

# Spark Game Toolkit

Easy Game Programming for Delphi

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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.
clniExt ( see page 274)	This is constant clniExt.
cLogExt ( see page 274)	This is constant cLogExt.
cPngExt ( see page 274)	This is constant cPngExt.

## Files

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

## 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.
	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

```
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

```
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

```
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

	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)

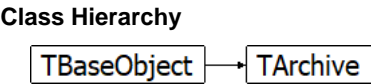
Delphi

```
property Active: Boolean;
```

**Description**

This is Active, a member of class TAScreenshake.

## 1.1.2 TArchive



**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.

<b>Fields</b>		
	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.
	Create ( see page 17)	This is Create, a member of class TArchive.
	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)

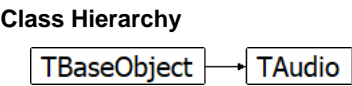
**Delphi**

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

**Description**

This is Open, a member of class TArchive.

1.1.3 TAudio



**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**

	Create ( see page 25)	This is Create, a member of class TBaseObject.
	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.
≡	Create ( see page 33)	This is Create, a member of class TCmdConsole.
≡	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)

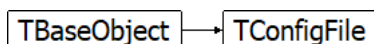
**Delphi**

```
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
```

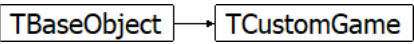
```
); overload;
```

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

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

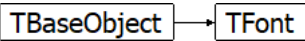
```
procedure OnRun; virtual;
```

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**

```
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**

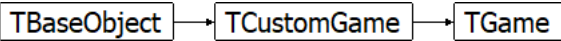
```
function Unload: Boolean;
```

**Description**

This is Unload, a member of class TFont.

1.1.10 TGame

**Class Hierarchy**



File: Spark.pas ( see page 274)

**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**

≡🔧	Create ( see page 53)	This is Create, a member of class TGame.
≡🔧	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.
≡🔧	OnApplySettings ( see page 56)	This is OnApplySettings, a member of class TGame.
≡🔧	OnClearWindow ( see page 56)	This is OnClearWindow, a member of class TGame.
≡🔧	OnCmdConsoleState ( see page 56)	This is OnCmdConsoleState, a member of class TGame.
≡🔧	OnDone ( see page 56)	This is OnDone, a member of class TGame.
≡🔧	OnFixedUpdate ( see page 56)	This is OnFixedUpdate, a member of class TGame.
≡🔧	OnInit ( see page 57)	This is OnInit, a member of class TGame.
≡🔧	OnPostShowWindow ( see page 57)	This is OnPostShowWindow, a member of class TGame.
≡🔧	OnPreShowWindow ( see page 57)	This is OnPreShowWindow, a member of class TGame.
≡🔧	OnReady ( see page 57)	This is OnReady, a member of class TGame.
≡🔧	OnRender ( see page 57)	This is OnRender, a member of class TGame.
≡🔧	OnRenderHUD ( see page 57)	This is OnRenderHUD, a member of class TGame.
≡🔧	OnRun ( see page 58)	This is OnRun, a member of class TGame.
≡🔧	OnScreenshot ( see page 58)	This is OnScreenshot, a member of class TGame.
≡🔧	OnSetSettings ( see page 58)	This is OnSetSettings, a member of class TGame.
≡🔧	OnShowWindow ( see page 58)	This is OnShowWindow, a member of class TGame.
≡🔧	OnShutdown ( see page 58)	This is OnShutdown, a member of class TGame.
≡🔧	OnStartup ( see page 59)	This is OnStartup, a member of class TGame.
≡🔧	OnUnapplySettings ( see page 59)	This is OnUnapplySettings, a member of class TGame.
≡🔧	OnUpdate ( see page 59)	This is OnUpdate, a member of class TGame.
≡🔧	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**

```
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**

```
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**

```
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**

```
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**

```
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**

```
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**

```
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**

```
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**

```
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**

```
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

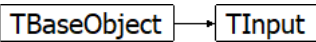
```
property Terminate: Boolean;
```

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.
	Create ( see page 66)	This is Create, a member of class TInput.
	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

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

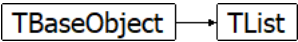
```
procedure Setup(  
    aNum: Integer  
);
```

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

```
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

```
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

```
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)

**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

	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**

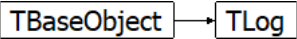
```
property Items [aIndex: Integer]: Pointer;
```

**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

```
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

```
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

```
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

```
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

```
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**

```
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**

```
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**

```
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**

```
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**

```
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

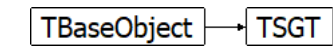
```
procedure Show;
```

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**

 <b>R</b>	Audio ( see page 94)	This is Audio, a member of class TSGT.
 <b>R</b>	CmdConsole ( see page 94)	This is CmdConsole, a member of class TSGT.
	Event ( see page 94)	This is Event, a member of class TSGT.
 <b>R</b>	Input ( see page 95)	This is Input, a member of class TSGT.
 <b>R</b>	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.
 <b>R</b>	Screenshake ( see page 95)	This is Screenshake, a member of class TSGT.
 <b>R</b>	Screenshot ( see page 95)	This is Screenshot, a member of class TSGT.
 <b>R</b>	Video ( see page 96)	This is Video, a member of class TSGT.
	Voice ( see page 96)	This is Voice, a member of class TSGT.
 <b>R</b>	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)

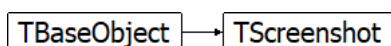
**Delphi**

```
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

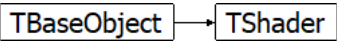
```
procedure Take;
```

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.

	Create ( see page 102)	This is Create, a member of class TShader.
	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

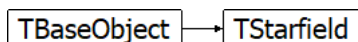
```
function SetVec2Uniform(  
    const aName: string;  
    aValue: TVector  
): Boolean; overload;
```

#### 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

```
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

```
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

```
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

```
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

```
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)

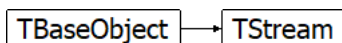
**Delphi**

```
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.
✚ V	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.
➤ V	Create ( see page 119)	This is Create, a member of class TStringList.
➤	Delete ( see page 119)	This is Delete, a member of class TStringList.
➤ V	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)

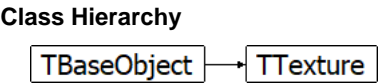
**Delphi**

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

**Description**

This is Items, a member of class TStringList.

1.1.24 TTexture



**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.

<b>Fields</b>		
	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

 <b>R</b>	Filename ( see page 127)	This is Filename, a member of class TTexture.
 <b>R</b>	Handle ( see page 127)	This is Handle, a member of class TTexture.
 <b>R</b>	Height ( see page 127)	This is Height, a member of class TTexture.
 <b>R</b>	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**

```
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**

```
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**

```
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**

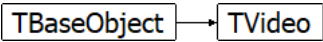
```
procedure Thrust(  
    aAngle: Single;  
    aSpeed: Single  
);
```

**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

`FOvoice: 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

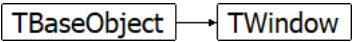
```
function Unload: Boolean;
```

#### Description

This is Unload, a member of class TVideo.

# 1.1.27 TWindow

## Class Hierarchy



**File:** Spark.pas ( see page 274)

## 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

```
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

```
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.
✦ V	Create ( see page 144)	This is Create, a member of class TWindow.
✦ V	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.
✦ V	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**

```
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**

```
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**

```
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**

```
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**

```
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

◆	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.

## 1.2.1 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**

```
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**

```
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**

```
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(  

```

```
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**

```
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**

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

**Description**

This is function ExpandFileName.

## 1.2.22 ExtractFilePath

**File:** Spark.pas ( see page 274)

**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**

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

**Description**

This is function Floor.

## 1.2.28 ForceDirectories

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is function ForceDirectories.

## 1.2.29 FormatStr

**File:** Spark.pas ( see page 274)

**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**

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

**Description**

This is function FreeNilObject.

## 1.2.31 GetBit

**File:** Spark.pas ( see page 274)

### 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

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

### Description

This is function GetFilename.

## 1.2.33 GetFiles

**File:** Spark.pas ( see page 274)

### 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

```
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**

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

**Description**

This is function NumToStr.

## 1.2.54 NumToStr

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is function NumToStr.

## 1.2.55 PadLeftStr

**File:** Spark.pas ( see page 274)

**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**

```
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**

```
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**

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

**Description**

This is function PointInRectangle.

## 1.2.59 PointInTriangle

**File:** Spark.pas ( see page 274)

**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**

```
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**

```
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**

```
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**

```
procedure ProcessMessages;
```

**Description**

This is function ProcessMessages.

## 1.2.64 RadiusOverlap

**File:** Spark.pas ( see page 274)

**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**

```
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**

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

**Description**

This is function RectangleIntersection.

## 1.2.70 RectanglesOverlap

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is function RectanglesOverlap.

## 1.2.71 RemoveQuotes

**File:** Spark.pas ( see page 274)

**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**

```
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**

```
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**

```
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**

```
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**

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

**Description**

This is function StrScan.

## 1.2.85 StrToFloat

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is function StrToFloat.

## 1.2.86 StrToInt

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is function StrToInt.

## 1.2.87 StrToUInt

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is function StrToUInt.

## 1.2.88 StuffStr

**File:** Spark.pas ( see page 274)

**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**

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

**Description**

This is function TrimChars.

## 1.2.90 TrimStr

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is function TrimStr.

## 1.2.91 UpperCase

**File:** Spark.pas ( see page 274)

**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.
CADETBBLUE ( see page 197)	This is constant CADETBBLUE.
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.
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.
clniExt ( see page 274)	This is constant clniExt.
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

```
ANTIQUWHITE: 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 DARKLIVEGREEN

**File:** Spark.pas ( see page 274)

**Delphi**

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

**Description**

This is constant DARKLIVEGREEN.

## 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.
CADETBBLUE ( see page 197)	This is constant CADETBBLUE.
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.
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.
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
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