

DelphiGamekit

Make 2D Game in Delphi

Table of Contents

DelphiGamekit	1
Classes	14
EBufferException Class	15
TAIActor Class	15
Fields	16
TAIActor.FStateMachine Field	16
Methods	16
TAIActor.Create Constructor	16
TAIActor.Destroy Destructor	16
TAIActor.OnRender Method	17
TAIActor.OnUpdate Method	17
Properties	17
TAIActor.StateMachine Property	17
TAIEntityActor Class	17
Fields	18
TAIEntityActor.FStateMachine Field	18
Methods	18
TAIEntityActor.Create Constructor	18
TAIEntityActor.Destroy Destructor	18
TAIEntityActor.OnRender Method	18
TAIEntityActor.OnUpdate Method	19
Properties	19
TAIEntityActor.StateMachine Property	19
TAIState Class	19
Fields	19
TAIState.FChildren Field	20
TAIState.FOwner Field	20
TAIState.FStateMachine Field	20
Methods	20
TAIState.Create Constructor	20
TAIState.Destroy Destructor	21
TAIState.OnEnter Method	21
TAIState.OnExit Method	21
TAIState.OnRender Method	21
TAIState.OnUpdate Method	21
Properties	22
TAIState.Children Property	22
TAIState.Owner Property	22

TAIState.StateMachine Property	22
TAIStateMachine Class	22
Fields	23
TAIStateMachine.FCurrentState Field	23
TAIStateMachine.FGlobalState Field	23
TAIStateMachine.FOwner Field	23
TAIStateMachine.FPreviousState Field	23
TAIStateMachine.FStateIndex Field	24
TAIStateMachine.FStateList Field	24
Methods	24
TAIStateMachine.AddState Method	25
TAIStateMachine.ChangeState Method	25
TAIStateMachine.ChangeStateObj Method	25
TAIStateMachine.ClearStates Method	25
TAIStateMachine.Create Constructor	25
TAIStateMachine.Destroy Destructor	26
TAIStateMachine.GetCurrentState Method	26
TAIStateMachine.GetGlobalState Method	26
TAIStateMachine.GetPreviousState Method	26
TAIStateMachine.GetStateCount Method	26
TAIStateMachine.GetStateIndex Method	26
TAIStateMachine.GetStates Method	27
TAIStateMachine.NextState Method	27
TAIStateMachine.PrevState Method	27
TAIStateMachine.RemoveState Method	27
TAIStateMachine.RemoveStateObj Method	27
TAIStateMachine.Render Method	28
TAIStateMachine.RevertToPreviousState Method	28
TAIStateMachine.SetCurrentState Method	28
TAIStateMachine.SetCurrentStateObj Method	28
TAIStateMachine.SetGlobalState Method	28
TAIStateMachine.SetGlobalStateObj Method	29
TAIStateMachine.SetPreviousState Method	29
TAIStateMachine.SetPreviousStateObj Method	29
TAIStateMachine.Update Method	29
Properties	30
TAIStateMachine.CurrentState Property	30
TAIStateMachine.GlobalState Property	30
TAIStateMachine.Owner Property	30
TAIStateMachine.PreviousState Property	30
TAIStateMachine.StateCount Property	31
TAIStateMachine.StateIndex Property	31

TAIStateMachine.States Property	31
TAScreenshake Class	31
Fields	31
TAScreenshake.FActive Field	32
TAScreenshake.FDuration Field	32
TAScreenshake.FMagnitude Field	32
TAScreenshake.FPos Field	32
TAScreenshake.FTimer Field	32
Methods	33
TAScreenshake.Create Constructor	33
TAScreenshake.Destroy Destructor	33
TAScreenshake.Process Method	33
Properties	33
TAScreenshake.Active Property	34
TActor Class	34
Fields	34
TActor.FActorList Field	34
TActor.FAttributes Field	34
TActor.FCanCollide Field	35
TActor.FChildren Field	35
TActor.FNext Field	35
TActor.FOwner Field	35
TActor.FPrev Field	35
TActor.FTerminated Field	36
Methods	36
TActor.AttributesAreSet Method	36
TActor.Collide Method	36
TActor.Create Constructor	37
TActor.Destroy Destructor	37
TActor.GetAttribute Method	37
TActor.GetAttributes Method	37
TActor.OnCollide Method	37
TActor.OnMessage Method	38
TActor.OnRender Method	38
TActor.OnUpdate Method	38
TActor.OnVisit Method	38
TActor.Overlap Method (Single, Single, Single, Single)	38
TActor.Overlap Method (TActor)	39
TActor.SetAttribute Method	39
TActor.SetAttributes Method	39
Properties	39
TActor.ActorList Property	40

TActor.Attribute Property	40
TActor.Attributes Property	40
TActor.CanCollide Property	40
TActor.Children Property	40
TActor.Next Property	41
TActor.Owner Property	41
TActor.Prev Property	41
TActor.Terminated Property	41
TActorList Class	41
Fields	42
TActorList.FCount Field	42
TActorList.FHead Field	42
TActorList.FTail Field	42
Methods	42
TActorList.Add Method	43
TActorList.CheckCollision Method	43
TActorList.Clean Method	43
TActorList.Clear Method	43
TActorList.Create Constructor	43
TActorList.Destroy Destructor	44
TActorList.ForEach Method	44
TActorList.Remove Method	44
TActorList.Render Method	44
TActorList.SendMessage Method	44
TActorList.Update Method	45
Properties	45
TActorList.Count Property	45
TActorScene Class	45
Fields	46
TActorScene.FCount Field	46
TActorScene.FLists Field	46
Methods	46
TActorScene.Alloc Method	46
TActorScene.Clean Method	47
TActorScene.Clear Method	47
TActorScene.ClearAll Method	47
TActorScene.Create Constructor	47
TActorScene.Dealloc Method	47
TActorScene.Destroy Destructor	48
TActorScene.GetCount Method	48
TActorScene.GetList Method	48
TActorScene.Render Method	48

TActorScene.SendMessage Method	48
TActorScene.Update Method	49
Properties	49
TActorScene.Count Property	49
TActorScene.Lists Property	49
TArchive Class	49
Methods	50
TArchive.Build Method	50
TArchive.Close Method	50
TArchive.Create Constructor	50
TArchive.Destroy Destructor	51
TArchive.FileExist Method	51
TArchive.IsOpen Method	51
TArchive.Open Method	51
TArchive.OpenFile Method	51
TArchive.OpenFileBuffer Method	52
TArchive.OpenFileRWops Method	52
TArchive.OpenRes Method	52
TArchiveFile Class	52
Methods	53
TArchiveFile.Close Method	53
TArchiveFile.Create Constructor	53
TArchiveFile.Destroy Destructor	53
TArchiveFile.GetPos Method	54
TArchiveFile.GetRWops Method	54
TArchiveFile.GetRWopsRes Method	54
TArchiveFile.IsOpen Method	54
TArchiveFile.Open Method	54
TArchiveFile.OpenRes Method	55
TArchiveFile.ReadData Method	55
TArchiveFile.SaveToBuffer Method	55
TArchiveFile.SaveToFile Method	55
TArchiveFile.SetPos Method	55
TArchiveFile.Size Method	56
TAsync Record	56
Methods	56
TAsync.Busy Method	56
TAsync.Enter Method	57
TAsync.Leave Method	57
TAsync.Process Method	57
TAsync.Resume Method	57
TAsync.Run Method	57

TAsync.Suspend Method	58
Operators	58
TAsync.Finalize Operator	58
TAsync.Initialize Operator	58
TAsyncThread Class	58
Fields	59
TAsyncThread.FFinished Field	59
TAsyncThread.FTask Field	59
TAsyncThread.FWait Field	59
Methods	59
TAsyncThread.Create Constructor	60
TAsyncThread.Destroy Destructor	60
TAsyncThread.Execute Method	60
Properties	60
TAsyncThread.Finished Property	60
TAsyncThread.TaskProc Property	60
TAsyncThread.WaitProc Property	61
TAudio Record	61
Methods	61
TAudio.AllocateSoundChannels Method	62
TAudio.ExpireSound Method	62
TAudio.FadeInSound Method	62
TAudio.FadeOutSound Method	62
TAudio.FadingSound Method	63
TAudio.GetMusicVolume Method	63
TAudio.GetSoundVolume Method	63
TAudio.IsSoundPaused Method	63
TAudio.IsSoundPlaying Method	63
TAudio.LoadMusic Method	64
TAudio.LoadPlayMusic Method	64
TAudio.LoadSound Method	64
TAudio.PauseSound Method	64
TAudio.PlayMusic Method	65
TAudio.PlaySound Method	65
TAudio.ReserveSoundChannels Method	65
TAudio.ResumeSound Method	65
TAudio.SetMusicVolume Method	65
TAudio.SetSoundPosition Method	66
TAudio.SetSoundVolume Method	66
TAudio.StopSound Method	66
TAudio.UnloadMusic Method	66
TAudio.UnloadSound Method	67

Operators	67
TAudio.Finalize Operator	67
TAudio.Initialize Operator	67
TBaseObject Class	67
Methods	68
TBaseObject.Create Constructor	68
TBaseObject.Destroy Destructor	68
TBuffer Class	68
Fields	68
TBuffer.FHandle Field	69
TBuffer.FName Field	69
Methods	69
TBuffer.Clear Method	69
TBuffer.Create Constructor	69
TBuffer.Destroy Destructor	70
TBuffer.Eof Method	70
TBuffer.LoadFromFile Method	70
TBuffer.ReadString Method	70
TBuffer.SaveToFile Method	70
TBuffer.Write Method (, Longint)	71
TBuffer.Write Method (TBytes, Longint, Longint)	71
Properties	71
TBuffer.Name Property	71
TCamera Class	71
Constants	72
TCamera.ZOOM_MAX Constant	72
TCamera.ZOOM_MIN Constant	72
Methods	72
TCamera.Create Constructor	72
TCamera.Destroy Destructor	73
TCamera.Init Method	73
TCamera.IsVisible Method	73
TCamera.SetBounds Method	73
TCamera.WorldToScreen Method (Single, Single, Single, Single, Single, Single, Single, Single)	74
TCamera.WorldToScreen Method (TTransform, TTransform)	74
Properties	74
TCamera.Active Property	74
TCamera.Angle Property	75
TCamera.Bounds Property	75
TCamera.PosX Property	75
TCamera.PosY Property	75
TCamera.Zoom Property	75

TCloudDb Class	76
Constants	76
TCloudDb.cURL Constant	76
Fields	76
TCloudDb.FApiKey Field	77
TCloudDb.FDatabase Field	77
TCloudDb.FDataset Field	77
TCloudDb.FHttp Field	77
TCloudDb.FJSON Field	77
TCloudDb.FLastError Field	77
TCloudDb.FMacros Field	78
TCloudDb.FParams Field	78
TCloudDb.FPreparedSQL Field	78
TCloudDb.FResponseText Field	78
TCloudDb.FSQL Field	78
TCloudDb.FUrl Field	79
Methods	79
TCloudDb.AddSQLText Method	79
TCloudDb.ClearSQLText Method	80
TCloudDb.Create Constructor	80
TCloudDb.Destroy Destructor	80
TCloudDb.Execute Method	80
TCloudDb.ExecuteSQL Method	80
TCloudDb.GetField Method	80
TCloudDb.GetLastError Method	81
TCloudDb.GetMacro Method	81
TCloudDb.GetParam Method	81
TCloudDb.GetPreparedSQL Method	81
TCloudDb.GetQueryURL Method	81
TCloudDb.GetResponseText Method	82
TCloudDb.GetSQLText Method	82
TCloudDb.Prepare Method	82
TCloudDb.RecordCount Method	82
TCloudDb.SetMacro Method	82
TCloudDb.SetMacroValue Method	83
TCloudDb.SetParam Method	83
TCloudDb.SetParamValue Method	83
TCloudDb.SetSQLText Method	83
TCloudDb.Setup Method	84
TCmdLine Record	84
Methods	84
TCmdLine.AddParam Method	84

TCmdLine.AddParams Method	85
TCmdLine.Clear Method	85
TCmdLine.Count Method ()	85
TCmdLine.Count Method (string)	85
TCmdLine.Param Method (Integer)	85
TCmdLine.Param Method (string, Integer)	86
TCmdLine.ParamExist Method	86
TCmdLine.ParamIndex Method	86
TCmdLine.ParamValue Method	86
TCmdLine.Reset Method	86
TCmdLine.Str Method	87
Operators	87
TCmdLine.Finalize Operator	87
TCmdLine.Initialize Operator	87
TColor Record	87
Fields	88
TColor.Alpha Field	88
TColor.Blue Field	88
TColor.Green Field	88
TColor.Red Field	88
Methods	89
TColor.Clear Method	89
TColor.Equal Method	89
TColor.Fade Method	89
TColor.Make Method	89
TColor.Makef Method	90
Operators	90
TColor.Implicit Operator (SDL_Color)	90
TColor.Implicit Operator (TColor)	90
TConfigFile Class	91
Methods	91
TConfigFile.Close Method	91
TConfigFile.Create Constructor	92
TConfigFile.Destroy Destructor	92
TConfigFile.GetSectionValue Method (Integer, Boolean)	92
TConfigFile.GetSectionValue Method (Integer, Integer)	92
TConfigFile.GetSectionValue Method (Integer, string)	92
TConfigFile.GetSectionValues Method	93
TConfigFile.GetValue Method (string, string, Boolean)	93
TConfigFile.GetValue Method (string, string, Integer)	93
TConfigFile.GetValue Method (string, string, Pointer, Cardinal)	93
TConfigFile.GetValue Method (string, string, string)	93

TConfigFile.Open Method	94
TConfigFile.Opened Method	94
TConfigFile.RemoveKey Method	94
TConfigFile.RemoveSection Method	94
TConfigFile.SetValue Method (string, string, Boolean)	95
TConfigFile.SetValue Method (string, string, Integer)	95
TConfigFile.SetValue Method (string, string, Pointer, Cardinal)	95
TConfigFile.SetValue Method (string, string, string)	95
TConfigFile.Update Method	96
TController Record	96
Methods	96
TController.ButtonDown Method	96
TController.ButtonPressed Method	96
TController.ButtonReleased Method	97
TController.Clear Method	97
TController.Close Method	97
TController.GetAxis Method	97
TController.Open Method	97
TController.Shutdown Method	98
TController.Startup Method	98
TController.Update Method	98
TEntity Class	98
Fields	99
TEntity.FAngle Field	99
TEntity.FAngleOffset Field	99
TEntity.FBlendMode Field	99
TEntity.FColor Field	100
TEntity.FDir Field	100
TEntity.FFirstFrame Field	100
TEntity.FFlipMode Field	100
TEntity.FFrame Field	100
TEntity.FFrameFPS Field	101
TEntity.FFrameTimer Field	101
TEntity.FGroup Field	101
TEntity.FHeight Field	101
TEntity.FLastFrame Field	101
TEntity.FLoopFrame Field	101
TEntity.FOrigin Field	102
TEntity.FPos Field	102
TEntity.FRadius Field	102
TEntity.FRenderPolyPoint Field	102
TEntity.FScale Field	102

TEntity.FShrinkFactor Field	103
TEntity.FSprite Field	103
TEntity.FWidth Field	103
Methods	103
TEntity.Angle Method	104
TEntity.AngleOffset Method	105
TEntity.CollidePolyPoint Method	105
TEntity.CollidePolyPointPoint Method	105
TEntity.Color Method	105
TEntity.Create Constructor	105
TEntity.CreateEntity Method	106
TEntity.Destroy Destructor	106
TEntity.Dir Method	106
TEntity.FirstFrame Method	106
TEntity.FlipMode Method	106
TEntity.Frame Method	106
TEntity.FrameFPS Method	107
TEntity.FullyVisible Method	107
TEntity.Group Method	107
TEntity.Height Method	107
TEntity.Init Method	107
TEntity.LastFrame Method	108
TEntity.LoopFrame Method	108
TEntity.NextFrame Method	108
TEntity.Overlap Method (Single, Single, Single, Single)	108
TEntity.Overlap Method (TEntity)	108
TEntity.Pos Method	109
TEntity.PrevFrame Method	109
TEntity.Radius Method	109
TEntity.Render Method	109
TEntity.RenderAt Method	109
TEntity.RotateAbs Method	110
TEntity.RotateRel Method	110
TEntity.RotateToAngle Method	110
TEntity.RotateToPos Method	110
TEntity.RotateToPosAt Method	110
TEntity.Scale Method	111
TEntity.ScaleAbs Method	111
TEntity.ScaleRel Method	111
TEntity.SetAngleOffset Method	111
TEntity.SetColor Method	112
TEntity.SetFlipMode Method	112

TEntity.SetFrame Method	112
TEntity.SetFrameFPS Method	112
TEntity.SetFrameRange Method	112
TEntity.SetLoopFrame Method	113
TEntity.SetPosAbs Method	113
TEntity.SetPosRel Method	113
TEntity.SetRenderPolyPoint Method	113
TEntity.SetShrinkFactor Method	113
TEntity.ShrinkFactor Method	114
TEntity.Sprite Method	114
TEntity.Thrust Method	114
TEntity.ThrustAngle Method	114
TEntity.ThrustToPos Method	114
TEntity.TracePolyPoint Method	115
TEntity.Visible Method	115
TEntity.Width Method	115
Properties	115
TEntity.BlendMode Property	116
TEntityActor Class	116
Fields	116
TEntityActor.FEntity Field	116
Methods	116
TEntityActor.Collide Method	117
TEntityActor.Create Constructor	117
TEntityActor.Destroy Destructor	117
TEntityActor.Init Method	117
TEntityActor.OnRender Method	117
TEntityActor.Overlap Method (Single, Single, Single, Single)	118
TEntityActor.Overlap Method (TActor)	118
Properties	118
TEntityActor.Entity Property	118
TFont Class	119
Records	119
TFont.TGlyph Record	119
Constants	119
TFont.cDefaultGlyphs Constant	119
Fields	120
TFont.FAtlas Field	120
TFont.FAtlasSize Field	120
TFont.FBaseLine Field	120
TFont.FGeometry Field	120
TFont.FGlyph Field	121

TFont.FUseVertexBuffer Field	121
TFont.FVertexBufferSize Field	121
Methods	121
TFont.Create Constructor	122
TFont.Destroy Destructor	122
TFont.DrawText Method (Single, Single, Single, TColor, THAlign, string, array of const)	122
TFont.DrawText Method (Single, Single, TColor, THAlign, string, array of const)	122
TFont.GetUseVertexBuffer Method	122
TFont.GetVertexBufferSize Method	123
TFont.Load Method (PSDL_RWops, Cardinal, string)	123
TFont.Load Method (TArchive, string, Cardinal, string)	123
TFont.LoadDefault Method	123
TFont.RenderVertices Method	124
TFont.SetUseVertexBuffer Method	124
TFont.SetVertexBufferSize Method	124
TFont.TextHeight Method	124
TFont.TextLength Method	124
TFont.Unload Method	125
Properties	125
TFont.Atlas Property	125
TFont.AtlasSize Property	125
Nested Types	125
TFont.PGlyph Nested Type	125
TGame Class	126
Records	126
TGame.TSettings Record	126
Fields	127
TGame.FArchive Field	127
TGame.FAsync Field	127
TGame.FAudio Field	127
TGame.FCmdLine Field	128
TGame.FConfigFile Field	128
TGame.FDefaultFont Field	128
TGame.FHud Field	128
TGame.FInput Field	128
TGame.FLog Field	129
TGame.FMousePos Field	129
TGame.FPrefs Field	129
TGame.FReady Field	129
TGame.FScene Field	129
TGame.FScreenshake Field	129
TGame.FSettings Field	130

TGame.FSpeech Field	130
TGame.FSprite Field	130
TGame.FTerminate Field	130
TGame.FTimer Field	130
TGame.FVideo Field	131
TGame.FWindow Field	131
Methods	131
TGame.Create Constructor	132
TGame.Destroy Destructor	132
TGame.OnAfterRenderScene Method	132
TGame.OnApplySettings Method	132
TGame.OnBeforeRenderScene Method	132
TGame.OnBuildArchiveProgress Method	133
TGame.OnClearWindow Method	133
TGame.OnFixedUpdate Method	133
TGame.OnLoadConfig Method	133
TGame.OnReady Method	133
TGame.OnRender Method	134
TGame.OnRenderHud Method	134
TGame.OnSaveConfig Method	134
TGame.OnSetSettings Method	134
TGame.OnShowWindow Method	134
TGame.OnShutdown Method	135
TGame.OnSpeechWord Method	135
TGame.OnStartup Method	135
TGame.OnUnapplySettings Method	135
TGame.OnUpdate Method	135
TGame.OnVideoStatus Method	136
TGame.Process Method	136
TGame.Run Method	136
TGame.SDKVersion Method	136
TGame.Settings Method	136
TGame.Shutdown Method	136
TGame.Startup Method	137
Properties	137
TGame.Archive Property	137
TGame.Async Property	138
TGame.Audio Property	138
TGame.CmdLine Property	138
TGame.ConfigFile Property	138
TGame.DefaultFont Property	138
TGame.Hud Property	138

TGame.Input Property	139
TGame.Log Property	139
TGame.MousePos Property	139
TGame.Prefs Property	139
TGame.Scene Property	139
TGame.Screenshake Property	140
TGame.Speech Property	140
TGame.Sprite Property	140
TGame.Terminate Property	140
TGame.Timer Property	140
TGame.Video Property	140
TGame.Window Property	141
Nested Types	141
TGame.PSettings Nested Type	141
TGeometry Class	141
Methods	141
TGeometry.AddVertex Method	142
TGeometry.Alloc Method	142
TGeometry.Create Constructor	142
TGeometry.Destroy Destructor	142
TGeometry.Render Method	143
TGeometry.Reset Method	143
THud Record	143
Methods	143
THud.ResetPos Method	143
THud.SetLineSpace Method	144
THud.SetPos Method	144
THud.SetTextItemPadWidth Method	144
THud.Text Method	144
THud.TextItem Method	145
Operators	145
THud.Finalize Operator	145
THud.Initialize Operator	145
TInput Record	145
Methods	146
TInput.Clear Method	146
TInput.Close Method	146
TInput.ControllerDown Method	146
TInput.ControllerPosition Method	147
TInput.ControllerPressed Method	147
TInput.ControllerReleased Method	147
TInput.GetMouseInfo Method	147

TInput.KeyDown Method	147
TInput.KeyPressed Method	148
TInput.KeyReleased Method	148
TInput.MouseDown Method	148
TInput.MousePressed Method	148
TInput.MouseReleased Method	149
TInput.Open Method	149
TInput.SetMousePos Method	149
TInput.Update Method	149
Operators	149
TInput.Finalize Operator	150
TInput.Initialize Operator	150
TInputMap Class	150
Records	150
TInputMap.TAction Record	150
TInputMap.TInput Record	151
Fields	151
TInputMap.FList Field	151
Methods	151
TInputMap.Add Method	152
TInputMap.Clear Method	152
TInputMap.Create Constructor	152
TInputMap.Destroy Destructor	152
TInputMap.Down Method	152
TInputMap.Load Method	153
TInputMap.NewAction Method	153
TInputMap.Pressed Method	153
TInputMap.Released Method	153
TInputMap.Remove Method (string)	153
TInputMap.Remove Method (string, TInputDevice, Integer)	154
TInputMap.Save Method	154
TInputMap.SetupDefaults Method	154
TLog Record	154
Methods	154
TLog.Add Method	155
TLog.Close Method	155
TLog.Fatal Method	155
TLog.GetConsoleOutput Method	155
TLog.GetFilename Method	156
TLog.Open Method	156
TLog.Opened Method	156
TLog.Reset Method	156

TLog.SetConsoleOutput Method	156
TLog.View Method	157
Operators	157
TLog.Finalize Operator	157
TLog.Initialize Operator	157
TPoint Record	157
Fields	158
TPoint.X Field	158
TPoint.Y Field	158
TPoint.Z Field	158
Methods	158
TPoint.Create Constructor	158
Operators	159
TPoint.Implicit Operator (SDL_FPoint)	159
TPoint.Implicit Operator (SDL_Point)	159
TPoint.Implicit Operator (TPoint)	159
TPoint.Implicit Operator (TVector)	160
TPoint.Initialize Operator	160
TPolyPoint Class	160
Fields	160
TPolyPoint.FCount Field	160
TPolyPoint.FPolygon Field	161
Methods	161
TPolyPoint.AddPoint Method	161
TPolyPoint.Clear Method	161
TPolyPoint.Collide Method	162
TPolyPoint.CollidePoint Method	162
TPolyPoint.CopyFrom Method	162
TPolyPoint.Count Method	163
TPolyPoint.Create Constructor	163
TPolyPoint.Destroy Destructor	163
TPolyPoint.Load Method	163
TPolyPoint.Polygon Method	163
TPolyPoint.Render Method	164
TPolyPoint.Save Method	164
TPolyPoint.TraceFromSprite Method	164
TPolyPoint.TraceFromTexture Method	164
TPolyPoint.Valid Method	165
TPolygon Class	165
Records	165
TPolygon.TSegment Record	165
Fields	166

TPolygon.FItemCount Field	166
TPolygon.FSegment Field	166
TPolygon.FWorldPoint Field	166
Methods	166
TPolygon.AddLocalPoint Method	167
TPolygon.Clear Method	167
TPolygon.CopyFrom Method	167
TPolygon.Create Constructor	167
TPolygon.Destroy Destructor	167
TPolygon.Load Method	168
TPolygon.LocalPoint Method	168
TPolygon.PointCount Method	168
TPolygon.Render Method	168
TPolygon.Save Method	169
TPolygon.SegmentVisible Method	169
TPolygon.SetSegmentVisible Method	169
TPolygon.Transform Method	169
TPolygon.WorldPoint Method	169
TPolypointTrace Record	170
Methods	170
TPolypointTrace.AddPoint Method	170
TPolypointTrace.ApplyPolyPoint Method	170
TPolypointTrace.DelPoint Method	171
TPolypointTrace.Done Method	171
TPolypointTrace.GetPointCount Method	171
TPolypointTrace.Init Method	171
TPolypointTrace.PrimaryTrace Method	171
TPolypointTrace.SimplifyPoly Method	172
TPrefs Record	172
Methods	172
TPrefs.GetAppName Method	172
TPrefs.GetOrgName Method	173
TPrefs.GetPath Method	173
TPrefs.GotoPath Method	173
TPrefs.SetAppName Method	173
TPrefs.SetOrgName Method	173
Operators	174
TPrefs.Finalize Operator	174
TPrefs.Initialize Operator	174
TRange Record	174
Fields	174
TRange.MaxX Field	175

TRange.MaxY Field	175
TRange.MinX Field	175
TRange.MinY Field	175
Operators	175
TRange.Initialize Operator	176
TRect Record	176
Fields	176
TRect.Height Field	176
TRect.Width Field	176
TRect.X Field	177
TRect.Y Field	177
Methods	177
TRect.Assign Method	177
TRect.Create Constructor	177
TRect.Intersect Method	178
Operators	178
TRect.Implicit Operator (SDL_FRect)	178
TRect.Implicit Operator (SDL_Rect)	178
TRect.Implicit Operator (TRect)	178
TRect.Initialize Operator	179
TScreenshake Record	179
Methods	179
TScreenshake.Active Method	179
TScreenshake.Clear Method	180
TScreenshake.Process Method	180
TScreenshake.Start Method	180
Operators	180
TScreenshake.Finalize Operator	180
TScreenshake.Initialize Operator	181
TSpeech Record	181
Methods	181
TSpeech.Active Method	181
TSpeech.ChangeVoice Method	182
TSpeech.Clear Method	182
TSpeech.GetRate Method	182
TSpeech.GetVoice Method	182
TSpeech.GetVoiceAttribute Method	182
TSpeech.GetVoiceCount Method	183
TSpeech.GetVolume Method	183
TSpeech.Pause Method	183
TSpeech.Reset Method	183
TSpeech.Resume Method	183

TSpeech.Say Method	184
TSpeech.SetRate Method	184
TSpeech.SetVolume Method	184
TSpeech.SubstituteWord Method	184
Operators	184
TSpeech.Finalize Operator	185
TSpeech.Initialize Operator	185
TSprite Class	185
Records	185
TSprite.TSpriteGroup Record	185
TSprite.TSpriteImageRect Record	186
Fields	186
TSprite.FGroup Field	186
TSprite.FGroupCount Field	186
TSprite.FPageCount Field	187
TSprite.FTexture Field	187
Methods	187
TSprite.AddGroup Method	187
TSprite.AddImageFromGrid Method	188
TSprite.AddImageFromRect Method	188
TSprite.Clear Method	188
TSprite.Create Constructor	188
TSprite.Destroy Destructor	188
TSprite.GroupPolyPoint Method	189
TSprite.GroupPolyPointCollide Method	189
TSprite.GroupPolyPointCollidePoint Method	189
TSprite.GroupPolyPointTrace Method	190
TSprite.ImageCount Method	190
TSprite.ImageHeight Method	190
TSprite.ImageRect Method	190
TSprite.ImageTexture Method	191
TSprite.ImageWidth Method	191
TSprite.LoadPage Method	191
TSprite.RenderImage Method	191
Nested Types	192
TSprite.PSpriteGroup Nested Type	192
TSprite.PSpriteImageRect Nested Type	192
TTexture Class	192
Fields	192
TTexture.FHandle Field	193
TTexture.FHeight Field	193
TTexture.FLockRect Field	193

TTexture.FPitch Field	193
TTexture.FPixelFormat Field	193
TTexture.FPixels Field	194
TTexture.FWidth Field	194
Methods	194
TTexture.Alloc Method	194
TTexture.Create Constructor	195
TTexture.Destroy Destructor	195
TTexture.GetColor Method	195
TTexture.GetPixel Method	195
TTexture.GetSize Method	195
TTexture.Load Method	196
TTexture.LoadTexture Method	196
TTexture.Lock Method	196
TTexture.Render Method	196
TTexture.RenderTiled Method	197
TTexture.Save Method	197
TTexture.SetColor Method	197
TTexture.SetPixel Method	197
TTexture.Unload Method	198
TTexture.Unlock Method	198
Properties	198
TTexture.Handle Property	198
TTexture.Height Property	198
TTexture.Width Property	199
TTimer Record	199
Methods	199
TTimer.Elapsed Method	199
TTimer.FrameElapsed Method	199
TTimer.FrameRate Method	200
TTimer.FrameSpeed Method	200
TTimer.Reset Method	200
TTimer.Update Method	200
Operators	200
TTimer.Finalize Operator	201
TTimer.Initialize Operator	201
TTransform Record	201
Fields	201
TTransform.Angle Field	202
TTransform.Height Field	202
TTransform.Origin Field	202
TTransform.Visible Field	202

TTransform.Width Field	202
TTransform.X Field	203
TTransform.Y Field	203
TTransform.Zoom Field	203
Methods	203
TTransform.Assign Method (Single, Single)	203
TTransform.Assign Method (Single, Single, Single, Single)	204
TTransform.Create Constructor (Single, Single)	204
TTransform.Create Constructor (Single, Single, Single, Single)	204
TTransform.Intersect Method	204
Operators	205
TTransform.Finalize Operator	205
TTransform.Implicit Operator (SDL_FRect)	205
TTransform.Implicit Operator (SDL_Rect)	205
TTransform.Implicit Operator (TTransform)	205
TTransform.Initialize Operator	206
TVector Record	206
Fields	206
TVector.W Field	206
TVector.X Field	206
TVector.Y Field	207
TVector.Z Field	207
Methods	207
TVector.Add Method	208
TVector.Angle Method	208
TVector.Assign Method (Single, Single)	208
TVector.Assign Method (Single, Single, Single)	208
TVector.Assign Method (Single, Single, Single, Single)	208
TVector.Assign Method (TVector)	209
TVector.Clear Method	209
TVector.Create Constructor	209
TVector.Distance Method	209
TVector.Divide Method	210
TVector.DivideBy Method	210
TVector.DotProduct Method	210
TVector.Magnitude Method	210
TVector.MagnitudeSquared Method	210
TVector.MagnitudeTruncate Method	211
TVector.Multiply Method	211
TVector.Negate Method	211
TVector.Normalize Method	211
TVector.Project Method	211

TVector.Scale Method	212
TVector.Subtract Method	212
TVector.Thrust Method	212
Operators	212
TVector.Initialize Operator	212
TVideo Record	213
Methods	213
TVideo.Draw Method	213
TVideo.GetFrameRate Method	213
TVideo.GetHeight Method	214
TVideo.GetStatus Method	214
TVideo.GetVolume Method	214
TVideo.GetWidth Method	214
TVideo.Load Method	214
TVideo.LoadPlay Method	215
TVideo.Pause Method	215
TVideo.Play Method	215
TVideo.Rewind Method	215
TVideo.SetVolume Method	215
TVideo.Stop Method	216
TVideo.Unload Method	216
TVideo.Update Method	216
Operators	216
TVideo.Finalize Operator	216
TVideo.Initialize Operator	217
TWindow Record	217
Methods	217
TWindow.Clear Method	218
TWindow.Close Method	218
TWindow.DrawFilledRect Method	218
TWindow.DrawLine Method	218
TWindow.DrawPoint Method	219
TWindow.DrawRect Method	219
TWindow.GetDDPI Method	219
TWindow.GetHDPI Method	219
TWindow.GetRenderBufferPos Method	220
TWindow.GetRendererHandle Method	220
TWindow.GetRendererInfo Method	220
TWindow.GetRendererScale Method	220
TWindow.GetRendererSize Method	220
TWindow.GetTitle Method	220
TWindow.GetVDPI Method	221

TWindow.GetViewport Method	221
TWindow.GetWindowHandle Method	221
TWindow.GetWindowSize Method	221
TWindow.IsOpen Method	221
TWindow.Open Method	222
TWindow.Save Method	222
TWindow.SetRenderBufferPos Method	222
TWindow.SetTitle Method	222
TWindow.Show Method	222
TWindow.ShowRenderBuffer Method	223
Operators	223
TWindow.Finalize Operator	223
TWindow.Initialize Operator	223
Functions	223
AddSelfToUserPath Function	225
AngleCos Function	226
AngleDiff Function	226
AngleRotatePos Function	226
AngleSin Function	226
CaptureConsoleOutput Function	227
CircleInRectangle Function	227
CirclesOverlap Function	227
ClipVaLue Function	227
ClipVaLuef Function	228
CreateDirsInPath Function	228
EasePosition Function	228
EaseValue Function	229
ExpandRelDirectory Function	229
ExpandRelFilename Function	229
ExtractRelativeDirectory Function	229
ExtractRelativeFilename Function	230
FreeNilObject Function	230
GetDirName Function	230
GetEnvVarValue Function	230
GetExeBasePath Function	231
GetExePath Function	231
GetFileRWops Function	231
GetMemRWops Function	231
GetRandomSeed Function	232
GetSemVerStr Function	232
GetUUID Function	232
GetVersionInfo Function	232

GetVersionInfo Function	233
HasConsoleOutput Function	233
HttpGet Function	233
IsCurrentDir Function	233
IsSingleInstance Function	234
IsValidFilename Function	234
Lerp Function	234
LineIntersection Function	234
Pause Function	235
PointInCircle Function	235
PointInRectangle Function	235
PointInTriangle Function	236
Print Function	236
Print Function	236
PrintLn Function	236
PrintLn Function	237
PrintLn Function	237
ProcessMessages Function	237
RadiusOverlap Function	237
RandomBool Function	238
RandomRange Function	238
RandomRangef Function	238
ReadStringFromStream Function	238
RectangleIntersection Function	239
RectanglesOverlap Function	239
RemoveDuplicates Function	239
RemoveDuplicates2 Function	239
RemoveQuotes Function	240
RemoveSelfFromUserPath Function	240
ResourceExists Function	240
RunGame Function	240
SameSign Function	241
SameSignf Function	241
SameVaLue Function	241
SameVaLuef Function	241
SetEnvVarValue Function	242
SetGlobalEnvironment Function	242
SetRandomSeed Function	242
ShellOpen Function	242
SmoothMove Function	243
UnitToScalarValue Function	243
WaitForAnyKey Function	243

WasRunFromConsole Function	243
WriteStringToStream Function	244
Structs, Records, Enums	244
TActorMessage Record	244
TAudioFading Enumeration	245
TBlendMode Enumeration	245
TEaseType Enumeration	245
TFlipMode Enumeration	246
THAlign Enumeration	246
TInputDevice Enumeration	246
TLineIntersection Enumeration	247
TSpeechVoiceAttribute Enumeration	247
TTextureAccess Enumeration	247
TVAlign Enumeration	248
TVideoStatus Enumeration	248
Types	248
PActorMessage Type	249
PColor Type	249
PPoint Type	249
PRange Type	249
PRect Type	249
PTransform Type	250
PVector Type	250
PVideo Type	250
TActorAttributeSet Type	250
TActorSceneEvent Type	251
TAsyncProc Type	251
TCaptureConsoleOutputEvent Type	251
TGameClass Type	251
TMusic Type	251
TSound Type	252
Variables	252
Game Variable	252
Marshaller Variable	252
Constants	253
ALICEBLUE Constant	262
ANTIQUWHITE Constant	263
AQUA Constant	263
AQUAMARINE Constant	263
ARCEXT Constant	263
AUDIO_CHANNEL_DYNAMIC Constant	264

AUDIO_CHANNEL_FADINGIN Constant	264
AUDIO_CHANNEL_FADINGOUT Constant	264
AUDIO_CHANNEL_LOOP Constant	264
AUDIO_CHANNEL_MAX Constant	264
AUDIO_CHANNEL_NOFADING Constant	265
AZURE Constant	265
BEIGE Constant	265
BISQUE Constant	265
BLACK Constant	266
BLANCHEDALMOND Constant	266
BLANK Constant	266
BLUE Constant	266
BLUEVIOLET Constant	266
BROWN Constant	267
BURLYWOOD Constant	267
BUTTON_LEFT Constant	267
BUTTON_MIDDLE Constant	267
BUTTON_RIGHT Constant	268
BUTTON_X1 Constant	268
BUTTON_X2 Constant	268
CADETBBLUE Constant	268
CHARTREUSE Constant	268
CHOCOLATE Constant	269
COLORKEY Constant	269
CONTROLLER_AXIS_LEFTX Constant	269
CONTROLLER_AXIS_LEFTY Constant	269
CONTROLLER_AXIS_RIGHTX Constant	270
CONTROLLER_AXIS_RIGHTY Constant	270
CONTROLLER_AXIS_TRIGGERLEFT Constant	270
CONTROLLER_AXIS_TRIGGERRIGHT Constant	270
CONTROLLER_BUTTON_A Constant	270
CONTROLLER_BUTTON_B Constant	271
CONTROLLER_BUTTON_BACK Constant	271
CONTROLLER_BUTTON_DPAD_DOWN Constant	271
CONTROLLER_BUTTON_DPAD_LEFT Constant	271
CONTROLLER_BUTTON_DPAD_RIGHT Constant	272
CONTROLLER_BUTTON_DPAD_UP Constant	272
CONTROLLER_BUTTON_GUIDE Constant	272
CONTROLLER_BUTTON_LEFTSHOULDER Constant	272
CONTROLLER_BUTTON_LEFTSTICK Constant	272
CONTROLLER_BUTTON_MISC1 Constant	273
CONTROLLER_BUTTON_PADDLE1 Constant	273

CONTROLLER_BUTTON_PADDLE2 Constant	273
CONTROLLER_BUTTON_PADDLE3 Constant	273
CONTROLLER_BUTTON_PADDLE4 Constant	274
CONTROLLER_BUTTON_RIGHTSHOULDER Constant	274
CONTROLLER_BUTTON_RIGHTSTICK Constant	274
CONTROLLER_BUTTON_START Constant	274
CONTROLLER_BUTTON_TOUCHPAD Constant	274
CONTROLLER_BUTTON_X Constant	275
CONTROLLER_BUTTON_Y Constant	275
CORAL Constant	275
CORNFLOWERBLUE Constant	275
CORNSILK Constant	276
CR Constant	276
CRIMSON Constant	276
CRLF Constant	276
CYAN Constant	276
DARKBLUE Constant	277
DARKCYAN Constant	277
DARKGOLDENROD Constant	277
DARKGRAY Constant	277
DARKGREEN Constant	278
DARKGREY Constant	278
DARKKHAKI Constant	278
DARKMAGENTA Constant	278
DARKOLIVEGREEN Constant	278
DARKORANGE Constant	279
DARKORCHID Constant	279
DARKRED Constant	279
DARKSALMON Constant	279
DARKSEAGREEN Constant	280
DARKSLATEBLUE Constant	280
DARKSLATEBROWN Constant	280
DARKSLATEGRAY Constant	280
DARKTURQUOISE Constant	280
DARKVIOLET Constant	281
DEEPPINK Constant	281
DEEPSKYBLUE Constant	281
DEGTORAD Constant	281
DIMGRAY Constant	282
DIMWHITE Constant	282
DODGERBLUE Constant	282
EPSILON Constant	282

FIREBRICK Constant	282
FLORALWHITE Constant	283
FORESTGREEN Constant	283
FUCHSIA Constant	283
GAINSBORO Constant	283
GHOSTWHITE Constant	284
GOLD Constant	284
GOLDENROD Constant	284
GRAY Constant	284
GREEN Constant	284
GREENYELLOW Constant	285
GREY Constant	285
HONEYDEW Constant	285
HOTPINK Constant	285
INDIANRED Constant	286
INDIGO Constant	286
INIEXT Constant	286
IVORY Constant	286
KEY_0 Constant	286
KEY_1 Constant	287
KEY_2 Constant	287
KEY_3 Constant	287
KEY_4 Constant	287
KEY_5 Constant	288
KEY_6 Constant	288
KEY_7 Constant	288
KEY_8 Constant	288
KEY_9 Constant	288
KEY_A Constant	289
KEY_AC_BACK Constant	289
KEY_AC_BOOKMARKS Constant	289
KEY_AC_FORWARD Constant	289
KEY_AC_HOME Constant	290
KEY_AC_REFRESH Constant	290
KEY_AC_SEARCH Constant	290
KEY_AC_STOP Constant	290
KEY_AGAIN Constant	290
KEY_ALTERASE Constant	291
KEY_APOSTROPHE Constant	291
KEY_APP1 Constant	291
KEY_APP2 Constant	291
KEY_APPLICATION Constant	292

KEY_AUDIOFASTFORWARD Constant	292
KEY_AUDIOMUTE Constant	292
KEY_AUDIONEXT Constant	292
KEY_AUDIOPLAY Constant	292
KEY_AUDIOPREV Constant	293
KEY_AUDIOREWIND Constant	293
KEY_AUDIOSTOP Constant	293
KEY_B Constant	293
KEY_BACKSLASH Constant	294
KEY_BACKSPACE Constant	294
KEY_BRIGHTNESSDOWN Constant	294
KEY_BRIGHTNESSUP Constant	294
KEY_C Constant	294
KEY_CALCULATOR Constant	295
KEY_CALL Constant	295
KEY_CANCEL Constant	295
KEY_CAPSLOCK Constant	295
KEY_CLEAR Constant	296
KEY_CLEARAGAIN Constant	296
KEY_COMMA Constant	296
KEY_COMPUTER Constant	296
KEY_COPY Constant	296
KEY_CRSEL Constant	297
KEY_CURRENCYSUBUNIT Constant	297
KEY_CURRENCYUNIT Constant	297
KEY_CUT Constant	297
KEY_D Constant	298
KEY_DECIMALSEPARATOR Constant	298
KEY_DELETE Constant	298
KEY_DISPLAYSWITCH Constant	298
KEY_DOWN Constant	298
KEY_E Constant	299
KEY_EJECT Constant	299
KEY_END Constant	299
KEY_ENDCALL Constant	299
KEY_EQUALS Constant	300
KEY_ESCAPE Constant	300
KEY_EXECUTE Constant	300
KEY_F Constant	300
KEY_F1 Constant	300
KEY_F10 Constant	301
KEY_F11 Constant	301

KEY_F12 Constant	301
KEY_F13 Constant	301
KEY_F14 Constant	302
KEY_F15 Constant	302
KEY_F16 Constant	302
KEY_F17 Constant	302
KEY_F18 Constant	302
KEY_F19 Constant	303
KEY_F2 Constant	303
KEY_F20 Constant	303
KEY_F21 Constant	303
KEY_F22 Constant	304
KEY_F23 Constant	304
KEY_F24 Constant	304
KEY_F3 Constant	304
KEY_F4 Constant	304
KEY_F5 Constant	305
KEY_F6 Constant	305
KEY_F7 Constant	305
KEY_F8 Constant	305
KEY_F9 Constant	306
KEY_FIND Constant	306
KEY_G Constant	306
KEY_GRAVE Constant	306
KEY_H Constant	306
KEY_HELP Constant	307
KEY_HOME Constant	307
KEY_I Constant	307
KEY_INSERT Constant	307
KEY_INTERNATIONAL1 Constant	308
KEY_INTERNATIONAL2 Constant	308
KEY_INTERNATIONAL3 Constant	308
KEY_INTERNATIONAL4 Constant	308
KEY_INTERNATIONAL5 Constant	308
KEY_INTERNATIONAL6 Constant	309
KEY_INTERNATIONAL7 Constant	309
KEY_INTERNATIONAL8 Constant	309
KEY_INTERNATIONAL9 Constant	309
KEY_J Constant	310
KEY_K Constant	310
KEY_KBDILLUMDOWN Constant	310
KEY_KBDILLUMTOGGLE Constant	310

KEY_KBDILLUMUP Constant	310
KEY_KP_0 Constant	311
KEY_KP_00 Constant	311
KEY_KP_000 Constant	311
KEY_KP_1 Constant	311
KEY_KP_2 Constant	312
KEY_KP_3 Constant	312
KEY_KP_4 Constant	312
KEY_KP_5 Constant	312
KEY_KP_6 Constant	312
KEY_KP_7 Constant	313
KEY_KP_8 Constant	313
KEY_KP_9 Constant	313
KEY_KP_A Constant	313
KEY_KP_AMPERSAND Constant	314
KEY_KP_AT Constant	314
KEY_KP_B Constant	314
KEY_KP_BACKSPACE Constant	314
KEY_KP_BINARY Constant	314
KEY_KP_C Constant	315
KEY_KP_CLEAR Constant	315
KEY_KP_CLEARENTRY Constant	315
KEY_KP_COLON Constant	315
KEY_KP_COMMA Constant	316
KEY_KP_D Constant	316
KEY_KP_DBLAMPERSAND Constant	316
KEY_KP_DBLVERTICALBAR Constant	316
KEY_KP_DECIMAL Constant	316
KEY_KP_DIVIDE Constant	317
KEY_KP_E Constant	317
KEY_KP_ENTER Constant	317
KEY_KP_EQUALS Constant	317
KEY_KP_EQUALSAS400 Constant	318
KEY_KP_EXCLAM Constant	318
KEY_KP_F Constant	318
KEY_KP_GREATER Constant	318
KEY_KP_HASH Constant	318
KEY_KP_HEXADECIMAL Constant	319
KEY_KP_LEFTBRACE Constant	319
KEY_KP_LEFTPAREN Constant	319
KEY_KP_LESS Constant	319
KEY_KP_MEMADD Constant	320

KEY_KP_MEMCLEAR Constant	320
KEY_KP_MEMDIVIDE Constant	320
KEY_KP_MEMMULTIPLY Constant	320
KEY_KP_MEMRECALL Constant	320
KEY_KP_MEMSTORE Constant	321
KEY_KP_MEMSUBTRACT Constant	321
KEY_KP_MINUS Constant	321
KEY_KP_MULTIPLY Constant	321
KEY_KP_OCTAL Constant	322
KEY_KP_PERCENT Constant	322
KEY_KP_PERIOD Constant	322
KEY_KP_PLUS Constant	322
KEY_KP_PLUSMINUS Constant	322
KEY_KP_POWER Constant	323
KEY_KP_RIGHTBRACE Constant	323
KEY_KP_RIGHTPAREN Constant	323
KEY_KP_SPACE Constant	323
KEY_KP_TAB Constant	324
KEY_KP_VERTICALBAR Constant	324
KEY_KP_XOR Constant	324
KEY_L Constant	324
KEY_LALT Constant	324
KEY_LANG1 Constant	325
KEY_LANG2 Constant	325
KEY_LANG3 Constant	325
KEY_LANG4 Constant	325
KEY_LANG5 Constant	326
KEY_LANG6 Constant	326
KEY_LANG7 Constant	326
KEY_LANG8 Constant	326
KEY_LANG9 Constant	326
KEY_LCTRL Constant	327
KEY_LEFT Constant	327
KEY_LEFTBRACKET Constant	327
KEY_LGUI Constant	327
KEY_LSHIFT Constant	328
KEY_M Constant	328
KEY_MAIL Constant	328
KEY_MEDIASELECT Constant	328
KEY_MENU Constant	328
KEY_MINUS Constant	329
KEY_MODE Constant	329

KEY_MUTE Constant	329
KEY_N Constant	329
KEY_NONUSBACKSLASH Constant	330
KEY_NONUSHASH Constant	330
KEY_NUMLOCKCLEAR Constant	330
KEY_O Constant	330
KEY_OPER Constant	330
KEY_OUT Constant	331
KEY_P Constant	331
KEY_PAGEDOWN Constant	331
KEY_PAGEUP Constant	331
KEY_PASTE Constant	332
KEY_PAUSE Constant	332
KEY_PERIOD Constant	332
KEY_POWER Constant	332
KEY_PRINTSCREEN Constant	332
KEY_PRIOR Constant	333
KEY_Q Constant	333
KEY_R Constant	333
KEY_RALT Constant	333
KEY_RCTRL Constant	334
KEY_RETURN Constant	334
KEY_RETURN2 Constant	334
KEY_RGUI Constant	334
KEY_RIGHT Constant	334
KEY_RIGHTBRACKET Constant	335
KEY_RSHIFT Constant	335
KEY_S Constant	335
KEY_SCROLLLOCK Constant	335
KEY_SELECT Constant	336
KEY_SEMICOLON Constant	336
KEY_SEPARATOR Constant	336
KEY_SLASH Constant	336
KEY_SLEEP Constant	336
KEY_SOFTLEFT Constant	337
KEY_SOFTRIGHT Constant	337
KEY_SPACE Constant	337
KEY_STOP Constant	337
KEY_SYSREQ Constant	338
KEY_T Constant	338
KEY_TAB Constant	338
KEY_THOUSANDSSEPARATOR Constant	338

KEY_U Constant	338
KEY_UNDO Constant	339
KEY_UP Constant	339
KEY_V Constant	339
KEY_VOLUMEDOWN Constant	339
KEY_VOLUMEUP Constant	340
KEY_W Constant	340
KEY_WWW Constant	340
KEY_X Constant	340
KEY_Y Constant	340
KEY_Z Constant	341
KHAKI Constant	341
LAVENDER Constant	341
LAVENDERBLUSH Constant	341
LAWNGREEN Constant	342
LEMONCHIFFON Constant	342
LF Constant	342
LIGHTBLUE Constant	342
LIGHTCORAL Constant	342
LIGHTCYAN Constant	343
LIGHTGOLDENRODYELLOW Constant	343
LIGHTGRAY Constant	343
LIGHTGREEN Constant	343
LIGHTGREY Constant	344
LIGHTPINK Constant	344
LIGHTSALMON Constant	344
LIGHTSEAGREEN Constant	344
LIGHTSKYBLUE Constant	344
LIGHTSLATEGRAY Constant	345
LIGHTSLATEGREY Constant	345
LIGHTSTEELBLUE Constant	345
LIGHTYELLOW Constant	345
LIME Constant	346
LIMEGREEN Constant	346
LINEN Constant	346
LOGEXT Constant	346
LuSCANCODE_EXSEL Constant	346
MAGENTA Constant	347
MAROON Constant	347
MEDIUMAQUAMARINE Constant	347
MEDIUMBLUE Constant	347
MEDIUMORCHID Constant	348

MEDIUMPURPLE Constant	348
MEDIUMSEAGREEN Constant	348
MEDIUMSLATEBLUE Constant	348
MEDIUMSPRINGGREEN Constant	348
MEDIUMTURQUOISE Constant	349
MEDIUMVIOLETRED Constant	349
MIDNIGHTBLUE Constant	349
MINTCREAM Constant	349
MISTYROSE Constant	350
MOCCASIN Constant	350
MPGEXT Constant	350
NAN Constant	350
NAVAJOWHITE Constant	350
NAVY Constant	351
OGGEXT Constant	351
OLDLACE Constant	351
OLIVE Constant	351
OLIVEDRAB Constant	352
ORANGE Constant	352
ORANGERED Constant	352
ORCHID Constant	352
OVERLAY1 Constant	352
OVERLAY2 Constant	353
PALEGOLDENROD Constant	353
PALEGREEN Constant	353
PALETURQUOISE Constant	353
PALEVIOLETRED Constant	354
PAPAYAWHIP Constant	354
PEACHPUFF Constant	354
PERU Constant	354
PINK Constant	354
PLUM Constant	355
PNGEXT Constant	355
POWDERBLUE Constant	355
PURPLE Constant	355
RADTODEG Constant	356
REBECCAPURPLE Constant	356
RED Constant	356
RED2 Constant	356
ROSYBROWN Constant	356
ROYALBLUE Constant	357
SADDLEBROWN Constant	357

SALMON Constant	357
SANDYBROWN Constant	357
SEAGREEN Constant	358
SEASHELL Constant	358
SIENNA Constant	358
SILVER Constant	358
SKYBLUE Constant	358
SLATEBLUE Constant	359
SLATEGRAY Constant	359
SLATEGREY Constant	359
SNOW Constant	359
SPRINGGREEN Constant	360
STEELBLUE Constant	360
TAN Constant	360
TEAL Constant	360
THISTLE Constant	360
TIMER_FIXEDUPDATE_SPEED Constant	361
TIMER_UPDATE_SPEED Constant	361
TOMATO Constant	361
TURQUOISE Constant	361
VERSION_MAJOR Constant	362
VERSION_MINOR Constant	362
VERSION_PATCH Constant	362
VIDEO_SAMPLEBUFFERSIZE Constant	362
VIOLET Constant	362
WHEAT Constant	363
WHITE Constant	363
WHITE2 Constant	363
WHITESMOKE Constant	363
WINDOW_HEIGHT Constant	364
WINDOW_WIDTH Constant	364
YELLOW Constant	364
YELLOWGREEN Constant	364
Files	364
DelphiGamekit.pas	365






Index

a

1 Symbol Reference

Classes

	EBufferException (see page 15)	This is class EBufferException.
	TAIActor (see page 15)	This is class TAIActor.
	TAIEntityActor (see page 17)	This is class TAIEntityActor.
	TAIState (see page 19)	This is class TAIState.
	TAIStateMachine (see page 22)	This is class TAIStateMachine.
	TAScreenshake (see page 31)	This is class TAScreenshake.
	TActor (see page 34)	This is class TActor.
	TActorList (see page 41)	This is class TActorList.
	TActorScene (see page 45)	This is class TActorScene.
	TArchive (see page 49)	This is class TArchive.
	TArchiveFile (see page 52)	This is class TArchiveFile.
	TAsync (see page 56)	This is class TAsync.
	TAsyncThread (see page 58)	This is class TAsyncThread.
	TAudio (see page 61)	This is class TAudio.
	TBaseObject (see page 67)	This is class TBaseObject.
	TBuffer (see page 68)	This is class TBuffer.
	TCamera (see page 71)	This is class TCamera.
	TCloudDb (see page 76)	This is class TCloudDb.
	TCmdLine (see page 84)	This is class TCmdLine.
	TColor (see page 87)	This is class TColor.
	TConfigFile (see page 91)	This is class TConfigFile.
	TController (see page 96)	This is class TController.
	TEntity (see page 98)	This is class TEntity.
	TEntityActor (see page 116)	This is class TEntityActor.
	TFont (see page 119)	This is class TFont.
	TGame (see page 126)	This is class TGame.
	TGeometry (see page 141)	This is class TGeometry.
	THud (see page 143)	This is class THud.
	TInput (see page 145)	This is class TInput.
	TInputMap (see page 150)	This is class TInputMap.
	TLog (see page 154)	This is class TLog.
	TPoint (see page 157)	This is class TPoint.
	TPolyPoint (see page 160)	This is class TPolyPoint.
	TPolygon (see page 165)	This is class TPolygon.
	TPolypointTrace (see page 170)	This is class TPolypointTrace.
	TPrefs (see page 172)	This is class TPrefs.
	TRange (see page 174)	This is class TRange.
	TRect (see page 176)	This is class TRect.
	TScreenshake (see page 179)	This is class TScreenshake.
	TSpeech (see page 181)	This is class TSpeech.
	TSprite (see page 185)	This is class TSprite.
	TTexture (see page 192)	This is class TTexture.

	TTimer (see page 199)	This is class TTimer.
	TTransform (see page 201)	This is class TTransform.
	TVector (see page 206)	This is class TVector.
	TVideo (see page 213)	This is class TVideo.
	TWindow (see page 217)	This is class TWindow.

Constants

ALICEBLUE (see page 262)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 263)	This is constant ANTIQUEWHITE.
AQUA (see page 263)	This is constant AQUA.
AQUAMARINE (see page 263)	This is constant AQUAMARINE.
ARCEXT (see page 263)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC (see page 264)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN (see page 264)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT (see page 264)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP (see page 264)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX (see page 264)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING (see page 265)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE (see page 265)	This is constant AZURE.
BEIGE (see page 265)	This is constant BEIGE.
BISQUE (see page 265)	This is constant BISQUE.
BLACK (see page 266)	This is constant BLACK.
BLANCHEDALMOND (see page 266)	This is constant BLANCHEDALMOND.
BLANK (see page 266)	This is constant BLANK.
BLUE (see page 266)	This is constant BLUE.
BLUEVIOLET (see page 266)	This is constant BLUEVIOLET.
BROWN (see page 267)	This is constant BROWN.
BURLYWOOD (see page 267)	This is constant BURLYWOOD.
BUTTON_LEFT (see page 267)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE (see page 267)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT (see page 268)	This is constant BUTTON_RIGHT.
BUTTON_X1 (see page 268)	This is constant BUTTON_X1.
BUTTON_X2 (see page 268)	This is constant BUTTON_X2.
CADETBBLUE (see page 268)	This is constant CADETBBLUE.
CHARTREUSE (see page 268)	This is constant CHARTREUSE.
CHOCOLATE (see page 269)	This is constant CHOCOLATE.
COLORKEY (see page 269)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX (see page 269)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY (see page 269)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX (see page 270)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY (see page 270)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT (see page 270)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT (see page 270)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A (see page 270)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B (see page 271)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK (see page 271)	This is constant CONTROLLER_BUTTON_BACK.

CONTROLLER_BUTTON_DPAD_DOWN (see page 271)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT (see page 271)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT (see page 272)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP (see page 272)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE (see page 272)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER (see page 272)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK (see page 272)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 (see page 273)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 (see page 274)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER (see page 274)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK (see page 274)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START (see page 274)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD (see page 274)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X (see page 275)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y (see page 275)	This is constant CONTROLLER_BUTTON_Y.
CORAL (see page 275)	This is constant CORAL.
CORNFLOWERBLUE (see page 275)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 276)	This is constant CORNSILK.
CR (see page 276)	This is constant CR.
CRIMSON (see page 276)	This is constant CRIMSON.
CRLF (see page 276)	This is constant CRLF.
CYAN (see page 276)	This is constant CYAN.
DARKBLUE (see page 277)	This is constant DARKBLUE.
DARKCYAN (see page 277)	This is constant DARKCYAN.
DARKGOLDENROD (see page 277)	This is constant DARKGOLDENROD.
DARKGRAY (see page 277)	This is constant DARKGRAY.
DARKGREEN (see page 278)	This is constant DARKGREEN.
DARKGREY (see page 278)	This is constant DARKGREY.
DARKKHAKI (see page 278)	This is constant DARKKHAKI.
DARKMAGENTA (see page 278)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 278)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 279)	This is constant DARKORANGE.
DARKORCHID (see page 279)	This is constant DARKORCHID.
DARKRED (see page 279)	This is constant DARKRED.

DARKSALMON (see page 279)	This is constant DARKSALMON.
DARKSEAGREEN (see page 280)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 280)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 280)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 280)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 280)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 281)	This is constant DARKVIOLET.
DEEPPINK (see page 281)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 281)	This is constant DEEPSKYBLUE.
DEGTORAD (see page 281)	This is constant DEGTORAD.
DIMGRAY (see page 282)	This is constant DIMGRAY.
DIMWHITE (see page 282)	This is constant DIMWHITE.
DODGERBLUE (see page 282)	This is constant DODGERBLUE.
EPSILON (see page 282)	This is constant EPSILON.
FIREBRICK (see page 282)	This is constant FIREBRICK.
FLORALWHITE (see page 283)	This is constant FLORALWHITE.
FORESTGREEN (see page 283)	This is constant FORESTGREEN.
FUCHSIA (see page 283)	This is constant FUCHSIA.
GAINSBORO (see page 283)	This is constant GAINSBORO.
GHOSTWHITE (see page 284)	This is constant GHOSTWHITE.
GOLD (see page 284)	This is constant GOLD.
GOLDENROD (see page 284)	This is constant GOLDENROD.
GRAY (see page 284)	This is constant GRAY.
GREEN (see page 284)	This is constant GREEN.
GREENYELLOW (see page 285)	This is constant GREENYELLOW.
GREY (see page 285)	This is constant GREY.
HONEYDEW (see page 285)	This is constant HONEYDEW.
HOTPINK (see page 285)	This is constant HOTPINK.
INDIANRED (see page 286)	This is constant INDIANRED.
INDIGO (see page 286)	This is constant INDIGO.
INIEXT (see page 286)	This is constant INIEXT.
IVORY (see page 286)	This is constant IVORY.
KEY_0 (see page 286)	This is constant KEY_0.
KEY_1 (see page 287)	This is constant KEY_1.
KEY_2 (see page 287)	This is constant KEY_2.
KEY_3 (see page 287)	This is constant KEY_3.
KEY_4 (see page 287)	This is constant KEY_4.
KEY_5 (see page 288)	This is constant KEY_5.
KEY_6 (see page 288)	This is constant KEY_6.
KEY_7 (see page 288)	This is constant KEY_7.
KEY_8 (see page 288)	This is constant KEY_8.
KEY_9 (see page 288)	This is constant KEY_9.
KEY_A (see page 289)	This is constant KEY_A.
KEY_AC_BACK (see page 289)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS (see page 289)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD (see page 289)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME (see page 290)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH (see page 290)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH (see page 290)	This is constant KEY_AC_SEARCH.

KEY_AC_STOP (see page 290)	This is constant KEY_AC_STOP.
KEY_AGAIN (see page 290)	This is constant KEY_AGAIN.
KEY_ALTERASE (see page 291)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE (see page 291)	This is constant KEY_APOSTROPHE.
KEY_APP1 (see page 291)	This is constant KEY_APP1.
KEY_APP2 (see page 291)	This is constant KEY_APP2.
KEY_APPLICATION (see page 292)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD (see page 292)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE (see page 292)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT (see page 292)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY (see page 292)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV (see page 293)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND (see page 293)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP (see page 293)	This is constant KEY_AUDIOSTOP.
KEY_B (see page 293)	This is constant KEY_B.
KEY_BACKSLASH (see page 294)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 294)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN (see page 294)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP (see page 294)	This is constant KEY_BRIGHTNESSUP.
KEY_C (see page 294)	This is constant KEY_C.
KEY_CALCULATOR (see page 295)	This is constant KEY_CALCULATOR.
KEY_CALL (see page 295)	This is constant KEY_CALL.
KEY_CANCEL (see page 295)	This is constant KEY_CANCEL.
KEY_CAPSLOCK (see page 295)	This is constant KEY_CAPSLOCK.
KEY_CLEAR (see page 296)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN (see page 296)	This is constant KEY_CLEARAGAIN.
KEY_COMMA (see page 296)	This is constant KEY_COMMA.
KEY_COMPUTER (see page 296)	This is constant KEY_COMPUTER.
KEY_COPY (see page 296)	This is constant KEY_COPY.
KEY_CRSEL (see page 297)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT (see page 297)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT (see page 297)	This is constant KEY_CURRENCYUNIT.
KEY_CUT (see page 297)	This is constant KEY_CUT.
KEY_D (see page 298)	This is constant KEY_D.
KEY_DECIMALSEPARATOR (see page 298)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE (see page 298)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH (see page 298)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN (see page 298)	This is constant KEY_DOWN.
KEY_E (see page 299)	This is constant KEY_E.
KEY_EJECT (see page 299)	This is constant KEY_EJECT.
KEY_END (see page 299)	This is constant KEY_END.
KEY_ENDCALL (see page 299)	This is constant KEY_ENDCALL.
KEY_EQUALS (see page 300)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 300)	This is constant KEY_ESCAPE.
KEY_EXECUTE (see page 300)	This is constant KEY_EXECUTE.
KEY_F (see page 300)	This is constant KEY_F.
KEY_F1 (see page 300)	This is constant KEY_F1.
KEY_F10 (see page 301)	This is constant KEY_F10.
KEY_F11 (see page 301)	This is constant KEY_F11.

KEY_F12 (see page 301)	This is constant KEY_F12.
KEY_F13 (see page 301)	This is constant KEY_F13.
KEY_F14 (see page 302)	This is constant KEY_F14.
KEY_F15 (see page 302)	This is constant KEY_F15.
KEY_F16 (see page 302)	This is constant KEY_F16.
KEY_F17 (see page 302)	This is constant KEY_F17.
KEY_F18 (see page 302)	This is constant KEY_F18.
KEY_F19 (see page 303)	This is constant KEY_F19.
KEY_F2 (see page 303)	This is constant KEY_F2.
KEY_F20 (see page 303)	This is constant KEY_F20.
KEY_F21 (see page 303)	This is constant KEY_F21.
KEY_F22 (see page 304)	This is constant KEY_F22.
KEY_F23 (see page 304)	This is constant KEY_F23.
KEY_F24 (see page 304)	This is constant KEY_F24.
KEY_F3 (see page 304)	This is constant KEY_F3.
KEY_F4 (see page 304)	This is constant KEY_F4.
KEY_F5 (see page 305)	This is constant KEY_F5.
KEY_F6 (see page 305)	This is constant KEY_F6.
KEY_F7 (see page 305)	This is constant KEY_F7.
KEY_F8 (see page 305)	This is constant KEY_F8.
KEY_F9 (see page 306)	This is constant KEY_F9.
KEY_FIND (see page 306)	This is constant KEY_FIND.
KEY_G (see page 306)	This is constant KEY_G.
KEY_GRAVE (see page 306)	This is constant KEY_GRAVE.
KEY_H (see page 306)	This is constant KEY_H.
KEY_HELP (see page 307)	This is constant KEY_HELP.
KEY_HOME (see page 307)	This is constant KEY_HOME.
KEY_I (see page 307)	This is constant KEY_I.
KEY_INSERT (see page 307)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 (see page 308)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 (see page 308)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 (see page 308)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 (see page 308)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 (see page 308)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 (see page 309)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 (see page 309)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 (see page 309)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 (see page 309)	This is constant KEY_INTERNATIONAL9.
KEY_J (see page 310)	This is constant KEY_J.
KEY_K (see page 310)	This is constant KEY_K.
KEY_KBDILLUMDOWN (see page 310)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE (see page 310)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP (see page 310)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 (see page 311)	This is constant KEY_KP_0.
KEY_KP_00 (see page 311)	This is constant KEY_KP_00.
KEY_KP_000 (see page 311)	This is constant KEY_KP_000.
KEY_KP_1 (see page 311)	This is constant KEY_KP_1.
KEY_KP_2 (see page 312)	This is constant KEY_KP_2.
KEY_KP_3 (see page 312)	This is constant KEY_KP_3.

KEY_KP_4 (see page 312)	This is constant KEY_KP_4.
KEY_KP_5 (see page 312)	This is constant KEY_KP_5.
KEY_KP_6 (see page 312)	This is constant KEY_KP_6.
KEY_KP_7 (see page 313)	This is constant KEY_KP_7.
KEY_KP_8 (see page 313)	This is constant KEY_KP_8.
KEY_KP_9 (see page 313)	This is constant KEY_KP_9.
KEY_KP_A (see page 313)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND (see page 314)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT (see page 314)	This is constant KEY_KP_AT.
KEY_KP_B (see page 314)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE (see page 314)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY (see page 314)	This is constant KEY_KP_BINARY.
KEY_KP_C (see page 315)	This is constant KEY_KP_C.
KEY_KP_CLEAR (see page 315)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY (see page 315)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON (see page 315)	This is constant KEY_KP_COLON.
KEY_KP_COMMA (see page 316)	This is constant KEY_KP_COMMA.
KEY_KP_D (see page 316)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND (see page 316)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR (see page 316)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL (see page 316)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE (see page 317)	This is constant KEY_KP_DIVIDE.
KEY_KP_E (see page 317)	This is constant KEY_KP_E.
KEY_KP_ENTER (see page 317)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS (see page 317)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 (see page 318)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM (see page 318)	This is constant KEY_KP_EXCLAM.
KEY_KP_F (see page 318)	This is constant KEY_KP_F.
KEY_KP_GREATER (see page 318)	This is constant KEY_KP_GREATER.
KEY_KP_HASH (see page 318)	This is constant KEY_KP_HASH.
KEY_KP_HEXADecimal (see page 319)	This is constant KEY_KP_HEXADecimal.
KEY_KP_LEFTBRACE (see page 319)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN (see page 319)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS (see page 319)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD (see page 320)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR (see page 320)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE (see page 320)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY (see page 320)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL (see page 320)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE (see page 321)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT (see page 321)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS (see page 321)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY (see page 321)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL (see page 322)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT (see page 322)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD (see page 322)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS (see page 322)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS (see page 322)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER (see page 323)	This is constant KEY_KP_POWER.

KEY_KP_RIGHTBRACE (see page 323)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN (see page 323)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE (see page 323)	This is constant KEY_KP_SPACE.
KEY_KP_TAB (see page 324)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR (see page 324)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR (see page 324)	This is constant KEY_KP_XOR.
KEY_L (see page 324)	This is constant KEY_L.
KEY_LALT (see page 324)	This is constant KEY_LALT.
KEY_LANG1 (see page 325)	This is constant KEY_LANG1.
KEY_LANG2 (see page 325)	This is constant KEY_LANG2.
KEY_LANG3 (see page 325)	This is constant KEY_LANG3.
KEY_LANG4 (see page 325)	This is constant KEY_LANG4.
KEY_LANG5 (see page 326)	This is constant KEY_LANG5.
KEY_LANG6 (see page 326)	This is constant KEY_LANG6.
KEY_LANG7 (see page 326)	This is constant KEY_LANG7.
KEY_LANG8 (see page 326)	This is constant KEY_LANG8.
KEY_LANG9 (see page 326)	This is constant KEY_LANG9.
KEY_LCTRL (see page 327)	This is constant KEY_LCTRL.
KEY_LEFT (see page 327)	This is constant KEY_LEFT.
KEY_LEFTBRACKET (see page 327)	This is constant KEY_LEFTBRACKET.
KEY_LGUI (see page 327)	This is constant KEY_LGUI.
KEY_LSHIFT (see page 328)	This is constant KEY_LSHIFT.
KEY_M (see page 328)	This is constant KEY_M.
KEY_MAIL (see page 328)	This is constant KEY_MAIL.
KEY_MEDIASELECT (see page 328)	This is constant KEY_MEDIASELECT.
KEY_MENU (see page 328)	This is constant KEY_MENU.
KEY_MINUS (see page 329)	This is constant KEY_MINUS.
KEY_MODE (see page 329)	This is constant KEY_MODE.
KEY_MUTE (see page 329)	This is constant KEY_MUTE.
KEY_N (see page 329)	This is constant KEY_N.
KEY_NONUSBACKSLASH (see page 330)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH (see page 330)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR (see page 330)	This is constant KEY_NUMLOCKCLEAR.
KEY_O (see page 330)	This is constant KEY_O.
KEY_OPER (see page 330)	This is constant KEY_OPER.
KEY_OUT (see page 331)	This is constant KEY_OUT.
KEY_P (see page 331)	This is constant KEY_P.
KEY_PAGEDOWN (see page 331)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP (see page 331)	This is constant KEY_PAGEUP.
KEY_PASTE (see page 332)	This is constant KEY_PASTE.
KEY_PAUSE (see page 332)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 332)	This is constant KEY_PERIOD.
KEY_POWER (see page 332)	This is constant KEY_POWER.
KEY_PRINTSCREEN (see page 332)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR (see page 333)	This is constant KEY_PRIOR.
KEY_Q (see page 333)	This is constant KEY_Q.
KEY_R (see page 333)	This is constant KEY_R.
KEY_RALT (see page 333)	This is constant KEY_RALT.
KEY_RCTRL (see page 334)	This is constant KEY_RCTRL.

KEY_RETURN (see page 334)	This is constant KEY_RETURN.
KEY_RETURN2 (see page 334)	This is constant KEY_RETURN2.
KEY_RGUI (see page 334)	This is constant KEY_RGUI.
KEY_RIGHT (see page 334)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET (see page 335)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT (see page 335)	This is constant KEY_RSHIFT.
KEY_S (see page 335)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 335)	This is constant KEY_SCROLLLOCK.
KEY_SELECT (see page 336)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 336)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR (see page 336)	This is constant KEY_SEPARATOR.
KEY_SLASH (see page 336)	This is constant KEY_SLASH.
KEY_SLEEP (see page 336)	This is constant KEY_SLEEP.
KEY_SOFTLEFT (see page 337)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT (see page 337)	This is constant KEY_SOFTRIGHT.
KEY_SPACE (see page 337)	This is constant KEY_SPACE.
KEY_STOP (see page 337)	This is constant KEY_STOP.
KEY_SYSREQ (see page 338)	This is constant KEY_SYSREQ.
KEY_T (see page 338)	This is constant KEY_T.
KEY_TAB (see page 338)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR (see page 338)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U (see page 338)	This is constant KEY_U.
KEY_UNDO (see page 339)	This is constant KEY_UNDO.
KEY_UP (see page 339)	This is constant KEY_UP.
KEY_V (see page 339)	This is constant KEY_V.
KEY_VOLUMEDOWN (see page 339)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP (see page 340)	This is constant KEY_VOLUMEUP.
KEY_W (see page 340)	This is constant KEY_W.
KEY_WWW (see page 340)	This is constant KEY_WWW.
KEY_X (see page 340)	This is constant KEY_X.
KEY_Y (see page 340)	This is constant KEY_Y.
KEY_Z (see page 341)	This is constant KEY_Z.
KHAKI (see page 341)	This is constant KHAKI.
LAVENDER (see page 341)	This is constant LAVENDER.
LAVENDERBLUSH (see page 341)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 342)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 342)	This is constant LEMONCHIFFON.
LF (see page 342)	This is constant LF.
LIGHTBLUE (see page 342)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 342)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 343)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 343)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 343)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 343)	This is constant LIGHTGREEN.
LIGHTGREY (see page 344)	This is constant LIGHTGREY.
LIGHTPINK (see page 344)	This is constant LIGHTPINK.
LIGHTSALMON (see page 344)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 344)	This is constant LIGHTSEAGREEN.




LIGHTSKYBLUE (see page 344)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 345)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 345)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 345)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 345)	This is constant LIGHTYELLOW.
LIME (see page 346)	This is constant LIME.
LIMEGREEN (see page 346)	This is constant LIMEGREEN.
LINEN (see page 346)	This is constant LINEN.
LOGEXT (see page 346)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 346)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 347)	This is constant MAGENTA.
MAROON (see page 347)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 347)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 347)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 348)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 348)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 348)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 348)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 348)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 349)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 349)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 349)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 349)	This is constant MINTCREAM.
MISTYROSE (see page 350)	This is constant MISTYROSE.
MOCCASIN (see page 350)	This is constant MOCCASIN.
MPGEXT (see page 350)	This is constant MPGEXT.
NAN (see page 350)	This is constant NAN.
NAVAJOWHITE (see page 350)	This is constant NAVAJOWHITE.
NAVY (see page 351)	This is constant NAVY.
OGGEXT (see page 351)	This is constant OGGEXT.
OLDLACE (see page 351)	This is constant OLDLACE.
OLIVE (see page 351)	This is constant OLIVE.
OLIVEDRAB (see page 352)	This is constant OLIVEDRAB.
ORANGE (see page 352)	This is constant ORANGE.
ORANGERED (see page 352)	This is constant ORANGERED.
ORCHID (see page 352)	This is constant ORCHID.
OVERLAY1 (see page 352)	This is constant OVERLAY1.
OVERLAY2 (see page 353)	This is constant OVERLAY2.
PALEGOLDENROD (see page 353)	This is constant PALEGOLDENROD.
PALEGREEN (see page 353)	This is constant PALEGREEN.
PALETURQUOISE (see page 353)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 354)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 354)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 354)	This is constant PEACHPUFF.
PERU (see page 354)	This is constant PERU.
PINK (see page 354)	This is constant PINK.
PLUM (see page 355)	This is constant PLUM.
PNGEXT (see page 355)	This is constant PNGEXT.
POWDERBLUE (see page 355)	This is constant POWDERBLUE.










PURPLE (see page 355)	This is constant PURPLE.
RADTODEG (see page 356)	This is constant RADTODEG.
REBECCAPURPLE (see page 356)	This is constant REBECCAPURPLE.
RED (see page 356)	This is constant RED.
RED2 (see page 356)	This is constant RED2.
ROSYBROWN (see page 356)	This is constant ROSYBROWN.
ROYALBLUE (see page 357)	This is constant ROYALBLUE.
SADDLEBROWN (see page 357)	This is constant SADDLEBROWN.
SALMON (see page 357)	This is constant SALMON.
SANDYBROWN (see page 357)	This is constant SANDYBROWN.
SEAGREEN (see page 358)	This is constant SEAGREEN.
SEASHELL (see page 358)	This is constant SEASHELL.
SIENNA (see page 358)	This is constant SIENNA.
SILVER (see page 358)	This is constant SILVER.
SKYBLUE (see page 358)	This is constant SKYBLUE.
SLATEBLUE (see page 359)	This is constant SLATEBLUE.
SLATEGRAY (see page 359)	This is constant SLATEGRAY.
SLATEGREY (see page 359)	This is constant SLATEGREY.
SNOW (see page 359)	This is constant SNOW.
SPRINGGREEN (see page 360)	This is constant SPRINGGREEN.
STEELBLUE (see page 360)	This is constant STEELBLUE.
TAN (see page 360)	This is constant TAN.
TEAL (see page 360)	This is constant TEAL.
THISTLE (see page 360)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED (see page 361)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED (see page 361)	This is constant TIMER_UPDATE_SPEED.
TOMATO (see page 361)	This is constant TOMATO.
TURQUOISE (see page 361)	This is constant TURQUOISE.
VERSION_MAJOR (see page 362)	This is constant VERSION_MAJOR.
VERSION_MINOR (see page 362)	This is constant VERSION_MINOR.
VERSION_PATCH (see page 362)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE (see page 362)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET (see page 362)	This is constant VIOLET.
WHEAT (see page 363)	This is constant WHEAT.
WHITE (see page 363)	This is constant WHITE.
WHITE2 (see page 363)	This is constant WHITE2.
WHITESMOKE (see page 363)	This is constant WHITESMOKE.
WINDOW_HEIGHT (see page 364)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH (see page 364)	This is constant WINDOW_WIDTH.
YELLOW (see page 364)	This is constant YELLOW.
YELLOWGREEN (see page 364)	This is constant YELLOWGREEN.

Files

DelphiGamekit.pas (see page 365)	This is file DelphiGamekit.pas.
-----------------------------------	---------------------------------

Structs, Records, Enums

	TActorMessage (see page 244)	This is record TActorMessage.
	TAudioFading (see page 245)	This is record TAudioFading.
	TBlendMode (see page 245)	This is record TBlendMode.

	TEaseType (see page 245)	This is record TEaseType.
	TFlipMode (see page 246)	This is record TFlipMode.
	THAlign (see page 246)	This is record THAlign.
	TInputDevice (see page 246)	This is record TInputDevice.
	TLineIntersection (see page 247)	This is record TLineIntersection.
	TSpeechVoiceAttribute (see page 247)	This is record TSpeechVoiceAttribute.
	TTextureAccess (see page 247)	This is record TTextureAccess.
	TVAlign (see page 248)	This is record TVAlign.
	TVideoStatus (see page 248)	This is record TVideoStatus.
















Types

PActorMessage (see page 249)	This is type PActorMessage.
PColor (see page 249)	This is type PColor.
PPoint (see page 249)	This is type PPoint.
PRange (see page 249)	This is type PRange.
PRect (see page 249)	This is type PRect.
PTransform (see page 250)	This is type PTransform.
PVector (see page 250)	This is type PVector.
PVideo (see page 250)	This is type PVideo.
TActorAttributeSet (see page 250)	This is type TActorAttributeSet.
TActorSceneEvent (see page 251)	This is type TActorSceneEvent.
TAsyncProc (see page 251)	This is type TAsyncProc.
TCaptureConsoleOutputEvent (see page 251)	This is type TCaptureConsoleOutputEvent.
TGameClass (see page 251)	This is type TGameClass.
TMusic (see page 251)	This is type TMusic.
TSound (see page 252)	This is type TSound.

Variables

Game (see page 252)	This is variable Game.
Marshaller (see page 252)	This is variable Marshaller.

Functions

	AddSelfToUserPath (see page 225)	This is function AddSelfToUserPath.
	AngleCos (see page 226)	This is function AngleCos.
	AngleDiff (see page 226)	This is function AngleDiff.
	AngleRotatePos (see page 226)	This is function AngleRotatePos.
	AngleSin (see page 226)	This is function AngleSin.
	CaptureConsoleOutput (see page 227)	This is function CaptureConsoleOutput.
	CircleInRectangle (see page 227)	This is function CircleInRectangle.
	CirclesOverlap (see page 227)	This is function CirclesOverlap.
	ClipVaLue (see page 227)	This is function ClipVaLue.
	ClipVaLuef (see page 228)	This is function ClipVaLuef.
	CreateDirsInPath (see page 228)	This is function CreateDirsInPath.
	EasePosition (see page 228)	This is function EasePosition.
	EaseValue (see page 229)	This is function EaseValue.
	ExpandRelDirectory (see page 229)	This is function ExpandRelDirectory.
	ExpandRelFilename (see page 229)	This is function ExpandRelFilename.

✦	ExtractRelativeDirectory (see page 229)	This is function ExtractRelativeDirectory.
✦	ExtractRelativeFilename (see page 230)	This is function ExtractRelativeFilename.
✦	FreeNilObject (see page 230)	This is function FreeNilObject.
✦	GetDirName (see page 230)	This is function GetDirName.
✦	GetEnvVarValue (see page 230)	This is function GetEnvVarValue.
✦	GetExeBasePath (see page 231)	This is function GetExeBasePath.
✦	GetExePath (see page 231)	This is function GetExePath.
✦	GetFileRWops (see page 231)	This is function GetFileRWops.
✦	GetMemRWops (see page 231)	This is function GetMemRWops.
✦	GetRandomSeed (see page 232)	This is function GetRandomSeed.
✦	GetSemVerStr (see page 232)	This is function GetSemVerStr.
✦	GetUUID (see page 232)	This is function GetUUID.
✦	GetVersionInfo (see page 232)	This is function GetVersionInfo.
✦	GetVersionInfo (see page 233)	This is function GetVersionInfo.
✦	HasConsoleOutput (see page 233)	This is function HasConsoleOutput.
✦	HttpGet (see page 233)	This is function HttpGet.
✦	IsCurrentDir (see page 233)	This is function IsCurrentDir.
✦	IsSingleInstance (see page 234)	This is function IsSingleInstance.
✦	IsValidFilename (see page 234)	This is function IsValidFilename.
✦	Lerp (see page 234)	This is function Lerp.
✦	LineIntersection (see page 234)	This is function LineIntersection.
✦	Pause (see page 235)	This is function Pause.
✦	PointInCircle (see page 235)	This is function PointInCircle.
✦	PointInRectangle (see page 235)	This is function PointInRectangle.
✦	PointInTriangle (see page 236)	This is function PointInTriangle.
✦	Print (see page 236)	This is function Print.
✦	Print (see page 236)	This is function Print.
✦	PrintLn (see page 236)	This is function PrintLn.
✦	PrintLn (see page 237)	This is function PrintLn.
✦	PrintLn (see page 237)	This is function PrintLn.
✦	ProcessMessages (see page 237)	This is function ProcessMessages.
✦	RadiusOverlap (see page 237)	This is function RadiusOverlap.
✦	RandomBool (see page 238)	This is function RandomBool.
✦	RandomRange (see page 238)	This is function RandomRange.
✦	RandomRangeF (see page 238)	This is function RandomRangeF.
✦	ReadStringFromStream (see page 238)	This is function ReadStringFromStream.
✦	RectangleIntersection (see page 239)	This is function RectangleIntersection.
✦	RectanglesOverlap (see page 239)	This is function RectanglesOverlap.
✦	RemoveDuplicates (see page 239)	This is function RemoveDuplicates.
✦	RemoveDuplicates2 (see page 239)	This is function RemoveDuplicates2.
✦	RemoveQuotes (see page 240)	This is function RemoveQuotes.
✦	RemoveSelfFromUserPath (see page 240)	This is function RemoveSelfFromUserPath.
✦	ResourceExists (see page 240)	This is function ResourceExists.
✦	RunGame (see page 240)	This is function RunGame.

≡	SameSign (see page 241)	This is function SameSign.
≡	SameSignf (see page 241)	This is function SameSignf.
≡	SameVaLue (see page 241)	This is function SameVaLue.
≡	SameVaLuef (see page 241)	This is function SameVaLuef.
≡	SetEnvVarValue (see page 242)	This is function SetEnvVarValue.
≡	SetGlobalEnvironment (see page 242)	This is function SetGlobalEnvironment.
≡	SetRandomSeed (see page 242)	This is function SetRandomSeed.
≡	ShellOpen (see page 242)	This is function ShellOpen.
≡	SmoothMove (see page 243)	This is function SmoothMove.
≡	UnitToScalarValue (see page 243)	This is function UnitToScalarValue.
≡	WaitForAnyKey (see page 243)	This is function WaitForAnyKey.
≡	WasRunFromConsole (see page 243)	This is function WasRunFromConsole.
≡	WriteStringToStream (see page 244)	This is function WriteStringToStream.

1.1 Classes


















The following table lists classes in this documentation.

Classes

✚	EBufferException (see page 15)	This is class EBufferException.
✚	TAIActor (see page 15)	This is class TIAActor.
✚	TAIEntityActor (see page 17)	This is class TAIEntityActor.
✚	TAIState (see page 19)	This is class TAIState.
✚	TAIStateMachine (see page 22)	This is class TAIStateMachine.
✚	TAScreenshake (see page 31)	This is class TAScreenshake.
✚	TActor (see page 34)	This is class TActor.
✚	TActorList (see page 41)	This is class TActorList.
✚	TActorScene (see page 45)	This is class TActorScene.
✚	TArchive (see page 49)	This is class TArchive.
✚	TArchiveFile (see page 52)	This is class TArchiveFile.
✚	TAsyncThread (see page 58)	This is class TAsyncThread.
✚	TBaseObject (see page 67)	This is class TBaseObject.
✚	TBuffer (see page 68)	This is class TBuffer.
✚	TCamera (see page 71)	This is class TCamera.
✚	TCloudDb (see page 76)	This is class TCloudDb.
✚	TConfigFile (see page 91)	This is class TConfigFile.
✚	TEntity (see page 98)	This is class TEntity.
✚	TEntityActor (see page 116)	This is class TEntityActor.
✚	TFont (see page 119)	This is class TFont.
✚	TGame (see page 126)	This is class TGame.
✚	TGeometry (see page 141)	This is class TGeometry.
✚	TInputMap (see page 150)	This is class TInputMap.
✚	TPolyPoint (see page 160)	This is class TPolyPoint.
✚	TPolygon (see page 165)	This is class TPolygon.
✚	TSprite (see page 185)	This is class TSprite.

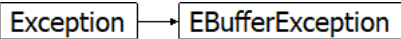
	TTexture (see page 192)	This is class TTexture.
---	--------------------------	-------------------------

Records

	TAsync (see page 56)	This is class TAsync.
	TAudio (see page 61)	This is class TAudio.
	TCmdLine (see page 84)	This is class TCmdLine.
	TColor (see page 87)	This is class TColor.
	TController (see page 96)	This is class TController.
	THud (see page 143)	This is class THud.
	TInput (see page 145)	This is class TInput.
	TLog (see page 154)	This is class TLog.
	TPoint (see page 157)	This is class TPoint.
	TPolypointTrace (see page 170)	This is class TPolypointTrace.
	TPrefs (see page 172)	This is class TPrefs.
	TRange (see page 174)	This is class TRange.
	TRect (see page 176)	This is class TRect.
	TScreenshake (see page 179)	This is class TScreenshake.
	TSpeech (see page 181)	This is class TSpeech.
	TTimer (see page 199)	This is class TTimer.
	TTransform (see page 201)	This is class TTransform.
	TVector (see page 206)	This is class TVector.
	TVideo (see page 213)	This is class TVideo.
	TWindow (see page 217)	This is class TWindow.

1.1.1 EBufferException

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

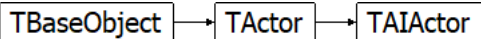
```
EBufferException = class(Exception);
```

Description

This is class EBufferException.

1.1.2 TAIActor

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is class TAIActor.

1.1.2.1 TAIActor Fields

The fields of the TAIActor class are listed here.

Fields

	FStateMachine (see page 16)	This is FStateMachine, a member of class TAIActor.
---	------------------------------	--

1.1.2.1.1 TAIActor.FStateMachine

File: DelphiGamekit.pas (see page 365)

Delphi

```
FStateMachine: TAIStateMachine;
```





Description

This is FStateMachine, a member of class TAIActor.

1.1.2.2 TAIActor Methods

The methods of the TAIActor class are listed here.

Methods

	Create (see page 16)	This is Create, a member of class TAIActor.
	Destroy (see page 16)	This is Destroy, a member of class TAIActor.
	OnRender (see page 17)	This is OnRender, a member of class TAIActor.
	OnUpdate (see page 17)	This is OnUpdate, a member of class TAIActor.

1.1.2.2.1 TAIActor.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIActor.

1.1.2.2.2 TAIActor.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIActor.

1.1.2.2.3 TAIActor.OnRender

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TAIActor.

1.1.2.2.4 TAIActor.OnUpdate

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnUpdate, a member of class TAIActor.

1.1.2.3 TAIActor Properties

The properties of the TAIActor class are listed here.

Properties



StateMachine (see page 17)

This is StateMachine, a member of class TAIActor.

1.1.2.3.1 TAIActor.StateMachine

File: DelphiGamekit.pas (see page 365)

Delphi

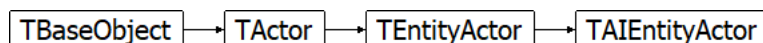
```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIActor.

1.1.3 TAIEntityActor

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is class TAIEntityActor.

1.1.3.1 TAIEntityActor Fields

The fields of the TAIEntityActor class are listed here.

Fields

	FStateMachine (see page 18)	This is FStateMachine, a member of class TAIEntityActor.
---	------------------------------	--

1.1.3.1.1 TAIEntityActor.FStateMachine

File: DelphiGamekit.pas (see page 365)

Delphi

```
FStateMachine: TAIStateMachine;
```





Description

This is FStateMachine, a member of class TAIEntityActor.

1.1.3.2 TAIEntityActor Methods

The methods of the TAIEntityActor class are listed here.

Methods

	Create (see page 18)	This is Create, a member of class TAIEntityActor.
	Destroy (see page 18)	This is Destroy, a member of class TAIEntityActor.
	OnRender (see page 18)	This is OnRender, a member of class TAIEntityActor.
	OnUpdate (see page 19)	This is OnUpdate, a member of class TAIEntityActor.

1.1.3.2.1 TAIEntityActor.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIEntityActor.

1.1.3.2.2 TAIEntityActor.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIEntityActor.

1.1.3.2.3 TAIEntityActor.OnRender

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnRender; override;
```


Description

This is OnRender, a member of class TAIEntityActor.

1.1.3.2.4 TAIEntityActor.OnUpdate

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnUpdate, a member of class TAIEntityActor.

1.1.3.3 TAIEntityActor Properties

The properties of the TAIEntityActor class are listed here.

Properties

StateMachine (see page 19)

This is StateMachine, a member of class TAIEntityActor.

1.1.3.3.1 TAIEntityActor.StateMachine

File: DelphiGamekit.pas (see page 365)

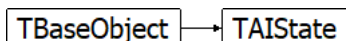
Delphi

```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIEntityActor.

1.1.4 TAIState

Class Hierarchy

File: DelphiGamekit.pas (see page 365)

Delphi

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




Description

This is class TAIState.

1.1.4.1 TAIState Fields

The fields of the TAIState class are listed here.

Fields

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

1.1.4.1.1 TAIState.FChildren

File: DelphiGamekit.pas (see page 365)

Delphi

```
FChildren: TActorList;
```

Description

This is FChildren, a member of class TAIState.

1.1.4.1.2 TAIState.FOwner

File: DelphiGamekit.pas (see page 365)

Delphi

```
FOwner: TObject;
```

Description

This is FOwner, a member of class TAIState.

1.1.4.1.3 TAIState.FStateMachine

File: DelphiGamekit.pas (see page 365)

Delphi

```
FStateMachine: TAIStateMachine;
```







Description

This is FStateMachine, a member of class TAIState.

1.1.4.2 TAIState Methods

The methods of the TAIState class are listed here.

Methods

	Create (see page 20)	This is Create, a member of class TAIState.
	Destroy (see page 21)	This is Destroy, a member of class TAIState.
	OnEnter (see page 21)	This is OnEnter, a member of class TAIState.
	OnExit (see page 21)	This is OnExit, a member of class TAIState.
	OnRender (see page 21)	This is OnRender, a member of class TAIState.
	OnUpdate (see page 21)	This is OnUpdate, a member of class TAIState.

1.1.4.2.1 TAIState.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIState.

1.1.4.2.2 TAIState.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIState.

1.1.4.2.3 TAIState.OnEnter

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnEnter; virtual;
```

Description

This is OnEnter, a member of class TAIState.

1.1.4.2.4 TAIState.OnExit

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnExit; virtual;
```

Description

This is OnExit, a member of class TAIState.

1.1.4.2.5 TAIState.OnRender

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TAIState.

1.1.4.2.6 TAIState.OnUpdate

File: DelphiGamekit.pas (see page 365)

Delphi

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




Description

This is OnUpdate, a member of class TAIState.

1.1.4.3 TAIState Properties

The properties of the TAIState class are listed here.

Properties

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

1.1.4.3.1 TAIState.Children

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Children: TActorList;
```

Description

This is Children, a member of class TAIState.

1.1.4.3.2 TAIState.Owner

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Owner: TObject;
```

Description

This is Owner, a member of class TAIState.

1.1.4.3.3 TAIState.StateMachine

File: DelphiGamekit.pas (see page 365)

Delphi

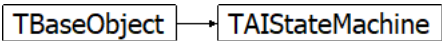
```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIState.

1.1.5 TAIStateMachine

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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







Description

This is class TAIStateMachine.

1.1.5.1 TAIStateMachine Fields

The fields of the TAIStateMachine class are listed here.

Fields

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

1.1.5.1.1 TAIStateMachine.FCurrentState

File: DelphiGamekit.pas (see page 365)

Delphi

```
FCurrentState: TAIState;
```

Description

This is FCurrentState, a member of class TAIStateMachine.

1.1.5.1.2 TAIStateMachine.FGlobalState

File: DelphiGamekit.pas (see page 365)

Delphi

```
FGlobalState: TAIState;
```

Description

This is FGlobalState, a member of class TAIStateMachine.

1.1.5.1.3 TAIStateMachine.FOwner

File: DelphiGamekit.pas (see page 365)

Delphi

```
FOwner: TActor;
```

Description

This is FOwner, a member of class TAIStateMachine.

1.1.5.1.4 TAIStateMachine.FPreviousState

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPreviousState: TAIState;
```

Description

This is FPreviousState, a member of class TAIStateMachine.

1.1.5.1.5 TAIStateMachine.FStateIndex

File: DelphiGamekit.pas (see page 365)

Delphi

```
FStateIndex: Integer;
```

Description

This is FStateIndex, a member of class TAIStateMachine.

1.1.5.1.6 TAIStateMachine.FStateList

File: DelphiGamekit.pas (see page 365)

Delphi

```
FStateList: TObjectList;
```

Description

This is FStateList, a member of class TAIStateMachine.

1.1.5.2 TAIStateMachine Methods

The methods of the TAIStateMachine class are listed here.

Methods

≡	AddState (see page 25)	This is AddState, a member of class TAIStateMachine.
≡	ChangeState (see page 25)	This is ChangeState, a member of class TAIStateMachine.
≡	ChangeStateObj (see page 25)	This is ChangeStateObj, a member of class TAIStateMachine.
≡	ClearStates (see page 25)	This is ClearStates, a member of class TAIStateMachine.
≡	Create (see page 25)	This is Create, a member of class TAIStateMachine.
≡	Destroy (see page 26)	This is Destroy, a member of class TAIStateMachine.
≡	GetCurrentState (see page 26)	This is GetCurrentState, a member of class TAIStateMachine.
≡	GetGlobalState (see page 26)	This is GetGlobalState, a member of class TAIStateMachine.
≡	GetPreviousState (see page 26)	This is GetPreviousState, a member of class TAIStateMachine.
≡	GetStateCount (see page 26)	This is GetStateCount, a member of class TAIStateMachine.
≡	GetStateIndex (see page 26)	This is GetStateIndex, a member of class TAIStateMachine.
≡	GetStates (see page 27)	This is GetStates, a member of class TAIStateMachine.
≡	NextState (see page 27)	This is NextState, a member of class TAIStateMachine.
≡	PrevState (see page 27)	This is PrevState, a member of class TAIStateMachine.
≡	RemoveState (see page 27)	This is RemoveState, a member of class TAIStateMachine.
≡	RemoveStateObj (see page 27)	This is RemoveStateObj, a member of class TAIStateMachine.
≡	Render (see page 28)	This is Render, a member of class TAIStateMachine.
≡	RevertToPreviousState (see page 28)	This is RevertToPreviousState, a member of class TAIStateMachine.
≡	SetCurrentState (see page 28)	This is SetCurrentState, a member of class TAIStateMachine.
≡	SetCurrentStateObj (see page 28)	This is SetCurrentStateObj, a member of class TAIStateMachine.
≡	SetGlobalState (see page 28)	This is SetGlobalState, a member of class TAIStateMachine.
≡	SetGlobalStateObj (see page 29)	This is SetGlobalStateObj, a member of class TAIStateMachine.
≡	SetPreviousState (see page 29)	This is SetPreviousState, a member of class TAIStateMachine.
≡	SetPreviousStateObj (see page 29)	This is SetPreviousStateObj, a member of class TAIStateMachine.
≡	Update (see page 29)	This is Update, a member of class TAIStateMachine.

1.1.5.2.1 TAIStateMachine.AddState

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is AddState, a member of class TAIStateMachine.

1.1.5.2.2 TAIStateMachine.ChangeState

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is ChangeState, a member of class TAIStateMachine.

1.1.5.2.3 TAIStateMachine.ChangeStateObj

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is ChangeStateObj, a member of class TAIStateMachine.

1.1.5.2.4 TAIStateMachine.ClearStates

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure ClearStates;
```

Description

This is ClearStates, a member of class TAIStateMachine.

1.1.5.2.5 TAIStateMachine.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIStateMachine.

1.1.5.2.6 TAIStateMachine.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIStateMachine.

1.1.5.2.7 TAIStateMachine.GetCurrentState

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetCurrentState: Integer;
```

Description

This is GetCurrentState, a member of class TAIStateMachine.

1.1.5.2.8 TAIStateMachine.GetGlobalState

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetGlobalState: Integer;
```

Description

This is GetGlobalState, a member of class TAIStateMachine.

1.1.5.2.9 TAIStateMachine.GetPreviousState

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetPreviousState: Integer;
```

Description

This is GetPreviousState, a member of class TAIStateMachine.

1.1.5.2.10 TAIStateMachine.GetStateCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetStateCount: Integer;
```

Description

This is GetStateCount, a member of class TAIStateMachine.

1.1.5.2.11 TAIStateMachine.GetStateIndex

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetStateIndex: Integer;
```

Description

This is GetStateIndex, a member of class TAIStateMachine.

1.1.5.2.12 TAIStateMachine.GetStates

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetStates, a member of class TAIStateMachine.

1.1.5.2.13 TAIStateMachine.NextState

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is NextState, a member of class TAIStateMachine.

1.1.5.2.14 TAIStateMachine.PrevState

File: DelphiGamekit.pas (see page 365)

Delphi

```
function PrevState(  
    const aWrap: Boolean  
): Integer;
```

Description

This is PrevState, a member of class TAIStateMachine.

1.1.5.2.15 TAIStateMachine.RemoveState

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RemoveState, a member of class TAIStateMachine.

1.1.5.2.16 TAIStateMachine.RemoveStateObj

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RemoveStateObj, a member of class TAIStateMachine.

1.1.5.2.17 TAIStateMachine.Render

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class TAIStateMachine.

1.1.5.2.18 TAIStateMachine.RevertToPreviousState

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure RevertToPreviousState;
```

Description

This is RevertToPreviousState, a member of class TAIStateMachine.

1.1.5.2.19 TAIStateMachine.SetCurrentState

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetCurrentState, a member of class TAIStateMachine.

1.1.5.2.20 TAIStateMachine.SetCurrentStateObj

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetCurrentStateObj, a member of class TAIStateMachine.

1.1.5.2.21 TAIStateMachine.SetGlobalState

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetGlobalState, a member of class TAIStateMachine.

1.1.5.2.22 TAIStateMachine.SetGlobalStateObj

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetGlobalStateObj, a member of class TAIStateMachine.

1.1.5.2.23 TAIStateMachine.SetPreviousState

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetPreviousState, a member of class TAIStateMachine.

1.1.5.2.24 TAIStateMachine.SetPreviousStateObj

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetPreviousStateObj, a member of class TAIStateMachine.

1.1.5.2.25 TAIStateMachine.Update

File: DelphiGamekit.pas (see page 365)

Delphi

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








Description

This is Update, a member of class TAIStateMachine.

1.1.5.3 TAIStateMachine Properties

The properties of the TAIStateMachine class are listed here.

Properties

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

1.1.5.3.1 TAIStateMachine.CurrentState

File: DelphiGamekit.pas (see page 365)

Delphi

```
property CurrentState: Integer;
```

Description

This is CurrentState, a member of class TAIStateMachine.

1.1.5.3.2 TAIStateMachine.GlobalState

File: DelphiGamekit.pas (see page 365)

Delphi

```
property GlobalState: Integer;
```

Description

This is GlobalState, a member of class TAIStateMachine.

1.1.5.3.3 TAIStateMachine.Owner

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Owner: TActor;
```

Description

This is Owner, a member of class TAIStateMachine.

1.1.5.3.4 TAIStateMachine.PreviousState

File: DelphiGamekit.pas (see page 365)

Delphi

```
property PreviousState: Integer;
```

Description

This is PreviousState, a member of class TAIStateMachine.

1.1.5.3.5 TAIStateMachine.StateCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
property StateCount: Integer;
```

Description

This is StateCount, a member of class TAIStateMachine.

1.1.5.3.6 TAIStateMachine.StateIndex

File: DelphiGamekit.pas (see page 365)

Delphi

```
property StateIndex: Integer;
```

Description

This is StateIndex, a member of class TAIStateMachine.

1.1.5.3.7 TAIStateMachine.States

File: DelphiGamekit.pas (see page 365)

Delphi

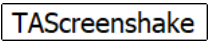
```
property States [aIndex: Integer]: TAIState;
```

Description

This is States, a member of class TAIStateMachine.

1.1.6 TAScreenshake

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TAScreenshake = class;
```

Description



This is class TAScreenshake.

1.1.6.1 TAScreenshake Fields

The fields of the TAScreenshake class are listed here.

Fields

	FActive (see page 32)	This is FActive, a member of class TAScreenshake.
	FDuration (see page 32)	This is FDuration, a member of class TAScreenshake.
	FMagnitude (see page 32)	This is FMagnitude, a member of class TAScreenshake.

	FPos (see page 32)	This is FPos, a member of class TAScreenshake.
	FTimer (see page 32)	This is FTimer, a member of class TAScreenshake.

1.1.6.1.1 TAScreenshake.FActive

File: DelphiGamekit.pas (see page 365)

Delphi

```
FActive: Boolean;
```

Description

This is FActive, a member of class TAScreenshake.

1.1.6.1.2 TAScreenshake.FDuration

File: DelphiGamekit.pas (see page 365)

Delphi

```
FDuration: Single;
```

Description

This is FDuration, a member of class TAScreenshake.

1.1.6.1.3 TAScreenshake.FMagnitude

File: DelphiGamekit.pas (see page 365)

Delphi

```
FMagnitude: Single;
```

Description

This is FMagnitude, a member of class TAScreenshake.

1.1.6.1.4 TAScreenshake.FPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPos: TPoint;
```

Description

This is FPos, a member of class TAScreenshake.

1.1.6.1.5 TAScreenshake.FTimer

File: DelphiGamekit.pas (see page 365)

Delphi

```
FTimer: Single;
```




Description

This is FTimer, a member of class TAScreenshake.

1.1.6.2 TAScreenshake Methods

The methods of the TAScreenshake class are listed here.

Methods

	Create (see page 33)	This is Create, a member of class TAScreenshake.
	Destroy (see page 33)	This is Destroy, a member of class TAScreenshake.
	Process (see page 33)	This is Process, a member of class TAScreenshake.

1.1.6.2.1 TAScreenshake.Create

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Create, a member of class TAScreenshake.

1.1.6.2.2 TAScreenshake.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAScreenshake.

1.1.6.2.3 TAScreenshake.Process

File: DelphiGamekit.pas (see page 365)

Delphi

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


Description

This is Process, a member of class TAScreenshake.

1.1.6.3 TAScreenshake Properties

The properties of the TAScreenshake class are listed here.

Properties

	Active (see page 34)	This is Active, a member of class TAScreenshake.
---	-----------------------	--

1.1.6.3.1 TScreenshake.Active

File: DelphiGamekit.pas (see page 365)

Delphi

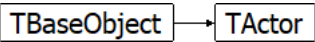
```
property Active: Boolean;
```

Description

This is Active, a member of class TScreenshake.

1.1.7 TActor

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is class TActor.

1.1.7.1 TActor Fields

The fields of the TActor class are listed here.

Fields

	FActorList (see page 34)	This is FActorList, a member of class TActor.
	FAttributes (see page 34)	This is FAttributes, a member of class TActor.
	FCanCollide (see page 35)	This is FCanCollide, a member of class TActor.
	FChildren (see page 35)	This is FChildren, a member of class TActor.
	FNext (see page 35)	This is FNext, a member of class TActor.
	FOwner (see page 35)	This is FOwner, a member of class TActor.
	FPrev (see page 35)	This is FPrev, a member of class TActor.
	FTerminated (see page 36)	This is FTerminated, a member of class TActor.

1.1.7.1.1 TActor.FActorList

File: DelphiGamekit.pas (see page 365)

Delphi

```
FActorList: TActorList;
```

Description

This is FActorList, a member of class TActor.

1.1.7.1.2 TActor.FAttributes

File: DelphiGamekit.pas (see page 365)

Delphi

```
FAttributes: TActorAttributeSet;
```

Description

This is FAttributes, a member of class TActor.

1.1.7.1.3 TActor.FCanCollide

File: DelphiGamekit.pas (see page 365)

Delphi

```
FCanCollide: Boolean;
```

Description

This is FCanCollide, a member of class TActor.

1.1.7.1.4 TActor.FChildren

File: DelphiGamekit.pas (see page 365)

Delphi

```
FChildren: TActorList;
```

Description

This is FChildren, a member of class TActor.

1.1.7.1.5 TActor.FNext

File: DelphiGamekit.pas (see page 365)

Delphi

```
FNext: TActor;
```

Description

This is FNext, a member of class TActor.

1.1.7.1.6 TActor.FOwner

File: DelphiGamekit.pas (see page 365)

Delphi

```
FOwner: TActorList;
```

Description

This is FOwner, a member of class TActor.

1.1.7.1.7 TActor.FPrev

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPrev: TActor;
```

Description

This is FPrev, a member of class TActor.

1.1.7.1.8 TActor.FTerminated

File: DelphiGamekit.pas (see page 365)

Delphi

`FTerminated: Boolean;`
















Description

This is FTerminated, a member of class TActor.

1.1.7.2 TActor Methods

The methods of the TActor class are listed here.

Methods

	AttributesAreSet (see page 36)	This is AttributesAreSet, a member of class TActor.
	Collide (see page 36)	This is Collide, a member of class TActor.
	Create (see page 37)	This is Create, a member of class TActor.
	Destroy (see page 37)	This is Destroy, a member of class TActor.
	GetAttribute (see page 37)	This is GetAttribute, a member of class TActor.
	GetAttributes (see page 37)	This is GetAttributes, a member of class TActor.
	OnCollide (see page 37)	This is OnCollide, a member of class TActor.
	OnMessage (see page 38)	This is OnMessage, a member of class TActor.
	OnRender (see page 38)	This is OnRender, a member of class TActor.
	OnUpdate (see page 38)	This is OnUpdate, a member of class TActor.
	OnVisit (see page 38)	This is OnVisit, a member of class TActor.
	Overlap (see page 38)	This is Overlap, a member of class TActor.
	Overlap (see page 39)	This is Overlap, a member of class TActor.
	SetAttribute (see page 39)	This is SetAttribute, a member of class TActor.
	SetAttributes (see page 39)	This is SetAttributes, a member of class TActor.

1.1.7.2.1 TActor.AttributesAreSet

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is AttributesAreSet, a member of class TActor.

1.1.7.2.2 TActor.Collide

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Collide, a member of class TActor.

1.1.7.2.3 TActor.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TActor.

1.1.7.2.4 TActor.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TActor.

1.1.7.2.5 TActor.GetAttribute

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetAttribute, a member of class TActor.

1.1.7.2.6 TActor.GetAttributes

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetAttributes: TActorAttributeSet;
```

Description

This is GetAttributes, a member of class TActor.

1.1.7.2.7 TActor.OnCollide

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnCollide(  
    const aActor: TActor;  
    const aHitPos: TPoint  
); virtual;
```

Description

This is OnCollide, a member of class TActor.

1.1.7.2.8 TActor.OnMessage

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnMessage, a member of class TActor.

1.1.7.2.9 TActor.OnRender

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TActor.

1.1.7.2.10 TActor.OnUpdate

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnUpdate, a member of class TActor.

1.1.7.2.11 TActor.OnVisit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnVisit, a member of class TActor.

1.1.7.2.12 TActor.Overlap

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Overlap(  

```

```
const aX: Single;
const aY: Single;
const aRadius: Single;
const aShrinkFactor: Single
): Boolean; virtual; overload;
```

Description
This is Overlap, a member of class TActor.

1.1.7.2.13 TActor.Overlap

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description
This is Overlap, a member of class TActor.

1.1.7.2.14 TActor.SetAttribute

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description
This is SetAttribute, a member of class TActor.

1.1.7.2.15 TActor.SetAttributes

File: DelphiGamekit.pas (see page 365)

Delphi







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




Description
This is SetAttributes, a member of class TActor.

1.1.7.3 TActor Properties

The properties of the TActor class are listed here.

Properties

	ActorList (see page 40)	This is ActorList, a member of class TActor.
	Attribute (see page 40)	This is Attribute, a member of class TActor.
	Attributes (see page 40)	This is Attributes, a member of class TActor.
	CanCollide (see page 40)	This is CanCollide, a member of class TActor.
	Children (see page 40)	This is Children, a member of class TActor.
	Next (see page 41)	This is Next, a member of class TActor.

	Owner (see page 41)	This is Owner, a member of class TActor.
	Prev (see page 41)	This is Prev, a member of class TActor.
	Terminated (see page 41)	This is Terminated, a member of class TActor.

1.1.7.3.1 TActor.ActorList

File: DelphiGamekit.pas (see page 365)

Delphi

```
property ActorList: TActorList;
```

Description

This is ActorList, a member of class TActor.

1.1.7.3.2 TActor.Attribute

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Attribute, a member of class TActor.

1.1.7.3.3 TActor.Attributes

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Attributes: TActorAttributeSet;
```

Description

This is Attributes, a member of class TActor.

1.1.7.3.4 TActor.CanCollide

File: DelphiGamekit.pas (see page 365)

Delphi

```
property CanCollide: Boolean;
```

Description

This is CanCollide, a member of class TActor.

1.1.7.3.5 TActor.Children

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Children: TActorList;
```

Description

This is Children, a member of class TActor.

1.1.7.3.6 TActor.Next

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Next: TActor;
```

Description

This is Next, a member of class TActor.

1.1.7.3.7 TActor.Owner

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Owner: TActorList;
```

Description

This is Owner, a member of class TActor.

1.1.7.3.8 TActor.Prev

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Prev: TActor;
```

Description

This is Prev, a member of class TActor.

1.1.7.3.9 TActor.Terminated

File: DelphiGamekit.pas (see page 365)

Delphi

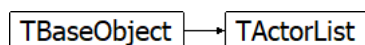
```
property Terminated: Boolean;
```

Description

This is Terminated, a member of class TActor.

1.1.8 TActorList

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TActorList = class(TBaseObject);
```




Description

This is class TActorList.

1.1.8.1 TActorList Fields

The fields of the TActorList class are listed here.

Fields

	FCount (see page 42)	This is FCount, a member of class TActorList.
	FHead (see page 42)	This is FHead, a member of class TActorList.
	FTail (see page 42)	This is FTail, a member of class TActorList.

1.1.8.1.1 TActorList.FCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
FCount: Integer;
```

Description

This is FCount, a member of class TActorList.

1.1.8.1.2 TActorList.FHead

File: DelphiGamekit.pas (see page 365)

Delphi

```
FHead: TActor;
```

Description

This is FHead, a member of class TActorList.

1.1.8.1.3 TActorList.FTail

File: DelphiGamekit.pas (see page 365)

Delphi

```
FTail: TActor;
```









Description




This is FTail, a member of class TActorList.

1.1.8.2 TActorList Methods

The methods of the TActorList class are listed here.

Methods

	Add (see page 43)	This is Add, a member of class TActorList.
	CheckCollision (see page 43)	This is CheckCollision, a member of class TActorList.
	Clean (see page 43)	This is Clean, a member of class TActorList.
	Clear (see page 43)	This is Clear, a member of class TActorList.
	Create (see page 43)	This is Create, a member of class TActorList.
	Destroy (see page 44)	This is Destroy, a member of class TActorList.
	ForEach (see page 44)	This is ForEach, a member of class TActorList.
	Remove (see page 44)	This is Remove, a member of class TActorList.

	Render (see page 44)	This is Render, a member of class TActorList.
	SendMessage (see page 44)	This is SendMessage, a member of class TActorList.
	Update (see page 45)	This is Update, a member of class TActorList.

1.1.8.2.1 TActorList.Add

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Add, a member of class TActorList.

1.1.8.2.2 TActorList.CheckCollision

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is CheckCollision, a member of class TActorList.

1.1.8.2.3 TActorList.Clean

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Clean;
```

Description

This is Clean, a member of class TActorList.

1.1.8.2.4 TActorList.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Clear, a member of class TActorList.

1.1.8.2.5 TActorList.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TActorList.

1.1.8.2.6 TActorList.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TActorList.

1.1.8.2.7 TActorList.ForEach

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is ForEach, a member of class TActorList.

1.1.8.2.8 TActorList.Remove

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Remove, a member of class TActorList.

1.1.8.2.9 TActorList.Render

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Render, a member of class TActorList.

1.1.8.2.10 TActorList.SendMessage

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SendMessage, a member of class TActorList.

1.1.8.2.11 TActorList.Update

File: DelphiGamekit.pas (see page 365)

Delphi

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


Description

This is Update, a member of class TActorList.

1.1.8.3 TActorList Properties

The properties of the TActorList class are listed here.

Properties

	Count (see page 45)	This is Count, a member of class TActorList.
---	----------------------	--

1.1.8.3.1 TActorList.Count

File: DelphiGamekit.pas (see page 365)

Delphi

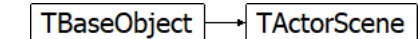
```
property Count: Integer;
```

Description

This is Count, a member of class TActorList.

1.1.9 TActorScene

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TActorScene = class(TBaseObject);
```



Description

This is class TActorScene.

1.1.9.1 TActorScene Fields

The fields of the TActorScene class are listed here.

Fields

	FCount (see page 46)	This is FCount, a member of class TActorScene.
	FLists (see page 46)	This is FLists, a member of class TActorScene.

1.1.9.1.1 TActorScene.FCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
FCount: Integer;
```

Description

This is FCount, a member of class TActorScene.

1.1.9.1.2 TActorScene.FLists

File: DelphiGamekit.pas (see page 365)

Delphi

```
FLists: array of TActorList;
```













Description

This is FLists, a member of class TActorScene.

1.1.9.2 TActorScene Methods

The methods of the TActorScene class are listed here.

Methods

	Alloc (see page 46)	This is Alloc, a member of class TActorScene.
	Clean (see page 47)	This is Clean, a member of class TActorScene.
	Clear (see page 47)	This is Clear, a member of class TActorScene.
	ClearAll (see page 47)	This is ClearAll, a member of class TActorScene.
	Create (see page 47)	This is Create, a member of class TActorScene.
	Dealloc (see page 47)	This is Dealloc, a member of class TActorScene.
	Destroy (see page 48)	This is Destroy, a member of class TActorScene.
	GetCount (see page 48)	This is GetCount, a member of class TActorScene.
	GetList (see page 48)	This is GetList, a member of class TActorScene.
	Render (see page 48)	This is Render, a member of class TActorScene.
	SendMessage (see page 48)	This is SendMessage, a member of class TActorScene.
	Update (see page 49)	This is Update, a member of class TActorScene.

1.1.9.2.1 TActorScene.Alloc

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Alloc(
```

```
    const aNum: Integer  
);
```

Description

This is Alloc, a member of class TActorScene.

1.1.9.2.2 TActorScene.Clean

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Clean, a member of class TActorScene.

1.1.9.2.3 TActorScene.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Clear, a member of class TActorScene.

1.1.9.2.4 TActorScene.ClearAll

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure ClearAll;
```

Description

This is ClearAll, a member of class TActorScene.

1.1.9.2.5 TActorScene.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TActorScene.

1.1.9.2.6 TActorScene.Dealloc

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Dealloc;
```

Description

This is Dealloc, a member of class TActorScene.

1.1.9.2.7 TActorScene.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TActorScene.

1.1.9.2.8 TActorScene.GetCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetCount: Integer;
```

Description

This is GetCount, a member of class TActorScene.

1.1.9.2.9 TActorScene.GetList

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetList(  
    aIndex: Integer  
): TActorList;
```

Description

This is GetList, a member of class TActorScene.

1.1.9.2.10 TActorScene.Render

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Render, a member of class TActorScene.

1.1.9.2.11 TActorScene.SendMessage

File: DelphiGamekit.pas (see page 365)

Delphi

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

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

Description

This is SendMessage, a member of class TActorScene.

1.1.9.2.12 TActorScene.Update

File: DelphiGamekit.pas (see page 365)

Delphi

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



Description

This is Update, a member of class TActorScene.

1.1.9.3 TActorScene Properties

The properties of the TActorScene class are listed here.

Properties

	Count (see page 49)	This is Count, a member of class TActorScene.
	Lists (see page 49)	This is Lists, a member of class TActorScene.

1.1.9.3.1 TActorScene.Count

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Count: Integer;
```

Description

This is Count, a member of class TActorScene.

1.1.9.3.2 TActorScene.Lists

File: DelphiGamekit.pas (see page 365)

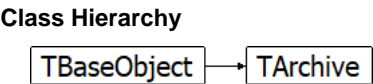
Delphi

```
property Lists [aIndex: Integer]: TActorList;
```

Description

This is Lists, a member of class TActorScene.

1.1.10 TArchive



File: DelphiGamekit.pas (see page 365)

Delphi

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












Description

This is class TArchive.

1.1.10.1 TArchive Methods

The methods of the TArchive class are listed here.

Methods

	Build (see page 50)	This is Build, a member of class TArchive.
	Close (see page 50)	This is Close, a member of class TArchive.
	Create (see page 50)	This is Create, a member of class TArchive.
	Destroy (see page 51)	This is Destroy, a member of class TArchive.
	FileExist (see page 51)	This is FileExist, a member of class TArchive.
	IsOpen (see page 51)	This is IsOpen, a member of class TArchive.
	Open (see page 51)	This is Open, a member of class TArchive.
	OpenFile (see page 51)	This is OpenFile, a member of class TArchive.
	OpenFileBuffer (see page 52)	This is OpenFileBuffer, a member of class TArchive.
	OpenFileRWops (see page 52)	This is OpenFileRWops, a member of class TArchive.
	OpenRes (see page 52)	This is OpenRes, a member of class TArchive.

1.1.10.1.1 TArchive.Build

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Build(  
    const aPassword: string;  
    const aArchive: string;  
    const aFolder: string  
): Boolean;
```

Description

This is Build, a member of class TArchive.

1.1.10.1.2 TArchive.Close

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TArchive.

1.1.10.1.3 TArchive.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```


Description

This is Create, a member of class TArchive.

1.1.10.1.4 TArchive.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchive.

1.1.10.1.5 TArchive.FileExist

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is FileExist, a member of class TArchive.

1.1.10.1.6 TArchive.IsOpen

File: DelphiGamekit.pas (see page 365)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TArchive.

1.1.10.1.7 TArchive.Open

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Open(  
    const aPassword: string;  
    const aArchive: string  
): Boolean; overload;
```

Description

This is Open, a member of class TArchive.

1.1.10.1.8 TArchive.OpenFile

File: DelphiGamekit.pas (see page 365)

Delphi

```
function OpenFile(  
    const aFilename: string  
): TArchiveFile;
```

Description

This is OpenFile, a member of class TArchive.

1.1.10.1.9 TArchive.OpenFileBuffer

File: DelphiGamekit.pas (see page 365)

Delphi

```
function OpenFileBuffer(  
    const aFilename: string  
): TBuffer;
```

Description

This is OpenFileBuffer, a member of class TArchive.

1.1.10.1.10 TArchive.OpenFileRWops

File: DelphiGamekit.pas (see page 365)

Delphi

```
function OpenFileRWops(  
    const aFilename: string  
): PSDL_RWops;
```

Description

This is OpenFileRWops, a member of class TArchive.

1.1.10.1.11 TArchive.OpenRes

File: DelphiGamekit.pas (see page 365)

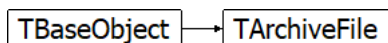
Delphi

```
function OpenRes(  
    const aPassword: string;  
    const aResName: string  
): Boolean; overload;
```

Description

This is OpenRes, a member of class TArchive.

1.1.11 TArchiveFile

Class Hierarchy

File: DelphiGamekit.pas (see page 365)

Delphi

```
TArchiveFile = class(TBaseObject);
```















Description

This is class TArchiveFile.

1.1.11.1 TArchiveFile Methods

The methods of the TArchiveFile class are listed here.

Methods

	Close (see page 53)	This is Close, a member of class TArchiveFile.
	Create (see page 53)	This is Create, a member of class TArchiveFile.
	Destroy (see page 53)	This is Destroy, a member of class TArchiveFile.
	GetPos (see page 54)	This is GetPos, a member of class TArchiveFile.
	GetRWops (see page 54)	This is GetRWops, a member of class TArchiveFile.
	GetRWopsRes (see page 54)	This is GetRWopsRes, a member of class TArchiveFile.
	IsOpen (see page 54)	This is IsOpen, a member of class TArchiveFile.
	Open (see page 54)	This is Open, a member of class TArchiveFile.
	OpenRes (see page 55)	This is OpenRes, a member of class TArchiveFile.
	ReadData (see page 55)	This is ReadData, a member of class TArchiveFile.
	SaveToBuffer (see page 55)	This is SaveToBuffer, a member of class TArchiveFile.
	SaveToFile (see page 55)	This is SaveToFile, a member of class TArchiveFile.
	SetPos (see page 55)	This is SetPos, a member of class TArchiveFile.
	Size (see page 56)	This is Size, a member of class TArchiveFile.

1.1.11.1.1 TArchiveFile.Close

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TArchiveFile.

1.1.11.1.2 TArchiveFile.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TArchiveFile.

1.1.11.1.3 TArchiveFile.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchiveFile.

1.1.11.1.4 TArchiveFile.GetPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetPos: Int64;
```

Description

This is GetPos, a member of class TArchiveFile.

1.1.11.1.5 TArchiveFile.GetRWops

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetRWops(  
    const aPassword: string;  
    const aArchive: string;  
    const aFilename: string  
): PSDL_RWops;
```

Description

This is GetRWops, a member of class TArchiveFile.

1.1.11.1.6 TArchiveFile.GetRWopsRes

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetRWopsRes(  
    const aPassword: string;  
    const aResName: string;  
    const aFilename: string  
): PSDL_RWops;
```

Description

This is GetRWopsRes, a member of class TArchiveFile.

1.1.11.1.7 TArchiveFile.IsOpen

File: DelphiGamekit.pas (see page 365)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TArchiveFile.

1.1.11.1.8 TArchiveFile.Open

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Open, a member of class TArchiveFile.

1.1.11.1.9 TArchiveFile.OpenRes

File: DelphiGamekit.pas (see page 365)

Delphi

```
function OpenRes(  
    const aPassword: string;  
    const aResName: string;  
    const aFilename: string  
): Boolean; overload;
```

Description

This is OpenRes, a member of class TArchiveFile.

1.1.11.1.10 TArchiveFile.ReadData

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ReadData(  
    aBuffer: Pointer;  
    aCount: NativeInt  
): NativeInt;
```

Description

This is ReadData, a member of class TArchiveFile.

1.1.11.1.11 TArchiveFile.SaveToBuffer

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SaveToBuffer: TBuffer;
```

Description

This is SaveToBuffer, a member of class TArchiveFile.

1.1.11.1.12 TArchiveFile.SaveToFile

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SaveToFile, a member of class TArchiveFile.

1.1.11.1.13 TArchiveFile.SetPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SetPos(  
    aPos: Int64  
): Int64;
```

Description

This is SetPos, a member of class TArchiveFile.

1.1.11.1.14 TArchiveFile.Size

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Size: Int64;
```

Description

This is Size, a member of class TArchiveFile.

1.1.12 TAsync

File: DelphiGamekit.pas (see page 365)

Delphi

```
TAsync = record  
end;
```








Description

This is class TAsync.

1.1.12.1 TAsync Methods

The methods of the TAsync class are listed here.

Methods

	Busy (see page 56)	This is Busy, a member of class TAsync.
	Enter (see page 57)	This is Enter, a member of class TAsync.
	Leave (see page 57)	This is Leave, a member of class TAsync.
	Process (see page 57)	This is Process, a member of class TAsync.
	Resume (see page 57)	This is Resume, a member of class TAsync.
	Run (see page 57)	This is Run, a member of class TAsync.
	Suspend (see page 58)	This is Suspend, a member of class TAsync.

1.1.12.1.1 TAsync.Busy

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Busy, a member of class TAsync.

1.1.12.1.2 TAsync.Enter

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Enter; static;
```

Description

This is Enter, a member of class TAsync.

1.1.12.1.3 TAsync.Leave

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Leave; static;
```

Description

This is Leave, a member of class TAsync.

1.1.12.1.4 TAsync.Process

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Process; static;
```

Description

This is Process, a member of class TAsync.

1.1.12.1.5 TAsync.Resume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Resume; static;
```

Description

This is Resume, a member of class TAsync.

1.1.12.1.6 TAsync.Run

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Run(  
    const aName: string;  
    const aBackgroundTask: TAsyncProc;  
    const aWaitForgroundTask: TAsyncProc  
); static;
```

Description

This is Run, a member of class TAsync.

1.1.12.1.7 TAsync.Suspend

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Suspend; static;
```



Description

This is Suspend, a member of class TAsync.

1.1.12.2 TAsync Operators

The operators of the TAsync class are listed here.

Operators

	Finalize (see page 58)	This is Finalize, a member of class TAsync.
	Initialize (see page 58)	This is Initialize, a member of class TAsync.

1.1.12.2.1 TAsync.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TAsync  
);
```

Description

This is Finalize, a member of class TAsync.

1.1.12.2.2 TAsync.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

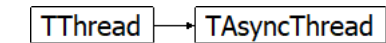
```
class operator Initialize(  
    out aDest: TAsync  
);
```

Description

This is Initialize, a member of class TAsync.

1.1.13 TAsyncThread

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TAsyncThread = class(TThread);
```





Description

This is class TAsyncThread.

1.1.13.1 TAsyncThread Fields

The fields of the TAsyncThread class are listed here.

Fields

	FFinished (see page 59)	This is FFinished, a member of class TAsyncThread.
	FTask (see page 59)	This is FTask, a member of class TAsyncThread.
	FWait (see page 59)	This is FWait, a member of class TAsyncThread.

1.1.13.1.1 TAsyncThread.FFinished

File: DelphiGamekit.pas (see page 365)

Delphi

FFinished: Boolean;

Description

This is FFinished, a member of class TAsyncThread.

1.1.13.1.2 TAsyncThread.FTask

File: DelphiGamekit.pas (see page 365)

Delphi

FTask: TAsyncProc;

Description

This is FTask, a member of class TAsyncThread.

1.1.13.1.3 TAsyncThread.FWait

File: DelphiGamekit.pas (see page 365)

Delphi

FWait: TAsyncProc;




Description

This is FWait, a member of class TAsyncThread.

1.1.13.2 TAsyncThread Methods

The methods of the TAsyncThread class are listed here.

Methods

	Create (see page 60)	This is Create, a member of class TAsyncThread.
	Destroy (see page 60)	This is Destroy, a member of class TAsyncThread.
	Execute (see page 60)	This is Execute, a member of class TAsyncThread.

1.1.13.2.1 TAsyncThread.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TAsyncThread.

1.1.13.2.2 TAsyncThread.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAsyncThread.

1.1.13.2.3 TAsyncThread.Execute

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Execute; override;
```




Description

This is Execute, a member of class TAsyncThread.

1.1.13.3 TAsyncThread Properties

The properties of the TAsyncThread class are listed here.

Properties

	Finished (see page 60)	This is Finished, a member of class TAsyncThread.
	TaskProc (see page 60)	This is TaskProc, a member of class TAsyncThread.
	WaitProc (see page 61)	This is WaitProc, a member of class TAsyncThread.

1.1.13.3.1 TAsyncThread.Finished

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Finished: Boolean;
```

Description

This is Finished, a member of class TAsyncThread.

1.1.13.3.2 TAsyncThread.TaskProc

File: DelphiGamekit.pas (see page 365)

Delphi

```
property TaskProc: TAsyncProc;
```

Description

This is TaskProc, a member of class TAsyncThread.

1.1.13.3 TAsyncThread.WaitProc

File: DelphiGamekit.pas (see page 365)

Delphi

```
property WaitProc: TAsyncProc;
```

Description

This is WaitProc, a member of class TAsyncThread.

1.1.14 TAudio

File: DelphiGamekit.pas (see page 365)

Delphi

```
TAudio = record
end;
```

Description







This is class TAudio.

1.1.14.1 TAudio Methods

The methods of the TAudio class are listed here.

Methods

AllocateSoundChannels (see page 62)	This is AllocateSoundChannels, a member of class TAudio.
ExpireSound (see page 62)	This is ExpireSound, a member of class TAudio.
FadeInSound (see page 62)	This is FadeInSound, a member of class TAudio.
FadeOutSound (see page 62)	This is FadeOutSound, a member of class TAudio.
FadingSound (see page 63)	This is FadingSound, a member of class TAudio.
GetMusicVolume (see page 63)	This is GetMusicVolume, a member of class TAudio.
GetSoundVolume (see page 63)	This is GetSoundVolume, a member of class TAudio.
IsSoundPaused (see page 63)	This is IsSoundPaused, a member of class TAudio.
IsSoundPlaying (see page 63)	This is IsSoundPlaying, a member of class TAudio.
LoadMusic (see page 64)	This is LoadMusic, a member of class TAudio.
LoadPlayMusic (see page 64)	This is LoadPlayMusic, a member of class TAudio.
LoadSound (see page 64)	This is LoadSound, a member of class TAudio.
PauseSound (see page 64)	This is PauseSound, a member of class TAudio.
PlayMusic (see page 65)	This is PlayMusic, a member of class TAudio.
PlaySound (see page 65)	This is PlaySound, a member of class TAudio.
ReserveSoundChannels (see page 65)	This is ReserveSoundChannels, a member of class TAudio.
ResumeSound (see page 65)	This is ResumeSound, a member of class TAudio.

	SetMusicVolume (see page 65)	This is SetMusicVolume, a member of class TAudio.
	SetSoundPosition (see page 66)	This is SetSoundPosition, a member of class TAudio.
	SetSoundVolume (see page 66)	This is SetSoundVolume, a member of class TAudio.
	StopSound (see page 66)	This is StopSound, a member of class TAudio.
	UnloadMusic (see page 66)	This is UnloadMusic, a member of class TAudio.
	UnloadSound (see page 67)	This is UnloadSound, a member of class TAudio.

1.1.14.1.1 TAudio.AllocateSoundChannels

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure AllocateSoundChannels(
    const aCount: Integer
); static;
```

Description

This is AllocateSoundChannels, a member of class TAudio.

1.1.14.1.2 TAudio.ExpireSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure ExpireSound(
    const aChannel: Integer;
    const aMilliseconds: Integer
); static;
```

Description

This is ExpireSound, a member of class TAudio.

1.1.14.1.3 TAudio.FadeInSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function FadeInSound(
    const aSound: TSound;
    const aChannel: Integer;
    const aVolume: Single;
    const aLoops: Integer;
    const aMilliseconds: Integer
): Integer; static;
```

Description

This is FadeInSound, a member of class TAudio.

1.1.14.1.4 TAudio.FadeOutSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure FadeOutSound(
    const aChannel: Integer;
    const aMilliseconds: Integer
); static;
```

Description

This is FadeOutSound, a member of class TAudio.

1.1.14.1.5 TAudio.FadingSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function FadingSound(  
    const aChannel: Integer  
): TAudioFading; static;
```

Description

This is FadingSound, a member of class TAudio.

1.1.14.1.6 TAudio.GetMusicVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetMusicVolume(  
    const aMusic: TMusic  
): Single; static;
```

Description

This is GetMusicVolume, a member of class TAudio.

1.1.14.1.7 TAudio.GetSoundVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetSoundVolume(  
    const aChannel: Integer  
): Single; static;
```

Description

This is GetSoundVolume, a member of class TAudio.

1.1.14.1.8 TAudio.IsSoundPaused

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function IsSoundPaused(  
    const aChannel: Integer  
): Boolean; static;
```

Description

This is IsSoundPaused, a member of class TAudio.

1.1.14.1.9 TAudio.IsSoundPlaying

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function IsSoundPlaying(  

```

```
    const aChannel: Integer  
  ): Boolean; static;
```

Description

This is IsSoundPlaying, a member of class TAudio.

1.1.14.1.10 TAudio.LoadMusic

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function LoadMusic(  
    const aArchive: TArchive;  
    const aFilename: string;  
    const aUseBuffer: Boolean = False  
  ): TMusic; static;
```

Description

This is LoadMusic, a member of class TAudio.

1.1.14.1.11 TAudio.LoadPlayMusic

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function LoadPlayMusic(  
    const aArchive: TArchive;  
    const aFilename: string;  
    const aVolume: Single;  
    const aLoop: Integer;  
    const aUseBuffer: Boolean = False  
  ): TMusic; static;
```

Description

This is LoadPlayMusic, a member of class TAudio.

1.1.14.1.12 TAudio.LoadSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function LoadSound(  
    const aArchive: TArchive;  
    const aFilename: string  
  ): TSound; static;
```

Description

This is LoadSound, a member of class TAudio.

1.1.14.1.13 TAudio.PauseSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure PauseSound(  
    const aChannel: Integer  
  ); static;
```

Description

This is PauseSound, a member of class TAudio.

1.1.14.1.14 TAudio.PlayMusic

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function PlayMusic(  
    const aMusic: TMusic;  
    const aVolume: Single;  
    const aLoop: Integer  
): Boolean; static;
```

Description

This is PlayMusic, a member of class TAudio.

1.1.14.1.15 TAudio.PlaySound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function PlaySound(  
    const aSound: TSound;  
    const aChannel: Integer;  
    const aVolume: Single;  
    const aLoops: Integer  
): Integer; static;
```

Description

This is PlaySound, a member of class TAudio.

1.1.14.1.16 TAudio.ReserveSoundChannels

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure ReserveSoundChannels(  
    const aCount: Integer  
); static;
```

Description

This is ReserveSoundChannels, a member of class TAudio.

1.1.14.1.17 TAudio.ResumeSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure ResumeSound(  
    const aChannel: Integer  
); static;
```

Description

This is ResumeSound, a member of class TAudio.

1.1.14.1.18 TAudio.SetMusicVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetMusicVolume(  
    const aVolume: Single  
); static;
```

Description

This is SetMusicVolume, a member of class TAudio.

1.1.14.1.19 TAudio.SetSoundPosition

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function SetSoundPosition(  
    const aChannel: Integer;  
    const aAngle: SmallInt;  
    const aDistance: Byte  
): Boolean; static;
```

Description

This is SetSoundPosition, a member of class TAudio.

1.1.14.1.20 TAudio.SetSoundVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetSoundVolume(  
    const aChannel: Integer;  
    const aVolume: Single  
); static;
```

Description

This is SetSoundVolume, a member of class TAudio.

1.1.14.1.21 TAudio.StopSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure StopSound(  
    const aChannel: Integer  
); static;
```

Description

This is StopSound, a member of class TAudio.

1.1.14.1.22 TAudio.UnloadMusic

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure UnloadMusic(  
    var aMusic: TMusic  
); static;
```

Description

This is UnloadMusic, a member of class TAudio.

1.1.14.1.23 TAudio.UnloadSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure UnloadSound(  
    var aSound: TSound  
); static;
```



Description

This is UnloadSound, a member of class TAudio.

1.1.14.2 TAudio Operators

The operators of the TAudio class are listed here.

Operators

	Finalize (see page 67)	This is Finalize, a member of class TAudio.
	Initialize (see page 67)	This is Initialize, a member of class TAudio.

1.1.14.2.1 TAudio.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TAudio  
);
```

Description

This is Finalize, a member of class TAudio.

1.1.14.2.2 TAudio.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TAudio  
);
```

Description

This is Initialize, a member of class TAudio.

1.1.15 TBaseObject

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TBaseObject = class;
```



Description

This is class TBaseObject.

1.1.15.1 TBaseObject Methods

The methods of the TBaseObject class are listed here.

Methods

	Create (see page 68)	This is Create, a member of class TBaseObject.
	Destroy (see page 68)	This is Destroy, a member of class TBaseObject.

1.1.15.1.1 TBaseObject.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

1.1.15.1.2 TBaseObject.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

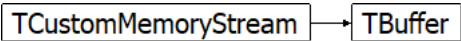
```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseObject.

1.1.16 TBuffer

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TBuffer = class(TCustomMemoryStream);
```



Description

This is class TBuffer.

1.1.16.1 TBuffer Fields

The fields of the TBuffer class are listed here.

Fields

	FHandle (see page 69)	This is FHandle, a member of class TBuffer.
	FName (see page 69)	This is FName, a member of class TBuffer.

1.1.16.1.1 TBuffer.FHandle

File: DelphiGamekit.pas (see page 365)

Delphi

```
FHandle: THandle;
```

Description

This is FHandle, a member of class TBuffer.

1.1.16.1.2 TBuffer.FName

File: DelphiGamekit.pas (see page 365)

Delphi

```
FName: string;
```










Description

This is FName, a member of class TBuffer.

1.1.16.2 TBuffer Methods

The methods of the TBuffer class are listed here.

Methods

	Clear (see page 69)	This is Clear, a member of class TBuffer.
	Create (see page 69)	This is Create, a member of class TBuffer.
	Destroy (see page 70)	This is Destroy, a member of class TBuffer.
	Eof (see page 70)	This is Eof, a member of class TBuffer.
	LoadFromFile (see page 70)	This is LoadFromFile, a member of class TBuffer.
	ReadString (see page 70)	This is ReadString, a member of class TBuffer.
	SaveToFile (see page 70)	This is SaveToFile, a member of class TBuffer.
	Write (see page 71)	This is Write, a member of class TBuffer.
	Write (see page 71)	This is Write, a member of class TBuffer.

1.1.16.2.1 TBuffer.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TBuffer.

1.1.16.2.2 TBuffer.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create(  
    aSize: Cardinal  
);
```

Description

This is Create, a member of class TBuffer.

1.1.16.2.3 TBuffer.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBuffer.

1.1.16.2.4 TBuffer.Eof

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Eof: Boolean;
```

Description

This is Eof, a member of class TBuffer.

1.1.16.2.5 TBuffer.LoadFromFile

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function LoadFromFile(  
    const aFilename: string  
): TBuffer;
```

Description

This is LoadFromFile, a member of class TBuffer.

1.1.16.2.6 TBuffer.ReadString

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ReadString: WideString;
```

Description

This is ReadString, a member of class TBuffer.

1.1.16.2.7 TBuffer.SaveToFile

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SaveToFile(  

```

```
    aFilename: string
);
```

Description

This is SaveToFile, a member of class TBuffer.

1.1.16.2.8 TBuffer.Write

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Write(
    const aBuffer;
    aCount: Longint
): Longint; override;
```

Description

This is Write, a member of class TBuffer.

1.1.16.2.9 TBuffer.Write

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Write(
    const aBuffer: TBytes;
    aOffset: Longint;
    aCount: Longint
): Longint; override;
```

Description

This is Write, a member of class TBuffer.

1.1.16.3 TBuffer Properties

The properties of the TBuffer class are listed here.

Properties

	Name (see page 71)	This is Name, a member of class TBuffer.
---	---------------------	--

1.1.16.3.1 TBuffer.Name

File: DelphiGamekit.pas (see page 365)

Delphi

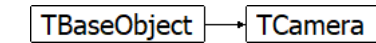
```
property Name: string;
```

Description

This is Name, a member of class TBuffer.

1.1.17 TCamera

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TCamera = class(TBaseObject);
```



Description

This is class TCamera.

1.1.17.1 TCamera Constants

The constants of the TCamera class are listed here.

Constants

	ZOOM_MAX (see page 72)	This is ZOOM_MAX, a member of class TCamera.
	ZOOM_MIN (see page 72)	This is ZOOM_MIN, a member of class TCamera.

1.1.17.1.1 TCamera.ZOOM_MAX

File: DelphiGamekit.pas (see page 365)

Delphi

```
const ZOOM_MAX = 10.0;
```

Description

This is ZOOM_MAX, a member of class TCamera.

1.1.17.1.2 TCamera.ZOOM_MIN

File: DelphiGamekit.pas (see page 365)

Delphi

```
const ZOOM_MIN = 0.01;
```








Description

This is ZOOM_MIN, a member of class TCamera.

1.1.17.2 TCamera Methods

The methods of the TCamera class are listed here.

Methods

	Create (see page 72)	This is Create, a member of class TCamera.
	Destroy (see page 73)	This is Destroy, a member of class TCamera.
	Init (see page 73)	This is Init, a member of class TCamera.
	IsVisible (see page 73)	This is IsVisible, a member of class TCamera.
	SetBounds (see page 73)	This is SetBounds, a member of class TCamera.
	WorldToScreen (see page 74)	This is WorldToScreen, a member of class TCamera.
	WorldToScreen (see page 74)	This is WorldToScreen, a member of class TCamera.

1.1.17.2.1 TCamera.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TCamera.

1.1.17.2.2 TCamera.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TCamera.

1.1.17.2.3 TCamera.Init

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Init(  
    const aPosX: Single;  
    const aPosY: Single;  
    const aBoundsX: Single;  
    const aBoundsY: Single;  
    const aBoundsWidth: Single;  
    const aBoundsHeight: Single  
);
```

Description

This is Init, a member of class TCamera.

1.1.17.2.4 TCamera.IsVisible

File: DelphiGamekit.pas (see page 365)

Delphi

```
function IsVisible(  
    const aTransform: TTransform  
): Boolean;
```

Description

This is IsVisible, a member of class TCamera.

1.1.17.2.5 TCamera.SetBounds

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetBounds(  
    const aX: Single;  
    const aY: Single;  
    const aWidth: Single;  
    const aHeight: Single  
);
```

Description

This is SetBounds, a member of class TCamera.

1.1.17.2.6 TCamera.WorldToScreen

File: DelphiGamekit.pas (see page 365)

Delphi

```
function WorldToScreen(
  var aX: Single;
  var aY: Single;
  var aWidth: Single;
  var aHeight: Single;
  var aAngle: Single;
  var aScale: Single;
  const aOriginX: Single;
  const aOriginY: Single
): Boolean; overload;
```

Description

This is WorldToScreen, a member of class TCamera.

1.1.17.2.7 TCamera.WorldToScreen

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure WorldToScreen(
  const aWorld: TTransform;
  var aScreen: TTransform
); overload;
```







Description

This is WorldToScreen, a member of class TCamera.

1.1.17.3 TCamera Properties

The properties of the TCamera class are listed here.

Properties

	Active (see page 74)	This is Active, a member of class TCamera.
	Angle (see page 75)	This is Angle, a member of class TCamera.
	Bounds (see page 75)	This is Bounds, a member of class TCamera.
	PosX (see page 75)	This is PosX, a member of class TCamera.
	PosY (see page 75)	This is PosY, a member of class TCamera.
	Zoom (see page 75)	This is Zoom, a member of class TCamera.

1.1.17.3.1 TCamera.Active

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Active: Boolean;
```

Description

This is Active, a member of class TCamera.

1.1.17.3.2 TCamera.Angle

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Angle: Single;
```

Description

This is Angle, a member of class TCamera.

1.1.17.3.3 TCamera.Bounds

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Bounds: TRect;
```

Description

This is Bounds, a member of class TCamera.

1.1.17.3.4 TCamera.PosX

File: DelphiGamekit.pas (see page 365)

Delphi

```
property PosX: Single;
```

Description

This is PosX, a member of class TCamera.

1.1.17.3.5 TCamera.PosY

File: DelphiGamekit.pas (see page 365)

Delphi

```
property PosY: Single;
```

Description

This is PosY, a member of class TCamera.

1.1.17.3.6 TCamera.Zoom

File: DelphiGamekit.pas (see page 365)

Delphi

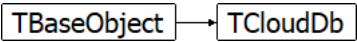
```
property Zoom: Single;
```

Description

This is Zoom, a member of class TCamera.

1.1.18 TCloudDb

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TCloudDb = class(TBaseObject);
```

Description

This is class TCloudDb.

1.1.18.1 TCloudDb Constants

The constants of the TCloudDb class are listed here.

Constants

	cURL (see page 76)	This is cURL, a member of class TCloudDb.
---	---------------------	---

1.1.18.1.1 TCloudDb.cURL

File: DelphiGamekit.pas (see page 365)

Delphi

```
const cURL = '/?apikey=%s&keyspace=%s&query=%s';
```













Description

This is cURL, a member of class TCloudDb.

1.1.18.2 TCloudDb Fields

The fields of the TCloudDb class are listed here.

Fields

	FApiKey (see page 77)	This is FApiKey, a member of class TCloudDb.
	FDatabase (see page 77)	This is FDatabase, a member of class TCloudDb.
	FDataSet (see page 77)	This is FDataSet, a member of class TCloudDb.
	FHttp (see page 77)	This is FHttp, a member of class TCloudDb.
	FJSON (see page 77)	This is FJSON, a member of class TCloudDb.
	FLastError (see page 77)	This is FLastError, a member of class TCloudDb.
	FMacros (see page 78)	This is FMacros, a member of class TCloudDb.
	FParams (see page 78)	This is FParams, a member of class TCloudDb.
	FPreparedSQL (see page 78)	This is FPreparedSQL, a member of class TCloudDb.
	FResponseText (see page 78)	This is FResponseText, a member of class TCloudDb.
	FSQL (see page 78)	This is FSQL, a member of class TCloudDb.
	FUrl (see page 79)	This is FUrl, a member of class TCloudDb.

1.1.18.2.1 TCloudDb.FApiKey

File: DelphiGamekit.pas (see page 365)

Delphi

```
FApiKey: string;
```

Description

This is FApiKey, a member of class TCloudDb.

1.1.18.2.2 TCloudDb.FDatabase

File: DelphiGamekit.pas (see page 365)

Delphi

```
FDatabase: string;
```

Description

This is FDatabase, a member of class TCloudDb.

1.1.18.2.3 TCloudDb.FDataset

File: DelphiGamekit.pas (see page 365)

Delphi

```
FDataset: TJSONArray;
```

Description

This is FDataset, a member of class TCloudDb.

1.1.18.2.4 TCloudDb.FHttp

File: DelphiGamekit.pas (see page 365)

Delphi

```
FHttp: THTTPClient;
```

Description

This is FHttp, a member of class TCloudDb.

1.1.18.2.5 TCloudDb.FJSON

File: DelphiGamekit.pas (see page 365)

Delphi

```
FJSON: TJSONObject;
```

Description

This is FJSON, a member of class TCloudDb.

1.1.18.2.6 TCloudDb.FLastError

File: DelphiGamekit.pas (see page 365)

Delphi

```
FLastError: string;
```

Description

This is FLastError, a member of class TCloudDb.

1.1.18.2.7 TCloudDb.FMacros

File: DelphiGamekit.pas (see page 365)

Delphi

```
FMacros: TDictionary<string, string>;
```

Description

This is FMacros, a member of class TCloudDb.

1.1.18.2.8 TCloudDb.FParams

File: DelphiGamekit.pas (see page 365)

Delphi

```
FParams: TDictionary<string, string>;
```

Description

This is FParams, a member of class TCloudDb.

1.1.18.2.9 TCloudDb.FPreparedSQL

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPreparedSQL: string;
```

Description

This is FPreparedSQL, a member of class TCloudDb.

1.1.18.2.10 TCloudDb.FResponseText

File: DelphiGamekit.pas (see page 365)

Delphi

```
FResponseText: string;
```

Description

This is FResponseText, a member of class TCloudDb.

1.1.18.2.11 TCloudDb.FSQL

File: DelphiGamekit.pas (see page 365)

Delphi

```
FSQL: TStringList;
```

Description

This is FSQL, a member of class TCloudDb.

1.1.18.2.12 TCloudDb.FUrl

File: DelphiGamekit.pas (see page 365)

Delphi

```
FUrl: string;
```

Description

This is FUrl, a member of class TCloudDb.

1.1.18.3 TCloudDb Methods

The methods of the TCloudDb class are listed here.

Methods

⇒	AddSQLText (see page 79)	This is AddSQLText, a member of class TCloudDb.
⇒	ClearSQLText (see page 80)	This is ClearSQLText, a member of class TCloudDb.
⇒ V	Create (see page 80)	This is Create, a member of class TCloudDb.
⇒ V	Destroy (see page 80)	This is Destroy, a member of class TCloudDb.
⇒	Execute (see page 80)	This is Execute, a member of class TCloudDb.
⇒	ExecuteSQL (see page 80)	This is ExecuteSQL, a member of class TCloudDb.
⇒	GetField (see page 80)	This is GetField, a member of class TCloudDb.
⇒	GetLastError (see page 81)	This is GetLastError, a member of class TCloudDb.
⇒	GetMacro (see page 81)	This is GetMacro, a member of class TCloudDb.
⇒	GetParam (see page 81)	This is GetParam, a member of class TCloudDb.
⇒	GetPreparedSQL (see page 81)	This is GetPreparedSQL, a member of class TCloudDb.
⇒	GetQueryURL (see page 81)	This is GetQueryURL, a member of class TCloudDb.
⇒	GetResponseText (see page 82)	This is GetResponseText, a member of class TCloudDb.
⇒	GetSQLText (see page 82)	This is GetSQLText, a member of class TCloudDb.
⇒	Prepair (see page 82)	This is Prepair, a member of class TCloudDb.
⇒	RecordCount (see page 82)	This is RecordCount, a member of class TCloudDb.
⇒	SetMacro (see page 82)	This is SetMacro, a member of class TCloudDb.
⇒	SetMacroValue (see page 83)	This is SetMacroValue, a member of class TCloudDb.
⇒	SetParam (see page 83)	This is SetParam, a member of class TCloudDb.
⇒	SetParamValue (see page 83)	This is SetParamValue, a member of class TCloudDb.
⇒	SetSQLText (see page 83)	This is SetSQLText, a member of class TCloudDb.
⇒	Setup (see page 84)	This is Setup, a member of class TCloudDb.

1.1.18.3.1 TCloudDb.AddSQLText

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is AddSQLText, a member of class TCloudDb.

1.1.18.3.2 TCloudDb.ClearSQLText

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure ClearSQLText;
```

Description

This is ClearSQLText, a member of class TCloudDb.

1.1.18.3.3 TCloudDb.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TCloudDb.

1.1.18.3.4 TCloudDb.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TCloudDb.

1.1.18.3.5 TCloudDb.Execute

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Execute: Boolean;
```

Description

This is Execute, a member of class TCloudDb.

1.1.18.3.6 TCloudDb.ExecuteSQL

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ExecuteSQL(  
    const aSQL: string  
): Boolean;
```

Description

This is ExecuteSQL, a member of class TCloudDb.

1.1.18.3.7 TCloudDb.GetField

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetField(  
    const aIndex: Cardinal;  
    const aName: string  
): string;
```

Description

This is GetField, a member of class TCloudDb.

1.1.18.3.8 TCloudDb.GetLastError

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetLastError: string;
```

Description

This is GetLastError, a member of class TCloudDb.

1.1.18.3.9 TCloudDb.GetMacro

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetMacro(  
    const aName: string  
): string;
```

Description

This is GetMacro, a member of class TCloudDb.

1.1.18.3.10 TCloudDb.GetParam

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetParam, a member of class TCloudDb.

1.1.18.3.11 TCloudDb.GetPreparedSQL

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetPreparedSQL: string;
```

Description

This is GetPreparedSQL, a member of class TCloudDb.

1.1.18.3.12 TCloudDb.GetQueryURL

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetQueryURL(  
    const aSQL: string  
): string;
```

Description

This is GetQueryURL, a member of class TCloudDb.

1.1.18.3.13 TCloudDb.GetResponseText

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetResponseText: string;
```

Description

This is GetResponseText, a member of class TCloudDb.

1.1.18.3.14 TCloudDb.GetSQLText

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetSQLText: string;
```

Description

This is GetSQLText, a member of class TCloudDb.

1.1.18.3.15 TCloudDb.Prepare

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Prepare;
```

Description

This is Prepare, a member of class TCloudDb.

1.1.18.3.16 TCloudDb.RecordCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
function RecordCount: Integer;
```

Description

This is RecordCount, a member of class TCloudDb.

1.1.18.3.17 TCloudDb.SetMacro

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetMacro(  
    const aName: string;  
    const aValue: string
```



```
);
```

Description

This is SetMacro, a member of class TCloudDb.

1.1.18.3.18 TCloudDb.SetMacroValue

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetMacroValue(  
    const aName: string;  
    const aValue: string  
);
```

Description

This is SetMacroValue, a member of class TCloudDb.

1.1.18.3.19 TCloudDb.SetParam

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetParam, a member of class TCloudDb.

1.1.18.3.20 TCloudDb.SetParamValue

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetParamValue(  
    const aName: string;  
    const aValue: string  
);
```

Description

This is SetParamValue, a member of class TCloudDb.

1.1.18.3.21 TCloudDb.SetSQLText

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetSQLText, a member of class TCloudDb.

1.1.18.3.22 TCloudDb.Setup

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Setup(
  const aURL: string;
  const aApiKey: string;
  const aDatabase: string
);
```

Description

This is Setup, a member of class TCloudDb.

1.1.19 TCmdLine

File: DelphiGamekit.pas (see page 365)

Delphi

```
TCmdLine = record
end;
```

Description

This is class TCmdLine.

1.1.19.1 TCmdLine Methods

The methods of the TCmdLine class are listed here.

Methods

➤	AddParam (see page 84)	This is AddParam, a member of class TCmdLine.
➤	AddParams (see page 85)	This is AddParams, a member of class TCmdLine.
➤	Clear (see page 85)	This is Clear, a member of class TCmdLine.
➤	Count (see page 85)	This is Count, a member of class TCmdLine.
➤	Count (see page 85)	This is Count, a member of class TCmdLine.
➤	Param (see page 85)	This is Param, a member of class TCmdLine.
➤	Param (see page 86)	This is Param, a member of class TCmdLine.
➤	ParamExist (see page 86)	This is ParamExist, a member of class TCmdLine.
➤	ParamIndex (see page 86)	This is ParamIndex, a member of class TCmdLine.
➤	ParamValue (see page 86)	This is ParamValue, a member of class TCmdLine.
➤	Reset (see page 86)	This is Reset, a member of class TCmdLine.
➤	Str (see page 87)	This is Str, a member of class TCmdLine.

1.1.19.1.1 TCmdLine.AddParam

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure AddParam(
  const aParam: string
); static;
```

Description

This is AddParam, a member of class TCmdLine.

1.1.19.1.2 TCmdLine.AddParams

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure AddParams(  
    const aParams: array of string  
); static;
```

Description

This is AddParams, a member of class TCmdLine.

1.1.19.1.3 TCmdLine.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Clear; static;
```

Description

This is Clear, a member of class TCmdLine.

1.1.19.1.4 TCmdLine.Count

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Count: Integer; overload; static;
```

Description

This is Count, a member of class TCmdLine.

1.1.19.1.5 TCmdLine.Count

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Count(  
    const aName: string  
): Integer; overload; static;
```

Description

This is Count, a member of class TCmdLine.

1.1.19.1.6 TCmdLine.Param

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Param(  
    const aIndex: Integer  
): string; overload; static;
```

Description

This is Param, a member of class TCmdLine.

1.1.19.1.7 TCmdLine.Param

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Param(  
    const aName: string;  
    const aIndex: Integer  
): string; overload; static;
```

Description

This is Param, a member of class TCmdLine.

1.1.19.1.8 TCmdLine.ParamExist

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ParamExist(  
    const aName: string  
): Boolean; static;
```

Description

This is ParamExist, a member of class TCmdLine.

1.1.19.1.9 TCmdLine.ParamIndex

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ParamIndex(  
    const aName: string  
): Integer; static;
```

Description

This is ParamIndex, a member of class TCmdLine.

1.1.19.1.10 TCmdLine.ParamValue

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ParamValue(  
    const aName: string;  
    var aValue: string  
): Boolean; static;
```

Description

This is ParamValue, a member of class TCmdLine.

1.1.19.1.11 TCmdLine.Reset

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Reset; static;
```

Description

This is Reset, a member of class TCmdLine.

1.1.19.1.12 TCmdLine.Str

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Str: string; static;
```



Description

This is Str, a member of class TCmdLine.

1.1.19.2 TCmdLine Operators

The operators of the TCmdLine class are listed here.

Operators

	Finalize (see page 87)	This is Finalize, a member of class TCmdLine.
	Initialize (see page 87)	This is Initialize, a member of class TCmdLine.

1.1.19.2.1 TCmdLine.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TCmdLine  
);
```

Description

This is Finalize, a member of class TCmdLine.

1.1.19.2.2 TCmdLine.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TCmdLine  
);
```

Description

This is Initialize, a member of class TCmdLine.

1.1.20 TColor

File: DelphiGamekit.pas (see page 365)

Delphi

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





Description

This is class TColor.

1.1.20.1 TColor Fields

The fields of the TColor class are listed here.

Fields

	Alpha (see page 88)	This is Alpha, a member of class TColor.
	Blue (see page 88)	This is Blue, a member of class TColor.
	Green (see page 88)	This is Green, a member of class TColor.
	Red (see page 88)	This is Red, a member of class TColor.

1.1.20.1.1 TColor.Alpha

File: DelphiGamekit.pas (see page 365)

Delphi

```
Alpha: Byte;
```

Description

This is Alpha, a member of class TColor.

1.1.20.1.2 TColor.Blue

File: DelphiGamekit.pas (see page 365)

Delphi

```
Blue: Byte;
```

Description

This is Blue, a member of class TColor.

1.1.20.1.3 TColor.Green

File: DelphiGamekit.pas (see page 365)

Delphi

```
Green: Byte;
```

Description

This is Green, a member of class TColor.

1.1.20.1.4 TColor.Red

File: DelphiGamekit.pas (see page 365)

Delphi

Red: Byte;






Description

This is Red, a member of class TColor.

1.1.20.2 TColor Methods

The methods of the TColor class are listed here.

Methods

	Clear (see page 89)	This is Clear, a member of class TColor.
	Equal (see page 89)	This is Equal, a member of class TColor.
	Fade (see page 89)	This is Fade, a member of class TColor.
	Make (see page 89)	This is Make, a member of class TColor.
	Makef (see page 90)	This is Makef, a member of class TColor.

1.1.20.2.1 TColor.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

procedure Clear;

Description

This is Clear, a member of class TColor.

1.1.20.2.2 TColor.Equal

File: DelphiGamekit.pas (see page 365)

Delphi

function Equal(
 const aColor: TColor
): Boolean;

Description

This is Equal, a member of class TColor.

1.1.20.2.3 TColor.Fade

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Fade, a member of class TColor.

1.1.20.2.4 TColor.Make

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Make, a member of class TColor.

1.1.20.2.5 TColor.Makef

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Makef(  
    const aRed: Single;  
    const aGreen: Single;  
    const aBlue: Single;  
    const aAlpha: Single  
): TColor;
```



Description

This is Makef, a member of class TColor.

1.1.20.3 TColor Operators

The operators of the TColor class are listed here.

Operators

	Implicit (see page 90)	This is Implicit, a member of class TColor.
	Implicit (see page 90)	This is Implicit, a member of class TColor.

1.1.20.3.1 TColor.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TColor.

1.1.20.3.2 TColor.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

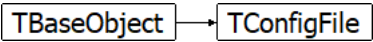
```
class operator Implicit(  
    aValue: TColor  
);
```

Description

This is Implicit, a member of class TColor.

1.1.21 TConfigFile

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is class TConfigFile.

1.1.21.1 TConfigFile Methods

The methods of the TConfigFile class are listed here.

Methods

🔗	Close (see page 91)	This is Close, a member of class TConfigFile.
🔗V	Create (see page 92)	This is Create, a member of class TConfigFile.
🔗V	Destroy (see page 92)	This is Destroy, a member of class TConfigFile.
🔗	GetSectionValue (see page 92)	This is GetSectionValue, a member of class TConfigFile.
🔗	GetSectionValue (see page 92)	This is GetSectionValue, a member of class TConfigFile.
🔗	GetSectionValue (see page 92)	This is GetSectionValue, a member of class TConfigFile.
🔗	GetSectionValues (see page 93)	This is GetSectionValues, a member of class TConfigFile.
🔗	GetValue (see page 93)	This is GetValue, a member of class TConfigFile.
🔗	GetValue (see page 93)	This is GetValue, a member of class TConfigFile.
🔗	GetValue (see page 93)	This is GetValue, a member of class TConfigFile.
🔗	GetValue (see page 93)	This is GetValue, a member of class TConfigFile.
🔗	Open (see page 94)	This is Open, a member of class TConfigFile.
🔗	Opened (see page 94)	This is Opened, a member of class TConfigFile.
🔗	RemoveKey (see page 94)	This is RemoveKey, a member of class TConfigFile.
🔗	RemoveSection (see page 94)	This is RemoveSection, a member of class TConfigFile.
🔗	SetValue (see page 95)	This is SetValue, a member of class TConfigFile.
🔗	SetValue (see page 95)	This is SetValue, a member of class TConfigFile.
🔗	SetValue (see page 95)	This is SetValue, a member of class TConfigFile.
🔗	SetValue (see page 95)	This is SetValue, a member of class TConfigFile.
🔗	Update (see page 96)	This is Update, a member of class TConfigFile.

1.1.21.1.1 TConfigFile.Close

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TConfigFile.

1.1.21.1.2 TConfigFile.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TConfigFile.

1.1.21.1.3 TConfigFile.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TConfigFile.

1.1.21.1.4 TConfigFile.GetSectionValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.21.1.5 TConfigFile.GetSectionValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.21.1.6 TConfigFile.GetSectionValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.21.1.7 TConfigFile.GetSectionValues

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetSectionValues, a member of class TConfigFile.

1.1.21.1.8 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.21.1.9 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.21.1.10 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.21.1.11 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.21.1.12 TConfigFile.Open

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Open, a member of class TConfigFile.

1.1.21.1.13 TConfigFile.Opened

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Opened: Boolean;
```

Description

This is Opened, a member of class TConfigFile.

1.1.21.1.14 TConfigFile.RemoveKey

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RemoveKey, a member of class TConfigFile.

1.1.21.1.15 TConfigFile.RemoveSection

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RemoveSection, a member of class TConfigFile.

1.1.21.1.16 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.21.1.17 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.21.1.18 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.21.1.19 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.21.1.20 TConfigFile.Update

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class TConfigFile.

1.1.22 TController

File: DelphiGamekit.pas (see page 365)

Delphi

```
TController = record  
end;
```

Description

This is class TController.

1.1.22.1 TController Methods

The methods of the TController class are listed here.

Methods

⇒	ButtonDown (see page 96)	This is ButtonDown, a member of class TController.
⇒	ButtonPressed (see page 96)	This is ButtonPressed, a member of class TController.
⇒	ButtonReleased (see page 97)	This is ButtonReleased, a member of class TController.
⇒	Clear (see page 97)	This is Clear, a member of class TController.
⇒	Close (see page 97)	This is Close, a member of class TController.
⇒	GetAxis (see page 97)	This is GetAxis, a member of class TController.
⇒	Open (see page 97)	This is Open, a member of class TController.
⇒	Shutdown (see page 98)	This is Shutdown, a member of class TController.
⇒	Startup (see page 98)	This is Startup, a member of class TController.
⇒	Update (see page 98)	This is Update, a member of class TController.

1.1.22.1.1 TController.ButtonDown

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ButtonDown(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is ButtonDown, a member of class TController.

1.1.22.1.2 TController.ButtonPressed

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ButtonPressed(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is ButtonPressed, a member of class TController.

1.1.22.1.3 TController.ButtonReleased

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ButtonReleased(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is ButtonReleased, a member of class TController.

1.1.22.1.4 TController.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Clear; static;
```

Description

This is Clear, a member of class TController.

1.1.22.1.5 TController.Close

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Close; static;
```

Description

This is Close, a member of class TController.

1.1.22.1.6 TController.GetAxis

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetAxis(  
    const aAxis: Cardinal  
): Single; static;
```

Description

This is GetAxis, a member of class TController.

1.1.22.1.7 TController.Open

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Open(  
    const aIndex: Cardinal  
): Boolean; static;
```

Description

This is Open, a member of class TController.

1.1.22.1.8 TController.Shutdown

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Shutdown; static;
```

Description

This is Shutdown, a member of class TController.

1.1.22.1.9 TController.Startup

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Startup: Boolean; static;
```

Description

This is Startup, a member of class TController.

1.1.22.1.10 TController.Update

File: DelphiGamekit.pas (see page 365)

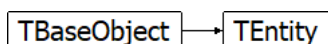
Delphi

```
class procedure Update(  
    const aEvent: PSDL_Event  
); static;
```

Description

This is Update, a member of class TController.

1.1.23 TEntity

Class Hierarchy

File: DelphiGamekit.pas (see page 365)

Delphi

```
TEntity = class(TBaseObject);
```























Description

This is class TEntity.

1.1.23.1 TEntity Fields

The fields of the TEntity class are listed here.

Fields

	FAngle (see page 99)	This is FAngle, a member of class TEntity.
	FAngleOffset (see page 99)	This is FAngleOffset, a member of class TEntity.
	FBlendMode (see page 99)	This is FBlendMode, a member of class TEntity.
	FColor (see page 100)	This is FColor, a member of class TEntity.
	FDir (see page 100)	This is FDir, a member of class TEntity.
	FFirstFrame (see page 100)	This is FFirstFrame, a member of class TEntity.
	FFlipMode (see page 100)	This is FFlipMode, a member of class TEntity.
	FFrame (see page 100)	This is FFrame, a member of class TEntity.
	FFrameFPS (see page 101)	This is FFrameFPS, a member of class TEntity.
	FFrameTimer (see page 101)	This is FFrameTimer, a member of class TEntity.
	FGroup (see page 101)	This is FGroup, a member of class TEntity.
	FHeight (see page 101)	This is FHeight, a member of class TEntity.
	FLastFrame (see page 101)	This is FLastFrame, a member of class TEntity.
	FLoopFrame (see page 101)	This is FLoopFrame, a member of class TEntity.
	FOrigin (see page 102)	This is FOrigin, a member of class TEntity.
	FPos (see page 102)	This is FPos, a member of class TEntity.
	FRadius (see page 102)	This is FRadius, a member of class TEntity.
	FRenderPolyPoint (see page 102)	This is FRenderPolyPoint, a member of class TEntity.
	FScale (see page 102)	This is FScale, a member of class TEntity.
	FShrinkFactor (see page 103)	This is FShrinkFactor, a member of class TEntity.
	FSprite (see page 103)	This is FSprite, a member of class TEntity.
	FWidth (see page 103)	This is FWidth, a member of class TEntity.

1.1.23.1.1 TEntity.FAngle

File: DelphiGamekit.pas (see page 365)

Delphi

```
FAngle: Single;
```

Description

This is FAngle, a member of class TEntity.

1.1.23.1.2 TEntity.FAngleOffset

File: DelphiGamekit.pas (see page 365)

Delphi

```
FAngleOffset: Single;
```

Description

This is FAngleOffset, a member of class TEntity.

1.1.23.1.3 TEntity.FBlendMode

File: DelphiGamekit.pas (see page 365)

Delphi

```
FBlendMode: TBlendMode;
```

Description

This is FBlendMode, a member of class TEntity.

1.1.23.1.4 TEntity.FColor

File: DelphiGamekit.pas (see page 365)

Delphi

```
FColor: TColor;
```

Description

This is FColor, a member of class TEntity.

1.1.23.1.5 TEntity.FDir

File: DelphiGamekit.pas (see page 365)

Delphi

```
FDir: TVector;
```

Description

This is FDir, a member of class TEntity.

1.1.23.1.6 TEntity.FFirstFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
FFirstFrame: Integer;
```

Description

This is FFirstFrame, a member of class TEntity.

1.1.23.1.7 TEntity.FFlipMode

File: DelphiGamekit.pas (see page 365)

Delphi

```
FFlipMode: TFlipMode;
```

Description

This is FFlipMode, a member of class TEntity.

1.1.23.1.8 TEntity.FFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
FFrame: Integer;
```

Description

This is FFrame, a member of class TEntity.

1.1.23.1.9 TEntity.FFrameFPS

File: DelphiGamekit.pas (see page 365)

Delphi

```
FFrameFPS: Single;
```

Description

This is FFrameFPS, a member of class TEntity.

1.1.23.1.10 TEntity.FFrameTimer

File: DelphiGamekit.pas (see page 365)

Delphi

```
FFrameTimer: Single;
```

Description

This is FFrameTimer, a member of class TEntity.

1.1.23.1.11 TEntity.FGroup

File: DelphiGamekit.pas (see page 365)

Delphi

```
FGroup: Integer;
```

Description

This is FGroup, a member of class TEntity.

1.1.23.1.12 TEntity.FHeight

File: DelphiGamekit.pas (see page 365)

Delphi

```
FHeight: Single;
```

Description

This is FHeight, a member of class TEntity.

1.1.23.1.13 TEntity.FLastFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
FLastFrame: Integer;
```

Description

This is FLastFrame, a member of class TEntity.

1.1.23.1.14 TEntity.FLoopFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
FLoopFrame: Boolean;
```

Description

This is FLoopFrame, a member of class TEntity.

1.1.23.1.15 TEntity.FOrigin

File: DelphiGamekit.pas (see page 365)

Delphi

```
FOrigin: TPoint;
```

Description

This is FOrigin, a member of class TEntity.

1.1.23.1.16 TEntity.FPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPos: TVector;
```

Description

This is FPos, a member of class TEntity.

1.1.23.1.17 TEntity.FRadius

File: DelphiGamekit.pas (see page 365)

Delphi

```
FRadius: Single;
```

Description

This is FRadius, a member of class TEntity.

1.1.23.1.18 TEntity.FRenderPolyPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
FRenderPolyPoint: Boolean;
```

Description

This is FRenderPolyPoint, a member of class TEntity.

1.1.23.1.19 TEntity.FScale

File: DelphiGamekit.pas (see page 365)

Delphi

```
FScale: Single;
```

Description

This is FScale, a member of class TEntity.

1.1.23.1.20 TEntity.FShrinkFactor

File: DelphiGamekit.pas (see page 365)

Delphi

```
FShrinkFactor: Single;
```

Description

This is FShrinkFactor, a member of class TEntity.

1.1.23.1.21 TEntity.FSprite

File: DelphiGamekit.pas (see page 365)

Delphi

```
FSprite: TSprite;
```

Description

This is FSprite, a member of class TEntity.

1.1.23.1.22 TEntity.FWidth

File: DelphiGamekit.pas (see page 365)

Delphi

```
FWidth: Single;
```

Description

This is FWidth, a member of class TEntity.

1.1.23.2 TEntity Methods

The methods of the TEntity class are listed here.

Methods

⇒	Angle (see page 104)	This is Angle, a member of class TEntity.
⇒	AngleOffset (see page 105)	This is AngleOffset, a member of class TEntity.
⇒	CollidePolyPoint (see page 105)	This is CollidePolyPoint, a member of class TEntity.
⇒	CollidePolyPointPoint (see page 105)	This is CollidePolyPointPoint, a member of class TEntity.
⇒	Color (see page 105)	This is Color, a member of class TEntity.
⇒ V	Create (see page 105)	This is Create, a member of class TEntity.
⇒	CreateEntity (see page 106)	This is CreateEntity, a member of class TEntity.
⇒ V	Destroy (see page 106)	This is Destroy, a member of class TEntity.
⇒	Dir (see page 106)	This is Dir, a member of class TEntity.
⇒	FirstFrame (see page 106)	This is FirstFrame, a member of class TEntity.
⇒	FlipMode (see page 106)	This is FlipMode, a member of class TEntity.
⇒	Frame (see page 106)	This is Frame, a member of class TEntity.
⇒	FrameFPS (see page 107)	This is FrameFPS, a member of class TEntity.
⇒	FullyVisible (see page 107)	This is FullyVisible, a member of class TEntity.
⇒	Group (see page 107)	This is Group, a member of class TEntity.
⇒	Height (see page 107)	This is Height, a member of class TEntity.

◆	Init (see page 107)	This is Init, a member of class TEntity.
◆	LastFrame (see page 108)	This is LastFrame, a member of class TEntity.
◆	LoopFrame (see page 108)	This is LoopFrame, a member of class TEntity.
◆	NextFrame (see page 108)	This is NextFrame, a member of class TEntity.
◆	Overlap (see page 108)	This is Overlap, a member of class TEntity.
◆	Overlap (see page 108)	This is Overlap, a member of class TEntity.
◆	Pos (see page 109)	This is Pos, a member of class TEntity.
◆	PrevFrame (see page 109)	This is PrevFrame, a member of class TEntity.
◆	Radius (see page 109)	This is Radius, a member of class TEntity.
◆	Render (see page 109)	This is Render, a member of class TEntity.
◆	RenderAt (see page 109)	This is RenderAt, a member of class TEntity.
◆	RotateAbs (see page 110)	This is RotateAbs, a member of class TEntity.
◆	RotateRel (see page 110)	This is RotateRel, a member of class TEntity.
◆	RotateToAngle (see page 110)	This is RotateToAngle, a member of class TEntity.
◆	RotateToPos (see page 110)	This is RotateToPos, a member of class TEntity.
◆	RotateToPosAt (see page 110)	This is RotateToPosAt, a member of class TEntity.
◆	Scale (see page 111)	This is Scale, a member of class TEntity.
◆	ScaleAbs (see page 111)	This is ScaleAbs, a member of class TEntity.
◆	ScaleRel (see page 111)	This is ScaleRel, a member of class TEntity.
◆	SetAngleOffset (see page 111)	This is SetAngleOffset, a member of class TEntity.
◆	SetColor (see page 112)	This is SetColor, a member of class TEntity.
◆	SetFlipMode (see page 112)	This is SetFlipMode, a member of class TEntity.
◆	SetFrame (see page 112)	This is SetFrame, a member of class TEntity.
◆	SetFrameFPS (see page 112)	This is SetFrameFPS, a member of class TEntity.
◆	SetFrameRange (see page 112)	This is SetFrameRange, a member of class TEntity.
◆	SetLoopFrame (see page 113)	This is SetLoopFrame, a member of class TEntity.
◆	SetPosAbs (see page 113)	This is SetPosAbs, a member of class TEntity.
◆	SetPosRel (see page 113)	This is SetPosRel, a member of class TEntity.
◆	SetRenderPolyPoint (see page 113)	This is SetRenderPolyPoint, a member of class TEntity.
◆	SetShrinkFactor (see page 113)	This is SetShrinkFactor, a member of class TEntity.
◆	ShrinkFactor (see page 114)	This is ShrinkFactor, a member of class TEntity.
◆	Sprite (see page 114)	This is Sprite, a member of class TEntity.
◆	Thrust (see page 114)	This is Thrust, a member of class TEntity.
◆	ThrustAngle (see page 114)	This is ThrustAngle, a member of class TEntity.
◆	ThrustToPos (see page 114)	This is ThrustToPos, a member of class TEntity.
◆	TracePolyPoint (see page 115)	This is TracePolyPoint, a member of class TEntity.
◆	Visible (see page 115)	This is Visible, a member of class TEntity.
◆	Width (see page 115)	This is Width, a member of class TEntity.

1.1.23.2.1 TEntity.Angle

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Angle: Single;
```

Description

This is Angle, a member of class TEntity.

1.1.23.2.2 TEntity.AngleOffset

File: DelphiGamekit.pas (see page 365)

Delphi

```
function AngleOffset: Single;
```

Description

This is AngleOffset, a member of class TEntity.

1.1.23.2.3 TEntity.CollidePolyPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
function CollidePolyPoint(  
    const aEntity: TEntity;  
    var aHitPos: TPoint  
): Boolean;
```

Description

This is CollidePolyPoint, a member of class TEntity.

1.1.23.2.4 TEntity.CollidePolyPointPoint

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is CollidePolyPointPoint, a member of class TEntity.

1.1.23.2.5 TEntity.Color

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Color: TColor;
```

Description

This is Color, a member of class TEntity.

1.1.23.2.6 TEntity.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TEntity.

1.1.23.2.7 TEntity.CreateEntity

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function CreateEntity(  
    const aSprite: TSprite;  
    const aGroup: Integer  
): TEntity;
```

Description

This is CreateEntity, a member of class TEntity.

1.1.23.2.8 TEntity.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TEntity.

1.1.23.2.9 TEntity.Dir

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Dir: TVector;
```

Description

This is Dir, a member of class TEntity.

1.1.23.2.10 TEntity.FirstFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
function FirstFrame: Integer;
```

Description

This is FirstFrame, a member of class TEntity.

1.1.23.2.11 TEntity.FlipMode

File: DelphiGamekit.pas (see page 365)

Delphi

```
function FlipMode: TFlipMode;
```

Description

This is FlipMode, a member of class TEntity.

1.1.23.2.12 TEntity.Frame

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Frame: Integer;
```

Description

This is Frame, a member of class TEntity.

1.1.23.2.13 TEntity.FrameFPS

File: DelphiGamekit.pas (see page 365)

Delphi

```
function FrameFPS: Single;
```

Description

This is FrameFPS, a member of class TEntity.

1.1.23.2.14 TEntity.FullyVisible

File: DelphiGamekit.pas (see page 365)

Delphi

```
function FullyVisible(  
    const aVirtualX: Single;  
    const aVirtualY: Single  
): Boolean;
```

Description

This is FullyVisible, a member of class TEntity.

1.1.23.2.15 TEntity.Group

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Group: Integer;
```

Description

This is Group, a member of class TEntity.

1.1.23.2.16 TEntity.Height

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Height: Single;
```

Description

This is Height, a member of class TEntity.

1.1.23.2.17 TEntity.Init

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Init(  
    const aSprite: TSprite;
```

```
    const aGroup: Integer  
);
```

Description

This is Init, a member of class TEntity.

1.1.23.2.18 TEntity.LastFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
function LastFrame: Integer;
```

Description

This is LastFrame, a member of class TEntity.

1.1.23.2.19 TEntity.LoopFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
function LoopFrame: Boolean;
```

Description

This is LoopFrame, a member of class TEntity.

1.1.23.2.20 TEntity.NextFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
function NextFrame: Boolean;
```

Description

This is NextFrame, a member of class TEntity.

1.1.23.2.21 TEntity.Overlap

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Overlap, a member of class TEntity.

1.1.23.2.22 TEntity.Overlap

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Overlap(  
    const aEntity: TEntity
```

```
) : Boolean; overload;
```

Description

This is Overlap, a member of class TEntity.

1.1.23.2.23 TEntity.Pos

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Pos: TVector;
```

Description

This is Pos, a member of class TEntity.

1.1.23.2.24 TEntity.PrevFrame

File: DelphiGamekit.pas (see page 365)

Delphi

```
function PrevFrame: Boolean;
```

Description

This is PrevFrame, a member of class TEntity.

1.1.23.2.25 TEntity.Radius

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Radius: Single;
```

Description

This is Radius, a member of class TEntity.

1.1.23.2.26 TEntity.Render

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Render, a member of class TEntity.

1.1.23.2.27 TEntity.RenderAt

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RenderAt, a member of class TEntity.

1.1.23.2.28 TEntity.RotateAbs

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RotateAbs, a member of class TEntity.

1.1.23.2.29 TEntity.RotateRel

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RotateRel, a member of class TEntity.

1.1.23.2.30 TEntity.RotateToAngle

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RotateToAngle, a member of class TEntity.

1.1.23.2.31 TEntity.RotateToPos

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RotateToPos, a member of class TEntity.

1.1.23.2.32 TEntity.RotateToPosAt

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is RotateToPosAt, a member of class TEntity.

1.1.23.2.33 TEntity.Scale

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Scale: Single;
```

Description

This is Scale, a member of class TEntity.

1.1.23.2.34 TEntity.ScaleAbs

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure ScaleAbs(  
    const aScale: Single  
);
```

Description

This is ScaleAbs, a member of class TEntity.

1.1.23.2.35 TEntity.ScaleRel

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure ScaleRel(  
    const aScale: Single  
);
```

Description

This is ScaleRel, a member of class TEntity.

1.1.23.2.36 TEntity.SetAngleOffset

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetAngleOffset, a member of class TEntity.

1.1.23.2.37 TEntity.SetColor

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetColor, a member of class TEntity.

1.1.23.2.38 TEntity.SetFlipMode

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetFlipMode(  
    const aFlipMode: TFlipMode  
);
```

Description

This is SetFlipMode, a member of class TEntity.

1.1.23.2.39 TEntity.SetFrame

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetFrame, a member of class TEntity.

1.1.23.2.40 TEntity.SetFrameFPS

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetFrameFPS, a member of class TEntity.

1.1.23.2.41 TEntity.SetFrameRange

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetFrameRange, a member of class TEntity.

1.1.23.2.42 TEntity.SetLoopFrame

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetLoopFrame, a member of class TEntity.

1.1.23.2.43 TEntity.SetPosAbs

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetPosAbs, a member of class TEntity.

1.1.23.2.44 TEntity.SetPosRel

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetPosRel, a member of class TEntity.

1.1.23.2.45 TEntity.SetRenderPolyPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetRenderPolyPoint(  
    const aValue: Boolean  
);
```

Description

This is SetRenderPolyPoint, a member of class TEntity.

1.1.23.2.46 TEntity.SetShrinkFactor

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetShrinkFactor, a member of class TEntity.

1.1.23.2.47 TEntity.ShrinkFactor

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ShrinkFactor: Single;
```

Description

This is ShrinkFactor, a member of class TEntity.

1.1.23.2.48 TEntity.Sprite

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Sprite: TSprite;
```

Description

This is Sprite, a member of class TEntity.

1.1.23.2.49 TEntity.Thrust

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Thrust, a member of class TEntity.

1.1.23.2.50 TEntity.ThrustAngle

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is ThrustAngle, a member of class TEntity.

1.1.23.2.51 TEntity.ThrustToPos

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is ThrustToPos, a member of class TEntity.

1.1.23.2.52 TEntity.TracePolyPoint

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is TracePolyPoint, a member of class TEntity.

1.1.23.2.53 TEntity.Visible

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Visible(  
    const aVirtualX: Single;  
    const aVirtualY: Single  
): Boolean;
```

Description

This is Visible, a member of class TEntity.

1.1.23.2.54 TEntity.Width

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Width: Single;
```

Description

This is Width, a member of class TEntity.

1.1.23.3 TEntity Properties

The properties of the TEntity class are listed here.

Properties

	BlendMode (see page 116)	This is BlendMode, a member of class TEntity.
---	---------------------------	---

1.1.23.3.1 TEntity.BlendMode

File: DelphiGamekit.pas (see page 365)

Delphi

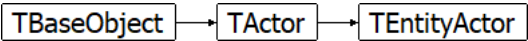
```
property BlendMode: TBlendMode;
```

Description

This is BlendMode, a member of class TEntity.

1.1.24 TEntityActor

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is class TEntityActor.

1.1.24.1 TEntityActor Fields

The fields of the TEntityActor class are listed here.

Fields

	FEntity (see page 116)	This is FEntity, a member of class TEntityActor.
---	-------------------------	--

1.1.24.1.1 TEntityActor.FEntity

File: DelphiGamekit.pas (see page 365)

Delphi

```
FEntity: TEntity;
```



Description






This is FEntity, a member of class TEntityActor.

1.1.24.2 TEntityActor Methods

The methods of the TEntityActor class are listed here.

Methods

	Collide (see page 117)	This is Collide, a member of class TEntityActor.
	Create (see page 117)	This is Create, a member of class TEntityActor.

	Destroy (see page 117)	This is Destroy, a member of class TEntityActor.
	Init (see page 117)	This is Init, a member of class TEntityActor.
	OnRender (see page 117)	This is OnRender, a member of class TEntityActor.
	Overlap (see page 118)	This is Overlap, a member of class TEntityActor.
	Overlap (see page 118)	This is Overlap, a member of class TEntityActor.

1.1.24.2.1 TEntityActor.Collide

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Collide, a member of class TEntityActor.

1.1.24.2.2 TEntityActor.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TEntityActor.

1.1.24.2.3 TEntityActor.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TEntityActor.

1.1.24.2.4 TEntityActor.Init

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Init(  
    const aSprite: TSprite;  
    const aGroup: Integer  
); virtual;
```

Description

This is Init, a member of class TEntityActor.

1.1.24.2.5 TEntityActor.OnRender

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TEntityActor.

1.1.24.2.6 TEntityActor.Overlap

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Overlap, a member of class TEntityActor.

1.1.24.2.7 TEntityActor.Overlap

File: DelphiGamekit.pas (see page 365)

Delphi

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


Description

This is Overlap, a member of class TEntityActor.

1.1.24.3 TEntityActor Properties

The properties of the TEntityActor class are listed here.

Properties

	Entity (see page 118)	This is Entity, a member of class TEntityActor.
---	------------------------	---

1.1.24.3.1 TEntityActor.Entity

File: DelphiGamekit.pas (see page 365)

Delphi

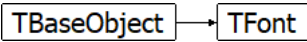
```
property Entity: TEntity;
```

Description

This is Entity, a member of class TEntityActor.

1.1.25 TFont

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is class TFont.

1.1.25.1 TFont Records

The records of the TFont class are listed here.

Records

	TGlyph (see page 119)	This is record TFont.TGlyph.
---	------------------------	------------------------------

1.1.25.1.1 TFont.TGlyph

File: DelphiGamekit.pas (see page 365)

Delphi

```
TGlyph = record
  SrcRect: SDL_Rect;
  DstRect: SDL_FRect;
  XAdvance: Single;
end;
```

Description

This is record TFont.TGlyph.

1.1.25.2 TFont Constants

The constants of the TFont class are listed here.

Constants

	cDefaultGlyphs (see page 119)	This is cDefaultGlyphs, a member of class TFont.
---	--------------------------------	--

1.1.25.2.1 TFont.cDefaultGlyphs

File: DelphiGamekit.pas (see page 365)

Delphi

```
const cDefaultGlyphs = '
! " # $ % & ' ( ) * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ? @ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [ \ ] ^ _ ` a b c d e f g h i j k l m n o p q r s t u v w x y z {
| } ~ ª ® º ' ;
```








Description

This is cDefaultGlyphs, a member of class TFont.

1.1.25.3 TFont Fields

The fields of the TFont class are listed here.

Fields

	FAtlas (see page 120)	This is FAtlas, a member of class TFont.
	FAtlasSize (see page 120)	This is FAtlasSize, a member of class TFont.
	FBaseLine (see page 120)	This is FBaseLine, a member of class TFont.
	FGeometry (see page 120)	This is FGeometry, a member of class TFont.
	FGlyph (see page 121)	This is FGlyph, a member of class TFont.
	FUseVertexBuffer (see page 121)	This is FUseVertexBuffer, a member of class TFont.
	FVertexBufferSize (see page 121)	This is FVertexBufferSize, a member of class TFont.

1.1.25.3.1 TFont.FAtlas

File: DelphiGamekit.pas (see page 365)

Delphi

```
FAtlas: PSDL_Texture;
```

Description

This is FAtlas, a member of class TFont.

1.1.25.3.2 TFont.FAtlasSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
FAtlasSize: Integer;
```

Description

This is FAtlasSize, a member of class TFont.

1.1.25.3.3 TFont.FBaseLine

File: DelphiGamekit.pas (see page 365)

Delphi

```
FBaseLine: Single;
```

Description

This is FBaseLine, a member of class TFont.

1.1.25.3.4 TFont.FGeometry

File: DelphiGamekit.pas (see page 365)

Delphi

```
FGeometry: TGeometry;
```

Description

This is FGeometry, a member of class TFont.

1.1.25.3.5 TFont.FGlyph

File: DelphiGamekit.pas (see page 365)

Delphi

```
FGlyph: TDictionary<Integer, TGlyph>;
```

Description

This is FGlyph, a member of class TFont.

1.1.25.3.6 TFont.FUseVertexBuffer

File: DelphiGamekit.pas (see page 365)

Delphi

```
FUseVertexBuffer: Boolean;
```

Description

This is FUseVertexBuffer, a member of class TFont.

1.1.25.3.7 TFont.FVertexBufferSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
FVertexBufferSize: UInt64;
```
















Description

This is FVertexBufferSize, a member of class TFont.

1.1.25.4 TFont Methods

The methods of the TFont class are listed here.

Methods

	Create (see page 122)	This is Create, a member of class TFont.
	Destroy (see page 122)	This is Destroy, a member of class TFont.
	DrawText (see page 122)	This is DrawText, a member of class TFont.
	DrawText (see page 122)	This is DrawText, a member of class TFont.
	GetUseVertexBuffer (see page 122)	This is GetUseVertexBuffer, a member of class TFont.
	GetVertexBufferSize (see page 123)	This is GetVertexBufferSize, a member of class TFont.
	Load (see page 123)	This is Load, a member of class TFont.
	Load (see page 123)	This is Load, a member of class TFont.
	LoadDefault (see page 123)	This is LoadDefault, a member of class TFont.
	RenderVertices (see page 124)	This is RenderVertices, a member of class TFont.
	SetUseVertexBuffer (see page 124)	This is SetUseVertexBuffer, a member of class TFont.
	SetVertexBufferSize (see page 124)	This is SetVertexBufferSize, a member of class TFont.
	TextHeight (see page 124)	This is TextHeight, a member of class TFont.
	TextLength (see page 124)	This is TextLength, a member of class TFont.
	Unload (see page 125)	This is Unload, a member of class TFont.

1.1.25.4.1 TFont.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TFont.

1.1.25.4.2 TFont.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TFont.

1.1.25.4.3 TFont.DrawText

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is DrawText, a member of class TFont.

1.1.25.4.4 TFont.DrawText

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure DrawText(  
  const aX: Single;  
  const aY: Single;  
  const aColor: TColor;  
  aHAlign: THAlign;  
  const aMsg: string;  
  const aArgs: array of const  
); overload;
```

Description

This is DrawText, a member of class TFont.

1.1.25.4.5 TFont.GetUseVertexBuffer

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetUseVertexBuffer: Boolean;
```

Description

This is GetUseVertexBuffer, a member of class TFont.

1.1.25.4.6 TFont.GetVertexBufferSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetVertexBufferSize: UInt64;
```

Description

This is GetVertexBufferSize, a member of class TFont.

1.1.25.4.7 TFont.Load

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Load(  
    const aRWops: PSDL_RWops;  
    const aSize: Cardinal;  
    const aGlyphs: string = ''  
): Boolean; overload;
```

Description

This is Load, a member of class TFont.

1.1.25.4.8 TFont.Load

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Load(  
    const aArchive: TArchive;  
    const aFilename: string;  
    const aSize: Cardinal;  
    const aGlyphs: string = ''  
): Boolean; overload;
```

Description

This is Load, a member of class TFont.

1.1.25.4.9 TFont.LoadDefault

File: DelphiGamekit.pas (see page 365)

Delphi

```
function LoadDefault(  
    const aSize: Cardinal;  
    const aGlyphs: string = ''  
): Boolean;
```

Description

This is LoadDefault, a member of class TFont.

1.1.25.4.10 TFont.RenderVertices

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure RenderVertices(  
    const aReset: Boolean = True  
);
```

Description

This is RenderVertices, a member of class TFont.

1.1.25.4.11 TFont.SetUseVertexBuffer

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetUseVertexBuffer(  
    const aEnable: Boolean  
);
```

Description

This is SetUseVertexBuffer, a member of class TFont.

1.1.25.4.12 TFont.SetVertexBufferSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetVertexBufferSize(  
    const aSize: UInt64  
);
```

Description

This is SetVertexBufferSize, a member of class TFont.

1.1.25.4.13 TFont.TextHeight

File: DelphiGamekit.pas (see page 365)

Delphi

```
function TextHeight: Single;
```

Description

This is TextHeight, a member of class TFont.

1.1.25.4.14 TFont.TextLength

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is TextLength, a member of class TFont.

1.1.25.4.15 TFont.Unload

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Unload;
```



Description

This is Unload, a member of class TFont.

1.1.25.5 TFont Properties

The properties of the TFont class are listed here.

Properties

 R	Atlas (see page 125)	This is Atlas, a member of class TFont.
 R	AtlasSize (see page 125)	This is AtlasSize, a member of class TFont.

1.1.25.5.1 TFont.Atlas

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Atlas: PSDL_Texture;
```

Description

This is Atlas, a member of class TFont.

1.1.25.5.2 TFont.AtlasSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
property AtlasSize: Integer;
```

Description

This is AtlasSize, a member of class TFont.

1.1.25.6 TFont Nested Types

The nested types of the TFont class are listed here.

Nested Types

	PGlyph (see page 125)	This is nested type TFont.PGlyph.
---	------------------------	-----------------------------------

1.1.25.6.1 TFont.PGlyph

File: DelphiGamekit.pas (see page 365)

Delphi

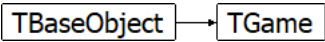
```
PGlyph = ^TGlyph;
```

Description

This is nested type TFont.PGlyph.

1.1.26 TGame

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TGame = class(TBaseObject);
```

Description

This is class TGame.

1.1.26.1 TGame Records

The records of the TGame class are listed here.

Records

	TSettings (see page 126)	This is record TGame.TSettings.
---	---------------------------	---------------------------------

1.1.26.1.1 TGame.TSettings

File: DelphiGamekit.pas (see page 365)

Delphi

```
TSettings = record
  OrgName: string;
  AppName: string;
  LogToConsole: Boolean;
  ConfigFilename: string;
  ArchivePassword: string;
  ArchiveFilename: string;
  WindowTitle: string;
  WindowPosX: Integer;
  WindowPosY: Integer;
  WindowWidth: Integer;
  WindowHeight: Integer;
  WindowClearColor: TColor;
  WindowUpdateOnLostFocus: Boolean;
  DefaultFontSize: Integer;
  DefaultFontGlyphs: string;
  HudTextItemPadWidth: Integer;
  HudPosX: Integer;
  HudPosY: Integer;
  HudLineSpace: Integer;
  AllocatesSoundChannels: Integer;
  ReserveSoundChannels: Integer;
  TimerUpdateRate: Cardinal;
  TimerFixedUpdateRate: Cardinal;
  SceneCount: Integer;
  SceneActorAttrs: TActorAttributeSet;
end;
```






















Description

This is record TGame.TSettings.

1.1.26.2 TGame Fields

The fields of the TGame class are listed here.

Fields

	FArchive (see page 127)	This is FArchive, a member of class TGame.
	FAsync (see page 127)	This is FAsync, a member of class TGame.
	FAudio (see page 127)	This is FAudio, a member of class TGame.
	FCmdLine (see page 128)	This is FCmdLine, a member of class TGame.
	FConfigFile (see page 128)	This is FConfigFile, a member of class TGame.
	FDefaultFont (see page 128)	This is FDefaultFont, a member of class TGame.
	FHud (see page 128)	This is FHud, a member of class TGame.
	FInput (see page 128)	This is FInput, a member of class TGame.
	FLog (see page 129)	This is FLog, a member of class TGame.
	FMousePos (see page 129)	This is FMousePos, a member of class TGame.
	FPrefs (see page 129)	This is FPrefs, a member of class TGame.
	FReady (see page 129)	This is FReady, a member of class TGame.
	FScene (see page 129)	This is FScene, a member of class TGame.
	FScreenshake (see page 129)	This is FScreenshake, a member of class TGame.
	FSettings (see page 130)	This is FSettings, a member of class TGame.
	FSpeech (see page 130)	This is FSpeech, a member of class TGame.
	FSprite (see page 130)	This is FSprite, a member of class TGame.
	FTerminate (see page 130)	This is FTerminate, a member of class TGame.
	FTimer (see page 130)	This is FTimer, a member of class TGame.
	FVideo (see page 131)	This is FVideo, a member of class TGame.
	FWindow (see page 131)	This is FWindow, a member of class TGame.

1.1.26.2.1 TGame.FArchive

File: DelphiGamekit.pas (see page 365)

Delphi

```
FArchive: TArchive;
```

Description

This is FArchive, a member of class TGame.

1.1.26.2.2 TGame.FAsync

File: DelphiGamekit.pas (see page 365)

Delphi

```
FAsync: TAsync;
```

Description

This is FAsync, a member of class TGame.

1.1.26.2.3 TGame.FAudio

File: DelphiGamekit.pas (see page 365)

Delphi

```
FAudio: TAudio;
```

Description

This is FAudio, a member of class TGame.

1.1.26.2.4 TGame.FCmdLine

File: DelphiGamekit.pas (see page 365)

Delphi

```
FCmdLine: TCmdLine;
```

Description

This is FCmdLine, a member of class TGame.

1.1.26.2.5 TGame.FConfigFile

File: DelphiGamekit.pas (see page 365)

Delphi

```
FConfigFile: TConfigFile;
```

Description

This is FConfigFile, a member of class TGame.

1.1.26.2.6 TGame.FDefaultFont

File: DelphiGamekit.pas (see page 365)

Delphi

```
FDefaultFont: TFont;
```

Description

This is FDefaultFont, a member of class TGame.

1.1.26.2.7 TGame.FHud

File: DelphiGamekit.pas (see page 365)

Delphi

```
FHud: THud;
```

Description

This is FHud, a member of class TGame.

1.1.26.2.8 TGame.FInput

File: DelphiGamekit.pas (see page 365)

Delphi

```
FInput: TInput;
```

Description

This is FInput, a member of class TGame.

1.1.26.2.9 TGame.FLog

File: DelphiGamekit.pas (see page 365)

Delphi

```
FLog: TLog;
```

Description

This is FLog, a member of class TGame.

1.1.26.2.10 TGame.FMousePos

File: DelphiGamekit.pas (see page 365)

Delphi

```
FMousePos: TPoint;
```

Description

This is FMousePos, a member of class TGame.

1.1.26.2.11 TGame.FPrefs

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPrefs: TPrefs;
```

Description

This is FPrefs, a member of class TGame.

1.1.26.2.12 TGame.FReady

File: DelphiGamekit.pas (see page 365)

Delphi

```
FReady: Boolean;
```

Description

This is FReady, a member of class TGame.

1.1.26.2.13 TGame.FScene

File: DelphiGamekit.pas (see page 365)

Delphi

```
FScene: TActorScene;
```

Description

This is FScene, a member of class TGame.

1.1.26.2.14 TGame.FScreenshake

File: DelphiGamekit.pas (see page 365)

Delphi

```
FScreenshake: TScreenshake;
```

Description

This is FScreenshake, a member of class TGame.

1.1.26.2.15 TGame.FSettings

File: DelphiGamekit.pas (see page 365)

Delphi

```
FSettings: TSettings;
```

Description

This is FSettings, a member of class TGame.

1.1.26.2.16 TGame.FSpeech

File: DelphiGamekit.pas (see page 365)

Delphi

```
FSpeech: TSpeech;
```

Description

This is FSpeech, a member of class TGame.

1.1.26.2.17 TGame.FSprite

File: DelphiGamekit.pas (see page 365)

Delphi

```
FSprite: TSprite;
```

Description

This is FSprite, a member of class TGame.

1.1.26.2.18 TGame.FTerminate

File: DelphiGamekit.pas (see page 365)

Delphi

```
FTerminate: Boolean;
```

Description

This is FTerminate, a member of class TGame.

1.1.26.2.19 TGame.FTimer

File: DelphiGamekit.pas (see page 365)

Delphi

```
FTimer: TTimer;
```

Description

This is FTimer, a member of class TGame.

1.1.26.2.20 TGame.FVideo

File: DelphiGamekit.pas (see page 365)

Delphi

```
FVideo: TVideo;
```

Description

This is FVideo, a member of class TGame.

1.1.26.2.21 TGame.FWindow

File: DelphiGamekit.pas (see page 365)

Delphi

```
FWindow: TWindow;
```























Description




This is FWindow, a member of class TGame.

1.1.26.3 TGame Methods

The methods of the TGame class are listed here.

Methods

	Create (see page 132)	This is Create, a member of class TGame.
	Destroy (see page 132)	This is Destroy, a member of class TGame.
	OnAfterRenderScene (see page 132)	This is OnAfterRenderScene, a member of class TGame.
	OnApplySettings (see page 132)	This is OnApplySettings, a member of class TGame.
	OnBeforeRenderScene (see page 132)	This is OnBeforeRenderScene, a member of class TGame.
	OnBuildArchiveProgress (see page 133)	This is OnBuildArchiveProgress, a member of class TGame.
	OnClearWindow (see page 133)	This is OnClearWindow, a member of class TGame.
	OnFixedUpdate (see page 133)	This is OnFixedUpdate, a member of class TGame.
	OnLoadConfig (see page 133)	This is OnLoadConfig, a member of class TGame.
	OnReady (see page 133)	This is OnReady, a member of class TGame.
	OnRender (see page 134)	This is OnRender, a member of class TGame.
	OnRenderHud (see page 134)	This is OnRenderHud, a member of class TGame.
	OnSaveConfig (see page 134)	This is OnSaveConfig, a member of class TGame.
	OnSetSettings (see page 134)	This is OnSetSettings, a member of class TGame.
	OnShowWindow (see page 134)	This is OnShowWindow, a member of class TGame.
	OnShutdown (see page 135)	This is OnShutdown, a member of class TGame.
	OnSpeechWord (see page 135)	This is OnSpeechWord, a member of class TGame.
	OnStartup (see page 135)	This is OnStartup, a member of class TGame.
	OnUnapplySettings (see page 135)	This is OnUnapplySettings, a member of class TGame.
	OnUpdate (see page 135)	This is OnUpdate, a member of class TGame.
	OnVideoStatus (see page 136)	This is OnVideoStatus, a member of class TGame.
	Process (see page 136)	This is Process, a member of class TGame.
	Run (see page 136)	This is Run, a member of class TGame.

	SDKVersion (see page 136)	This is SDKVersion, a member of class TGame.
	Settings (see page 136)	This is Settings, a member of class TGame.
	Shutdown (see page 136)	This is Shutdown, a member of class TGame.
	Startup (see page 137)	This is Startup, a member of class TGame.

1.1.26.3.1 TGame.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGame.

1.1.26.3.2 TGame.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGame.

1.1.26.3.3 TGame.OnAfterRenderScene

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnAfterRenderScene, a member of class TGame.

1.1.26.3.4 TGame.OnApplySettings

File: DelphiGamekit.pas (see page 365)

Delphi

```
function OnApplySettings: Boolean; virtual;
```

Description

This is OnApplySettings, a member of class TGame.

1.1.26.3.5 TGame.OnBeforeRenderScene

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnBeforeRenderScene, a member of class TGame.

1.1.26.3.6 TGame.OnBuildArchiveProgress

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnBuildArchiveProgress(  
    const aFilename: string;  
    const aProgress: Cardinal;  
    const aNewFile: Boolean  
); virtual;
```

Description

This is OnBuildArchiveProgress, a member of class TGame.

1.1.26.3.7 TGame.OnClearWindow

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnClearWindow; virtual;
```

Description

This is OnClearWindow, a member of class TGame.

1.1.26.3.8 TGame.OnFixedUpdate

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnFixedUpdate(  
    const aFixedUpdatesSpeed: Single  
); virtual;
```

Description

This is OnFixedUpdate, a member of class TGame.

1.1.26.3.9 TGame.OnLoadConfig

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnLoadConfig; virtual;
```

Description

This is OnLoadConfig, a member of class TGame.

1.1.26.3.10 TGame.OnReady

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnReady, a member of class TGame.

1.1.26.3.11 TGame.OnRender

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TGame.

1.1.26.3.12 TGame.OnRenderHud

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnRenderHud; virtual;
```

Description

This is OnRenderHud, a member of class TGame.

1.1.26.3.13 TGame.OnSaveConfig

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnSaveConfig; virtual;
```

Description

This is OnSaveConfig, a member of class TGame.

1.1.26.3.14 TGame.OnSetSettings

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnSetSettings; virtual;
```

Description

This is OnSetSettings, a member of class TGame.

1.1.26.3.15 TGame.OnShowWindow

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnShowWindow; virtual;
```

Description

This is OnShowWindow, a member of class TGame.

1.1.26.3.16 TGame.OnShutdown

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnShutdown; virtual;
```

Description

This is OnShutdown, a member of class TGame.

1.1.26.3.17 TGame.OnSpeechWord

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnSpeechWord, a member of class TGame.

1.1.26.3.18 TGame.OnStartup

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnStartup; virtual;
```

Description

This is OnStartup, a member of class TGame.

1.1.26.3.19 TGame.OnUnapplySettings

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnUnapplySettings; virtual;
```

Description

This is OnUnapplySettings, a member of class TGame.

1.1.26.3.20 TGame.OnUpdate

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is OnUpdate, a member of class TGame.

1.1.26.3.21 TGame.OnVideoStatus

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure OnVideoStatus(  
    const aStatus: TVideoStatus;  
    const aFilename: string  
); virtual;
```

Description

This is OnVideoStatus, a member of class TGame.

1.1.26.3.22 TGame.Process

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Process; virtual;
```

Description

This is Process, a member of class TGame.

1.1.26.3.23 TGame.Run

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Run; virtual;
```

Description

This is Run, a member of class TGame.

1.1.26.3.24 TGame.SDKVersion

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SDKVersion: string;
```

Description

This is SDKVersion, a member of class TGame.

1.1.26.3.25 TGame.Settings

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Settings: PSettings; virtual;
```

Description

This is Settings, a member of class TGame.

1.1.26.3.26 TGame.Shutdown

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Shutdown; virtual;
```

Description

This is Shutdown, a member of class TGame.

1.1.26.3.27 TGame.Startup

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Startup: Boolean; virtual;
```

Description

This is Startup, a member of class TGame.

1.1.26.4 TGame Properties

The properties of the TGame class are listed here.

Properties

	Archive (see page 137)	This is Archive, a member of class TGame.
	Async (see page 138)	This is Async, a member of class TGame.
	Audio (see page 138)	This is Audio, a member of class TGame.
	CmdLine (see page 138)	This is CmdLine, a member of class TGame.
	ConfigFile (see page 138)	This is ConfigFile, a member of class TGame.
	DefaultFont (see page 138)	This is DefaultFont, a member of class TGame.
	Hud (see page 138)	This is Hud, a member of class TGame.
	Input (see page 139)	This is Input, a member of class TGame.
	Log (see page 139)	This is Log, a member of class TGame.
	MousePos (see page 139)	This is MousePos, a member of class TGame.
	Prefs (see page 139)	This is Prefs, a member of class TGame.
	Scene (see page 139)	This is Scene, a member of class TGame.
	Screenshake (see page 140)	This is Screenshake, a member of class TGame.
	Speech (see page 140)	This is Speech, a member of class TGame.
	Sprite (see page 140)	This is Sprite, a member of class TGame.
	Terminate (see page 140)	This is Terminate, a member of class TGame.
	Timer (see page 140)	This is Timer, a member of class TGame.
	Video (see page 140)	This is Video, a member of class TGame.
	Window (see page 141)	This is Window, a member of class TGame.

1.1.26.4.1 TGame.Archive

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Archive: TArchive;
```

Description

This is Archive, a member of class TGame.

1.1.26.4.2 TGame.Async

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Async: TAsync;
```

Description

This is Async, a member of class TGame.

1.1.26.4.3 TGame.Audio

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Audio: TAudio;
```

Description

This is Audio, a member of class TGame.

1.1.26.4.4 TGame.CmdLine

File: DelphiGamekit.pas (see page 365)

Delphi

```
property CmdLine: TCmdLine;
```

Description

This is CmdLine, a member of class TGame.

1.1.26.4.5 TGame.ConfigFile

File: DelphiGamekit.pas (see page 365)

Delphi

```
property ConfigFile: TConfigFile;
```

Description

This is ConfigFile, a member of class TGame.

1.1.26.4.6 TGame.DefaultFont

File: DelphiGamekit.pas (see page 365)

Delphi

```
property DefaultFont: TFont;
```

Description

This is DefaultFont, a member of class TGame.

1.1.26.4.7 TGame.Hud

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Hud: THud;
```

Description

This is Hud, a member of class TGame.

1.1.26.4.8 TGame.Input

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Input: TInput;
```

Description

This is Input, a member of class TGame.

1.1.26.4.9 TGame.Log

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Log: TLog;
```

Description

This is Log, a member of class TGame.

1.1.26.4.10 TGame.MousePos

File: DelphiGamekit.pas (see page 365)

Delphi

```
property MousePos: TPoint;
```

Description

This is MousePos, a member of class TGame.

1.1.26.4.11 TGame.Prefs

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Prefs: TPrefs;
```

Description

This is Prefs, a member of class TGame.

1.1.26.4.12 TGame.Scene

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Scene: TActorScene;
```

Description

This is Scene, a member of class TGame.

1.1.26.4.13 TGame.Screenshake

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Screenshake: TScreenshake;
```

Description

This is Screenshake, a member of class TGame.

1.1.26.4.14 TGame.Speech

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Speech: TSpeech;
```

Description

This is Speech, a member of class TGame.

1.1.26.4.15 TGame.Sprite

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Sprite: TSprite;
```

Description

This is Sprite, a member of class TGame.

1.1.26.4.16 TGame.Terminate

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Terminate: Boolean;
```

Description

This is Terminate, a member of class TGame.

1.1.26.4.17 TGame.Timer

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Timer: TTimer;
```

Description

This is Timer, a member of class TGame.

1.1.26.4.18 TGame.Video

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Video: TVideo;
```

Description

This is Video, a member of class TGame.

1.1.26.4.19 TGame.Window

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Window: TWindow;
```

Description

This is Window, a member of class TGame.

1.1.26.5 TGame Nested Types

The nested types of the TGame class are listed here.

Nested Types

	PSettings (see page 141)	This is nested type TGame.PSettings.
---	---------------------------	--------------------------------------

1.1.26.5.1 TGame.PSettings

File: DelphiGamekit.pas (see page 365)

Delphi

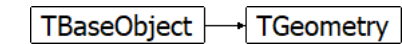
```
PSettings = ^TSettings;
```

Description

This is nested type TGame.PSettings.

1.1.27 TGeometry

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TGeometry = class(TBaseObject);
```







Description

This is class TGeometry.

1.1.27.1 TGeometry Methods

The methods of the TGeometry class are listed here.

Methods

	AddVertex (see page 142)	This is AddVertex, a member of class TGeometry.
	Alloc (see page 142)	This is Alloc, a member of class TGeometry.
	Create (see page 142)	This is Create, a member of class TGeometry.
	Destroy (see page 142)	This is Destroy, a member of class TGeometry.
	Render (see page 143)	This is Render, a member of class TGeometry.
	Reset (see page 143)	This is Reset, a member of class TGeometry.

1.1.27.1.1 TGeometry.AddVertex

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure AddVertex(  
  const aX: Single;  
  const aY: Single;  
  const aColor: SDL_Color;  
  const aTX: Single;  
  const aTY: Single  
);
```

Description

This is AddVertex, a member of class TGeometry.

1.1.27.1.2 TGeometry.Alloc

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Alloc(  
  const aNumTriangles: UInt64  
);
```

Description

This is Alloc, a member of class TGeometry.

1.1.27.1.3 TGeometry.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGeometry.

1.1.27.1.4 TGeometry.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGeometry.

1.1.27.1.5 TGeometry.Render

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Render(  
  const aTexture: PSDL_Texture;  
  const aReset: Boolean = True  
);
```

Description

This is Render, a member of class TGeometry.

1.1.27.1.6 TGeometry.Reset

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TGeometry.

1.1.28 THud

File: DelphiGamekit.pas (see page 365)

Delphi

```
THud = record  
end;
```







Description

This is class THud.

1.1.28.1 THud Methods

The methods of the THud class are listed here.

Methods

	ResetPos (see page 143)	This is ResetPos, a member of class THud.
	SetLineSpace (see page 144)	This is SetLineSpace, a member of class THud.
	SetPos (see page 144)	This is SetPos, a member of class THud.
	SetTextItemPadWidth (see page 144)	This is SetTextItemPadWidth, a member of class THud.
	Text (see page 144)	This is Text, a member of class THud.
	TextItem (see page 145)	This is TextItem, a member of class THud.

1.1.28.1.1 THud.ResetPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure ResetPos; static;
```

Description

This is ResetPos, a member of class THud.

1.1.28.1.2 THud.SetLineSpace

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetLineSpace(  
    const aLineSpace: Integer  
); static;
```

Description

This is SetLineSpace, a member of class THud.

1.1.28.1.3 THud.SetPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetPos(  
    const aX: Integer;  
    const aY: Integer  
); static;
```

Description

This is SetPos, a member of class THud.

1.1.28.1.4 THud.SetTextItemPadWidth

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetTextItemPadWidth(  
    const aWidth: Integer  
); static;
```

Description

This is SetTextItemPadWidth, a member of class THud.

1.1.28.1.5 THud.Text

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Text(  
    const aFont: TFont;  
    const aColor: TColor;  
    const aHAlign: THAlign;  
    const aMsg: string;  
    const aArgs: array of const  
); static;
```

Description

This is Text, a member of class THud.

1.1.28.1.6 THud.TextItem

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function TextItem(  
    const aKey: string;  
    const aValue: string;  
    const aSeperator: string = ' - '  
): string; static;
```



Description

This is TextItem, a member of class THud.

1.1.28.2 THud Operators

The operators of the THud class are listed here.

Operators

	Finalize (see page 145)	This is Finalize, a member of class THud.
	Initialize (see page 145)	This is Initialize, a member of class THud.

1.1.28.2.1 THud.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: THud  
);
```

Description

This is Finalize, a member of class THud.

1.1.28.2.2 THud.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: THud  
);
```

Description

This is Initialize, a member of class THud.

1.1.29 TInput

File: DelphiGamekit.pas (see page 365)

Delphi

```
TInput = record  
end;
```

















Description

This is class TInput.

1.1.29.1 TInput Methods

The methods of the TInput class are listed here.

Methods

	Clear (see page 146)	This is Clear, a member of class TInput.
	Close (see page 146)	This is Close, a member of class TInput.
	ControllerDown (see page 146)	This is ControllerDown, a member of class TInput.
	ControllerPosition (see page 147)	This is ControllerPosition, a member of class TInput.
	ControllerPressed (see page 147)	This is ControllerPressed, a member of class TInput.
	ControllerReleased (see page 147)	This is ControllerReleased, a member of class TInput.
	GetMouseInfo (see page 147)	This is GetMouseInfo, a member of class TInput.
	KeyDown (see page 147)	This is KeyDown, a member of class TInput.
	KeyPressed (see page 148)	This is KeyPressed, a member of class TInput.
	KeyReleased (see page 148)	This is KeyReleased, a member of class TInput.
	MouseDown (see page 148)	This is MouseDown, a member of class TInput.
	MousePressed (see page 148)	This is MousePressed, a member of class TInput.
	MouseReleased (see page 149)	This is MouseReleased, a member of class TInput.
	Open (see page 149)	This is Open, a member of class TInput.
	SetMousePos (see page 149)	This is SetMousePos, a member of class TInput.
	Update (see page 149)	This is Update, a member of class TInput.

1.1.29.1.1 TInput.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Clear; static;
```

Description

This is Clear, a member of class TInput.

1.1.29.1.2 TInput.Close

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Close; static;
```

Description

This is Close, a member of class TInput.

1.1.29.1.3 TInput.ControllerDown

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ControllerDown(
  const aButton: Cardinal
```



```
) : Boolean; static;
```

Description

This is ControllerDown, a member of class TInput.

1.1.29.1.4 TInput.ControllerPosition

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ControllerPosition(  
    const aAxis: Cardinal  
): Single; static;
```

Description

This is ControllerPosition, a member of class TInput.

1.1.29.1.5 TInput.ControllerPressed

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ControllerPressed(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is ControllerPressed, a member of class TInput.

1.1.29.1.6 TInput.ControllerReleased

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function ControllerReleased(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is ControllerReleased, a member of class TInput.

1.1.29.1.7 TInput.GetMouseInfo

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure GetMouseInfo(  
    const aPosition: PPoint;  
    const aDelta: PVector  
); static;
```

Description

This is GetMouseInfo, a member of class TInput.

1.1.29.1.8 TInput.KeyDown

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function KeyDown(  
    const aKey: Cardinal  
): Boolean; static;
```

Description

This is KeyDown, a member of class TInput.

1.1.29.1.9 TInput.KeyPressed

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function KeyPressed(  
    const aKey: Cardinal  
): Boolean; static;
```

Description

This is KeyPressed, a member of class TInput.

1.1.29.1.10 TInput.KeyReleased

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function KeyReleased(  
    const aKey: Cardinal  
): Boolean; static;
```

Description

This is KeyReleased, a member of class TInput.

1.1.29.1.11 TInput.MouseDown

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function MouseDown(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is MouseDown, a member of class TInput.

1.1.29.1.12 TInput.MousePressed

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function MousePressed(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is MousePressed, a member of class TInput.

1.1.29.1.13 TInput.MouseReleased

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function MouseReleased(  
    const aButton: Cardinal  
): Boolean; static;
```

Description

This is MouseReleased, a member of class TInput.

1.1.29.1.14 TInput.Open

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Open; static;
```

Description

This is Open, a member of class TInput.

1.1.29.1.15 TInput.SetMousePos

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetMousePos(  
    const aX: Integer;  
    const aY: Integer  
); static;
```

Description

This is SetMousePos, a member of class TInput.

1.1.29.1.16 TInput.Update

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Update(  
    const aEvent: PSDL_Event  
); static;
```



Description

This is Update, a member of class TInput.

1.1.29.2 TInput Operators

The operators of the TInput class are listed here.

Operators

	Finalize (see page 150)	This is Finalize, a member of class TInput.
	Initialize (see page 150)	This is Initialize, a member of class TInput.

1.1.29.2.1 TInput.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TInput  
);
```

Description

This is Finalize, a member of class TInput.

1.1.29.2.2 TInput.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TInput  
);
```

Description

This is Initialize, a member of class TInput.

1.1.30 TInputMap

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TInputMap = class(TBaseObject);
```

Description

This is class TInputMap.

1.1.30.1 TInputMap Records

The records of the TInputMap class are listed here.

Records

	TAction (see page 150)	This is record TInputMap.TAction.
	TInput (see page 151)	This is record TInputMap.TInput.

1.1.30.1.1 TInputMap.TAction

File: DelphiGamekit.pas (see page 365)

Delphi

```
TAction = record  
    Action: string;  
    List: TList<TInputMap.TInput>;
```

end;

Description

This is record TInputMap.TAction.

1.1.30.1.2 TInputMap.TInput

File: DelphiGamekit.pas (see page 365)

Delphi

```
TInput = record
  Device: TInputDevice;
  Data: Integer;
end;
```

Description

This is record TInputMap.TInput.

1.1.30.2 TInputMap Fields

The fields of the TInputMap class are listed here.

Fields

	FList (see page 151)	This is FList, a member of class TInputMap.
---	-----------------------	---

1.1.30.2.1 TInputMap.FList

File: DelphiGamekit.pas (see page 365)

Delphi

```
FList: TDictionary<string, TAction>;
```














Description

This is FList, a member of class TInputMap.

1.1.30.3 TInputMap Methods

The methods of the TInputMap class are listed here.

Methods

	Add (see page 152)	This is Add, a member of class TInputMap.
	Clear (see page 152)	This is Clear, a member of class TInputMap.
	Create (see page 152)	This is Create, a member of class TInputMap.
	Destroy (see page 152)	This is Destroy, a member of class TInputMap.
	Down (see page 152)	This is Down, a member of class TInputMap.
	Load (see page 153)	This is Load, a member of class TInputMap.
	NewAction (see page 153)	This is NewAction, a member of class TInputMap.
	Pressed (see page 153)	This is Pressed, a member of class TInputMap.
	Released (see page 153)	This is Released, a member of class TInputMap.
	Remove (see page 153)	This is Remove, a member of class TInputMap.
	Remove (see page 154)	This is Remove, a member of class TInputMap.
	Save (see page 154)	This is Save, a member of class TInputMap.
	SetupDefaults (see page 154)	This is SetupDefaults, a member of class TInputMap.

1.1.30.3.1 TInputMap.Add

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Add, a member of class TInputMap.

1.1.30.3.2 TInputMap.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TInputMap.

1.1.30.3.3 TInputMap.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TInputMap.

1.1.30.3.4 TInputMap.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TInputMap.

1.1.30.3.5 TInputMap.Down

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Down, a member of class TInputMap.

1.1.30.3.6 TInputMap.Load

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Load, a member of class TInputMap.

1.1.30.3.7 TInputMap.NewAction

File: DelphiGamekit.pas (see page 365)

Delphi

```
function NewAction(  
    const aAction: string;  
    aDevice: TInputDevice;  
    aData: Integer  
): TAction;
```

Description

This is NewAction, a member of class TInputMap.

1.1.30.3.8 TInputMap.Pressed

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Pressed, a member of class TInputMap.

1.1.30.3.9 TInputMap.Released

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Released(  
    const aAction: string  
): Boolean;
```

Description

This is Released, a member of class TInputMap.

1.1.30.3.10 TInputMap.Remove

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Remove(  
    const aAction: string
```

```
) : Boolean; overload;
```

Description

This is Remove, a member of class TInputMap.

1.1.30.3.11 TInputMap.Remove

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Remove, a member of class TInputMap.

1.1.30.3.12 TInputMap.Save

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Save, a member of class TInputMap.

1.1.30.3.13 TInputMap.SetupDefaults

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetupDefaults; virtual;
```

Description

This is SetupDefaults, a member of class TInputMap.

1.1.31 TLog

File: DelphiGamekit.pas (see page 365)

Delphi

```
TLog = record  
end;
```











Description

This is class TLog.

1.1.31.1 TLog Methods

The methods of the TLog class are listed here.

Methods

	Add (see page 155)	This is Add, a member of class TLog.
	Close (see page 155)	This is Close, a member of class TLog.
	Fatal (see page 155)	This is Fatal, a member of class TLog.
	GetConsoleOutput (see page 155)	This is GetConsoleOutput, a member of class TLog.
	GetFilename (see page 156)	This is GetFilename, a member of class TLog.
	Open (see page 156)	This is Open, a member of class TLog.
	Opened (see page 156)	This is Opened, a member of class TLog.
	Reset (see page 156)	This is Reset, a member of class TLog.
	SetConsoleOutput (see page 156)	This is SetConsoleOutput, a member of class TLog.
	View (see page 157)	This is View, a member of class TLog.

1.1.31.1.1 TLog.Add

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Add(  
    const aMsg: string;  
    const aArgs: array of const  
): string; static;
```

Description

This is Add, a member of class TLog.

1.1.31.1.2 TLog.Close

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Close; static;
```

Description

This is Close, a member of class TLog.

1.1.31.1.3 TLog.Fatal

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Fatal(  
    const aMsg: string;  
    const aArgs: array of const  
); static;
```

Description

This is Fatal, a member of class TLog.

1.1.31.1.4 TLog.GetConsoleOutput

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetConsoleOutput: Boolean; static;
```

Description

This is GetConsoleOutput, a member of class TLog.

1.1.31.1.5 TLog.GetFilename

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetFilename: string; static;
```

Description

This is GetFilename, a member of class TLog.

1.1.31.1.6 TLog.Open

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Open: Boolean; static;
```

Description

This is Open, a member of class TLog.

1.1.31.1.7 TLog.Opened

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Opened: Boolean; static;
```

Description

This is Opened, a member of class TLog.

1.1.31.1.8 TLog.Reset

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Reset; static;
```

Description

This is Reset, a member of class TLog.

1.1.31.1.9 TLog.SetConsoleOutput

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetConsoleOutput(  
    const aConsoleOutput: Boolean  
); static;
```

Description

This is SetConsoleOutput, a member of class TLog.

1.1.31.1.10 TLog.View

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure View; static;
```



Description

This is View, a member of class TLog.

1.1.31.2 TLog Operators

The operators of the TLog class are listed here.

Operators

	Finalize (see page 157)	This is Finalize, a member of class TLog.
	Initialize (see page 157)	This is Initialize, a member of class TLog.

1.1.31.2.1 TLog.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TLog  
);
```

Description

This is Finalize, a member of class TLog.

1.1.31.2.2 TLog.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TLog  
);
```

Description

This is Initialize, a member of class TLog.

1.1.32 TPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
TPoint = record  
    X: Single;  
    Y: Single;  
    Z: Single;  
end;
```




Description

This is class TPoint.

1.1.32.1 TPoint Fields

The fields of the TPoint class are listed here.

Fields

	X (see page 158)	This is X, a member of class TPoint.
	Y (see page 158)	This is Y, a member of class TPoint.
	Z (see page 158)	This is Z, a member of class TPoint.

1.1.32.1.1 TPoint.X

File: DelphiGamekit.pas (see page 365)

Delphi

```
x: Single;
```

Description

This is X, a member of class TPoint.

1.1.32.1.2 TPoint.Y

File: DelphiGamekit.pas (see page 365)

Delphi

```
y: Single;
```

Description

This is Y, a member of class TPoint.

1.1.32.1.3 TPoint.Z

File: DelphiGamekit.pas (see page 365)

Delphi

```
z: Single;
```


Description

This is Z, a member of class TPoint.

1.1.32.2 TPoint Methods

The methods of the TPoint class are listed here.

Methods

	Create (see page 158)	This is Create, a member of class TPoint.
---	------------------------	---

1.1.32.2.1 TPoint.Create

File: DelphiGamekit.pas (see page 365)

Delphi

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






Description

This is Create, a member of class TPoint.

1.1.32.3 TPoint Operators

The operators of the TPoint class are listed here.

Operators

	Implicit (see page 159)	This is Implicit, a member of class TPoint.
	Implicit (see page 159)	This is Implicit, a member of class TPoint.
	Implicit (see page 159)	This is Implicit, a member of class TPoint.
	Implicit (see page 160)	This is Implicit, a member of class TPoint.
	Initialize (see page 160)	This is Initialize, a member of class TPoint.

1.1.32.3.1 TPoint.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.32.3.2 TPoint.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.32.3.3 TPoint.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.32.3.4 TPoint.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.32.3.5 TPoint.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TPoint  
);
```

Description

This is Initialize, a member of class TPoint.

1.1.33 TPolyPoint

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TPolyPoint = class(TBaseObject);
```



Description

This is class TPolyPoint.

1.1.33.1 TPolyPoint Fields

The fields of the TPolyPoint class are listed here.

Fields

	FCount (see page 160)	This is FCount, a member of class TPolyPoint.
	FPolygon (see page 161)	This is FPolygon, a member of class TPolyPoint.

1.1.33.1.1 TPolyPoint.FCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
FCount: Integer;
```

Description

This is FCount, a member of class TPolyPoint.

1.1.33.1.2 TPolyPoint.FPolygon

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPolygon: array of TPolygon;
```

Description

This is FPolygon, a member of class TPolyPoint.

1.1.33.2 TPolyPoint Methods

The methods of the TPolyPoint class are listed here.

Methods

➤	AddPoint (see page 161)	This is AddPoint, a member of class TPolyPoint.
➤	Clear (see page 161)	This is Clear, a member of class TPolyPoint.
➤	Collide (see page 162)	This is Collide, a member of class TPolyPoint.
➤	CollidePoint (see page 162)	This is CollidePoint, a member of class TPolyPoint.
➤	CopyFrom (see page 162)	This is CopyFrom, a member of class TPolyPoint.
➤	Count (see page 163)	This is Count, a member of class TPolyPoint.
➤	Create (see page 163)	This is Create, a member of class TPolyPoint.
➤	Destroy (see page 163)	This is Destroy, a member of class TPolyPoint.
➤	Load (see page 163)	This is Load, a member of class TPolyPoint.
➤	Polygon (see page 163)	This is Polygon, a member of class TPolyPoint.
➤	Render (see page 164)	This is Render, a member of class TPolyPoint.
➤	Save (see page 164)	This is Save, a member of class TPolyPoint.
➤	TraceFromSprite (see page 164)	This is TraceFromSprite, a member of class TPolyPoint.
➤	TraceFromTexture (see page 164)	This is TraceFromTexture, a member of class TPolyPoint.
➤	Valid (see page 165)	This is Valid, a member of class TPolyPoint.

1.1.33.2.1 TPolyPoint.AddPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure AddPoint(
  const aNum: Integer;
  const aX: Single;
  const aY: Single;
  const aOrigin: PPoint
);
```

Description

This is AddPoint, a member of class TPolyPoint.

1.1.33.2.2 TPolyPoint.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TPolyPoint.

1.1.33.2.3 TPolyPoint.Collide

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Collide(  
    const aNum1: Integer;  
    const aGroup1: Integer;  
    const aX1: Single;  
    const aY1: Single;  
    const aScale1: Single;  
    const aAngle1: Single;  
    const aFlipMode1: TFlipMode;  
    const aOrigin1: PPoint;  
    const aPolyPoint2: TPolyPoint;  
    const aNum2: Integer;  
    const aGroup2: Integer;  
    const aX2: Single;  
    const aY2: Single;  
    const aScale2: Single;  
    const aAngle2: Single;  
    const aFlipMode2: TFlipMode;  
    const aOrigin2: PPoint;  
    var aHitPos: TPoint  
): Boolean;
```

Description

This is Collide, a member of class TPolyPoint.

1.1.33.2.4 TPolyPoint.CollidePoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
function CollidePoint(  
    const aNum: Integer;  
    const aGroup: Integer;  
    const aX: Single;  
    const aY: Single;  
    const aScale: Single;  
    const aAngle: Single;  
    const aFlipMode: TFlipMode;  
    const aOrigin: PPoint;  
    var aPoint: TPoint  
): Boolean;
```

Description

This is CollidePoint, a member of class TPolyPoint.

1.1.33.2.5 TPolyPoint.CopyFrom

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure CopyFrom(  
    const aPolyPoint: TPolyPoint
```



```
);
```

Description

This is CopyFrom, a member of class TPolyPoint.

1.1.33.2.6 TPolyPoint.Count

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Count: Integer;
```

Description

This is Count, a member of class TPolyPoint.

1.1.33.2.7 TPolyPoint.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TPolyPoint.

1.1.33.2.8 TPolyPoint.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TPolyPoint.

1.1.33.2.9 TPolyPoint.Load

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Load, a member of class TPolyPoint.

1.1.33.2.10 TPolyPoint.Polygon

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Polygon(  
    const aNum: Integer  
): TPolygon;
```

Description

This is Polygon, a member of class TPolyPoint.

1.1.33.2.11 TPolyPoint.Render

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Render(  
    const aNum: Integer;  
    aX: Single;  
    aY: Single;  
    aScale: Single;  
    aAngle: Single;  
    const aColor: TColor;  
    const aFlipMode: TFlipMode;  
    const aOrigin: PPoint  
);
```

Description

This is Render, a member of class TPolyPoint.

1.1.33.2.12 TPolyPoint.Save

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Save, a member of class TPolyPoint.

1.1.33.2.13 TPolyPoint.TraceFromSprite

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure TraceFromSprite(  
    const aSprite: TSprite;  
    const aGroup: Integer;  
    const aMju: Single;  
    const aMaxStepBack: Integer;  
    const aAlphaThreshold: Integer;  
    const aOrigin: PPoint  
);
```

Description

This is TraceFromSprite, a member of class TPolyPoint.

1.1.33.2.14 TPolyPoint.TraceFromTexture

File: DelphiGamekit.pas (see page 365)

Delphi

```
function TraceFromTexture(  
    const aTexture: TTexture;  
    const aMju: Single;
```

```

    const aMaxStepBack: Integer;
    const aAlphaThreshold: Integer;
    const aOrigin: PPoint
  ): Integer;

```

Description

This is TraceFromTexture, a member of class TPolyPoint.

1.1.33.2.15 TPolyPoint.Valid

File: DelphiGamekit.pas (see page 365)

Delphi

```

function Valid(
  const aNum: Integer
): Boolean;

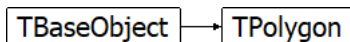
```

Description

This is Valid, a member of class TPolyPoint.

1.1.34 TPolygon

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```

TPolygon = class(TBaseObject);

```


Description

This is class TPolygon.

1.1.34.1 TPolygon Records

The records of the TPolygon class are listed here.

Records

	TSegment (see page 165)	This is record TPolygon.TSegment.
---	--------------------------	-----------------------------------

1.1.34.1.1 TPolygon.TSegment

File: DelphiGamekit.pas (see page 365)

Delphi

```

TSegment = record
  Point: TPoint;
  Visible: Boolean;
end;

```

Description

This is record TPolygon.TSegment.

1.1.34.2 TPolygon Fields

The fields of the TPolygon class are listed here.

Fields

	FItemCount (see page 166)	This is FItemCount, a member of class TPolygon.
	FSegment (see page 166)	This is FSegment, a member of class TPolygon.
	FWorldPoint (see page 166)	This is FWorldPoint, a member of class TPolygon.

1.1.34.2.1 TPolygon.FItemCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
FItemCount: Integer;
```

Description

This is FItemCount, a member of class TPolygon.

1.1.34.2.2 TPolygon.FSegment

File: DelphiGamekit.pas (see page 365)

Delphi

```
FSegment: array of TSegment;
```

Description

This is FSegment, a member of class TPolygon.

1.1.34.2.3 TPolygon.FWorldPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
FWorldPoint: array of TPoint;
```









Description







This is FWorldPoint, a member of class TPolygon.

1.1.34.3 TPolygon Methods

The methods of the TPolygon class are listed here.

Methods

	AddLocalPoint (see page 167)	This is AddLocalPoint, a member of class TPolygon.
	Clear (see page 167)	This is Clear, a member of class TPolygon.
	CopyFrom (see page 167)	This is CopyFrom, a member of class TPolygon.
	Create (see page 167)	This is Create, a member of class TPolygon.
	Destroy (see page 167)	This is Destroy, a member of class TPolygon.
	Load (see page 168)	This is Load, a member of class TPolygon.
	LocalPoint (see page 168)	This is LocalPoint, a member of class TPolygon.
	PointCount (see page 168)	This is PointCount, a member of class TPolygon.

	Render (see page 168)	This is Render, a member of class TPolygon.
	Save (see page 169)	This is Save, a member of class TPolygon.
	SegmentVisible (see page 169)	This is SegmentVisible, a member of class TPolygon.
	SetSegmentVisible (see page 169)	This is SetSegmentVisible, a member of class TPolygon.
	Transform (see page 169)	This is Transform, a member of class TPolygon.
	WorldPoint (see page 169)	This is WorldPoint, a member of class TPolygon.

1.1.34.3.1 TPolygon.AddLocalPoint

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is AddLocalPoint, a member of class TPolygon.

1.1.34.3.2 TPolygon.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TPolygon.

1.1.34.3.3 TPolygon.CopyFrom

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure CopyFrom(
  const aPolygon: TPolygon
);
```

Description

This is CopyFrom, a member of class TPolygon.

1.1.34.3.4 TPolygon.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TPolygon.

1.1.34.3.5 TPolygon.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TPolygon.

1.1.34.3.6 TPolygon.Load

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Load, a member of class TPolygon.

1.1.34.3.7 TPolygon.LocalPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
function LocalPoint(  
    const aIndex: Integer  
): PPoint;
```

Description

This is LocalPoint, a member of class TPolygon.

1.1.34.3.8 TPolygon.PointCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
function PointCount: Integer;
```

Description

This is PointCount, a member of class TPolygon.

1.1.34.3.9 TPolygon.Render

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Render(  
    const aX: Single;  
    const aY: Single;  
    const aScale: Single;  
    const aAngle: Single;  
    const aWidth: Single;  
    aColor: TColor;  
    aFlipMode: TFlipMode;  
    aOrigin: PPoint  
);
```

Description

This is Render, a member of class TPolygon.

1.1.34.3.10 TPolygon.Save

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Save, a member of class TPolygon.

1.1.34.3.11 TPolygon.SegmentVisible

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SegmentVisible(  
    const aIndex: Integer  
): Boolean;
```

Description

This is SegmentVisible, a member of class TPolygon.

1.1.34.3.12 TPolygon.SetSegmentVisible

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is SetSegmentVisible, a member of class TPolygon.

1.1.34.3.13 TPolygon.Transform

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Transform(  
    const aX: Single;  
    const aY: Single;  
    const aScale: Single;  
    const aAngle: Single;  
    const aFlipMode: TFlipMode;  
    const aOrigin: PPoint  
): Boolean;
```

Description

This is Transform, a member of class TPolygon.

1.1.34.3.14 TPolygon.WorldPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
function WorldPoint(
    const aIndex: Integer
): PPoint;
```

Description

This is WorldPoint, a member of class TPolygon.

1.1.35 TPolypointTrace

File: DelphiGamekit.pas (see page 365)

Delphi

```
TPolypointTrace = record
end;
```

Description

This is class TPolypointTrace.

1.1.35.1 TPolypointTrace Methods

The methods of the TPolypointTrace class are listed here.

Methods

⇒	AddPoint (see page 170)	This is AddPoint, a member of class TPolypointTrace.
⇒	ApplyPolyPoint (see page 170)	This is ApplyPolyPoint, a member of class TPolypointTrace.
⇒	DelPoint (see page 171)	This is DelPoint, a member of class TPolypointTrace.
⇒	Done (see page 171)	This is Done, a member of class TPolypointTrace.
⇒	GetPointCount (see page 171)	This is GetPointCount, a member of class TPolypointTrace.
⇒	Init (see page 171)	This is Init, a member of class TPolypointTrace.
⇒	PrimaryTrace (see page 171)	This is PrimaryTrace, a member of class TPolypointTrace.
⇒	SimplifyPoly (see page 172)	This is SimplifyPoly, a member of class TPolypointTrace.

1.1.35.1.1 TPolypointTrace.AddPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure AddPoint(
    X: Integer;
    Y: Integer
); static;
```

Description

This is AddPoint, a member of class TPolypointTrace.

1.1.35.1.2 TPolypointTrace.ApplyPolyPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure ApplyPolyPoint(
    aPolyPoint: TPolyPoint;
```



```
    aNum: Integer;  
    aOrigin: PPoint  
); static;
```

Description

This is ApplyPolyPoint, a member of class TPolypointTrace.

1.1.35.1.3 TPolypointTrace.DelPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure DelPoint(  
    Index: Integer  
); static;
```

Description

This is DelPoint, a member of class TPolypointTrace.

1.1.35.1.4 TPolypointTrace.Done

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Done; static;
```

Description

This is Done, a member of class TPolypointTrace.

1.1.35.1.5 TPolypointTrace.GetPointCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetPointCount: Integer; static;
```

Description

This is GetPointCount, a member of class TPolypointTrace.

1.1.35.1.6 TPolypointTrace.Init

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Init(  
    aMju: Extended = 6;  
    aMaxStepBack: Integer = 10;  
    aAlphaThreshold: Byte = 70  
); static;
```

Description

This is Init, a member of class TPolypointTrace.

1.1.35.1.7 TPolypointTrace.PrimaryTrace

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure PrimaryTrace(  
    const Tex: TTexture;  
    const W: Integer;  
    const H: Integer  
); static;
```

Description

This is PrimaryTrace, a member of class TPolypointTrace.

1.1.35.1.8 TPolypointTrace.SimplifyPoly

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SimplifyPoly; static;
```

Description

This is SimplifyPoly, a member of class TPolypointTrace.

1.1.36 TPrefs

File: DelphiGamekit.pas (see page 365)

Delphi

```
TPrefs = record  
end;
```







Description

This is class TPrefs.

1.1.36.1 TPrefs Methods

The methods of the TPrefs class are listed here.

Methods

	GetAppName (see page 172)	This is GetAppName, a member of class TPrefs.
	GetOrgName (see page 173)	This is GetOrgName, a member of class TPrefs.
	GetPath (see page 173)	This is GetPath, a member of class TPrefs.
	GotoPath (see page 173)	This is GotoPath, a member of class TPrefs.
	SetAppName (see page 173)	This is SetAppName, a member of class TPrefs.
	SetOrgName (see page 173)	This is SetOrgName, a member of class TPrefs.

1.1.36.1.1 TPrefs.GetAppName

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetAppName: string; static;
```

Description

This is GetAppName, a member of class TPrefs.

1.1.36.1.2 TPrefs.GetOrgName

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetOrgName: string; static;
```

Description

This is GetOrgName, a member of class TPrefs.

1.1.36.1.3 TPrefs.GetPath

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetPath: string; static;
```

Description

This is GetPath, a member of class TPrefs.

1.1.36.1.4 TPrefs.GotoPath

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure GotoPath; static;
```

Description

This is GotoPath, a member of class TPrefs.

1.1.36.1.5 TPrefs.SetAppName

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetAppName(  
    const aAppName: string  
); static;
```

Description

This is SetAppName, a member of class TPrefs.

1.1.36.1.6 TPrefs.SetOrgName

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetOrgName(  
    const aOrgName: string  
); static;
```



Description

This is SetOrgName, a member of class TPrefs.

1.1.36.2 TPrefs Operators

The operators of the TPrefs class are listed here.

Operators

	Finalize (see page 174)	This is Finalize, a member of class TPrefs.
	Initialize (see page 174)	This is Initialize, a member of class TPrefs.

1.1.36.2.1 TPrefs.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TPrefs  
);
```

Description

This is Finalize, a member of class TPrefs.

1.1.36.2.2 TPrefs.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TPrefs  
);
```

Description

This is Initialize, a member of class TPrefs.

1.1.37 TRange

File: DelphiGamekit.pas (see page 365)

Delphi

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





Description

This is class TRange.

1.1.37.1 TRange Fields

The fields of the TRange class are listed here.

Fields

	MaxX (see page 175)	This is MaxX, a member of class TRange.
	MaxY (see page 175)	This is MaxY, a member of class TRange.
	MinX (see page 175)	This is MinX, a member of class TRange.
	MinY (see page 175)	This is MinY, a member of class TRange.

1.1.37.1.1 TRange.MaxX

File: DelphiGamekit.pas (see page 365)

Delphi

MaxX: Single;

Description

This is MaxX, a member of class TRange.

1.1.37.1.2 TRange.MaxY

File: DelphiGamekit.pas (see page 365)

Delphi

MaxY: Single;

Description

This is MaxY, a member of class TRange.

1.1.37.1.3 TRange.MinX

File: DelphiGamekit.pas (see page 365)

Delphi

MinX: Single;

Description

This is MinX, a member of class TRange.

1.1.37.1.4 TRange.MinY

File: DelphiGamekit.pas (see page 365)

Delphi

MinY: Single;

Description

This is MinY, a member of class TRange.

1.1.37.2 TRange Operators

The operators of the TRange class are listed here.

Operators

	Initialize (see page 176)	This is Initialize, a member of class TRange.
---	----------------------------	---

1.1.37.2.1 TRange.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TRange  
);
```

Description

This is Initialize, a member of class TRange.

1.1.38 TRect

File: DelphiGamekit.pas (see page 365)

Delphi

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





Description

This is class TRect.

1.1.38.1 TRect Fields

The fields of the TRect class are listed here.

Fields

	Height (see page 176)	This is Height, a member of class TRect.
	Width (see page 176)	This is Width, a member of class TRect.
	X (see page 177)	This is X, a member of class TRect.
	Y (see page 177)	This is Y, a member of class TRect.

1.1.38.1.1 TRect.Height

File: DelphiGamekit.pas (see page 365)

Delphi

```
Height: Single;
```

Description

This is Height, a member of class TRect.

1.1.38.1.2 TRect.Width

File: DelphiGamekit.pas (see page 365)

Delphi

```
Width: Single;
```

Description

This is Width, a member of class TRect.

1.1.38.1.3 TRect.X

File: DelphiGamekit.pas (see page 365)

Delphi

```
x: Single;
```

Description

This is X, a member of class TRect.

1.1.38.1.4 TRect.Y

File: DelphiGamekit.pas (see page 365)

Delphi

```
y: Single;
```




Description

This is Y, a member of class TRect.

1.1.38.2 TRect Methods

The methods of the TRect class are listed here.

Methods

	Assign (see page 177)	This is Assign, a member of class TRect.
	Create (see page 177)	This is Create, a member of class TRect.
	Intersect (see page 178)	This is Intersect, a member of class TRect.

1.1.38.2.1 TRect.Assign

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Assign(  
  ax: Single;  
  ay: Single;  
  aWidth: Single;  
  aHeight: Single  
);
```

Description

This is Assign, a member of class TRect.

1.1.38.2.2 TRect.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create(  
  const ax: Single;  
  const ay: Single;
```

```
const aWidth: Single;  
const aHeight: Single  
);
```

Description
This is Create, a member of class TRect.

1.1.38.2.3 TRect.Intersect

File: DelphiGamekit.pas (see page 365)

Delphi





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

Description
This is Intersect, a member of class TRect.

1.1.38.3 TRect Operators

The operators of the TRect class are listed here.

Operators

	Implicit (see page 178)	This is Implicit, a member of class TRect.
	Implicit (see page 178)	This is Implicit, a member of class TRect.
	Implicit (see page 178)	This is Implicit, a member of class TRect.
	Initialize (see page 179)	This is Initialize, a member of class TRect.

1.1.38.3.1 TRect.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description
This is Implicit, a member of class TRect.

1.1.38.3.2 TRect.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description
This is Implicit, a member of class TRect.

1.1.38.3.3 TRect.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.38.3.4 TRect.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TRect  
) ;
```

Description

This is Initialize, a member of class TRect.

1.1.39 TScreenshake

File: DelphiGamekit.pas (see page 365)

Delphi

```
TScreenshake = record  
end ;
```





Description

This is class TScreenshake.

1.1.39.1 TScreenshake Methods

The methods of the TScreenshake class are listed here.

Methods

	Active (see page 179)	This is Active, a member of class TScreenshake.
	Clear (see page 180)	This is Clear, a member of class TScreenshake.
	Process (see page 180)	This is Process, a member of class TScreenshake.
	Start (see page 180)	This is Start, a member of class TScreenshake.

1.1.39.1.1 TScreenshake.Active

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Active: Boolean; static;
```

Description

This is Active, a member of class TScreenshake.

1.1.39.1.2 TScreenshake.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Clear; static;
```

Description

This is Clear, a member of class TScreenshake.

1.1.39.1.3 TScreenshake.Process

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Process, a member of class TScreenshake.

1.1.39.1.4 TScreenshake.Start

File: DelphiGamekit.pas (see page 365)

Delphi

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



Description

This is Start, a member of class TScreenshake.

1.1.39.2 TScreenshake Operators

The operators of the TScreenshake class are listed here.

Operators

	Finalize (see page 180)	This is Finalize, a member of class TScreenshake.
	Initialize (see page 181)	This is Initialize, a member of class TScreenshake.

1.1.39.2.1 TScreenshake.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TScreenshake  
);
```

Description

This is Finalize, a member of class TScreenshake.

1.1.39.2.2 TScreenshake.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(
    out aDest: TScreenshake
);
```

Description

This is Initialize, a member of class TScreenshake.

1.1.40 TSpeech

File: DelphiGamekit.pas (see page 365)

Delphi

```
TSpeech = record
end;
```

Description

This is class TSpeech.

1.1.40.1 TSpeech Methods

The methods of the TSpeech class are listed here.

Methods

≡◆	Active (see page 181)	This is Active, a member of class TSpeech.
≡◆	ChangeVoice (see page 182)	This is ChangeVoice, a member of class TSpeech.
≡◆	Clear (see page 182)	This is Clear, a member of class TSpeech.
≡◆	GetRate (see page 182)	This is GetRate, a member of class TSpeech.
≡◆	GetVoice (see page 182)	This is GetVoice, a member of class TSpeech.
≡◆	GetVoiceAttribute (see page 182)	This is GetVoiceAttribute, a member of class TSpeech.
≡◆	GetVoiceCount (see page 183)	This is GetVoiceCount, a member of class TSpeech.
≡◆	GetVolume (see page 183)	This is GetVolume, a member of class TSpeech.
≡◆	Pause (see page 183)	This is Pause, a member of class TSpeech.
≡◆	Reset (see page 183)	This is Reset, a member of class TSpeech.
≡◆	Resume (see page 183)	This is Resume, a member of class TSpeech.
≡◆	Say (see page 184)	This is Say, a member of class TSpeech.
≡◆	SetRate (see page 184)	This is SetRate, a member of class TSpeech.
≡◆	SetVolume (see page 184)	This is SetVolume, a member of class TSpeech.
≡◆	SubstituteWord (see page 184)	This is SubstituteWord, a member of class TSpeech.

1.1.40.1.1 TSpeech.Active

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Active: Boolean; static;
```

Description

This is Active, a member of class TSpeech.

1.1.40.1.2 TSpeech.ChangeVoice

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure ChangeVoice(  
    const aIndex: Integer  
); static;
```

Description

This is ChangeVoice, a member of class TSpeech.

1.1.40.1.3 TSpeech.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Clear; static;
```

Description

This is Clear, a member of class TSpeech.

1.1.40.1.4 TSpeech.GetRate

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetRate: Single; static;
```

Description

This is GetRate, a member of class TSpeech.

1.1.40.1.5 TSpeech.GetVoice

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetVoice: Integer; static;
```

Description

This is GetVoice, a member of class TSpeech.

1.1.40.1.6 TSpeech.GetVoiceAttribute

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetVoiceAttribute(  
    const aIndex: Integer;  
    const aAttribute: TSpeechVoiceAttribute  
): string; static;
```

Description

This is GetVoiceAttribute, a member of class TSpeech.

1.1.40.1.7 TSpeech.GetVoiceCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetVoiceCount: Integer; static;
```

Description

This is GetVoiceCount, a member of class TSpeech.

1.1.40.1.8 TSpeech.GetVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetVolume: Single; static;
```

Description

This is GetVolume, a member of class TSpeech.

1.1.40.1.9 TSpeech.Pause

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Pause; static;
```

Description

This is Pause, a member of class TSpeech.

1.1.40.1.10 TSpeech.Reset

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Reset; static;
```

Description

This is Reset, a member of class TSpeech.

1.1.40.1.11 TSpeech.Resume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Resume; static;
```

Description

This is Resume, a member of class TSpeech.

1.1.40.1.12 TSpeech.Say

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Say(  
    const aText: string;  
    const aPurge: Boolean  
); static;
```

Description

This is Say, a member of class TSpeech.

1.1.40.1.13 TSpeech.SetRate

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetRate(  
    const aRate: Single  
); static;
```

Description

This is SetRate, a member of class TSpeech.

1.1.40.1.14 TSpeech.SetVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetVolume(  
    const aVolume: Single  
); static;
```

Description

This is SetVolume, a member of class TSpeech.

1.1.40.1.15 TSpeech.SubstituteWord

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SubstituteWord(  
    const aWord: string;  
    const aSubstituteWord: string  
); static;
```



Description

This is SubstituteWord, a member of class TSpeech.

1.1.40.2 TSpeech Operators

The operators of the TSpeech class are listed here.

Operators

	Finalize (see page 185)	This is Finalize, a member of class TSpeech.
	Initialize (see page 185)	This is Initialize, a member of class TSpeech.

1.1.40.2.1 TSpeech.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TSpeech  
);
```

Description

This is Finalize, a member of class TSpeech.

1.1.40.2.2 TSpeech.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

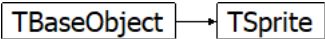
```
class operator Initialize(  
    out aDest: TSpeech  
);
```

Description

This is Initialize, a member of class TSpeech.

1.1.41 TSprite

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

```
TSprite = class(TBaseObject);
```


Description

This is class TSprite.

1.1.41.1 TSprite Records

The records of the TSprite class are listed here.

Records

	TSpriteGroup (see page 185)	This is record TSprite.TSpriteGroup.
	TSpriteImageRect (see page 186)	This is record TSprite.TSpriteImageRect.

1.1.41.1.1 TSprite.TSpriteGroup

File: DelphiGamekit.pas (see page 365)

Delphi

```
TSpriteGroup = record
  Image: array of TSpriteImageRect;
  Count: Integer;
  PolyPoint: TPolyPoint;
end;
```

Description

This is record TSprite.TSpriteGroup.

1.1.41.1.2 TSprite.TSpriteImageRect

File: DelphiGamekit.pas (see page 365)

Delphi

```
TSpriteImageRect = record
  Rect: TRect;
  Page: Integer;
end;
```





Description

This is record TSprite.TSpriteImageRect.

1.1.41.2 TSprite Fields

The fields of the TSprite class are listed here.

Fields

	FGroup (see page 186)	This is FGroup, a member of class TSprite.
	FGroupCount (see page 186)	This is FGroupCount, a member of class TSprite.
	FPageCount (see page 187)	This is FPageCount, a member of class TSprite.
	FTexture (see page 187)	This is FTexture, a member of class TSprite.

1.1.41.2.1 TSprite.FGroup

File: DelphiGamekit.pas (see page 365)

Delphi

```
FGroup: array of TSpriteGroup;
```

Description

This is FGroup, a member of class TSprite.

1.1.41.2.2 TSprite.FGroupCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
FGroupCount: Integer;
```

Description

This is FGroupCount, a member of class TSprite.

1.1.41.2.3 TSprite.FPageCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPageCount: Integer;
```

Description

This is FPageCount, a member of class TSprite.

1.1.41.2.4 TSprite.FTexture

File: DelphiGamekit.pas (see page 365)

Delphi

```
FTexture: array of TTexture;
```

Description

This is FTexture, a member of class TSprite.

1.1.41.3 TSprite Methods

The methods of the TSprite class are listed here.

Methods

≡	AddGroup (see page 187)	This is AddGroup, a member of class TSprite.
≡	AddImageFromGrid (see page 188)	This is AddImageFromGrid, a member of class TSprite.
≡	AddImageFromRect (see page 188)	This is AddImageFromRect, a member of class TSprite.
≡	Clear (see page 188)	This is Clear, a member of class TSprite.
≡ V	Create (see page 188)	This is Create, a member of class TSprite.
≡ V	Destroy (see page 188)	This is Destroy, a member of class TSprite.
≡	GroupPolyPoint (see page 189)	This is GroupPolyPoint, a member of class TSprite.
≡	GroupPolyPointCollide (see page 189)	This is GroupPolyPointCollide, a member of class TSprite.
≡	GroupPolyPointCollidePoint (see page 189)	This is GroupPolyPointCollidePoint, a member of class TSprite.
≡	GroupPolyPointTrace (see page 190)	This is GroupPolyPointTrace, a member of class TSprite.
≡	ImageCount (see page 190)	This is ImageCount, a member of class TSprite.
≡	ImageHeight (see page 190)	This is ImageHeight, a member of class TSprite.
≡	ImageRect (see page 190)	This is ImageRect, a member of class TSprite.
≡	ImageTexture (see page 191)	This is ImageTexture, a member of class TSprite.
≡	ImageWidth (see page 191)	This is ImageWidth, a member of class TSprite.
≡	LoadPage (see page 191)	This is LoadPage, a member of class TSprite.
≡	RenderImage (see page 191)	This is RenderImage, a member of class TSprite.

1.1.41.3.1 TSprite.AddGroup

File: DelphiGamekit.pas (see page 365)

Delphi

```
function AddGroup: Integer;
```

Description

This is AddGroup, a member of class TSprite.

1.1.41.3.2 TSprite.AddImageFromGrid

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is AddImageFromGrid, a member of class TSprite.

1.1.41.3.3 TSprite.AddImageFromRect

File: DelphiGamekit.pas (see page 365)

Delphi

```
function AddImageFromRect(  
    const aPage: Integer;  
    const aGroup: Integer;  
    const aRect: TRect  
): Integer;
```

Description

This is AddImageFromRect, a member of class TSprite.

1.1.41.3.4 TSprite.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TSprite.

1.1.41.3.5 TSprite.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TSprite.

1.1.41.3.6 TSprite.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TSprite.

1.1.41.3.7 TSprite.GroupPolyPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GroupPolyPoint(  
    const aGroup: Integer  
): Pointer;
```

Description

This is GroupPolyPoint, a member of class TSprite.

1.1.41.3.8 TSprite.GroupPolyPointCollide

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GroupPolyPointCollide(  
    const aNum1: Integer;  
    const aGroup1: Integer;  
    const aX1: Single;  
    const aY1: Single;  
    const aScale1: Single;  
    const aAngle1: Single;  
    const aFlipMode1: TFlipMode;  
    const aOrigin1: PPoint;  
    const aSprite2: TSprite;  
    const aNum2: Integer;  
    const aGroup2: Integer;  
    const aX2: Single;  
    const aY2: Single;  
    const aScale2: Single;  
    const aAngle2: Single;  
    const aFlipMode2: TFlipMode;  
    const aOrigin2: PPoint;  
    const aShrinkFactor: Single;  
    var aHitPos: TPoint  
): Boolean;
```

Description

This is GroupPolyPointCollide, a member of class TSprite.

1.1.41.3.9 TSprite.GroupPolyPointCollidePoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GroupPolyPointCollidePoint(  
    const aNum: Integer;  
    const aGroup: Integer;  
    const aX: Single;  
    const aY: Single;  
    const aScale: Single;  
    const aAngle: Single;  
    const aFlipMode: TFlipMode;  
    const aOrigin: PPoint;
```

```
    const aShrinkFactor: Single;  
    var aPoint: TPoint  
): Boolean;
```

Description

This is GroupPolyPointCollidePoint, a member of class TSprite.

1.1.41.3.10 TSprite.GroupPolyPointTrace

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is GroupPolyPointTrace, a member of class TSprite.

1.1.41.3.11 TSprite.ImageCount

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ImageCount(  
    const aGroup: Integer  
): Integer;
```

Description

This is ImageCount, a member of class TSprite.

1.1.41.3.12 TSprite.ImageHeight

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ImageHeight(  
    const aNum: Integer;  
    const aGroup: Integer  
): Single;
```

Description

This is ImageHeight, a member of class TSprite.

1.1.41.3.13 TSprite.ImageRect

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ImageRect(  
    const aNum: Integer;  
    const aGroup: Integer  
): TRect;
```

Description

This is ImageRect, a member of class TSprite.

1.1.41.3.14 TSprite.ImageTexture

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ImageTexture(  
    const aNum: Integer;  
    const aGroup: Integer  
): TTexture;
```

Description

This is ImageTexture, a member of class TSprite.

1.1.41.3.15 TSprite.ImageWidth

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ImageWidth(  
    const aNum: Integer;  
    const aGroup: Integer  
): Single;
```

Description

This is ImageWidth, a member of class TSprite.

1.1.41.3.16 TSprite.LoadPage

File: DelphiGamekit.pas (see page 365)

Delphi

```
function LoadPage(  
    const aArchive: TArchive;  
    const aFilename: string;  
    const aColorKey: PColor  
): Integer;
```

Description

This is LoadPage, a member of class TSprite.

1.1.41.3.17 TSprite.RenderImage

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure RenderImage(  
    const aNum: Integer;  
    const aGroup: Integer;  
    const aX: Single;  
    const aY: Single;  
    const aScale: Single;  
    const aAngle: Single;  
    const aFlipMode: TFlipMode;  
    const aOrigin: PPoint;  
    const aColor: TColor;  
    const aBlendMode: TBlendMode;  
    const aRenderPolyPoint: Boolean = false  
);
```

Description

This is RenderImage, a member of class TSprite.

1.1.41.4 TSprite Nested Types

The nested types of the TSprite class are listed here.

Nested Types

🔔	PSpriteGroup (see page 192)	This is nested type TSprite.PSpriteGroup.
🔔	PSpriteImageRect (see page 192)	This is nested type TSprite.PSpriteImageRect.

1.1.41.4.1 TSprite.PSpriteGroup

File: DelphiGamekit.pas (see page 365)

Delphi

```
PSpriteGroup = ^TSpriteGroup;
```

Description

This is nested type TSprite.PSpriteGroup.

1.1.41.4.2 TSprite.PSpriteImageRect

File: DelphiGamekit.pas (see page 365)

Delphi

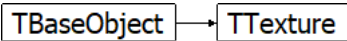
```
PSpriteImageRect = ^TSpriteImageRect;
```

Description

This is nested type TSprite.PSpriteImageRect.

1.1.42 TTexture

Class Hierarchy



File: DelphiGamekit.pas (see page 365)

Delphi

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








Description

This is class TTexture.

1.1.42.1 TTexture Fields

The fields of the TTexture class are listed here.

Fields

	FHandle (see page 193)	This is FHandle, a member of class TTexture.
	FHeight (see page 193)	This is FHeight, a member of class TTexture.
	FLockRect (see page 193)	This is FLockRect, a member of class TTexture.
	FPitch (see page 193)	This is FPitch, a member of class TTexture.
	FPixelFormat (see page 193)	This is FPixelFormat, a member of class TTexture.
	FPixels (see page 194)	This is FPixels, a member of class TTexture.
	FWidth (see page 194)	This is FWidth, a member of class TTexture.

1.1.42.1.1 TTexture.FHandle

File: DelphiGamekit.pas (see page 365)

Delphi

```
FHandle: PSDL_Texture;
```

Description

This is FHandle, a member of class TTexture.

1.1.42.1.2 TTexture.FHeight

File: DelphiGamekit.pas (see page 365)

Delphi

```
FHeight: Integer;
```

Description

This is FHeight, a member of class TTexture.

1.1.42.1.3 TTexture.FLockRect

File: DelphiGamekit.pas (see page 365)

Delphi

```
FLockRect: SDL_FRect;
```

Description

This is FLockRect, a member of class TTexture.

1.1.42.1.4 TTexture.FPitch

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPitch: Integer;
```

Description

This is FPitch, a member of class TTexture.

1.1.42.1.5 TTexture.FPixelFormat

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPixelFormat: PSDL_PixelFormat;
```

Description

This is FPixelFormat, a member of class TTexture.

1.1.42.1.6 TTexture.FPixels

File: DelphiGamekit.pas (see page 365)

Delphi

```
FPixels: Pointer;
```

Description

This is FPixels, a member of class TTexture.

1.1.42.1.7 TTexture.FWidth

File: DelphiGamekit.pas (see page 365)

Delphi

```
FWidth: Integer;
```

Description

This is FWidth, a member of class TTexture.

1.1.42.2 TTexture Methods

The methods of the TTexture class are listed here.

Methods

≡◆	Alloc (see page 194)	This is Alloc, a member of class TTexture.
≡◆V	Create (see page 195)	This is Create, a member of class TTexture.
≡◆V	Destroy (see page 195)	This is Destroy, a member of class TTexture.
≡◆	GetColor (see page 195)	This is GetColor, a member of class TTexture.
≡◆	GetPixel (see page 195)	This is GetPixel, a member of class TTexture.
≡◆	GetSize (see page 195)	This is GetSize, a member of class TTexture.
≡◆	Load (see page 196)	This is Load, a member of class TTexture.
≡◆	LoadTexture (see page 196)	This is LoadTexture, a member of class TTexture.
≡◆	Lock (see page 196)	This is Lock, a member of class TTexture.
≡◆	Render (see page 196)	This is Render, a member of class TTexture.
≡◆	RenderTiled (see page 197)	This is RenderTiled, a member of class TTexture.
≡◆	Save (see page 197)	This is Save, a member of class TTexture.
≡◆	SetColor (see page 197)	This is SetColor, a member of class TTexture.
≡◆	SetPixel (see page 197)	This is SetPixel, a member of class TTexture.
≡◆	Unload (see page 198)	This is Unload, a member of class TTexture.
≡◆	Unlock (see page 198)	This is Unlock, a member of class TTexture.

1.1.42.2.1 TTexture.Alloc

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Alloc(  
  const aWidth: Cardinal;  
  const aHeight: Cardinal;  
  const aAccess: TTextureAccess  
);
```

Description

This is Alloc, a member of class TTexture.

1.1.42.2.2 TTexture.Create

File: DelphiGamekit.pas (see page 365)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TTexture.

1.1.42.2.3 TTexture.Destroy

File: DelphiGamekit.pas (see page 365)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TTexture.

1.1.42.2.4 TTexture.GetColor

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetColor: SDL_Color;
```

Description

This is GetColor, a member of class TTexture.

1.1.42.2.5 TTexture.GetPixel

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetPixel(  
  const aX: Integer;  
  const aY: Integer  
): SDL_Color;
```

Description

This is GetPixel, a member of class TTexture.

1.1.42.2.6 TTexture.GetSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure GetSize(  
    aWidth: PInteger;  
    aHeight: PInteger  
);
```

Description

This is GetSize, a member of class TTexture.

1.1.42.2.7 TTexture.Load

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Load, a member of class TTexture.

1.1.42.2.8 TTexture.LoadTexture

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function LoadTexture(  
    const aArchive: TArchive;  
    const aFilename: string;  
    const aColorKey: PColor  
): TTexture;
```

Description

This is LoadTexture, a member of class TTexture.

1.1.42.2.9 TTexture.Lock

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Lock(  
    const aRect: PSDL_FRect  
);
```

Description

This is Lock, a member of class TTexture.

1.1.42.2.10 TTexture.Render

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Render(  
    const aSrcRect: PRect;  
    const aX: Single;  
    const aY: Single;  
    aScale: Single;
```

```
    aAngle: Single;  
    const aFlipMode: TFlipMode;  
    const aOrigin: PPoint;  
    const aColor: SDL_Color;  
    const aBlendMode: TBlendMode  
);
```

Description

This is Render, a member of class TTexture.

1.1.42.2.11 TTexture.RenderTiled

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure RenderTiled(  
    const aDeltaX: Single;  
    const aDeltaY: Single;  
    const aColor: SDL_Color;  
    const aBlendMode: TBlendMode  
);
```

Description

This is RenderTiled, a member of class TTexture.

1.1.42.2.12 TTexture.Save

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Save, a member of class TTexture.

1.1.42.2.13 TTexture.SetColor

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetColor(  
    const aColor: SDL_Color  
);
```

Description

This is SetColor, a member of class TTexture.

1.1.42.2.14 TTexture.SetPixel

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure SetPixel(  
    const aX: Integer;  
    const aY: Integer;  
    const aColor: SDL_Color  
);
```

Description

This is SetPixel, a member of class TTexture.

1.1.42.2.15 TTexture.Unload

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TTexture.

1.1.42.2.16 TTexture.Unlock

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Unlock;
```




Description

This is Unlock, a member of class TTexture.

1.1.42.3 TTexture Properties

The properties of the TTexture class are listed here.

Properties

 R	Handle (see page 198)	This is Handle, a member of class TTexture.
 R	Height (see page 198)	This is Height, a member of class TTexture.
 R	Width (see page 199)	This is Width, a member of class TTexture.

1.1.42.3.1 TTexture.Handle

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Handle: PSDL_Texture;
```

Description

This is Handle, a member of class TTexture.

1.1.42.3.2 TTexture.Height

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Height: Integer;
```

Description

This is Height, a member of class TTexture.

1.1.42.3.3 TTexture.Width

File: DelphiGamekit.pas (see page 365)

Delphi

```
property Width: Integer;
```

Description

This is Width, a member of class TTexture.

1.1.43 TTimer

File: DelphiGamekit.pas (see page 365)

Delphi

```
TTimer = record
end;
```

Description

This is class TTimer.

1.1.43.1 TTimer Methods

The methods of the TTimer class are listed here.

Methods

⌚	Elapsed (see page 199)	This is Elapsed, a member of class TTimer.
⌚	FrameElapsed (see page 199)	This is FrameElapsed, a member of class TTimer.
⌚	FrameRate (see page 200)	This is FrameRate, a member of class TTimer.
⌚	FrameSpeed (see page 200)	This is FrameSpeed, a member of class TTimer.
⌚	Reset (see page 200)	This is Reset, a member of class TTimer.
⌚	Update (see page 200)	This is Update, a member of class TTimer.

1.1.43.1.1 TTimer.Elapsed

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Elapsed(
    var aTimer: Single;
    aSeconds: Single
): Boolean; static;
```

Description

This is Elapsed, a member of class TTimer.

1.1.43.1.2 TTimer.FrameElapsed

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function FrameElapsed(
    var aTimer: Single;
```

```
    aFrames: Single  
): Boolean; static;
```

Description

This is FrameElapsed, a member of class TTimer.

1.1.43.1.3 TTimer.FrameRate

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function FrameRate: Cardinal; static;
```

Description

This is FrameRate, a member of class TTimer.

1.1.43.1.4 TTimer.FrameSpeed

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is FrameSpeed, a member of class TTimer.

1.1.43.1.5 TTimer.Reset

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Reset, a member of class TTimer.

1.1.43.1.6 TTimer.Update

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Update; static;
```



Description

This is Update, a member of class TTimer.

1.1.43.2 TTimer Operators

The operators of the TTimer class are listed here.

Operators

	Finalize (see page 201)	This is Finalize, a member of class TTimer.
	Initialize (see page 201)	This is Initialize, a member of class TTimer.

1.1.43.2.1 TTimer.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TTimer  
) ;
```

Description

This is Finalize, a member of class TTimer.

1.1.43.2.2 TTimer.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TTimer  
) ;
```

Description

This is Initialize, a member of class TTimer.

1.1.44 TTransform

File: DelphiGamekit.pas (see page 365)

Delphi

```
TTransform = record  
    Angle: Single;  
    Height: Single;  
    Width: Single;  
    X: Single;  
    Y: Single;  
    Zoom: Single;  
    Visible: Boolean;  
    Origin: TPoint;  
end;
```



Description







This is class TTransform.

1.1.44.1 TTransform Fields

The fields of the TTransform class are listed here.

Fields

	Angle (see page 202)	This is Angle, a member of class TTransform.
	Height (see page 202)	This is Height, a member of class TTransform.

	Origin (see page 202)	This is Origin, a member of class TTransform.
	Visible (see page 202)	This is Visible, a member of class TTransform.
	Width (see page 202)	This is Width, a member of class TTransform.
	X (see page 203)	This is X, a member of class TTransform.
	Y (see page 203)	This is Y, a member of class TTransform.
	Zoom (see page 203)	This is Zoom, a member of class TTransform.

1.1.44.1.1 TTransform.Angle

File: DelphiGamekit.pas (see page 365)

Delphi

```
Angle: Single;
```

Description

This is Angle, a member of class TTransform.

1.1.44.1.2 TTransform.Height

File: DelphiGamekit.pas (see page 365)

Delphi

```
Height: Single;
```

Description

This is Height, a member of class TTransform.

1.1.44.1.3 TTransform.Origin

File: DelphiGamekit.pas (see page 365)

Delphi

```
Origin: TPoint;
```

Description

This is Origin, a member of class TTransform.

1.1.44.1.4 TTransform.Visible

File: DelphiGamekit.pas (see page 365)

Delphi

```
Visible: Boolean;
```

Description

This is Visible, a member of class TTransform.

1.1.44.1.5 TTransform.Width

File: DelphiGamekit.pas (see page 365)

Delphi

```
Width: Single;
```


Description

This is Width, a member of class TTransform.

1.1.44.1.6 TTransform.X

File: DelphiGamekit.pas (see page 365)

Delphi

`x: Single;`

Description

This is X, a member of class TTransform.

1.1.44.1.7 TTransform.Y

File: DelphiGamekit.pas (see page 365)

Delphi

`y: Single;`

Description

This is Y, a member of class TTransform.

1.1.44.1.8 TTransform.Zoom

File: DelphiGamekit.pas (see page 365)

Delphi

`Zoom: Single;`






Description

This is Zoom, a member of class TTransform.

1.1.44.2 TTransform Methods

The methods of the TTransform class are listed here.

Methods

	Assign (see page 203)	This is Assign, a member of class TTransform.
	Assign (see page 204)	This is Assign, a member of class TTransform.
	Create (see page 204)	This is Create, a member of class TTransform.
	Create (see page 204)	This is Create, a member of class TTransform.
	Intersect (see page 204)	This is Intersect, a member of class TTransform.

1.1.44.2.1 TTransform.Assign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Assign, a member of class TTransform.

1.1.44.2.2 TTransform.Assign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Assign, a member of class TTransform.

1.1.44.2.3 TTransform.Create

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Create, a member of class TTransform.

1.1.44.2.4 TTransform.Create

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Create, a member of class TTransform.

1.1.44.2.5 TTransform.Intersect

File: DelphiGamekit.pas (see page 365)

Delphi

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






Description

This is Intersect, a member of class TTransform.

1.1.44.3 TTransform Operators

The operators of the TTransform class are listed here.

Operators

	Finalize (see page 205)	This is Finalize, a member of class TTransform.
	Implicit (see page 205)	This is Implicit, a member of class TTransform.
	Implicit (see page 205)	This is Implicit, a member of class TTransform.
	Implicit (see page 205)	This is Implicit, a member of class TTransform.
	Initialize (see page 206)	This is Initialize, a member of class TTransform.

1.1.44.3.1 TTransform.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TTransform  
);
```

Description

This is Finalize, a member of class TTransform.

1.1.44.3.2 TTransform.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TTransform.

1.1.44.3.3 TTransform.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TTransform.

1.1.44.3.4 TTransform.Implicit

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Implicit, a member of class TTransform.

1.1.44.3.5 TTransform.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TTransform  
);
```

Description

This is Initialize, a member of class TTransform.

1.1.45 TVector

File: DelphiGamekit.pas (see page 365)

Delphi

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





Description

This is class TVector.

1.1.45.1 TVector Fields

The fields of the TVector class are listed here.

Fields

	W (see page 206)	This is W, a member of class TVector.
	X (see page 206)	This is X, a member of class TVector.
	Y (see page 207)	This is Y, a member of class TVector.
	Z (see page 207)	This is Z, a member of class TVector.

1.1.45.1.1 TVector.W

File: DelphiGamekit.pas (see page 365)

Delphi

```
W: Single;
```

Description

This is W, a member of class TVector.

1.1.45.1.2 TVector.X

File: DelphiGamekit.pas (see page 365)

Delphi

```
x: Single;
```

Description

This is X, a member of class TVector.

1.1.45.1.3 TVector.Y

File: DelphiGamekit.pas (see page 365)

Delphi

```
y: Single;
```

Description

This is Y, a member of class TVector.

1.1.45.1.4 TVector.Z

File: DelphiGamekit.pas (see page 365)

Delphi

```
z: Single;
```

Description

This is Z, a member of class TVector.

1.1.45.2 TVector Methods

The methods of the TVector class are listed here.

Methods

≡◆	Add (see page 208)	This is Add, a member of class TVector.
≡◆	Angle (see page 208)	This is Angle, a member of class TVector.
≡◆	Assign (see page 208)	This is Assign, a member of class TVector.
≡◆	Assign (see page 208)	This is Assign, a member of class TVector.
≡◆	Assign (see page 208)	This is Assign, a member of class TVector.
≡◆	Assign (see page 209)	This is Assign, a member of class TVector.
≡◆	Clear (see page 209)	This is Clear, a member of class TVector.
≡◆	Create (see page 209)	This is Create, a member of class TVector.
≡◆	Distance (see page 209)	This is Distance, a member of class TVector.
≡◆	Divide (see page 210)	This is Divide, a member of class TVector.
≡◆	DivideBy (see page 210)	This is DivideBy, a member of class TVector.
≡◆	DotProduct (see page 210)	This is DotProduct, a member of class TVector.
≡◆	Magnitude (see page 210)	This is Magnitude, a member of class TVector.
≡◆	MagnitudeSquared (see page 210)	This is MagnitudeSquared, a member of class TVector.
≡◆	MagnitudeTruncate (see page 211)	This is MagnitudeTruncate, a member of class TVector.
≡◆	Multiply (see page 211)	This is Multiply, a member of class TVector.
≡◆	Negate (see page 211)	This is Negate, a member of class TVector.
≡◆	Normalize (see page 211)	This is Normalize, a member of class TVector.
≡◆	Project (see page 211)	This is Project, a member of class TVector.
≡◆	Scale (see page 212)	This is Scale, a member of class TVector.
≡◆	Subtract (see page 212)	This is Subtract, a member of class TVector.

	Thrust (see page 212)	This is Thrust, a member of class TVector.
---	------------------------	--

1.1.45.2.1 TVector.Add

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Add, a member of class TVector.

1.1.45.2.2 TVector.Angle

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Angle, a member of class TVector.

1.1.45.2.3 TVector.Assign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.45.2.4 TVector.Assign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.45.2.5 TVector.Assign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.45.2.6 TVector.Assign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.45.2.7 TVector.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TVector.

1.1.45.2.8 TVector.Create

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Create, a member of class TVector.

1.1.45.2.9 TVector.Distance

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Distance, a member of class TVector.

1.1.45.2.10 TVector.Divide

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Divide, a member of class TVector.

1.1.45.2.11 TVector.DivideBy

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is DivideBy, a member of class TVector.

1.1.45.2.12 TVector.DotProduct

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is DotProduct, a member of class TVector.

1.1.45.2.13 TVector.Magnitude

File: DelphiGamekit.pas (see page 365)

Delphi

```
function Magnitude: Single;
```

Description

This is Magnitude, a member of class TVector.

1.1.45.2.14 TVector.MagnitudeSquared

File: DelphiGamekit.pas (see page 365)

Delphi

```
function MagnitudeSquared: Single;
```

Description

This is MagnitudeSquared, a member of class TVector.

1.1.45.2.15 TVector.MagnitudeTruncate

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is MagnitudeTruncate, a member of class TVector.

1.1.45.2.16 TVector.Multiply

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Multiply, a member of class TVector.

1.1.45.2.17 TVector.Negate

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Negate;
```

Description

This is Negate, a member of class TVector.

1.1.45.2.18 TVector.Normalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Normalize;
```

Description

This is Normalize, a member of class TVector.

1.1.45.2.19 TVector.Project

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Project, a member of class TVector.

1.1.45.2.20 TVector.Scale

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Scale, a member of class TVector.

1.1.45.2.21 TVector.Subtract

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is Subtract, a member of class TVector.

1.1.45.2.22 TVector.Thrust

File: DelphiGamekit.pas (see page 365)

Delphi

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


Description

This is Thrust, a member of class TVector.

1.1.45.3 TVector Operators

The operators of the TVector class are listed here.

Operators

	Initialize (see page 212)	This is Initialize, a member of class TVector.
---	----------------------------	--

1.1.45.3.1 TVector.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TVector  
);
```

Description

This is Initialize, a member of class TVector.

1.1.46 TVideo

File: DelphiGamekit.pas (see page 365)

Delphi

```
TVideo = record
end;
```

Description

This is class TVideo.

1.1.46.1 TVideo Methods

The methods of the TVideo class are listed here.

Methods

☞	Draw (see page 213)	This is Draw, a member of class TVideo.
☞	GetFrameRate (see page 213)	This is GetFrameRate, a member of class TVideo.
☞	GetHeight (see page 214)	This is GetHeight, a member of class TVideo.
☞	GetStatus (see page 214)	This is GetStatus, a member of class TVideo.
☞	GetVolume (see page 214)	This is GetVolume, a member of class TVideo.
☞	GetWidth (see page 214)	This is GetWidth, a member of class TVideo.
☞	Load (see page 214)	This is Load, a member of class TVideo.
☞	LoadPlay (see page 215)	This is LoadPlay, a member of class TVideo.
☞	Pause (see page 215)	This is Pause, a member of class TVideo.
☞	Play (see page 215)	This is Play, a member of class TVideo.
☞	Rewind (see page 215)	This is Rewind, a member of class TVideo.
☞	SetVolume (see page 215)	This is SetVolume, a member of class TVideo.
☞	Stop (see page 216)	This is Stop, a member of class TVideo.
☞	Unload (see page 216)	This is Unload, a member of class TVideo.
☞	Update (see page 216)	This is Update, a member of class TVideo.

1.1.46.1.1 TVideo.Draw

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Draw(
  const aX: Single;
  const aY: Single;
  const aScale: Single
); static;
```

Description

This is Draw, a member of class TVideo.

1.1.46.1.2 TVideo.GetFrameRate

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetFrameRate: Single; static;
```

Description

This is GetFrameRate, a member of class TVideo.

1.1.46.1.3 TVideo.GetHeight

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetHeight: Cardinal; static;
```

Description

This is GetHeight, a member of class TVideo.

1.1.46.1.4 TVideo.GetStatus

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetStatus: TVideoStatus; static;
```

Description

This is GetStatus, a member of class TVideo.

1.1.46.1.5 TVideo.GetVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetVolume: Single; static;
```

Description

This is GetVolume, a member of class TVideo.

1.1.46.1.6 TVideo.GetWidth

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetWidth: Cardinal; static;
```

Description

This is GetWidth, a member of class TVideo.

1.1.46.1.7 TVideo.Load

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Load(  
    const aArchive: TArchive;  
    const aFilename: string  
): Boolean; static;
```

Description

This is Load, a member of class TVideo.

1.1.46.1.8 TVideo.LoadPlay

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure LoadPlay(  
    const aArchive: TArchive;  
    const aFilename: string;  
    const aVolume: Single;  
    const aLoop: Integer  
); static;
```

Description

This is LoadPlay, a member of class TVideo.

1.1.46.1.9 TVideo.Pause

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Pause(  
    const aPause: Boolean  
); static;
```

Description

This is Pause, a member of class TVideo.

1.1.46.1.10 TVideo.Play

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Play(  
    const aVolume: Single;  
    const aLoop: Integer  
); static;
```

Description

This is Play, a member of class TVideo.

1.1.46.1.11 TVideo.Rewind

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Rewind; static;
```

Description

This is Rewind, a member of class TVideo.

1.1.46.1.12 TVideo.SetVolume

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetVolume(  
    const aVolume: Single  
); static;
```

Description

This is SetVolume, a member of class TVideo.

1.1.46.1.13 TVideo.Stop

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Stop; static;
```

Description

This is Stop, a member of class TVideo.

1.1.46.1.14 TVideo.Unload

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Unload; static;
```

Description

This is Unload, a member of class TVideo.

1.1.46.1.15 TVideo.Update

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Update(  
    const aDeltaTime: Double  
); static;
```



Description

This is Update, a member of class TVideo.

1.1.46.2 TVideo Operators

The operators of the TVideo class are listed here.

Operators

	Finalize (see page 216)	This is Finalize, a member of class TVideo.
	Initialize (see page 217)	This is Initialize, a member of class TVideo.

1.1.46.2.1 TVideo.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TVideo  
);
```

Description

This is Finalize, a member of class TVideo.

1.1.46.2.2 TVideo.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(
    out aDest: TVideo
);
```

Description

This is Initialize, a member of class TVideo.

1.1.47 TWindow

File: DelphiGamekit.pas (see page 365)

Delphi

```
TWindow = record
end;
```

Description









This is class TWindow.

1.1.47.1 TWindow Methods

The methods of the TWindow class are listed here.

Methods

☞	Clear (see page 218)	This is Clear, a member of class TWindow.
☞	Close (see page 218)	This is Close, a member of class TWindow.
☞	DrawFilledRect (see page 218)	This is DrawFilledRect, a member of class TWindow.
☞	DrawLine (see page 218)	This is DrawLine, a member of class TWindow.
☞	DrawPoint (see page 219)	This is DrawPoint, a member of class TWindow.
☞	DrawRect (see page 219)	This is DrawRect, a member of class TWindow.
☞	GetDDPI (see page 219)	This is GetDDPI, a member of class TWindow.
☞	GetHDPI (see page 219)	This is GetHDPI, a member of class TWindow.
☞	GetRenderBufferPos (see page 220)	This is GetRenderBufferPos, a member of class TWindow.
☞	GetRenderHandle (see page 220)	This is GetRenderHandle, a member of class TWindow.
☞	GetRenderInfo (see page 220)	This is GetRenderInfo, a member of class TWindow.
☞	GetRenderScale (see page 220)	This is GetRenderScale, a member of class TWindow.
☞	GetRenderSize (see page 220)	This is GetRenderSize, a member of class TWindow.
☞	GetTitle (see page 220)	This is GetTitle, a member of class TWindow.
☞	GetVDPI (see page 221)	This is GetVDPI, a member of class TWindow.
☞	GetViewport (see page 221)	This is GetViewport, a member of class TWindow.
☞	GetWindowHandle (see page 221)	This is GetWindowHandle, a member of class TWindow.

	GetWindowSize (see page 221)	This is GetWindowSize, a member of class TWindow.
	IsOpen (see page 221)	This is IsOpen, a member of class TWindow.
	Open (see page 222)	This is Open, a member of class TWindow.
	Save (see page 222)	This is Save, a member of class TWindow.
	SetRenderBufferPos (see page 222)	This is SetRenderBufferPos, a member of class TWindow.
	SetTitle (see page 222)	This is SetTitle, a member of class TWindow.
	Show (see page 222)	This is Show, a member of class TWindow.
	ShowRenderBuffer (see page 223)	This is ShowRenderBuffer, a member of class TWindow.

1.1.47.1.1 TWindow.Clear

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Clear(  
    const aColor: TColor  
); static;
```

Description

This is Clear, a member of class TWindow.

1.1.47.1.2 TWindow.Close

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Close; static;
```

Description

This is Close, a member of class TWindow.

1.1.47.1.3 TWindow.DrawFilledRect

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure DrawFilledRect(  
    const aX: Single;  
    const aY: Single;  
    const aWidth: Single;  
    const aHeight: Single;  
    const aColor: TColor  
); static;
```

Description

This is DrawFilledRect, a member of class TWindow.

1.1.47.1.4 TWindow.DrawLine

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure DrawLine(  
    const aX1: Single;  
    const aY1: Single;  
    const aX2: Single;
```



```
    const aY2: Single;  
    const aColor: TColor  
); static;
```

Description

This is DrawLine, a member of class TWindow.

1.1.47.1.5 TWindow.DrawPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure DrawPoint(  
    const aX: Single;  
    const aY: Single;  
    const aColor: TColor  
); static;
```

Description

This is DrawPoint, a member of class TWindow.

1.1.47.1.6 TWindow.DrawRect

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure DrawRect(  
    const aX: Single;  
    const aY: Single;  
    const aWidth: Single;  
    const aHeight: Single;  
    const aColor: TColor  
); static;
```

Description

This is DrawRect, a member of class TWindow.

1.1.47.1.7 TWindow.GetDDPI

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetDDPI: Single; static;
```

Description

This is GetDDPI, a member of class TWindow.

1.1.47.1.8 TWindow.GetHDPI

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetHDPI: Single; static;
```

Description

This is GetHDPI, a member of class TWindow.

1.1.47.1.9 TWindow.GetRenderBufferPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure GetRenderBufferPos(  
    aX: System.PSingle;  
    aY: System.PSingle  
); static;
```

Description

This is GetRenderBufferPos, a member of class TWindow.

1.1.47.1.10 TWindow.GetRenderHandle

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetRenderHandle: PSDL_Renderer; static;
```

Description

This is GetRenderHandle, a member of class TWindow.

1.1.47.1.11 TWindow.GetRendererInfo

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetRendererInfo: SDL_RendererInfo; static;
```

Description

This is GetRendererInfo, a member of class TWindow.

1.1.47.1.12 TWindow.GetRenderScale

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetRenderScale: TPoint; static;
```

Description

This is GetRenderScale, a member of class TWindow.

1.1.47.1.13 TWindow.GetRenderSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetRenderSize: TPoint; static;
```

Description

This is GetRenderSize, a member of class TWindow.

1.1.47.1.14 TWindow.GetTitle

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetTitle: string; static;
```

Description

This is GetTitle, a member of class TWindow.

1.1.47.1.15 TWindow.GetVDPI

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetVDPI: Single; static;
```

Description

This is GetVDPI, a member of class TWindow.

1.1.47.1.16 TWindow.GetViewport

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetViewport: TRect; static;
```

Description

This is GetViewport, a member of class TWindow.

1.1.47.1.17 TWindow.GetWindowHandle

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetWindowHandle: PSDL_Window; static;
```

Description

This is GetWindowHandle, a member of class TWindow.

1.1.47.1.18 TWindow.GetWindowSize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function GetWindowSize: TPoint; static;
```

Description

This is GetWindowSize, a member of class TWindow.

1.1.47.1.19 TWindow.IsOpen

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function IsOpen: Boolean; static;
```

Description

This is IsOpen, a member of class TWindow.

1.1.47.1.20 TWindow.Open

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Open(  
    const aTitle: string;  
    const aX: Integer;  
    const aY: Integer;  
    const aWidth: Integer = WINDOW_WIDTH;  
    const aHeight: Integer = WINDOW_HEIGHT  
): Boolean; static;
```

Description

This is Open, a member of class TWindow.

1.1.47.1.21 TWindow.Save

File: DelphiGamekit.pas (see page 365)

Delphi

```
class function Save(  
    const aFilename: string  
): Boolean; static;
```

Description

This is Save, a member of class TWindow.

1.1.47.1.22 TWindow.SetRenderBufferPos

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetRenderBufferPos(  
    const aX: Single;  
    const aY: Single  
); static;
```

Description

This is SetRenderBufferPos, a member of class TWindow.

1.1.47.1.23 TWindow.SetTitle

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure SetTitle(  
    const aTitle: string  
); static;
```

Description

This is SetTitle, a member of class TWindow.

1.1.47.1.24 TWindow.Show

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure Show; static;
```

Description

This is Show, a member of class TWindow.

1.1.47.1.25 TWindow.ShowRenderBuffer

File: DelphiGamekit.pas (see page 365)

Delphi

```
class procedure ShowRenderBuffer; static;
```



Description

This is ShowRenderBuffer, a member of class TWindow.

1.1.47.2 TWindow Operators

The operators of the TWindow class are listed here.

Operators

	Finalize (see page 223)	This is Finalize, a member of class TWindow.
	Initialize (see page 223)	This is Initialize, a member of class TWindow.

1.1.47.2.1 TWindow.Finalize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Finalize(  
    var aDest: TWindow  
);
```

Description

This is Finalize, a member of class TWindow.

1.1.47.2.2 TWindow.Initialize

File: DelphiGamekit.pas (see page 365)

Delphi

```
class operator Initialize(  
    out aDest: TWindow  
);
```

Description

This is Initialize, a member of class TWindow.

1.2 Functions

The following table lists functions in this documentation.

Functions

◆	AddSelfToUserPath (see page 225)	This is function AddSelfToUserPath.
◆	AngleCos (see page 226)	This is function AngleCos.
◆	AngleDiff (see page 226)	This is function AngleDiff.
◆	AngleRotatePos (see page 226)	This is function AngleRotatePos.
◆	AngleSin (see page 226)	This is function AngleSin.
◆	CaptureConsoleOutput (see page 227)	This is function CaptureConsoleOutput.
◆	CircleInRectangle (see page 227)	This is function CircleInRectangle.
◆	CirclesOverlap (see page 227)	This is function CirclesOverlap.
◆	ClipVaLue (see page 227)	This is function ClipVaLue.
◆	ClipVaLuef (see page 228)	This is function ClipVaLuef.
◆	CreateDirsInPath (see page 228)	This is function CreateDirsInPath.
◆	EasePosition (see page 228)	This is function EasePosition.
◆	EaseValue (see page 229)	This is function EaseValue.
◆	ExpandRelDirectory (see page 229)	This is function ExpandRelDirectory.
◆	ExpandRelFilename (see page 229)	This is function ExpandRelFilename.
◆	ExtractRelativeDirectory (see page 229)	This is function ExtractRelativeDirectory.
◆	ExtractRelativeFilename (see page 230)	This is function ExtractRelativeFilename.
◆	FreeNilObject (see page 230)	This is function FreeNilObject.
◆	GetDirName (see page 230)	This is function GetDirName.
◆	GetEnvVarValue (see page 230)	This is function GetEnvVarValue.
◆	GetExeBasePath (see page 231)	This is function GetExeBasePath.
◆	GetExePath (see page 231)	This is function GetExePath.
◆	GetFileRWops (see page 231)	This is function GetFileRWops.
◆	GetMemRWops (see page 231)	This is function GetMemRWops.
◆	GetRandomSeed (see page 232)	This is function GetRandomSeed.
◆	GetSemVerStr (see page 232)	This is function GetSemVerStr.
◆	GetUUID (see page 232)	This is function GetUUID.
◆	GetVersionInfo (see page 232)	This is function GetVersionInfo.
◆	GetVersionInfo (see page 233)	This is function GetVersionInfo.
◆	HasConsoleOutput (see page 233)	This is function HasConsoleOutput.
◆	HttpGet (see page 233)	This is function HttpGet.
◆	IsCurrentDir (see page 233)	This is function IsCurrentDir.
◆	IsSingleInstance (see page 234)	This is function IsSingleInstance.
◆	IsValidFilename (see page 234)	This is function IsValidFilename.
◆	Lerp (see page 234)	This is function Lerp.
◆	LineIntersection (see page 234)	This is function LineIntersection.
◆	Pause (see page 235)	This is function Pause.
◆	PointInCircle (see page 235)	This is function PointInCircle.
◆	PointInRectangle (see page 235)	This is function PointInRectangle.
◆	PointInTriangle (see page 236)	This is function PointInTriangle.
◆	Print (see page 236)	This is function Print.
◆	Print (see page 236)	This is function Print.
◆	PrintLn (see page 236)	This is function PrintLn.
◆	PrintLn (see page 237)	This is function PrintLn.

◆	PrintLn (see page 237)	This is function PrintLn.
◆	ProcessMessages (see page 237)	This is function ProcessMessages.
◆	RadiusOverlap (see page 237)	This is function RadiusOverlap.
◆	RandomBool (see page 238)	This is function RandomBool.
◆	RandomRange (see page 238)	This is function RandomRange.
◆	RandomRangeF (see page 238)	This is function RandomRangeF.
◆	ReadStringFromStream (see page 238)	This is function ReadStringFromStream.
◆	RectangleIntersection (see page 239)	This is function RectangleIntersection.
◆	RectanglesOverlap (see page 239)	This is function RectanglesOverlap.
◆	RemoveDuplicates (see page 239)	This is function RemoveDuplicates.
◆	RemoveDuplicates2 (see page 239)	This is function RemoveDuplicates2.
◆	RemoveQuotes (see page 240)	This is function RemoveQuotes.
◆	RemoveSelfFromUserPath (see page 240)	This is function RemoveSelfFromUserPath.
◆	ResourceExists (see page 240)	This is function ResourceExists.
◆	RunGame (see page 240)	This is function RunGame.
◆	SameSign (see page 241)	This is function SameSign.
◆	SameSignf (see page 241)	This is function SameSignf.
◆	SameVaLue (see page 241)	This is function SameVaLue.
◆	SameVaLuef (see page 241)	This is function SameVaLuef.
◆	SetEnvVarValue (see page 242)	This is function SetEnvVarValue.
◆	SetGlobalEnvironment (see page 242)	This is function SetGlobalEnvironment.
◆	SetRandomSeed (see page 242)	This is function SetRandomSeed.
◆	ShellOpen (see page 242)	This is function ShellOpen.
◆	SmoothMove (see page 243)	This is function SmoothMove.
◆	UnitToScalarValue (see page 243)	This is function UnitToScalarValue.
◆	WaitForAnyKey (see page 243)	This is function WaitForAnyKey.
◆	WasRunFromConsole (see page 243)	This is function WasRunFromConsole.
◆	WriteStringToStream (see page 244)	This is function WriteStringToStream.

1.2.1 AddSelfToUserPath

File: DelphiGamekit.pas (see page 365)

Delphi

```
function AddSelfToUserPath(
    var aUserPath: string
): Boolean;
```

Description

This is function AddSelfToUserPath.

1.2.2 AngleCos

File: DelphiGamekit.pas (see page 365)

Delphi

```
function AngleCos(  
    const aAngle: Cardinal  
): Single;
```

Description

This is function AngleCos.

1.2.3 AngleDiff

File: DelphiGamekit.pas (see page 365)

Delphi

```
function AngleDiff(  
    const aSrcAngle: Single;  
    const aDestAngle: Single  
): Single;
```

Description

This is function AngleDiff.

1.2.4 AngleRotatePos

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function AngleRotatePos.

1.2.5 AngleSin

File: DelphiGamekit.pas (see page 365)

Delphi

```
function AngleSin(  
    const aAngle: Cardinal  
): Single;
```

Description

This is function AngleSin.

1.2.6 CaptureConsoleOutput

File: DelphiGamekit.pas (see page 365)

Delphi

```
function CaptureConsoleOutput(  
    const aTitle: string;  
    const aCommand: PChar;  
    const aParameters: PChar;  
    const aSender: Pointer;  
    const aEvent: TCaptureConsoleOutputEvent  
): Cardinal;
```

Description

This is function CaptureConsoleOutput.

1.2.7 CircleInRectangle

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function CircleInRectangle.

1.2.8 CirclesOverlap

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function CirclesOverlap.

1.2.9 ClipVaLue

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ClipVaLue(  
    var aVaLue: Integer;  
    const aMin: Integer;  
    const aMax: Integer;  
    const aWrap: Boolean  
): Integer;
```

Description

This is function ClipVaLue.

1.2.10 ClipVaLuef

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ClipVaLuef(  
    var aVaLue: Single;  
    const aMin: Single;  
    const aMax: Single;  
    const aWrap: Boolean  
): Single;
```

Description

This is function ClipVaLuef.

1.2.11 CreateDirsInPath

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function CreateDirsInPath.

1.2.12 EasePosition

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function EasePosition.

1.2.13 EaseValue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function EaseValue.

1.2.14 ExpandRelDirectory

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ExpandRelDirectory(  
    const aBaseDir: string;  
    const aRelDir: string  
): string;
```

Description

This is function ExpandRelDirectory.

1.2.15 ExpandRelFilename

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ExpandRelFilename(  
    const aBaseFilename: string;  
    const aRelFilename: string  
): string;
```

Description

This is function ExpandRelFilename.

1.2.16 ExtractRelativeDirectory

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ExtractRelativeDirectory(  
    const aBaseDir: string;  
    const aDestDir: string
```

```
) : string;
```

Description

This is function ExtractRelativeDirectory.

1.2.17 ExtractRelativeFilename

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ExtractRelativeFilename(  
    aBaseFilename: string;  
    aDestFilename: string  
): string;
```

Description

This is function ExtractRelativeFilename.

1.2.18 FreeNilObject

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure FreeNilObject(  
    const [ ref ] aObject: TObject  
);
```

Description

This is function FreeNilObject.

1.2.19 GetDirName

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function GetDirName.

1.2.20 GetEnvVarValue

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetEnvVarValue(  
    const aVarName: string  
): string;
```

Description

This is function GetEnvVarValue.

1.2.21 GetExeBasePath

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetExeBasePath(  
    const aFilename: string  
): string;
```

Description

This is function GetExeBasePath.

1.2.22 GetExePath

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetExePath: string;
```

Description

This is function GetExePath.

1.2.23 GetFileRWops

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetFileRWops(  
    const aFilename: string  
): PSDL_RWops;
```

Description

This is function GetFileRWops.

1.2.24 GetMemRWops

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetMemRWops(  
    const aMem: Pointer;  
    const aSize: Integer  
): PSDL_RWops;
```

Description

This is function GetMemRWops.

1.2.25 GetRandomSeed

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetRandomSeed: Integer;
```

Description

This is function GetRandomSeed.

1.2.26 GetSemVerStr

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetSemVerStr(  
    const aInstance: THandle  
): string;
```

Description

This is function GetSemVerStr.

1.2.27 GetUUID

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetUUID(  
    const aLowercase: Boolean = True;  
    const aUseSeperator: Boolean = False  
): string;
```

Description

This is function GetUUID.

1.2.28 GetVersionInfo

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetVersionInfo(  
    const aInstance: THandle;  
    const aIdent: string  
): string; overload;
```

Description

This is function GetVersionInfo.

1.2.29 GetVersionInfo

File: DelphiGamekit.pas (see page 365)

Delphi

```
function GetVersionInfo(  
    const aFilename: string;  
    const aIdent: string  
): string; overload;
```

Description

This is function GetVersionInfo.

1.2.30 HasConsoleOutput

File: DelphiGamekit.pas (see page 365)

Delphi

```
function HasConsoleOutput: Boolean;
```

Description

This is function HasConsoleOutput.

1.2.31 HttpGet

File: DelphiGamekit.pas (see page 365)

Delphi

```
function HttpGet(  
    const aURL: string;  
    const aStatus: PString = nil  
): string;
```

Description

This is function HttpGet.

1.2.32 IsCurrentDir

File: DelphiGamekit.pas (see page 365)

Delphi

```
function IsCurrentDir(  
    const aDirName: string  
): Boolean;
```

Description

This is function IsCurrentDir.

1.2.33 IsSingleInstance

File: DelphiGamekit.pas (see page 365)

Delphi

```
function IsSingleInstance(  
    aMutexName: string;  
    aKeepMutex: Boolean = True  
): Boolean;
```

Description

This is function IsSingleInstance.

1.2.34 IsValidFilename

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function IsValidFilename.

1.2.35 Lerp

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function Lerp.

1.2.36 LineIntersection

File: DelphiGamekit.pas (see page 365)

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.

1.2.37 Pause

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure Pause(  
  const aMsg: string = ''  
);
```

Description

This is function Pause.

1.2.38 PointInCircle

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function PointInCircle.

1.2.39 PointInRectangle

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function PointInRectangle.

1.2.40 PointInTriangle

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function PointInTriangle.

1.2.41 Print

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function Print.

1.2.42 Print

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function Print.

1.2.43 PrintLn

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure PrintLn; overload;
```

Description

This is function PrintLn.

1.2.44 PrintLn

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function PrintLn.

1.2.45 PrintLn

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function PrintLn.

1.2.46 ProcessMessages

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure ProcessMessages;
```

Description

This is function ProcessMessages.

1.2.47 RadiusOverlap

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function RadiusOverlap.

1.2.48 RandomBool

File: DelphiGamekit.pas (see page 365)

Delphi

```
function RandomBool: Boolean;
```

Description

This is function RandomBool.

1.2.49 RandomRange

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function RandomRange.

1.2.50 RandomRangef

File: DelphiGamekit.pas (see page 365)

Delphi

```
function RandomRangef(  
    const aMin: Single;  
    const aMax: Single  
): Single;
```

Description

This is function RandomRangef.

1.2.51 ReadStringFromStream

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ReadStringFromStream(  
    const aStream: TStream  
): string;
```

Description

This is function ReadStringFromStream.

1.2.52 RectangleIntersection

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function RectangleIntersection.

1.2.53 RectanglesOverlap

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function RectanglesOverlap.

1.2.54 RemoveDuplicates

File: DelphiGamekit.pas (see page 365)

Delphi

```
function RemoveDuplicates(  
    const aText: string  
): string;
```

Description

This is function RemoveDuplicates.

1.2.55 RemoveDuplicates2

File: DelphiGamekit.pas (see page 365)

Delphi

```
function RemoveDuplicates2(  
    const aText: string  
): string;
```

Description

This is function RemoveDuplicates2.

1.2.56 RemoveQuotes

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function RemoveQuotes.

1.2.57 RemoveSelfFromUserPath

File: DelphiGamekit.pas (see page 365)

Delphi

```
function RemoveSelfFromUserPath(  
    var aUserPath: string  
): Boolean;
```

Description

This is function RemoveSelfFromUserPath.

1.2.58 ResourceExists

File: DelphiGamekit.pas (see page 365)

Delphi

```
function ResourceExists(  
    aInstance: THandle;  
    const aResName: string  
): Boolean;
```

Description

This is function ResourceExists.

1.2.59 RunGame

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure RunGame(  
    const aGame: TGameClass  
);
```

Description

This is function RunGame.

1.2.60 SameSign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function SameSign.

1.2.61 SameSignf

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SameSignf(  
    const aValue1: Single;  
    const aValue2: Single  
): Boolean;
```

Description

This is function SameSignf.

1.2.62 SameVaLue

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function SameVaLue.

1.2.63 SameVaLuef

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SameVaLuef(  

```

```
const aA: Single;  
const aB: Single;  
const aEpsilon: Single = 0  
): Boolean;
```

Description

This is function SameVaLuef.

1.2.64 SetEnvVarValue

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SetEnvVarValue(  
    const aVarName: string;  
    const aVarValue: string  
): Integer;
```

Description

This is function SetEnvVarValue.

1.2.65 SetGlobalEnvironment

File: DelphiGamekit.pas (see page 365)

Delphi

```
function SetGlobalEnvironment(  
    const aName: string;  
    const aValue: string;  
    const aUser: Boolean = True  
): Boolean;
```

Description

This is function SetGlobalEnvironment.

1.2.66 SetRandomSeed

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function SetRandomSeed.

1.2.67 ShellOpen

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function ShellOpen.

1.2.68 SmoothMove

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is function SmoothMove.

1.2.69 UnitToScalarValue

File: DelphiGamekit.pas (see page 365)

Delphi

```
function UnitToScalarValue(  
    const aValue: Double;  
    const aMaxValue: Double  
): Double;
```

Description

This is function UnitToScalarValue.

1.2.70 WaitForAnyKey

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure WaitForAnyKey;
```

Description

This is function WaitForAnyKey.

1.2.71 WasRunFromConsole

File: DelphiGamekit.pas (see page 365)

Delphi

```
function WasRunFromConsole: Boolean;
```

Description

This is function WasRunFromConsole.

1.2.72 WriteStringToStream

File: DelphiGamekit.pas (see page 365)

Delphi

```
procedure WriteStringToStream(  
  const aStream: TStream;  
  const aStr: string  
);
```












Description

This is function WriteStringToStream.


1.3 Structs, Records, Enums

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

Enumerations

	TAudioFading (see page 245)	This is record TAudioFading.
	TBlendMode (see page 245)	This is record TBlendMode.
	TEaseType (see page 245)	This is record TEaseType.
	TFlipMode (see page 246)	This is record TFlipMode.
	THAlign (see page 246)	This is record THAlign.
	TInputDevice (see page 246)	This is record TInputDevice.
	TLineIntersection (see page 247)	This is record TLineIntersection.
	TSpeechVoiceAttribute (see page 247)	This is record TSpeechVoiceAttribute.
	TTextureAccess (see page 247)	This is record TTextureAccess.
	TVAlign (see page 248)	This is record TVAlign.
	TVideoStatus (see page 248)	This is record TVideoStatus.

Records

	TActorMessage (see page 244)	This is record TActorMessage.
---	-------------------------------	-------------------------------

1.3.1 TActorMessage

File: DelphiGamekit.pas (see page 365)

Delphi

```
TActorMessage = record  
  Id: Integer;  
  Data: Pointer;
```

```
    DataSize: Cardinal;  
end;
```

Description

This is record TActorMessage.

1.3.2 TAudioFading

File: DelphiGamekit.pas (see page 365)

Delphi

```
TAudioFading = (  
    afNone = 0,  
    afOut = 1,  
    afIn = 2  
);
```

Description

This is record TAudioFading.

1.3.3 TBlendMode

File: DelphiGamekit.pas (see page 365)

Delphi

```
TBlendMode = (  
    bmNone = 0,  
    bmBlend = 1,  
    bmAdd = 2,  
    bmMod = 4,  
    bmMul = 8,  
    bmInvalid = 2147483647  
);
```

Description

This is record TBlendMode.

1.3.4 TEaseType

File: DelphiGamekit.pas (see page 365)

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 TFlipMode

File: DelphiGamekit.pas (see page 365)

Delphi

```
TFlipMode = (  
    fmNone = 0,  
    fmHorizontal = 1,  
    fmVertical = 2  
);
```

Description

This is record TFlipMode.

1.3.6 THAlign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is record THAlign.

1.3.7 TInputDevice

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is record TInputDevice.

1.3.8 TLineIntersection

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is record TLineIntersection.

1.3.9 TSpeechVoiceAttribute

File: DelphiGamekit.pas (see page 365)

Delphi

```
TSpeechVoiceAttribute = (  
    svaDescription,  
    svaName,  
    svaVendor,  
    svaAge,  
    svaGender,  
    svaLanguage,  
    svaId  
);
```

Description

This is record TSpeechVoiceAttribute.

1.3.10 TTextureAccess

File: DelphiGamekit.pas (see page 365)

Delphi

```
TTextureAccess = (  
    taStatic = 0,  
    taStreaming = 1,  
    taTarget = 2  
);
```

Description

This is record TTextureAccess.

1.3.11 TVAlign

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is record TVAlign.

1.3.12 TVideoStatus

File: DelphiGamekit.pas (see page 365)

Delphi

```
TVideoStatus = (  
    vsStopped = 0,  
    vsPlaying = 1,  
    vsPaused = 2  
);
```

Description

This is record TVideoStatus.

1.4 Types

The following table lists types in this documentation.

Types

PActorMessage (see page 249)	This is type PActorMessage.
PColor (see page 249)	This is type PColor.
PPoint (see page 249)	This is type PPoint.
PRange (see page 249)	This is type PRange.
PRect (see page 249)	This is type PRect.
PTransform (see page 250)	This is type PTransform.
PVector (see page 250)	This is type PVector.
PVideo (see page 250)	This is type PVideo.
TActorAttributeSet (see page 250)	This is type TActorAttributeSet.
TActorSceneEvent (see page 251)	This is type TActorSceneEvent.
TAsyncProc (see page 251)	This is type TAsyncProc.
TCaptureConsoleOutputEvent (see page 251)	This is type TCaptureConsoleOutputEvent.
TGameClass (see page 251)	This is type TGameClass.
TMusic (see page 251)	This is type TMusic.
TSound (see page 252)	This is type TSound.

1.4.1 PActorMessage

File: DelphiGamekit.pas (see page 365)

Delphi

```
PActorMessage = ^TActorMessage;
```

Description

This is type PActorMessage.

1.4.2 PColor

File: DelphiGamekit.pas (see page 365)

Delphi

```
PColor = ^TColor;
```

Description

This is type PColor.

1.4.3 PPoint

File: DelphiGamekit.pas (see page 365)

Delphi

```
PPoint = ^TPoint;
```

Description

This is type PPoint.

1.4.4 PRange

File: DelphiGamekit.pas (see page 365)

Delphi

```
PRange = ^TRange;
```

Description

This is type PRange.

1.4.5 PRect

File: DelphiGamekit.pas (see page 365)

Delphi

```
PRect = ^TRect;
```

Description

This is type PRect.

1.4.6 PTransform

File: DelphiGamekit.pas (see page 365)

Delphi

```
PTransform = ^TTransform;
```

Description

This is type PTransform.

1.4.7 PVector

File: DelphiGamekit.pas (see page 365)

Delphi

```
PVector = ^TVector;
```

Description

This is type PVector.

1.4.8 PVideo

File: DelphiGamekit.pas (see page 365)

Delphi

```
PVideo = ^TVideo;
```

Description

This is type PVideo.

1.4.9 TActorAttributeSet

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is type TActorAttributeSet.

1.4.10 TActorSceneEvent

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is type TActorSceneEvent.

1.4.11 TAsyncProc

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is type TAsyncProc.

1.4.12 TCaptureConsoleOutputEvent

File: DelphiGamekit.pas (see page 365)

Delphi

```
TCaptureConsoleOutputEvent = procedure (aSender: Pointer; aLine: string);
```

Description

This is type TCaptureConsoleOutputEvent.

1.4.13 TGameClass

File: DelphiGamekit.pas (see page 365)

Delphi

```
TGameClass = class of TGame;
```

Description

This is type TGameClass.

1.4.14 TMusic

File: DelphiGamekit.pas (see page 365)

Delphi

```
TMusic = PMix_Music;
```

Description

This is type TMusic.

1.4.15 TSound

File: DelphiGamekit.pas (see page 365)

Delphi

```
TSound = PMix_Chunk;
```

Description

This is type TSound.

1.5 Variables

The following table lists variables in this documentation.

Variables

Game (see page 252)	This is variable Game.
Marshaller (see page 252)	This is variable Marshaller.

1.5.1 Game

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is variable Game.

1.5.2 Marshaller

File: DelphiGamekit.pas (see page 365)

Delphi

```
Marshaller: TMarshaller;
```

Description

This is variable Marshaller.

1.6 Constants

The following table lists constants in this documentation.

Constants

ALICEBLUE (see page 262)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 263)	This is constant ANTIQUEWHITE.
AQUA (see page 263)	This is constant AQUA.
AQUAMARINE (see page 263)	This is constant AQUAMARINE.
ARCEXT (see page 263)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC (see page 264)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN (see page 264)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT (see page 264)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP (see page 264)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX (see page 264)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING (see page 265)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE (see page 265)	This is constant AZURE.
BEIGE (see page 265)	This is constant BEIGE.
BISQUE (see page 265)	This is constant BISQUE.
BLACK (see page 266)	This is constant BLACK.
BLANCHEDALMOND (see page 266)	This is constant BLANCHEDALMOND.
BLANK (see page 266)	This is constant BLANK.
BLUE (see page 266)	This is constant BLUE.
BLUEVIOLET (see page 266)	This is constant BLUEVIOLET.
BROWN (see page 267)	This is constant BROWN.
BURLYWOOD (see page 267)	This is constant BURLYWOOD.
BUTTON_LEFT (see page 267)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE (see page 267)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT (see page 268)	This is constant BUTTON_RIGHT.
BUTTON_X1 (see page 268)	This is constant BUTTON_X1.
BUTTON_X2 (see page 268)	This is constant BUTTON_X2.
CADETBBLUE (see page 268)	This is constant CADETBBLUE.
CHARTREUSE (see page 268)	This is constant CHARTREUSE.
CHOCOLATE (see page 269)	This is constant CHOCOLATE.
COLORKEY (see page 269)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX (see page 269)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY (see page 269)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX (see page 270)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY (see page 270)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT (see page 270)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT (see page 270)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A (see page 270)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B (see page 271)	This is constant CONTROLLER_BUTTON_B.

CONTROLLER_BUTTON_BACK (see page 271)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN (see page 271)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT (see page 271)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT (see page 272)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP (see page 272)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE (see page 272)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER (see page 272)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK (see page 272)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 (see page 273)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 (see page 274)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER (see page 274)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK (see page 274)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START (see page 274)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD (see page 274)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X (see page 275)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y (see page 275)	This is constant CONTROLLER_BUTTON_Y.
CORAL (see page 275)	This is constant CORAL.
CORNFLOWERBLUE (see page 275)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 276)	This is constant CORNSILK.
CR (see page 276)	This is constant CR.
CRIMSON (see page 276)	This is constant CRIMSON.
CRLF (see page 276)	This is constant CRLF.
CYAN (see page 276)	This is constant CYAN.
DARKBLUE (see page 277)	This is constant DARKBLUE.
DARKCYAN (see page 277)	This is constant DARKCYAN.
DARKGOLDENROD (see page 277)	This is constant DARKGOLDENROD.
DARKGRAY (see page 277)	This is constant DARKGRAY.
DARKGREEN (see page 278)	This is constant DARKGREEN.
DARKGREY (see page 278)	This is constant DARKGREY.
DARKKHAKI (see page 278)	This is constant DARKKHAKI.
DARKMAGENTA (see page 278)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 278)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 279)	This is constant DARKORANGE.

DARKORCHID (see page 279)	This is constant DARKORCHID.
DARKRED (see page 279)	This is constant DARKRED.
DARKSALMON (see page 279)	This is constant DARKSALMON.
DARKSEAGREEN (see page 280)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 280)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 280)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 280)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 280)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 281)	This is constant DARKVIOLET.
DEEPPINK (see page 281)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 281)	This is constant DEEPSKYBLUE.
DEGTORAD (see page 281)	This is constant DEGTORAD.
DIMGRAY (see page 282)	This is constant DIMGRAY.
DIMWHITE (see page 282)	This is constant DIMWHITE.
DODGERBLUE (see page 282)	This is constant DODGERBLUE.
EPSILON (see page 282)	This is constant EPSILON.
FIREBRICK (see page 282)	This is constant FIREBRICK.
FLORALWHITE (see page 283)	This is constant FLORALWHITE.
FORESTGREEN (see page 283)	This is constant FORESTGREEN.
FUCHSIA (see page 283)	This is constant FUCHSIA.
GAINSBORO (see page 283)	This is constant GAINSBORO.
GHOSTWHITE (see page 284)	This is constant GHOSTWHITE.
GOLD (see page 284)	This is constant GOLD.
GOLDENROD (see page 284)	This is constant GOLDENROD.
GRAY (see page 284)	This is constant GRAY.
GREEN (see page 284)	This is constant GREEN.
GREENYELLOW (see page 285)	This is constant GREENYELLOW.
GREY (see page 285)	This is constant GREY.
HONEYDEW (see page 285)	This is constant HONEYDEW.
HOTPINK (see page 285)	This is constant HOTPINK.
INDIANRED (see page 286)	This is constant INDIANRED.
INDIGO (see page 286)	This is constant INDIGO.
INIEXT (see page 286)	This is constant INIEXT.
IVORY (see page 286)	This is constant IVORY.
KEY_0 (see page 286)	This is constant KEY_0.
KEY_1 (see page 287)	This is constant KEY_1.
KEY_2 (see page 287)	This is constant KEY_2.
KEY_3 (see page 287)	This is constant KEY_3.
KEY_4 (see page 287)	This is constant KEY_4.
KEY_5 (see page 288)	This is constant KEY_5.
KEY_6 (see page 288)	This is constant KEY_6.
KEY_7 (see page 288)	This is constant KEY_7.
KEY_8 (see page 288)	This is constant KEY_8.
KEY_9 (see page 288)	This is constant KEY_9.
KEY_A (see page 289)	This is constant KEY_A.
KEY_AC_BACK (see page 289)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS (see page 289)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD (see page 289)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME (see page 290)	This is constant KEY_AC_HOME.

KEY_AC_REFRESH (see page 290)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH (see page 290)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP (see page 290)	This is constant KEY_AC_STOP.
KEY_AGAIN (see page 290)	This is constant KEY_AGAIN.
KEY_ALTERASE (see page 291)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE (see page 291)	This is constant KEY_APOSTROPHE.
KEY_APP1 (see page 291)	This is constant KEY_APP1.
KEY_APP2 (see page 291)	This is constant KEY_APP2.
KEY_APPLICATION (see page 292)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD (see page 292)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE (see page 292)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT (see page 292)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY (see page 292)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV (see page 293)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND (see page 293)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP (see page 293)	This is constant KEY_AUDIOSTOP.
KEY_B (see page 293)	This is constant KEY_B.
KEY_BACKSLASH (see page 294)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 294)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN (see page 294)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP (see page 294)	This is constant KEY_BRIGHTNESSUP.
KEY_C (see page 294)	This is constant KEY_C.
KEY_CALCULATOR (see page 295)	This is constant KEY_CALCULATOR.
KEY_CALL (see page 295)	This is constant KEY_CALL.
KEY_CANCEL (see page 295)	This is constant KEY_CANCEL.
KEY_CAPSLOCK (see page 295)	This is constant KEY_CAPSLOCK.
KEY_CLEAR (see page 296)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN (see page 296)	This is constant KEY_CLEARAGAIN.
KEY_COMMA (see page 296)	This is constant KEY_COMMA.
KEY_COMPUTER (see page 296)	This is constant KEY_COMPUTER.
KEY_COPY (see page 296)	This is constant KEY_COPY.
KEY_CRSEL (see page 297)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT (see page 297)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT (see page 297)	This is constant KEY_CURRENCYUNIT.
KEY_CUT (see page 297)	This is constant KEY_CUT.
KEY_D (see page 298)	This is constant KEY_D.
KEY_DECIMALSEPARATOR (see page 298)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE (see page 298)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH (see page 298)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN (see page 298)	This is constant KEY_DOWN.
KEY_E (see page 299)	This is constant KEY_E.
KEY_EJECT (see page 299)	This is constant KEY_EJECT.
KEY_END (see page 299)	This is constant KEY_END.
KEY_ENDCALL (see page 299)	This is constant KEY_ENDCALL.
KEY_EQUALS (see page 300)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 300)	This is constant KEY_ESCAPE.
KEY_EXECUTE (see page 300)	This is constant KEY_EXECUTE.
KEY_F (see page 300)	This is constant KEY_F.
KEY_F1 (see page 300)	This is constant KEY_F1.

KEY_F10 (see page 301)	This is constant KEY_F10.
KEY_F11 (see page 301)	This is constant KEY_F11.
KEY_F12 (see page 301)	This is constant KEY_F12.
KEY_F13 (see page 301)	This is constant KEY_F13.
KEY_F14 (see page 302)	This is constant KEY_F14.
KEY_F15 (see page 302)	This is constant KEY_F15.
KEY_F16 (see page 302)	This is constant KEY_F16.
KEY_F17 (see page 302)	This is constant KEY_F17.
KEY_F18 (see page 302)	This is constant KEY_F18.
KEY_F19 (see page 303)	This is constant KEY_F19.
KEY_F2 (see page 303)	This is constant KEY_F2.
KEY_F20 (see page 303)	This is constant KEY_F20.
KEY_F21 (see page 303)	This is constant KEY_F21.
KEY_F22 (see page 304)	This is constant KEY_F22.
KEY_F23 (see page 304)	This is constant KEY_F23.
KEY_F24 (see page 304)	This is constant KEY_F24.
KEY_F3 (see page 304)	This is constant KEY_F3.
KEY_F4 (see page 304)	This is constant KEY_F4.
KEY_F5 (see page 305)	This is constant KEY_F5.
KEY_F6 (see page 305)	This is constant KEY_F6.
KEY_F7 (see page 305)	This is constant KEY_F7.
KEY_F8 (see page 305)	This is constant KEY_F8.
KEY_F9 (see page 306)	This is constant KEY_F9.
KEY_FIND (see page 306)	This is constant KEY_FIND.
KEY_G (see page 306)	This is constant KEY_G.
KEY_GRAVE (see page 306)	This is constant KEY_GRAVE.
KEY_H (see page 306)	This is constant KEY_H.
KEY_HELP (see page 307)	This is constant KEY_HELP.
KEY_HOME (see page 307)	This is constant KEY_HOME.
KEY_I (see page 307)	This is constant KEY_I.
KEY_INSERT (see page 307)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 (see page 308)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 (see page 308)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 (see page 308)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 (see page 308)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 (see page 308)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 (see page 309)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 (see page 309)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 (see page 309)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 (see page 309)	This is constant KEY_INTERNATIONAL9.
KEY_J (see page 310)	This is constant KEY_J.
KEY_K (see page 310)	This is constant KEY_K.
KEY_KBDILLUMDOWN (see page 310)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE (see page 310)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP (see page 310)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 (see page 311)	This is constant KEY_KP_0.
KEY_KP_00 (see page 311)	This is constant KEY_KP_00.
KEY_KP_000 (see page 311)	This is constant KEY_KP_000.
KEY_KP_1 (see page 311)	This is constant KEY_KP_1.

KEY_KP_2 (see page 312)	This is constant KEY_KP_2.
KEY_KP_3 (see page 312)	This is constant KEY_KP_3.
KEY_KP_4 (see page 312)	This is constant KEY_KP_4.
KEY_KP_5 (see page 312)	This is constant KEY_KP_5.
KEY_KP_6 (see page 312)	This is constant KEY_KP_6.
KEY_KP_7 (see page 313)	This is constant KEY_KP_7.
KEY_KP_8 (see page 313)	This is constant KEY_KP_8.
KEY_KP_9 (see page 313)	This is constant KEY_KP_9.
KEY_KP_A (see page 313)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND (see page 314)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT (see page 314)	This is constant KEY_KP_AT.
KEY_KP_B (see page 314)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE (see page 314)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY (see page 314)	This is constant KEY_KP_BINARY.
KEY_KP_C (see page 315)	This is constant KEY_KP_C.
KEY_KP_CLEAR (see page 315)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY (see page 315)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON (see page 315)	This is constant KEY_KP_COLON.
KEY_KP_COMMA (see page 316)	This is constant KEY_KP_COMMA.
KEY_KP_D (see page 316)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND (see page 316)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR (see page 316)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL (see page 316)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE (see page 317)	This is constant KEY_KP_DIVIDE.
KEY_KP_E (see page 317)	This is constant KEY_KP_E.
KEY_KP_ENTER (see page 317)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS (see page 317)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 (see page 318)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM (see page 318)	This is constant KEY_KP_EXCLAM.
KEY_KP_F (see page 318)	This is constant KEY_KP_F.
KEY_KP_GREATER (see page 318)	This is constant KEY_KP_GREATER.
KEY_KP_HASH (see page 318)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECEMAL (see page 319)	This is constant KEY_KP_HEXADECEMAL.
KEY_KP_LEFTBRACE (see page 319)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN (see page 319)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS (see page 319)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD (see page 320)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR (see page 320)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE (see page 320)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY (see page 320)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL (see page 320)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE (see page 321)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT (see page 321)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS (see page 321)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY (see page 321)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL (see page 322)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT (see page 322)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD (see page 322)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS (see page 322)	This is constant KEY_KP_PLUS.

KEY_KP_PLUSMINUS (see page 322)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER (see page 323)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE (see page 323)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN (see page 323)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE (see page 323)	This is constant KEY_KP_SPACE.
KEY_KP_TAB (see page 324)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR (see page 324)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR (see page 324)	This is constant KEY_KP_XOR.
KEY_L (see page 324)	This is constant KEY_L.
KEY_LALT (see page 324)	This is constant KEY_LALT.
KEY_LANG1 (see page 325)	This is constant KEY_LANG1.
KEY_LANG2 (see page 325)	This is constant KEY_LANG2.
KEY_LANG3 (see page 325)	This is constant KEY_LANG3.
KEY_LANG4 (see page 325)	This is constant KEY_LANG4.
KEY_LANG5 (see page 326)	This is constant KEY_LANG5.
KEY_LANG6 (see page 326)	This is constant KEY_LANG6.
KEY_LANG7 (see page 326)	This is constant KEY_LANG7.
KEY_LANG8 (see page 326)	This is constant KEY_LANG8.
KEY_LANG9 (see page 326)	This is constant KEY_LANG9.
KEY_LCTRL (see page 327)	This is constant KEY_LCTRL.
KEY_LEFT (see page 327)	This is constant KEY_LEFT.
KEY_LEFTBRACKET (see page 327)	This is constant KEY_LEFTBRACKET.
KEY_LGUI (see page 327)	This is constant KEY_LGUI.
KEY_LSHIFT (see page 328)	This is constant KEY_LSHIFT.
KEY_M (see page 328)	This is constant KEY_M.
KEY_MAIL (see page 328)	This is constant KEY_MAIL.
KEY_MEDIASELECT (see page 328)	This is constant KEY_MEDIASELECT.
KEY_MENU (see page 328)	This is constant KEY_MENU.
KEY_MINUS (see page 329)	This is constant KEY_MINUS.
KEY_MODE (see page 329)	This is constant KEY_MODE.
KEY_MUTE (see page 329)	This is constant KEY_MUTE.
KEY_N (see page 329)	This is constant KEY_N.
KEY_NONUSBACKSLASH (see page 330)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH (see page 330)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR (see page 330)	This is constant KEY_NUMLOCKCLEAR.
KEY_O (see page 330)	This is constant KEY_O.
KEY_OPER (see page 330)	This is constant KEY_OPER.
KEY_OUT (see page 331)	This is constant KEY_OUT.
KEY_P (see page 331)	This is constant KEY_P.
KEY_PAGEDOWN (see page 331)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP (see page 331)	This is constant KEY_PAGEUP.
KEY_PASTE (see page 332)	This is constant KEY_PASTE.
KEY_PAUSE (see page 332)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 332)	This is constant KEY_PERIOD.
KEY_POWER (see page 332)	This is constant KEY_POWER.
KEY_PRINTSCREEN (see page 332)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR (see page 333)	This is constant KEY_PRIOR.
KEY_Q (see page 333)	This is constant KEY_Q.
KEY_R (see page 333)	This is constant KEY_R.

KEY_RALT (see page 333)	This is constant KEY_RALT.
KEY_RCTRL (see page 334)	This is constant KEY_RCTRL.
KEY_RETURN (see page 334)	This is constant KEY_RETURN.
KEY_RETURN2 (see page 334)	This is constant KEY_RETURN2.
KEY_RGUI (see page 334)	This is constant KEY_RGUI.
KEY_RIGHT (see page 334)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET (see page 335)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT (see page 335)	This is constant KEY_RSHIFT.
KEY_S (see page 335)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 335)	This is constant KEY_SCROLLLOCK.
KEY_SELECT (see page 336)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 336)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR (see page 336)	This is constant KEY_SEPARATOR.
KEY_SLASH (see page 336)	This is constant KEY_SLASH.
KEY_SLEEP (see page 336)	This is constant KEY_SLEEP.
KEY_SOFTLEFT (see page 337)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT (see page 337)	This is constant KEY_SOFTRIGHT.
KEY_SPACE (see page 337)	This is constant KEY_SPACE.
KEY_STOP (see page 337)	This is constant KEY_STOP.
KEY_SYSREQ (see page 338)	This is constant KEY_SYSREQ.
KEY_T (see page 338)	This is constant KEY_T.
KEY_TAB (see page 338)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR (see page 338)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U (see page 338)	This is constant KEY_U.
KEY_UNDO (see page 339)	This is constant KEY_UNDO.
KEY_UP (see page 339)	This is constant KEY_UP.
KEY_V (see page 339)	This is constant KEY_V.
KEY_VOLUMEDOWN (see page 339)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP (see page 340)	This is constant KEY_VOLUMEUP.
KEY_W (see page 340)	This is constant KEY_W.
KEY_WWW (see page 340)	This is constant KEY_WWW.
KEY_X (see page 340)	This is constant KEY_X.
KEY_Y (see page 340)	This is constant KEY_Y.
KEY_Z (see page 341)	This is constant KEY_Z.
KHAKI (see page 341)	This is constant KHAKI.
LAVENDER (see page 341)	This is constant LAVENDER.
LAVENDERBLUSH (see page 341)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 342)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 342)	This is constant LEMONCHIFFON.
LF (see page 342)	This is constant LF.
LIGHTBLUE (see page 342)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 342)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 343)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 343)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 343)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 343)	This is constant LIGHTGREEN.
LIGHTGREY (see page 344)	This is constant LIGHTGREY.
LIGHTPINK (see page 344)	This is constant LIGHTPINK.

LIGHTSALMON (see page 344)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 344)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 344)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 345)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 345)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 345)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 345)	This is constant LIGHTYELLOW.
LIME (see page 346)	This is constant LIME.
LIMEGREEN (see page 346)	This is constant LIMEGREEN.
LINEN (see page 346)	This is constant LINEN.
LOGEXT (see page 346)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 346)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 347)	This is constant MAGENTA.
MAROON (see page 347)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 347)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 347)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 348)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 348)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 348)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 348)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 348)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 349)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 349)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 349)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 349)	This is constant MINTCREAM.
MISTYROSE (see page 350)	This is constant MISTYROSE.
MOCCASIN (see page 350)	This is constant MOCCASIN.
MPGEXT (see page 350)	This is constant MPGEXT.
NAN (see page 350)	This is constant NAN.
NAVAJOWHITE (see page 350)	This is constant NAVAJOWHITE.
NAVY (see page 351)	This is constant NAVY.
OGGEXT (see page 351)	This is constant OGGEXT.
OLDLACE (see page 351)	This is constant OLDLACE.
OLIVE (see page 351)	This is constant OLIVE.
OLIVEDRAB (see page 352)	This is constant OLIVEDRAB.
ORANGE (see page 352)	This is constant ORANGE.
ORANGERED (see page 352)	This is constant ORANGERED.
ORCHID (see page 352)	This is constant ORCHID.
OVERLAY1 (see page 352)	This is constant OVERLAY1.
OVERLAY2 (see page 353)	This is constant OVERLAY2.
PALEGOLDENROD (see page 353)	This is constant PALEGOLDENROD.
PALEGREEN (see page 353)	This is constant PALEGREEN.
PALETURQUOISE (see page 353)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 354)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 354)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 354)	This is constant PEACHPUFF.
PERU (see page 354)	This is constant PERU.
PINK (see page 354)	This is constant PINK.
PLUM (see page 355)	This is constant PLUM.

PNGEXT (see page 355)	This is constant PNGEXT.
POWDERBLUE (see page 355)	This is constant POWDERBLUE.
PURPLE (see page 355)	This is constant PURPLE.
RADTODEG (see page 356)	This is constant RADTODEG.
REBECCAPURPLE (see page 356)	This is constant REBECCAPURPLE.
RED (see page 356)	This is constant RED.
RED2 (see page 356)	This is constant RED2.
ROSYBROWN (see page 356)	This is constant ROSYBROWN.
ROYALBLUE (see page 357)	This is constant ROYALBLUE.
SADDLEBROWN (see page 357)	This is constant SADDLEBROWN.
SALMON (see page 357)	This is constant SALMON.
SANDYBROWN (see page 357)	This is constant SANDYBROWN.
SEAGREEN (see page 358)	This is constant SEAGREEN.
SEASHELL (see page 358)	This is constant SEASHELL.
SIENNA (see page 358)	This is constant SIENNA.
SILVER (see page 358)	This is constant SILVER.
SKYBLUE (see page 358)	This is constant SKYBLUE.
SLATEBLUE (see page 359)	This is constant SLATEBLUE.
SLATEGRAY (see page 359)	This is constant SLATEGRAY.
SLATEGREY (see page 359)	This is constant SLATEGREY.
SNOW (see page 359)	This is constant SNOW.
SPRINGGREEN (see page 360)	This is constant SPRINGGREEN.
STEELBLUE (see page 360)	This is constant STEELBLUE.
TAN (see page 360)	This is constant TAN.
TEAL (see page 360)	This is constant TEAL.
THISTLE (see page 360)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED (see page 361)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED (see page 361)	This is constant TIMER_UPDATE_SPEED.
TOMATO (see page 361)	This is constant TOMATO.
TURQUOISE (see page 361)	This is constant TURQUOISE.
VERSION_MAJOR (see page 362)	This is constant VERSION_MAJOR.
VERSION_MINOR (see page 362)	This is constant VERSION_MINOR.
VERSION_PATCH (see page 362)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE (see page 362)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET (see page 362)	This is constant VIOLET.
WHEAT (see page 363)	This is constant WHEAT.
WHITE (see page 363)	This is constant WHITE.
WHITE2 (see page 363)	This is constant WHITE2.
WHITESMOKE (see page 363)	This is constant WHITESMOKE.
WINDOW_HEIGHT (see page 364)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH (see page 364)	This is constant WINDOW_WIDTH.
YELLOW (see page 364)	This is constant YELLOW.
YELLOWGREEN (see page 364)	This is constant YELLOWGREEN.

1.6.1 ALICEBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant ALICEBLUE.

1.6.2 ANTIQUEWHITE

File: DelphiGamekit.pas (see page 365)

Delphi

```
ANTIQUWHITE: TColor = (Red:$FA; Green:$EB; BLue:$D7; Alpha:$FF);
```

Description

This is constant ANTIQUEWHITE.

1.6.3 AQUA

File: DelphiGamekit.pas (see page 365)

Delphi

```
AQUA: TColor = (Red:$00; Green:$FF; BLue:$FF; Alpha:$FF);
```

Description

This is constant AQUA.

1.6.4 AQUAMARINE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant AQUAMARINE.

1.6.5 ARCEXT

File: DelphiGamekit.pas (see page 365)

Delphi

```
ARCEXT = 'arc';
```

Description

This is constant ARCEXT.

1.6.6 AUDIO_CHANNEL_DYNAMIC

File: DelphiGamekit.pas (see page 365)

Delphi

```
AUDIO_CHANNEL_DYNAMIC = -1;
```

Description

This is constant AUDIO_CHANNEL_DYNAMIC.

1.6.7 AUDIO_CHANNEL_FADINGIN

File: DelphiGamekit.pas (see page 365)

Delphi

```
AUDIO_CHANNEL_FADINGIN = 2;
```

Description

This is constant AUDIO_CHANNEL_FADINGIN.

1.6.8 AUDIO_CHANNEL_FADINGOUT

File: DelphiGamekit.pas (see page 365)

Delphi

```
AUDIO_CHANNEL_FADINGOUT = 1;
```

Description

This is constant AUDIO_CHANNEL_FADINGOUT.

1.6.9 AUDIO_CHANNEL_LOOP

File: DelphiGamekit.pas (see page 365)

Delphi

```
AUDIO_CHANNEL_LOOP = -1;
```

Description

This is constant AUDIO_CHANNEL_LOOP.

1.6.10 AUDIO_CHANNEL_MAX

File: DelphiGamekit.pas (see page 365)

Delphi

```
AUDIO_CHANNEL_MAX = 16;
```

Description

This is constant AUDIO_CHANNEL_MAX.

1.6.11 AUDIO_CHANNEL_NOFADING

File: DelphiGamekit.pas (see page 365)

Delphi

```
AUDIO_CHANNEL_NOFADING = 0;
```

Description

This is constant AUDIO_CHANNEL_NOFADING.

1.6.12 AZURE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant AZURE.

1.6.13 BEIGE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BEIGE.

1.6.14 BISQUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BISQUE.

1.6.15 BLACK

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BLACK.

1.6.16 BLANCHEDALMOND

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BLANCHEDALMOND.

1.6.17 BLANK

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BLANK.

1.6.18 BLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BLUE.

1.6.19 BLUEVIOLET

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BLUEVIOLET.

1.6.20 BROWN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BROWN.

1.6.21 BURLYWOOD

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant BURLYWOOD.

1.6.22 BUTTON_LEFT

File: DelphiGamekit.pas (see page 365)

Delphi

```
BUTTON_LEFT = 1;
```

Description

This is constant BUTTON_LEFT.

1.6.23 BUTTON_MIDDLE

File: DelphiGamekit.pas (see page 365)

Delphi

```
BUTTON_MIDDLE = 2;
```

Description

This is constant BUTTON_MIDDLE.

1.6.24 BUTTON_RIGHT

File: DelphiGamekit.pas (see page 365)

Delphi

```
BUTTON_RIGHT = 3;
```

Description

This is constant BUTTON_RIGHT.

1.6.25 BUTTON_X1

File: DelphiGamekit.pas (see page 365)

Delphi

```
BUTTON_X1 = 4;
```

Description

This is constant BUTTON_X1.

1.6.26 BUTTON_X2

File: DelphiGamekit.pas (see page 365)

Delphi

```
BUTTON_X2 = 5;
```

Description

This is constant BUTTON_X2.

1.6.27 CADETBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CADETBLUE.

1.6.28 CHARTREUSE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CHARTREUSE.

1.6.29 CHOCOLATE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CHOCOLATE.

1.6.30 COLORKEY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant COLORKEY.

1.6.31 CONTROLLER_AXIS_LEFTX

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_AXIS_LEFTX = 0;
```

Description

This is constant CONTROLLER_AXIS_LEFTX.

1.6.32 CONTROLLER_AXIS_LEFTY

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_AXIS_LEFTY = 1;
```

Description

This is constant CONTROLLER_AXIS_LEFTY.

1.6.33 CONTROLLER_AXIS_RIGHTX

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_AXIS_RIGHTX = 2;
```

Description

This is constant CONTROLLER_AXIS_RIGHTX.

1.6.34 CONTROLLER_AXIS_RIGHTY

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_AXIS_RIGHTY = 3;
```

Description

This is constant CONTROLLER_AXIS_RIGHTY.

1.6.35 CONTROLLER_AXIS_TRIGGERLEFT

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_AXIS_TRIGGERLEFT = 4;
```

Description

This is constant CONTROLLER_AXIS_TRIGGERLEFT.

1.6.36 CONTROLLER_AXIS_TRIGGERRIGHT

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_AXIS_TRIGGERRIGHT = 5;
```

Description

This is constant CONTROLLER_AXIS_TRIGGERRIGHT.

1.6.37 CONTROLLER_BUTTON_A

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_A = 0;
```

Description

This is constant CONTROLLER_BUTTON_A.

1.6.38 CONTROLLER_BUTTON_B

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_B = 1;
```

Description

This is constant CONTROLLER_BUTTON_B.

1.6.39 CONTROLLER_BUTTON_BACK

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_BACK = 4;
```

Description

This is constant CONTROLLER_BUTTON_BACK.

1.6.40 CONTROLLER_BUTTON_DPAD_DOWN

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_DPAD_DOWN = 12;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_DOWN.

1.6.41 CONTROLLER_BUTTON_DPAD_LEFT

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_DPAD_LEFT = 13;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_LEFT.

1.6.42 CONTROLLER_BUTTON_DPAD_RIGHT

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_DPAD_RIGHT = 14;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_RIGHT.

1.6.43 CONTROLLER_BUTTON_DPAD_UP

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_DPAD_UP = 11;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_UP.

1.6.44 CONTROLLER_BUTTON_GUIDE

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_GUIDE = 5;
```

Description

This is constant CONTROLLER_BUTTON_GUIDE.

1.6.45 CONTROLLER_BUTTON_LEFTSHOULDER

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_LEFTSHOULDER = 9;
```

Description

This is constant CONTROLLER_BUTTON_LEFTSHOULDER.

1.6.46 CONTROLLER_BUTTON_LEFTSTICK

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_LEFTSTICK = 7;
```

Description

This is constant CONTROLLER_BUTTON_LEFTSTICK.

1.6.47 CONTROLLER_BUTTON_MISC1

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_MISC1 = 15;
```

Description

This is constant CONTROLLER_BUTTON_MISC1.

1.6.48 CONTROLLER_BUTTON_PADDLE1

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_PADDLE1 = 16;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE1.

1.6.49 CONTROLLER_BUTTON_PADDLE2

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_PADDLE2 = 17;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE2.

1.6.50 CONTROLLER_BUTTON_PADDLE3

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_PADDLE3 = 18;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE3.

1.6.51 CONTROLLER_BUTTON_PADDLE4

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_PADDLE4 = 19;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE4.

1.6.52 CONTROLLER_BUTTON_RIGHTSHOULDER

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_RIGHTSHOULDER = 10;
```

Description

This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.

1.6.53 CONTROLLER_BUTTON_RIGHTSTICK

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_RIGHTSTICK = 8;
```

Description

This is constant CONTROLLER_BUTTON_RIGHTSTICK.

1.6.54 CONTROLLER_BUTTON_START

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_START = 6;
```

Description

This is constant CONTROLLER_BUTTON_START.

1.6.55 CONTROLLER_BUTTON_TOUCHPAD

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_TOUCHPAD = 20;
```

Description

This is constant CONTROLLER_BUTTON_TOUCHPAD.

1.6.56 CONTROLLER_BUTTON_X

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_X = 2;
```

Description

This is constant CONTROLLER_BUTTON_X.

1.6.57 CONTROLLER_BUTTON_Y

File: DelphiGamekit.pas (see page 365)

Delphi

```
CONTROLLER_BUTTON_Y = 3;
```

Description

This is constant CONTROLLER_BUTTON_Y.

1.6.58 CORAL

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CORAL.

1.6.59 CORNFLOWERBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CORNFLOWERBLUE.

1.6.60 CORNSILK

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CORNSILK.

1.6.61 CR

File: DelphiGamekit.pas (see page 365)

Delphi

```
CR = #10;
```

Description

This is constant CR.

1.6.62 CRIMSON

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CRIMSON.

1.6.63 CRLF

File: DelphiGamekit.pas (see page 365)

Delphi

```
CRLF = CR+LF;
```

Description

This is constant CRLF.

1.6.64 CYAN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant CYAN.

1.6.65 DARKBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKBLUE.

1.6.66 DARKCYAN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKCYAN.

1.6.67 DARKGOLDENROD

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKGOLDENROD.

1.6.68 DARKGRAY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKGRAY.

1.6.69 DARKGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKGREEN.

1.6.70 DARKGREY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKGREY.

1.6.71 DARKKHAKI

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKKHAKI.

1.6.72 DARKMAGENTA

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKMAGENTA.

1.6.73 DARKOLIVEGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKOLIVEGREEN.

1.6.74 DARKORANGE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKORANGE.

1.6.75 DARKORCHID

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKORCHID.

1.6.76 DARKRED

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKRED.

1.6.77 DARKSALMON

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKSALMON.

1.6.78 DARKSEAGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKSEAGREEN.

1.6.79 DARKSLATEBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKSLATEBLUE.

1.6.80 DARKSLATEBROWN

File: DelphiGamekit.pas (see page 365)

Delphi

```
DARKSLATEBROWN: TColor = (Red:30; Green:31; BLue:30; Alpha:1);
```

Description

This is constant DARKSLATEBROWN.

1.6.81 DARKSLATEGRAY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DARKSLATEGRAY.

1.6.82 DARKTURQUOISE

File: DelphiGamekit.pas (see page 365)

Delphi

```
DARKTURQUOISE: TColor = (Red:$00; Green:$CE; BLue:$D1; Alpha:$FF);
```

Description

This is constant DARKTURQUOISE.

1.6.83 DARKVIOLET

File: DelphiGamekit.pas (see page 365)

Delphi

```
DARKVIOLET: TColor = (Red:$94; Green:$00; BLue:$D3; Alpha:$FF);
```

Description

This is constant DARKVIOLET.

1.6.84 DEEPPINK

File: DelphiGamekit.pas (see page 365)

Delphi

```
DEEPPINK: TColor = (Red:$FF; Green:$14; BLue:$93; Alpha:$FF);
```

Description

This is constant DEEPPINK.

1.6.85 DEEPSKYBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DEEPSKYBLUE.

1.6.86 DEGTORAD

File: DelphiGamekit.pas (see page 365)

Delphi

```
DEGTORAD = PI / 180.0;
```

Description

This is constant DEGTORAD.

1.6.87 DIMGRAY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DIMGRAY.

1.6.88 DIMWHITE

File: DelphiGamekit.pas (see page 365)

Delphi

```
DIMWHITE: TColor = (Red:$10; Green:$10; BBlue:$10; Alpha:$10);
```

Description

This is constant DIMWHITE.

1.6.89 DODGERBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant DODGERBLUE.

1.6.90 EPSILON

File: DelphiGamekit.pas (see page 365)

Delphi

```
EPSILON = 0.00001;
```

Description

This is constant EPSILON.

1.6.91 FIREBRICK

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant FIREBRICK.

1.6.92 FLORALWHITE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant FLORALWHITE.

1.6.93 FORESTGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant FORESTGREEN.

1.6.94 FUCHSIA

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant FUCHSIA.

1.6.95 GAINSBORO

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GAINSBORO.

1.6.96 GHOSTWHITE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GHOSTWHITE.

1.6.97 GOLD

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GOLD.

1.6.98 GOLDENROD

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GOLDENROD.

1.6.99 GRAY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GRAY.

1.6.100 GREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GREEN.

1.6.101 GREENYELLOW

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GREENYELLOW.

1.6.102 GREY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant GREY.

1.6.103 HONEYDEW

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant HONEYDEW.

1.6.104 HOTPINK

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant HOTPINK.

1.6.105 INDIANRED

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant INDIANRED.

1.6.106 INDIGO

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant INDIGO.

1.6.107 INIEXT

File: DelphiGamekit.pas (see page 365)

Delphi

```
INIEXT = 'ini';
```

Description

This is constant INIEXT.

1.6.108 IVORY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant IVORY.

1.6.109 KEY_0

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_0 = 39;
```

Description

This is constant KEY_0.

1.6.110 KEY_1

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_1 = 30;
```

Description

This is constant KEY_1.

1.6.111 KEY_2

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_2 = 31;
```

Description

This is constant KEY_2.

1.6.112 KEY_3

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_3 = 32;
```

Description

This is constant KEY_3.

1.6.113 KEY_4

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_4 = 33;
```

Description

This is constant KEY_4.

1.6.114 KEY_5

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_5 = 34;
```

Description

This is constant KEY_5.

1.6.115 KEY_6

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_6 = 35;
```

Description

This is constant KEY_6.

1.6.116 KEY_7

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_7 = 36;
```

Description

This is constant KEY_7.

1.6.117 KEY_8

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_8 = 37;
```

Description

This is constant KEY_8.

1.6.118 KEY_9

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_9 = 38;
```

Description

This is constant KEY_9.

1.6.119 KEY_A

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_A = 4;
```

Description

This is constant KEY_A.

1.6.120 KEY_AC_BACK

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AC_BACK = 270;
```

Description

This is constant KEY_AC_BACK.

1.6.121 KEY_AC_BOOKMARKS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AC_BOOKMARKS = 274;
```

Description

This is constant KEY_AC_BOOKMARKS.

1.6.122 KEY_AC_FORWARD

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AC_FORWARD = 271;
```

Description

This is constant KEY_AC_FORWARD.

1.6.123 KEY_AC_HOME

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AC_HOME = 269;
```

Description

This is constant KEY_AC_HOME.

1.6.124 KEY_AC_REFRESH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AC_REFRESH = 273;
```

Description

This is constant KEY_AC_REFRESH.

1.6.125 KEY_AC_SEARCH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AC_SEARCH = 268;
```

Description

This is constant KEY_AC_SEARCH.

1.6.126 KEY_AC_STOP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AC_STOP = 272;
```

Description

This is constant KEY_AC_STOP.

1.6.127 KEY_AGAIN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AGAIN = 121;
```

Description

This is constant KEY_AGAIN.

1.6.128 KEY_ALTERASE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_ALTERASE = 153;
```

Description

This is constant KEY_ALTERASE.

1.6.129 KEY_APOSTROPHE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_APOSTROPHE = 52;
```

Description

This is constant KEY_APOSTROPHE.

1.6.130 KEY_APP1

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_APP1 = 283;
```

Description

This is constant KEY_APP1.

1.6.131 KEY_APP2

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_APP2 = 284;
```

Description

This is constant KEY_APP2.

1.6.132 KEY_APPLICATION

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_APPLICATION = 101;
```

Description

This is constant KEY_APPLICATION.

1.6.133 KEY_AUDIOFASTFORWARD

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AUDIOFASTFORWARD = 286;
```

Description

This is constant KEY_AUDIOFASTFORWARD.

1.6.134 KEY_AUDIOMUTE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AUDIOMUTE = 262;
```

Description

This is constant KEY_AUDIOMUTE.

1.6.135 KEY_AUDIONEXT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AUDIONEXT = 258;
```

Description

This is constant KEY_AUDIONEXT.

1.6.136 KEY_AUDIOPLAY

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AUDIOPLAY = 261;
```

Description

This is constant KEY_AUDIOPLAY.

1.6.137 KEY_AUDIOPREV

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AUDIOPREV = 259;
```

Description

This is constant KEY_AUDIOPREV.

1.6.138 KEY_AUDIOREWIND

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AUDIOREWIND = 285;
```

Description

This is constant KEY_AUDIOREWIND.

1.6.139 KEY_AUDIOSTOP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_AUDIOSTOP = 260;
```

Description

This is constant KEY_AUDIOSTOP.

1.6.140 KEY_B

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_B = 5;
```

Description

This is constant KEY_B.

1.6.141 KEY_BACKSLASH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_BACKSLASH = 49;
```

Description

This is constant KEY_BACKSLASH.

1.6.142 KEY_BACKSPACE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_BACKSPACE = 42;
```

Description

This is constant KEY_BACKSPACE.

1.6.143 KEY_BRIGHTNESSDOWN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_BRIGHTNESSDOWN = 275;
```

Description

This is constant KEY_BRIGHTNESSDOWN.

1.6.144 KEY_BRIGHTNESSUP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_BRIGHTNESSUP = 276;
```

Description

This is constant KEY_BRIGHTNESSUP.

1.6.145 KEY_C

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_C = 6;
```

Description

This is constant KEY_C.

1.6.146 KEY_CALCULATOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CALCULATOR = 266;
```

Description

This is constant KEY_CALCULATOR.

1.6.147 KEY_CALL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CALL = 289;
```

Description

This is constant KEY_CALL.

1.6.148 KEY_CANCEL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CANCEL = 155;
```

Description

This is constant KEY_CANCEL.

1.6.149 KEY_CAPSLOCK

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CAPSLOCK = 57;
```

Description

This is constant KEY_CAPSLOCK.

1.6.150 KEY_CLEAR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CLEAR = 156;
```

Description

This is constant KEY_CLEAR.

1.6.151 KEY_CLEARAGAIN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CLEARAGAIN = 162;
```

Description

This is constant KEY_CLEARAGAIN.

1.6.152 KEY_COMMA

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_COMMA = 54;
```

Description

This is constant KEY_COMMA.

1.6.153 KEY_COMPUTER

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_COMPUTER = 267;
```

Description

This is constant KEY_COMPUTER.

1.6.154 KEY_COPY

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_COPY = 124;
```

Description

This is constant KEY_COPY.

1.6.155 KEY_CRSEL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CRSEL = 163;
```

Description

This is constant KEY_CRSEL.

1.6.156 KEY_CURRENCYSUBUNIT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CURRENCYSUBUNIT = 181;
```

Description

This is constant KEY_CURRENCYSUBUNIT.

1.6.157 KEY_CURRENCYUNIT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CURRENCYUNIT = 180;
```

Description

This is constant KEY_CURRENCYUNIT.

1.6.158 KEY_CUT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_CUT = 123;
```

Description

This is constant KEY_CUT.

1.6.159 KEY_D

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_D = 7;
```

Description

This is constant KEY_D.

1.6.160 KEY_DECIMALSEPARATOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_DECIMALSEPARATOR = 179;
```

Description

This is constant KEY_DECIMALSEPARATOR.

1.6.161 KEY_DELETE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_DELETE = 76;
```

Description

This is constant KEY_DELETE.

1.6.162 KEY_DISPLAYSWITCH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_DISPLAYSWITCH = 277;
```

Description

This is constant KEY_DISPLAYSWITCH.

1.6.163 KEY_DOWN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_DOWN = 81;
```

Description

This is constant KEY_DOWN.

1.6.164 KEY_E

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_E = 8;
```

Description

This is constant KEY_E.

1.6.165 KEY_EJECT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_EJECT = 281;
```

Description

This is constant KEY_EJECT.

1.6.166 KEY_END

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_END = 77;
```

Description

This is constant KEY_END.

1.6.167 KEY_ENDCALL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_ENDCALL = 290;
```

Description

This is constant KEY_ENDCALL.

1.6.168 KEY_EQUALS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_EQUALS = 46;
```

Description

This is constant KEY_EQUALS.

1.6.169 KEY_ESCAPE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_ESCAPE = 41;
```

Description

This is constant KEY_ESCAPE.

1.6.170 KEY_EXECUTE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_EXECUTE = 116;
```

Description

This is constant KEY_EXECUTE.

1.6.171 KEY_F

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F = 9;
```

Description

This is constant KEY_F.

1.6.172 KEY_F1

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F1 = 58;
```

Description

This is constant KEY_F1.

1.6.173 KEY_F10

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F10 = 67;
```

Description

This is constant KEY_F10.

1.6.174 KEY_F11

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F11 = 68;
```

Description

This is constant KEY_F11.

1.6.175 KEY_F12

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F12 = 69;
```

Description

This is constant KEY_F12.

1.6.176 KEY_F13

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F13 = 104;
```

Description

This is constant KEY_F13.

1.6.177 KEY_F14

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F14 = 105;
```

Description

This is constant KEY_F14.

1.6.178 KEY_F15

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F15 = 106;
```

Description

This is constant KEY_F15.

1.6.179 KEY_F16

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F16 = 107;
```

Description

This is constant KEY_F16.

1.6.180 KEY_F17

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F17 = 108;
```

Description

This is constant KEY_F17.

1.6.181 KEY_F18

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F18 = 109;
```

Description

This is constant KEY_F18.

1.6.182 KEY_F19

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F19 = 110;
```

Description

This is constant KEY_F19.

1.6.183 KEY_F2

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F2 = 59;
```

Description

This is constant KEY_F2.

1.6.184 KEY_F20

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F20 = 111;
```

Description

This is constant KEY_F20.

1.6.185 KEY_F21

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F21 = 112;
```

Description

This is constant KEY_F21.

1.6.186 KEY_F22

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F22 = 113;
```

Description

This is constant KEY_F22.

1.6.187 KEY_F23

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F23 = 114;
```

Description

This is constant KEY_F23.

1.6.188 KEY_F24

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F24 = 115;
```

Description

This is constant KEY_F24.

1.6.189 KEY_F3

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F3 = 60;
```

Description

This is constant KEY_F3.

1.6.190 KEY_F4

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F4 = 61;
```

Description

This is constant KEY_F4.

1.6.191 KEY_F5

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F5 = 62;
```

Description

This is constant KEY_F5.

1.6.192 KEY_F6

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F6 = 63;
```

Description

This is constant KEY_F6.

1.6.193 KEY_F7

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F7 = 64;
```

Description

This is constant KEY_F7.

1.6.194 KEY_F8

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F8 = 65;
```

Description

This is constant KEY_F8.

1.6.195 KEY_F9

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_F9 = 66;
```

Description

This is constant KEY_F9.

1.6.196 KEY_FIND

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_FIND = 126;
```

Description

This is constant KEY_FIND.

1.6.197 KEY_G

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_G = 10;
```

Description

This is constant KEY_G.

1.6.198 KEY_GRAVE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_GRAVE = 53;
```

Description

This is constant KEY_GRAVE.

1.6.199 KEY_H

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_H = 11;
```

Description

This is constant KEY_H.

1.6.200 KEY_HELP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_HELP = 117;
```

Description

This is constant KEY_HELP.

1.6.201 KEY_HOME

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_HOME = 74;
```

Description

This is constant KEY_HOME.

1.6.202 KEY_I

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_I = 12;
```

Description

This is constant KEY_I.

1.6.203 KEY_INSERT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INSERT = 73;
```

Description

This is constant KEY_INSERT.

1.6.204 KEY_INTERNATIONAL1

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL1 = 135;
```

Description

This is constant KEY_INTERNATIONAL1.

1.6.205 KEY_INTERNATIONAL2

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL2 = 136;
```

Description

This is constant KEY_INTERNATIONAL2.

1.6.206 KEY_INTERNATIONAL3

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL3 = 137;
```

Description

This is constant KEY_INTERNATIONAL3.

1.6.207 KEY_INTERNATIONAL4

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL4 = 138;
```

Description

This is constant KEY_INTERNATIONAL4.

1.6.208 KEY_INTERNATIONAL5

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL5 = 139;
```

Description

This is constant KEY_INTERNATIONAL5.

1.6.209 KEY_INTERNATIONAL6

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL6 = 140;
```

Description

This is constant KEY_INTERNATIONAL6.

1.6.210 KEY_INTERNATIONAL7

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL7 = 141;
```

Description

This is constant KEY_INTERNATIONAL7.

1.6.211 KEY_INTERNATIONAL8

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL8 = 142;
```

Description

This is constant KEY_INTERNATIONAL8.

1.6.212 KEY_INTERNATIONAL9

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_INTERNATIONAL9 = 143;
```

Description

This is constant KEY_INTERNATIONAL9.

1.6.213 KEY_J

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_J = 13;
```

Description

This is constant KEY_J.

1.6.214 KEY_K

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_K = 14;
```

Description

This is constant KEY_K.

1.6.215 KEY_KBDILLUMDOWN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KBDILLUMDOWN = 279;
```

Description

This is constant KEY_KBDILLUMDOWN.

1.6.216 KEY_KBDILLUMTOGGLE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KBDILLUMTOGGLE = 278;
```

Description

This is constant KEY_KBDILLUMTOGGLE.

1.6.217 KEY_KBDILLUMUP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KBDILLUMUP = 280;
```

Description

This is constant KEY_KBDILLUMUP.

1.6.218 KEY_KP_0

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_0 = 98;
```

Description

This is constant KEY_KP_0.

1.6.219 KEY_KP_00

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_00 = 176;
```

Description

This is constant KEY_KP_00.

1.6.220 KEY_KP_000

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_000 = 177;
```

Description

This is constant KEY_KP_000.

1.6.221 KEY_KP_1

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_1 = 89;
```

Description

This is constant KEY_KP_1.

1.6.222 KEY_KP_2

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_2 = 90;
```

Description

This is constant KEY_KP_2.

1.6.223 KEY_KP_3

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_3 = 91;
```

Description

This is constant KEY_KP_3.

1.6.224 KEY_KP_4

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_4 = 92;
```

Description

This is constant KEY_KP_4.

1.6.225 KEY_KP_5

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_5 = 93;
```

Description

This is constant KEY_KP_5.

1.6.226 KEY_KP_6

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_6 = 94;
```

Description

This is constant KEY_KP_6.

1.6.227 KEY_KP_7

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_7 = 95;
```

Description

This is constant KEY_KP_7.

1.6.228 KEY_KP_8

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_8 = 96;
```

Description

This is constant KEY_KP_8.

1.6.229 KEY_KP_9

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_9 = 97;
```

Description

This is constant KEY_KP_9.

1.6.230 KEY_KP_A

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_A = 188;
```

Description

This is constant KEY_KP_A.

1.6.231 KEY_KP_AMPERSAND

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_AMPERSAND = 199;
```

Description

This is constant KEY_KP_AMPERSAND.

1.6.232 KEY_KP_AT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_AT = 206;
```

Description

This is constant KEY_KP_AT.

1.6.233 KEY_KP_B

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_B = 189;
```

Description

This is constant KEY_KP_B.

1.6.234 KEY_KP_BACKSPACE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_BACKSPACE = 187;
```

Description

This is constant KEY_KP_BACKSPACE.

1.6.235 KEY_KP_BINARY

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_BINARY = 218;
```

Description

This is constant KEY_KP_BINARY.

1.6.236 KEY_KP_C

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_C = 190;
```

Description

This is constant KEY_KP_C.

1.6.237 KEY_KP_CLEAR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_CLEAR = 216;
```

Description

This is constant KEY_KP_CLEAR.

1.6.238 KEY_KP_CLEARENTRY

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_CLEARENTRY = 217;
```

Description

This is constant KEY_KP_CLEARENTRY.

1.6.239 KEY_KP_COLON

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_COLON = 203;
```

Description

This is constant KEY_KP_COLON.

1.6.240 KEY_KP_COMMA

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_COMMA = 133;
```

Description

This is constant KEY_KP_COMMA.

1.6.241 KEY_KP_D

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_D = 191;
```

Description

This is constant KEY_KP_D.

1.6.242 KEY_KP_DBLAMPERSAND

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_DBLAMPERSAND = 200;
```

Description

This is constant KEY_KP_DBLAMPERSAND.

1.6.243 KEY_KP_DBLVERTICALBAR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_DBLVERTICALBAR = 202;
```

Description

This is constant KEY_KP_DBLVERTICALBAR.

1.6.244 KEY_KP_DECIMAL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_DECIMAL = 220;
```

Description

This is constant KEY_KP_DECIMAL.

1.6.245 KEY_KP_DIVIDE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_DIVIDE = 84;
```

Description

This is constant KEY_KP_DIVIDE.

1.6.246 KEY_KP_E

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_E = 192;
```

Description

This is constant KEY_KP_E.

1.6.247 KEY_KP_ENTER

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_ENTER = 88;
```

Description

This is constant KEY_KP_ENTER.

1.6.248 KEY_KP_EQUALS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_EQUALS = 103;
```

Description

This is constant KEY_KP_EQUALS.

1.6.249 KEY_KP_EQUALSAS400

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_EQUALSAS400 = 134;
```

Description

This is constant KEY_KP_EQUALSAS400.

1.6.250 KEY_KP_EXCLAM

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_EXCLAM = 207;
```

Description

This is constant KEY_KP_EXCLAM.

1.6.251 KEY_KP_F

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_F = 193;
```

Description

This is constant KEY_KP_F.

1.6.252 KEY_KP_GREATER

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_GREATER = 198;
```

Description

This is constant KEY_KP_GREATER.

1.6.253 KEY_KP_HASH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_HASH = 204;
```

Description

This is constant KEY_KP_HASH.

1.6.254 KEY_KP_HEXADECIMAL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_HEXADECIMAL = 221;
```

Description

This is constant KEY_KP_HEXADECIMAL.

1.6.255 KEY_KP_LEFTBRACE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_LEFTBRACE = 184;
```

Description

This is constant KEY_KP_LEFTBRACE.

1.6.256 KEY_KP_LEFTPAREN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_LEFTPAREN = 182;
```

Description

This is constant KEY_KP_LEFTPAREN.

1.6.257 KEY_KP_LESS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_LESS = 197;
```

Description

This is constant KEY_KP_LESS.

1.6.258 KEY_KP_MEMADD

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MEMADD = 211;
```

Description

This is constant KEY_KP_MEMADD.

1.6.259 KEY_KP_MEMCLEAR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MEMCLEAR = 210;
```

Description

This is constant KEY_KP_MEMCLEAR.

1.6.260 KEY_KP_MEMDIVIDE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MEMDIVIDE = 214;
```

Description

This is constant KEY_KP_MEMDIVIDE.

1.6.261 KEY_KP_MEMMULTIPLY

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MEMMULTIPLY = 213;
```

Description

This is constant KEY_KP_MEMMULTIPLY.

1.6.262 KEY_KP_MEMRECALL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MEMRECALL = 209;
```

Description

This is constant KEY_KP_MEMRECALL.

1.6.263 KEY_KP_MEMSTORE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MEMSTORE = 208;
```

Description

This is constant KEY_KP_MEMSTORE.

1.6.264 KEY_KP_MEMSUBTRACT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MEMSUBTRACT = 212;
```

Description

This is constant KEY_KP_MEMSUBTRACT.

1.6.265 KEY_KP_MINUS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MINUS = 86;
```

Description

This is constant KEY_KP_MINUS.

1.6.266 KEY_KP_MULTIPLY

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_MULTIPLY = 85;
```

Description

This is constant KEY_KP_MULTIPLY.

1.6.267 KEY_KP_OCTAL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_OCTAL = 219;
```

Description

This is constant KEY_KP_OCTAL.

1.6.268 KEY_KP_PERCENT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_PERCENT = 196;
```

Description

This is constant KEY_KP_PERCENT.

1.6.269 KEY_KP_PERIOD

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_PERIOD = 99;
```

Description

This is constant KEY_KP_PERIOD.

1.6.270 KEY_KP_PLUS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_PLUS = 87;
```

Description

This is constant KEY_KP_PLUS.

1.6.271 KEY_KP_PLUSMINUS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_PLUSMINUS = 215;
```

Description

This is constant KEY_KP_PLUSMINUS.

1.6.272 KEY_KP_POWER

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_POWER = 195;
```

Description

This is constant KEY_KP_POWER.

1.6.273 KEY_KP_RIGHTBRACE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_RIGHTBRACE = 185;
```

Description

This is constant KEY_KP_RIGHTBRACE.

1.6.274 KEY_KP_RIGHTPAREN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_RIGHTPAREN = 183;
```

Description

This is constant KEY_KP_RIGHTPAREN.

1.6.275 KEY_KP_SPACE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_SPACE = 205;
```

Description

This is constant KEY_KP_SPACE.

1.6.276 KEY_KP_TAB

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_TAB = 186;
```

Description

This is constant KEY_KP_TAB.

1.6.277 KEY_KP_VERTICALBAR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_VERTICALBAR = 201;
```

Description

This is constant KEY_KP_VERTICALBAR.

1.6.278 KEY_KP_XOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_KP_XOR = 194;
```

Description

This is constant KEY_KP_XOR.

1.6.279 KEY_L

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_L = 15;
```

Description

This is constant KEY_L.

1.6.280 KEY_LALT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LALT = 226;
```

Description

This is constant KEY_LALT.

1.6.281 KEY_LANG1

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG1 = 144;
```

Description

This is constant KEY_LANG1.

1.6.282 KEY_LANG2

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG2 = 145;
```

Description

This is constant KEY_LANG2.

1.6.283 KEY_LANG3

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG3 = 146;
```

Description

This is constant KEY_LANG3.

1.6.284 KEY_LANG4

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG4 = 147;
```

Description

This is constant KEY_LANG4.

1.6.285 KEY_LANG5

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG5 = 148;
```

Description

This is constant KEY_LANG5.

1.6.286 KEY_LANG6

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG6 = 149;
```

Description

This is constant KEY_LANG6.

1.6.287 KEY_LANG7

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG7 = 150;
```

Description

This is constant KEY_LANG7.

1.6.288 KEY_LANG8

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG8 = 151;
```

Description

This is constant KEY_LANG8.

1.6.289 KEY_LANG9

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LANG9 = 152;
```

Description

This is constant KEY_LANG9.

1.6.290 KEY_LCTRL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LCTRL = 224;
```

Description

This is constant KEY_LCTRL.

1.6.291 KEY_LEFT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LEFT = 80;
```

Description

This is constant KEY_LEFT.

1.6.292 KEY_LEFTBRACKET

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LEFTBRACKET = 47;
```

Description

This is constant KEY_LEFTBRACKET.

1.6.293 KEY_LGUI

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LGUI = 227;
```

Description

This is constant KEY_LGUI.

1.6.294 KEY_LSHIFT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_LSHIFT = 225;
```

Description

This is constant KEY_LSHIFT.

1.6.295 KEY_M

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_M = 16;
```

Description

This is constant KEY_M.

1.6.296 KEY_MAIL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_MAIL = 265;
```

Description

This is constant KEY_MAIL.

1.6.297 KEY_MEDIASELECT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_MEDIASELECT = 263;
```

Description

This is constant KEY_MEDIASELECT.

1.6.298 KEY_MENU

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_MENU = 118;
```

Description

This is constant KEY_MENU.

1.6.299 KEY_MINUS

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_MINUS = 45;
```

Description

This is constant KEY_MINUS.

1.6.300 KEY_MODE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_MODE = 257;
```

Description

This is constant KEY_MODE.

1.6.301 KEY_MUTE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_MUTE = 127;
```

Description

This is constant KEY_MUTE.

1.6.302 KEY_N

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_N = 17;
```

Description

This is constant KEY_N.

1.6.303 KEY_NONUSBACKSLASH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_NONUSBACKSLASH = 100;
```

Description

This is constant KEY_NONUSBACKSLASH.

1.6.304 KEY_NONUSHASH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_NONUSHASH = 50;
```

Description

This is constant KEY_NONUSHASH.

1.6.305 KEY_NUMLOCKCLEAR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_NUMLOCKCLEAR = 83;
```

Description

This is constant KEY_NUMLOCKCLEAR.

1.6.306 KEY_O

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_O = 18;
```

Description

This is constant KEY_O.

1.6.307 KEY_OPER

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_OPER = 161;
```

Description

This is constant KEY_OPER.

1.6.308 KEY_OUT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_OUT = 160;
```

Description

This is constant KEY_OUT.

1.6.309 KEY_P

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_P = 19;
```

Description

This is constant KEY_P.

1.6.310 KEY_PAGEDOWN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_PAGEDOWN = 78;
```

Description

This is constant KEY_PAGEDOWN.

1.6.311 KEY_PAGEUP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_PAGEUP = 75;
```

Description

This is constant KEY_PAGEUP.

1.6.312 KEY_PASTE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_PASTE = 125;
```

Description

This is constant KEY_PASTE.

1.6.313 KEY_PAUSE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_PAUSE = 72;
```

Description

This is constant KEY_PAUSE.

1.6.314 KEY_PERIOD

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_PERIOD = 55;
```

Description

This is constant KEY_PERIOD.

1.6.315 KEY_POWER

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_POWER = 102;
```

Description

This is constant KEY_POWER.

1.6.316 KEY_PRINTSCREEN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_PRINTSCREEN = 70;
```

Description

This is constant KEY_PRINTSCREEN.

1.6.317 KEY_PRIOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_PRIOR = 157;
```

Description

This is constant KEY_PRIOR.

1.6.318 KEY_Q

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_Q = 20;
```

Description

This is constant KEY_Q.

1.6.319 KEY_R

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_R = 21;
```

Description

This is constant KEY_R.

1.6.320 KEY_RALT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RALT = 230;
```

Description

This is constant KEY_RALT.

1.6.321 KEY_RCTRL

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RCTRL = 228;
```

Description

This is constant KEY_RCTRL.

1.6.322 KEY_RETURN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RETURN = 40;
```

Description

This is constant KEY_RETURN.

1.6.323 KEY_RETURN2

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RETURN2 = 158;
```

Description

This is constant KEY_RETURN2.

1.6.324 KEY_RGUI

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RGUI = 231;
```

Description

This is constant KEY_RGUI.

1.6.325 KEY_RIGHT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RIGHT = 79;
```

Description

This is constant KEY_RIGHT.

1.6.326 KEY_RIGHTBRACKET

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RIGHTBRACKET = 48;
```

Description

This is constant KEY_RIGHTBRACKET.

1.6.327 KEY_RSHIFT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_RSHIFT = 229;
```

Description

This is constant KEY_RSHIFT.

1.6.328 KEY_S

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_S = 22;
```

Description

This is constant KEY_S.

1.6.329 KEY_SCROLLLOCK

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SCROLLLOCK = 71;
```

Description

This is constant KEY_SCROLLLOCK.

1.6.330 KEY_SELECT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SELECT = 119;
```

Description

This is constant KEY_SELECT.

1.6.331 KEY_SEMICOLON

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SEMICOLON = 51;
```

Description

This is constant KEY_SEMICOLON.

1.6.332 KEY_SEPARATOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SEPARATOR = 159;
```

Description

This is constant KEY_SEPARATOR.

1.6.333 KEY_SLASH

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SLASH = 56;
```

Description

This is constant KEY_SLASH.

1.6.334 KEY_SLEEP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SLEEP = 282;
```

Description

This is constant KEY_SLEEP.

1.6.335 KEY_SOFTLEFT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SOFTLEFT = 287;
```

Description

This is constant KEY_SOFTLEFT.

1.6.336 KEY_SOFTRIGHT

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SOFTRIGHT = 288;
```

Description

This is constant KEY_SOFTRIGHT.

1.6.337 KEY_SPACE

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SPACE = 44;
```

Description

This is constant KEY_SPACE.

1.6.338 KEY_STOP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_STOP = 120;
```

Description

This is constant KEY_STOP.

1.6.339 KEY_SYSREQ

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_SYSREQ = 154;
```

Description

This is constant KEY_SYSREQ.

1.6.340 KEY_T

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_T = 23;
```

Description

This is constant KEY_T.

1.6.341 KEY_TAB

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_TAB = 43;
```

Description

This is constant KEY_TAB.

1.6.342 KEY_THOUSANDSSEPARATOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_THOUSANDSSEPARATOR = 178;
```

Description

This is constant KEY_THOUSANDSSEPARATOR.

1.6.343 KEY_U

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_U = 24;
```

Description

This is constant KEY_U.

1.6.344 KEY_UNDO

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_UNDO = 122;
```

Description

This is constant KEY_UNDO.

1.6.345 KEY_UP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_UP = 82;
```

Description

This is constant KEY_UP.

1.6.346 KEY_V

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_V = 25;
```

Description

This is constant KEY_V.

1.6.347 KEY_VOLUMEDOWN

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_VOLUMEDOWN = 129;
```

Description

This is constant KEY_VOLUMEDOWN.

1.6.348 KEY_VOLUMEUP

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_VOLUMEUP = 128;
```

Description

This is constant KEY_VOLUMEUP.

1.6.349 KEY_W

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_W = 26;
```

Description

This is constant KEY_W.

1.6.350 KEY_WWW

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_WWW = 264;
```

Description

This is constant KEY_WWW.

1.6.351 KEY_X

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_X = 27;
```

Description

This is constant KEY_X.

1.6.352 KEY_Y

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_Y = 28;
```

Description

This is constant KEY_Y.

1.6.353 KEY_Z

File: DelphiGamekit.pas (see page 365)

Delphi

```
KEY_Z = 29;
```

Description

This is constant KEY_Z.

1.6.354 KHAKI

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant KHAKI.

1.6.355 LAVENDER

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LAVENDER.

1.6.356 LAVENDERBLUSH

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LAVENDERBLUSH.

1.6.357 LAWNGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LAWNGREEN.

1.6.358 LEMONCHIFFON

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LEMONCHIFFON.

1.6.359 LF

File: DelphiGamekit.pas (see page 365)

Delphi

```
LF = #13;
```

Description

This is constant LF.

1.6.360 LIGHTBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTBLUE.

1.6.361 LIGHTCORAL

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTCORAL.

1.6.362 LIGHTCYAN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTCYAN.

1.6.363 LIGHTGOLDENRODYELLOW

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTGOLDENRODYELLOW.

1.6.364 LIGHTGRAY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTGRAY.

1.6.365 LIGHTGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTGREEN.

1.6.366 LIGHTGREY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTGREY.

1.6.367 LIGHTPINK

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTPINK.

1.6.368 LIGHTSALMON

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTSALMON.

1.6.369 LIGHTSEAGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTSEAGREEN.

1.6.370 LIGHTSKYBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTSKYBLUE.

1.6.371 LIGHTSLATEGRAY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTSLATEGRAY.

1.6.372 LIGHTSLATEGREY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTSLATEGREY.

1.6.373 LIGHTSTEELBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTSTEELBLUE.

1.6.374 LIGHTYELLOW

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIGHTYELLOW.

1.6.375 LIME

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIME.

1.6.376 LIMEGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LIMEGREEN.

1.6.377 LINEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant LINEN.

1.6.378 LOGEXT

File: DelphiGamekit.pas (see page 365)

Delphi

```
LOGEXT = 'log';
```

Description

This is constant LOGEXT.

1.6.379 LuSCANCODE_EXSEL

File: DelphiGamekit.pas (see page 365)

Delphi

```
LuSCANCODE_EXSEL = 164;
```

Description

This is constant LuSCANCODE_EXSEL.

1.6.380 MAGENTA

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MAGENTA.

1.6.381 MAROON

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MAROON.

1.6.382 MEDIUMAQUAMARINE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMAQUAMARINE.

1.6.383 MEDIUMBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMBLUE.

1.6.384 MEDIUMORCHID

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMORCHID.

1.6.385 MEDIUMPURPLE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMPURPLE.

1.6.386 MEDIUMSEAGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMSEAGREEN.

1.6.387 MEDIUMSLATEBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMSLATEBLUE.

1.6.388 MEDIUMSPRINGGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMSPRINGGREEN.

1.6.389 MEDIUMTURQUOISE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMTURQUOISE.

1.6.390 MEDIUMVIOLETRED

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MEDIUMVIOLETRED.

1.6.391 MIDNIGHTBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MIDNIGHTBLUE.

1.6.392 MINTCREAM

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MINTCREAM.

1.6.393 MISTYROSE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MISTYROSE.

1.6.394 MOCCASIN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant MOCCASIN.

1.6.395 MPGEXT

File: DelphiGamekit.pas (see page 365)

Delphi

```
MPGEXT = 'mpg';
```

Description

This is constant MPGEXT.

1.6.396 NAN

File: DelphiGamekit.pas (see page 365)

Delphi

```
NAN = 0.0 / 0.0;
```

Description

This is constant NAN.

1.6.397 NAVAJOWHITE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant NAVAJOWHITE.

1.6.398 NAVY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant NAVY.

1.6.399 OGGEXT

File: DelphiGamekit.pas (see page 365)

Delphi

```
OGGEXT = 'ogg';
```

Description

This is constant OGGEXT.

1.6.400 OLDLACE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant OLDLACE.

1.6.401 OLIVE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant OLIVE.

1.6.402 OLIVEDRAB

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant OLIVEDRAB.

1.6.403 ORANGE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant ORANGE.

1.6.404 ORANGERED

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant ORANGERED.

1.6.405 ORCHID

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant ORCHID.

1.6.406 OVERLAY1

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant OVERLAY1.

1.6.407 OVERLAY2

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant OVERLAY2.

1.6.408 PALEGOLDENROD

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant PALEGOLDENROD.

1.6.409 PALEGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant PALEGREEN.

1.6.410 PALETURQUOISE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant PALETURQUOISE.

1.6.411 PALEVIOLETRED

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant PALEVIOLETRED.

1.6.412 PAPAYAWHIP

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant PAPAYAWHIP.

1.6.413 PEACHPUFF

File: DelphiGamekit.pas (see page 365)

Delphi

```
PEACHPUFF: TColor = (Red:$FF; Green:$DA; BLue:$B9; Alpha:$FF);
```

Description

This is constant PEACHPUFF.

1.6.414 PERU

File: DelphiGamekit.pas (see page 365)

Delphi

```
PERU: TColor = (Red:$CD; Green:$85; BLue:$3F; Alpha:$FF);
```

Description

This is constant PERU.

1.6.415 PINK

File: DelphiGamekit.pas (see page 365)

Delphi

```
PINK: TColor = (Red:$FF; Green:$C0; BBlue:$CB; Alpha:$FF);
```

Description

This is constant PINK.

1.6.416 PLUM

File: DelphiGamekit.pas (see page 365)

Delphi

```
PLUM: TColor = (Red:$DD; Green:$A0; BBlue:$DD; Alpha:$FF);
```

Description

This is constant PLUM.

1.6.417 PNGEXT

File: DelphiGamekit.pas (see page 365)

Delphi

```
PNGEXT = 'png';
```

Description

This is constant PNGEXT.

1.6.418 POWDERBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant POWDERBLUE.

1.6.419 PURPLE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant PURPLE.

1.6.420 RADTODEG

File: DelphiGamekit.pas (see page 365)

Delphi

```
RADTODEG = 180.0 / PI;
```

Description

This is constant RADTODEG.

1.6.421 REBECCAPURPLE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant REBECCAPURPLE.

1.6.422 RED

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant RED.

1.6.423 RED2

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant RED2.

1.6.424 ROSYBROWN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant ROSYBROWN.

1.6.425 ROYALBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant ROYALBLUE.

1.6.426 SADDLEBROWN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SADDLEBROWN.

1.6.427 SALMON

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SALMON.

1.6.428 SANDYBROWN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SANDYBROWN.

1.6.429 SEAGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SEAGREEN.

1.6.430 SEASHELL

File: DelphiGamekit.pas (see page 365)

Delphi

```
SEASHELL: TColor = (Red:$FF; Green:$F5; BBlue:$EE; Alpha:$FF);
```

Description

This is constant SEASHELL.

1.6.431 SIENNA

File: DelphiGamekit.pas (see page 365)

Delphi

```
SIENNA: TColor = (Red:$A0; Green:$52; BBlue:$2D; Alpha:$FF);
```

Description

This is constant SIENNA.

1.6.432 SILVER

File: DelphiGamekit.pas (see page 365)

Delphi

```
SILVER: TColor = (Red:$C0; Green:$C0; BBlue:$C0; Alpha:$FF);
```

Description

This is constant SILVER.

1.6.433 SKYBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

```
SKYBLUE: TColor = (Red:$87; Green:$CE; BBlue:$EB; Alpha:$FF);
```

Description

This is constant SKYBLUE.

1.6.434 SLATEBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SLATEBLUE.

1.6.435 SLATEGRAY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SLATEGRAY.

1.6.436 SLATEGREY

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SLATEGREY.

1.6.437 SNOW

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SNOW.

1.6.438 SPRINGGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant SPRINGGREEN.

1.6.439 STEELBLUE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant STEELBLUE.

1.6.440 TAN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant TAN.

1.6.441 TEAL

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant TEAL.

1.6.442 THISTLE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant THISTLE.

1.6.443 TIMER_FIXEDUPDATE_SPEED

File: DelphiGamekit.pas (see page 365)

Delphi

```
TIMER_FIXEDUPDATE_SPEED = 60.0;
```

Description

This is constant TIMER_FIXEDUPDATE_SPEED.

1.6.444 TIMER_UPDATE_SPEED

File: DelphiGamekit.pas (see page 365)

Delphi

```
TIMER_UPDATE_SPEED = 60.0;
```

Description

This is constant TIMER_UPDATE_SPEED.

1.6.445 TOMATO

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant TOMATO.

1.6.446 TURQUOISE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant TURQUOISE.

1.6.447 VERSION_MAJOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
VERSION_MAJOR = '0';
```

Description

This is constant VERSION_MAJOR.

1.6.448 VERSION_MINOR

File: DelphiGamekit.pas (see page 365)

Delphi

```
VERSION_MINOR = '1';
```

Description

This is constant VERSION_MINOR.

1.6.449 VERSION_PATCH

File: DelphiGamekit.pas (see page 365)

Delphi

```
VERSION_PATCH = '0';
```

Description

This is constant VERSION_PATCH.

1.6.450 VIDEO_SAMPLEBUFFERSIZE

File: DelphiGamekit.pas (see page 365)

Delphi

```
VIDEO_SAMPLEBUFFERSIZE = 2304;
```

Description

This is constant VIDEO_SAMPLEBUFFERSIZE.

1.6.451 VIOLET

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant VIOLET.

1.6.452 WHEAT

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant WHEAT.

1.6.453 WHITE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant WHITE.

1.6.454 WHITE2

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant WHITE2.

1.6.455 WHITESMOKE

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant WHITESMOKE.

1.6.456 WINDOW_HEIGHT

File: DelphiGamekit.pas (see page 365)

Delphi

```
WINDOW_HEIGHT = 1080 div 2;
```

Description

This is constant WINDOW_HEIGHT.

1.6.457 WINDOW_WIDTH

File: DelphiGamekit.pas (see page 365)

Delphi

```
WINDOW_WIDTH = 1920 div 2;
```

Description

This is constant WINDOW_WIDTH.

1.6.458 YELLOW

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant YELLOW.

1.6.459 YELLOWGREEN

File: DelphiGamekit.pas (see page 365)

Delphi

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

Description

This is constant YELLOWGREEN.

1.7 Files

The following table lists files in this documentation.


Units

DelphiGamekit.pas (see page 365)	This is file DelphiGamekit.pas.
-----------------------------------	---------------------------------

1.7.1 DelphiGamekit.pas

This is file DelphiGamekit.pas.

Classes

	EBufferException (see page 15)	This is class EBufferException.
	TAIActor (see page 15)	This is class TAIActor.
	TAIEntityActor (see page 17)	This is class TAIEntityActor.
	TAIState (see page 19)	This is class TAIState.
	TAIStateMachine (see page 22)	This is class TAIStateMachine.
	TAScreenshake (see page 31)	This is class TAScreenshake.
	TActor (see page 34)	This is class TActor.
	TActorList (see page 41)	This is class TActorList.
	TActorScene (see page 45)	This is class TActorScene.
	TArchive (see page 49)	This is class TArchive.
	TArchiveFile (see page 52)	This is class TArchiveFile.
	TAsyncThread (see page 58)	This is class TAsyncThread.
	TBaseObject (see page 67)	This is class TBaseObject.
	TBuffer (see page 68)	This is class TBuffer.
	TCamera (see page 71)	This is class TCamera.
	TCloudDb (see page 76)	This is class TCloudDb.
	TConfigFile (see page 91)	This is class TConfigFile.
	TEntity (see page 98)	This is class TEntity.
	TEntityActor (see page 116)	This is class TEntityActor.
	TFont (see page 119)	This is class TFont.
	TGame (see page 126)	This is class TGame.
	TGeometry (see page 141)	This is class TGeometry.
	TInputMap (see page 150)	This is class TInputMap.
	TPolyPoint (see page 160)	This is class TPolyPoint.
	TPolygon (see page 165)	This is class TPolygon.
	TSprite (see page 185)	This is class TSprite.
	TTexture (see page 192)	This is class TTexture.

Constants

ALICEBLUE (see page 262)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 263)	This is constant ANTIQUEWHITE.
AQUA (see page 263)	This is constant AQUA.
AQUAMARINE (see page 263)	This is constant AQUAMARINE.
ARCEXT (see page 263)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC (see page 264)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN (see page 264)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT (see page 264)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP (see page 264)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX (see page 264)	This is constant AUDIO_CHANNEL_MAX.

AUDIO_CHANNEL_NOFADING (see page 265)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE (see page 265)	This is constant AZURE.
BEIGE (see page 265)	This is constant BEIGE.
BISQUE (see page 265)	This is constant BISQUE.
BLACK (see page 266)	This is constant BLACK.
BLANCHEDALMOND (see page 266)	This is constant BLANCHEDALMOND.
BLANK (see page 266)	This is constant BLANK.
BLUE (see page 266)	This is constant BLUE.
BLUEVIOLET (see page 266)	This is constant BLUEVIOLET.
BROWN (see page 267)	This is constant BROWN.
BURLYWOOD (see page 267)	This is constant BURLYWOOD.
BUTTON_LEFT (see page 267)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE (see page 267)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT (see page 268)	This is constant BUTTON_RIGHT.
BUTTON_X1 (see page 268)	This is constant BUTTON_X1.
BUTTON_X2 (see page 268)	This is constant BUTTON_X2.
CADETBBLUE (see page 268)	This is constant CADETBBLUE.
CHARTREUSE (see page 268)	This is constant CHARTREUSE.
CHOCOLATE (see page 269)	This is constant CHOCOLATE.
COLORKEY (see page 269)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX (see page 269)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY (see page 269)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX (see page 270)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY (see page 270)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT (see page 270)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT (see page 270)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A (see page 270)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B (see page 271)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK (see page 271)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN (see page 271)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT (see page 271)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT (see page 272)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP (see page 272)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE (see page 272)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER (see page 272)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK (see page 272)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 (see page 273)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE2.

CONTROLLER_BUTTON_PADDLE3 (see page 273)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 (see page 274)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER (see page 274)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK (see page 274)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START (see page 274)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD (see page 274)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X (see page 275)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y (see page 275)	This is constant CONTROLLER_BUTTON_Y.
CORAL (see page 275)	This is constant CORAL.
CORNFLOWERBLUE (see page 275)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 276)	This is constant CORNSILK.
CR (see page 276)	This is constant CR.
CRIMSON (see page 276)	This is constant CRIMSON.
CRLF (see page 276)	This is constant CRLF.
CYAN (see page 276)	This is constant CYAN.
DARKBLUE (see page 277)	This is constant DARKBLUE.
DARKCYAN (see page 277)	This is constant DARKCYAN.
DARKGOLDENROD (see page 277)	This is constant DARKGOLDENROD.
DARKGRAY (see page 277)	This is constant DARKGRAY.
DARKGREEN (see page 278)	This is constant DARKGREEN.
DARKGREY (see page 278)	This is constant DARKGREY.
DARKKHAKI (see page 278)	This is constant DARKKHAKI.
DARKMAGENTA (see page 278)	This is constant DARKMAGENTA.
DARKLIVEGREEN (see page 278)	This is constant DARKLIVEGREEN.
DARKORANGE (see page 279)	This is constant DARKORANGE.
DARKORCHID (see page 279)	This is constant DARKORCHID.
DARKRED (see page 279)	This is constant DARKRED.
DARKSALMON (see page 279)	This is constant Darksalmon.
DARKSEAGREEN (see page 280)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 280)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 280)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 280)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 280)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 281)	This is constant DARKVIOLET.
DEEPPINK (see page 281)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 281)	This is constant DEEPSKYBLUE.
DEGTORAD (see page 281)	This is constant DEGTORAD.
DIMGRAY (see page 282)	This is constant DIMGRAY.
DIMWHITE (see page 282)	This is constant DIMWHITE.
DODGERBLUE (see page 282)	This is constant DODGERBLUE.
EPSILON (see page 282)	This is constant EPSILON.
FIREBRICK (see page 282)	This is constant FIREBRICK.
FLORALWHITE (see page 283)	This is constant FLORALWHITE.
FORESTGREEN (see page 283)	This is constant FORESTGREEN.

FUCHSIA (see page 283)	This is constant FUCHSIA.
GAINSBORO (see page 283)	This is constant GAINSBORO.
GHOSTWHITE (see page 284)	This is constant GHOSTWHITE.
GOLD (see page 284)	This is constant GOLD.
GOLDENROD (see page 284)	This is constant GOLDENROD.
GRAY (see page 284)	This is constant GRAY.
GREEN (see page 284)	This is constant GREEN.
GREENYELLOW (see page 285)	This is constant GREENYELLOW.
GREY (see page 285)	This is constant GREY.
HONEYDEW (see page 285)	This is constant HONEYDEW.
HOTPINK (see page 285)	This is constant HOTPINK.
INDIANRED (see page 286)	This is constant INDIANRED.
INDIGO (see page 286)	This is constant INDIGO.
INIEXT (see page 286)	This is constant INIEXT.
IVORY (see page 286)	This is constant IVORY.
KEY_0 (see page 286)	This is constant KEY_0.
KEY_1 (see page 287)	This is constant KEY_1.
KEY_2 (see page 287)	This is constant KEY_2.
KEY_3 (see page 287)	This is constant KEY_3.
KEY_4 (see page 287)	This is constant KEY_4.
KEY_5 (see page 288)	This is constant KEY_5.
KEY_6 (see page 288)	This is constant KEY_6.
KEY_7 (see page 288)	This is constant KEY_7.
KEY_8 (see page 288)	This is constant KEY_8.
KEY_9 (see page 288)	This is constant KEY_9.
KEY_A (see page 289)	This is constant KEY_A.
KEY_AC_BACK (see page 289)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS (see page 289)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD (see page 289)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME (see page 290)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH (see page 290)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH (see page 290)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP (see page 290)	This is constant KEY_AC_STOP.
KEY_AGAIN (see page 290)	This is constant KEY_AGAIN.
KEY_ALTERASE (see page 291)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE (see page 291)	This is constant KEY_APOSTROPHE.
KEY_APP1 (see page 291)	This is constant KEY_APP1.
KEY_APP2 (see page 291)	This is constant KEY_APP2.
KEY_APPLICATION (see page 292)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD (see page 292)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE (see page 292)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT (see page 292)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY (see page 292)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV (see page 293)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND (see page 293)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP (see page 293)	This is constant KEY_AUDIOSTOP.
KEY_B (see page 293)	This is constant KEY_B.
KEY_BACKSLASH (see page 294)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 294)	This is constant KEY_BACKSPACE.

KEY_BRIGHTNESSDOWN (see page 294)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP (see page 294)	This is constant KEY_BRIGHTNESSUP.
KEY_C (see page 294)	This is constant KEY_C.
KEY_CALCULATOR (see page 295)	This is constant KEY_CALCULATOR.
KEY_CALL (see page 295)	This is constant KEY_CALL.
KEY_CANCEL (see page 295)	This is constant KEY_CANCEL.
KEY_CAPSLOCK (see page 295)	This is constant KEY_CAPSLOCK.
KEY_CLEAR (see page 296)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN (see page 296)	This is constant KEY_CLEARAGAIN.
KEY_COMMA (see page 296)	This is constant KEY_COMMA.
KEY_COMPUTER (see page 296)	This is constant KEY_COMPUTER.
KEY_COPY (see page 296)	This is constant KEY_COPY.
KEY_CRSEL (see page 297)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT (see page 297)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT (see page 297)	This is constant KEY_CURRENCYUNIT.
KEY_CUT (see page 297)	This is constant KEY_CUT.
KEY_D (see page 298)	This is constant KEY_D.
KEY_DECIMALSEPARATOR (see page 298)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE (see page 298)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH (see page 298)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN (see page 298)	This is constant KEY_DOWN.
KEY_E (see page 299)	This is constant KEY_E.
KEY_EJECT (see page 299)	This is constant KEY_EJECT.
KEY_END (see page 299)	This is constant KEY_END.
KEY_ENDCALL (see page 299)	This is constant KEY_ENDCALL.
KEY_EQUALS (see page 300)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 300)	This is constant KEY_ESCAPE.
KEY_EXECUTE (see page 300)	This is constant KEY_EXECUTE.
KEY_F (see page 300)	This is constant KEY_F.
KEY_F1 (see page 300)	This is constant KEY_F1.
KEY_F10 (see page 301)	This is constant KEY_F10.
KEY_F11 (see page 301)	This is constant KEY_F11.
KEY_F12 (see page 301)	This is constant KEY_F12.
KEY_F13 (see page 301)	This is constant KEY_F13.
KEY_F14 (see page 302)	This is constant KEY_F14.
KEY_F15 (see page 302)	This is constant KEY_F15.
KEY_F16 (see page 302)	This is constant KEY_F16.
KEY_F17 (see page 302)	This is constant KEY_F17.
KEY_F18 (see page 302)	This is constant KEY_F18.
KEY_F19 (see page 303)	This is constant KEY_F19.
KEY_F2 (see page 303)	This is constant KEY_F2.
KEY_F20 (see page 303)	This is constant KEY_F20.
KEY_F21 (see page 303)	This is constant KEY_F21.
KEY_F22 (see page 304)	This is constant KEY_F22.
KEY_F23 (see page 304)	This is constant KEY_F23.
KEY_F24 (see page 304)	This is constant KEY_F24.
KEY_F3 (see page 304)	This is constant KEY_F3.
KEY_F4 (see page 304)	This is constant KEY_F4.
KEY_F5 (see page 305)	This is constant KEY_F5.

KEY_F6 (see page 305)	This is constant KEY_F6.
KEY_F7 (see page 305)	This is constant KEY_F7.
KEY_F8 (see page 305)	This is constant KEY_F8.
KEY_F9 (see page 306)	This is constant KEY_F9.
KEY_FIND (see page 306)	This is constant KEY_FIND.
KEY_G (see page 306)	This is constant KEY_G.
KEY_GRAVE (see page 306)	This is constant KEY_GRAVE.
KEY_H (see page 306)	This is constant KEY_H.
KEY_HELP (see page 307)	This is constant KEY_HELP.
KEY_HOME (see page 307)	This is constant KEY_HOME.
KEY_I (see page 307)	This is constant KEY_I.
KEY_INSERT (see page 307)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 (see page 308)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 (see page 308)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 (see page 308)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 (see page 308)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 (see page 308)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 (see page 309)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 (see page 309)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 (see page 309)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 (see page 309)	This is constant KEY_INTERNATIONAL9.
KEY_J (see page 310)	This is constant KEY_J.
KEY_K (see page 310)	This is constant KEY_K.
KEY_KBDILLUMDOWN (see page 310)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE (see page 310)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP (see page 310)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 (see page 311)	This is constant KEY_KP_0.
KEY_KP_00 (see page 311)	This is constant KEY_KP_00.
KEY_KP_000 (see page 311)	This is constant KEY_KP_000.
KEY_KP_1 (see page 311)	This is constant KEY_KP_1.
KEY_KP_2 (see page 312)	This is constant KEY_KP_2.
KEY_KP_3 (see page 312)	This is constant KEY_KP_3.
KEY_KP_4 (see page 312)	This is constant KEY_KP_4.
KEY_KP_5 (see page 312)	This is constant KEY_KP_5.
KEY_KP_6 (see page 312)	This is constant KEY_KP_6.
KEY_KP_7 (see page 313)	This is constant KEY_KP_7.
KEY_KP_8 (see page 313)	This is constant KEY_KP_8.
KEY_KP_9 (see page 313)	This is constant KEY_KP_9.
KEY_KP_A (see page 313)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND (see page 314)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT (see page 314)	This is constant KEY_KP_AT.
KEY_KP_B (see page 314)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE (see page 314)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY (see page 314)	This is constant KEY_KP_BINARY.
KEY_KP_C (see page 315)	This is constant KEY_KP_C.
KEY_KP_CLEAR (see page 315)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY (see page 315)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON (see page 315)	This is constant KEY_KP_COLON.
KEY_KP_COMMA (see page 316)	This is constant KEY_KP_COMMA.

KEY_KP_D (see page 316)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND (see page 316)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR (see page 316)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL (see page 316)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE (see page 317)	This is constant KEY_KP_DIVIDE.
KEY_KP_E (see page 317)	This is constant KEY_KP_E.
KEY_KP_ENTER (see page 317)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS (see page 317)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 (see page 318)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM (see page 318)	This is constant KEY_KP_EXCLAM.
KEY_KP_F (see page 318)	This is constant KEY_KP_F.
KEY_KP_GREATER (see page 318)	This is constant KEY_KP_GREATER.
KEY_KP_HASH (see page 318)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECIMAL (see page 319)	This is constant KEY_KP_HEXADECIMAL.
KEY_KP_LEFTBRACE (see page 319)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN (see page 319)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS (see page 319)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD (see page 320)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR (see page 320)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE (see page 320)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY (see page 320)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL (see page 320)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE (see page 321)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT (see page 321)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS (see page 321)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY (see page 321)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL (see page 322)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT (see page 322)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD (see page 322)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS (see page 322)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS (see page 322)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER (see page 323)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE (see page 323)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN (see page 323)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE (see page 323)	This is constant KEY_KP_SPACE.
KEY_KP_TAB (see page 324)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR (see page 324)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR (see page 324)	This is constant KEY_KP_XOR.
KEY_L (see page 324)	This is constant KEY_L.
KEY_LALT (see page 324)	This is constant KEY_LALT.
KEY_LANG1 (see page 325)	This is constant KEY_LANG1.
KEY_LANG2 (see page 325)	This is constant KEY_LANG2.
KEY_LANG3 (see page 325)	This is constant KEY_LANG3.
KEY_LANG4 (see page 325)	This is constant KEY_LANG4.
KEY_LANG5 (see page 326)	This is constant KEY_LANG5.
KEY_LANG6 (see page 326)	This is constant KEY_LANG6.
KEY_LANG7 (see page 326)	This is constant KEY_LANG7.
KEY_LANG8 (see page 326)	This is constant KEY_LANG8.
KEY_LANG9 (see page 326)	This is constant KEY_LANG9.












KEY_LCTRL (see page 327)	This is constant KEY_LCTRL.
KEY_LEFT (see page 327)	This is constant KEY_LEFT.
KEY_LEFTBRACKET (see page 327)	This is constant KEY_LEFTBRACKET.
KEY_LGUI (see page 327)	This is constant KEY_LGUI.
KEY_LSHIFT (see page 328)	This is constant KEY_LSHIFT.
KEY_M (see page 328)	This is constant KEY_M.
KEY_MAIL (see page 328)	This is constant KEY_MAIL.
KEY_MEDIASELECT (see page 328)	This is constant KEY_MEDIASELECT.
KEY_MENU (see page 328)	This is constant KEY_MENU.
KEY_MINUS (see page 329)	This is constant KEY_MINUS.
KEY_MODE (see page 329)	This is constant KEY_MODE.
KEY_MUTE (see page 329)	This is constant KEY_MUTE.
KEY_N (see page 329)	This is constant KEY_N.
KEY_NONUSBACKSLASH (see page 330)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH (see page 330)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR (see page 330)	This is constant KEY_NUMLOCKCLEAR.
KEY_O (see page 330)	This is constant KEY_O.
KEY_OPER (see page 330)	This is constant KEY_OPER.
KEY_OUT (see page 331)	This is constant KEY_OUT.
KEY_P (see page 331)	This is constant KEY_P.
KEY_PAGEDOWN (see page 331)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP (see page 331)	This is constant KEY_PAGEUP.
KEY_PASTE (see page 332)	This is constant KEY_PASTE.
KEY_PAUSE (see page 332)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 332)	This is constant KEY_PERIOD.
KEY_POWER (see page 332)	This is constant KEY_POWER.
KEY_PRINTSCREEN (see page 332)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR (see page 333)	This is constant KEY_PRIOR.
KEY_Q (see page 333)	This is constant KEY_Q.
KEY_R (see page 333)	This is constant KEY_R.
KEY_RALT (see page 333)	This is constant KEY_RALT.
KEY_RCTRL (see page 334)	This is constant KEY_RCTRL.
KEY_RETURN (see page 334)	This is constant KEY_RETURN.
KEY_RETURN2 (see page 334)	This is constant KEY_RETURN2.
KEY_RGUI (see page 334)	This is constant KEY_RGUI.
KEY_RIGHT (see page 334)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET (see page 335)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT (see page 335)	This is constant KEY_RSHIFT.
KEY_S (see page 335)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 335)	This is constant KEY_SCROLLLOCK.
KEY_SELECT (see page 336)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 336)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR (see page 336)	This is constant KEY_SEPARATOR.
KEY_SLASH (see page 336)	This is constant KEY_SLASH.
KEY_SLEEP (see page 336)	This is constant KEY_SLEEP.
KEY_SOFTLEFT (see page 337)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT (see page 337)	This is constant KEY_SOFTRIGHT.
KEY_SPACE (see page 337)	This is constant KEY_SPACE.
KEY_STOP (see page 337)	This is constant KEY_STOP.

KEY_SYSREQ (see page 338)	This is constant KEY_SYSREQ.
KEY_T (see page 338)	This is constant KEY_T.
KEY_TAB (see page 338)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR (see page 338)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U (see page 338)	This is constant KEY_U.
KEY_UNDO (see page 339)	This is constant KEY_UNDO.
KEY_UP (see page 339)	This is constant KEY_UP.
KEY_V (see page 339)	This is constant KEY_V.
KEY_VOLUMEDOWN (see page 339)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP (see page 340)	This is constant KEY_VOLUMEUP.
KEY_W (see page 340)	This is constant KEY_W.
KEY_WWW (see page 340)	This is constant KEY_WWW.
KEY_X (see page 340)	This is constant KEY_X.
KEY_Y (see page 340)	This is constant KEY_Y.
KEY_Z (see page 341)	This is constant KEY_Z.
KHAKI (see page 341)	This is constant KHAKI.
LAVENDER (see page 341)	This is constant LAVENDER.
LAVENDERBLUSH (see page 341)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 342)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 342)	This is constant LEMONCHIFFON.
LF (see page 342)	This is constant LF.
LIGHTBLUE (see page 342)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 342)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 343)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 343)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 343)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 343)	This is constant LIGHTGREEN.
LIGHTGREY (see page 344)	This is constant LIGHTGREY.
LIGHTPINK (see page 344)	This is constant LIGHTPINK.
LIGHTSALMON (see page 344)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 344)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 344)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 345)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 345)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 345)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 345)	This is constant LIGHTYELLOW.
LIME (see page 346)	This is constant LIME.
LIMEGREEN (see page 346)	This is constant LIMEGREEN.
LINEN (see page 346)	This is constant LINEN.
LOGEXT (see page 346)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 346)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 347)	This is constant MAGENTA.
MAROON (see page 347)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 347)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 347)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 348)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 348)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 348)	This is constant MEDIUMSEAGREEN.









MEDIUMSLATEBLUE (see page 348)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 348)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 349)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 349)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 349)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 349)	This is constant MINTCREAM.
MISTYROSE (see page 350)	This is constant MISTYROSE.
MOCCASIN (see page 350)	This is constant MOCCASIN.
MPGEXT (see page 350)	This is constant MPGEXT.
NAN (see page 350)	This is constant NAN.
NAVAJOWHITE (see page 350)	This is constant NAVAJOWHITE.
NAVY (see page 351)	This is constant NAVY.
OGGEXT (see page 351)	This is constant OGGEXT.
OLDLACE (see page 351)	This is constant OLDLACE.
OLIVE (see page 351)	This is constant OLIVE.
OLIVEDRAB (see page 352)	This is constant OLIVEDRAB.
ORANGE (see page 352)	This is constant ORANGE.
ORANGERED (see page 352)	This is constant ORANGERED.
ORCHID (see page 352)	This is constant ORCHID.
OVERLAY1 (see page 352)	This is constant OVERLAY1.
OVERLAY2 (see page 353)	This is constant OVERLAY2.
PALEGOLDENROD (see page 353)	This is constant PALEGOLDENROD.
PALEGREEN (see page 353)	This is constant PALEGREEN.
PALETURQUOISE (see page 353)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 354)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 354)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 354)	This is constant PEACHPUFF.
PERU (see page 354)	This is constant PERU.
PINK (see page 354)	This is constant PINK.
PLUM (see page 355)	This is constant PLUM.
PNGEXT (see page 355)	This is constant PNGEXT.
POWDERBLUE (see page 355)	This is constant POWDERBLUE.
PURPLE (see page 355)	This is constant PURPLE.
RADTODEG (see page 356)	This is constant RADTODEG.
REBECCAPURPLE (see page 356)	This is constant REBECCAPURPLE.
RED (see page 356)	This is constant RED.
RED2 (see page 356)	This is constant RED2.
ROSYBROWN (see page 356)	This is constant ROSYBROWN.
ROYALBLUE (see page 357)	This is constant ROYALBLUE.
SADDLEBROWN (see page 357)	This is constant SADDLEBROWN.
SALMON (see page 357)	This is constant SALMON.
SANDYBROWN (see page 357)	This is constant SANDYBROWN.
SEAGREEN (see page 358)	This is constant SEAGREEN.
SEASHELL (see page 358)	This is constant SEASHELL.
SIENNA (see page 358)	This is constant SIENNA.
SILVER (see page 358)	This is constant SILVER.
SKYBLUE (see page 358)	This is constant SKYBLUE.
SLATEBLUE (see page 359)	This is constant SLATEBLUE.
SLATEGRAY (see page 359)	This is constant SLATEGRAY.

SLATEGREY (see page 359)	This is constant SLATEGREY.
SNOW (see page 359)	This is constant SNOW.
SPRINGGREEN (see page 360)	This is constant SPRINGGREEN.
STEELBLUE (see page 360)	This is constant STEELBLUE.
TAN (see page 360)	This is constant TAN.
TEAL (see page 360)	This is constant TEAL.
THISTLE (see page 360)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED (see page 361)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED (see page 361)	This is constant TIMER_UPDATE_SPEED.
TOMATO (see page 361)	This is constant TOMATO.
TURQUOISE (see page 361)	This is constant TURQUOISE.
VERSION_MAJOR (see page 362)	This is constant VERSION_MAJOR.
VERSION_MINOR (see page 362)	This is constant VERSION_MINOR.
VERSION_PATCH (see page 362)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE (see page 362)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET (see page 362)	This is constant VIOLET.
WHEAT (see page 363)	This is constant WHEAT.
WHITE (see page 363)	This is constant WHITE.
WHITE2 (see page 363)	This is constant WHITE2.
WHITESMOKE (see page 363)	This is constant WHITESMOKE.
WINDOW_HEIGHT (see page 364)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH (see page 364)	This is constant WINDOW_WIDTH.
YELLOW (see page 364)	This is constant YELLOW.
YELLOWGREEN (see page 364)	This is constant YELLOWGREEN.











Enumerations

	TAudioFading (see page 245)	This is record TAudioFading.
	TBlendMode (see page 245)	This is record TBlendMode.
	TEaseType (see page 245)	This is record TEaseType.
	TFlipMode (see page 246)	This is record TFlipMode.
	THAlign (see page 246)	This is record THAlign.
	TInputDevice (see page 246)	This is record TInputDevice.
	TLineIntersection (see page 247)	This is record TLineIntersection.
	TSpeechVoiceAttribute (see page 247)	This is record TSpeechVoiceAttribute.
	TTextureAccess (see page 247)	This is record TTextureAccess.
	TVAlign (see page 248)	This is record TVAlign.
	TVideoStatus (see page 248)	This is record TVideoStatus.






















Functions

	AddSelfToUserPath (see page 225)	This is function AddSelfToUserPath.
	AngleCos (see page 226)	This is function AngleCos.
	AngleDiff (see page 226)	This is function AngleDiff.
	AngleRotatePos (see page 226)	This is function AngleRotatePos.
	AngleSin (see page 226)	This is function AngleSin.
	CaptureConsoleOutput (see page 227)	This is function CaptureConsoleOutput.
	CircleInRectangle (see page 227)	This is function CircleInRectangle.
	CirclesOverlap (see page 227)	This is function CirclesOverlap.

✦	ClipVaLue (see page 227)	This is function ClipVaLue.
✦	ClipVaLuef (see page 228)	This is function ClipVaLuef.
✦	CreateDirInPath (see page 228)	This is function CreateDirInPath.
✦	EasePosition (see page 228)	This is function EasePosition.
✦	EaseValue (see page 229)	This is function EaseValue.
✦	ExpandRelDirectory (see page 229)	This is function ExpandRelDirectory.
✦	ExpandRelFilename (see page 229)	This is function ExpandRelFilename.
✦	ExtractRelativeDirectory (see page 229)	This is function ExtractRelativeDirectory.
✦	ExtractRelativeFilename (see page 230)	This is function ExtractRelativeFilename.
✦	FreeNilObject (see page 230)	This is function FreeNilObject.
✦	GetDirName (see page 230)	This is function GetDirName.
✦	GetEnvVarValue (see page 230)	This is function GetEnvVarValue.
✦	GetExeBasePath (see page 231)	This is function GetExeBasePath.
✦	GetExePath (see page 231)	This is function GetExePath.
✦	GetFileRWops (see page 231)	This is function GetFileRWops.
✦	GetMemRWops (see page 231)	This is function GetMemRWops.
✦	GetRandomSeed (see page 232)	This is function GetRandomSeed.
✦	GetSemVerStr (see page 232)	This is function GetSemVerStr.
✦	GetUUID (see page 232)	This is function GetUUID.
✦	GetVersionInfo (see page 232)	This is function GetVersionInfo.
✦	GetVersionInfo (see page 233)	This is function GetVersionInfo.
✦	HasConsoleOutput (see page 233)	This is function HasConsoleOutput.
✦	HttpGet (see page 233)	This is function HttpGet.
✦	IsCurrentDir (see page 233)	This is function IsCurrentDir.
✦	IsSingleInstance (see page 234)	This is function IsSingleInstance.
✦	IsValidFilename (see page 234)	This is function IsValidFilename.
✦	Lerp (see page 234)	This is function Lerp.
✦	LineIntersection (see page 234)	This is function LineIntersection.
✦	Pause (see page 235)	This is function Pause.
✦	PointInCircle (see page 235)	This is function PointInCircle.
✦	PointInRectangle (see page 235)	This is function PointInRectangle.
✦	PointInTriangle (see page 236)	This is function PointInTriangle.
✦	Print (see page 236)	This is function Print.
✦	Print (see page 236)	This is function Print.
✦	PrintLn (see page 236)	This is function PrintLn.
✦	PrintLn (see page 237)	This is function PrintLn.
✦	PrintLn (see page 237)	This is function PrintLn.
✦	ProcessMessages (see page 237)	This is function ProcessMessages.
✦	RadiusOverlap (see page 237)	This is function RadiusOverlap.
✦	RandomBool (see page 238)	This is function RandomBool.
✦	RandomRange (see page 238)	This is function RandomRange.
✦	RandomRangeF (see page 238)	This is function RandomRangeF.
✦	ReadStringFromStream (see page 238)	This is function ReadStringFromStream.
✦	RectangleIntersection (see page 239)	This is function RectangleIntersection.
✦	RectanglesOverlap (see page 239)	This is function RectanglesOverlap.

	RemoveDuplicates (see page 239)	This is function RemoveDuplicates.
	RemoveDuplicates2 (see page 239)	This is function RemoveDuplicates2.
	RemoveQuotes (see page 240)	This is function RemoveQuotes.
	RemoveSelfFromUserPath (see page 240)	This is function RemoveSelfFromUserPath.
	ResourceExists (see page 240)	This is function ResourceExists.
	RunGame (see page 240)	This is function RunGame.
	SameSign (see page 241)	This is function SameSign.
	SameSignf (see page 241)	This is function SameSignf.
	SameVaLue (see page 241)	This is function SameVaLue.
	SameVaLuef (see page 241)	This is function SameVaLuef.
	SetEnvVarValue (see page 242)	This is function SetEnvVarValue.
	SetGlobalEnvironment (see page 242)	This is function SetGlobalEnvironment.
	SetRandomSeed (see page 242)	This is function SetRandomSeed.
	ShellOpen (see page 242)	This is function ShellOpen.
	SmoothMove (see page 243)	This is function SmoothMove.
	UnitToScalarValue (see page 243)	This is function UnitToScalarValue.
	WaitForAnyKey (see page 243)	This is function WaitForAnyKey.
	WasRunFromConsole (see page 243)	This is function WasRunFromConsole.
	WriteStringToStream (see page 244)	This is function WriteStringToStream.

Records

	TActorMessage (see page 244)	This is record TActorMessage.
	TAsync (see page 56)	This is class TAsync.
	TAudio (see page 61)	This is class TAudio.
	TCmdLine (see page 84)	This is class TCmdLine.
	TColor (see page 87)	This is class TColor.
	TController (see page 96)	This is class TController.
	THud (see page 143)	This is class THud.
	TInput (see page 145)	This is class TInput.
	TLog (see page 154)	This is class TLog.
	TPoint (see page 157)	This is class TPoint.
	TPolypointTrace (see page 170)	This is class TPolypointTrace.
	TPrefs (see page 172)	This is class TPrefs.
	TRange (see page 174)	This is class TRange.
	TRect (see page 176)	This is class TRect.
	TScreenshake (see page 179)	This is class TScreenshake.
	TSpeech (see page 181)	This is class TSpeech.
	TTimer (see page 199)	This is class TTimer.
	TTransform (see page 201)	This is class TTransform.
	TVector (see page 206)	This is class TVector.
	TVideo (see page 213)	This is class TVideo.
	TWindow (see page 217)	This is class TWindow.

Types

PActorMessage (see page 249)	This is type PActorMessage.
PColor (see page 249)	This is type PColor.

PPoint (see page 249)	This is type PPoint.
PRange (see page 249)	This is type PRange.
PRect (see page 249)	This is type PRect.
PTransform (see page 250)	This is type PTransform.
PVector (see page 250)	This is type PVector.
PVideo (see page 250)	This is type PVideo.
TActorAttributeSet (see page 250)	This is type TActorAttributeSet.
TActorSceneEvent (see page 251)	This is type TActorSceneEvent.
TAsyncProc (see page 251)	This is type TAsyncProc.
TCaptureConsoleOutputEvent (see page 251)	This is type TCaptureConsoleOutputEvent.
TGameClass (see page 251)	This is type TGameClass.
TMusic (see page 251)	This is type TMusic.
TSound (see page 252)	This is type TSound.

Variables

Game (see page 252)	This is variable Game.
Marshaller (see page 252)	This is variable Marshaller.

Index

A

- ALICEBLUE 262
- ALICEBLUE constant 262
- ANTIQUEWHITE 263
- ANTIQUEWHITE constant 263
- AQUA 263
- AQUA constant 263
- AQUAMARINE 263
- AQUAMARINE constant 263
- ARCEXT 263
- ARCEXT constant 263
- AUDIO_CHANNEL_DYNAMIC 264
- AUDIO_CHANNEL_DYNAMIC constant 264
- AUDIO_CHANNEL_FADINGIN 264
- AUDIO_CHANNEL_FADINGIN constant 264
- AUDIO_CHANNEL_FADINGOUT 264
- AUDIO_CHANNEL_FADINGOUT constant 264
- AUDIO_CHANNEL_LOOP 264
- AUDIO_CHANNEL_LOOP constant 264
- AUDIO_CHANNEL_MAX 264
- AUDIO_CHANNEL_MAX constant 264
- AUDIO_CHANNEL_NOFADING 265
- AUDIO_CHANNEL_NOFADING constant 265
- AZURE 265
- AZURE constant 265
- AddSelfToUserPath 225
- AddSelfToUserPath function 225
- AngleCos 226
- AngleCos function 226
- AngleDiff 226
- AngleDiff function 226
- AngleRotatePos 226
- AngleRotatePos function 226
- AngleSin 226
- AngleSin function 226
- BEIGE 265
- BEIGE constant 265
- BISQUE 265
- BISQUE constant 265
- BLACK 266
- BLACK constant 266
- BLANCHEDALMOND 266
- BLANCHEDALMOND constant 266
- BLANK 266
- BLANK constant 266
- BLUE 266
- BLUE constant 266
- BLUEVIOLET 266
- BLUEVIOLET constant 266
- BROWN 267
- BROWN constant 267
- BURLYWOOD 267
- BURLYWOOD constant 267
- BUTTON_LEFT 267
- BUTTON_LEFT constant 267
- BUTTON_MIDDLE 267
- BUTTON_MIDDLE constant 267
- BUTTON_RIGHT 268
- BUTTON_RIGHT constant 268
- BUTTON_X1 268
- BUTTON_X1 constant 268
- BUTTON_X2 268
- BUTTON_X2 constant 268
- CADETBBLUE 268
- CADETBBLUE constant 268
- CHARTREUSE 268
- CHARTREUSE constant 268
- CHOCOLATE 269
- CHOCOLATE constant 269
- COLORKEY 269
- COLORKEY constant 269
- CONTROLLER_AXIS_LEFTX 269
- CONTROLLER_AXIS_LEFTX constant 269
- CONTROLLER_AXIS_LEFTY 269
- CONTROLLER_AXIS_LEFTY constant 269
- CONTROLLER_AXIS_RIGHTX 270
- CONTROLLER_AXIS_RIGHTX constant 270
- CONTROLLER_AXIS_RIGHTY 270
- CONTROLLER_AXIS_RIGHTY constant 270
- CONTROLLER_AXIS_TRIGGERLEFT 270
- CONTROLLER_AXIS_TRIGGERLEFT constant 270

CONTROLLER_AXIS_TRIGGERRIGHT 270	CONTROLLER_BUTTON_Y 275
CONTROLLER_AXIS_TRIGGERRIGHT constant 270	CONTROLLER_BUTTON_Y constant 275
CONTROLLER_BUTTON_A 270	CORAL 275
CONTROLLER_BUTTON_A constant 270	CORAL constant 275
CONTROLLER_BUTTON_B 271	CORNFLOWERBLUE 275
CONTROLLER_BUTTON_B constant 271	CORNFLOWERBLUE constant 275
CONTROLLER_BUTTON_BACK 271	CORNSILK 276
CONTROLLER_BUTTON_BACK constant 271	CORNSILK constant 276
CONTROLLER_BUTTON_DPAD_DOWN 271	CR 276
CONTROLLER_BUTTON_DPAD_DOWN constant 271	CR constant 276
CONTROLLER_BUTTON_DPAD_LEFT 271	CRIMSON 276
CONTROLLER_BUTTON_DPAD_LEFT constant 271	CRIMSON constant 276
CONTROLLER_BUTTON_DPAD_RIGHT 272	CRLF 276
CONTROLLER_BUTTON_DPAD_RIGHT constant 272	CRLF constant 276
CONTROLLER_BUTTON_DPAD_UP 272	CYAN 276
CONTROLLER_BUTTON_DPAD_UP constant 272	CYAN constant 276
CONTROLLER_BUTTON_GUIDE 272	CaptureConsoleOutput 227
CONTROLLER_BUTTON_GUIDE constant 272	CaptureConsoleOutput function 227
CONTROLLER_BUTTON_LEFTSHOULDER 272	CircleInRectangle 227
CONTROLLER_BUTTON_LEFTSHOULDER constant 272	CircleInRectangle function 227
CONTROLLER_BUTTON_LEFTSTICK 272	CirclesOverlap 227
CONTROLLER_BUTTON_LEFTSTICK constant 272	CirclesOverlap function 227
CONTROLLER_BUTTON_MISC1 273	Classes 14
CONTROLLER_BUTTON_MISC1 constant 273	ClipVaLue 227
CONTROLLER_BUTTON_PADDLE1 273	ClipVaLue function 227
CONTROLLER_BUTTON_PADDLE1 constant 273	ClipVaLuef 228
CONTROLLER_BUTTON_PADDLE2 273	ClipVaLuef function 228
CONTROLLER_BUTTON_PADDLE2 constant 273	Constants 253
CONTROLLER_BUTTON_PADDLE3 273	CreateDirsInPath 228
CONTROLLER_BUTTON_PADDLE3 constant 273	CreateDirsInPath function 228
CONTROLLER_BUTTON_PADDLE4 274	DARKBLUE 277
CONTROLLER_BUTTON_PADDLE4 constant 274	DARKBLUE constant 277
CONTROLLER_BUTTON_RIGHTSHOULDER 274	DARKCYAN 277
CONTROLLER_BUTTON_RIGHTSHOULDER constant 274	DARKCYAN constant 277
CONTROLLER_BUTTON_RIGHTSTICK 274	DARKGOLDENROD 277
CONTROLLER_BUTTON_RIGHTSTICK constant 274	DARKGOLDENROD constant 277
CONTROLLER_BUTTON_START 274	DARKGRAY 277
CONTROLLER_BUTTON_START constant 274	DARKGRAY constant 277
CONTROLLER_BUTTON_TOUCHPAD 274	DARKGREEN 278
CONTROLLER_BUTTON_TOUCHPAD constant 274	DARKGREEN constant 278
CONTROLLER_BUTTON_X 275	DARKGREY 278
CONTROLLER_BUTTON_X constant 275	DARKGREY constant 278

DARKKHAKI 278	EPSILON 282
DARKKHAKI constant 278	EPSILON constant 282
DARKMAGENTA 278	EasePosition 228
DARKMAGENTA constant 278	EasePosition function 228
DARKOLIVEGREEN 278	EaseValue 229
DARKOLIVEGREEN constant 278	EaseValue function 229
DARKORANGE 279	ExpandRelDirectory 229
DARKORANGE constant 279	ExpandRelDirectory function 229
DARKORCHID 279	ExpandRelFilename 229
DARKORCHID constant 279	ExpandRelFilename function 229
DARKRED 279	ExtractRelativeDirectory 229
DARKRED constant 279	ExtractRelativeDirectory function 229
DARKSALMON 279	ExtractRelativeFilename 230
DARKSALMON constant 279	ExtractRelativeFilename function 230
DARKSEAGREEN 280	FIREBRICK 282
DARKSEAGREEN constant 280	FIREBRICK constant 282
DARKSLATEBLUE 280	FLORALWHITE 283
DARKSLATEBLUE constant 280	FLORALWHITE constant 283
DARKSLATEBROWN 280	FORESTGREEN 283
DARKSLATEBROWN constant 280	FORESTGREEN constant 283
DARKSLATEGRAY 280	FUCHSIA 283
DARKSLATEGRAY constant 280	FUCHSIA constant 283
DARKTURQUOISE 280	Files 364
DARKTURQUOISE constant 280	FreeNilObject 230
DARKVIOLET 281	FreeNilObject function 230
DARKVIOLET constant 281	Functions 223
DEEPPINK 281	GAINSBORO 283
DEEPPINK constant 281	GAINSBORO constant 283
DEEPSKYBLUE 281	GHOSTWHITE 284
DEEPSKYBLUE constant 281	GHOSTWHITE constant 284
DEGTORAD 281	GOLD 284
DEGTORAD constant 281	GOLD constant 284
DIMGRAY 282	GOLDENROD 284
DIMGRAY constant 282	GOLDENROD constant 284
DIMWHITE 282	GRAY 284
DIMWHITE constant 282	GRAY constant 284
DODGERBLUE 282	GREEN 284
DODGERBLUE constant 282	GREEN constant 284
DelphiGamekit.pas 365	GREENYELLOW 285
EBufferException 15	GREENYELLOW constant 285
EBufferException class 15	GREY 285
about EBufferException class 15	GREY constant 285

Game 252	IsValidFilename 234
Game variable 252	IsValidFilename function 234
GetDirName 230	KEY_0 286
GetDirName function 230	KEY_0 constant 286
GetEnvVarValue 230	KEY_1 287
GetEnvVarValue function 230	KEY_1 constant 287
GetExeBasePath 231	KEY_2 287
GetExeBasePath function 231	KEY_2 constant 287
GetExePath 231	KEY_3 287
GetExePath function 231	KEY_3 constant 287
GetFileRWops 231	KEY_4 287
GetFileRWops function 231	KEY_4 constant 287
GetMemRWops 231	KEY_5 288
GetMemRWops function 231	KEY_5 constant 288
GetRandomSeed 232	KEY_6 288
GetRandomSeed function 232	KEY_6 constant 288
GetSemVerStr 232	KEY_7 288
GetSemVerStr function 232	KEY_7 constant 288
GetUUID 232	KEY_8 288
GetUUID function 232	KEY_8 constant 288
GetVersionInfo 232, 233	KEY_9 288
GetVersionInfo function 232, 233	KEY_9 constant 288
HONEYDEW 285	KEY_A 289
HONEYDEW constant 285	KEY_A constant 289
HOTPINK 285	KEY_AC_BACK 289
HOTPINK constant 285	KEY_AC_BACK constant 289
HasConsoleOutput 233	KEY_AC_BOOKMARKS 289
HasConsoleOutput function 233	KEY_AC_BOOKMARKS constant 289
HttpGet 233	KEY_AC_FORWARD 289
HttpGet function 233	KEY_AC_FORWARD constant 289
INDIANRED 286	KEY_AC_HOME 290
INDIANRED constant 286	KEY_AC_HOME constant 290
INDIGO 286	KEY_AC_REFRESH 290
INDIGO constant 286	KEY_AC_REFRESH constant 290
INIEXT 286	KEY_AC_SEARCH 290
INIEXT constant 286	KEY_AC_SEARCH constant 290
IVORY 286	KEY_AC_STOP 290
IVORY constant 286	KEY_AC_STOP constant 290
IsCurrentDir 233	KEY_AGAIN 290
IsCurrentDir function 233	KEY_AGAIN constant 290
IsSingleInstance 234	KEY_ALTERASE 291
IsSingleInstance function 234	KEY_ALTERASE constant 291

KEY_APOSTROPHE 291	KEY_CLEAR 296
KEY_APOSTROPHE constant 291	KEY_CLEAR constant 296
KEY_APP1 291	KEY_CLEARAGAIN 296
KEY_APP1 constant 291	KEY_CLEARAGAIN constant 296
KEY_APP2 291	KEY_COMMA 296
KEY_APP2 constant 291	KEY_COMMA constant 296
KEY_APPLICATION 292	KEY_COMPUTER 296
KEY_APPLICATION constant 292	KEY_COMPUTER constant 296
KEY_AUDIOFASTFORWARD 292	KEY_COPY 296
KEY_AUDIOFASTFORWARD constant 292	KEY_COPY constant 296
KEY_AUDIOMUTE 292	KEY_CRSEL 297
KEY_AUDIOMUTE constant 292	KEY_CRSEL constant 297
KEY_AUDIONEXT 292	KEY_CURRENCYSUBUNIT 297
KEY_AUDIONEXT constant 292	KEY_CURRENCYSUBUNIT constant 297
KEY_AUDIOPLAY 292	KEY_CURRENCYUNIT 297
KEY_AUDIOPLAY constant 292	KEY_CURRENCYUNIT constant 297
KEY_AUDIOPREV 293	KEY_CUT 297
KEY_AUDIOPREV constant 293	KEY_CUT constant 297
KEY_AUDIOREWIND 293	KEY_D 298
KEY_AUDIOREWIND constant 293	KEY_D constant 298
KEY_AUDIOSTOP 293	KEY_DECIMALSEPARATOR 298
KEY_AUDIOSTOP constant 293	KEY_DECIMALSEPARATOR constant 298
KEY_B 293	KEY_DELETE 298
KEY_B constant 293	KEY_DELETE constant 298
KEY_BACKSLASH 294	KEY_DISPLAYSWITCH 298
KEY_BACKSLASH constant 294	KEY_DISPLAYSWITCH constant 298
KEY_BACKSPACE 294	KEY_DOWN 298
KEY_BACKSPACE constant 294	KEY_DOWN constant 298
KEY_BRIGHTNESSDOWN 294	KEY_E 299
KEY_BRIGHTNESSDOWN constant 294	KEY_E constant 299
KEY_BRIGHTNESSUP 294	KEY_EJECT 299
KEY_BRIGHTNESSUP constant 294	KEY_EJECT constant 299
KEY_C 294	KEY_END 299
KEY_C constant 294	KEY_END constant 299
KEY_CALCULATOR 295	KEY_ENDCALL 299
KEY_CALCULATOR constant 295	KEY_ENDCALL constant 299
KEY_CALL 295	KEY_EQUALS 300
KEY_CALL constant 295	KEY_EQUALS constant 300
KEY_CANCEL 295	KEY_ESCAPE 300
KEY_CANCEL constant 295	KEY_ESCAPE constant 300
KEY_CAPSLOCK 295	KEY_EXECUTE 300
KEY_CAPSLOCK constant 295	KEY_EXECUTE constant 300

KEY_F 300	KEY_F6 305
KEY_F constant 300	KEY_F6 constant 305
KEY_F1 300	KEY_F7 305
KEY_F1 constant 300	KEY_F7 constant 305
KEY_F10 301	KEY_F8 305
KEY_F10 constant 301	KEY_F8 constant 305
KEY_F11 301	KEY_F9 306
KEY_F11 constant 301	KEY_F9 constant 306
KEY_F12 301	KEY_FIND 306
KEY_F12 constant 301	KEY_FIND constant 306
KEY_F13 301	KEY_G 306
KEY_F13 constant 301	KEY_G constant 306
KEY_F14 302	KEY_GRAVE 306
KEY_F14 constant 302	KEY_GRAVE constant 306
KEY_F15 302	KEY_H 306
KEY_F15 constant 302	KEY_H constant 306
KEY_F16 302	KEY_HELP 307
KEY_F16 constant 302	KEY_HELP constant 307
KEY_F17 302	KEY_HOME 307
KEY_F17 constant 302	KEY_HOME constant 307
KEY_F18 302	KEY_I 307
KEY_F18 constant 302	KEY_I constant 307
KEY_F19 303	KEY_INSERT 307
KEY_F19 constant 303	KEY_INSERT constant 307
KEY_F2 303	KEY_INTERNATIONAL1 308
KEY_F2 constant 303	KEY_INTERNATIONAL1 constant 308
KEY_F20 303	KEY_INTERNATIONAL2 308
KEY_F20 constant 303	KEY_INTERNATIONAL2 constant 308
KEY_F21 303	KEY_INTERNATIONAL3 308
KEY_F21 constant 303	KEY_INTERNATIONAL3 constant 308
KEY_F22 304	KEY_INTERNATIONAL4 308
KEY_F22 constant 304	KEY_INTERNATIONAL4 constant 308
KEY_F23 304	KEY_INTERNATIONAL5 308
KEY_F23 constant 304	KEY_INTERNATIONAL5 constant 308
KEY_F24 304	KEY_INTERNATIONAL6 309
KEY_F24 constant 304	KEY_INTERNATIONAL6 constant 309
KEY_F3 304	KEY_INTERNATIONAL7 309
KEY_F3 constant 304	KEY_INTERNATIONAL7 constant 309
KEY_F4 304	KEY_INTERNATIONAL8 309
KEY_F4 constant 304	KEY_INTERNATIONAL8 constant 309
KEY_F5 305	KEY_INTERNATIONAL9 309
KEY_F5 constant 305	KEY_INTERNATIONAL9 constant 309

KEY_J 310	KEY_KP_BACKSPACE 314
KEY_J constant 310	KEY_KP_BACKSPACE constant 314
KEY_K 310	KEY_KP_BINARY 314
KEY_K constant 310	KEY_KP_BINARY constant 314
KEY_KBDILLUMDOWN 310	KEY_KP_C 315
KEY_KBDILLUMDOWN constant 310	KEY_KP_C constant 315
KEY_KBDILLUMTOGGLE 310	KEY_KP_CLEAR 315
KEY_KBDILLUMTOGGLE constant 310	KEY_KP_CLEAR constant 315
KEY_KBDILLUMUP 310	KEY_KP_CLEARENTRY 315
KEY_KBDILLUMUP constant 310	KEY_KP_CLEARENTRY constant 315
KEY_KP_0 311	KEY_KP_COLON 315
KEY_KP_0 constant 311	KEY_KP_COLON constant 315
KEY_KP_00 311	KEY_KP_COMMA 316
KEY_KP_00 constant 311	KEY_KP_COMMA constant 316
KEY_KP_000 311	KEY_KP_D 316
KEY_KP_000 constant 311	KEY_KP_D constant 316
KEY_KP_1 311	KEY_KP_DBLAMPERSAND 316
KEY_KP_1 constant 311	KEY_KP_DBLAMPERSAND constant 316
KEY_KP_2 312	KEY_KP_DBLVERTICALBAR 316
KEY_KP_2 constant 312	KEY_KP_DBLVERTICALBAR constant 316
KEY_KP_3 312	KEY_KP_DECIMAL 316
KEY_KP_3 constant 312	KEY_KP_DECIMAL constant 316
KEY_KP_4 312	KEY_KP_DIVIDE 317
KEY_KP_4 constant 312	KEY_KP_DIVIDE constant 317
KEY_KP_5 312	KEY_KP_E 317
KEY_KP_5 constant 312	KEY_KP_E constant 317
KEY_KP_6 312	KEY_KP_ENTER 317
KEY_KP_6 constant 312	KEY_KP_ENTER constant 317
KEY_KP_7 313	KEY_KP_EQUALS 317
KEY_KP_7 constant 313	KEY_KP_EQUALS constant 317
KEY_KP_8 313	KEY_KP_EQUALSAS400 318
KEY_KP_8 constant 313	KEY_KP_EQUALSAS400 constant 318
KEY_KP_9 313	KEY_KP_EXCLAM 318
KEY_KP_9 constant 313	KEY_KP_EXCLAM constant 318
KEY_KP_A 313	KEY_KP_F 318
KEY_KP_A constant 313	KEY_KP_F constant 318
KEY_KP_AMPERSAND 314	KEY_KP_GREATER 318
KEY_KP_AMPERSAND constant 314	KEY_KP_GREATER constant 318
KEY_KP_AT 314	KEY_KP_HASH 318
KEY_KP_AT constant 314	KEY_KP_HASH constant 318
KEY_KP_B 314	KEY_KP_HEXADECIMAL 319
KEY_KP_B constant 314	KEY_KP_HEXADECIMAL constant 319

KEY_KP_LEFTBRACE 319	KEY_KP_TAB 324
KEY_KP_LEFTBRACE constant 319	KEY_KP_TAB constant 324
KEY_KP_LEFTPAREN 319	KEY_KP_VERTICALBAR 324
KEY_KP_LEFTPAREN constant 319	KEY_KP_VERTICALBAR constant 324
KEY_KP_LESS 319	KEY_KP_XOR 324
KEY_KP_LESS constant 319	KEY_KP_XOR constant 324
KEY_KP_MEMADD 320	KEY_L 324
KEY_KP_MEMADD constant 320	KEY_L constant 324
KEY_KP_MEMCLEAR 320	KEY_LALT 324
KEY_KP_MEMCLEAR constant 320	KEY_LALT constant 324
KEY_KP_MEMDIVIDE 320	KEY_LANG1 325
KEY_KP_MEMDIVIDE constant 320	KEY_LANG1 constant 325
KEY_KP_MEMMULTIPLY 320	KEY_LANG2 325
KEY_KP_MEMMULTIPLY constant 320	KEY_LANG2 constant 325
KEY_KP_MEMRECALL 320	KEY_LANG3 325
KEY_KP_MEMRECALL constant 320	KEY_LANG3 constant 325
KEY_KP_MEMSTORE 321	KEY_LANG4 325
KEY_KP_MEMSTORE constant 321	KEY_LANG4 constant 325
KEY_KP_MEMSUBTRACT 321	KEY_LANG5 326
KEY_KP_MEMSUBTRACT constant 321	KEY_LANG5 constant 326
KEY_KP_MINUS 321	KEY_LANG6 326
KEY_KP_MINUS constant 321	KEY_LANG6 constant 326
KEY_KP_MULTIPLY 321	KEY_LANG7 326
KEY_KP_MULTIPLY constant 321	KEY_LANG7 constant 326
KEY_KP_OCTAL 322	KEY_LANG8 326
KEY_KP_OCTAL constant 322	KEY_LANG8 constant 326
KEY_KP_PERCENT 322	KEY_LANG9 326
KEY_KP_PERCENT constant 322	KEY_LANG9 constant 326
KEY_KP_PERIOD 322	KEY_LCTRL 327
KEY_KP_PERIOD constant 322	KEY_LCTRL constant 327
KEY_KP_PLUS 322	KEY_LEFT 327
KEY_KP_PLUS constant 322	KEY_LEFT constant 327
KEY_KP_PLUSMINUS 322	KEY_LEFTBRACKET 327
KEY_KP_PLUSMINUS constant 322	KEY_LEFTBRACKET constant 327
KEY_KP_POWER 323	KEY_LGUI 327
KEY_KP_POWER constant 323	KEY_LGUI constant 327
KEY_KP_RIGHTBRACE 323	KEY_LSHIFT 328
KEY_KP_RIGHTBRACE constant 323	KEY_LSHIFT constant 328
KEY_KP_RIGHTPAREN 323	KEY_M 328
KEY_KP_RIGHTPAREN constant 323	KEY_M constant 328
KEY_KP_SPACE 323	KEY_MAIL 328
KEY_KP_SPACE constant 323	KEY_MAIL constant 328

KEY_MEDIASELECT 328	KEY_Q 333
KEY_MEDIASELECT constant 328	KEY_Q constant 333
KEY_MENU 328	KEY_R 333
KEY_MENU constant 328	KEY_R constant 333
KEY_MINUS 329	KEY_RALT 333
KEY_MINUS constant 329	KEY_RALT constant 333
KEY_MODE 329	KEY_RCTRL 334
KEY_MODE constant 329	KEY_RCTRL constant 334
KEY_MUTE 329	KEY_RETURN 334
KEY_MUTE constant 329	KEY_RETURN constant 334
KEY_N 329	KEY_RETURN2 334
KEY_N constant 329	KEY_RETURN2 constant 334
KEY_NONUSBACKSLASH 330	KEY_RGUI 334
KEY_NONUSBACKSLASH constant 330	KEY_RGUI constant 334
KEY_NONUSHASH 330	KEY_RIGHT 334
KEY_NONUSHASH constant 330	KEY_RIGHT constant 334
KEY_NUMLOCKCLEAR 330	KEY_RIGHTBRACKET 335
KEY_NUMLOCKCLEAR constant 330	KEY_RIGHTBRACKET constant 335
KEY_O 330	KEY_RSHIFT 335
KEY_O constant 330	KEY_RSHIFT constant 335
KEY_OPER 330	KEY_S 335
KEY_OPER constant 330	KEY_S constant 335
KEY_OUT 331	KEY_SCROLLLOCK 335
KEY_OUT constant 331	KEY_SCROLLLOCK constant 335
KEY_P 331	KEY_SELECT 336
KEY_P constant 331	KEY_SELECT constant 336
KEY_PAGEDOWN 331	KEY_SEMICOLON 336
KEY_PAGEDOWN constant 331	KEY_SEMICOLON constant 336
KEY_PAGEUP 331	KEY_SEPARATOR 336
KEY_PAGEUP constant 331	KEY_SEPARATOR constant 336
KEY_PASTE 332	KEY_SLASH 336
KEY_PASTE constant 332	KEY_SLASH constant 336
KEY_PAUSE 332	KEY_SLEEP 336
KEY_PAUSE constant 332	KEY_SLEEP constant 336
KEY_PERIOD 332	KEY_SOFTLEFT 337
KEY_PERIOD constant 332	KEY_SOFTLEFT constant 337
KEY_POWER 332	KEY_SOFTRIGHT 337
KEY_POWER constant 332	KEY_SOFTRIGHT constant 337
KEY_PRINTSCREEN 332	KEY_SPACE 337
KEY_PRINTSCREEN constant 332	KEY_SPACE constant 337
KEY_PRIOR 333	KEY_STOP 337
KEY_PRIOR constant 333	KEY_STOP constant 337

KEY_SYSREQ 338	LIGHTBLUE 342
KEY_SYSREQ constant 338	LIGHTBLUE constant 342
KEY_T 338	LIGHTCORAL 342
KEY_T constant 338	LIGHTCORAL constant 342
KEY_TAB 338	LIGHTCYAN 343
KEY_TAB constant 338	LIGHTCYAN constant 343
KEY_THOUSANDSSEPARATOR 338	LIGHTGOLDENRODYELLOW 343
KEY_THOUSANDSSEPARATOR constant 338	LIGHTGOLDENRODYELLOW constant 343
KEY_U 338	LIGHTGRAY 343
KEY_U constant 338	LIGHTGRAY constant 343
KEY_UNDO 339	LIGHTGREEN 343
KEY_UNDO constant 339	LIGHTGREEN constant 343
KEY_UP 339	LIGHTGREY 344
KEY_UP constant 339	LIGHTGREY constant 344
KEY_V 339	LIGHTPINK 344
KEY_V constant 339	LIGHTPINK constant 344
KEY_VOLUMEDOWN 339	LIGHTSALMON 344
KEY_VOLUMEDOWN constant 339	LIGHTSALMON constant 344
KEY_VOLUMEUP 340	LIGHTSEAGREEN 344
KEY_VOLUMEUP constant 340	LIGHTSEAGREEN constant 344
KEY_W 340	LIGHTSKYBLUE 344
KEY_W constant 340	LIGHTSKYBLUE constant 344
KEY_WWW 340	LIGHTSLATEGRAY 345
KEY_WWW constant 340	LIGHTSLATEGRAY constant 345
KEY_X 340	LIGHTSLATEGREY 345
KEY_X constant 340	LIGHTSLATEGREY constant 345
KEY_Y 340	LIGHTSTEELBLUE 345
KEY_Y constant 340	LIGHTSTEELBLUE constant 345
KEY_Z 341	LIGHTYELLOW 345
KEY_Z constant 341	LIGHTYELLOW constant 345
KHAKI 341	LIME 346
KHAKI constant 341	LIME constant 346
LAVENDER 341	LIMEGREEN 346
LAVENDER constant 341	LIMEGREEN constant 346
LAVENDERBLUSH 341	LINEN 346
LAVENDERBLUSH constant 341	LINEN constant 346
LAWNGREEN 342	LOGEXT 346
LAWNGREEN constant 342	LOGEXT constant 346
LEMONCHIFFON 342	Lerp 234
LEMONCHIFFON constant 342	Lerp function 234
LF 342	LineIntersection 234
LF constant 342	LineIntersection function 234

LuSCANCODE_EXSEL 346	OGGEXT 351
LuSCANCODE_EXSEL constant 346	OGGEXT constant 351
MAGENTA 347	OLDLACE 351
MAGENTA constant 347	OLDLACE constant 351
MAROON 347	OLIVE 351
MAROON constant 347	OLIVE constant 351
MEDIUMAQUAMARINE 347	OLIVEDRAB 352
MEDIUMAQUAMARINE constant 347	OLIVEDRAB constant 352
MEDIUMBLUE 347	ORANGE 352
MEDIUMBLUE constant 347	ORANGE constant 352
MEDIUMORCHID 348	ORANGERED 352
MEDIUMORCHID constant 348	ORANGERED constant 352
MEDIUMPURPLE 348	ORCHID 352
MEDIUMPURPLE constant 348	ORCHID constant 352
MEDIUMSEAGREEN 348	OVERLAY1 352
MEDIUMSEAGREEN constant 348	OVERLAY1 constant 352
MEDIUMSLATEBLUE 348	OVERLAY2 353
MEDIUMSLATEBLUE constant 348	OVERLAY2 constant 353
MEDIUMSPRINGGREEN 348	PALEGOLDENROD 353
MEDIUMSPRINGGREEN constant 348	PALEGOLDENROD constant 353
MEDIUMTURQUOISE 349	PALEGREEN 353
MEDIUMTURQUOISE constant 349	PALEGREEN constant 353
MEDIUMVIOLETRED 349	PALETURQUOISE 353
MEDIUMVIOLETRED constant 349	PALETURQUOISE constant 353
MIDNIGHTBLUE 349	PALEVIOLETRED 354
MIDNIGHTBLUE constant 349	PALEVIOLETRED constant 354
MINTCREAM 349	PAPAYAWHIP 354
MINTCREAM constant 349	PAPAYAWHIP constant 354
MISTYROSE 350	PActorMessage 249
MISTYROSE constant 350	PActorMessage type 249
MOCCASIN 350	PColor 249
MOCCASIN constant 350	PColor type 249
MPGEXT 350	PEACHPUFF 354
MPGEXT constant 350	PEACHPUFF constant 354
Marshaller 252	PERU 354
Marshaller variable 252	PERU constant 354
NAN 350	PINK 354
NAN constant 350	PINK constant 354
NAVAJOWHITE 350	PLUM 355
NAVAJOWHITE constant 350	PLUM constant 355
NAVY 351	PNGEXT 355
NAVY constant 351	PNGEXT constant 355

POWDERBLUE 355	RadiusOverlap 237
POWDERBLUE constant 355	RadiusOverlap function 237
PPoint 249	RandomBool 238
PPoint type 249	RandomBool function 238
PRange 249	RandomRange 238
PRange type 249	RandomRange function 238
PRect 249	RandomRangef 238
PRect type 249	RandomRangef function 238
PTransform 250	ReadStringFromStream 238
PTransform type 250	ReadStringFromStream function 238
PURPLE 355	RectangleIntersection 239
PURPLE constant 355	RectangleIntersection function 239
PVector 250	RectanglesOverlap 239
PVector type 250	RectanglesOverlap function 239
PVideo 250	RemoveDuplicates 239
PVideo type 250	RemoveDuplicates function 239
Pause 235	RemoveDuplicates2 239
Pause function 235	RemoveDuplicates2 function 239
PointInCircle 235	RemoveQuotes 240
PointInCircle function 235	RemoveQuotes function 240
PointInRectangle 235	RemoveSelfFromUserPath 240
PointInRectangle function 235	RemoveSelfFromUserPath function 240
PointInTriangle 236	ResourceExists 240
PointInTriangle function 236	ResourceExists function 240
Print 236	RunGame 240
Print function 236	RunGame function 240
PrintLn 236, 237	SADDLEBROWN 357
PrintLn function 236, 237	SADDLEBROWN constant 357
ProcessMessages 237	SALMON 357
ProcessMessages function 237	SALMON constant 357
RADTODEG 356	SANDYBROWN 357
RADTODEG constant 356	SANDYBROWN constant 357
REBECCAPURPLE 356	SEAGREEN 358
REBECCAPURPLE constant 356	SEAGREEN constant 358
RED 356	SEASHELL 358
RED constant 356	SEASHELL constant 358
RED2 356	SIENNA 358
RED2 constant 356	SIENNA constant 358
ROSYBROWN 356	SILVER 358
ROSYBROWN constant 356	SILVER constant 358
ROYALBLUE 357	SKYBLUE 358
ROYALBLUE constant 357	SKYBLUE constant 358

SLATEBLUE 359	TAIActor properties 17
SLATEBLUE constant 359	about TAIActor class 15
SLATEGRAY 359	TAIActor.Create 16
SLATEGRAY constant 359	TAIActor.Destroy 16
SLATEGREY 359	TAIActor.FStateMachine 16
SLATEGREY constant 359	TAIActor.OnRender 17
SNOW 359	TAIActor.OnUpdate 17
SNOW constant 359	TAIActor.StateMachine 17
SPRINGGREEN 360	TAIEntityActor 17
SPRINGGREEN constant 360	TAIEntityActor class 17
STEELBLUE 360	Create 18
STEELBLUE constant 360	Destroy 18
SameSign 241	FStateMachine 18
SameSign function 241	OnRender 18
SameSignf 241	OnUpdate 19
SameSignf function 241	StateMachine 19
SameVaLue 241	TAIEntityActor fields 18
SameVaLue function 241	TAIEntityActor methods 18
SameVaLuef 241	TAIEntityActor properties 19
SameVaLuef function 241	about TAIEntityActor class 17
SetEnvVarValue 242	TAIEntityActor.Create 18
SetEnvVarValue function 242	TAIEntityActor.Destroy 18
SetGlobalEnvironment 242	TAIEntityActor.FStateMachine 18
SetGlobalEnvironment function 242	TAIEntityActor.OnRender 18
SetRandomSeed 242	TAIEntityActor.OnUpdate 19
SetRandomSeed function 242	TAIEntityActor.StateMachine 19
ShellOpen 242	TAIState 19
ShellOpen function 242	TAIState class 19
SmoothMove 243	Children 22
SmoothMove function 243	Create 20
Structs, Records, Enums 244	Destroy 21
Symbol Reference 1	FChildren 20
TAIActor 15	FOwner 20
TAIActor class 15	FStateMachine 20
Create 16	OnEnter 21
Destroy 16	OnExit 21
FStateMachine 16	OnRender 21
OnRender 17	OnUpdate 21
OnUpdate 17	Owner 22
StateMachine 17	StateMachine 22
TAIActor fields 16	TAIState fields 19
TAIActor methods 16	TAIState methods 20

TAIState properties 22	Render 28
about TAIState class 19	RevertToPreviousState 28
TAIState.Children 22	SetCurrentState 28
TAIState.Create 20	SetCurrentStateObj 28
TAIState.Destroy 21	SetGlobalState 28
TAIState.FChildren 20	SetGlobalStateObj 29
TAIState.FOwner 20	SetPreviousState 29
TAIState.FStateMachine 20	SetPreviousStateObj 29
TAIState.OnEnter 21	StateCount 31
TAIState.OnExit 21	StateIndex 31
TAIState.OnRender 21	States 31
TAIState.OnUpdate 21	TAIStateMachine fields 23
TAIState.Owner 22	TAIStateMachine methods 24
TAIState.StateMachine 22	TAIStateMachine properties 30
TAIStateMachine 22	Update 29
TAIStateMachine class 22	about TAIStateMachine class 22
AddState 25	TAIStateMachine.AddState 25
ChangeState 25	TAIStateMachine.ChangeState 25
ChangeStateObj 25	TAIStateMachine.ChangeStateObj 25
ClearStates 25	TAIStateMachine.ClearStates 25
Create 25	TAIStateMachine.Create 25
CurrentState 30	TAIStateMachine.CurrentState 30
Destroy 26	TAIStateMachine.Destroy 26
FCurrentState 23	TAIStateMachine.FCurrentState 23
FGlobalState 23	TAIStateMachine.FGlobalState 23
FOwner 23	TAIStateMachine.FOwner 23
FPreviousState 23	TAIStateMachine.FPreviousState 23
FStateIndex 24	TAIStateMachine.FStateIndex 24
FStateList 24	TAIStateMachine.FStateList 24
GetCurrentState 26	TAIStateMachine.GetCurrentState 26
GetGlobalState 26	TAIStateMachine.GetGlobalState 26
GetPreviousState 26	TAIStateMachine.GetPreviousState 26
GetStateCount 26	TAIStateMachine.GetStateCount 26
GetStateIndex 26	TAIStateMachine.GetStateIndex 26
GetStates 27	TAIStateMachine.GetStates 27
GlobalState 30	TAIStateMachine.GlobalState 30
NextState 27	TAIStateMachine.NextState 27
Owner 30	TAIStateMachine.Owner 30
PrevState 27	TAIStateMachine.PrevState 27
PreviousState 30	TAIStateMachine.PreviousState 30
RemoveState 27	TAIStateMachine.RemoveState 27
RemoveStateObj 27	TAIStateMachine.RemoveStateObj 27

TAIStateMachine.Render 28	Attributes 40
TAIStateMachine.RevertToPreviousState 28	AttributesAreSet 36
TAIStateMachine.SetCurrentState 28	CanCollide 40
TAIStateMachine.SetCurrentStateObj 28	Children 40
TAIStateMachine.SetGlobalState 28	Collide 36
TAIStateMachine.SetGlobalStateObj 29	Create 37
TAIStateMachine.SetPreviousState 29	Destroy 37
TAIStateMachine.SetPreviousStateObj 29	FACTORList 34
TAIStateMachine.StateCount 31	FAttributes 34
TAIStateMachine.StateIndex 31	FCanCollide 35
TAIStateMachine.States 31	FChildren 35
TAIStateMachine.Update 29	FNext 35
TAN 360	FOwner 35
TAN constant 360	FPrev 35
TAScreenshake 31	FTerminated 36
TAScreenshake class 31	GetAttribute 37
Active 34	GetAttributes 37
Create 33	Next 41
Destroy 33	OnCollide 37
FActive 32	OnMessage 38
FDuration 32	OnRender 38
FMagnitude 32	OnUpdate 38
FPos 32	OnVisit 38
FTimer 32	Overlap 38, 39
Process 33	Owner 41
TAScreenshake fields 31	Prev 41
TAScreenshake methods 33	SetAttribute 39
TAScreenshake properties 33	SetAttributes 39
about TAScreenshake class 31	TActor fields 34
TAScreenshake.Active 34	TActor methods 36
TAScreenshake.Create 33	TActor properties 39
TAScreenshake.Destroy 33	Terminated 41
TAScreenshake.FActive 32	about TActor class 34
TAScreenshake.FDuration 32	TActor.ActorList 40
TAScreenshake.FMagnitude 32	TActor.Attribute 40
TAScreenshake.FPos 32	TActor.Attributes 40
TAScreenshake.FTimer 32	TActor.AttributesAreSet 36
TAScreenshake.Process 33	TActor.CanCollide 40
TActor 34	TActor.Children 40
TActor class 34	TActor.Collide 36
ActorList 40	TActor.Create 37
Attribute 40	TActor.Destroy 37

TActor.FActorList 34	TActorList properties 45
TActor.FAttributes 34	Update 45
TActor.FCanCollide 35	about TActorList class 41
TActor.FChildren 35	TActorList.Add 43
TActor.FNext 35	TActorList.CheckCollision 43
TActor.FOwner 35	TActorList.Clean 43
TActor.FPrev 35	TActorList.Clear 43
TActor.FTerminated 36	TActorList.Count 45
TActor.GetAttribute 37	TActorList.Create 43
TActor.GetAttributes 37	TActorList.Destroy 44
TActor.Next 41	TActorList.FCount 42
TActor.OnCollide 37	TActorList.FHead 42
TActor.OnMessage 38	TActorList.FTail 42
TActor.OnRender 38	TActorList.ForEach 44
TActor.OnUpdate 38	TActorList.Remove 44
TActor.OnVisit 38	TActorList.Render 44
TActor.Overlap 38, 39	TActorList.SendMessage 44
TActor.Owner 41	TActorList.Update 45
TActor.Prev 41	TActorMessage 244
TActor.SetAttribute 39	TActorMessage record 244
TActor.SetAttributes 39	TActorScene 45
TActor.Terminated 41	TActorScene class 45
TActorAttributeSet 250	Alloc 46
TActorAttributeSet type 250	Clean 47
TActorList 41	Clear 47
TActorList class 41	ClearAll 47
Add 43	Count 49
CheckCollision 43	Create 47
Clean 43	Dealloc 47
Clear 43	Destroy 48
Count 45	FCount 46
Create 43	FLists 46
Destroy 44	GetCount 48
FCount 42	GetList 48
FHead 42	Lists 49
FTail 42	Render 48
ForEach 44	SendMessage 48
Remove 44	TActorScene fields 46
Render 44	TActorScene methods 46
SendMessage 44	TActorScene properties 49
TActorList fields 42	Update 49
TActorList methods 42	about TActorScene class 45

TActorScene.Alloc 46	TArchive.OpenFileRWops 52
TActorScene.Clean 47	TArchive.OpenRes 52
TActorScene.Clear 47	TArchiveFile 52
TActorScene.ClearAll 47	TArchiveFile class 52
TActorScene.Count 49	Close 53
TActorScene.Create 47	Create 53
TActorScene.Dealloc 47	Destroy 53
TActorScene.Destroy 48	GetPos 54
TActorScene.FCount 46	GetRWops 54
TActorScene.FLists 46	GetRWopsRes 54
TActorScene.GetCount 48	IsOpen 54
TActorScene.GetList 48	Open 54
TActorScene.Lists 49	OpenRes 55
TActorScene.Render 48	ReadData 55
TActorScene.SendMessage 48	SaveToBuffer 55
TActorScene.Update 49	SaveToFile 55
TActorSceneEvent 251	SetPos 55
TActorSceneEvent type 251	Size 56
TArchive 49	TArchiveFile methods 53
TArchive class 49	about TArchiveFile class 52
Build 50	TArchiveFile.Close 53
Close 50	TArchiveFile.Create 53
Create 50	TArchiveFile.Destroy 53
Destroy 51	TArchiveFile.GetPos 54
FileExist 51	TArchiveFile.GetRWops 54
IsOpen 51	TArchiveFile.GetRWopsRes 54
Open 51	TArchiveFile.IsOpen 54
OpenFile 51	TArchiveFile.Open 54
OpenFileBuffer 52	TArchiveFile.OpenRes 55
OpenFileRWops 52	TArchiveFile.ReadData 55
OpenRes 52	TArchiveFile.SaveToBuffer 55
TArchive methods 50	TArchiveFile.SaveToFile 55
about TArchive class 49	TArchiveFile.SetPos 55
TArchive.Build 50	TArchiveFile.Size 56
TArchive.Close 50	TAsync 56
TArchive.Create 50	TAsync record 56
TArchive.Destroy 51	Busy 56
TArchive.FileExist 51	Enter 57
TArchive.IsOpen 51	Finalize 58
TArchive.Open 51	Initialize 58
TArchive.OpenFile 51	Leave 57
TArchive.OpenFileBuffer 52	Process 57

Resume 57	TAudio record 61
Run 57	AllocateSoundChannels 62
Suspend 58	ExpireSound 62
TAsync methods 56	FadeInSound 62
TAsync operators 58	FadeOutSound 62
about TAsync record 56	FadingSound 63
TAsync.Busy 56	Finalize 67
TAsync.Enter 57	GetMusicVolume 63
TAsync.Finalize 58	GetSoundVolume 63
TAsync.Initialize 58	Initialize 67
TAsync.Leave 57	IsSoundPaused 63
TAsync.Process 57	IsSoundPlaying 63
TAsync.Resume 57	LoadMusic 64
TAsync.Run 57	LoadPlayMusic 64
TAsync.Suspend 58	LoadSound 64
TAsyncProc 251	PauseSound 64
TAsyncProc type 251	PlayMusic 65
TAsyncThread 58	PlaySound 65
TAsyncThread class 58	ReserveSoundChannels 65
Create 60	ResumeSound 65
Destroy 60	SetMusicVolume 65
Execute 60	SetSoundPosition 66
FFinished 59	SetSoundVolume 66
FTask 59	StopSound 66
FWait 59	TAudio methods 61
Finished 60	TAudio operators 67
TAsyncThread fields 59	UnloadMusic 66
TAsyncThread methods 59	UnloadSound 67
TAsyncThread properties 60	about TAudio record 61
TaskProc 60	TAudio.AllocateSoundChannels 62
WaitProc 61	TAudio.ExpireSound 62
about TAsyncThread class 58	TAudio.FadeInSound 62
TAsyncThread.Create 60	TAudio.FadeOutSound 62
TAsyncThread.Destroy 60	TAudio.FadingSound 63
TAsyncThread.Execute 60	TAudio.Finalize 67
TAsyncThread.FFinished 59	TAudio.GetMusicVolume 63
TAsyncThread.FTask 59	TAudio.GetSoundVolume 63
TAsyncThread.FWait 59	TAudio.Initialize 67
TAsyncThread.Finished 60	TAudio.IsSoundPaused 63
TAsyncThread.TaskProc 60	TAudio.IsSoundPlaying 63
TAsyncThread.WaitProc 61	TAudio.LoadMusic 64
TAudio 61	TAudio.LoadPlayMusic 64

TAudio.LoadSound 64	TBuffer.Create 69
TAudio.PauseSound 64	TBuffer.Destroy 70
TAudio.PlayMusic 65	TBuffer.Eof 70
TAudio.PlaySound 65	TBuffer.FHandle 69
TAudio.ReserveSoundChannels 65	TBuffer.FName 69
TAudio.ResumeSound 65	TBuffer.LoadFromFile 70
TAudio.SetMusicVolume 65	TBuffer.Name 71
TAudio.SetSoundPosition 66	TBuffer.ReadString 70
TAudio.SetSoundVolume 66	TBuffer.SaveToFile 70
TAudio.StopSound 66	TBuffer.Write 71
TAudio.UnloadMusic 66	TCamera 71
TAudio.UnloadSound 67	TCamera class 71
TAudioFading 245	Active 74
TAudioFading enumeration 245	Angle 75
TBaseObject 67	Bounds 75
TBaseObject class 67	Create 72
Create 68	Destroy 73
Destroy 68	Init 73
TBaseObject methods 68	IsVisible 73
about TBaseObject class 67	PosX 75
TBaseObject.Create 68	PosY 75
TBaseObject.Destroy 68	SetBounds 73
TBlendMode 245	TCamera constants 72
TBlendMode enumeration 245	TCamera methods 72
TBuffer 68	TCamera properties 74
TBuffer class 68	WorldToScreen 74
Clear 69	ZOOM_MAX 72
Create 69	ZOOM_MIN 72
Destroy 70	Zoom 75
Eof 70	about TCamera class 71
FHandle 69	TCamera.Active 74
FName 69	TCamera.Angle 75
LoadFromFile 70	TCamera.Bounds 75
Name 71	TCamera.Create 72
ReadString 70	TCamera.Destroy 73
SaveToFile 70	TCamera.Init 73
TBuffer fields 68	TCamera.IsVisible 73
TBuffer methods 69	TCamera.PosX 75
TBuffer properties 71	TCamera.PosY 75
Write 71	TCamera.SetBounds 73
about TBuffer class 68	TCamera.WorldToScreen 74
TBuffer.Clear 69	TCamera.ZOOM_MAX 72

TCamera.ZOOM_MIN 72	TCloudDb methods 79
TCamera.Zoom 75	about TCloudDb class 76
TCaptureConsoleOutputEvent 251	cURL 76
TCaptureConsoleOutputEvent type 251	TCloudDb.AddSQLText 79
TCloudDb 76	TCloudDb.ClearSQLText 80
TCloudDb class 76	TCloudDb.Create 80
AddSQLText 79	TCloudDb.Destroy 80
ClearSQLText 80	TCloudDb.Execute 80
Create 80	TCloudDb.ExecuteSQL 80
Destroy 80	TCloudDb.FApiKey 77
Execute 80	TCloudDb.FDatabase 77
ExecuteSQL 80	TCloudDb.FDataset 77
FApiKey 77	TCloudDb.FHttp 77
FDatabase 77	TCloudDb.FJSON 77
FDataset 77	TCloudDb.FLastError 77
FHttp 77	TCloudDb.FMacros 78
FJSON 77	TCloudDb.FParams 78
FLastError 77	TCloudDb.FPreparedSQL 78
FMacros 78	TCloudDb.FResponseText 78
FParams 78	TCloudDb.FSQL 78
FPreparedSQL 78	TCloudDb.FUrl 79
FResponseText 78	TCloudDb.GetField 80
FSQL 78	TCloudDb.GetLastError 81
FUrl 79	TCloudDb.GetMacro 81
GetField 80	TCloudDb.GetParam 81
GetLastError 81	TCloudDb.GetPreparedSQL 81
GetMacro 81	TCloudDb.GetQueryURL 81
GetParam 81	TCloudDb.GetResponseText 82
GetPreparedSQL 81	TCloudDb.GetSQLText 82
GetQueryURL 81	TCloudDb.Prepare 82
GetResponseText 82	TCloudDb.RecordCount 82
GetSQLText 82	TCloudDb.SetMacro 82
Prepare 82	TCloudDb.SetMacroValue 83
RecordCount 82	TCloudDb.SetParam 83
SetMacro 82	TCloudDb.SetParamValue 83
SetMacroValue 83	TCloudDb.SetSQLText 83
SetParam 83	TCloudDb.Setup 84
SetParamValue 83	TCloudDb.cURL 76
SetSQLText 83	TCmdLine 84
Setup 84	TCmdLine record 84
TCloudDb constants 76	AddParam 84
TCloudDb fields 76	AddParams 85

- | | |
|--------------------------|---------------------------------|
| Clear 85 | TColor.Blue 88 |
| Count 85 | TColor.Clear 89 |
| Finalize 87 | TColor.Equal 89 |
| Initialize 87 | TColor.Fade 89 |
| Param 85, 86 | TColor.Green 88 |
| ParamExist 86 | TColor.Implicit 90 |
| ParamIndex 86 | TColor.Make 89 |
| ParamValue 86 | TColor.Makef 90 |
| Reset 86 | TColor.Red 88 |
| Str 87 | TConfigFile 91 |
| TCmdLine methods 84 | TConfigFile class 91 |
| TCmdLine operators 87 | Close 91 |
| about TCmdLine record 84 | Create 92 |
| TCmdLine.AddParam 84 | Destroy 92 |
| TCmdLine.AddParams 85 | GetSectionValue 92 |
| TCmdLine.Clear 85 | GetSectionValues 93 |
| TCmdLine.Count 85 | GetValue 93 |
| TCmdLine.Finalize 87 | Open 94 |
| TCmdLine.Initialize 87 | Opened 94 |
| TCmdLine.Param 85, 86 | RemoveKey 94 |
| TCmdLine.ParamExist 86 | RemoveSection 94 |
| TCmdLine.ParamIndex 86 | SetValue 95 |
| TCmdLine.ParamValue 86 | TConfigFile methods 91 |
| TCmdLine.Reset 86 | Update 96 |
| TCmdLine.Str 87 | about TConfigFile class 91 |
| TColor 87 | TConfigFile.Close 91 |
| TColor record 87 | TConfigFile.Create 92 |
| Alpha 88 | TConfigFile.Destroy 92 |
| Blue 88 | TConfigFile.GetSectionValue 92 |
| Clear 89 | TConfigFile.GetSectionValues 93 |
| Equal 89 | TConfigFile.GetValue 93 |
| Fade 89 | TConfigFile.Open 94 |
| Green 88 | TConfigFile.Opened 94 |
| Implicit 90 | TConfigFile.RemoveKey 94 |
| Make 89 | TConfigFile.RemoveSection 94 |
| Makef 90 | TConfigFile.SetValue 95 |
| Red 88 | TConfigFile.Update 96 |
| TColor fields 88 | TController 96 |
| TColor methods 89 | TController record 96 |
| TColor operators 90 | ButtonDown 96 |
| about TColor record 87 | ButtonPressed 96 |
| TColor.Alpha 88 | ButtonReleased 97 |

Clear 97	FFrame 100
Close 97	FFrameFPS 101
GetAxis 97	FFrameTimer 101
Open 97	FGroup 101
Shutdown 98	FHeight 101
Startup 98	FLastFrame 101
TController methods 96	FLoopFrame 101
Update 98	FOrigin 102
about TController record 96	FPos 102
TController.ButtonDown 96	FRadius 102
TController.ButtonPressed 96	FRenderPolyPoint 102
TController.ButtonReleased 97	FScale 102
TController.Clear 97	FShrinkFactor 103
TController.Close 97	FSprite 103
TController.GetAxis 97	FWidth 103
TController.Open 97	FirstFrame 106
TController.Shutdown 98	FlipMode 106
TController.Startup 98	Frame 106
TController.Update 98	FrameFPS 107
TEAL 360	FullyVisible 107
TEAL constant 360	Group 107
TEaseType 245	Height 107
TEaseType enumeration 245	Init 107
TEntity 98	LastFrame 108
TEntity class 98	LoopFrame 108
Angle 104	NextFrame 108
AngleOffset 105	Overlap 108
BlendMode 116	Pos 109
CollidePolyPoint 105	PrevFrame 109
CollidePolyPointPoint 105	Radius 109
Color 105	Render 109
Create 105	RenderAt 109
CreateEntity 106	RotateAbs 110
Destroy 106	RotateRel 110
Dir 106	RotateToAngle 110
FAngle 99	RotateToPos 110
FAngleOffset 99	RotateToPosAt 110
FBlendMode 99	Scale 111
FColor 100	ScaleAbs 111
FDir 100	ScaleRel 111
FFirstFrame 100	SetAngleOffset 111
FFlipMode 100	SetColor 112

SetFlipMode 112	TEntity.FHeight 101
SetFrame 112	TEntity.FLastFrame 101
SetFrameFPS 112	TEntity.FLoopFrame 101
SetFrameRange 112	TEntity.FOrigin 102
SetLoopFrame 113	TEntity.FPos 102
SetPosAbs 113	TEntity.FRadius 102
SetPosRel 113	TEntity.FRenderPolyPoint 102
SetRenderPolyPoint 113	TEntity.FScale 102
SetShrinkFactor 113	TEntity.FShrinkFactor 103
ShrinkFactor 114	TEntity.FSprite 103
Sprite 114	TEntity.FWidth 103
TEntity fields 99	TEntity.FirstFrame 106
TEntity methods 103	TEntity.FlipMode 106
TEntity properties 115	TEntity.Frame 106
Thrust 114	TEntity.FrameFPS 107
ThrustAngle 114	TEntity.FullyVisible 107
ThrustToPos 114	TEntity.Group 107
TracePolyPoint 115	TEntity.Height 107
Visible 115	TEntity.Init 107
Width 115	TEntity.LastFrame 108
about TEntity class 98	TEntity.LoopFrame 108
TEntity.Angle 104	TEntity.NextFrame 108
TEntity.AngleOffset 105	TEntity.Overlap 108
TEntity.BlendMode 116	TEntity.Pos 109
TEntity.CollidePolyPoint 105	TEntity.PrevFrame 109
TEntity.CollidePolyPointPoint 105	TEntity.Radius 109
TEntity.Color 105	TEntity.Render 109
TEntity.Create 105	TEntity.RenderAt 109
TEntity.CreateEntity 106	TEntity.RotateAbs 110
TEntity.Destroy 106	TEntity.RotateRel 110
TEntity.Dir 106	TEntity.RotateToAngle 110
TEntity.FAngle 99	TEntity.RotateToPos 110
TEntity.FAngleOffset 99	TEntity.RotateToPosAt 110
TEntity.FBlendMode 99	TEntity.Scale 111
TEntity.FColor 100	TEntity.ScaleAbs 111
TEntity.FDir 100	TEntity.ScaleRel 111
TEntity.FFirstFrame 100	TEntity.SetAngleOffset 111
TEntity.FFlipMode 100	TEntity.SetColor 112
TEntity.FFrame 100	TEntity.SetFlipMode 112
TEntity.FFrameFPS 101	TEntity.SetFrame 112
TEntity.FFrameTimer 101	TEntity.SetFrameFPS 112
TEntity.FGroup 101	TEntity.SetFrameRange 112

TEntity.SetLoopFrame 113	Destroy 122
TEntity.SetPosAbs 113	DrawText 122
TEntity.SetPosRel 113	FAtlas 120
TEntity.SetRenderPolyPoint 113	FAtlasSize 120
TEntity.SetShrinkFactor 113	FBaseLine 120
TEntity.ShrinkFactor 114	FGeometry 120
TEntity.Sprite 114	FGlyph 121
TEntity.Thrust 114	FUseVertexBuffer 121
TEntity.ThrustAngle 114	FVertexBufferSize 121
TEntity.ThrustToPos 114	GetUseVertexBuffer 122
TEntity.TracePolyPoint 115	GetVertexBufferSize 123
TEntity.Visible 115	Load 123
TEntity.Width 115	LoadDefault 123
TEntityActor 116	PGlyph 125
TEntityActor class 116	RenderVertices 124
Collide 117	SetUseVertexBuffer 124
Create 117	SetVertexBufferSize 124
Destroy 117	TFont constants 119
Entity 118	TFont fields 120
FEntity 116	TFont methods 121
Init 117	TFont nested types 125
OnRender 117	TFont properties 125
Overlap 118	TFont records 119
TEntityActor fields 116	TextHeight 124
TEntityActor methods 116	TextLength 124
TEntityActor properties 118	Unload 125
about TEntityActor class 116	about TFont class 119
TEntityActor.Collide 117	cDefaultGlyphs 119
TEntityActor.Create 117	TFont.Atlas 125
TEntityActor.Destroy 117	TFont.AtlasSize 125
TEntityActor.Entity 118	TFont.Create 122
TEntityActor.FEntity 116	TFont.Destroy 122
TEntityActor.Init 117	TFont.DrawText 122
TEntityActor.OnRender 117	TFont.FAtlas 120
TEntityActor.Overlap 118	TFont.FAtlasSize 120
TFlipMode 246	TFont.FBaseLine 120
TFlipMode enumeration 246	TFont.FGeometry 120
TFont 119	TFont.FGlyph 121
TFont class 119	TFont.FUseVertexBuffer 121
Atlas 125	TFont.FVertexBufferSize 121
AtlasSize 125	TFont.GetUseVertexBuffer 122
Create 122	TFont.GetVertexBufferSize 123

TFont.Load 123	FWindow 131
TFont.LoadDefault 123	Hud 138
TFont.PGlyph 125	Input 139
TFont.RenderVertices 124	Log 139
TFont.SetUseVertexBuffer 124	MousePos 139
TFont.SetVertexBufferSize 124	OnAfterRenderScene 132
TFont.TGlyph 119	OnApplySettings 132
TFont.TGlyph record 119	OnBeforeRenderScene 132
TFont.TextHeight 124	OnBuildArchiveProgress 133
TFont.TextLength 124	OnClearWindow 133
TFont.Unload 125	OnFixedUpdate 133
TFont.cDefaultGlyphs 119	OnLoadConfig 133
TGame 126	OnReady 133
TGame class 126	OnRender 134
Archive 137	OnRenderHud 134
Async 138	OnSaveConfig 134
Audio 138	OnSetSettings 134
CmdLine 138	OnShowWindow 134
ConfigFile 138	OnShutdown 135
Create 132	OnSpeechWord 135
DefaultFont 138	OnStartup 135
Destroy 132	OnUnapplySettings 135
FArchive 127	OnUpdate 135
FAsync 127	OnVideoStatus 136
FAudio 127	PSettings 141
FCmdLine 128	Prefs 139
FConfigFile 128	Process 136
FDefaultFont 128	Run 136
FHud 128	SDKVersion 136
FInput 128	Scene 139
FLog 129	Screenshake 140
FMousePos 129	Settings 136
FPrefs 129	Shutdown 136
FReady 129	Speech 140
FScene 129	Sprite 140
FScreenshake 129	Startup 137
FSettings 130	TGame fields 127
FSpeech 130	TGame methods 131
FSprite 130	TGame nested types 141
FTerminate 130	TGame properties 137
FTimer 130	TGame records 126
FVideo 131	Terminate 140

Timer 140	TGame.OnFixedUpdate 133
Video 140	TGame.OnLoadConfig 133
Window 141	TGame.OnReady 133
about TGame class 126	TGame.OnRender 134
TGame.Archive 137	TGame.OnRenderHud 134
TGame.Async 138	TGame.OnSaveConfig 134
TGame.Audio 138	TGame.OnSetSettings 134
TGame.CmdLine 138	TGame.OnShowWindow 134
TGame.ConfigFile 138	TGame.OnShutdown 135
TGame.Create 132	TGame.OnSpeechWord 135
TGame.DefaultFont 138	TGame.OnStartup 135
TGame.Destroy 132	TGame.OnUnapplySettings 135
TGame.FArchive 127	TGame.OnUpdate 135
TGame.FAsync 127	TGame.OnVideoStatus 136
TGame.FAudio 127	TGame.PSettings 141
TGame.FCmdLine 128	TGame.Prefs 139
TGame.FConfigFile 128	TGame.Process 136
TGame.FDefaultFont 128	TGame.Run 136
TGame.FHud 128	TGame.SDKVersion 136
TGame.FInput 128	TGame.Scene 139
TGame.FLog 129	TGame.Screenshake 140
TGame.FMousePos 129	TGame.Settings 136
TGame.FPrefs 129	TGame.Shutdown 136
TGame.FReady 129	TGame.Speech 140
TGame.FScene 129	TGame.Sprite 140
TGame.FScreenshake 129	TGame.Startup 137
TGame.FSettings 130	TGame.TSettings 126
TGame.FSpeech 130	TGame.TSettings record 126
TGame.FSprite 130	TGame.Terminate 140
TGame.FTerminate 130	TGame.Timer 140
TGame.FTimer 130	TGame.Video 140
TGame.FVideo 131	TGame.Window 141
TGame.FWindow 131	TGameClass 251
TGame.Hud 138	TGameClass type 251
TGame.Input 139	TGeometry 141
TGame.Log 139	TGeometry class 141
TGame.MousePos 139	AddVertex 142
TGame.OnAfterRenderScene 132	Alloc 142
TGame.OnApplySettings 132	Create 142
TGame.OnBeforeRenderScene 132	Destroy 142
TGame.OnBuildArchiveProgress 133	Render 143
TGame.OnClearWindow 133	Reset 143

- TGeometry methods 141
 - about TGeometry class 141
- TGeometry.AddVertex 142
- TGeometry.Alloc 142
- TGeometry.Create 142
- TGeometry.Destroy 142
- TGeometry.Render 143
- TGeometry.Reset 143
- THAlign 246
- THAlign enumeration 246
- THISTLE 360
- THISTLE constant 360
- THud 143
- THud record 143
 - Finalize 145
 - Initialize 145
 - ResetPos 143
 - SetLineSpace 144
 - SetPos 144
 - SetTextItemPadWidth 144
 - THud methods 143
 - THud operators 145
 - Text 144
 - TextItem 145
 - about THud record 143
- THud.Finalize 145
- THud.Initialize 145
- THud.ResetPos 143
- THud.SetLineSpace 144
- THud.SetPos 144
- THud.SetTextItemPadWidth 144
- THud.Text 144
- THud.TextItem 145
- TIMER_FIXEDUPDATE_SPEED 361
- TIMER_FIXEDUPDATE_SPEED constant 361
- TIMER_UPDATE_SPEED 361
- TIMER_UPDATE_SPEED constant 361
- TInput 145
- TInput record 145
 - Clear 146
 - Close 146
 - ControllerDown 146
 - ControllerPosition 147
 - ControllerPressed 147
 - ControllerReleased 147
 - Finalize 150
 - GetMouseInfo 147
 - Initialize 150
 - KeyDown 147
 - KeyPressed 148
 - KeyReleased 148
 - MouseDown 148
 - MousePressed 148
 - MouseReleased 149
 - Open 149
 - SetMousePos 149
 - TInput methods 146
 - TInput operators 149
 - Update 149
 - about TInput record 145
- TInput.Clear 146
- TInput.Close 146
- TInput.ControllerDown 146
- TInput.ControllerPosition 147
- TInput.ControllerPressed 147
- TInput.ControllerReleased 147
- TInput.Finalize 150
- TInput.GetMouseInfo 147
- TInput.Initialize 150
- TInput.KeyDown 147
- TInput.KeyPressed 148
- TInput.KeyReleased 148
- TInput.MouseDown 148
- TInput.MousePressed 148
- TInput.MouseReleased 149
- TInput.Open 149
- TInput.SetMousePos 149
- TInput.Update 149
- TInputDevice 246
- TInputDevice enumeration 246
- TInputMap 150
- TInputMap class 150
 - Add 152
 - Clear 152

- Create 152
- Destroy 152
- Down 152
- FList 151
- Load 153
- NewAction 153
- Pressed 153
- Released 153
- Remove 153, 154
- Save 154
- SetupDefaults 154
- TInputMap fields 151
- TInputMap methods 151
- TInputMap records 150
- about TInputMap class 150
- TInputMap.Add 152
- TInputMap.Clear 152
- TInputMap.Create 152
- TInputMap.Destroy 152
- TInputMap.Down 152
- TInputMap.FList 151
- TInputMap.Load 153
- TInputMap.NewAction 153
- TInputMap.Pressed 153
- TInputMap.Released 153
- TInputMap.Remove 153, 154
- TInputMap.Save 154
- TInputMap.SetupDefaults 154
- TInputMap.TAction 150
- TInputMap.TAction record 150
- TInputMap.TInput 151
- TInputMap.TInput record 151
- TLineIntersection 247
- TLineIntersection enumeration 247
- TLog 154
- TLog record 154
 - Add 155
 - Close 155
 - Fatal 155
 - Finalize 157
 - GetConsoleOutput 155
 - GetFilename 156
 - Initialize 157
 - Open 156
 - Opened 156
 - Reset 156
 - SetConsoleOutput 156
 - TLog methods 154
 - TLog operators 157
 - View 157
 - about TLog record 154
- TLog.Add 155
- TLog.Close 155
- TLog.Fatal 155
- TLog.Finalize 157
- TLog.GetConsoleOutput 155
- TLog.GetFilename 156
- TLog.Initialize 157
- TLog.Open 156
- TLog.Opened 156
- TLog.Reset 156
- TLog.SetConsoleOutput 156
- TLog.View 157
- TMusic 251
- TMusic type 251
- TOMATO 361
- TOMATO constant 361
- TPoint 157
- TPoint record 157
 - Create 158
 - Implicit 159, 160
 - Initialize 160
 - TPoint fields 158
 - TPoint methods 158
 - TPoint operators 159
 - X 158
 - Y 158
 - Z 158
 - about TPoint record 157
- TPoint.Create 158
- TPoint.Implicit 159, 160
- TPoint.Initialize 160
- TPoint.X 158
- TPoint.Y 158

TPoint.Z 158	AddLocalPoint 167
TPolyPoint 160	Clear 167
TPolyPoint class 160	CopyFrom 167
AddPoint 161	Create 167
Clear 161	Destroy 167
Collide 162	FItemCount 166
CollidePoint 162	FSegment 166
CopyFrom 162	FWorldPoint 166
Count 163	Load 168
Create 163	LocalPoint 168
Destroy 163	PointCount 168
FCount 160	Render 168
FPolygon 161	Save 169
Load 163	SegmentVisible 169
Polygon 163	SetSegmentVisible 169
Render 164	TPolygon fields 166
Save 164	TPolygon methods 166
TPolyPoint fields 160	TPolygon records 165
TPolyPoint methods 161	Transform 169
TraceFromSprite 164	WorldPoint 169
TraceFromTexture 164	about TPolygon class 165
Valid 165	TPolygon.AddLocalPoint 167
about TPolyPoint class 160	TPolygon.Clear 167
TPolyPoint.AddPoint 161	TPolygon.CopyFrom 167
TPolyPoint.Clear 161	TPolygon.Create 167
TPolyPoint.Collide 162	TPolygon.Destroy 167
TPolyPoint.CollidePoint 162	TPolygon.FItemCount 166
TPolyPoint.CopyFrom 162	TPolygon.FSegment 166
TPolyPoint.Count 163	TPolygon.FWorldPoint 166
TPolyPoint.Create 163	TPolygon.Load 168
TPolyPoint.Destroy 163	TPolygon.LocalPoint 168
TPolyPoint.FCount 160	TPolygon.PointCount 168
TPolyPoint.FPolygon 161	TPolygon.Render 168
TPolyPoint.Load 163	TPolygon.Save 169
TPolyPoint.Polygon 163	TPolygon.SegmentVisible 169
TPolyPoint.Render 164	TPolygon.SetSegmentVisible 169
TPolyPoint.Save 164	TPolygon.TSegment 165
TPolyPoint.TraceFromSprite 164	TPolygon.TSegment record 165
TPolyPoint.TraceFromTexture 164	TPolygon.Transform 169
TPolyPoint.Valid 165	TPolygon.WorldPoint 169
TPolygon 165	TPolypointTrace 170
TPolygon class 165	TPolypointTrace record 170

AddPoint 170	MaxX 175
ApplyPolyPoint 170	MaxY 175
DelPoint 171	MinX 175
Done 171	MinY 175
GetPointCount 171	TRange fields 174
Init 171	TRange operators 175
PrimaryTrace 171	about TRange record 174
SimplifyPoly 172	TRange.Initialize 176
TPolypointTrace methods 170	TRange.MaxX 175
about TPolypointTrace record 170	TRange.MaxY 175
TPolypointTrace.AddPoint 170	TRange.MinX 175
TPolypointTrace.ApplyPolyPoint 170	TRange.MinY 175
TPolypointTrace.DelPoint 171	TRect 176
TPolypointTrace.Done 171	TRect record 176
TPolypointTrace.GetPointCount 171	Assign 177
TPolypointTrace.Init 171	Create 177
TPolypointTrace.PrimaryTrace 171	Height 176
TPolypointTrace.SimplifyPoly 172	Implicit 178
TPrefs 172	Initialize 179
TPrefs record 172	Intersect 178
Finalize 174	TRect fields 176
GetAppName 172	TRect methods 177
GetOrgName 173	TRect operators 178
GetPath 173	Width 176
GotoPath 173	X 177
Initialize 174	Y 177
SetAppName 173	about TRect record 176
SetOrgName 173	TRect.Assign 177
TPrefs methods 172	TRect.Create 177
TPrefs operators 174	TRect.Height 176
about TPrefs record 172	TRect.Implicit 178
TPrefs.Finalize 174	TRect.Initialize 179
TPrefs.GetAppName 172	TRect.Intersect 178
TPrefs.GetOrgName 173	TRect.Width 176
TPrefs.GetPath 173	TRect.X 177
TPrefs.GotoPath 173	TRect.Y 177
TPrefs.Initialize 174	TScreenshake 179
TPrefs.SetAppName 173	TScreenshake record 179
TPrefs.SetOrgName 173	Active 179
TRange 174	Clear 180
TRange record 174	Finalize 180
Initialize 176	Initialize 181

- Process 180
- Start 180
- TScreenshake methods 179
- TScreenshake operators 180
 - about TScreenshake record 179
- TScreenshake.Active 179
- TScreenshake.Clear 180
- TScreenshake.Finalize 180
- TScreenshake.Initialize 181
- TScreenshake.Process 180
- TScreenshake.Start 180
- TSound 252
- TSound type 252
- TSpeech 181
- TSpeech record 181
 - Active 181
 - ChangeVoice 182
 - Clear 182
 - Finalize 185
 - GetRate 182
 - GetVoice 182
 - GetVoiceAttribute 182
 - GetVoiceCount 183
 - GetVolume 183
 - Initialize 185
 - Pause 183
 - Reset 183
 - Resume 183
 - Say 184
 - SetRate 184
 - SetVolume 184
 - SubstituteWord 184
 - TSpeech methods 181
 - TSpeech operators 184
 - about TSpeech record 181
- TSpeech.Active 181
- TSpeech.ChangeVoice 182
- TSpeech.Clear 182
- TSpeech.Finalize 185
- TSpeech.GetRate 182
- TSpeech.GetVoice 182
- TSpeech.GetVoiceAttribute 182
- TSpeech.GetVoiceCount 183
- TSpeech.GetVolume 183
- TSpeech.Initialize 185
- TSpeech.Pause 183
- TSpeech.Reset 183
- TSpeech.Resume 183
- TSpeech.Say 184
- TSpeech.SetRate 184
- TSpeech.SetVolume 184
- TSpeech.SubstituteWord 184
- TSpeechVoiceAttribute 247
- TSpeechVoiceAttribute enumeration 247
- TSprite 185
- TSprite class 185
 - AddGroup 187
 - AddImageFromGrid 188
 - AddImageFromRect 188
 - Clear 188
 - Create 188
 - Destroy 188
 - FGroup 186
 - FGroupCount 186
 - FPageCount 187
 - FTexture 187
 - GroupPolyPoint 189
 - GroupPolyPointCollide 189
 - GroupPolyPointCollidePoint 189
 - GroupPolyPointTrace 190
 - ImageCount 190
 - ImageHeight 190
 - ImageRect 190
 - ImageTexture 191
 - ImageWidth 191
 - LoadPage 191
 - PSpriteGroup 192
 - PSpriteImageRect 192
 - RenderImage 191
 - TSprite fields 186
 - TSprite methods 187
 - TSprite nested types 192
 - TSprite records 185
 - about TSprite class 185

TSprite.AddGroup 187	Handle 198
TSprite.AddImageFromGrid 188	Height 198
TSprite.AddImageFromRect 188	Load 196
TSprite.Clear 188	LoadTexture 196
TSprite.Create 188	Lock 196
TSprite.Destroy 188	Render 196
TSprite.FGroup 186	RenderTiled 197
TSprite.FGroupCount 186	Save 197
TSprite.FPageCount 187	SetColor 197
TSprite.FTexture 187	SetPixel 197
TSprite.GroupPolyPoint 189	TTexture fields 192
TSprite.GroupPolyPointCollide 189	TTexture methods 194
TSprite.GroupPolyPointCollidePoint 189	TTexture properties 198
TSprite.GroupPolyPointTrace 190	Unload 198
TSprite.ImageCount 190	Unlock 198
TSprite.ImageHeight 190	Width 199
TSprite.ImageRect 190	about TTexture class 192
TSprite.ImageTexture 191	TTexture.Alloc 194
TSprite.ImageWidth 191	TTexture.Create 195
TSprite.LoadPage 191	TTexture.Destroy 195
TSprite.PSpriteGroup 192	TTexture.FHandle 193
TSprite.PSpriteImageRect 192	TTexture.FHeight 193
TSprite.RenderImage 191	TTexture.FLockRect 193
TSprite.TSpriteGroup 185	TTexture.FPitch 193
TSprite.TSpriteGroup record 185	TTexture.FPixelFormat 193
TSprite.TSpriteImageRect 186	TTexture.FPixels 194
TSprite.TSpriteImageRect record 186	TTexture.FWidth 194
TTexture 192	TTexture.GetColor 195
TTexture class 192	TTexture.GetPixel 195
Alloc 194	TTexture.GetSize 195
Create 195	TTexture.Handle 198
Destroy 195	TTexture.Height 198
FHandle 193	TTexture.Load 196
FHeight 193	TTexture.LoadTexture 196
FLockRect 193	TTexture.Lock 196
FPitch 193	TTexture.Render 196
FPixelFormat 193	TTexture.RenderTiled 197
FPixels 194	TTexture.Save 197
FWidth 194	TTexture.SetColor 197
GetColor 195	TTexture.SetPixel 197
GetPixel 195	TTexture.Unload 198
GetSize 195	TTexture.Unlock 198

TTexture.Width 199	Zoom 203
TTextureAccess 247	about TTransform record 201
TTextureAccess enumeration 247	TTransform.Angle 202
TTimer 199	TTransform.Assign 203, 204
TTimer record 199	TTransform.Create 204
Elapsed 199	TTransform.Finalize 205
Finalize 201	TTransform.Height 202
FrameElapsed 199	TTransform.Implicit 205
FrameRate 200	TTransform.Initialize 206
FrameSpeed 200	TTransform.Intersect 204
Initialize 201	TTransform.Origin 202
Reset 200	TTransform.Visible 202
TTimer methods 199	TTransform.Width 202
TTimer operators 200	TTransform.X 203
Update 200	TTransform.Y 203
about TTimer record 199	TTransform.Zoom 203
TTimer.Elapsed 199	TURQUOISE 361
TTimer.Finalize 201	TURQUOISE constant 361
TTimer.FrameElapsed 199	TVAlign 248
TTimer.FrameRate 200	TVAlign enumeration 248
TTimer.FrameSpeed 200	TVector 206
TTimer.Initialize 201	TVector record 206
TTimer.Reset 200	Add 208
TTimer.Update 200	Angle 208
TTransform 201	Assign 208, 209
TTransform record 201	Clear 209
Angle 202	Create 209
Assign 203, 204	Distance 209
Create 204	Divide 210
Finalize 205	DivideBy 210
Height 202	DotProduct 210
Implicit 205	Initialize 212
Initialize 206	Magnitude 210
Intersect 204	MagnitudeSquared 210
Origin 202	MagnitudeTruncate 211
TTransform fields 201	Multiply 211
TTransform methods 203	Negate 211
TTransform operators 205	Normalize 211
Visible 202	Project 211
Width 202	Scale 212
X 203	Subtract 212
Y 203	TVector fields 206

- TVector methods 207
- TVector operators 212
- Thrust 212
- W 206
- X 206
- Y 207
- Z 207
- about TVector record 206
- TVector.Add 208
- TVector.Angle 208
- TVector.Assign 208, 209
- TVector.Clear 209
- TVector.Create 209
- TVector.Distance 209
- TVector.Divide 210
- TVector.DivideBy 210
- TVector.DotProduct 210
- TVector.Initialize 212
- TVector.Magnitude 210
- TVector.MagnitudeSquared 210
- TVector.MagnitudeTruncate 211
- TVector.Multiply 211
- TVector.Negate 211
- TVector.Normalize 211
- TVector.Project 211
- TVector.Scale 212
- TVector.Subtract 212
- TVector.Thrust 212
- TVector.W 206
- TVector.X 206
- TVector.Y 207
- TVector.Z 207
- TVideo 213
- TVideo record 213
 - Draw 213
 - Finalize 216
 - GetFrameRate 213
 - GetHeight 214
 - GetStatus 214
 - GetVolume 214
 - GetWidth 214
 - Initialize 217
- Load 214
- LoadPlay 215
- Pause 215
- Play 215
- Rewind 215
- SetVolume 215
- Stop 216
- TVideo methods 213
- TVideo operators 216
- Unload 216
- Update 216
- about TVideo record 213
- TVideo.Draw 213
- TVideo.Finalize 216
- TVideo.GetFrameRate 213
- TVideo.GetHeight 214
- TVideo.GetStatus 214
- TVideo.GetVolume 214
- TVideo.GetWidth 214
- TVideo.Initialize 217
- TVideo.Load 214
- TVideo.LoadPlay 215
- TVideo.Pause 215
- TVideo.Play 215
- TVideo.Rewind 215
- TVideo.SetVolume 215
- TVideo.Stop 216
- TVideo.Unload 216
- TVideo.Update 216
- TVideoStatus 248
- TVideoStatus enumeration 248
- TWindow 217
- TWindow record 217
 - Clear 218
 - Close 218
 - DrawFilledRect 218
 - DrawLine 218
 - DrawPoint 219
 - DrawRect 219
 - Finalize 223
 - GetDDPI 219
 - GetHDPI 219

GetRenderBufferPos 220	TWindow.Open 222
GetRenderHandle 220	TWindow.Save 222
GetRenderInfo 220	TWindow.SetRenderBufferPos 222
GetRenderScale 220	TWindow.SetTitle 222
GetRenderSize 220	TWindow.Show 222
GetTitle 220	TWindow.ShowRenderBuffer 223
GetVDPI 221	Types 248
GetViewport 221	UnitToScalarValue 243
GetWindowHandle 221	UnitToScalarValue function 243
GetWindowSize 221	VERSION_MAJOR 362
Initialize 223	VERSION_MAJOR constant 362
IsOpen 221	VERSION_MINOR 362
Open 222	VERSION_MINOR constant 362
Save 222	VERSION_PATCH 362
SetRenderBufferPos 222	VERSION_PATCH constant 362
SetTitle 222	VIDEO_SAMPLEBUFFERSIZE 362
Show 222	VIDEO_SAMPLEBUFFERSIZE constant 362
ShowRenderBuffer 223	VIOLET 362
TWindow methods 217	VIOLET constant 362
TWindow operators 223	Variables 252
about TWindow record 217	WHEAT 363
TWindow.Clear 218	WHEAT constant 363
TWindow.Close 218	WHITE 363
TWindow.DrawFilledRect 218	WHITE constant 363
TWindow.DrawLine 218	WHITE2 363
TWindow.DrawPoint 219	WHITE2 constant 363
TWindow.DrawRect 219	WHITESMOKE 363
TWindow.Finalize 223	WHITESMOKE constant 363
TWindow.GetDDPI 219	WINDOW_HEIGHT 364
TWindow.GetHDPI 219	WINDOW_HEIGHT constant 364
TWindow.GetRenderBufferPos 220	WINDOW_WIDTH 364
TWindow.GetRenderHandle 220	WINDOW_WIDTH constant 364
TWindow.GetRenderInfo 220	WaitForAnyKey 243
TWindow.GetRenderScale 220	WaitForAnyKey function 243
TWindow.GetRenderSize 220	WasRunFromConsole 243
TWindow.GetTitle 220	WasRunFromConsole function 243
TWindow.GetVDPI 221	WriteStringToStream 244
TWindow.GetViewport 221	WriteStringToStream function 244
TWindow.GetWindowHandle 221	YELLOW 364
TWindow.GetWindowSize 221	YELLOW constant 364
TWindow.Initialize 223	YELLOWGREEN 364
TWindow.IsOpen 221	YELLOWGREEN constant 364

afIn enumeration member 245
afNone enumeration member 245
afOut enumeration member 245

B

bmAdd enumeration member 245
bmBlend enumeration member 245
bmInvalid enumeration member 245
bmMod enumeration member 245
bmMul enumeration member 245
bmNone enumeration member 245

E

etInCircle enumeration member 245
etInCubic enumeration member 245
etInExpo enumeration member 245
etInOutCircle enumeration member 245
etInOutCubic enumeration member 245
etInOutExpo enumeration member 245
etInOutQuad enumeration member 245
etInOutQuart enumeration member 245
etInOutQuint enumeration member 245
etInOutSine enumeration member 245
etInQuad enumeration member 245
etInQuart enumeration member 245
etInQuint enumeration member 245
etInSine enumeration member 245
etLinearTween enumeration member 245
etOutCircle enumeration member 245
etOutCubic enumeration member 245
etOutExpo enumeration member 245
etOutQuad enumeration member 245
etOutQuart enumeration member 245
etOutQuint enumeration member 245
etOutSine enumeration member 245

F

fmHorizontal enumeration member 246
fmNone enumeration member 246
fmVertical enumeration member 246

H

haCenter enumeration member 246
haLeft enumeration member 246
haRight enumeration member 246

I

idJoystick enumeration member 246
idKeyboard enumeration member 246
idMouse enumeration member 246

L

liNone enumeration member 247
liParallel enumeration member 247
liTrue enumeration member 247

S

svaAge enumeration member 247
svaDescription enumeration member 247
svaGender enumeration member 247
svaId enumeration member 247
svaLanguage enumeration member 247
svaName enumeration member 247
svaVendor enumeration member 247

T

taStatic enumeration member 247
taStreaming enumeration member 247
taTarget enumeration member 247

V

vaBottom enumeration member 248
vaCenter enumeration member 248
vaTop enumeration member 248
vsPaused enumeration member 248
vsPlaying enumeration member 248
vsStopped enumeration member 248