (see page 274)

Delphi

```
FFilename: string;
```

Description

This is FFilename, a member of class TLog.

1.1.14.1.3 **TLog.FGlobalWriteToConsole**

File: Spark.pas (see page 274)

Delphi

```
FGlobalWriteToConsole: Boolean;
```

Description

This is FGlobalWriteToConsole, a member of class TLog.

1.1.14.1.4 **TLog.FOpen**

File: Spark.pas (see page 274)

Delphi

```
FOpen: Boolean;
```

Description

This is FOpen, a member of class TLog.

1.1.14.1.5 **TLog.FText**

File: Spark.pas (see page 274)

Delphi

```
FText: Text;
```

Description

This is FText, a member of class TLog.

1.1.14.2 **TLog Methods**

The methods of the TLog class are listed here.

Methods

⇒	Add (see page 79)	This is Add, a member of class TLog.
⇒	Close (see page 79)	This is Close, a member of class TLog.
⇒ Ⓥ	Create (see page 79)	This is Create, a member of class TLog.
⇒ Ⓥ	Destroy (see page 79)	This is Destroy, a member of class TLog.
⇒	Open (see page 79)	This is Open, a member of class TLog.

1.1.14.2.1 **TLog.Add**

File: Spark.pas (see page 274)

Delphi

```delphi
function Add(
    const aMsg: string;
    const aArgs: array of const;
    aWriteToConsole: Boolean = False
): string;
```

Description

This is Add, a member of class TLog.

1.1.14.2.2 **TLog.Close**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure Close;
```

Description

This is Close, a member of class TLog.

1.1.14.2.3 **TLog.Create**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Create, a member of class TLog.

1.1.14.2.4 **TLog.Destroy**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Destroy, a member of class TLog.

1.1.14.2.5 **TLog.Open**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure Open(
    const aFilename: string = '';
    aOverwrite: Boolean = True
);
```

Description

This is Open, a member of class TLog.

1.1.14.3 **TLog Properties**

The properties of the TLog class are listed here.

Properties

🖼	GlobalWriteToConsole (see page 80)	This is GlobalWriteToConsole, a member of class TLog.

1.1.14.3.1 **TLog.GlobalWriteToConsole**

File: Spark.pas (see page 274)

Delphi

```
property GlobalWriteToConsole: Boolean;
```

Description

This is GlobalWriteToConsole, a member of class TLog.

1.1.15 **TRectangle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is class TRectangle.

1.1.15.1 **TRectangle Fields**

The fields of the TRectangle class are listed here.

Fields

♦	Height (see page 80)	This is Height, a member of class TRectangle.
♦	Width (see page 81)	This is Width, a member of class TRectangle.
♦	X (see page 81)	This is X, a member of class TRectangle.
♦	Y (see page 81)	This is Y, a member of class TRectangle.

1.1.15.1.1 **TRectangle.Height**

File: Spark.pas (see page 274)

Delphi

```
Height: Single;
```

Description

This is Height, a member of class TRectangle.

1.1.15.1.2 **TRectangle.Width**

File: Spark.pas (see page 274)

Delphi

```
Width: Single;
```

Description

This is Width, a member of class TRectangle.

1.1.15.1.3 **TRectangle.X**

File: Spark.pas (see page 274)

Delphi

```
X: Single;
```

Description

This is X, a member of class TRectangle.

1.1.15.1.4 **TRectangle.Y**

File: Spark.pas (see page 274)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TRectangle.

1.1.15.2 **TRectangle Methods**

The methods of the TRectangle class are listed here.

Methods

⇒♦	Assign (see page 81)	This is Assign, a member of class TRectangle.
⇒♦	Assign (see page 82)	This is Assign, a member of class TRectangle.
⇒♦	Clear (see page 82)	This is Clear, a member of class TRectangle.
⇒♦	Create (see page 82)	This is Create, a member of class TRectangle.
⇒♦	Intersect (see page 82)	This is Intersect, a member of class TRectangle.

1.1.15.2.1 **TRectangle.Assign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Assign, a member of class TRectangle.

1.1.15.2.2 **TRectangle.Assign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Assign, a member of class TRectangle.

1.1.15.2.3 **TRectangle.Clear**

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TRectangle.

1.1.15.2.4 **TRectangle.Create**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Create, a member of class TRectangle.

1.1.15.2.5 **TRectangle.Intersect**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Intersect, a member of class TRectangle.

1.1.16 **TRenderTarget**

Class Hierarchy

File: Spark.pas (see page 274)

Delphi

```
TRenderTarget = class(TBaseObject);
```

Description

This is class TRenderTarget.

1.1.16.1 TRenderTarget Fields

The fields of the TRenderTarget class are listed here.

Fields

◆	FActive (see page 83)	This is FActive, a member of class TRenderTarget.
◆	FAngle (see page 83)	This is FAngle, a member of class TRenderTarget.
◆	FCenter (see page 83)	This is FCenter, a member of class TRenderTarget.
◆	FPosition (see page 83)	This is FPosition, a member of class TRenderTarget.
◆	FRegion (see page 84)	This is FRegion, a member of class TRenderTarget.
◆	FTexture (see page 84)	This is FTexture, a member of class TRenderTarget.

1.1.16.1.1 TRenderTarget.FActive

File: Spark.pas (see page 274)

Delphi

```
FActive: Boolean;
```

Description

This is FActive, a member of class TRenderTarget.

1.1.16.1.2 TRenderTarget.FAngle

File: Spark.pas (see page 274)

Delphi

```
FAngle: Single;
```

Description

This is FAngle, a member of class TRenderTarget.

1.1.16.1.3 TRenderTarget.FCenter

File: Spark.pas (see page 274)

Delphi

```
FCenter: TVector;
```

Description

This is FCenter, a member of class TRenderTarget.

1.1.16.1.4 TRenderTarget.FPosition

File: Spark.pas (see page 274)

Delphi

```
FPosition: TVector;
```

Description

This is FPosition, a member of class TRenderTarget.

1.1.16.1.5 **TRenderTarget.FRegion**

File: Spark.pas (see page 274)

Delphi

```
FRegion: TRectangle;
```

Description

This is FRegion, a member of class TRenderTarget.

1.1.16.1.6 **TRenderTarget.FTexture**

File: Spark.pas (see page 274)

Delphi

```
FTexture: TTexture;
```

Description

This is FTexture, a member of class TRenderTarget.

1.1.16.2 **TRenderTarget Methods**

The methods of the TRenderTarget class are listed here.

Methods

	Create (see page 84)	This is Create, a member of class TRenderTarget.
	Destroy (see page 85)	This is Destroy, a member of class TRenderTarget.
	GetActive (see page 85)	This is GetActive, a member of class TRenderTarget.
	GetAngle (see page 85)	This is GetAngle, a member of class TRenderTarget.
	GetPosition (see page 85)	This is GetPosition, a member of class TRenderTarget.
	GetRegion (see page 85)	This is GetRegion, a member of class TRenderTarget.
	GetSize (see page 86)	This is GetSize, a member of class TRenderTarget.
	Init (see page 86)	This is Init, a member of class TRenderTarget.
	SetActive (see page 86)	This is SetActive, a member of class TRenderTarget.
	SetAngle (see page 86)	This is SetAngle, a member of class TRenderTarget.
	SetPosition (see page 86)	This is SetPosition, a member of class TRenderTarget.
	SetRegion (see page 87)	This is SetRegion, a member of class TRenderTarget.
	Show (see page 87)	This is Show, a member of class TRenderTarget.

1.1.16.2.1 **TRenderTarget.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TRenderTarget.

1.1.16.2.2 **TRenderTarget.Destroy**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Destroy, a member of class TRenderTarget.

1.1.16.2.3 **TRenderTarget.GetActive**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetActive, a member of class TRenderTarget.

1.1.16.2.4 **TRenderTarget.GetAngle**

File: Spark.pas (see page 274)

Delphi

```delphi
function GetAngle: Single;
```

Description

This is GetAngle, a member of class TRenderTarget.

1.1.16.2.5 **TRenderTarget.GetPosition**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetPosition, a member of class TRenderTarget.

1.1.16.2.6 **TRenderTarget.GetRegion**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetRegion, a member of class TRenderTarget.

1.1.16.2.7 **TRenderTarget.GetSize**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetSize, a member of class TRenderTarget.

1.1.16.2.8 **TRenderTarget.Init**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Init, a member of class TRenderTarget.

1.1.16.2.9 **TRenderTarget.SetActive**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetActive, a member of class TRenderTarget.

1.1.16.2.10 **TRenderTarget.SetAngle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetAngle, a member of class TRenderTarget.

1.1.16.2.11 **TRenderTarget.SetPosition**

File: Spark.pas (see page 274)

Delphi

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

```
    aY: Single
);
```

Description

This is SetPosition, a member of class TRenderTarget.

1.1.16.2.12 **TRenderTarget.SetRegion**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetRegion, a member of class TRenderTarget.

1.1.16.2.13 **TRenderTarget.Show**

File: Spark.pas (see page 274)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class TRenderTarget.

1.1.17 **TSGT**

Class Hierarchy
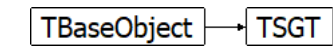
File: Spark.pas (see page 274)

Delphi

```
TSGT = class(TBaseObject);
```

Description

This is class TSGT.

1.1.17.1 **TSGT Fields**

The fields of the TSGT class are listed here.

Fields

	FAudio (see page 88)	This is FAudio, a member of class TSGT.
	FCmdConActive (see page 88)	This is FCmdConActive, a member of class TSGT.
	FCmdConInactive (see page 88)	This is FCmdConInactive, a member of class TSGT.
	FCmdConsole (see page 88)	This is FCmdConsole, a member of class TSGT.

🔹	FCodePage (see page 89)	This is FCodePage, a member of class TSGT.
🔹	FEvent (see page 89)	This is FEvent, a member of class TSGT.
🔹	FFileInterface (see page 89)	This is FFileInterface, a member of class TSGT.
🔹	FFileState (see page 89)	This is FFileState, a member of class TSGT.
🔹	FInput (see page 89)	This is FInput, a member of class TSGT.
🔹	FLog (see page 89)	This is FLog, a member of class TSGT.
🔹	FMixer (see page 90)	This is FMixer, a member of class TSGT.
🔹	FQueue (see page 90)	This is FQueue, a member of class TSGT.
🔹	FScreenshake (see page 90)	This is FScreenshake, a member of class TSGT.
🔹	FScreenshot (see page 90)	This is FScreenshot, a member of class TSGT.
🔹	FUserEventSrc (see page 90)	This is FUserEventSrc, a member of class TSGT.
🔹	FVideo (see page 91)	This is FVideo, a member of class TSGT.
🔹	FVoice (see page 91)	This is FVoice, a member of class TSGT.
🔹	FWindow (see page 91)	This is FWindow, a member of class TSGT.

1.1.17.1.1 **TSGT.FAudio**

File: Spark.pas (see page 274)

Delphi

```
FAudio: TAudio;
```

Description

This is FAudio, a member of class TSGT.

1.1.17.1.2 **TSGT.FCmdConActive**

File: Spark.pas (see page 274)

Delphi

```
FCmdConActive: ALLEGRO_EVENT;
```

Description

This is FCmdConActive, a member of class TSGT.

1.1.17.1.3 **TSGT.FCmdConInactive**

File: Spark.pas (see page 274)

Delphi

```
FCmdConInactive: ALLEGRO_EVENT;
```

Description

This is FCmdConInactive, a member of class TSGT.

1.1.17.1.4 **TSGT.FCmdConsole**

File: Spark.pas (see page 274)

Delphi

```
FCmdConsole: TCmdConsole;
```

Description

This is FCmdConsole, a member of class TSGT.

1.1.17.1.5 **TSGT.FCodePage**

File: Spark.pas (see page 274)

Delphi

```
FCodePage: Cardinal;
```

Description

This is FCodePage, a member of class TSGT.

1.1.17.1.6 **TSGT.FEvent**

File: Spark.pas (see page 274)

Delphi

```
FEvent: ALLEGRO_EVENT;
```

Description

This is FEvent, a member of class TSGT.

1.1.17.1.7 **TSGT.FFileInterface**

File: Spark.pas (see page 274)

Delphi

```
FFileInterface: array[False..True] of PALLEGRO_FILE_INTERFACE;
```

Description

This is FFileInterface, a member of class TSGT.

1.1.17.1.8 **TSGT.FFileState**

File: Spark.pas (see page 274)

Delphi

```
FFileState: array[False..True] of ALLEGRO_STATE;
```

Description

This is FFileState, a member of class TSGT.

1.1.17.1.9 **TSGT.FInput**

File: Spark.pas (see page 274)

Delphi

```
FInput: TInput;
```

Description

This is FInput, a member of class TSGT.

1.1.17.1.10 **TSGT.FLog**

File: Spark.pas (see page 274)

Delphi

        `FLog:` `TLog;`

Description

This is FLog, a member of class TSGT.

1.1.17.1.11 **TSGT.FMixer**

File: Spark.pas (see page 274)

Delphi

        `FMixer:` `PALLEGRO_MIXER;`

Description

This is FMixer, a member of class TSGT.

1.1.17.1.12 **TSGT.FQueue**

File: Spark.pas (see page 274)

Delphi

        `FQueue:` `PALLEGRO_EVENT_QUEUE;`

Description

This is FQueue, a member of class TSGT.

1.1.17.1.13 **TSGT.FScreenshake**

File: Spark.pas (see page 274)

Delphi

        `FScreenshake:` `TScreenshake;`

Description

This is FScreenshake, a member of class TSGT.

1.1.17.1.14 **TSGT.FScreenshot**

File: Spark.pas (see page 274)

Delphi

        `FScreenshot:` `TScreenshot;`

Description

This is FScreenshot, a member of class TSGT.

1.1.17.1.15 **TSGT.FUserEventSrc**

File: Spark.pas (see page 274)

Delphi

        `FUserEventSrc:` `ALLEGRO_EVENT_SOURCE;`

Description

This is FUserEventSrc, a member of class TSGT.

1.1.17.1.16 **TSGT.FVideo**

File: Spark.pas (see page 274)

Delphi

```
FVideo: TVideo;
```

Description

This is FVideo, a member of class TSGT.

1.1.17.1.17 **TSGT.FVoice**

File: Spark.pas (see page 274)

Delphi

```
FVoice: PALLEGRO_VOICE;
```

Description

This is FVoice, a member of class TSGT.

1.1.17.1.18 **TSGT.FWindow**

File: Spark.pas (see page 274)

Delphi

```
FWindow: TWindow;
```

Description

This is FWindow, a member of class TSGT.

1.1.17.2 **TSGT Methods**

The methods of the TSGT class are listed here.

Methods

	Create (see page 92)	This is Create, a member of class TSGT.
	Destroy (see page 92)	This is Destroy, a member of class TSGT.
	EmitCmdConActiveEvent (see page 92)	This is EmitCmdConActiveEvent, a member of class TSGT.
	EmitCmdConInactiveEvent (see page 92)	This is EmitCmdConInactiveEvent, a member of class TSGT.
	GetFileSandBoxed (see page 92)	This is GetFileSandBoxed, a member of class TSGT.
	GetFileSandboxWriteDir (see page 92)	This is GetFileSandboxWriteDir, a member of class TSGT.
	RunGame (see page 93)	This is RunGame, a member of class TSGT.
	SetFileSandBoxed (see page 93)	This is SetFileSandBoxed, a member of class TSGT.
	SetFileSandboxWriteDir (see page 93)	This is SetFileSandboxWriteDir, a member of class TSGT.
	Shutdown (see page 93)	This is Shutdown, a member of class TSGT.
	Startup (see page 93)	This is Startup, a member of class TSGT.

1.1.17.2.1 **TSGT.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TSGT.

1.1.17.2.2 **TSGT.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TSGT.

1.1.17.2.3 **TSGT.EmitCmdConActiveEvent**

File: Spark.pas (see page 274)

Delphi

```
procedure EmitCmdConActiveEvent;
```

Description

This is EmitCmdConActiveEvent, a member of class TSGT.

1.1.17.2.4 **TSGT.EmitCmdConInactiveEvent**

File: Spark.pas (see page 274)

Delphi

```
procedure EmitCmdConInactiveEvent;
```

Description

This is EmitCmdConInactiveEvent, a member of class TSGT.

1.1.17.2.5 **TSGT.GetFileSandBoxed**

File: Spark.pas (see page 274)

Delphi

```
function GetFileSandBoxed: Boolean;
```

Description

This is GetFileSandBoxed, a member of class TSGT.

1.1.17.2.6 **TSGT.GetFileSandboxWriteDir**

File: Spark.pas (see page 274)

Delphi

```
function GetFileSandboxWriteDir: string;
```

Description

This is GetFileSandboxWriteDir, a member of class TSGT.

1.1.17.2.7 **TSGT.RunGame**

File: Spark.pas (see page 274)

Delphi

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

Description

This is RunGame, a member of class TSGT.

1.1.17.2.8 **TSGT.SetFileSandBoxed**

File: Spark.pas (see page 274)

Delphi

```
procedure SetFileSandBoxed(
    aEnable: Boolean
);
```

Description

This is SetFileSandBoxed, a member of class TSGT.

1.1.17.2.9 **TSGT.SetFileSandboxWriteDir**

File: Spark.pas (see page 274)

Delphi

```
procedure SetFileSandboxWriteDir(
    aPath: string
);
```

Description

This is SetFileSandboxWriteDir, a member of class TSGT.

1.1.17.2.10 **TSGT.Shutdown**

File: Spark.pas (see page 274)

Delphi

```
procedure Shutdown;
```

Description

This is Shutdown, a member of class TSGT.

1.1.17.2.11 **TSGT.Startup**

File: Spark.pas (see page 274)

Delphi

```
procedure Startup;
```

Description

This is Startup, a member of class TSGT.

1.1.17.3 **TSGT Properties**

The properties of the TSGT class are listed here.

Properties

🔲ℝ	Audio (see page 94)	This is Audio, a member of class TSGT.
🔲ℝ	CmdConsole (see page 94)	This is CmdConsole, a member of class TSGT.
🔲	Event (see page 94)	This is Event, a member of class TSGT.
🔲ℝ	Input (see page 95)	This is Input, a member of class TSGT.
🔲ℝ	Log (see page 95)	This is Log, a member of class TSGT.
🔲	Mixer (see page 95)	This is Mixer, a member of class TSGT.
🔲	Queue (see page 95)	This is Queue, a member of class TSGT.
🔲ℝ	Screenshake (see page 95)	This is Screenshake, a member of class TSGT.
🔲ℝ	Screenshot (see page 95)	This is Screenshot, a member of class TSGT.
🔲ℝ	Video (see page 96)	This is Video, a member of class TSGT.
🔲	Voice (see page 96)	This is Voice, a member of class TSGT.
🔲ℝ	Window (see page 96)	This is Window, a member of class TSGT.

1.1.17.3.1 **TSGT.Audio**

File: Spark.pas (see page 274)

Delphi

```
property Audio: TAudio;
```

Description

This is Audio, a member of class TSGT.

1.1.17.3.2 **TSGT.CmdConsole**

File: Spark.pas (see page 274)

Delphi

```
property CmdConsole: TCmdConsole;
```

Description

This is CmdConsole, a member of class TSGT.

1.1.17.3.3 **TSGT.Event**

File: Spark.pas (see page 274)

Delphi

```
property Event: ALLEGRO_EVENT;
```

Description

This is Event, a member of class TSGT.

1.1.17.3.4 **TSGT.Input**

File: Spark.pas (see page 274)

Delphi

```
property Input: TInput;
```

Description

This is Input, a member of class TSGT.

1.1.17.3.5 **TSGT.Log**

File: Spark.pas (see page 274)

Delphi

```
property Log: TLog;
```

Description

This is Log, a member of class TSGT.

1.1.17.3.6 **TSGT.Mixer**

File: Spark.pas (see page 274)

Delphi

```
property Mixer: PALLEGRO_MIXER;
```

Description

This is Mixer, a member of class TSGT.

1.1.17.3.7 **TSGT.Queue**

File: Spark.pas (see page 274)

Delphi

```
property Queue: PALLEGRO_EVENT_QUEUE;
```

Description

This is Queue, a member of class TSGT.

1.1.17.3.8 **TSGT.Screenshake**

File: Spark.pas (see page 274)

Delphi

```
property Screenshake: TScreenshake;
```

Description

This is Screenshake, a member of class TSGT.

1.1.17.3.9 **TSGT.Screenshot**

File: Spark.pas (see page 274)

Delphi

```
property Screenshot: TScreenshot;
```

Description

This is Screenshot, a member of class TSGT.

1.1.17.3.10 TSGT.Video

File: Spark.pas (see page 274)

Delphi

```
property Video: TVideo;
```

Description

This is Video, a member of class TSGT.

1.1.17.3.11 TSGT.Voice

File: Spark.pas (see page 274)

Delphi

```
property Voice: PALLEGRO_VOICE;
```

Description

This is Voice, a member of class TSGT.

1.1.17.3.12 TSGT.Window

File: Spark.pas (see page 274)

Delphi

```
property Window: TWindow;
```

Description

This is Window, a member of class TSGT.

1.1.18 TScreenshake

Class Hierarchy

File: Spark.pas (see page 274)

Delphi

```
TScreenshake = class(TBaseObject);
```

Description

This is class TScreenshake.

1.1.18.1 TScreenshake Fields

The fields of the TScreenshake class are listed here.

Fields

	FList (see page 97)	This is FList, a member of class TScreenshake.
	FTrans (see page 97)	This is FTrans, a member of class TScreenshake.

1.1.18.1.1 **TScreenshake.FList**

File: Spark.pas (see page 274)

Delphi

```
FList: TList;
```

Description

This is FList, a member of class TScreenshake.

1.1.18.1.2 **TScreenshake.FTrans**

File: Spark.pas (see page 274)

Delphi

```
FTrans: ALLEGRO_TRANSFORM;
```

Description

This is FTrans, a member of class TScreenshake.

1.1.18.2 **TScreenshake Methods**

The methods of the TScreenshake class are listed here.

Methods

	Active (see page 97)	This is Active, a member of class TScreenshake.
	Clear (see page 97)	This is Clear, a member of class TScreenshake.
	Create (see page 98)	This is Create, a member of class TScreenshake.
	Destroy (see page 98)	This is Destroy, a member of class TScreenshake.
	Process (see page 98)	This is Process, a member of class TScreenshake.
	Start (see page 98)	This is Start, a member of class TScreenshake.

1.1.18.2.1 **TScreenshake.Active**

File: Spark.pas (see page 274)

Delphi

```
function Active: Boolean;
```

Description

This is Active, a member of class TScreenshake.

1.1.18.2.2 **TScreenshake.Clear**

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TScreenshake.

1.1.18.2.3 **TScreenshake.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TScreenshake.

1.1.18.2.4 **TScreenshake.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TScreenshake.

1.1.18.2.5 **TScreenshake.Process**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Process, a member of class TScreenshake.

1.1.18.2.6 **TScreenshake.Start**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Start, a member of class TScreenshake.

1.1.19 **TScreenshot**

Class Hierarchy
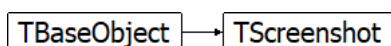
File: Spark.pas (see page 274)

Delphi

```
TScreenshot = class(TBaseObject);
```

Description

This is class TScreenshot.

1.1.19.1 **TScreenshot Fields**

The fields of the TScreenshot class are listed here.

Fields

◆	FBaseFilename (see page 99)	This is FBaseFilename, a member of class TScreenshot.
◆	FDir (see page 99)	This is FDir, a member of class TScreenshot.
◆	FFilename (see page 99)	This is FFilename, a member of class TScreenshot.
◆	FFlag (see page 99)	This is FFlag, a member of class TScreenshot.

1.1.19.1.1 **TScreenshot.FBaseFilename**

File: Spark.pas (see page 274)

Delphi

```
FBaseFilename: string;
```

Description

This is FBaseFilename, a member of class TScreenshot.

1.1.19.1.2 **TScreenshot.FDir**

File: Spark.pas (see page 274)

Delphi

```
FDir: string;
```

Description

This is FDir, a member of class TScreenshot.

1.1.19.1.3 **TScreenshot.FFilename**

File: Spark.pas (see page 274)

Delphi

```
FFilename: string;
```

Description

This is FFilename, a member of class TScreenshot.

1.1.19.1.4 **TScreenshot.FFlag**

File: Spark.pas (see page 274)

Delphi

```
FFlag: Boolean;
```

Description

This is FFlag, a member of class TScreenshot.

1.1.19.2 TScreenshot Methods

The methods of the TScreenshot class are listed here.

Methods

	Create (see page 100)	This is Create, a member of class TScreenshot.
	Destroy (see page 100)	This is Destroy, a member of class TScreenshot.
	Init (see page 100)	This is Init, a member of class TScreenshot.
	Process (see page 100)	This is Process, a member of class TScreenshot.
	Take (see page 101)	This is Take, a member of class TScreenshot.

1.1.19.2.1 TScreenshot.Create

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TScreenshot.

1.1.19.2.2 TScreenshot.Destroy

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TScreenshot.

1.1.19.2.3 TScreenshot.Init

File: Spark.pas (see page 274)

Delphi

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

Description

This is Init, a member of class TScreenshot.

1.1.19.2.4 TScreenshot.Process

File: Spark.pas (see page 274)

Delphi

```
procedure Process;
```

Description

This is Process, a member of class TScreenshot.

1.1.19.2.5 **TScreenshot.Take**

File: Spark.pas (see page 274)

Delphi

```
procedure Take;
```

Description

This is Take, a member of class TScreenshot.

1.1.20 **TShader**

Class Hierarchy
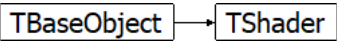
File: Spark.pas (see page 274)

Delphi

```
TShader = class(TBaseObject);
```

Description

This is class TShader.

1.1.20.1 **TShader Fields**

The fields of the TShader class are listed here.

Fields

🔹	FHandle (see page 101)	This is FHandle, a member of class TShader.

1.1.20.1.1 **TShader.FHandle**

File: Spark.pas (see page 274)

Delphi

```
FHandle: PALLEGRO_SHADER;
```

Description

This is FHandle, a member of class TShader.

1.1.20.2 **TShader Methods**

The methods of the TShader class are listed here.

Methods

🔹	Build (see page 102)	This is Build, a member of class TShader.
🔹	Clear (see page 102)	This is Clear, a member of class TShader.

⇒◆𝕍	Create (see page 102)	This is Create, a member of class TShader.
⇒◆𝕍	Destroy (see page 102)	This is Destroy, a member of class TShader.
⇒◆	Enable (see page 103)	This is Enable, a member of class TShader.
⇒◆	Load (see page 103)	This is Load, a member of class TShader.
⇒◆	Load (see page 103)	This is Load, a member of class TShader.
⇒◆	Log (see page 103)	This is Log, a member of class TShader.
⇒◆	SetBoolUniform (see page 103)	This is SetBoolUniform, a member of class TShader.
⇒◆	SetFloatUniform (see page 104)	This is SetFloatUniform, a member of class TShader.
⇒◆	SetFloatUniform (see page 104)	This is SetFloatUniform, a member of class TShader.
⇒◆	SetIntUniform (see page 104)	This is SetIntUniform, a member of class TShader.
⇒◆	SetIntUniform (see page 104)	This is SetIntUniform, a member of class TShader.
⇒◆	SetTextureUniform (see page 105)	This is SetTextureUniform, a member of class TShader.
⇒◆	SetVec2Uniform (see page 105)	This is SetVec2Uniform, a member of class TShader.
⇒◆	SetVec2Uniform (see page 105)	This is SetVec2Uniform, a member of class TShader.

1.1.20.2.1 **TShader.Build**

File: Spark.pas (see page 274)

Delphi

```
function Build: Boolean;
```

Description

This is Build, a member of class TShader.

1.1.20.2.2 **TShader.Clear**

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TShader.

1.1.20.2.3 **TShader.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TShader.

1.1.20.2.4 **TShader.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TShader.

1.1.20.2.5 **TShader.Enable**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Enable, a member of class TShader.

1.1.20.2.6 **TShader.Load**

File: Spark.pas (see page 274)

Delphi

```
function Load(
    aArchive: TArchive;
    aType: TShaderType;
    const aFilename: string
): Boolean; overload;
```

Description

This is Load, a member of class TShader.

1.1.20.2.7 **TShader.Load**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Load, a member of class TShader.

1.1.20.2.8 **TShader.Log**

File: Spark.pas (see page 274)

Delphi

```
function Log: string;
```

Description

This is Log, a member of class TShader.

1.1.20.2.9 **TShader.SetBoolUniform**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetBoolUniform, a member of class TShader.

1.1.20.2.10 **TShader.SetFloatUniform**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetFloatUniform, a member of class TShader.

1.1.20.2.11 **TShader.SetFloatUniform**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetFloatUniform, a member of class TShader.

1.1.20.2.12 **TShader.SetIntUniform**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetIntUniform, a member of class TShader.

1.1.20.2.13 **TShader.SetIntUniform**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetIntUniform, a member of class TShader.

1.1.20.2.14 **TShader.SetTextureUniform**

File: Spark.pas (see page 274)

Delphi

```
function SetTextureUniform(
    const aName: string;
    aTexture: TTexture
): Boolean;
```

Description

This is SetTextureUniform, a member of class TShader.

1.1.20.2.15 **TShader.SetVec2Uniform**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetVec2Uniform, a member of class TShader.

1.1.20.2.16 **TShader.SetVec2Uniform**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetVec2Uniform, a member of class TShader.

1.1.21 **TStarfield**

Class Hierarchy
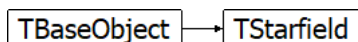
File: Spark.pas (see page 274)

Delphi

```
TStarfield = class(TBaseObject);
```

Description

This is class TStarfield.

1.1.21.1 **TStarfield Records**

The records of the TStarfield class are listed here.

Records

◆	TItem (see page 106)	This is record TStarfield.TItem.

1.1.21.1.1 **TStarfield.TItem**

File: Spark.pas (see page 274)

Delphi

```
TItem = record
  Speed: Single;
  X: Single;
  Y: Single;
  Z: Single;
end;
```

Description

This is record TStarfield.TItem.

1.1.21.2 **TStarfield Fields**

The fields of the TStarfield class are listed here.

Fields

◆	FCenter (see page 106)	This is FCenter, a member of class TStarfield.
◆	FMax (see page 106)	This is FMax, a member of class TStarfield.
◆	FMin (see page 107)	This is FMin, a member of class TStarfield.
◆	FSpeed (see page 107)	This is FSpeed, a member of class TStarfield.
◆	FStar (see page 107)	This is FStar, a member of class TStarfield.
◆	FStarCount (see page 107)	This is FStarCount, a member of class TStarfield.
◆	FViewScale (see page 107)	This is FViewScale, a member of class TStarfield.
◆	FViewScaleRatio (see page 108)	This is FViewScaleRatio, a member of class TStarfield.
◆	FVirtualPos (see page 108)	This is FVirtualPos, a member of class TStarfield.

1.1.21.2.1 **TStarfield.FCenter**

File: Spark.pas (see page 274)

Delphi

```
FCenter: TVector;
```

Description

This is FCenter, a member of class TStarfield.

1.1.21.2.2 **TStarfield.FMax**

File: Spark.pas (see page 274)

Delphi

```
FMax: TVector;
```

Description

This is FMax, a member of class TStarfield.

1.1.21.2.3 **TStarfield.FMin**

File: Spark.pas (see page 274)

Delphi

```
FMin: TVector;
```

Description

This is FMin, a member of class TStarfield.

1.1.21.2.4 **TStarfield.FSpeed**

File: Spark.pas (see page 274)

Delphi

```
FSpeed: TVector;
```

Description

This is FSpeed, a member of class TStarfield.

1.1.21.2.5 **TStarfield.FStar**

File: Spark.pas (see page 274)

Delphi

```
FStar: array of TItem;
```

Description

This is FStar, a member of class TStarfield.

1.1.21.2.6 **TStarfield.FStarCount**

File: Spark.pas (see page 274)

Delphi

```
FStarCount: Cardinal;
```

Description

This is FStarCount, a member of class TStarfield.

1.1.21.2.7 **TStarfield.FViewScale**

File: Spark.pas (see page 274)

Delphi

```
FViewScale: Single;
```

Description

This is FViewScale, a member of class TStarfield.

1.1.21.2.8 **TStarfield.FViewScaleRatio**

File: Spark.pas (see page 274)

Delphi

```
FViewScaleRatio: Single;
```

Description

This is FViewScaleRatio, a member of class TStarfield.

1.1.21.2.9 **TStarfield.FVirtualPos**

File: Spark.pas (see page 274)

Delphi

```
FVirtualPos: TVector;
```

Description

This is FVirtualPos, a member of class TStarfield.

1.1.21.3 **TStarfield Methods**

The methods of the TStarfield class are listed here.

Methods

	Create (see page 108)	This is Create, a member of class TStarfield.
	Destroy (see page 108)	This is Destroy, a member of class TStarfield.
	Done (see page 109)	This is Done, a member of class TStarfield.
	GetVirtualPos (see page 109)	This is GetVirtualPos, a member of class TStarfield.
	Init (see page 109)	This is Init, a member of class TStarfield.
	Render (see page 109)	This is Render, a member of class TStarfield.
	SetVirtualPos (see page 110)	This is SetVirtualPos, a member of class TStarfield.
	SetXSpeed (see page 110)	This is SetXSpeed, a member of class TStarfield.
	SetYSpeed (see page 110)	This is SetYSpeed, a member of class TStarfield.
	SetZSpeed (see page 110)	This is SetZSpeed, a member of class TStarfield.
	TransformDrawPoint (see page 110)	This is TransformDrawPoint, a member of class TStarfield.
	Update (see page 111)	This is Update, a member of class TStarfield.

1.1.21.3.1 **TStarfield.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TStarfield.

1.1.21.3.2 **TStarfield.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TStarfield.

1.1.21.3.3 **TStarfield.Done**

File: Spark.pas (see page 274)

Delphi

```
procedure Done;
```

Description

This is Done, a member of class TStarfield.

1.1.21.3.4 **TStarfield.GetVirtualPos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetVirtualPos, a member of class TStarfield.

1.1.21.3.5 **TStarfield.Init**

File: Spark.pas (see page 274)

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 TStarfield.

1.1.21.3.6 **TStarfield.Render**

File: Spark.pas (see page 274)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class TStarfield.

1.1.21.3.7 **TStarfield.SetVirtualPos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetVirtualPos, a member of class TStarfield.

1.1.21.3.8 **TStarfield.SetXSpeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetXSpeed, a member of class TStarfield.

1.1.21.3.9 **TStarfield.SetYSpeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetYSpeed, a member of class TStarfield.

1.1.21.3.10 **TStarfield.SetZSpeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetZSpeed, a member of class TStarfield.

1.1.21.3.11 **TStarfield.TransformDrawPoint**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure TransformDrawPoint(
    aX: Single;
    aY: Single;
    aZ: Single;
```

```
    aVPX: Integer;
    aVPY: Integer;
    aVPW: Integer;
    aVPH: Integer
);
```

Description

This is TransformDrawPoint, a member of class TStarfield.

1.1.21.3.12 **TStarfield.Update**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Update, a member of class TStarfield.

1.1.22 **TStream**

Class Hierarchy
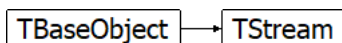
File: Spark.pas (see page 274)

Delphi

```
TStream = class(TBaseObject);
```

Description

This is class TStream.

1.1.22.1 **TStream Enumerations**

The enumerations of the TStream class are listed here.

Enumerations

	TType (see page 111)	This is record TStream.TType.

1.1.22.1.1 **TStream.TType**

File: Spark.pas (see page 274)

Delphi

```
TType = (
  stClosed,
  stMemory,
  stFile
);
```

Description

This is record TStream.TType.

1.1.22.2 **TStream Fields**

The fields of the TStream class are listed here.

Fields

♦	FFile (see page 112)	This is FFile, a member of class TStream.
♦	FMem (see page 112)	This is FMem, a member of class TStream.
♦	FPos (see page 112)	This is FPos, a member of class TStream.
♦	FSize (see page 112)	This is FSize, a member of class TStream.
♦	FType (see page 112)	This is FType, a member of class TStream.

1.1.22.2.1 **TStream.FFile**

File: Spark.pas (see page 274)

Delphi

```
FFile: File;
```

Description

This is FFile, a member of class TStream.

1.1.22.2.2 **TStream.FMem**

File: Spark.pas (see page 274)

Delphi

```
FMem: Pointer;
```

Description

This is FMem, a member of class TStream.

1.1.22.2.3 **TStream.FPos**

File: Spark.pas (see page 274)

Delphi

```
FPos: Integer;
```

Description

This is FPos, a member of class TStream.

1.1.22.2.4 **TStream.FSize**

File: Spark.pas (see page 274)

Delphi

```
FSize: Integer;
```

Description

This is FSize, a member of class TStream.

1.1.22.2.5 **TStream.FType**

File: Spark.pas (see page 274)

Delphi

```
FType: TType;
```

Description

This is FType, a member of class TStream.

1.1.22.3 **TStream Methods**

The methods of the TStream class are listed here.

Methods

⇒◆	Close (see page 113)	This is Close, a member of class TStream.
⇒◆	CopyFrom (see page 113)	This is CopyFrom, a member of class TStream.
⇒◆ 𝕍	Create (see page 113)	This is Create, a member of class TStream.
⇒◆ 𝕍	Destroy (see page 114)	This is Destroy, a member of class TStream.
⇒◆	Init (see page 114)	This is Init, a member of class TStream.
⇒◆	Init (see page 114)	This is Init, a member of class TStream.
⇒◆	Open (see page 114)	This is Open, a member of class TStream.
⇒◆	Open (see page 115)	This is Open, a member of class TStream.
⇒◆	Read (see page 115)	This is Read, a member of class TStream.
⇒◆	ReadAnsiString (see page 115)	This is ReadAnsiString, a member of class TStream.
⇒◆	ReadString (see page 115)	This is ReadString, a member of class TStream.
⇒◆♀	SetPos (see page 115)	This is SetPos, a member of class TStream.
⇒◆	Write (see page 116)	This is Write, a member of class TStream.
⇒◆	WriteAnsiString (see page 116)	This is WriteAnsiString, a member of class TStream.
⇒◆	WriteString (see page 116)	This is WriteString, a member of class TStream.

1.1.22.3.1 **TStream.Close**

File: Spark.pas (see page 274)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TStream.

1.1.22.3.2 **TStream.CopyFrom**

File: Spark.pas (see page 274)

Delphi

```
procedure CopyFrom(
    const aStream: TStream
);
```

Description

This is CopyFrom, a member of class TStream.

1.1.22.3.3 **TStream.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TStream.

1.1.22.3.4 **TStream.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TStream.

1.1.22.3.5 **TStream.Init**

File: Spark.pas (see page 274)

Delphi

```
class function Init(
    aMemory: Pointer;
    aMemSize: Integer
): TStream; overload;
```

Description

This is Init, a member of class TStream.

1.1.22.3.6 **TStream.Init**

File: Spark.pas (see page 274)

Delphi

```
class function Init(
    const aFilename: string;
    aCreate: Boolean = False
): TStream; overload;
```

Description

This is Init, a member of class TStream.

1.1.22.3.7 **TStream.Open**

File: Spark.pas (see page 274)

Delphi

```
function Open(
    aMemory: Pointer;
    aMemSize: Integer
): Boolean; overload;
```

Description

This is Open, a member of class TStream.

1.1.22.3.8 **TStream.Open**

File: Spark.pas (see page 274)

Delphi

```
function Open(
    const aFilename: string;
    aCreate: Boolean = False
): Boolean; overload;
```

Description

This is Open, a member of class TStream.

1.1.22.3.9 **TStream.Read**

File: Spark.pas (see page 274)

Delphi

```
function Read(
    out aBuf;
    aBufSize: Integer
): Integer;
```

Description

This is Read, a member of class TStream.

1.1.22.3.10 **TStream.ReadAnsiString**

File: Spark.pas (see page 274)

Delphi

```
function ReadAnsiString: AnsiString;
```

Description

This is ReadAnsiString, a member of class TStream.

1.1.22.3.11 **TStream.ReadString**

File: Spark.pas (see page 274)

Delphi

```
function ReadString: string;
```

Description

This is ReadString, a member of class TStream.

1.1.22.3.12 **TStream.SetPos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetPos, a member of class TStream.

1.1.22.3.13 **TStream.Write**

File: Spark.pas (see page 274)

Delphi

```
function Write(
    const aBuf;
    aBufSize: Integer
): Integer;
```

Description

This is Write, a member of class TStream.

1.1.22.3.14 **TStream.WriteAnsiString**

File: Spark.pas (see page 274)

Delphi

```
procedure WriteAnsiString(
    const aValue: AnsiString
);
```

Description

This is WriteAnsiString, a member of class TStream.

1.1.22.3.15 **TStream.WriteString**

File: Spark.pas (see page 274)

Delphi

```
procedure WriteString(
    const aValue: string
);
```

Description

This is WriteString, a member of class TStream.

1.1.22.4 **TStream Properties**

The properties of the TStream class are listed here.

Properties

	Pos (see page 116)	This is Pos, a member of class TStream.
	Size (see page 117)	This is Size, a member of class TStream.

1.1.22.4.1 **TStream.Pos**

File: Spark.pas (see page 274)

Delphi

```
property Pos: Integer;
```

Description

This is Pos, a member of class TStream.

1.1.22.4.2 **TStream.Size**

File: Spark.pas (see page 274)

Delphi

```
property Size: Integer;
```

Description

This is Size, a member of class TStream.

1.1.23 **TStringList**

Class Hierarchy

File: Spark.pas (see page 274)

Delphi

```
TStringList = class(TBaseObject);
```

Description

This is class TStringList.

1.1.23.1 **TStringList Fields**

The fields of the TStringList class are listed here.

Fields

	FCapacity (see page 117)	This is FCapacity, a member of class TStringList.
	FCount (see page 117)	This is FCount, a member of class TStringList.
	FItems (see page 118)	This is FItems, a member of class TStringList.

1.1.23.1.1 **TStringList.FCapacity**

File: Spark.pas (see page 274)

Delphi

```
FCapacity: Integer;
```

Description

This is FCapacity, a member of class TStringList.

1.1.23.1.2 **TStringList.FCount**

File: Spark.pas (see page 274)

Delphi

```
FCount: Integer;
```

Description

This is FCount, a member of class TStringList.

1.1.23.1.3 **TStringList.FItems**

File: Spark.pas (see page 274)

Delphi

```
FItems: array of string;
```

Description

This is FItems, a member of class TStringList.

1.1.23.2 **TStringList Methods**

The methods of the TStringList class are listed here.

Methods

	Add (see page 118)	This is Add, a member of class TStringList.
	AddPair (see page 118)	This is AddPair, a member of class TStringList.
	Clear (see page 119)	This is Clear, a member of class TStringList.
	Create (see page 119)	This is Create, a member of class TStringList.
	Delete (see page 119)	This is Delete, a member of class TStringList.
	Destroy (see page 119)	This is Destroy, a member of class TStringList.
	GetItem (see page 119)	This is GetItem, a member of class TStringList.
	GetKey (see page 120)	This is GetKey, a member of class TStringList.
	GetValue (see page 120)	This is GetValue, a member of class TStringList.
	IndexOf (see page 120)	This is IndexOf, a member of class TStringList.
	Init (see page 120)	This is Init, a member of class TStringList.
	Insert (see page 120)	This is Insert, a member of class TStringList.
	OutOfBounds (see page 121)	This is OutOfBounds, a member of class TStringList.
	SetItem (see page 121)	This is SetItem, a member of class TStringList.
	Sort (see page 121)	This is Sort, a member of class TStringList.

1.1.23.2.1 **TStringList.Add**

File: Spark.pas (see page 274)

Delphi

```
function Add(
    aItem: string
): Integer;
```

Description

This is Add, a member of class TStringList.

1.1.23.2.2 **TStringList.AddPair**

File: Spark.pas (see page 274)

Delphi

```
function AddPair(
    const aName: string;
    const aValue: string
): TStringList;
```

Description

This is AddPair, a member of class TStringList.

1.1.23.2.3 **TStringList.Clear**

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TStringList.

1.1.23.2.4 **TStringList.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TStringList.

1.1.23.2.5 **TStringList.Delete**

File: Spark.pas (see page 274)

Delphi

```
function Delete(
    aIndex: Integer
): string;
```

Description

This is Delete, a member of class TStringList.

1.1.23.2.6 **TStringList.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TStringList.

1.1.23.2.7 **TStringList.GetItem**

File: Spark.pas (see page 274)

Delphi

```
function GetItem(
    aIndex: Integer
): string;
```

Description

This is GetItem, a member of class TStringList.

1.1.23.2.8 **TStringList.GetKey**

File: Spark.pas (see page 274)

Delphi

```
function GetKey(
    aIndex: Integer
): string;
```

Description

This is GetKey, a member of class TStringList.

1.1.23.2.9 **TStringList.GetValue**

File: Spark.pas (see page 274)

Delphi

```
function GetValue(
    aIndex: Integer
): string;
```

Description

This is GetValue, a member of class TStringList.

1.1.23.2.10 **TStringList.IndexOf**

File: Spark.pas (see page 274)

Delphi

```
function IndexOf(
    aItem: string
): Integer;
```

Description

This is IndexOf, a member of class TStringList.

1.1.23.2.11 **TStringList.Init**

File: Spark.pas (see page 274)

Delphi

```
procedure Init(
    aCapacity: Integer = 1
);
```

Description

This is Init, a member of class TStringList.

1.1.23.2.12 **TStringList.Insert**

File: Spark.pas (see page 274)

Delphi

```
procedure Insert(
    aIndex: Integer;
    aItem: string
);
```

Description

This is Insert, a member of class TStringList.

1.1.23.2.13 **TStringList.OutOfBounds**

File: Spark.pas (see page 274)

Delphi

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

Description

This is OutOfBounds, a member of class TStringList.

1.1.23.2.14 **TStringList.SetItem**

File: Spark.pas (see page 274)

Delphi

```
procedure SetItem(
    aIndex: Integer;
    aValue: string
);
```

Description

This is SetItem, a member of class TStringList.

1.1.23.2.15 **TStringList.Sort**

File: Spark.pas (see page 274)

Delphi

```
procedure Sort(
    aCompareFunc: TStringListCompareFunc
);
```

Description

This is Sort, a member of class TStringList.

1.1.23.3 **TStringList Properties**

The properties of the TStringList class are listed here.

Properties

	Count (see page 121)	This is Count, a member of class TStringList.
	Items (see page 122)	This is Items, a member of class TStringList.

1.1.23.3.1 **TStringList.Count**

File: Spark.pas (see page 274)

Delphi

```
property Count: Integer;
```

Description

This is Count, a member of class TStringList.

1.1.23.3.2 **TStringList.Items**

File: Spark.pas (see page 274)

Delphi

```
property Items [aIndex: Integer]: string;
```

Description

This is Items, a member of class TStringList.

1.1.24 **TTexture**

Class Hierarchy
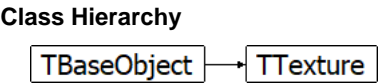
File: Spark.pas (see page 274)

Delphi

```
TTexture = class(TBaseObject);
```

Description

This is class TTexture.

1.1.24.1 **TTexture Fields**

The fields of the TTexture class are listed here.

Fields

	FFilename (see page 122)	This is FFilename, a member of class TTexture.
	FHandle (see page 123)	This is FHandle, a member of class TTexture.
	FHeight (see page 123)	This is FHeight, a member of class TTexture.
	FLocked (see page 123)	This is FLocked, a member of class TTexture.
	FLockedRegion (see page 123)	This is FLockedRegion, a member of class TTexture.
	FWidth (see page 123)	This is FWidth, a member of class TTexture.

1.1.24.1.1 **TTexture.FFilename**

File: Spark.pas (see page 274)

Delphi

```
FFilename: string;
```

Description

This is FFilename, a member of class TTexture.

1.1.24.1.2 **TTexture.FHandle**

File: Spark.pas (see page 274)

Delphi

```
FHandle: PALLEGRO_BITMAP;
```

Description

This is FHandle, a member of class TTexture.

1.1.24.1.3 **TTexture.FHeight**

File: Spark.pas (see page 274)

Delphi

```
FHeight: Single;
```

Description

This is FHeight, a member of class TTexture.

1.1.24.1.4 **TTexture.FLocked**

File: Spark.pas (see page 274)

Delphi

```
FLocked: Boolean;
```

Description

This is FLocked, a member of class TTexture.

1.1.24.1.5 **TTexture.FLockedRegion**

File: Spark.pas (see page 274)

Delphi

```
FLockedRegion: TRectangle;
```

Description

This is FLockedRegion, a member of class TTexture.

1.1.24.1.6 **TTexture.FWidth**

File: Spark.pas (see page 274)

Delphi

```
FWidth: Single;
```

Description

This is FWidth, a member of class TTexture.

1.1.24.2 **TTexture Methods**

The methods of the TTexture class are listed here.

Methods

⇒	Allocate (see page 124)	This is Allocate, a member of class TTexture.
⇒ 🅥	Create (see page 124)	This is Create, a member of class TTexture.
⇒ 🅥	Destroy (see page 124)	This is Destroy, a member of class TTexture.
⇒	Draw (see page 124)	This is Draw, a member of class TTexture.
⇒	Draw (see page 125)	This is Draw, a member of class TTexture.
⇒	DrawTiled (see page 125)	This is DrawTiled, a member of class TTexture.
⇒	GetPixel (see page 125)	This is GetPixel, a member of class TTexture.
⇒	Load (see page 125)	This is Load, a member of class TTexture.
⇒	Lock (see page 126)	This is Lock, a member of class TTexture.
⇒	SetPixel (see page 126)	This is SetPixel, a member of class TTexture.
⇒	Unload (see page 126)	This is Unload, a member of class TTexture.
⇒	Unlock (see page 126)	This is Unlock, a member of class TTexture.

1.1.24.2.1 **TTexture.Allocate**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Allocate, a member of class TTexture.

1.1.24.2.2 **TTexture.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TTexture.

1.1.24.2.3 **TTexture.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TTexture.

1.1.24.2.4 **TTexture.Draw**

File: Spark.pas (see page 274)

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 TTexture.

1.1.24.2.5 TTexture.Draw

File: Spark.pas (see page 274)

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 TTexture.

1.1.24.2.6 TTexture.DrawTiled

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawTiled, a member of class TTexture.

1.1.24.2.7 TTexture.GetPixel

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetPixel, a member of class TTexture.

1.1.24.2.8 TTexture.Load

File: Spark.pas (see page 274)

Delphi

```
function Load(
    aArchive: TArchive;
    const aFilename: string;
    aColorKey: PColor
): Boolean;
```

Description

This is Load, a member of class TTexture.

1.1.24.2.9 **TTexture.Lock**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Lock, a member of class TTexture.

1.1.24.2.10 **TTexture.SetPixel**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetPixel, a member of class TTexture.

1.1.24.2.11 **TTexture.Unload**

File: Spark.pas (see page 274)

Delphi

```
function Unload: Boolean;
```

Description

This is Unload, a member of class TTexture.

1.1.24.2.12 **TTexture.Unlock**

File: Spark.pas (see page 274)

Delphi

```
function Unlock: Boolean;
```

Description

This is Unlock, a member of class TTexture.

1.1.24.3 **TTexture Properties**

The properties of the TTexture class are listed here.

Properties

☞ℝ	Filename (see page 127)	This is Filename, a member of class TTexture.
☞ℝ	Handle (see page 127)	This is Handle, a member of class TTexture.
☞ℝ	Height (see page 127)	This is Height, a member of class TTexture.
☞ℝ	Width (see page 127)	This is Width, a member of class TTexture.

1.1.24.3.1 **TTexture.Filename**

File: Spark.pas (see page 274)

Delphi

```
property Filename: string;
```

Description

This is Filename, a member of class TTexture.

1.1.24.3.2 **TTexture.Handle**

File: Spark.pas (see page 274)

Delphi

```
property Handle: PALLEGRO_BITMAP;
```

Description

This is Handle, a member of class TTexture.

1.1.24.3.3 **TTexture.Height**

File: Spark.pas (see page 274)

Delphi

```
property Height: Single;
```

Description

This is Height, a member of class TTexture.

1.1.24.3.4 **TTexture.Width**

File: Spark.pas (see page 274)

Delphi

```
property Width: Single;
```

Description

This is Width, a member of class TTexture.

1.1.25 TVector

File: Spark.pas (see page 274)

Delphi

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

Description

This is class TVector.

1.1.25.1 TVector Fields

The fields of the TVector class are listed here.

Fields

◆	W (see page 128)	This is W, a member of class TVector.
◆	X (see page 128)	This is X, a member of class TVector.
◆	Y (see page 128)	This is Y, a member of class TVector.
◆	Z (see page 129)	This is Z, a member of class TVector.

1.1.25.1.1 TVector.W

File: Spark.pas (see page 274)

Delphi

```
W: Single;
```

Description

This is W, a member of class TVector.

1.1.25.1.2 TVector.X

File: Spark.pas (see page 274)

Delphi

```
X: Single;
```

Description

This is X, a member of class TVector.

1.1.25.1.3 TVector.Y

File: Spark.pas (see page 274)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TVector.

1.1.25.1.4 **TVector.Z**

File: Spark.pas (see page 274)

Delphi

```
Z: Single;
```

Description

This is Z, a member of class TVector.

1.1.25.2 **TVector Methods**

The methods of the TVector class are listed here.

Methods

	Add (see page 129)	This is Add, a member of class TVector.
	Angle (see page 130)	This is Angle, a member of class TVector.
	Assign (see page 130)	This is Assign, a member of class TVector.
	Assign (see page 130)	This is Assign, a member of class TVector.
	Assign (see page 130)	This is Assign, a member of class TVector.
	Assign (see page 131)	This is Assign, a member of class TVector.
	Clear (see page 131)	This is Clear, a member of class TVector.
	Create (see page 131)	This is Create, a member of class TVector.
	Create (see page 131)	This is Create, a member of class TVector.
	Create (see page 131)	This is Create, a member of class TVector.
	Distance (see page 132)	This is Distance, a member of class TVector.
	Divide (see page 132)	This is Divide, a member of class TVector.
	DivideBy (see page 132)	This is DivideBy, a member of class TVector.
	DotProduct (see page 132)	This is DotProduct, a member of class TVector.
	Magnitude (see page 132)	This is Magnitude, a member of class TVector.
	MagnitudeSquared (see page 133)	This is MagnitudeSquared, a member of class TVector.
	MagnitudeTruncate (see page 133)	This is MagnitudeTruncate, a member of class TVector.
	Multiply (see page 133)	This is Multiply, a member of class TVector.
	Negate (see page 133)	This is Negate, a member of class TVector.
	Normalize (see page 133)	This is Normalize, a member of class TVector.
	Project (see page 134)	This is Project, a member of class TVector.
	Scale (see page 134)	This is Scale, a member of class TVector.
	Subtract (see page 134)	This is Subtract, a member of class TVector.
	Thrust (see page 134)	This is Thrust, a member of class TVector.

1.1.25.2.1 **TVector.Add**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Add, a member of class TVector.

1.1.25.2.2 **TVector.Angle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Angle, a member of class TVector.

1.1.25.2.3 **TVector.Assign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.25.2.4 **TVector.Assign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.25.2.5 **TVector.Assign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.25.2.6 **TVector.Assign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.25.2.7 **TVector.Clear**

File: Spark.pas (see page 274)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TVector.

1.1.25.2.8 **TVector.Create**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Create, a member of class TVector.

1.1.25.2.9 **TVector.Create**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Create, a member of class TVector.

1.1.25.2.10 **TVector.Create**

File: Spark.pas (see page 274)

Delphi

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

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

Description

This is Create, a member of class TVector.

1.1.25.2.11 TVector.Distance

File: Spark.pas (see page 274)

Delphi

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

Description

This is Distance, a member of class TVector.

1.1.25.2.12 TVector.Divide

File: Spark.pas (see page 274)

Delphi

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

Description

This is Divide, a member of class TVector.

1.1.25.2.13 TVector.DivideBy

File: Spark.pas (see page 274)

Delphi

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

Description

This is DivideBy, a member of class TVector.

1.1.25.2.14 TVector.DotProduct

File: Spark.pas (see page 274)

Delphi

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

Description

This is DotProduct, a member of class TVector.

1.1.25.2.15 TVector.Magnitude

File: Spark.pas (see page 274)

Delphi

```
function Magnitude: Single;
```

Description

This is Magnitude, a member of class TVector.

1.1.25.2.16 TVector.MagnitudeSquared

File: Spark.pas (see page 274)

Delphi

```
function MagnitudeSquared: Single;
```

Description

This is MagnitudeSquared, a member of class TVector.

1.1.25.2.17 TVector.MagnitudeTruncate

File: Spark.pas (see page 274)

Delphi

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

Description

This is MagnitudeTruncate, a member of class TVector.

1.1.25.2.18 TVector.Multiply

File: Spark.pas (see page 274)

Delphi

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

Description

This is Multiply, a member of class TVector.

1.1.25.2.19 TVector.Negate

File: Spark.pas (see page 274)

Delphi

```
procedure Negate;
```

Description

This is Negate, a member of class TVector.

1.1.25.2.20 TVector.Normalize

File: Spark.pas (see page 274)

Delphi

```
procedure Normalize;
```

Description

This is Normalize, a member of class TVector.

1.1.25.2.21 **TVector.Project**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Project, a member of class TVector.

1.1.25.2.22 **TVector.Scale**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Scale, a member of class TVector.

1.1.25.2.23 **TVector.Subtract**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Subtract, a member of class TVector.

1.1.25.2.24 **TVector.Thrust**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Thrust, a member of class TVector.

1.1.26 **TVideo**

Class Hierarchy
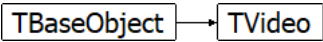
File: Spark.pas (see page 274)

Delphi

```
TVideo = class(TBaseObject);
```

Description

This is class TVideo.

1.1.26.1 **TVideo Fields**

The fields of the TVideo class are listed here.

Fields

	FFilename (see page 135)	This is FFilename, a member of class TVideo.
	FHandle (see page 135)	This is FHandle, a member of class TVideo.
	FLoop (see page 135)	This is FLoop, a member of class TVideo.
	FMixer (see page 136)	This is FMixer, a member of class TVideo.
	FPaused (see page 136)	This is FPaused, a member of class TVideo.
	FPlaying (see page 136)	This is FPlaying, a member of class TVideo.
	FVoice (see page 136)	This is FVoice, a member of class TVideo.

1.1.26.1.1 **TVideo.FFilename**

File: Spark.pas (see page 274)

Delphi

```
FFilename: string;
```

Description

This is FFilename, a member of class TVideo.

1.1.26.1.2 **TVideo.FHandle**

File: Spark.pas (see page 274)

Delphi

```
FHandle: PALLEGRO_VIDEO;
```

Description

This is FHandle, a member of class TVideo.

1.1.26.1.3 **TVideo.FLoop**

File: Spark.pas (see page 274)

Delphi

```
FLoop: Boolean;
```

Description

This is FLoop, a member of class TVideo.

1.1.26.1.4 **TVideo.FMixer**

File: Spark.pas (see page 274)

Delphi

```
FMixer: PALLEGRO_MIXER;
```

Description

This is FMixer, a member of class TVideo.

1.1.26.1.5 **TVideo.FPaused**

File: Spark.pas (see page 274)

Delphi

```
FPaused: Boolean;
```

Description

This is FPaused, a member of class TVideo.

1.1.26.1.6 **TVideo.FPlaying**

File: Spark.pas (see page 274)

Delphi

```
FPlaying: Boolean;
```

Description

This is FPlaying, a member of class TVideo.

1.1.26.1.7 **TVideo.FVoice**

File: Spark.pas (see page 274)

Delphi

```
FVoice: PALLEGRO_VOICE;
```

Description

This is FVoice, a member of class TVideo.

1.1.26.2 **TVideo Methods**

The methods of the TVideo class are listed here.

Methods

⇒◆ⓥ	Create (see page 137)	This is Create, a member of class TVideo.
⇒◆ⓥ	Destroy (see page 137)	This is Destroy, a member of class TVideo.
⇒◆	Draw (see page 137)	This is Draw, a member of class TVideo.

		GetFilename (see page 137)	This is GetFilename, a member of class TVideo.
		GetLooping (see page 138)	This is GetLooping, a member of class TVideo.
		GetPause (see page 138)	This is GetPause, a member of class TVideo.
		GetPlaying (see page 138)	This is GetPlaying, a member of class TVideo.
		GetSize (see page 138)	This is GetSize, a member of class TVideo.
		Load (see page 138)	This is Load, a member of class TVideo.
		OnFinished (see page 139)	This is OnFinished, a member of class TVideo.
		Play (see page 139)	This is Play, a member of class TVideo.
		Play (see page 139)	This is Play, a member of class TVideo.
		Rewind (see page 139)	This is Rewind, a member of class TVideo.
		Seek (see page 140)	This is Seek, a member of class TVideo.
		SetLoping (see page 140)	This is SetLoping, a member of class TVideo.
		SetPause (see page 140)	This is SetPause, a member of class TVideo.
		SetPlaying (see page 140)	This is SetPlaying, a member of class TVideo.
		Unload (see page 140)	This is Unload, a member of class TVideo.

1.1.26.2.1 **TVideo.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TVideo.

1.1.26.2.2 **TVideo.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TVideo.

1.1.26.2.3 **TVideo.Draw**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Draw, a member of class TVideo.

1.1.26.2.4 **TVideo.GetFilename**

File: Spark.pas (see page 274)

Delphi

```
function GetFilename: string;
```

Description

This is GetFilename, a member of class TVideo.

1.1.26.2.5 **TVideo.GetLooping**

File: Spark.pas (see page 274)

Delphi

```
function GetLooping: Boolean;
```

Description

This is GetLooping, a member of class TVideo.

1.1.26.2.6 **TVideo.GetPause**

File: Spark.pas (see page 274)

Delphi

```
function GetPause: Boolean;
```

Description

This is GetPause, a member of class TVideo.

1.1.26.2.7 **TVideo.GetPlaying**

File: Spark.pas (see page 274)

Delphi

```
function GetPlaying: Boolean;
```

Description

This is GetPlaying, a member of class TVideo.

1.1.26.2.8 **TVideo.GetSize**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetSize, a member of class TVideo.

1.1.26.2.9 **TVideo.Load**

File: Spark.pas (see page 274)

Delphi

```
function Load(
    aArchive: TArchive;
```

```
    const aFilename: string
): Boolean;
```

Description

This is Load, a member of class TVideo.

1.1.26.2.10 **TVideo.OnFinished**

File: Spark.pas (see page 274)

Delphi

```
procedure OnFinished(
    aHandle: PALLEGRO_VIDEO
);
```

Description

This is OnFinished, a member of class TVideo.

1.1.26.2.11 **TVideo.Play**

File: Spark.pas (see page 274)

Delphi

```
procedure Play(
    aLoop: Boolean;
    aVolume: Single
); overload;
```

Description

This is Play, a member of class TVideo.

1.1.26.2.12 **TVideo.Play**

File: Spark.pas (see page 274)

Delphi

```
procedure Play(
    aArchive: TArchive;
    const aFilename: string;
    aLoop: Boolean;
    aVolume: Single
); overload;
```

Description

This is Play, a member of class TVideo.

1.1.26.2.13 **TVideo.Rewind**

File: Spark.pas (see page 274)

Delphi

```
procedure Rewind;
```

Description

This is Rewind, a member of class TVideo.

1.1.26.2.14 **TVideo.Seek**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Seek, a member of class TVideo.

1.1.26.2.15 **TVideo.SetLoping**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetLoping, a member of class TVideo.

1.1.26.2.16 **TVideo.SetPause**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetPause, a member of class TVideo.

1.1.26.2.17 **TVideo.SetPlaying**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetPlaying, a member of class TVideo.

1.1.26.2.18 **TVideo.Unload**

File: Spark.pas (see page 274)

Delphi

```
function Unload: Boolean;
```

Description

This is Unload, a member of class TVideo.

1.1.27 TWindow

Class Hierarchy

```
TBaseObject  →  TWindow
```
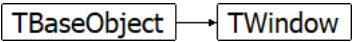
File: Spark.pas (see page 274)

Delphi

```delphi
TWindow = class(TBaseObject);
```

Description

This is class TWindow.

1.1.27.1 TWindow Fields

The fields of the TWindow class are listed here.

Fields

◆	FDpi (see page 141)	This is FDpi, a member of class TWindow.
◆	FHandle (see page 141)	This is FHandle, a member of class TWindow.
◆	FHeight (see page 141)	This is FHeight, a member of class TWindow.
◆	FHWnd (see page 142)	This is FHWnd, a member of class TWindow.
◆	FRenderTarget (see page 142)	This is FRenderTarget, a member of class TWindow.
◆	FScale (see page 142)	This is FScale, a member of class TWindow.
◆	FTransform (see page 142)	This is FTransform, a member of class TWindow.
◆	FWidth (see page 142)	This is FWidth, a member of class TWindow.

1.1.27.1.1 TWindow.FDpi

File: Spark.pas (see page 274)

Delphi

```delphi
FDpi: Integer;
```

Description

This is FDpi, a member of class TWindow.

1.1.27.1.2 TWindow.FHandle

File: Spark.pas (see page 274)

Delphi

```delphi
FHandle: PALLEGRO_DISPLAY;
```

Description

This is FHandle, a member of class TWindow.

1.1.27.1.3 TWindow.FHeight

File: Spark.pas (see page 274)

Delphi

```
FHeight: Integer;
```

Description

This is FHeight, a member of class TWindow.

1.1.27.1.4 **TWindow.FHWnd**

File: Spark.pas (see page 274)

Delphi

```
FHWnd: HWND;
```

Description

This is FHWnd, a member of class TWindow.

1.1.27.1.5 **TWindow.FRenderTarget**

File: Spark.pas (see page 274)

Delphi

```
FRenderTarget: TRenderTarget;
```

Description

This is FRenderTarget, a member of class TWindow.

1.1.27.1.6 **TWindow.FScale**

File: Spark.pas (see page 274)

Delphi

```
FScale: Single;
```

Description

This is FScale, a member of class TWindow.

1.1.27.1.7 **TWindow.FTransform**

File: Spark.pas (see page 274)

Delphi

```
FTransform: ALLEGRO_TRANSFORM;
```

Description

This is FTransform, a member of class TWindow.

1.1.27.1.8 **TWindow.FWidth**

File: Spark.pas (see page 274)

Delphi

```
FWidth: Integer;
```

Description

This is FWidth, a member of class TWindow.

1.1.27.2 **TWindow Methods**

The methods of the TWindow class are listed here.

Methods

⇒◆	Clear (see page 143)	This is Clear, a member of class TWindow.
⇒◆	Close (see page 144)	This is Close, a member of class TWindow.
⇒◆ 𝕎	Create (see page 144)	This is Create, a member of class TWindow.
⇒◆ 𝕎	Destroy (see page 144)	This is Destroy, a member of class TWindow.
⇒◆	DrawCircle (see page 144)	This is DrawCircle, a member of class TWindow.
⇒◆	DrawFilledCircle (see page 144)	This is DrawFilledCircle, a member of class TWindow.
⇒◆	DrawFilledPolygon (see page 145)	This is DrawFilledPolygon, a member of class TWindow.
⇒◆	DrawFilledRectangle (see page 145)	This is DrawFilledRectangle, a member of class TWindow.
⇒◆	DrawFilledTriangle (see page 145)	This is DrawFilledTriangle, a member of class TWindow.
⇒◆	DrawLine (see page 145)	This is DrawLine, a member of class TWindow.
⇒◆	DrawPolygon (see page 146)	This is DrawPolygon, a member of class TWindow.
⇒◆	DrawRectangle (see page 146)	This is DrawRectangle, a member of class TWindow.
⇒◆	DrawTriangle (see page 146)	This is DrawTriangle, a member of class TWindow.
⇒◆	GetBlendColor (see page 147)	This is GetBlendColor, a member of class TWindow.
⇒◆	GetBlender (see page 147)	This is GetBlender, a member of class TWindow.
⇒◆	GetViewportSize (see page 147)	This is GetViewportSize, a member of class TWindow.
⇒◆	IsOpen (see page 147)	This is IsOpen, a member of class TWindow.
⇒◆	Open (see page 147)	This is Open, a member of class TWindow.
⇒◆	ResetTransform (see page 148)	This is ResetTransform, a member of class TWindow.
⇒◆	RestoreDefaultBlendMode (see page 148)	This is RestoreDefaultBlendMode, a member of class TWindow.
⇒◆	Save (see page 148)	This is Save, a member of class TWindow.
⇒◆?	ScaleWindowToDPI (see page 148)	This is ScaleWindowToDPI, a member of class TWindow.
⇒◆	SetBlendColor (see page 148)	This is SetBlendColor, a member of class TWindow.
⇒◆	SetBlender (see page 149)	This is SetBlender, a member of class TWindow.
⇒◆	SetBlendMode (see page 149)	This is SetBlendMode, a member of class TWindow.
⇒◆	SetBlendModeColor (see page 149)	This is SetBlendModeColor, a member of class TWindow.
⇒◆	SetRenderTarget (see page 149)	This is SetRenderTarget, a member of class TWindow.
⇒◆	SetTitle (see page 149)	This is SetTitle, a member of class TWindow.
⇒◆	SetTransformPos (see page 150)	This is SetTransformPos, a member of class TWindow.
⇒◆	Show (see page 150)	This is Show, a member of class TWindow.

1.1.27.2.1 **TWindow.Clear**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Clear, a member of class TWindow.

1.1.27.2.2 **TWindow.Close**

File: Spark.pas (see page 274)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TWindow.

1.1.27.2.3 **TWindow.Create**

File: Spark.pas (see page 274)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TWindow.

1.1.27.2.4 **TWindow.Destroy**

File: Spark.pas (see page 274)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TWindow.

1.1.27.2.5 **TWindow.DrawCircle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawCircle, a member of class TWindow.

1.1.27.2.6 **TWindow.DrawFilledCircle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawFilledCircle, a member of class TWindow.

1.1.27.2.7 **TWindow.DrawFilledPolygon**

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawFilledPolygon, a member of class TWindow.

1.1.27.2.8 **TWindow.DrawFilledRectangle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawFilledRectangle, a member of class TWindow.

1.1.27.2.9 **TWindow.DrawFilledTriangle**

File: Spark.pas (see page 274)

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 TWindow.

1.1.27.2.10 **TWindow.DrawLine**

File: Spark.pas (see page 274)

Delphi

```
procedure DrawLine(
    aX1: Single;
    aY1: Single;
```

```
    aX2: Single;
    aY2: Single;
    aThickness: Single;
    aColor: TColor
);
```

Description

This is DrawLine, a member of class TWindow.

1.1.27.2.11 **TWindow.DrawPolygon**

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawPolygon, a member of class TWindow.

1.1.27.2.12 **TWindow.DrawRectangle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawRectangle, a member of class TWindow.

1.1.27.2.13 **TWindow.DrawTriangle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is DrawTriangle, a member of class TWindow.

1.1.27.2.14 **TWindow.GetBlendColor**

File: Spark.pas (see page 274)

Delphi

```
function GetBlendColor: TColor;
```

Description

This is GetBlendColor, a member of class TWindow.

1.1.27.2.15 **TWindow.GetBlender**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetBlender, a member of class TWindow.

1.1.27.2.16 **TWindow.GetViewportSize**

File: Spark.pas (see page 274)

Delphi

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

Description

This is GetViewportSize, a member of class TWindow.

1.1.27.2.17 **TWindow.IsOpen**

File: Spark.pas (see page 274)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TWindow.

1.1.27.2.18 **TWindow.Open**

File: Spark.pas (see page 274)

Delphi

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

Description

This is Open, a member of class TWindow.

1.1.27.2.19 TWindow.ResetTransform

File: Spark.pas (see page 274)

Delphi

```delphi
procedure ResetTransform;
```

Description

This is ResetTransform, a member of class TWindow.

1.1.27.2.20 TWindow.RestoreDefaultBlendMode

File: Spark.pas (see page 274)

Delphi

```delphi
procedure RestoreDefaultBlendMode;
```

Description

This is RestoreDefaultBlendMode, a member of class TWindow.

1.1.27.2.21 TWindow.Save

File: Spark.pas (see page 274)

Delphi

```delphi
procedure Save(
    const aFilename: string
);
```

Description

This is Save, a member of class TWindow.

1.1.27.2.22 TWindow.ScaleWindowToDPI

File: Spark.pas (see page 274)

Delphi

```delphi
procedure ScaleWindowToDPI;
```

Description

This is ScaleWindowToDPI, a member of class TWindow.

1.1.27.2.23 TWindow.SetBlendColor

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetBlendColor, a member of class TWindow.

1.1.27.2.24 **TWindow.SetBlender**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetBlender, a member of class TWindow.

1.1.27.2.25 **TWindow.SetBlendMode**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetBlendMode, a member of class TWindow.

1.1.27.2.26 **TWindow.SetBlendModeColor**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetBlendModeColor, a member of class TWindow.

1.1.27.2.27 **TWindow.SetRenderTarget**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetRenderTarget, a member of class TWindow.

1.1.27.2.28 **TWindow.SetTitle**

File: Spark.pas (see page 274)

Delphi

```
procedure SetTitle(
    aTitle: string
```

```
    );
```

Description

This is SetTitle, a member of class TWindow.

1.1.27.2.29 **TWindow.SetTransformPos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is SetTransformPos, a member of class TWindow.

1.1.27.2.30 **TWindow.Show**

File: Spark.pas (see page 274)

Delphi

```
procedure Show;
```

Description

This is Show, a member of class TWindow.

1.1.27.3 **TWindow Properties**

The properties of the TWindow class are listed here.

Properties

🗏ℝ	Dpi (see page 150)	This is Dpi, a member of class TWindow.
🗏ℝ	Handle (see page 150)	This is Handle, a member of class TWindow.
🗏ℝ	Height (see page 151)	This is Height, a member of class TWindow.
🗏ℝ	Scale (see page 151)	This is Scale, a member of class TWindow.
🗏ℝ	Transform (see page 151)	This is Transform, a member of class TWindow.
🗏ℝ	Width (see page 151)	This is Width, a member of class TWindow.

1.1.27.3.1 **TWindow.Dpi**

File: Spark.pas (see page 274)

Delphi

```
property Dpi: Integer;
```

Description

This is Dpi, a member of class TWindow.

1.1.27.3.2 **TWindow.Handle**

File: Spark.pas (see page 274)

Delphi

```
property Handle: PALLEGRO_DISPLAY;
```

Description

This is Handle, a member of class TWindow.

1.1.27.3.3 **TWindow.Height**

File: Spark.pas (see page 274)

Delphi

```
property Height: Integer;
```

Description

This is Height, a member of class TWindow.

1.1.27.3.4 **TWindow.Scale**

File: Spark.pas (see page 274)

Delphi

```
property Scale: Single;
```

Description

This is Scale, a member of class TWindow.

1.1.27.3.5 **TWindow.Transform**

File: Spark.pas (see page 274)

Delphi

```
property Transform: ALLEGRO_TRANSFORM;
```

Description

This is Transform, a member of class TWindow.

1.1.27.3.6 **TWindow.Width**

File: Spark.pas (see page 274)

Delphi

```
property Width: Integer;
```

Description

This is Width, a member of class TWindow.

1.2 **Functions**

The following table lists functions in this documentation.

Functions

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⇒♦	AngleDifference (see page 154)	This is function AngleDifference.
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1.2.1 **AngleCos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function AngleCos.

1.2.2 **AngleDifference**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function AngleDifference.

1.2.3 **AngleRotatePos**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function AngleRotatePos.

1.2.4 **AngleSin**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function AngleSin.

1.2.5 **ChangeFileExt**

File: Spark.pas (see page 274)

Delphi

```
function ChangeFileExt(
    const aFilename: string;
    const aExtension: string
): string;
```

Description

This is function ChangeFileExt.

1.2.6 **CircleInRectangle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function CircleInRectangle.

1.2.7 **CirclesOverlap**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function CirclesOverlap.

1.2.8 **ClearBit**

File: Spark.pas (see page 274)

Delphi

```
function ClearBit(
    const aValue: Cardinal;
    const Bit: Byte
```

```
): Cardinal;
```

Description

This is function ClearBit.

1.2.9 **ClipValue**

File: Spark.pas (see page 274)

Delphi

```delphi
function ClipValue(
    var aValue: Integer;
    aMin: Integer;
    aMax: Integer;
    aWrap: Boolean
): Integer; overload;
```

Description

This is function ClipValue.

1.2.10 **ClipValue**

File: Spark.pas (see page 274)

Delphi

```delphi
function ClipValue(
    var aValue: Single;
    aMin: Single;
    aMax: Single;
    aWrap: Boolean
): Single; overload;
```

Description

This is function ClipValue.

1.2.11 **CreateDir**

File: Spark.pas (see page 274)

Delphi

```delphi
function CreateDir(
    const Dir: string
): Boolean;
```

Description

This is function CreateDir.

1.2.12 **DeleteChars**

File: Spark.pas (see page 274)

Delphi

```
function DeleteChars(
    const Str: string;
    Chars: TSysCharSet
): string;
```

Description

This is function DeleteChars.

1.2.13 DequotedStr

File: Spark.pas (see page 274)

Delphi

```
function DequotedStr(
    const aText: string;
    aQuote: Char
): string;
```

Description

This is function DequotedStr.

1.2.14 DirExist

File: Spark.pas (see page 274)

Delphi

```
function DirExist(
    const aDir: string
): Boolean;
```

Description

This is function DirExist.

1.2.15 EasePosition

File: Spark.pas (see page 274)

Delphi

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

Description

This is function EasePosition.

1.2.16 EaseValue

File: Spark.pas (see page 274)

Delphi

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

Description

This is function EaseValue.

1.2.17 EnableBit

File: Spark.pas (see page 274)

Delphi

```
function EnableBit(
    const aValue: Cardinal;
    const Bit: Byte;
    const Flag: Boolean
): Cardinal;
```

Description

This is function EnableBit.

1.2.18 EnsureRange

File: Spark.pas (see page 274)

Delphi

```
function EnsureRange(
    const aValue: Double;
    const aMin: Double;
    const aMax: Double
): Double; overload;
```

Description

This is function EnsureRange.

1.2.19 EnsureRange

File: Spark.pas (see page 274)

Delphi

```
function EnsureRange(
```

```delphi
    const aValue: Int64;
    const aMin: Int64;
    const aMax: Int64
): Int64; overload;
```

Description

This is function EnsureRange.

1.2.20 EnsureRange

File: Spark.pas (see page 274)

Delphi

```delphi
function EnsureRange(
    const aValue: UInt64;
    const aMin: UInt64;
    const aMax: UInt64
): UInt64; overload;
```

Description

This is function EnsureRange.

1.2.21 ExpandFileName

File: Spark.pas (see page 274)

Delphi

```delphi
function ExpandFileName(
    const FileName: string
): string;
```

Description

This is function ExpandFileName.

1.2.22 ExtractFilePath

File: Spark.pas (see page 274)

Delphi

```delphi
function ExtractFilePath(
    const FileName: string
): string;
```

Description

This is function ExtractFilePath.

1.2.23 ExtractQuotedStr

File: Spark.pas (see page 274)

Delphi

```
function ExtractQuotedStr(
    var aText: PWideChar;
    Quote: WideChar
): UnicodeString;
```

Description

This is function ExtractQuotedStr.

1.2.24 **ExtractStrings**

File: Spark.pas (see page 274)

Delphi

```
function ExtractStrings(
    Separators: TSysCharSet;
    WhiteSpace: TSysCharSet;
    Content: PChar;
    Strings: TStringList
): Integer;
```

Description

This is function ExtractStrings.

1.2.25 **FileCount**

File: Spark.pas (see page 274)

Delphi

```
function FileCount(
    const aPath: string;
    const aMask: string
): Int64;
```

Description

This is function FileCount.

1.2.26 **FileExist**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function FileExist.

1.2.27 **Floor**

File: Spark.pas (see page 274)

Delphi

```delphi
function Floor(
    const X: Extended
): Integer;
```

Description

This is function Floor.

1.2.28 **ForceDirectories**

File: Spark.pas (see page 274)

Delphi

```delphi
function ForceDirectories(
    Dir: string
): Boolean;
```

Description

This is function ForceDirectories.

1.2.29 **FormatStr**

File: Spark.pas (see page 274)

Delphi

```delphi
function FormatStr(
    const aMsg: string;
    const aArgs: array of const
): string;
```

Description

This is function FormatStr.

1.2.30 **FreeNilObject**

File: Spark.pas (see page 274)

Delphi

```delphi
procedure FreeNilObject(
    var aObject
);
```

Description

This is function FreeNilObject.

1.2.31 **GetBit**

File: Spark.pas (see page 274)

Delphi

```delphi
function GetBit(
    const aValue: Cardinal;
    const Bit: Byte
): Boolean;
```

Description

This is function GetBit.

1.2.32 **GetFilename**

File: Spark.pas (see page 274)

Delphi

```delphi
function GetFilename(
    const aPath: string
): string;
```

Description

This is function GetFilename.

1.2.33 **GetFiles**

File: Spark.pas (see page 274)

Delphi

```delphi
function GetFiles(
    const aPath: string;
    aRecursive: Boolean
): TStringArray;
```

Description

This is function GetFiles.

1.2.34 **GetRandomSeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function GetRandomSeed.

1.2.35 **GetTempFileName**

File: Spark.pas (see page 274)

Delphi

```
function GetTempFileName: string;
```

Description

This is function GetTempFileName.

1.2.36 **GetTempPath**

File: Spark.pas (see page 274)

Delphi

```
function GetTempPath: string;
```

Description

This is function GetTempPath.

1.2.37 **HasConsoleOutput**

File: Spark.pas (see page 274)

Delphi

```
function HasConsoleOutput: Boolean;
```

Description

This is function HasConsoleOutput.

1.2.38 **InRange**

File: Spark.pas (see page 274)

Delphi

```
function InRange(
    const AValue: Double;
    const AMin: Double;
    const AMax: Double
): Boolean; overload;
```

Description

This is function InRange.

1.2.39 InRange

File: Spark.pas (see page 274)

Delphi

```
function InRange(
    const AValue: Int64;
    const AMin: Int64;
    const AMax: Int64
): Boolean; overload;
```

Description

This is function InRange.

1.2.40 InRange

File: Spark.pas (see page 274)

Delphi

```
function InRange(
    const AValue: UInt64;
    const AMin: UInt64;
    const AMax: UInt64
): Boolean; overload;
```

Description

This is function InRange.

1.2.41 IntPower

File: Spark.pas (see page 274)

Delphi

```
function IntPower(
    const Base: Extended;
    const Exponent: Integer
): Extended;
```

Description

This is function IntPower.

1.2.42 LastDelimiter

File: Spark.pas (see page 274)

Delphi

```
function LastDelimiter(
    const aText: string;
    const Delims: TSysCharSet
): Integer;
```

Description

This is function LastDelimiter.

1.2.43 **Lerp**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function Lerp.

1.2.44 **LineIntersection**

File: Spark.pas (see page 274)

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 function LineIntersection.

1.2.45 **Max**

File: Spark.pas (see page 274)

Delphi

```
function Max(
    const A: Double;
    const B: Double
): Double; overload;
```

Description

This is function Max.

1.2.46 Max

File: Spark.pas (see page 274)

Delphi

```
function Max(
    const A: Int64;
    const B: Int64
): Int64; overload;
```

Description

This is function Max.

1.2.47 Max

File: Spark.pas (see page 274)

Delphi

```
function Max(
    const A: UInt64;
    const B: UInt64
): UInt64; overload;
```

Description

This is function Max.

1.2.48 Min

File: Spark.pas (see page 274)

Delphi

```
function Min(
    const A: Double;
    const B: Double
): Double; overload;
```

Description

This is function Min.

1.2.49 Min

File: Spark.pas (see page 274)

Delphi

```
function Min(
    const A: Int64;
    const B: Int64
): Int64; overload;
```

Description

This is function Min.

1.2.50 **Min**

File: Spark.pas (see page 274)

Delphi

```
function Min(
    const A: UInt64;
    const B: UInt64
): UInt64; overload;
```

Description

This is function Min.

1.2.51 **NumToStr**

File: Spark.pas (see page 274)

Delphi

```
function NumToStr(
    aValue: Double;
    aWidth: Integer = 0;
    aDecimals: Integer = 2
): string; overload;
```

Description

This is function NumToStr.

1.2.52 **NumToStr**

File: Spark.pas (see page 274)

Delphi

```
function NumToStr(
    aValue: Extended;
    aWidth: Integer = 0;
    aDecimals: Integer = 2
): string; overload;
```

Description

This is function NumToStr.

1.2.53 **NumToStr**

File: Spark.pas (see page 274)

Delphi

```delphi
function NumToStr(
    aValue: Int64
): string; overload;
```

Description

This is function NumToStr.

1.2.54 NumToStr

File: Spark.pas (see page 274)

Delphi

```delphi
function NumToStr(
    aValue: UInt64
): string; overload;
```

Description

This is function NumToStr.

1.2.55 PadLeftStr

File: Spark.pas (see page 274)

Delphi

```delphi
function PadLeftStr(
    const aText: string;
    aTotalWidth: Integer;
    aPaddingChar: Char
): string;
```

Description

This is function PadLeftStr.

1.2.56 PadRightStr

File: Spark.pas (see page 274)

Delphi

```delphi
function PadRightStr(
    const aText: string;
    aTotalWidth: Integer;
    aPaddingChar: Char
): string;
```

Description

This is function PadRightStr.

1.2.57 **PointInCircle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function PointInCircle.

1.2.58 **PointInRectangle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function PointInRectangle.

1.2.59 **PointInTriangle**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function PointInTriangle.

1.2.60 **Power**

File: Spark.pas (see page 274)

Delphi

```delphi
function Power(
    const Base: Extended;
    const Exponent: Extended
```

```
): Extended;
```

Description

This is function Power.

1.2.61 Print

File: Spark.pas (see page 274)

Delphi

```delphi
procedure Print(
    const aMsg: string;
    const aArgs: array of const
);
```

Description

This is function Print.

1.2.62 PrintLn

File: Spark.pas (see page 274)

Delphi

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

Description

This is function PrintLn.

1.2.63 ProcessMessages

File: Spark.pas (see page 274)

Delphi

```delphi
procedure ProcessMessages;
```

Description

This is function ProcessMessages.

1.2.64 RadiusOverlap

File: Spark.pas (see page 274)

Delphi

```delphi
function RadiusOverlap(
    aRadius1: Single;
    aX1: Single;
    aY1: Single;
```

```
    aRadius2: Single;
    aX2: Single;
    aY2: Single;
    aShrinkFactor: Single
): Boolean;
```

Description

This is function RadiusOverlap.

1.2.65 RandomBool

File: Spark.pas (see page 274)

Delphi

```
function RandomBool: Boolean;
```

Description

This is function RandomBool.

1.2.66 RandomRange

File: Spark.pas (see page 274)

Delphi

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

Description

This is function RandomRange.

1.2.67 RandomRange

File: Spark.pas (see page 274)

Delphi

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

Description

This is function RandomRange.

1.2.68 Rectangle

File: Spark.pas (see page 274)

Delphi

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

Description

This is function Rectangle.

1.2.69 RectangleIntersection

File: Spark.pas (see page 274)

Delphi

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

Description

This is function RectangleIntersection.

1.2.70 RectanglesOverlap

File: Spark.pas (see page 274)

Delphi

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

Description

This is function RectanglesOverlap.

1.2.71 RemoveQuotes

File: Spark.pas (see page 274)

Delphi

```delphi
function RemoveQuotes(
    const aText: string
): string;
```

Description

This is function RemoveQuotes.

1.2.72 RunGame

File: Spark.pas (see page 274)

Delphi

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

Description

This is function RunGame.

1.2.73 SameSign

File: Spark.pas (see page 274)

Delphi

```
function SameSign(
    aValue1: Integer;
    aValue2: Integer
): Boolean; overload;
```

Description

This is function SameSign.

1.2.74 SameSign

File: Spark.pas (see page 274)

Delphi

```
function SameSign(
    aValue1: Single;
    aValue2: Single
): Boolean; overload;
```

Description

This is function SameSign.

1.2.75 SameText

File: Spark.pas (see page 274)

Delphi

```
function SameText(
    A: string;
    B: string
): Boolean;
```

Description

This is function SameText.

1.2.76 **SameValue**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function SameValue.

1.2.77 **SameValue**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function SameValue.

1.2.78 **SetBit**

File: Spark.pas (see page 274)

Delphi

```delphi
function SetBit(
    const aValue: Cardinal;
    const Bit: Byte
): Cardinal;
```

Description

This is function SetBit.

1.2.79 **SetRandomSeed**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function SetRandomSeed.

1.2.80 **Sign**

File: Spark.pas (see page 274)

Delphi

```
function Sign(
    const aValue: Double
): Integer; overload;
```

Description

This is function Sign.

1.2.81 **Sign**

File: Spark.pas (see page 274)

Delphi

```
function Sign(
    const aValue: Int64
): Integer; overload;
```

Description

This is function Sign.

1.2.82 **SmoothMove**

File: Spark.pas (see page 274)

Delphi

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

Description

This is function SmoothMove.

1.2.83 **StrEnd**

File: Spark.pas (see page 274)

Delphi

```
function StrEnd(
    const aText: PWideChar
```

```
): PWideChar;
```

Description

This is function StrEnd.

1.2.84 StrScan

File: Spark.pas (see page 274)

Delphi

```delphi
function StrScan(
    const aText: PWideChar;
    Chr: WideChar
): PWideChar;
```

Description

This is function StrScan.

1.2.85 StrToFloat

File: Spark.pas (see page 274)

Delphi

```delphi
function StrToFloat(
    aValue: string
): Double;
```

Description

This is function StrToFloat.

1.2.86 StrToInt

File: Spark.pas (see page 274)

Delphi

```delphi
function StrToInt(
    aValue: string
): Int64;
```

Description

This is function StrToInt.

1.2.87 StrToUInt

File: Spark.pas (see page 274)

Delphi

```delphi
function StrToUInt(
    aValue: string
): UInt64;
```

Description

This is function StrToUInt.

1.2.88 **StuffStr**

File: Spark.pas (see page 274)

Delphi

```delphi
function StuffStr(
    const aText: string;
    aStart: Cardinal;
    aLength: Cardinal;
    const aSubText: string
): string;
```

Description

This is function StuffStr.

1.2.89 **TrimChars**

File: Spark.pas (see page 274)

Delphi

```delphi
function TrimChars(
    const aValue: string;
    Chars: TSysCharSet
): string;
```

Description

This is function TrimChars.

1.2.90 **TrimStr**

File: Spark.pas (see page 274)

Delphi

```delphi
function TrimStr(
    aValue: string
): string;
```

Description

This is function TrimStr.

1.2.91 **UpperCase**

File: Spark.pas (see page 274)

Delphi

```delphi
function UpperCase(
```

```
        const S: string
): string;
```

Description

This is function UpperCase.

1.2.92 Vector

File: Spark.pas (see page 274)

Delphi

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

Description

This is function Vector.

1.3 Structs, Records, Enums

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

Enumerations

	TBlendMode (see page 178)	This is record TBlendMode.
	TBlendModeColor (see page 179)	This is record TBlendModeColor.
	TCmdConsoleState (see page 179)	This is record TCmdConsoleState.
	TEaseType (see page 179)	This is record TEaseType.
	THAlign (see page 180)	This is record THAlign.
	TLineIntersection (see page 180)	This is record TLineIntersection.
	TShaderType (see page 181)	This is record TShaderType.
	TVAlign (see page 181)	This is record TVAlign.
	TVideoState (see page 182)	This is record TVideoState.

Records

	TGameSettings (see page 180)	This is record TGameSettings.
	TSampleID (see page 181)	This is record TSampleID.
	TTextureData (see page 181)	This is record TTextureData.

1.3.1 TBlendMode

File: Spark.pas (see page 274)

Delphi

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

```
  );
```

Description

This is record TBlendMode.

1.3.2 **TBlendModeColor**

File: Spark.pas (see page 274)

Delphi

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

Description

This is record TBlendModeColor.

1.3.3 **TCmdConsoleState**

File: Spark.pas (see page 274)

Delphi

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

Description

This is record TCmdConsoleState.

1.3.4 **TEaseType**

File: Spark.pas (see page 274)

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.

1.3.5 **TGameSettings**

File: Spark.pas (see page 274)

Delphi

```
TGameSettings = record
  WindowWidth: Integer;
  WindowHeight: Integer;
  WindowTitle: string;
  WindowClearColor: TColor;
  ConfigFilename: string;
  ArchivePassword: string;
  ArchiveFilename: string;
  FontSize: Cardinal;
  FontFilename: string;
  HudTextItemPadWidth: Integer;
  HudPosX: Integer;
  HudPosY: Integer;
  HudLineSpace: Integer;
end;
```

Description

This is record TGameSettings.

1.3.6 **THAlign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is record THAlign.

1.3.7 **TLineIntersection**

File: Spark.pas (see page 274)

Delphi

```
TLineIntersection = (
  liNone,
  liTrue,
```

```
    liParallel
  );
```

Description

This is record TLineIntersection.

1.3.8 **TSampleID**

File: Spark.pas (see page 274)

Delphi

```
TSampleID = record
  Index: Integer;
  Id: Integer;
end;
```

Description

This is record TSampleID.

1.3.9 **TShaderType**

File: Spark.pas (see page 274)

Delphi

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

Description

This is record TShaderType.

1.3.10 **TTextureData**

File: Spark.pas (see page 274)

Delphi

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

Description

This is record TTextureData.

1.3.11 **TVAlign**

File: Spark.pas (see page 274)

Delphi

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

Description

This is record TVAlign.

1.3.12 **TVideoState**

File: Spark.pas (see page 274)

Delphi

```
TVideoState = (
  vsLoad,
  vsUnload,
  vsPlaying,
  vsPaused,
  vsFinished
);
```

Description

This is record TVideoState.

1.4 **Types**

The following table lists types in this documentation.

Types

PColor (see page 182)	This is type PColor.
PRectangle (see page 183)	This is type PRectangle.
PSampleID (see page 183)	This is type PSampleID.
PTextureData (see page 183)	This is type PTextureData.
PVector (see page 183)	This is type PVector.
TArchiveBuildProgressEvent (see page 184)	This is type TArchiveBuildProgressEvent.
TCmdConsoleActionEvent (see page 184)	This is type TCmdConsoleActionEvent.
TCustomGameClass (see page 184)	This is type TCustomGameClass.
TListCompareFunc (see page 184)	This is type TListCompareFunc.
TSample (see page 184)	This is type TSample.
TStringArray (see page 185)	This is type TStringArray.
TStringListCompareFunc (see page 185)	This is type TStringListCompareFunc.
TSysCharSet (see page 185)	This is type TSysCharSet.

1.4.1 **PColor**

File: Spark.pas (see page 274)

Delphi

```
PColor = ^TColor;
```

Description

This is type PColor.

1.4.2 **PRectangle**

File: Spark.pas (see page 274)

Delphi

```
PRectangle = ^TRectangle;
```

Description

This is type PRectangle.

1.4.3 **PSampleID**

File: Spark.pas (see page 274)

Delphi

```
PSampleID = ^TSampleID;
```

Description

This is type PSampleID.

1.4.4 **PTextureData**

File: Spark.pas (see page 274)

Delphi

```
PTextureData = ^TTextureData;
```

Description

This is type PTextureData.

1.4.5 **PVector**

File: Spark.pas (see page 274)

Delphi

```
PVector = ^TVector;
```

Description

This is type PVector.

1.4.6 TArchiveBuildProgressEvent

File: Spark.pas (see page 274)

Delphi

```
TArchiveBuildProgressEvent = procedure (const aFilename: string; aProgress: Integer;
aNewFile: Boolean) of object;
```

Description

This is type TArchiveBuildProgressEvent.

1.4.7 TCmdConsoleActionEvent

File: Spark.pas (see page 274)

Delphi

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

Description

This is type TCmdConsoleActionEvent.

1.4.8 TCustomGameClass

File: Spark.pas (see page 274)

Delphi

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

Description

This is type TCustomGameClass.

1.4.9 TListCompareFunc

File: Spark.pas (see page 274)

Delphi

```
TListCompareFunc = function (Item1, Item2: Pointer): Integer;
```

Description

This is type TListCompareFunc.

1.4.10 TSample

File: Spark.pas (see page 274)

Delphi

```
TSample = type PALLEGRO_SAMPLE;
```

Description

This is type TSample.

1.4.11 **TStringArray**

File: Spark.pas (see page 274)

Delphi

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

Description

This is type TStringArray.

1.4.12 **TStringListCompareFunc**

File: Spark.pas (see page 274)

Delphi

```
TStringListCompareFunc = function (Item1, Item2: string): Integer;
```

Description

This is type TStringListCompareFunc.

1.4.13 **TSysCharSet**

File: Spark.pas (see page 274)

Delphi

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

Description

This is type TSysCharSet.

1.5 **Variables**

The following table lists variables in this documentation.

Variables

Game (see page 186)	This is variable Game.
LogToConsole (see page 186)	This is variable LogToConsole.
SGT (see page 186)	This is variable SGT.

1.5.1 **Game**

File: Spark.pas (see page 274)

Delphi

```
Game: TGame = nil;
```

Description

This is variable Game.

1.5.2 **LogToConsole**

File: Spark.pas (see page 274)

Delphi

```
LogToConsole: Boolean = True;
```

Description

This is variable LogToConsole.

1.5.3 **SGT**

File: Spark.pas (see page 274)

Delphi

```
SGT: TSGT = nil;
```

Description

This is variable SGT.

1.6 **Constants**

The following table lists constants in this documentation.

Constants

ALICEBLUE (see page 194)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 194)	This is constant ANTIQUEWHITE.
AQUA (see page 194)	This is constant AQUA.
AQUAMARINE (see page 194)	This is constant AQUAMARINE.
AUDIO_CHANNEL_COUNT (see page 195)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_PAN_NONE (see page 195)	This is constant AUDIO_PAN_NONE.
AZURE (see page 195)	This is constant AZURE.
BEIGE (see page 195)	This is constant BEIGE.
BISQUE (see page 196)	This is constant BISQUE.
BLACK (see page 196)	This is constant BLACK.

BLANCHEDALMOND (see page 196)	This is constant BLANCHEDALMOND.
BLANK (see page 196)	This is constant BLANK.
BLUE (see page 196)	This is constant BLUE.
BLUEVIOLET (see page 197)	This is constant BLUEVIOLET.
BROWN (see page 197)	This is constant BROWN.
BURLYWOOD (see page 197)	This is constant BURLYWOOD.
CADETBLUE (see page 197)	This is constant CADETBLUE.
CHARTREUSE (see page 198)	This is constant CHARTREUSE.
CHOCOLATE (see page 198)	This is constant CHOCOLATE.
COLORKEY (see page 198)	This is constant COLORKEY.
CORAL (see page 198)	This is constant CORAL.
CORNFLOWERBLUE (see page 198)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 199)	This is constant CORNSILK.
CR (see page 199)	This is constant CR.
CRIMSON (see page 199)	This is constant CRIMSON.
CRLF (see page 199)	This is constant CRLF.
CYAN (see page 200)	This is constant CYAN.
DARKBLUE (see page 200)	This is constant DARKBLUE.
DARKCYAN (see page 200)	This is constant DARKCYAN.
DARKGOLDENROD (see page 200)	This is constant DARKGOLDENROD.
DARKGRAY (see page 200)	This is constant DARKGRAY.
DARKGREEN (see page 201)	This is constant DARKGREEN.
DARKGREY (see page 201)	This is constant DARKGREY.
DARKKHAKI (see page 201)	This is constant DARKKHAKI.
DARKMAGENTA (see page 201)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 202)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 202)	This is constant DARKORANGE.
DARKORCHID (see page 202)	This is constant DARKORCHID.
DARKRED (see page 202)	This is constant DARKRED.
DARKSALMON (see page 202)	This is constant DARKSALMON.
DARKSEAGREEN (see page 203)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 203)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 203)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 203)	This is constant DARKSLATEGRAY.
DARKSLATEGREY (see page 204)	This is constant DARKSLATEGREY.
DARKTURQUOISE (see page 204)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 204)	This is constant DARKVIOLET.
DEEPPINK (see page 204)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 204)	This is constant DEEPSKYBLUE.
DEG2RAD (see page 205)	This is constant DEG2RAD.
DIMGRAY (see page 205)	This is constant DIMGRAY.
DIMGREY (see page 205)	This is constant DIMGREY.
DIMWHITE (see page 205)	This is constant DIMWHITE.
DODGERBLUE (see page 206)	This is constant DODGERBLUE.
DriveDelim (see page 206)	This is constant DriveDelim.
EPSILON (see page 206)	This is constant EPSILON.
EVENT_CMDCON_ACTIVE (see page 206)	This is constant EVENT_CMDCON_ACTIVE.
EVENT_CMDCON_INACTIVE (see page 206)	This is constant EVENT_CMDCON_INACTIVE.
FIREBRICK (see page 207)	This is constant FIREBRICK.

FLORALWHITE (see page 207)	This is constant FLORALWHITE.
FORESTGREEN (see page 207)	This is constant FORESTGREEN.
FUCHSIA (see page 207)	This is constant FUCHSIA.
GAINSBORO (see page 208)	This is constant GAINSBORO.
GHOSTWHITE (see page 208)	This is constant GHOSTWHITE.
GOLD (see page 208)	This is constant GOLD.
GOLDENROD (see page 208)	This is constant GOLDENROD.
GRAY (see page 208)	This is constant GRAY.
GREEN (see page 209)	This is constant GREEN.
GREENYELLOW (see page 209)	This is constant GREENYELLOW.
GREY (see page 209)	This is constant GREY.
HONEYDEW (see page 209)	This is constant HONEYDEW.
HOTPINK (see page 210)	This is constant HOTPINK.
INDIANRED (see page 210)	This is constant INDIANRED.
INDIGO (see page 210)	This is constant INDIGO.
IVORY (see page 210)	This is constant IVORY.
JOY_AXES_X (see page 210)	This is constant JOY_AXES_X.
JOY_AXES_Y (see page 211)	This is constant JOY_AXES_Y.
JOY_AXES_Z (see page 211)	This is constant JOY_AXES_Z.
JOY_BTN_A (see page 211)	This is constant JOY_BTN_A.
JOY_BTN_B (see page 211)	This is constant JOY_BTN_B.
JOY_BTN_BACK (see page 212)	This is constant JOY_BTN_BACK.
JOY_BTN_DDPAD (see page 212)	This is constant JOY_BTN_DDPAD.
JOY_BTN_LB (see page 212)	This is constant JOY_BTN_LB.
JOY_BTN_LDPAD (see page 212)	This is constant JOY_BTN_LDPAD.
JOY_BTN_LT (see page 212)	This is constant JOY_BTN_LT.
JOY_BTN_RB (see page 213)	This is constant JOY_BTN_RB.
JOY_BTN_RDPAD (see page 213)	This is constant JOY_BTN_RDPAD.
JOY_BTN_RT (see page 213)	This is constant JOY_BTN_RT.
JOY_BTN_START (see page 213)	This is constant JOY_BTN_START.
JOY_BTN_UDPAD (see page 214)	This is constant JOY_BTN_UDPAD.
JOY_BTN_X (see page 214)	This is constant JOY_BTN_X.
JOY_BTN_Y (see page 214)	This is constant JOY_BTN_Y.
JOY_STICK_LS (see page 214)	This is constant JOY_STICK_LS.
JOY_STICK_LT (see page 214)	This is constant JOY_STICK_LT.
JOY_STICK_RS (see page 215)	This is constant JOY_STICK_RS.
JOY_STICK_RT (see page 215)	This is constant JOY_STICK_RT.
KEYMOD_ACCENT1 (see page 215)	This is constant KEYMOD_ACCENT1.
KEYMOD_ACCENT2 (see page 215)	This is constant KEYMOD_ACCENT2.
KEYMOD_ACCENT3 (see page 216)	This is constant KEYMOD_ACCENT3.
KEYMOD_ACCENT4 (see page 216)	This is constant KEYMOD_ACCENT4.
KEYMOD_ALT (see page 216)	This is constant KEYMOD_ALT.
KEYMOD_CAPSLOCK (see page 216)	This is constant KEYMOD_CAPSLOCK.
KEYMOD_COMMAND (see page 216)	This is constant KEYMOD_COMMAND.
KEYMOD_CTRL (see page 217)	This is constant KEYMOD_CTRL.
KEYMOD_INALTSEQ (see page 217)	This is constant KEYMOD_INALTSEQ.
KEYMOD_LWIN (see page 217)	This is constant KEYMOD_LWIN.
KEYMOD_MENU (see page 217)	This is constant KEYMOD_MENU.
KEYMOD_NUMLOCK (see page 218)	This is constant KEYMOD_NUMLOCK.

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KEYMOD_RWIN (see page 218)	This is constant KEYMOD_RWIN.
KEYMOD_SCROLOCK (see page 218)	This is constant KEYMOD_SCROLOCK.
KEYMOD_SHIFT (see page 218)	This is constant KEYMOD_SHIFT.
KEY_0 (see page 218)	This is constant KEY_0.
KEY_1 (see page 219)	This is constant KEY_1.
KEY_2 (see page 219)	This is constant KEY_2.
KEY_3 (see page 219)	This is constant KEY_3.
KEY_4 (see page 219)	This is constant KEY_4.
KEY_5 (see page 220)	This is constant KEY_5.
KEY_6 (see page 220)	This is constant KEY_6.
KEY_7 (see page 220)	This is constant KEY_7.
KEY_8 (see page 220)	This is constant KEY_8.
KEY_9 (see page 220)	This is constant KEY_9.
KEY_A (see page 221)	This is constant KEY_A.
KEY_ABNT_C1 (see page 221)	This is constant KEY_ABNT_C1.
KEY_ALT (see page 221)	This is constant KEY_ALT.
KEY_ALTGR (see page 221)	This is constant KEY_ALTGR.
KEY_AT (see page 222)	This is constant KEY_AT.
KEY_B (see page 222)	This is constant KEY_B.
KEY_BACK (see page 222)	This is constant KEY_BACK.
KEY_BACKQUOTE (see page 222)	This is constant KEY_BACKQUOTE.
KEY_BACKSLASH (see page 222)	This is constant KEY_BACKSLASH.
KEY_BACKSLASH2 (see page 223)	This is constant KEY_BACKSLASH2.
KEY_BACKSPACE (see page 223)	This is constant KEY_BACKSPACE.
KEY_BUTTON_A (see page 223)	This is constant KEY_BUTTON_A.
KEY_BUTTON_B (see page 223)	This is constant KEY_BUTTON_B.
KEY_BUTTON_L1 (see page 224)	This is constant KEY_BUTTON_L1.
KEY_BUTTON_L2 (see page 224)	This is constant KEY_BUTTON_L2.
KEY_BUTTON_R1 (see page 224)	This is constant KEY_BUTTON_R1.
KEY_BUTTON_R2 (see page 224)	This is constant KEY_BUTTON_R2.
KEY_BUTTON_X (see page 224)	This is constant KEY_BUTTON_X.
KEY_BUTTON_Y (see page 225)	This is constant KEY_BUTTON_Y.
KEY_C (see page 225)	This is constant KEY_C.
KEY_CAPSLOCK (see page 225)	This is constant KEY_CAPSLOCK.
KEY_CIRCUMFLEX (see page 225)	This is constant KEY_CIRCUMFLEX.
KEY_CLOSEBRACE (see page 226)	This is constant KEY_CLOSEBRACE.
KEY_COLON2 (see page 226)	This is constant KEY_COLON2.
KEY_COMMA (see page 226)	This is constant KEY_COMMA.
KEY_COMMAND (see page 226)	This is constant KEY_COMMAND.
KEY_CONVERT (see page 226)	This is constant KEY_CONVERT.
KEY_D (see page 227)	This is constant KEY_D.
KEY_DELETE (see page 227)	This is constant KEY_DELETE.
KEY_DOWN (see page 227)	This is constant KEY_DOWN.
KEY_DPAD_CENTER (see page 227)	This is constant KEY_DPAD_CENTER.
KEY_DPAD_DOWN (see page 228)	This is constant KEY_DPAD_DOWN.
KEY_DPAD_LEFT (see page 228)	This is constant KEY_DPAD_LEFT.
KEY_DPAD_RIGHT (see page 228)	This is constant KEY_DPAD_RIGHT.
KEY_DPAD_UP (see page 228)	This is constant KEY_DPAD_UP.
KEY_E (see page 228)	This is constant KEY_E.

KEY_END (see page 229)	This is constant KEY_END.
KEY_ENTER (see page 229)	This is constant KEY_ENTER.
KEY_EQUALS (see page 229)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 229)	This is constant KEY_ESCAPE.
KEY_F (see page 230)	This is constant KEY_F.
KEY_F1 (see page 230)	This is constant KEY_F1.
KEY_F10 (see page 230)	This is constant KEY_F10.
KEY_F11 (see page 230)	This is constant KEY_F11.
KEY_F12 (see page 230)	This is constant KEY_F12.
KEY_F2 (see page 231)	This is constant KEY_F2.
KEY_F3 (see page 231)	This is constant KEY_F3.
KEY_F4 (see page 231)	This is constant KEY_F4.
KEY_F5 (see page 231)	This is constant KEY_F5.
KEY_F6 (see page 232)	This is constant KEY_F6.
KEY_F7 (see page 232)	This is constant KEY_F7.
KEY_F8 (see page 232)	This is constant KEY_F8.
KEY_F9 (see page 232)	This is constant KEY_F9.
KEY_FULLSTOP (see page 232)	This is constant KEY_FULLSTOP.
KEY_G (see page 233)	This is constant KEY_G.
KEY_H (see page 233)	This is constant KEY_H.
KEY_HOME (see page 233)	This is constant KEY_HOME.
KEY_I (see page 233)	This is constant KEY_I.
KEY_INSERT (see page 234)	This is constant KEY_INSERT.
KEY_J (see page 234)	This is constant KEY_J.
KEY_K (see page 234)	This is constant KEY_K.
KEY_KANA (see page 234)	This is constant KEY_KANA.
KEY_KANJI (see page 234)	This is constant KEY_KANJI.
KEY_L (see page 235)	This is constant KEY_L.
KEY_LCTRL (see page 235)	This is constant KEY_LCTRL.
KEY_LEFT (see page 235)	This is constant KEY_LEFT.
KEY_LSHIFT (see page 235)	This is constant KEY_LSHIFT.
KEY_LWIN (see page 236)	This is constant KEY_LWIN.
KEY_M (see page 236)	This is constant KEY_M.
KEY_MAX (see page 236)	This is constant KEY_MAX.
KEY_MENU (see page 236)	This is constant KEY_MENU.
KEY_MINUS (see page 236)	This is constant KEY_MINUS.
KEY_MODIFIERS (see page 237)	This is constant KEY_MODIFIERS.
KEY_N (see page 237)	This is constant KEY_N.
KEY_NOCONVERT (see page 237)	This is constant KEY_NOCONVERT.
KEY_NUMLOCK (see page 237)	This is constant KEY_NUMLOCK.
KEY_O (see page 238)	This is constant KEY_O.
KEY_OPENBRACE (see page 238)	This is constant KEY_OPENBRACE.
KEY_P (see page 238)	This is constant KEY_P.
KEY_PAD_0 (see page 238)	This is constant KEY_PAD_0.
KEY_PAD_1 (see page 238)	This is constant KEY_PAD_1.
KEY_PAD_2 (see page 239)	This is constant KEY_PAD_2.
KEY_PAD_3 (see page 239)	This is constant KEY_PAD_3.
KEY_PAD_4 (see page 239)	This is constant KEY_PAD_4.
KEY_PAD_5 (see page 239)	This is constant KEY_PAD_5.

KEY_PAD_6 (see page 240)	This is constant KEY_PAD_6.
KEY_PAD_7 (see page 240)	This is constant KEY_PAD_7.
KEY_PAD_8 (see page 240)	This is constant KEY_PAD_8.
KEY_PAD_9 (see page 240)	This is constant KEY_PAD_9.
KEY_PAD_ASTERISK (see page 240)	This is constant KEY_PAD_ASTERISK.
KEY_PAD_DELETE (see page 241)	This is constant KEY_PAD_DELETE.
KEY_PAD_ENTER (see page 241)	This is constant KEY_PAD_ENTER.
KEY_PAD_EQUALS (see page 241)	This is constant KEY_PAD_EQUALS.
KEY_PAD_MINUS (see page 241)	This is constant KEY_PAD_MINUS.
KEY_PAD_PLUS (see page 242)	This is constant KEY_PAD_PLUS.
KEY_PAD_SLASH (see page 242)	This is constant KEY_PAD_SLASH.
KEY_PAUSE (see page 242)	This is constant KEY_PAUSE.
KEY_PGDN (see page 242)	This is constant KEY_PGDN.
KEY_PGUP (see page 242)	This is constant KEY_PGUP.
KEY_PRINTSCREEN (see page 243)	This is constant KEY_PRINTSCREEN.
KEY_Q (see page 243)	This is constant KEY_Q.
KEY_QUOTE (see page 243)	This is constant KEY_QUOTE.
KEY_R (see page 243)	This is constant KEY_R.
KEY_RCTRL (see page 244)	This is constant KEY_RCTRL.
KEY_RIGHT (see page 244)	This is constant KEY_RIGHT.
KEY_RSHIFT (see page 244)	This is constant KEY_RSHIFT.
KEY_RWIN (see page 244)	This is constant KEY_RWIN.
KEY_S (see page 244)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 245)	This is constant KEY_SCROLLLOCK.
KEY_SEARCH (see page 245)	This is constant KEY_SEARCH.
KEY_SELECT (see page 245)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 245)	This is constant KEY_SEMICOLON.
KEY_SEMICOLON2 (see page 246)	This is constant KEY_SEMICOLON2.
KEY_SLASH (see page 246)	This is constant KEY_SLASH.
KEY_SPACE (see page 246)	This is constant KEY_SPACE.
KEY_START (see page 246)	This is constant KEY_START.
KEY_T (see page 246)	This is constant KEY_T.
KEY_TAB (see page 247)	This is constant KEY_TAB.
KEY_THUMBL (see page 247)	This is constant KEY_THUMBL.
KEY_THUMBR (see page 247)	This is constant KEY_THUMBR.
KEY_TILDE (see page 247)	This is constant KEY_TILDE.
KEY_U (see page 248)	This is constant KEY_U.
KEY_UNKNOWN (see page 248)	This is constant KEY_UNKNOWN.
KEY_UP (see page 248)	This is constant KEY_UP.
KEY_V (see page 248)	This is constant KEY_V.
KEY_VOLUME_DOWN (see page 248)	This is constant KEY_VOLUME_DOWN.
KEY_VOLUME_UP (see page 249)	This is constant KEY_VOLUME_UP.
KEY_W (see page 249)	This is constant KEY_W.
KEY_X (see page 249)	This is constant KEY_X.
KEY_Y (see page 249)	This is constant KEY_Y.
KEY_YEN (see page 250)	This is constant KEY_YEN.
KEY_Z (see page 250)	This is constant KEY_Z.
KHAKI (see page 250)	This is constant KHAKI.
LAVENDER (see page 250)	This is constant LAVENDER.

LAVENDERBLUSH (see page 250)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 251)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 251)	This is constant LEMONCHIFFON.
LF (see page 251)	This is constant LF.
LIGHTBLUE (see page 251)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 252)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 252)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 252)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 252)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 252)	This is constant LIGHTGREEN.
LIGHTGREY (see page 253)	This is constant LIGHTGREY.
LIGHTPINK (see page 253)	This is constant LIGHTPINK.
LIGHTSALMON (see page 253)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 253)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 254)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 254)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 254)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 254)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 254)	This is constant LIGHTYELLOW.
LIME (see page 255)	This is constant LIME.
LIMEGREEN (see page 255)	This is constant LIMEGREEN.
LINEN (see page 255)	This is constant LINEN.
MAGENTA (see page 255)	This is constant MAGENTA.
MAROON (see page 256)	This is constant MAROON.
MAX_AXES (see page 256)	This is constant MAX_AXES.
MAX_BUTTONS (see page 256)	This is constant MAX_BUTTONS.
MAX_STICKS (see page 256)	This is constant MAX_STICKS.
MEDIUMAQUAMARINE (see page 256)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 257)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 257)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 257)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 257)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 258)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 258)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 258)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 258)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 258)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 259)	This is constant MINTCREAM.
MISTYROSE (see page 259)	This is constant MISTYROSE.
MOCCASIN (see page 259)	This is constant MOCCASIN.
MOUSE_BUTTON_LEFT (see page 259)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 260)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 260)	This is constant MOUSE_BUTTON_RIGHT.
NAVAJOWHITE (see page 260)	This is constant NAVAJOWHITE.
NAVY (see page 260)	This is constant NAVY.
NaN (see page 260)	This is constant NaN.
OLDLACE (see page 261)	This is constant OLDLACE.
OLIVE (see page 261)	This is constant OLIVE.
OLIVEDRAB (see page 261)	This is constant OLIVEDRAB.

ORANGE (see page 261)	This is constant ORANGE.
ORANGERED (see page 262)	This is constant ORANGERED.
ORCHID (see page 262)	This is constant ORCHID.
OVERLAY1 (see page 262)	This is constant OVERLAY1.
OVERLAY2 (see page 262)	This is constant OVERLAY2.
PALEGOLDENROD (see page 262)	This is constant PALEGOLDENROD.
PALEGREEN (see page 263)	This is constant PALEGREEN.
PALETURQUOISE (see page 263)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 263)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 263)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 264)	This is constant PEACHPUFF.
PERU (see page 264)	This is constant PERU.
PINK (see page 264)	This is constant PINK.
PLUM (see page 264)	This is constant PLUM.
POWDERBLUE (see page 264)	This is constant POWDERBLUE.
PURPLE (see page 265)	This is constant PURPLE.
PathDelim (see page 265)	This is constant PathDelim.
PathSep (see page 265)	This is constant PathSep.
RAD2DEG (see page 265)	This is constant RAD2DEG.
REBECCAPURPLE (see page 266)	This is constant REBECCAPURPLE.
RED (see page 266)	This is constant RED.
RED2 (see page 266)	This is constant RED2.
ROSYBROWN (see page 266)	This is constant ROSYBROWN.
ROYALBLUE (see page 266)	This is constant ROYALBLUE.
SADDLEBROWN (see page 267)	This is constant SADDLEBROWN.
SALMON (see page 267)	This is constant SALMON.
SANDYBROWN (see page 267)	This is constant SANDYBROWN.
SEAGREEN (see page 267)	This is constant SEAGREEN.
SEASHELL (see page 268)	This is constant SEASHELL.
SIENNA (see page 268)	This is constant SIENNA.
SILVER (see page 268)	This is constant SILVER.
SKYBLUE (see page 268)	This is constant SKYBLUE.
SLATEBLUE (see page 268)	This is constant SLATEBLUE.
SLATEGRAY (see page 269)	This is constant SLATEGRAY.
SLATEGREY (see page 269)	This is constant SLATEGREY.
SNOW (see page 269)	This is constant SNOW.
SPARK_VERSION (see page 269)	This is constant SPARK_VERSION.
SPARK_VERSION_MAJOR (see page 270)	This is constant SPARK_VERSION_MAJOR.
SPARK_VERSION_MINOR (see page 270)	This is constant SPARK_VERSION_MINOR.
SPARK_VERSION_PATCH (see page 270)	This is constant SPARK_VERSION_PATCH.
SPRINGGREEN (see page 270)	This is constant SPRINGGREEN.
STEELBLUE (see page 270)	This is constant STEELBLUE.
TAN (see page 271)	This is constant TAN.
TEAL (see page 271)	This is constant TEAL.
THISTLE (see page 271)	This is constant THISTLE.
TOMATO (see page 271)	This is constant TOMATO.
TURQUOISE (see page 272)	This is constant TURQUOISE.
VIOLET (see page 272)	This is constant VIOLET.
WHEAT (see page 272)	This is constant WHEAT.

WHITE (see page 272)	This is constant WHITE.
WHITE2 (see page 272)	This is constant WHITE2.
WHITESMOKE (see page 273)	This is constant WHITESMOKE.
YELLOW (see page 273)	This is constant YELLOW.
YELLOWGREEN (see page 273)	This is constant YELLOWGREEN.
cCmdConsoleViewPrecentage (see page 273)	This is constant cCmdConsoleViewPrecentage.
cIniExt (see page 274)	This is constant cIniExt.
cLogExt (see page 274)	This is constant cLogExt.
cPngExt (see page 274)	This is constant cPngExt.

1.6.1 ALICEBLUE

File: Spark.pas (see page 274)

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: Spark.pas (see page 274)

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: Spark.pas (see page 274)

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: Spark.pas (see page 274)

Delphi

```
AQUAMARINE: TColor = (Red:$7F/$FF; Green:$FF/$FF; Blue:$D4/$FF; Alpha:$FF/$FF);
```

Description

This is constant AQUAMARINE.

1.6.5 **AUDIO_CHANNEL_COUNT**

File: Spark.pas (see page 274)

Delphi

```
AUDIO_CHANNEL_COUNT = 16;
```

Description

This is constant AUDIO_CHANNEL_COUNT.

1.6.6 **AUDIO_PAN_NONE**

File: Spark.pas (see page 274)

Delphi

```
AUDIO_PAN_NONE = -1000.0;
```

Description

This is constant AUDIO_PAN_NONE.

1.6.7 **AZURE**

File: Spark.pas (see page 274)

Delphi

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

Description

This is constant AZURE.

1.6.8 **BEIGE**

File: Spark.pas (see page 274)

Delphi

```
BEIGE: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant BEIGE.

1.6.9 **BISQUE**

File: Spark.pas (see page 274)

Delphi

```
BISQUE: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$C4/$FF; Alpha:$FF/$FF);
```

Description

This is constant BISQUE.

1.6.10 **BLACK**

File: Spark.pas (see page 274)

Delphi

```
BLACK: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLACK.

1.6.11 **BLANCHEDALMOND**

File: Spark.pas (see page 274)

Delphi

```
BLANCHEDALMOND: TColor = (Red:$FF/$FF; Green:$EB/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLANCHEDALMOND.

1.6.12 **BLANK**

File: Spark.pas (see page 274)

Delphi

```
BLANK: TColor = (Red:$00; Green:$00; Blue:$00; Alpha:$00);
```

Description

This is constant BLANK.

1.6.13 **BLUE**

File: Spark.pas (see page 274)

Delphi

```
BLUE: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLUE.

1.6.14 BLUEVIOLET

File: Spark.pas (see page 274)

Delphi

```
BLUEVIOLET: TColor = (Red:$8A/$FF; Green:$2B/$FF; Blue:$E2/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLUEVIOLET.

1.6.15 BROWN

File: Spark.pas (see page 274)

Delphi

```
BROWN: TColor = (Red:$A5/$FF; Green:$2A/$FF; Blue:$2A/$FF; Alpha:$FF/$FF);
```

Description

This is constant BROWN.

1.6.16 BURLYWOOD

File: Spark.pas (see page 274)

Delphi

```
BURLYWOOD: TColor = (Red:$DE/$FF; Green:$B8/$FF; Blue:$87/$FF; Alpha:$FF/$FF);
```

Description

This is constant BURLYWOOD.

1.6.17 CADETBLUE

File: Spark.pas (see page 274)

Delphi

```
CADETBLUE: TColor = (Red:$5F/$FF; Green:$9E/$FF; Blue:$A0/$FF; Alpha:$FF/$FF);
```

Description

This is constant CADETBLUE.

1.6.18 **CHARTREUSE**

File: Spark.pas (see page 274)

Delphi

```
CHARTREUSE: TColor = (Red:$7F/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant CHARTREUSE.

1.6.19 **CHOCOLATE**

File: Spark.pas (see page 274)

Delphi

```
CHOCOLATE: TColor = (Red:$D2/$FF; Green:$69/$FF; Blue:$1E/$FF; Alpha:$FF/$FF);
```

Description

This is constant CHOCOLATE.

1.6.20 **COLORKEY**

File: Spark.pas (see page 274)

Delphi

```
COLORKEY: TColor = (Red:$FF/$FF; Green:$00; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant COLORKEY.

1.6.21 **CORAL**

File: Spark.pas (see page 274)

Delphi

```
CORAL: TColor = (Red:$FF/$FF; Green:$7F/$FF; Blue:$50/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORAL.

1.6.22 **CORNFLOWERBLUE**

File: Spark.pas (see page 274)

Delphi

```
CORNFLOWERBLUE: TColor = (Red:$64/$FF; Green:$95/$FF; Blue:$ED/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORNFLOWERBLUE.

1.6.23 **CORNSILK**

File: Spark.pas (see page 274)

Delphi

```
CORNSILK: TColor = (Red:$FF/$FF; Green:$F8/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORNSILK.

1.6.24 **CR**

File: Spark.pas (see page 274)

Delphi

```
CR = #13;
```

Description

This is constant CR.

1.6.25 **CRIMSON**

File: Spark.pas (see page 274)

Delphi

```
CRIMSON: TColor = (Red:$DC/$FF; Green:$14/$FF; Blue:$3C/$FF; Alpha:$FF/$FF);
```

Description

This is constant CRIMSON.

1.6.26 **CRLF**

File: Spark.pas (see page 274)

Delphi

```
CRLF = #13#10;
```

Description

This is constant CRLF.

1.6.27 CYAN

File: Spark.pas (see page 274)

Delphi

```
CYAN: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant CYAN.

1.6.28 DARKBLUE

File: Spark.pas (see page 274)

Delphi

```
DARKBLUE: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKBLUE.

1.6.29 DARKCYAN

File: Spark.pas (see page 274)

Delphi

```
DARKCYAN: TColor = (Red:$00/$FF; Green:$8B/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKCYAN.

1.6.30 DARKGOLDENROD

File: Spark.pas (see page 274)

Delphi

```
DARKGOLDENROD: TColor = (Red:$B8/$FF; Green:$86/$FF; Blue:$0B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGOLDENROD.

1.6.31 DARKGRAY

File: Spark.pas (see page 274)

Delphi

```
DARKGRAY: TColor = (Red:$A9/$FF; Green:$A9/$FF; Blue:$A9/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGRAY.

1.6.32 **DARKGREEN**

File: Spark.pas (see page 274)

Delphi

```
DARKGREEN: TColor = (Red:$00/$FF; Green:$64/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGREEN.

1.6.33 **DARKGREY**

File: Spark.pas (see page 274)

Delphi

```
DARKGREY: TColor = (Red:$A9/$FF; Green:$A9/$FF; Blue:$A9/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGREY.

1.6.34 **DARKKHAKI**

File: Spark.pas (see page 274)

Delphi

```
DARKKHAKI: TColor = (Red:$BD/$FF; Green:$B7/$FF; Blue:$6B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKKHAKI.

1.6.35 **DARKMAGENTA**

File: Spark.pas (see page 274)

Delphi

```
DARKMAGENTA: TColor = (Red:$8B/$FF; Green:$00/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKMAGENTA.

1.6.36 **DARKOLIVEGREEN**

File: Spark.pas (see page 274)

Delphi

```
DARKOLIVEGREEN: TColor = (Red:$55/$FF; Green:$6B/$FF; Blue:$2F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKOLIVEGREEN.

1.6.37 **DARKORANGE**

File: Spark.pas (see page 274)

Delphi

```
DARKORANGE: TColor = (Red:$FF/$FF; Green:$8C/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKORANGE.

1.6.38 **DARKORCHID**

File: Spark.pas (see page 274)

Delphi

```
DARKORCHID: TColor = (Red:$99/$FF; Green:$32/$FF; Blue:$CC/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKORCHID.

1.6.39 **DARKRED**

File: Spark.pas (see page 274)

Delphi

```
DARKRED: TColor = (Red:$8B/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKRED.

1.6.40 **DARKSALMON**

File: Spark.pas (see page 274)

Delphi

```
DARKSALMON: TColor = (Red:$E9/$FF; Green:$96/$FF; Blue:$7A/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSALMON.

1.6.41 DARKSEAGREEN

File: Spark.pas (see page 274)

Delphi

```
DARKSEAGREEN: TColor = (Red:$8F/$FF; Green:$BC/$FF; Blue:$8F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSEAGREEN.

1.6.42 DARKSLATEBLUE

File: Spark.pas (see page 274)

Delphi

```
DARKSLATEBLUE: TColor = (Red:$48/$FF; Green:$3D/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSLATEBLUE.

1.6.43 DARKSLATEBROWN

File: Spark.pas (see page 274)

Delphi

```
DARKSLATEBROWN: TColor = (Red:30/255; Green:31/255; Blue:30/255; Alpha:1);
```

Description

This is constant DARKSLATEBROWN.

1.6.44 DARKSLATEGRAY

File: Spark.pas (see page 274)

Delphi

```
DARKSLATEGRAY: TColor = (Red:$2F/$FF; Green:$4F/$FF; Blue:$4F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSLATEGRAY.

1.6.45 **DARKSLATEGREY**

File: Spark.pas (see page 274)

Delphi
```
DARKSLATEGREY: TColor = (Red:$2F/$FF; Green:$4F/$FF; Blue:$4F/$FF; Alpha:$FF/$FF);
```
Description

This is constant DARKSLATEGREY.

1.6.46 **DARKTURQUOISE**

File: Spark.pas (see page 274)

Delphi
```
DARKTURQUOISE: TColor = (Red:$00/$FF; Green:$CE/$FF; Blue:$D1/$FF; Alpha:$FF/$FF);
```
Description

This is constant DARKTURQUOISE.

1.6.47 **DARKVIOLET**

File: Spark.pas (see page 274)

Delphi
```
DARKVIOLET: TColor = (Red:$94/$FF; Green:$00/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```
Description

This is constant DARKVIOLET.

1.6.48 **DEEPPINK**

File: Spark.pas (see page 274)

Delphi
```
DEEPPINK: TColor = (Red:$FF/$FF; Green:$14/$FF; Blue:$93/$FF; Alpha:$FF/$FF);
```
Description

This is constant DEEPPINK.

1.6.49 **DEEPSKYBLUE**

File: Spark.pas (see page 274)

Delphi

```
DEEPSKYBLUE: TColor = (Red:$00/$FF; Green:$BF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant DEEPSKYBLUE.

1.6.50 **DEG2RAD**

File: Spark.pas (see page 274)

Delphi

```
DEG2RAD = PI / 180.0;
```

Description

This is constant DEG2RAD.

1.6.51 **DIMGRAY**

File: Spark.pas (see page 274)

Delphi

```
DIMGRAY: TColor = (Red:$69/$FF; Green:$69/$FF; Blue:$69/$FF; Alpha:$FF/$FF);
```

Description

This is constant DIMGRAY.

1.6.52 **DIMGREY**

File: Spark.pas (see page 274)

Delphi

```
DIMGREY: TColor = (Red:$69/$FF; Green:$69/$FF; Blue:$69/$FF; Alpha:$FF/$FF);
```

Description

This is constant DIMGREY.

1.6.53 **DIMWHITE**

File: Spark.pas (see page 274)

Delphi

```
DIMWHITE: TColor = (Red:$10/$FF; Green:$10/$FF; Blue:$10/$FF; Alpha:$10/$FF);
```

Description

This is constant DIMWHITE.

1.6.54 **DODGERBLUE**

File: Spark.pas (see page 274)

Delphi

```
DODGERBLUE: TColor = (Red:$1E/$FF; Green:$90/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant DODGERBLUE.

1.6.55 **DriveDelim**

File: Spark.pas (see page 274)

Delphi

```
DriveDelim = ':';
```

Description

This is constant DriveDelim.

1.6.56 **EPSILON**

File: Spark.pas (see page 274)

Delphi

```
EPSILON = 0.00001;
```

Description

This is constant EPSILON.

1.6.57 **EVENT_CMDCON_ACTIVE**

File: Spark.pas (see page 274)

Delphi

```
EVENT_CMDCON_ACTIVE = 10000;
```

Description

This is constant EVENT_CMDCON_ACTIVE.

1.6.58 **EVENT_CMDCON_INACTIVE**

File: Spark.pas (see page 274)

Delphi

```
EVENT_CMDCON_INACTIVE = 10001;
```

Description

This is constant EVENT_CMDCON_INACTIVE.

1.6.59 FIREBRICK

File: Spark.pas (see page 274)

Delphi

```
FIREBRICK: TColor = (Red:$B2/$FF; Green:$22/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FIREBRICK.

1.6.60 FLORALWHITE

File: Spark.pas (see page 274)

Delphi

```
FLORALWHITE: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant FLORALWHITE.

1.6.61 FORESTGREEN

File: Spark.pas (see page 274)

Delphi

```
FORESTGREEN: TColor = (Red:$22/$FF; Green:$8B/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FORESTGREEN.

1.6.62 FUCHSIA

File: Spark.pas (see page 274)

Delphi

```
FUCHSIA: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant FUCHSIA.

1.6.63 **GAINSBORO**

File: Spark.pas (see page 274)

Delphi

```
GAINSBORO: TColor = (Red:$DC/$FF; Green:$DC/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant GAINSBORO.

1.6.64 **GHOSTWHITE**

File: Spark.pas (see page 274)

Delphi

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

Description

This is constant GHOSTWHITE.

1.6.65 **GOLD**

File: Spark.pas (see page 274)

Delphi

```
GOLD: TColor = (Red:$FF/$FF; Green:$D7/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLD.

1.6.66 **GOLDENROD**

File: Spark.pas (see page 274)

Delphi

```
GOLDENROD: TColor = (Red:$DA/$FF; Green:$A5/$FF; Blue:$20/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLDENROD.

1.6.67 **GRAY**

File: Spark.pas (see page 274)

Delphi

```
GRAY: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GRAY.

1.6.68 GREEN

File: Spark.pas (see page 274)

Delphi

```
GREEN: TColor = (Red:$00/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREEN.

1.6.69 GREENYELLOW

File: Spark.pas (see page 274)

Delphi

```
GREENYELLOW: TColor = (Red:$AD/$FF; Green:$FF/$FF; Blue:$2F/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREENYELLOW.

1.6.70 GREY

File: Spark.pas (see page 274)

Delphi

```
GREY: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREY.

1.6.71 HONEYDEW

File: Spark.pas (see page 274)

Delphi

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

Description

This is constant HONEYDEW.

1.6.72 **HOTPINK**

File: Spark.pas (see page 274)

Delphi

```
HOTPINK: TColor = (Red:$FF/$FF; Green:$69/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```

Description

This is constant HOTPINK.

1.6.73 **INDIANRED**

File: Spark.pas (see page 274)

Delphi

```
INDIANRED: TColor = (Red:$CD/$FF; Green:$5C/$FF; Blue:$5C/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIANRED.

1.6.74 **INDIGO**

File: Spark.pas (see page 274)

Delphi

```
INDIGO: TColor = (Red:$4B/$FF; Green:$00/$FF; Blue:$82/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIGO.

1.6.75 **IVORY**

File: Spark.pas (see page 274)

Delphi

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

Description

This is constant IVORY.

1.6.76 **JOY_AXES_X**

File: Spark.pas (see page 274)

Delphi
```
JOY_AXES_X = 0;
```
Description

This is constant JOY_AXES_X.

1.6.77 **JOY_AXES_Y**

File: Spark.pas (see page 274)

Delphi
```
JOY_AXES_Y = 1;
```
Description

This is constant JOY_AXES_Y.

1.6.78 **JOY_AXES_Z**

File: Spark.pas (see page 274)

Delphi
```
JOY_AXES_Z = 2;
```
Description

This is constant JOY_AXES_Z.

1.6.79 **JOY_BTN_A**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_A = 0;
```
Description

This is constant JOY_BTN_A.

1.6.80 **JOY_BTN_B**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_B = 1;
```
Description

This is constant JOY_BTN_B.

1.6.81 **JOY_BTN_BACK**

File: Spark.pas (see page 274)

Delphi

```
JOY_BTN_BACK = 8;
```

Description

This is constant JOY_BTN_BACK.

1.6.82 **JOY_BTN_DDPAD**

File: Spark.pas (see page 274)

Delphi

```
JOY_BTN_DDPAD = 12;
```

Description

This is constant JOY_BTN_DDPAD.

1.6.83 **JOY_BTN_LB**

File: Spark.pas (see page 274)

Delphi

```
JOY_BTN_LB = 5;
```

Description

This is constant JOY_BTN_LB.

1.6.84 **JOY_BTN_LDPAD**

File: Spark.pas (see page 274)

Delphi

```
JOY_BTN_LDPAD = 11;
```

Description

This is constant JOY_BTN_LDPAD.

1.6.85 **JOY_BTN_LT**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_LT = 7;
```
Description

This is constant JOY_BTN_LT.

1.6.86 **JOY_BTN_RB**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_RB = 4;
```
Description

This is constant JOY_BTN_RB.

1.6.87 **JOY_BTN_RDPAD**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_RDPAD = 10;
```
Description

This is constant JOY_BTN_RDPAD.

1.6.88 **JOY_BTN_RT**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_RT = 6;
```
Description

This is constant JOY_BTN_RT.

1.6.89 **JOY_BTN_START**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_START = 9;
```
Description

This is constant JOY_BTN_START.

1.6.90 **JOY_BTN_UDPAD**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_UDPAD = 13;
```
Description

This is constant JOY_BTN_UDPAD.

1.6.91 **JOY_BTN_X**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_X = 2;
```
Description

This is constant JOY_BTN_X.

1.6.92 **JOY_BTN_Y**

File: Spark.pas (see page 274)

Delphi
```
JOY_BTN_Y = 3;
```
Description

This is constant JOY_BTN_Y.

1.6.93 **JOY_STICK_LS**

File: Spark.pas (see page 274)

Delphi
```
JOY_STICK_LS = 0;
```
Description

This is constant JOY_STICK_LS.

1.6.94 **JOY_STICK_LT**

File: Spark.pas (see page 274)

Delphi

```
JOY_STICK_LT = 2;
```

Description

This is constant JOY_STICK_LT.

1.6.95 **JOY_STICK_RS**

File: Spark.pas (see page 274)

Delphi

```
JOY_STICK_RS = 1;
```

Description

This is constant JOY_STICK_RS.

1.6.96 **JOY_STICK_RT**

File: Spark.pas (see page 274)

Delphi

```
JOY_STICK_RT = 3;
```

Description

This is constant JOY_STICK_RT.

1.6.97 **KEYMOD_ACCENT1**

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_ACCENT1 = $1000;
```

Description

This is constant KEYMOD_ACCENT1.

1.6.98 **KEYMOD_ACCENT2**

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_ACCENT2 = $2000;
```

Description

This is constant KEYMOD_ACCENT2.

1.6.99 **KEYMOD_ACCENT3**

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_ACCENT3 = $4000;
```

Description

This is constant KEYMOD_ACCENT3.

1.6.100 **KEYMOD_ACCENT4**

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_ACCENT4 = $8000;
```

Description

This is constant KEYMOD_ACCENT4.

1.6.101 **KEYMOD_ALT**

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_ALT = $0004;
```

Description

This is constant KEYMOD_ALT.

1.6.102 **KEYMOD_CAPSLOCK**

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_CAPSLOCK = $0400;
```

Description

This is constant KEYMOD_CAPSLOCK.

1.6.103 **KEYMOD_COMMAND**

File: Spark.pas (see page 274)

Delphi

    KEYMOD_COMMAND = $0040;

Description

This is constant KEYMOD_COMMAND.

1.6.104 KEYMOD_CTRL

File: Spark.pas (see page 274)

Delphi

    KEYMOD_CTRL = $0002;

Description

This is constant KEYMOD_CTRL.

1.6.105 KEYMOD_INALTSEQ

File: Spark.pas (see page 274)

Delphi

    KEYMOD_INALTSEQ = $0800;

Description

This is constant KEYMOD_INALTSEQ.

1.6.106 KEYMOD_LWIN

File: Spark.pas (see page 274)

Delphi

    KEYMOD_LWIN = $0008;

Description

This is constant KEYMOD_LWIN.

1.6.107 KEYMOD_MENU

File: Spark.pas (see page 274)

Delphi

    KEYMOD_MENU = $0020;

Description

This is constant KEYMOD_MENU.

1.6.108 KEYMOD_NUMLOCK

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_NUMLOCK = $0200;
```

Description

This is constant KEYMOD_NUMLOCK.

1.6.109 KEYMOD_RWIN

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_RWIN = $0010;
```

Description

This is constant KEYMOD_RWIN.

1.6.110 KEYMOD_SCROLOCK

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_SCROLOCK = $0100;
```

Description

This is constant KEYMOD_SCROLOCK.

1.6.111 KEYMOD_SHIFT

File: Spark.pas (see page 274)

Delphi

```
KEYMOD_SHIFT = $0001;
```

Description

This is constant KEYMOD_SHIFT.

1.6.112 KEY_0

File: Spark.pas (see page 274)

Delphi

```
KEY_0 = 27;
```

Description

This is constant KEY_0.

1.6.113 **KEY_1**

File: Spark.pas (see page 274)

Delphi

```
KEY_1 = 28;
```

Description

This is constant KEY_1.

1.6.114 **KEY_2**

File: Spark.pas (see page 274)

Delphi

```
KEY_2 = 29;
```

Description

This is constant KEY_2.

1.6.115 **KEY_3**

File: Spark.pas (see page 274)

Delphi

```
KEY_3 = 30;
```

Description

This is constant KEY_3.

1.6.116 **KEY_4**

File: Spark.pas (see page 274)

Delphi

```
KEY_4 = 31;
```

Description

This is constant KEY_4.

1.6.117 **KEY_5**

File: Spark.pas (see page 274)

Delphi

```
KEY_5 = 32;
```

Description

This is constant KEY_5.

1.6.118 **KEY_6**

File: Spark.pas (see page 274)

Delphi

```
KEY_6 = 33;
```

Description

This is constant KEY_6.

1.6.119 **KEY_7**

File: Spark.pas (see page 274)

Delphi

```
KEY_7 = 34;
```

Description

This is constant KEY_7.

1.6.120 **KEY_8**

File: Spark.pas (see page 274)

Delphi

```
KEY_8 = 35;
```

Description

This is constant KEY_8.

1.6.121 **KEY_9**

File: Spark.pas (see page 274)

Delphi

    KEY_9 = 36;

Description

This is constant KEY_9.

1.6.122 **KEY_A**

File: Spark.pas (see page 274)

Delphi

    KEY_A = 1;

Description

This is constant KEY_A.

1.6.123 **KEY_ABNT_C1**

File: Spark.pas (see page 274)

Delphi

    KEY_ABNT_C1 = 94;

Description

This is constant KEY_ABNT_C1.

1.6.124 **KEY_ALT**

File: Spark.pas (see page 274)

Delphi

    KEY_ALT = 219;

Description

This is constant KEY_ALT.

1.6.125 **KEY_ALTGR**

File: Spark.pas (see page 274)

Delphi

    KEY_ALTGR = 220;

Description

This is constant KEY_ALTGR.

1.6.126 **KEY_AT**

File: Spark.pas (see page 274)

Delphi

```
KEY_AT = 99;
```

Description

This is constant KEY_AT.

1.6.127 **KEY_B**

File: Spark.pas (see page 274)

Delphi

```
KEY_B = 2;
```

Description

This is constant KEY_B.

1.6.128 **KEY_BACK**

File: Spark.pas (see page 274)

Delphi

```
KEY_BACK = 107;
```

Description

This is constant KEY_BACK.

1.6.129 **KEY_BACKQUOTE**

File: Spark.pas (see page 274)

Delphi

```
KEY_BACKQUOTE = 104;
```

Description

This is constant KEY_BACKQUOTE.

1.6.130 **KEY_BACKSLASH**

File: Spark.pas (see page 274)

Delphi

```
KEY_BACKSLASH = 70;
```

Description

This is constant KEY_BACKSLASH.

1.6.131 **KEY_BACKSLASH2**

File: Spark.pas (see page 274)

Delphi

```
KEY_BACKSLASH2 = 71;
```

Description

This is constant KEY_BACKSLASH2.

1.6.132 **KEY_BACKSPACE**

File: Spark.pas (see page 274)

Delphi

```
KEY_BACKSPACE = 63;
```

Description

This is constant KEY_BACKSPACE.

1.6.133 **KEY_BUTTON_A**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_A = 124;
```

Description

This is constant KEY_BUTTON_A.

1.6.134 **KEY_BUTTON_B**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_B = 125;
```

Description

This is constant KEY_BUTTON_B.

1.6.135 **KEY_BUTTON_L1**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_L1 = 120;
```

Description

This is constant KEY_BUTTON_L1.

1.6.136 **KEY_BUTTON_L2**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_L2 = 122;
```

Description

This is constant KEY_BUTTON_L2.

1.6.137 **KEY_BUTTON_R1**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_R1 = 121;
```

Description

This is constant KEY_BUTTON_R1.

1.6.138 **KEY_BUTTON_R2**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_R2 = 123;
```

Description

This is constant KEY_BUTTON_R2.

1.6.139 **KEY_BUTTON_X**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_X = 112;
```

Description

This is constant KEY_BUTTON_X.

1.6.140 **KEY_BUTTON_Y**

File: Spark.pas (see page 274)

Delphi

```
KEY_BUTTON_Y = 113;
```

Description

This is constant KEY_BUTTON_Y.

1.6.141 **KEY_C**

File: Spark.pas (see page 274)

Delphi

```
KEY_C = 3;
```

Description

This is constant KEY_C.

1.6.142 **KEY_CAPSLOCK**

File: Spark.pas (see page 274)

Delphi

```
KEY_CAPSLOCK = 226;
```

Description

This is constant KEY_CAPSLOCK.

1.6.143 **KEY_CIRCUMFLEX**

File: Spark.pas (see page 274)

Delphi

```
KEY_CIRCUMFLEX = 100;
```

Description

This is constant KEY_CIRCUMFLEX.

1.6.144 **KEY_CLOSEBRACE**

File: Spark.pas (see page 274)

Delphi

```
KEY_CLOSEBRACE = 66;
```

Description

This is constant KEY_CLOSEBRACE.

1.6.145 **KEY_COLON2**

File: Spark.pas (see page 274)

Delphi

```
KEY_COLON2 = 101;
```

Description

This is constant KEY_COLON2.

1.6.146 **KEY_COMMA**

File: Spark.pas (see page 274)

Delphi

```
KEY_COMMA = 72;
```

Description

This is constant KEY_COMMA.

1.6.147 **KEY_COMMAND**

File: Spark.pas (see page 274)

Delphi

```
KEY_COMMAND = 106;
```

Description

This is constant KEY_COMMAND.

1.6.148 **KEY_CONVERT**

File: Spark.pas (see page 274)

Delphi
```
KEY_CONVERT = 97;
```
Description

This is constant KEY_CONVERT.

1.6.149 **KEY_D**

File: Spark.pas (see page 274)

Delphi
```
KEY_D = 4;
```
Description

This is constant KEY_D.

1.6.150 **KEY_DELETE**

File: Spark.pas (see page 274)

Delphi
```
KEY_DELETE = 77;
```
Description

This is constant KEY_DELETE.

1.6.151 **KEY_DOWN**

File: Spark.pas (see page 274)

Delphi
```
KEY_DOWN = 85;
```
Description

This is constant KEY_DOWN.

1.6.152 **KEY_DPAD_CENTER**

File: Spark.pas (see page 274)

Delphi
```
KEY_DPAD_CENTER = 111;
```
Description

This is constant KEY_DPAD_CENTER.

1.6.153 **KEY_DPAD_DOWN**

File: Spark.pas (see page 274)

Delphi

```
KEY_DPAD_DOWN = 115;
```

Description

This is constant KEY_DPAD_DOWN.

1.6.154 **KEY_DPAD_LEFT**

File: Spark.pas (see page 274)

Delphi

```
KEY_DPAD_LEFT = 116;
```

Description

This is constant KEY_DPAD_LEFT.

1.6.155 **KEY_DPAD_RIGHT**

File: Spark.pas (see page 274)

Delphi

```
KEY_DPAD_RIGHT = 117;
```

Description

This is constant KEY_DPAD_RIGHT.

1.6.156 **KEY_DPAD_UP**

File: Spark.pas (see page 274)

Delphi

```
KEY_DPAD_UP = 114;
```

Description

This is constant KEY_DPAD_UP.

1.6.157 **KEY_E**

File: Spark.pas (see page 274)

Delphi

```
KEY_E = 5;
```

Description

This is constant KEY_E.

1.6.158 **KEY_END**

File: Spark.pas (see page 274)

Delphi

```
KEY_END = 79;
```

Description

This is constant KEY_END.

1.6.159 **KEY_ENTER**

File: Spark.pas (see page 274)

Delphi

```
KEY_ENTER = 67;
```

Description

This is constant KEY_ENTER.

1.6.160 **KEY_EQUALS**

File: Spark.pas (see page 274)

Delphi

```
KEY_EQUALS = 62;
```

Description

This is constant KEY_EQUALS.

1.6.161 **KEY_ESCAPE**

File: Spark.pas (see page 274)

Delphi

```
KEY_ESCAPE = 59;
```

Description

This is constant KEY_ESCAPE.

1.6.162 **KEY_F**

File: Spark.pas (see page 274)

Delphi
```
KEY_F = 6;
```
Description

This is constant KEY_F.

1.6.163 **KEY_F1**

File: Spark.pas (see page 274)

Delphi
```
KEY_F1 = 47;
```
Description

This is constant KEY_F1.

1.6.164 **KEY_F10**

File: Spark.pas (see page 274)

Delphi
```
KEY_F10 = 56;
```
Description

This is constant KEY_F10.

1.6.165 **KEY_F11**

File: Spark.pas (see page 274)

Delphi
```
KEY_F11 = 57;
```
Description

This is constant KEY_F11.

1.6.166 **KEY_F12**

File: Spark.pas (see page 274)

Delphi

```
KEY_F12 = 58;
```

Description

This is constant KEY_F12.

1.6.167 **KEY_F2**

File: Spark.pas (see page 274)

Delphi

```
KEY_F2 = 48;
```

Description

This is constant KEY_F2.

1.6.168 **KEY_F3**

File: Spark.pas (see page 274)

Delphi

```
KEY_F3 = 49;
```

Description

This is constant KEY_F3.

1.6.169 **KEY_F4**

File: Spark.pas (see page 274)

Delphi

```
KEY_F4 = 50;
```

Description

This is constant KEY_F4.

1.6.170 **KEY_F5**

File: Spark.pas (see page 274)

Delphi

```
KEY_F5 = 51;
```

Description

This is constant KEY_F5.

1.6.171 **KEY_F6**

File: Spark.pas (see page 274)

Delphi
```
KEY_F6 = 52;
```
Description

This is constant KEY_F6.

1.6.172 **KEY_F7**

File: Spark.pas (see page 274)

Delphi
```
KEY_F7 = 53;
```
Description

This is constant KEY_F7.

1.6.173 **KEY_F8**

File: Spark.pas (see page 274)

Delphi
```
KEY_F8 = 54;
```
Description

This is constant KEY_F8.

1.6.174 **KEY_F9**

File: Spark.pas (see page 274)

Delphi
```
KEY_F9 = 55;
```
Description

This is constant KEY_F9.

1.6.175 **KEY_FULLSTOP**

File: Spark.pas (see page 274)

Delphi

```
KEY_FULLSTOP = 73;
```

Description

This is constant KEY_FULLSTOP.

1.6.176 **KEY_G**

File: Spark.pas (see page 274)

Delphi

```
KEY_G = 7;
```

Description

This is constant KEY_G.

1.6.177 **KEY_H**

File: Spark.pas (see page 274)

Delphi

```
KEY_H = 8;
```

Description

This is constant KEY_H.

1.6.178 **KEY_HOME**

File: Spark.pas (see page 274)

Delphi

```
KEY_HOME = 78;
```

Description

This is constant KEY_HOME.

1.6.179 **KEY_I**

File: Spark.pas (see page 274)

Delphi

```
KEY_I = 9;
```

Description

This is constant KEY_I.

1.6.180 **KEY_INSERT**

File: Spark.pas (see page 274)

Delphi

```
KEY_INSERT = 76;
```

Description

This is constant KEY_INSERT.

1.6.181 **KEY_J**

File: Spark.pas (see page 274)

Delphi

```
KEY_J = 10;
```

Description

This is constant KEY_J.

1.6.182 **KEY_K**

File: Spark.pas (see page 274)

Delphi

```
KEY_K = 11;
```

Description

This is constant KEY_K.

1.6.183 **KEY_KANA**

File: Spark.pas (see page 274)

Delphi

```
KEY_KANA = 96;
```

Description

This is constant KEY_KANA.

1.6.184 **KEY_KANJI**

File: Spark.pas (see page 274)

Delphi
```
KEY_KANJI = 102;
```
Description

This is constant KEY_KANJI.

1.6.185 **KEY_L**

File: Spark.pas (see page 274)

Delphi
```
KEY_L = 12;
```
Description

This is constant KEY_L.

1.6.186 **KEY_LCTRL**

File: Spark.pas (see page 274)

Delphi
```
KEY_LCTRL = 217;
```
Description

This is constant KEY_LCTRL.

1.6.187 **KEY_LEFT**

File: Spark.pas (see page 274)

Delphi
```
KEY_LEFT = 82;
```
Description

This is constant KEY_LEFT.

1.6.188 **KEY_LSHIFT**

File: Spark.pas (see page 274)

Delphi
```
KEY_LSHIFT = 215;
```
Description

This is constant KEY_LSHIFT.

1.6.189 **KEY_LWIN**

File: Spark.pas (see page 274)

Delphi

```
KEY_LWIN = 221;
```

Description

This is constant KEY_LWIN.

1.6.190 **KEY_M**

File: Spark.pas (see page 274)

Delphi

```
KEY_M = 13;
```

Description

This is constant KEY_M.

1.6.191 **KEY_MAX**

File: Spark.pas (see page 274)

Delphi

```
KEY_MAX = 227;
```

Description

This is constant KEY_MAX.

1.6.192 **KEY_MENU**

File: Spark.pas (see page 274)

Delphi

```
KEY_MENU = 223;
```

Description

This is constant KEY_MENU.

1.6.193 **KEY_MINUS**

File: Spark.pas (see page 274)

Delphi

```
KEY_MINUS = 61;
```

Description

This is constant KEY_MINUS.

1.6.194 **KEY_MODIFIERS**

File: Spark.pas (see page 274)

Delphi

```
KEY_MODIFIERS = 215;
```

Description

This is constant KEY_MODIFIERS.

1.6.195 **KEY_N**

File: Spark.pas (see page 274)

Delphi

```
KEY_N = 14;
```

Description

This is constant KEY_N.

1.6.196 **KEY_NOCONVERT**

File: Spark.pas (see page 274)

Delphi

```
KEY_NOCONVERT = 98;
```

Description

This is constant KEY_NOCONVERT.

1.6.197 **KEY_NUMLOCK**

File: Spark.pas (see page 274)

Delphi

```
KEY_NUMLOCK = 225;
```

Description

This is constant KEY_NUMLOCK.

1.6.198 **KEY_O**

File: Spark.pas (see page 274)

Delphi
```
KEY_O = 15;
```
Description

This is constant KEY_O.

1.6.199 **KEY_OPENBRACE**

File: Spark.pas (see page 274)

Delphi
```
KEY_OPENBRACE = 65;
```
Description

This is constant KEY_OPENBRACE.

1.6.200 **KEY_P**

File: Spark.pas (see page 274)

Delphi
```
KEY_P = 16;
```
Description

This is constant KEY_P.

1.6.201 **KEY_PAD_0**

File: Spark.pas (see page 274)

Delphi
```
KEY_PAD_0 = 37;
```
Description

This is constant KEY_PAD_0.

1.6.202 **KEY_PAD_1**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_1 = 38;
```

Description

This is constant KEY_PAD_1.

1.6.203 **KEY_PAD_2**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_2 = 39;
```

Description

This is constant KEY_PAD_2.

1.6.204 **KEY_PAD_3**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_3 = 40;
```

Description

This is constant KEY_PAD_3.

1.6.205 **KEY_PAD_4**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_4 = 41;
```

Description

This is constant KEY_PAD_4.

1.6.206 **KEY_PAD_5**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_5 = 42;
```

Description

This is constant KEY_PAD_5.

1.6.207 **KEY_PAD_6**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_6 = 43;
```

Description

This is constant KEY_PAD_6.

1.6.208 **KEY_PAD_7**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_7 = 44;
```

Description

This is constant KEY_PAD_7.

1.6.209 **KEY_PAD_8**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_8 = 45;
```

Description

This is constant KEY_PAD_8.

1.6.210 **KEY_PAD_9**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_9 = 46;
```

Description

This is constant KEY_PAD_9.

1.6.211 **KEY_PAD_ASTERISK**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_ASTERISK = 87;
```

Description

This is constant KEY_PAD_ASTERISK.

1.6.212 **KEY_PAD_DELETE**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_DELETE = 90;
```

Description

This is constant KEY_PAD_DELETE.

1.6.213 **KEY_PAD_ENTER**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_ENTER = 91;
```

Description

This is constant KEY_PAD_ENTER.

1.6.214 **KEY_PAD_EQUALS**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_EQUALS = 103;
```

Description

This is constant KEY_PAD_EQUALS.

1.6.215 **KEY_PAD_MINUS**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_MINUS = 88;
```

Description

This is constant KEY_PAD_MINUS.

1.6.216 **KEY_PAD_PLUS**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_PLUS = 89;
```

Description

This is constant KEY_PAD_PLUS.

1.6.217 **KEY_PAD_SLASH**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAD_SLASH = 86;
```

Description

This is constant KEY_PAD_SLASH.

1.6.218 **KEY_PAUSE**

File: Spark.pas (see page 274)

Delphi

```
KEY_PAUSE = 93;
```

Description

This is constant KEY_PAUSE.

1.6.219 **KEY_PGDN**

File: Spark.pas (see page 274)

Delphi

```
KEY_PGDN = 81;
```

Description

This is constant KEY_PGDN.

1.6.220 **KEY_PGUP**

File: Spark.pas (see page 274)

Delphi

```
KEY_PGUP = 80;
```

Description

This is constant KEY_PGUP.

1.6.221 **KEY_PRINTSCREEN**

File: Spark.pas (see page 274)

Delphi

```
KEY_PRINTSCREEN = 92;
```

Description

This is constant KEY_PRINTSCREEN.

1.6.222 **KEY_Q**

File: Spark.pas (see page 274)

Delphi

```
KEY_Q = 17;
```

Description

This is constant KEY_Q.

1.6.223 **KEY_QUOTE**

File: Spark.pas (see page 274)

Delphi

```
KEY_QUOTE = 69;
```

Description

This is constant KEY_QUOTE.

1.6.224 **KEY_R**

File: Spark.pas (see page 274)

Delphi

```
KEY_R = 18;
```

Description

This is constant KEY_R.

1.6.225 **KEY_RCTRL**

File: Spark.pas (see page 274)

Delphi

```
KEY_RCTRL = 218;
```

Description

This is constant KEY_RCTRL.

1.6.226 **KEY_RIGHT**

File: Spark.pas (see page 274)

Delphi

```
KEY_RIGHT = 83;
```

Description

This is constant KEY_RIGHT.

1.6.227 **KEY_RSHIFT**

File: Spark.pas (see page 274)

Delphi

```
KEY_RSHIFT = 216;
```

Description

This is constant KEY_RSHIFT.

1.6.228 **KEY_RWIN**

File: Spark.pas (see page 274)

Delphi

```
KEY_RWIN = 222;
```

Description

This is constant KEY_RWIN.

1.6.229 **KEY_S**

File: Spark.pas (see page 274)

Delphi

```
KEY_S = 19;
```

Description

This is constant KEY_S.

1.6.230 **KEY_SCROLLLOCK**

File: Spark.pas (see page 274)

Delphi

```
KEY_SCROLLLOCK = 224;
```

Description

This is constant KEY_SCROLLLOCK.

1.6.231 **KEY_SEARCH**

File: Spark.pas (see page 274)

Delphi

```
KEY_SEARCH = 110;
```

Description

This is constant KEY_SEARCH.

1.6.232 **KEY_SELECT**

File: Spark.pas (see page 274)

Delphi

```
KEY_SELECT = 118;
```

Description

This is constant KEY_SELECT.

1.6.233 **KEY_SEMICOLON**

File: Spark.pas (see page 274)

Delphi

```
KEY_SEMICOLON = 68;
```

Description

This is constant KEY_SEMICOLON.

1.6.234 **KEY_SEMICOLON2**

File: Spark.pas (see page 274)

Delphi

```
KEY_SEMICOLON2 = 105;
```

Description

This is constant KEY_SEMICOLON2.

1.6.235 **KEY_SLASH**

File: Spark.pas (see page 274)

Delphi

```
KEY_SLASH = 74;
```

Description

This is constant KEY_SLASH.

1.6.236 **KEY_SPACE**

File: Spark.pas (see page 274)

Delphi

```
KEY_SPACE = 75;
```

Description

This is constant KEY_SPACE.

1.6.237 **KEY_START**

File: Spark.pas (see page 274)

Delphi

```
KEY_START = 119;
```

Description

This is constant KEY_START.

1.6.238 **KEY_T**

File: Spark.pas (see page 274)

Delphi

```
KEY_T = 20;
```

Description

This is constant KEY_T.

1.6.239 **KEY_TAB**

File: Spark.pas (see page 274)

Delphi

```
KEY_TAB = 64;
```

Description

This is constant KEY_TAB.

1.6.240 **KEY_THUMBL**

File: Spark.pas (see page 274)

Delphi

```
KEY_THUMBL = 126;
```

Description

This is constant KEY_THUMBL.

1.6.241 **KEY_THUMBR**

File: Spark.pas (see page 274)

Delphi

```
KEY_THUMBR = 127;
```

Description

This is constant KEY_THUMBR.

1.6.242 **KEY_TILDE**

File: Spark.pas (see page 274)

Delphi

```
KEY_TILDE = 60;
```

Description

This is constant KEY_TILDE.

1.6.243 **KEY_U**

File: Spark.pas (see page 274)

Delphi
```
KEY_U = 21;
```
Description

This is constant KEY_U.

1.6.244 **KEY_UNKNOWN**

File: Spark.pas (see page 274)

Delphi
```
KEY_UNKNOWN = 128;
```
Description

This is constant KEY_UNKNOWN.

1.6.245 **KEY_UP**

File: Spark.pas (see page 274)

Delphi
```
KEY_UP = 84;
```
Description

This is constant KEY_UP.

1.6.246 **KEY_V**

File: Spark.pas (see page 274)

Delphi
```
KEY_V = 22;
```
Description

This is constant KEY_V.

1.6.247 **KEY_VOLUME_DOWN**

File: Spark.pas (see page 274)

Delphi

```
KEY_VOLUME_DOWN = 109;
```

Description

This is constant KEY_VOLUME_DOWN.

1.6.248 **KEY_VOLUME_UP**

File: Spark.pas (see page 274)

Delphi

```
KEY_VOLUME_UP = 108;
```

Description

This is constant KEY_VOLUME_UP.

1.6.249 **KEY_W**

File: Spark.pas (see page 274)

Delphi

```
KEY_W = 23;
```

Description

This is constant KEY_W.

1.6.250 **KEY_X**

File: Spark.pas (see page 274)

Delphi

```
KEY_X = 24;
```

Description

This is constant KEY_X.

1.6.251 **KEY_Y**

File: Spark.pas (see page 274)

Delphi

```
KEY_Y = 25;
```

Description

This is constant KEY_Y.

1.6.252 **KEY_YEN**

File: Spark.pas (see page 274)

Delphi

```
KEY_YEN = 95;
```

Description

This is constant KEY_YEN.

1.6.253 **KEY_Z**

File: Spark.pas (see page 274)

Delphi

```
KEY_Z = 26;
```

Description

This is constant KEY_Z.

1.6.254 **KHAKI**

File: Spark.pas (see page 274)

Delphi

```
KHAKI: TColor = (Red:$F0/$FF; Green:$E6/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);
```

Description

This is constant KHAKI.

1.6.255 **LAVENDER**

File: Spark.pas (see page 274)

Delphi

```
LAVENDER: TColor = (Red:$E6/$FF; Green:$E6/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAVENDER.

1.6.256 **LAVENDERBLUSH**

File: Spark.pas (see page 274)

Delphi

```
LAVENDERBLUSH: TColor = (Red:$FF/$FF; Green:$F0/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAVENDERBLUSH.

1.6.257 **LAWNGREEN**

File: Spark.pas (see page 274)

Delphi

```
LAWNGREEN: TColor = (Red:$7C/$FF; Green:$FC/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAWNGREEN.

1.6.258 **LEMONCHIFFON**

File: Spark.pas (see page 274)

Delphi

```
LEMONCHIFFON: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant LEMONCHIFFON.

1.6.259 **LF**

File: Spark.pas (see page 274)

Delphi

```
LF = #10;
```

Description

This is constant LF.

1.6.260 **LIGHTBLUE**

File: Spark.pas (see page 274)

Delphi

```
LIGHTBLUE: TColor = (Red:$AD/$FF; Green:$D8/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTBLUE.

1.6.261 **LIGHTCORAL**

File: Spark.pas (see page 274)

Delphi

```
LIGHTCORAL: TColor = (Red:$F0/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCORAL.

1.6.262 **LIGHTCYAN**

File: Spark.pas (see page 274)

Delphi

```
LIGHTCYAN: TColor = (Red:$E0/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCYAN.

1.6.263 **LIGHTGOLDENRODYELLOW**

File: Spark.pas (see page 274)

Delphi

```
LIGHTGOLDENRODYELLOW: TColor = (Red:$FA/$FF; Green:$FA/$FF; Blue:$D2/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGOLDENRODYELLOW.

1.6.264 **LIGHTGRAY**

File: Spark.pas (see page 274)

Delphi

```
LIGHTGRAY: TColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGRAY.

1.6.265 **LIGHTGREEN**

File: Spark.pas (see page 274)

Delphi

```
LIGHTGREEN: TColor = (Red:$90/$FF; Green:$EE/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREEN.

1.6.266 **LIGHTGREY**

File: Spark.pas (see page 274)

Delphi

```
LIGHTGREY: TColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREY.

1.6.267 **LIGHTPINK**

File: Spark.pas (see page 274)

Delphi

```
LIGHTPINK: TColor = (Red:$FF/$FF; Green:$B6/$FF; Blue:$C1/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTPINK.

1.6.268 **LIGHTSALMON**

File: Spark.pas (see page 274)

Delphi

```
LIGHTSALMON: TColor = (Red:$FF/$FF; Green:$A0/$FF; Blue:$7A/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSALMON.

1.6.269 **LIGHTSEAGREEN**

File: Spark.pas (see page 274)

Delphi

```
LIGHTSEAGREEN: TColor = (Red:$20/$FF; Green:$B2/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSEAGREEN.

1.6.270 **LIGHTSKYBLUE**

File: Spark.pas (see page 274)

Delphi

```
LIGHTSKYBLUE: TColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSKYBLUE.

1.6.271 **LIGHTSLATEGRAY**

File: Spark.pas (see page 274)

Delphi

```
LIGHTSLATEGRAY: TColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSLATEGRAY.

1.6.272 **LIGHTSLATEGREY**

File: Spark.pas (see page 274)

Delphi

```
LIGHTSLATEGREY: TColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSLATEGREY.

1.6.273 **LIGHTSTEELBLUE**

File: Spark.pas (see page 274)

Delphi

```
LIGHTSTEELBLUE: TColor = (Red:$B0/$FF; Green:$C4/$FF; Blue:$DE/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSTEELBLUE.

1.6.274 **LIGHTYELLOW**

File: Spark.pas (see page 274)

Delphi

```
LIGHTYELLOW: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$E0/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTYELLOW.

1.6.275 **LIME**

File: Spark.pas (see page 274)

Delphi

```
LIME: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIME.

1.6.276 **LIMEGREEN**

File: Spark.pas (see page 274)

Delphi

```
LIMEGREEN: TColor = (Red:$32/$FF; Green:$CD/$FF; Blue:$32/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIMEGREEN.

1.6.277 **LINEN**

File: Spark.pas (see page 274)

Delphi

```
LINEN: TColor = (Red:$FA/$FF; Green:$F0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LINEN.

1.6.278 **MAGENTA**

File: Spark.pas (see page 274)

Delphi

```
MAGENTA: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAGENTA.

1.6.279 **MAROON**

File: Spark.pas (see page 274)

Delphi

```
MAROON: TColor = (Red:$80/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAROON.

1.6.280 **MAX_AXES**

File: Spark.pas (see page 274)

Delphi

```
MAX_AXES = 3;
```

Description

This is constant MAX_AXES.

1.6.281 **MAX_BUTTONS**

File: Spark.pas (see page 274)

Delphi

```
MAX_BUTTONS = 32;
```

Description

This is constant MAX_BUTTONS.

1.6.282 **MAX_STICKS**

File: Spark.pas (see page 274)

Delphi

```
MAX_STICKS = 16;
```

Description

This is constant MAX_STICKS.

1.6.283 **MEDIUMAQUAMARINE**

File: Spark.pas (see page 274)

Delphi

```
MEDIUMAQUAMARINE: TColor = (Red:$66/$FF; Green:$CD/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMAQUAMARINE.

1.6.284 MEDIUMBLUE

File: Spark.pas (see page 274)

Delphi

```
MEDIUMBLUE: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMBLUE.

1.6.285 MEDIUMORCHID

File: Spark.pas (see page 274)

Delphi

```
MEDIUMORCHID: TColor = (Red:$BA/$FF; Green:$55/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMORCHID.

1.6.286 MEDIUMPURPLE

File: Spark.pas (see page 274)

Delphi

```
MEDIUMPURPLE: TColor = (Red:$93/$FF; Green:$70/$FF; Blue:$DB/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMPURPLE.

1.6.287 MEDIUMSEAGREEN

File: Spark.pas (see page 274)

Delphi

```
MEDIUMSEAGREEN: TColor = (Red:$3C/$FF; Green:$B3/$FF; Blue:$71/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMSEAGREEN.

1.6.288 **MEDIUMSLATEBLUE**

File: Spark.pas (see page 274)

Delphi

```
MEDIUMSLATEBLUE: TColor = (Red:$7B/$FF; Green:$68/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMSLATEBLUE.

1.6.289 **MEDIUMSPRINGGREEN**

File: Spark.pas (see page 274)

Delphi

```
MEDIUMSPRINGGREEN: TColor = (Red:$00/$FF; Green:$FA/$FF; Blue:$9A/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMSPRINGGREEN.

1.6.290 **MEDIUMTURQUOISE**

File: Spark.pas (see page 274)

Delphi

```
MEDIUMTURQUOISE: TColor = (Red:$48/$FF; Green:$D1/$FF; Blue:$CC/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMTURQUOISE.

1.6.291 **MEDIUMVIOLETRED**

File: Spark.pas (see page 274)

Delphi

```
MEDIUMVIOLETRED: TColor = (Red:$C7/$FF; Green:$15/$FF; Blue:$85/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMVIOLETRED.

1.6.292 **MIDNIGHTBLUE**

File: Spark.pas (see page 274)

Delphi

```
MIDNIGHTBLUE: TColor = (Red:$19/$FF; Green:$19/$FF; Blue:$70/$FF; Alpha:$FF/$FF);
```

Description

This is constant MIDNIGHTBLUE.

1.6.293 MINTCREAM

File: Spark.pas (see page 274)

Delphi

```
MINTCREAM: TColor = (Red:$F5/$FF; Green:$FF/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MINTCREAM.

1.6.294 MISTYROSE

File: Spark.pas (see page 274)

Delphi

```
MISTYROSE: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant MISTYROSE.

1.6.295 MOCCASIN

File: Spark.pas (see page 274)

Delphi

```
MOCCASIN: TColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$B5/$FF; Alpha:$FF/$FF);
```

Description

This is constant MOCCASIN.

1.6.296 MOUSE_BUTTON_LEFT

File: Spark.pas (see page 274)

Delphi

```
MOUSE_BUTTON_LEFT = 1;
```

Description

This is constant MOUSE_BUTTON_LEFT.

1.6.297 **MOUSE_BUTTON_MIDDLE**

File: Spark.pas (see page 274)

Delphi

```
MOUSE_BUTTON_MIDDLE = 3;
```

Description

This is constant MOUSE_BUTTON_MIDDLE.

1.6.298 **MOUSE_BUTTON_RIGHT**

File: Spark.pas (see page 274)

Delphi

```
MOUSE_BUTTON_RIGHT = 2;
```

Description

This is constant MOUSE_BUTTON_RIGHT.

1.6.299 **NAVAJOWHITE**

File: Spark.pas (see page 274)

Delphi

```
NAVAJOWHITE: TColor = (Red:$FF/$FF; Green:$DE/$FF; Blue:$AD/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVAJOWHITE.

1.6.300 **NAVY**

File: Spark.pas (see page 274)

Delphi

```
NAVY: TColor = (Red:$00/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVY.

1.6.301 **NaN**

File: Spark.pas (see page 274)

Delphi

```
NaN = 0.0 / 0.0;
```

Description

This is constant NaN.

1.6.302 **OLDLACE**

File: Spark.pas (see page 274)

Delphi

```
OLDLACE: TColor = (Red:$FD/$FF; Green:$F5/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLDLACE.

1.6.303 **OLIVE**

File: Spark.pas (see page 274)

Delphi

```
OLIVE: TColor = (Red:$80/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVE.

1.6.304 **OLIVEDRAB**

File: Spark.pas (see page 274)

Delphi

```
OLIVEDRAB: TColor = (Red:$6B/$FF; Green:$8E/$FF; Blue:$23/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVEDRAB.

1.6.305 **ORANGE**

File: Spark.pas (see page 274)

Delphi

```
ORANGE: TColor = (Red:$FF/$FF; Green:$A5/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORANGE.

1.6.306 ORANGERED

File: Spark.pas (see page 274)

Delphi

```
ORANGERED: TColor = (Red:$FF/$FF; Green:$45/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORANGERED.

1.6.307 ORCHID

File: Spark.pas (see page 274)

Delphi

```
ORCHID: TColor = (Red:$DA/$FF; Green:$70/$FF; Blue:$D6/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORCHID.

1.6.308 OVERLAY1

File: Spark.pas (see page 274)

Delphi

```
OVERLAY1: TColor = (Red:$00/$FF; Green:$20/$FF; Blue:$29/$FF; Alpha:$B4/$FF);
```

Description

This is constant OVERLAY1.

1.6.309 OVERLAY2

File: Spark.pas (see page 274)

Delphi

```
OVERLAY2: TColor = (Red:$01/$FF; Green:$1B/$FF; Blue:$01/$FF; Alpha:255/$FF);
```

Description

This is constant OVERLAY2.

1.6.310 PALEGOLDENROD

File: Spark.pas (see page 274)

Delphi

```
PALEGOLDENROD: TColor = (Red:$EE/$FF; Green:$E8/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGOLDENROD.

1.6.311 **PALEGREEN**

File: Spark.pas (see page 274)

Delphi

```
PALEGREEN: TColor = (Red:$98/$FF; Green:$FB/$FF; Blue:$98/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGREEN.

1.6.312 **PALETURQUOISE**

File: Spark.pas (see page 274)

Delphi

```
PALETURQUOISE: TColor = (Red:$AF/$FF; Green:$EE/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALETURQUOISE.

1.6.313 **PALEVIOLETRED**

File: Spark.pas (see page 274)

Delphi

```
PALEVIOLETRED: TColor = (Red:$DB/$FF; Green:$70/$FF; Blue:$93/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEVIOLETRED.

1.6.314 **PAPAYAWHIP**

File: Spark.pas (see page 274)

Delphi

```
PAPAYAWHIP: TColor = (Red:$FF/$FF; Green:$EF/$FF; Blue:$D5/$FF; Alpha:$FF/$FF);
```

Description

This is constant PAPAYAWHIP.

1.6.315 PEACHPUFF

File: Spark.pas (see page 274)

Delphi
```
PEACHPUFF: TColor = (Red:$FF/$FF; Green:$DA/$FF; Blue:$B9/$FF; Alpha:$FF/$FF);
```
Description

This is constant PEACHPUFF.

1.6.316 PERU

File: Spark.pas (see page 274)

Delphi
```
PERU: TColor = (Red:$CD/$FF; Green:$85/$FF; Blue:$3F/$FF; Alpha:$FF/$FF);
```
Description

This is constant PERU.

1.6.317 PINK

File: Spark.pas (see page 274)

Delphi
```
PINK: TColor = (Red:$FF/$FF; Green:$C0/$FF; Blue:$CB/$FF; Alpha:$FF/$FF);
```
Description

This is constant PINK.

1.6.318 PLUM

File: Spark.pas (see page 274)

Delphi
```
PLUM: TColor = (Red:$DD/$FF; Green:$A0/$FF; Blue:$DD/$FF; Alpha:$FF/$FF);
```
Description

This is constant PLUM.

1.6.319 POWDERBLUE

File: Spark.pas (see page 274)

Delphi

```
POWDERBLUE: TColor = (Red:$B0/$FF; Green:$E0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant POWDERBLUE.

1.6.320 PURPLE

File: Spark.pas (see page 274)

Delphi

```
PURPLE: TColor = (Red:$80/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant PURPLE.

1.6.321 PathDelim

File: Spark.pas (see page 274)

Delphi

```
PathDelim = '\';
```

Description

This is constant PathDelim.

1.6.322 PathSep

File: Spark.pas (see page 274)

Delphi

```
PathSep = ';';
```

Description

This is constant PathSep.

1.6.323 RAD2DEG

File: Spark.pas (see page 274)

Delphi

```
RAD2DEG = 180.0 / PI;
```

Description

This is constant RAD2DEG.

1.6.324 **REBECCAPURPLE**

File: Spark.pas (see page 274)

Delphi

```
REBECCAPURPLE: TColor = (Red:$66/$FF; Green:$33/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant REBECCAPURPLE.

1.6.325 **RED**

File: Spark.pas (see page 274)

Delphi

```
RED: TColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant RED.

1.6.326 **RED2**

File: Spark.pas (see page 274)

Delphi

```
RED2: TColor = (Red:$7E/$FF; Green:$32/$FF; Blue:$3F/$FF; Alpha:255/$FF);
```

Description

This is constant RED2.

1.6.327 **ROSYBROWN**

File: Spark.pas (see page 274)

Delphi

```
ROSYBROWN: TColor = (Red:$BC/$FF; Green:$8F/$FF; Blue:$8F/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROSYBROWN.

1.6.328 **ROYALBLUE**

File: Spark.pas (see page 274)

Delphi

```
ROYALBLUE: TColor = (Red:$41/$FF; Green:$69/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROYALBLUE.

1.6.329 **SADDLEBROWN**

File: Spark.pas (see page 274)

Delphi

```
SADDLEBROWN: TColor = (Red:$8B/$FF; Green:$45/$FF; Blue:$13/$FF; Alpha:$FF/$FF);
```

Description

This is constant SADDLEBROWN.

1.6.330 **SALMON**

File: Spark.pas (see page 274)

Delphi

```
SALMON: TColor = (Red:$FA/$FF; Green:$80/$FF; Blue:$72/$FF; Alpha:$FF/$FF);
```

Description

This is constant SALMON.

1.6.331 **SANDYBROWN**

File: Spark.pas (see page 274)

Delphi

```
SANDYBROWN: TColor = (Red:$F4/$FF; Green:$A4/$FF; Blue:$60/$FF; Alpha:$FF/$FF);
```

Description

This is constant SANDYBROWN.

1.6.332 **SEAGREEN**

File: Spark.pas (see page 274)

Delphi

```
SEAGREEN: TColor = (Red:$2E/$FF; Green:$8B/$FF; Blue:$57/$FF; Alpha:$FF/$FF);
```

Description

This is constant SEAGREEN.

1.6.333 **SEASHELL**

File: Spark.pas (see page 274)

Delphi
```
SEASHELL: TColor = (Red:$FF/$FF; Green:$F5/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```
Description

This is constant SEASHELL.

1.6.334 **SIENNA**

File: Spark.pas (see page 274)

Delphi
```
SIENNA: TColor = (Red:$A0/$FF; Green:$52/$FF; Blue:$2D/$FF; Alpha:$FF/$FF);
```
Description

This is constant SIENNA.

1.6.335 **SILVER**

File: Spark.pas (see page 274)

Delphi
```
SILVER: TColor = (Red:$C0/$FF; Green:$C0/$FF; Blue:$C0/$FF; Alpha:$FF/$FF);
```
Description

This is constant SILVER.

1.6.336 **SKYBLUE**

File: Spark.pas (see page 274)

Delphi
```
SKYBLUE: TColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$EB/$FF; Alpha:$FF/$FF);
```
Description

This is constant SKYBLUE.

1.6.337 **SLATEBLUE**

File: Spark.pas (see page 274)

Delphi

```
SLATEBLUE: TColor = (Red:$6A/$FF; Green:$5A/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEBLUE.

1.6.338 **SLATEGRAY**

File: Spark.pas (see page 274)

Delphi

```
SLATEGRAY: TColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGRAY.

1.6.339 **SLATEGREY**

File: Spark.pas (see page 274)

Delphi

```
SLATEGREY: TColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGREY.

1.6.340 **SNOW**

File: Spark.pas (see page 274)

Delphi

```
SNOW: TColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant SNOW.

1.6.341 **SPARK_VERSION**

File: Spark.pas (see page 274)

Delphi

```
SPARK_VERSION = SPARK_VERSION_MAJOR + '.' + SPARK_VERSION_MINOR + '.' + SPARK_VERSION_PATCH;
```

Description

This is constant SPARK_VERSION.

1.6.342 SPARK_VERSION_MAJOR

File: Spark.pas (see page 274)

Delphi

```
SPARK_VERSION_MAJOR = '0';
```

Description

This is constant SPARK_VERSION_MAJOR.

1.6.343 SPARK_VERSION_MINOR

File: Spark.pas (see page 274)

Delphi

```
SPARK_VERSION_MINOR = '1';
```

Description

This is constant SPARK_VERSION_MINOR.

1.6.344 SPARK_VERSION_PATCH

File: Spark.pas (see page 274)

Delphi

```
SPARK_VERSION_PATCH = '0';
```

Description

This is constant SPARK_VERSION_PATCH.

1.6.345 SPRINGGREEN

File: Spark.pas (see page 274)

Delphi

```
SPRINGGREEN: TColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$7F/$FF; Alpha:$FF/$FF);
```

Description

This is constant SPRINGGREEN.

1.6.346 STEELBLUE

File: Spark.pas (see page 274)

Delphi

```
STEELBLUE: TColor = (Red:$46/$FF; Green:$82/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```

Description

This is constant STEELBLUE.

1.6.347 **TAN**

File: Spark.pas (see page 274)

Delphi

```
TAN: TColor = (Red:$D2/$FF; Green:$B4/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);
```

Description

This is constant TAN.

1.6.348 **TEAL**

File: Spark.pas (see page 274)

Delphi

```
TEAL: TColor = (Red:$00/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant TEAL.

1.6.349 **THISTLE**

File: Spark.pas (see page 274)

Delphi

```
THISTLE: TColor = (Red:$D8/$FF; Green:$BF/$FF; Blue:$D8/$FF; Alpha:$FF/$FF);
```

Description

This is constant THISTLE.

1.6.350 **TOMATO**

File: Spark.pas (see page 274)

Delphi

```
TOMATO: TColor = (Red:$FF/$FF; Green:$63/$FF; Blue:$47/$FF; Alpha:$FF/$FF);
```

Description

This is constant TOMATO.

1.6.351 **TURQUOISE**

File: Spark.pas (see page 274)

Delphi

```
TURQUOISE: TColor = (Red:$40/$FF; Green:$E0/$FF; Blue:$D0/$FF; Alpha:$FF/$FF);
```

Description

This is constant TURQUOISE.

1.6.352 **VIOLET**

File: Spark.pas (see page 274)

Delphi

```
VIOLET: TColor = (Red:$EE/$FF; Green:$82/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant VIOLET.

1.6.353 **WHEAT**

File: Spark.pas (see page 274)

Delphi

```
WHEAT: TColor = (Red:$F5/$FF; Green:$DE/$FF; Blue:$B3/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHEAT.

1.6.354 **WHITE**

File: Spark.pas (see page 274)

Delphi

```
WHITE: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE.

1.6.355 **WHITE2**

File: Spark.pas (see page 274)

Delphi

```
WHITE2: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE2.

1.6.356 WHITESMOKE

File: Spark.pas (see page 274)

Delphi

```
WHITESMOKE: TColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITESMOKE.

1.6.357 YELLOW

File: Spark.pas (see page 274)

Delphi

```
YELLOW: TColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant YELLOW.

1.6.358 YELLOWGREEN

File: Spark.pas (see page 274)

Delphi

```
YELLOWGREEN: TColor = (Red:$9A/$FF; Green:$CD/$FF; Blue:$32/$FF; Alpha:$FF/$FF);
```

Description

This is constant YELLOWGREEN.

1.6.359 cCmdConsoleViewPrecentage

File: Spark.pas (see page 274)

Delphi

```
cCmdConsoleViewPrecentage = 0.75;
```

Description

This is constant cCmdConsoleViewPrecentage.

1.6.360 cIniExt

File: Spark.pas (see page 274)

Delphi

```
cIniExt = '.ini';
```

Description

This is constant cIniExt.

1.6.361 cLogExt

File: Spark.pas (see page 274)

Delphi

```
cLogExt = '.log';
```

Description

This is constant cLogExt.

1.6.362 cPngExt

File: Spark.pas (see page 274)

Delphi

```
cPngExt = '.png';
```

Description

This is constant cPngExt.

1.7 Files

The following table lists files in this documentation.

Units

| Spark.pas (see page 274) | This is file Spark.pas. |

1.7.1 Spark.pas

This is file Spark.pas.

Classes

| | TAScreenshake (see page 12) | This is class TAScreenshake. |
| | TArchive (see page 15) | This is class TArchive. |

	TAudio (see page 18)	This is class TAudio.
	TBaseObject (see page 24)	This is class TBaseObject.
	TCmdConsole (see page 25)	This is class TCmdConsole.
	TConfigFile (see page 39)	This is class TConfigFile.
	TCustomGame (see page 45)	This is class TCustomGame.
	TFont (see page 46)	This is class TFont.
	TGame (see page 49)	This is class TGame.
	TInput (see page 63)	This is class TInput.
	TList (see page 73)	This is class TList.
	TLog (see page 77)	This is class TLog.
	TRenderTarget (see page 82)	This is class TRenderTarget.
	TSGT (see page 87)	This is class TSGT.
	TScreenshake (see page 96)	This is class TScreenshake.
	TScreenshot (see page 98)	This is class TScreenshot.
	TShader (see page 101)	This is class TShader.
	TStarfield (see page 105)	This is class TStarfield.
	TStream (see page 111)	This is class TStream.
	TStringList (see page 117)	This is class TStringList.
	TTexture (see page 122)	This is class TTexture.
	TVideo (see page 135)	This is class TVideo.
	TWindow (see page 141)	This is class TWindow.

Constants

ALICEBLUE (see page 194)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 194)	This is constant ANTIQUEWHITE.
AQUA (see page 194)	This is constant AQUA.
AQUAMARINE (see page 194)	This is constant AQUAMARINE.
AUDIO_CHANNEL_COUNT (see page 195)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_PAN_NONE (see page 195)	This is constant AUDIO_PAN_NONE.
AZURE (see page 195)	This is constant AZURE.
BEIGE (see page 195)	This is constant BEIGE.
BISQUE (see page 196)	This is constant BISQUE.
BLACK (see page 196)	This is constant BLACK.
BLANCHEDALMOND (see page 196)	This is constant BLANCHEDALMOND.
BLANK (see page 196)	This is constant BLANK.
BLUE (see page 196)	This is constant BLUE.
BLUEVIOLET (see page 197)	This is constant BLUEVIOLET.
BROWN (see page 197)	This is constant BROWN.
BURLYWOOD (see page 197)	This is constant BURLYWOOD.
CADETBLUE (see page 197)	This is constant CADETBLUE.
CHARTREUSE (see page 198)	This is constant CHARTREUSE.
CHOCOLATE (see page 198)	This is constant CHOCOLATE.
COLORKEY (see page 198)	This is constant COLORKEY.
CORAL (see page 198)	This is constant CORAL.
CORNFLOWERBLUE (see page 198)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 199)	This is constant CORNSILK.
CR (see page 199)	This is constant CR.
CRIMSON (see page 199)	This is constant CRIMSON.
CRLF (see page 199)	This is constant CRLF.

CYAN (see page 200)	This is constant CYAN.
DARKBLUE (see page 200)	This is constant DARKBLUE.
DARKCYAN (see page 200)	This is constant DARKCYAN.
DARKGOLDENROD (see page 200)	This is constant DARKGOLDENROD.
DARKGRAY (see page 200)	This is constant DARKGRAY.
DARKGREEN (see page 201)	This is constant DARKGREEN.
DARKGREY (see page 201)	This is constant DARKGREY.
DARKKHAKI (see page 201)	This is constant DARKKHAKI.
DARKMAGENTA (see page 201)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 202)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 202)	This is constant DARKORANGE.
DARKORCHID (see page 202)	This is constant DARKORCHID.
DARKRED (see page 202)	This is constant DARKRED.
DARKSALMON (see page 202)	This is constant DARKSALMON.
DARKSEAGREEN (see page 203)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 203)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 203)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 203)	This is constant DARKSLATEGRAY.
DARKSLATEGREY (see page 204)	This is constant DARKSLATEGREY.
DARKTURQUOISE (see page 204)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 204)	This is constant DARKVIOLET.
DEEPPINK (see page 204)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 204)	This is constant DEEPSKYBLUE.
DEG2RAD (see page 205)	This is constant DEG2RAD.
DIMGRAY (see page 205)	This is constant DIMGRAY.
DIMGREY (see page 205)	This is constant DIMGREY.
DIMWHITE (see page 205)	This is constant DIMWHITE.
DODGERBLUE (see page 206)	This is constant DODGERBLUE.
DriveDelim (see page 206)	This is constant DriveDelim.
EPSILON (see page 206)	This is constant EPSILON.
EVENT_CMDCON_ACTIVE (see page 206)	This is constant EVENT_CMDCON_ACTIVE.
EVENT_CMDCON_INACTIVE (see page 206)	This is constant EVENT_CMDCON_INACTIVE.
FIREBRICK (see page 207)	This is constant FIREBRICK.
FLORALWHITE (see page 207)	This is constant FLORALWHITE.
FORESTGREEN (see page 207)	This is constant FORESTGREEN.
FUCHSIA (see page 207)	This is constant FUCHSIA.
GAINSBORO (see page 208)	This is constant GAINSBORO.
GHOSTWHITE (see page 208)	This is constant GHOSTWHITE.
GOLD (see page 208)	This is constant GOLD.
GOLDENROD (see page 208)	This is constant GOLDENROD.
GRAY (see page 208)	This is constant GRAY.
GREEN (see page 209)	This is constant GREEN.
GREENYELLOW (see page 209)	This is constant GREENYELLOW.
GREY (see page 209)	This is constant GREY.
HONEYDEW (see page 209)	This is constant HONEYDEW.
HOTPINK (see page 210)	This is constant HOTPINK.
INDIANRED (see page 210)	This is constant INDIANRED.
INDIGO (see page 210)	This is constant INDIGO.
IVORY (see page 210)	This is constant IVORY.

JOY_AXES_X (see page 210)	This is constant JOY_AXES_X.
JOY_AXES_Y (see page 211)	This is constant JOY_AXES_Y.
JOY_AXES_Z (see page 211)	This is constant JOY_AXES_Z.
JOY_BTN_A (see page 211)	This is constant JOY_BTN_A.
JOY_BTN_B (see page 211)	This is constant JOY_BTN_B.
JOY_BTN_BACK (see page 212)	This is constant JOY_BTN_BACK.
JOY_BTN_DDPAD (see page 212)	This is constant JOY_BTN_DDPAD.
JOY_BTN_LB (see page 212)	This is constant JOY_BTN_LB.
JOY_BTN_LDPAD (see page 212)	This is constant JOY_BTN_LDPAD.
JOY_BTN_LT (see page 212)	This is constant JOY_BTN_LT.
JOY_BTN_RB (see page 213)	This is constant JOY_BTN_RB.
JOY_BTN_RDPAD (see page 213)	This is constant JOY_BTN_RDPAD.
JOY_BTN_RT (see page 213)	This is constant JOY_BTN_RT.
JOY_BTN_START (see page 213)	This is constant JOY_BTN_START.
JOY_BTN_UDPAD (see page 214)	This is constant JOY_BTN_UDPAD.
JOY_BTN_X (see page 214)	This is constant JOY_BTN_X.
JOY_BTN_Y (see page 214)	This is constant JOY_BTN_Y.
JOY_STICK_LS (see page 214)	This is constant JOY_STICK_LS.
JOY_STICK_LT (see page 214)	This is constant JOY_STICK_LT.
JOY_STICK_RS (see page 215)	This is constant JOY_STICK_RS.
JOY_STICK_RT (see page 215)	This is constant JOY_STICK_RT.
KEYMOD_ACCENT1 (see page 215)	This is constant KEYMOD_ACCENT1.
KEYMOD_ACCENT2 (see page 215)	This is constant KEYMOD_ACCENT2.
KEYMOD_ACCENT3 (see page 216)	This is constant KEYMOD_ACCENT3.
KEYMOD_ACCENT4 (see page 216)	This is constant KEYMOD_ACCENT4.
KEYMOD_ALT (see page 216)	This is constant KEYMOD_ALT.
KEYMOD_CAPSLOCK (see page 216)	This is constant KEYMOD_CAPSLOCK.
KEYMOD_COMMAND (see page 216)	This is constant KEYMOD_COMMAND.
KEYMOD_CTRL (see page 217)	This is constant KEYMOD_CTRL.
KEYMOD_INALTSEQ (see page 217)	This is constant KEYMOD_INALTSEQ.
KEYMOD_LWIN (see page 217)	This is constant KEYMOD_LWIN.
KEYMOD_MENU (see page 217)	This is constant KEYMOD_MENU.
KEYMOD_NUMLOCK (see page 218)	This is constant KEYMOD_NUMLOCK.
KEYMOD_RWIN (see page 218)	This is constant KEYMOD_RWIN.
KEYMOD_SCROLOCK (see page 218)	This is constant KEYMOD_SCROLOCK.
KEYMOD_SHIFT (see page 218)	This is constant KEYMOD_SHIFT.
KEY_0 (see page 218)	This is constant KEY_0.
KEY_1 (see page 219)	This is constant KEY_1.
KEY_2 (see page 219)	This is constant KEY_2.
KEY_3 (see page 219)	This is constant KEY_3.
KEY_4 (see page 219)	This is constant KEY_4.
KEY_5 (see page 220)	This is constant KEY_5.
KEY_6 (see page 220)	This is constant KEY_6.
KEY_7 (see page 220)	This is constant KEY_7.
KEY_8 (see page 220)	This is constant KEY_8.
KEY_9 (see page 220)	This is constant KEY_9.
KEY_A (see page 221)	This is constant KEY_A.
KEY_ABNT_C1 (see page 221)	This is constant KEY_ABNT_C1.
KEY_ALT (see page 221)	This is constant KEY_ALT.

KEY_ALTGR (see page 221)	This is constant KEY_ALTGR.
KEY_AT (see page 222)	This is constant KEY_AT.
KEY_B (see page 222)	This is constant KEY_B.
KEY_BACK (see page 222)	This is constant KEY_BACK.
KEY_BACKQUOTE (see page 222)	This is constant KEY_BACKQUOTE.
KEY_BACKSLASH (see page 222)	This is constant KEY_BACKSLASH.
KEY_BACKSLASH2 (see page 223)	This is constant KEY_BACKSLASH2.
KEY_BACKSPACE (see page 223)	This is constant KEY_BACKSPACE.
KEY_BUTTON_A (see page 223)	This is constant KEY_BUTTON_A.
KEY_BUTTON_B (see page 223)	This is constant KEY_BUTTON_B.
KEY_BUTTON_L1 (see page 224)	This is constant KEY_BUTTON_L1.
KEY_BUTTON_L2 (see page 224)	This is constant KEY_BUTTON_L2.
KEY_BUTTON_R1 (see page 224)	This is constant KEY_BUTTON_R1.
KEY_BUTTON_R2 (see page 224)	This is constant KEY_BUTTON_R2.
KEY_BUTTON_X (see page 224)	This is constant KEY_BUTTON_X.
KEY_BUTTON_Y (see page 225)	This is constant KEY_BUTTON_Y.
KEY_C (see page 225)	This is constant KEY_C.
KEY_CAPSLOCK (see page 225)	This is constant KEY_CAPSLOCK.
KEY_CIRCUMFLEX (see page 225)	This is constant KEY_CIRCUMFLEX.
KEY_CLOSEBRACE (see page 226)	This is constant KEY_CLOSEBRACE.
KEY_COLON2 (see page 226)	This is constant KEY_COLON2.
KEY_COMMA (see page 226)	This is constant KEY_COMMA.
KEY_COMMAND (see page 226)	This is constant KEY_COMMAND.
KEY_CONVERT (see page 226)	This is constant KEY_CONVERT.
KEY_D (see page 227)	This is constant KEY_D.
KEY_DELETE (see page 227)	This is constant KEY_DELETE.
KEY_DOWN (see page 227)	This is constant KEY_DOWN.
KEY_DPAD_CENTER (see page 227)	This is constant KEY_DPAD_CENTER.
KEY_DPAD_DOWN (see page 228)	This is constant KEY_DPAD_DOWN.
KEY_DPAD_LEFT (see page 228)	This is constant KEY_DPAD_LEFT.
KEY_DPAD_RIGHT (see page 228)	This is constant KEY_DPAD_RIGHT.
KEY_DPAD_UP (see page 228)	This is constant KEY_DPAD_UP.
KEY_E (see page 228)	This is constant KEY_E.
KEY_END (see page 229)	This is constant KEY_END.
KEY_ENTER (see page 229)	This is constant KEY_ENTER.
KEY_EQUALS (see page 229)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 229)	This is constant KEY_ESCAPE.
KEY_F (see page 230)	This is constant KEY_F.
KEY_F1 (see page 230)	This is constant KEY_F1.
KEY_F10 (see page 230)	This is constant KEY_F10.
KEY_F11 (see page 230)	This is constant KEY_F11.
KEY_F12 (see page 230)	This is constant KEY_F12.
KEY_F2 (see page 231)	This is constant KEY_F2.
KEY_F3 (see page 231)	This is constant KEY_F3.
KEY_F4 (see page 231)	This is constant KEY_F4.
KEY_F5 (see page 231)	This is constant KEY_F5.
KEY_F6 (see page 232)	This is constant KEY_F6.
KEY_F7 (see page 232)	This is constant KEY_F7.
KEY_F8 (see page 232)	This is constant KEY_F8.

KEY_F9 (see page 232)	This is constant KEY_F9.
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