DelphiGamekit

Make 2D Game in Delphi

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MIDNIGHTBLUE (see page 239)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 239)	This is constant MINTCREAM.
MISTYROSE (see page 239)	This is constant MISTYROSE.
MOCCASIN (see page 240)	This is constant MOCCASIN.
MPGEXT (see page 240)	This is constant MPGEXT.
NAN (see page 240)	This is constant NAN.
NAVAJOWHITE (see page 240)	This is constant NAVAJOWHITE.
NAVY (see page 241)	This is constant NAVY.
OGGEXT (see page 241)	This is constant OGGEXT.
OLDLACE (see page 241)	This is constant OLDLACE.
OLIVE (see page 241)	This is constant OLIVE.
OLIVEDRAB (see page 241)	This is constant OLIVEDRAB.
ORANGE (see page 242)	This is constant ORANGE.
ORANGERED (see page 242)	This is constant ORANGERED.
ORCHID (see page 242)	This is constant ORCHID.
OVERLAY1 (see page 242)	This is constant OVERLAY1.
OVERLAY2 (see page 243)	This is constant OVERLAY2.
PALEGOLDENROD (see page 243)	This is constant PALEGOLDENROD.
PALEGREEN (see page 243)	This is constant PALEGREEN.
PALETURQUOISE (see page 243)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 243)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 244)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 244)	This is constant PEACHPUFF.
PERU (see page 244)	This is constant PERU.
PINK (see page 244)	This is constant PINK.
PLUM (see page 245)	This is constant PLUM.
PNGEXT (see page 245)	This is constant PNGEXT.
POWDERBLUE (see page 245)	This is constant POWDERBLUE.
PURPLE (see page 245)	This is constant PURPLE.
RADTODEG (see page 245)	This is constant RADTODEG.
REBECCAPURPLE (see page 246)	This is constant REBECCAPURPLE.
RED (see page 246)	This is constant RED.
RED2 (see page 246)	This is constant RED2.
ROSYBROWN (see page 246)	This is constant ROSYBROWN.
ROYALBLUE (see page 247)	This is constant ROYALBLUE.
SADDLEBROWN (see page 247)	This is constant SADDLEBROWN.
SALMON (see page 247)	This is constant SALMON.
SANDYBROWN (see page 247)	This is constant SANDYBROWN.
SEAGREEN (see page 247)	This is constant SEAGREEN.
SEASHELL (see page 248)	This is constant SEASHELL.
SIENNA (see page 248)	This is constant SIENNA.
SILVER (see page 248)	This is constant SILVER.
SKYBLUE (see page 248)	This is constant SKYBLUE.
SLATEBLUE (see page 249)	This is constant SLATEBLUE.
SLATEGRAY (see page 249)	This is constant SLATEGRAY.
SLATEGREY (see page 249)	This is constant SLATEGREY.
SNOW (see page 249)	This is constant SNOW.
SPRINGGREEN (see page 249)	This is constant SPRINGGREEN.

STEELBLUE (see page 250)	This is constant STEELBLUE.
TAN (see page 250)	This is constant TAN.
TEAL (see page 250)	This is constant TEAL.
THISTLE (see page 250)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED (see page 251)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED (see page 251)	This is constant TIMER_UPDATE_SPEED.
TOMATO (see page 251)	This is constant TOMATO.
TURQUOISE (see page 251)	This is constant TURQUOISE.
VERSION_MAJOR (see page 251)	This is constant VERSION_MAJOR.
VERSION_MINOR (see page 252)	This is constant VERSION_MINOR.
VERSION_PATCH (see page 252)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE (see page 252)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET (see page 252)	This is constant VIOLET.
WHEAT (see page 253)	This is constant WHEAT.
WHITE (see page 253)	This is constant WHITE.
WHITE2 (see page 253)	This is constant WHITE2.
WHITESMOKE (see page 253)	This is constant WHITESMOKE.
WINDOW_HEIGHT (see page 253)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH (see page 254)	This is constant WINDOW_WIDTH.
YELLOW (see page 254)	This is constant YELLOW.
YELLOWGREEN (see page 254)	This is constant YELLOWGREEN.

Files

DelphiGamekit.pas (see page 255)	This is file DelphiGamekit.pas.

Structs, Records, Enums

	TAudioFading (see page 136)	This is record TAudioFading.
	TBlendMode (see page 137)	This is record TBlendMode.
	TEaseType (see page 137)	This is record TEaseType.
	TFlipMode (see page 137)	This is record TFlipMode.
	THAlign (see page 138)	This is record THAlign.
	TLineIntersection (see page 138)	This is record TLineIntersection.
	TSpeechVoiceAttribute (see page 138)	This is record TSpeechVoiceAttribute.
	TTextureAccess (see page 139)	This is record TTextureAccess.
	TVAlign (see page 139)	This is record TVAlign.
	TVideoStatus (see page 139)	This is record TVideoStatus.

Types

PColor (see page 140)	This is type PColor.
PPoint (see page 140)	This is type PPoint.
PRect (see page 140)	This is type PRect.
PVector (see page 140)	This is type PVector.
PVideo (see page 141)	This is type PVideo.
TCaptureConsoleOutputEvent (see page 141)	This is type TCaptureConsoleOutputEvent.
TGameClass (see page 141)	This is type TGameClass.
TMusic (see page 141)	This is type TMusic.
TSound (see page 142)	This is type TSound.

Variables

Game (see page 142)	This is variable Game.
Marshaller (see page 142)	This is variable Marshaller.

Functions

⇒♦	AddSelfToUserPath (see page 117)	This is function AddSelfToUserPath.
⇒♦	AngleCos (see page 118)	This is function AngleCos.
⇒♦	AngleDiff (see page 118)	This is function AngleDiff.
⇒♦	AngleRotatePos (see page 118)	This is function AngleRotatePos.
⇒♦	AngleSin (see page 118)	This is function AngleSin.
⇒♦	CaptureConsoleOutput (see page 119)	This is function CaptureConsoleOutput.
⇒♦	CircleInRectangle (see page 119)	This is function CircleInRectangle.
⇒♦	CirclesOverlap (see page 119)	This is function CirclesOverlap.
⇒♦	ClipVaLue (see page 120)	This is function ClipVaLue.
⇒♦	ClipVaLuef (see page 120)	This is function ClipVaLuef.
⇒♦	CreateDirsInPath (see page 120)	This is function CreateDirsInPath.
⇒♦	EasePosition (see page 120)	This is function EasePosition.
⇒♦	EaseValue (see page 121)	This is function EaseValue.
⇒♦	ExpandRelDirectory (see page 121)	This is function ExpandRelDirectory.
⇒♦	ExpandRelFilename (see page 121)	This is function ExpandRelFilename.
⇒♦	ExtractRelativeDirectory (see page 122)	This is function ExtractRelativeDirectory.
⇒♦	ExtractRelativeFilename (see page 122)	This is function ExtractRelativeFilename.
⇒♦	FreeNilObject (see page 122)	This is function FreeNilObject.
⇒♦	GetDirName (see page 122)	This is function GetDirName.
⇒♦	GetEnvVarValue (see page 123)	This is function GetEnvVarValue.
⇒♦	GetExeBasePath (see page 123)	This is function GetExeBasePath.
⇒♦	GetExePath (see page 123)	This is function GetExePath.
⇒♦	GetFileRWops (see page 123)	This is function GetFileRWops.
⇒♦	GetMemRWops (see page 124)	This is function GetMemRWops.
⇒♦	GetRandomSeed (see page 124)	This is function GetRandomSeed.
⇒♦	GetSemVerStr (see page 124)	This is function GetSemVerStr.
⇒♦	GetUUID (see page 124)	This is function GetUUID.
⇒♦	GetVersionInfo (see page 125)	This is function GetVersionInfo.
⇒♦	GetVersionInfo (see page 125)	This is function GetVersionInfo.
⇒♦	HasConsoleOutput (see page 125)	This is function HasConsoleOutput.
⇒♦	IsCurrentDir (see page 125)	This is function IsCurrentDir.
⇒♦	IsSingleInstance (see page 126)	This is function IsSingleInstance.
⇒♦	IsValidFilename (see page 126)	This is function IsValidFilename.
⇒♦	Lerp (see page 126)	This is function Lerp.
⇒♦	LineIntersection (see page 126)	This is function LineIntersection.
⇒♦	Pause (see page 127)	This is function Pause.
⇒♦	PointInCircle (see page 127)	This is function PointInCircle.
⇒♦	PointInRectangle (see page 127)	This is function PointInRectangle.
⇒♦	PointInTriangle (see page 128)	This is function PointInTriangle.
⇒♦	Print (see page 128)	This is function Print.
⇒♦	Print (see page 128)	This is function Print.

	PrintLn (see page 128)	This is function PrintLn.
	PrintLn (see page 129)	This is function PrintLn.
	PrintLn (see page 129)	This is function PrintLn.
	ProcessMessages (see page 129)	This is function ProcessMessages.
	RadiusOverlap (see page 129)	This is function RadiusOverlap.
	RandomBool (see page 130)	This is function RandomBool.
	RandomRange (see page 130)	This is function RandomRange.
	RandomRangef (see page 130)	This is function RandomRangef.
	ReadStringFromStream (see page 130)	This is function ReadStringFromStream.
	RectangleIntersection (see page 131)	This is function RectangleIntersection.
	RectanglesOverlap (see page 131)	This is function RectanglesOverlap.
	RemoveDuplicates (see page 131)	This is function RemoveDuplicates.
	RemoveDuplicates2 (see page 131)	This is function RemoveDuplicates2.
	RemoveQuotes (see page 132)	This is function RemoveQuotes.
	RemoveSelfFromUserPath (see page 132)	This is function RemoveSelfFromUserPath.
	ResourceExists (see page 132)	This is function ResourceExists.
	RunGame (see page 132)	This is function RunGame.
	SameSign (see page 133)	This is function SameSign.
	SameSignf (see page 133)	This is function SameSignf.
	SameVaLue (see page 133)	This is function SameVaLue.
	SameVaLuef (see page 133)	This is function SameVaLuef.
	SetEnvVarValue (see page 134)	This is function SetEnvVarValue.
	SetGlobalEnvironment (see page 134)	This is function SetGlobalEnvironment.
	SetRandomSeed (see page 134)	This is function SetRandomSeed.
	ShellOpen (see page 134)	This is function ShellOpen.
	SmoothMove (see page 135)	This is function SmoothMove.
	UnitToScalarValue (see page 135)	This is function UnitToScalarValue.
	WaitForAnyKey (see page 135)	This is function WaitForAnyKey.
	WasRunFromConsole (see page 135)	This is function WasRunFromConsole.
	WriteStringToStream (see page 136)	This is function WriteStringToStream.

1.1 Classes

The following table lists classes in this documentation.

Classes

	EBufferException (see page 14)	This is class EBufferException.
	TArchive (see page 14)	This is class TArchive.
	TArchiveFile (see page 17)	This is class TArchiveFile.
	TBaseObject (see page 27)	This is class TBaseObject.
	TBuffer (see page 28)	This is class TBuffer.
	TConfigFile (see page 38)	This is class TConfigFile.

	TFont (see page 46)	This is class TFont.
	TGame (see page 53)	This is class TGame.
	TGeometry (see page 66)	This is class TGeometry.
	TTexture (see page 90)	This is class TTexture.

Records

	TAudio (see page 21)	This is class TAudio.
	TCmdLine (see page 31)	This is class TCmdLine.
	TColor (see page 35)	This is class TColor.
	TController (see page 43)	This is class TController.
	THud (see page 68)	This is class THud.
	TInput (see page 70)	This is class TInput.
	TLog (see page 75)	This is class TLog.
	TPoint (see page 78)	This is class TPoint.
	TPrefs (see page 80)	This is class TPrefs.
	TRect (see page 82)	This is class TRect.
	TSpeech (see page 85)	This is class TSpeech.
	TTimer (see page 96)	This is class TTimer.
	TVector (see page 98)	This is class TVector.
	TVideo (see page 105)	This is class TVideo.
	TWindow (see page 109)	This is class TWindow.

1.1.1 **EBufferException**

Class Hierarchy

Exception → EBufferException
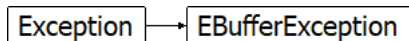
File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class EBufferException.

1.1.2 **TArchive**

Class Hierarchy

TBaseObject → TArchive
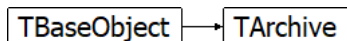
File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TArchive.

1.1.2.1 TArchive Methods

The methods of the TArchive class are listed here.

Methods

⇒◆	Build (see page 15)	This is Build, a member of class TArchive.
⇒◆	Close (see page 15)	This is Close, a member of class TArchive.
⇒◆ Ⓥ	Create (see page 15)	This is Create, a member of class TArchive.
⇒◆ Ⓥ	Destroy (see page 15)	This is Destroy, a member of class TArchive.
⇒◆	FileExist (see page 16)	This is FileExist, a member of class TArchive.
⇒◆	IsOpen (see page 16)	This is IsOpen, a member of class TArchive.
⇒◆	Open (see page 16)	This is Open, a member of class TArchive.
⇒◆	OpenFile (see page 16)	This is OpenFile, a member of class TArchive.
⇒◆	OpenFileBuffer (see page 16)	This is OpenFileBuffer, a member of class TArchive.
⇒◆	OpenFileRWops (see page 17)	This is OpenFileRWops, a member of class TArchive.
⇒◆	OpenRes (see page 17)	This is OpenRes, a member of class TArchive.

1.1.2.1.1 TArchive.Build

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Build, a member of class TArchive.

1.1.2.1.2 TArchive.Close

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TArchive.

1.1.2.1.3 TArchive.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TArchive.

1.1.2.1.4 TArchive.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchive.

1.1.2.1.5 **TArchive.FileExist**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FileExist, a member of class TArchive.

1.1.2.1.6 **TArchive.IsOpen**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TArchive.

1.1.2.1.7 **TArchive.Open**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TArchive.

1.1.2.1.8 **TArchive.OpenFile**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenFile, a member of class TArchive.

1.1.2.1.9 **TArchive.OpenFileBuffer**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenFileBuffer, a member of class TArchive.

1.1.2.1.10 TArchive.OpenFileRWops

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenFileRWops, a member of class TArchive.

1.1.2.1.11 TArchive.OpenRes

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenRes, a member of class TArchive.

1.1.3 TArchiveFile

Class Hierarchy

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TArchiveFile.

1.1.3.1 TArchiveFile Methods

The methods of the TArchiveFile class are listed here.

Methods

	Close (see page 18)	This is Close, a member of class TArchiveFile.
	Create (see page 18)	This is Create, a member of class TArchiveFile.

	Destroy (see page 18)	This is Destroy, a member of class TArchiveFile.
	GetPos (see page 18)	This is GetPos, a member of class TArchiveFile.
	GetRWops (see page 19)	This is GetRWops, a member of class TArchiveFile.
	GetRWopsRes (see page 19)	This is GetRWopsRes, a member of class TArchiveFile.
	IsOpen (see page 19)	This is IsOpen, a member of class TArchiveFile.
	Open (see page 19)	This is Open, a member of class TArchiveFile.
	OpenRes (see page 19)	This is OpenRes, a member of class TArchiveFile.
	ReadData (see page 20)	This is ReadData, a member of class TArchiveFile.
	SaveToBuffer (see page 20)	This is SaveToBuffer, a member of class TArchiveFile.
	SaveToFile (see page 20)	This is SaveToFile, a member of class TArchiveFile.
	SetPos (see page 20)	This is SetPos, a member of class TArchiveFile.
	Size (see page 20)	This is Size, a member of class TArchiveFile.

1.1.3.1.1 TArchiveFile.Close

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TArchiveFile.

1.1.3.1.2 TArchiveFile.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TArchiveFile.

1.1.3.1.3 TArchiveFile.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchiveFile.

1.1.3.1.4 TArchiveFile.GetPos

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetPos: Int64;
```

Description

This is GetPos, a member of class TArchiveFile.

1.1.3.1.5 TArchiveFile.GetRWops

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRWops, a member of class TArchiveFile.

1.1.3.1.6 TArchiveFile.GetRWopsRes

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRWopsRes, a member of class TArchiveFile.

1.1.3.1.7 TArchiveFile.IsOpen

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TArchiveFile.

1.1.3.1.8 TArchiveFile.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TArchiveFile.

1.1.3.1.9 TArchiveFile.OpenRes

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
function OpenRes(
```

```
    const aPassword: string;
    const aResName: string;
    const aFilename: string
): Boolean; overload;
```

Description

This is OpenRes, a member of class TArchiveFile.

1.1.3.1.10 **TArchiveFile.ReadData**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ReadData, a member of class TArchiveFile.

1.1.3.1.11 **TArchiveFile.SaveToBuffer**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function SaveToBuffer: TBuffer;
```

Description

This is SaveToBuffer, a member of class TArchiveFile.

1.1.3.1.12 **TArchiveFile.SaveToFile**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SaveToFile, a member of class TArchiveFile.

1.1.3.1.13 **TArchiveFile.SetPos**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetPos, a member of class TArchiveFile.

1.1.3.1.14 **TArchiveFile.Size**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function Size: Int64;
```

Description

This is Size, a member of class TArchiveFile.

1.1.4 **TAudio**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TAudio = record
end;
```

Description

This is class TAudio.

1.1.4.1 **TAudio Methods**

The methods of the TAudio class are listed here.

Methods

	AllocateSoundChannels (see page 22)	This is AllocateSoundChannels, a member of class TAudio.
	ExpireSound (see page 22)	This is ExpireSound, a member of class TAudio.
	FadeInSound (see page 22)	This is FadeInSound, a member of class TAudio.
	FadeOutSound (see page 22)	This is FadeOutSound, a member of class TAudio.
	FadingSound (see page 22)	This is FadingSound, a member of class TAudio.
	GetMusicVolume (see page 23)	This is GetMusicVolume, a member of class TAudio.
	GetSoundVolume (see page 23)	This is GetSoundVolume, a member of class TAudio.
	IsSoundPaused (see page 23)	This is IsSoundPaused, a member of class TAudio.
	IsSoundPlaying (see page 23)	This is IsSoundPlaying, a member of class TAudio.
	LoadMusic (see page 24)	This is LoadMusic, a member of class TAudio.
	LoadPlayMusic (see page 24)	This is LoadPlayMusic, a member of class TAudio.
	LoadSound (see page 24)	This is LoadSound, a member of class TAudio.
	PauseSound (see page 24)	This is PauseSound, a member of class TAudio.
	PlayMusic (see page 24)	This is PlayMusic, a member of class TAudio.
	PlaySound (see page 25)	This is PlaySound, a member of class TAudio.
	ReserveSoundChannels (see page 25)	This is ReserveSoundChannels, a member of class TAudio.
	ResumeSound (see page 25)	This is ResumeSound, a member of class TAudio.
	SetMusicVolume (see page 25)	This is SetMusicVolume, a member of class TAudio.
	SetSoundPosition (see page 26)	This is SetSoundPosition, a member of class TAudio.
	SetSoundVolume (see page 26)	This is SetSoundVolume, a member of class TAudio.
	StopSound (see page 26)	This is StopSound, a member of class TAudio.
	UnloadMusic (see page 26)	This is UnloadMusic, a member of class TAudio.
	UnloadSound (see page 26)	This is UnloadSound, a member of class TAudio.

1.1.4.1.1 **TAudio.AllocateSoundChannels**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is AllocateSoundChannels, a member of class TAudio.

1.1.4.1.2 **TAudio.ExpireSound**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ExpireSound, a member of class TAudio.

1.1.4.1.3 **TAudio.FadeInSound**

File: DelphiGamekit.pas (see page 255)

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.

1.1.4.1.4 **TAudio.FadeOutSound**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FadeOutSound, a member of class TAudio.

1.1.4.1.5 **TAudio.FadingSound**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FadingSound, a member of class TAudio.

1.1.4.1.6 TAudio.GetMusicVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetMusicVolume, a member of class TAudio.

1.1.4.1.7 TAudio.GetSoundVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSoundVolume, a member of class TAudio.

1.1.4.1.8 TAudio.IsSoundPaused

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is IsSoundPaused, a member of class TAudio.

1.1.4.1.9 TAudio.IsSoundPlaying

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is IsSoundPlaying, a member of class TAudio.

1.1.4.1.10 **TAudio.LoadMusic**

File: DelphiGamekit.pas (see page 255)

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.

1.1.4.1.11 **TAudio.LoadPlayMusic**

File: DelphiGamekit.pas (see page 255)

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.

1.1.4.1.12 **TAudio.LoadSound**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadSound, a member of class TAudio.

1.1.4.1.13 **TAudio.PauseSound**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is PauseSound, a member of class TAudio.

1.1.4.1.14 **TAudio.PlayMusic**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is PlayMusic, a member of class TAudio.

1.1.4.1.15 TAudio.PlaySound

File: DelphiGamekit.pas (see page 255)

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.

1.1.4.1.16 TAudio.ReserveSoundChannels

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ReserveSoundChannels, a member of class TAudio.

1.1.4.1.17 TAudio.ResumeSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ResumeSound, a member of class TAudio.

1.1.4.1.18 TAudio.SetMusicVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetMusicVolume, a member of class TAudio.

1.1.4.1.19 **TAudio.SetSoundPosition**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetSoundPosition, a member of class TAudio.

1.1.4.1.20 **TAudio.SetSoundVolume**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetSoundVolume, a member of class TAudio.

1.1.4.1.21 **TAudio.StopSound**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is StopSound, a member of class TAudio.

1.1.4.1.22 **TAudio.UnloadMusic**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is UnloadMusic, a member of class TAudio.

1.1.4.1.23 **TAudio.UnloadSound**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is UnloadSound, a member of class TAudio.

1.1.4.2 TAudio Operators

The operators of the TAudio class are listed here.

Operators

	Finalize (see page 27)	This is Finalize, a member of class TAudio.
	Initialize (see page 27)	This is Initialize, a member of class TAudio.

1.1.4.2.1 TAudio.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TAudio.

1.1.4.2.2 TAudio.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TAudio.

1.1.5 TBaseObject

Class Hierarchy

TBaseObject

File: DelphiGamekit.pas (see page 255)

Delphi

```
TBaseObject = class;
```

Description

This is class TBaseObject.

1.1.5.1 **TBaseObject Methods**

The methods of the TBaseObject class are listed here.

Methods

Create (see page 28)	This is Create, a member of class TBaseObject.
Destroy (see page 28)	This is Destroy, a member of class TBaseObject.

1.1.5.1.1 **TBaseObject.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

1.1.5.1.2 **TBaseObject.Destroy**

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseObject.

1.1.6 **TBuffer**

Class Hierarchy
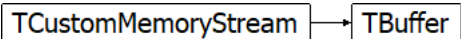
File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TBuffer.

1.1.6.1 **TBuffer Fields**

The fields of the TBuffer class are listed here.

Fields

FHandle (see page 29)	This is FHandle, a member of class TBuffer.
FName (see page 29)	This is FName, a member of class TBuffer.

1.1.6.1.1 **TBuffer.FHandle**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHandle: THandle;
```

Description

This is FHandle, a member of class TBuffer.

1.1.6.1.2 **TBuffer.FName**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FName: string;
```

Description

This is FName, a member of class TBuffer.

1.1.6.2 **TBuffer Methods**

The methods of the TBuffer class are listed here.

Methods

⇒♦	Clear (see page 29)	This is Clear, a member of class TBuffer.
⇒♦	Create (see page 29)	This is Create, a member of class TBuffer.
⇒♦ⓥ	Destroy (see page 30)	This is Destroy, a member of class TBuffer.
⇒♦	LoadFromFile (see page 30)	This is LoadFromFile, a member of class TBuffer.
⇒♦	SaveToFile (see page 30)	This is SaveToFile, a member of class TBuffer.
⇒♦ⓥ	Write (see page 30)	This is Write, a member of class TBuffer.
⇒♦ⓥ	Write (see page 30)	This is Write, a member of class TBuffer.

1.1.6.2.1 **TBuffer.Clear**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TBuffer.

1.1.6.2.2 **TBuffer.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TBuffer.

1.1.6.2.3 **TBuffer.Destroy**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Destroy, a member of class TBuffer.

1.1.6.2.4 **TBuffer.LoadFromFile**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadFromFile, a member of class TBuffer.

1.1.6.2.5 **TBuffer.SaveToFile**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
procedure SaveToFile(
    aFilename: string
);
```

Description

This is SaveToFile, a member of class TBuffer.

1.1.6.2.6 **TBuffer.Write**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Write, a member of class TBuffer.

1.1.6.2.7 **TBuffer.Write**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Write, a member of class TBuffer.

1.1.6.3 **TBuffer Properties**

The properties of the TBuffer class are listed here.

Properties

📄R	Name (see page 31)	This is Name, a member of class TBuffer.

1.1.6.3.1 **TBuffer.Name**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
property Name: string;
```

Description

This is Name, a member of class TBuffer.

1.1.7 **TCmdLine**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
TCmdLine = record
end;
```

Description

This is class TCmdLine.

1.1.7.1 **TCmdLine Methods**

The methods of the TCmdLine class are listed here.

Methods

⇒●	AddParam (see page 32)	This is AddParam, a member of class TCmdLine.
⇒●	AddParams (see page 32)	This is AddParams, a member of class TCmdLine.
⇒●	Clear (see page 32)	This is Clear, a member of class TCmdLine.
⇒●	Count (see page 32)	This is Count, a member of class TCmdLine.
⇒●	Count (see page 32)	This is Count, a member of class TCmdLine.
⇒●	Param (see page 33)	This is Param, a member of class TCmdLine.
⇒●	Param (see page 33)	This is Param, a member of class TCmdLine.
⇒●	ParamExist (see page 33)	This is ParamExist, a member of class TCmdLine.
⇒●	ParamIndex (see page 33)	This is ParamIndex, a member of class TCmdLine.
⇒●	ParamValue (see page 33)	This is ParamValue, a member of class TCmdLine.
⇒●	Reset (see page 34)	This is Reset, a member of class TCmdLine.
⇒●	Str (see page 34)	This is Str, a member of class TCmdLine.

1.1.7.1.1 TCmdLine.AddParam

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is AddParam, a member of class TCmdLine.

1.1.7.1.2 TCmdLine.AddParams

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is AddParams, a member of class TCmdLine.

1.1.7.1.3 TCmdLine.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TCmdLine.

1.1.7.1.4 TCmdLine.Count

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Count, a member of class TCmdLine.

1.1.7.1.5 TCmdLine.Count

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Count, a member of class TCmdLine.

1.1.7.1.6 **TCmdLine.Param**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Param, a member of class TCmdLine.

1.1.7.1.7 **TCmdLine.Param**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Param, a member of class TCmdLine.

1.1.7.1.8 **TCmdLine.ParamExist**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ParamExist, a member of class TCmdLine.

1.1.7.1.9 **TCmdLine.ParamIndex**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ParamIndex, a member of class TCmdLine.

1.1.7.1.10 **TCmdLine.ParamValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ParamValue, a member of class TCmdLine.

1.1.7.1.11 **TCmdLine.Reset**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TCmdLine.

1.1.7.1.12 **TCmdLine.Str**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Str, a member of class TCmdLine.

1.1.7.2 **TCmdLine Operators**

The operators of the TCmdLine class are listed here.

Operators

	Finalize (see page 34)	This is Finalize, a member of class TCmdLine.
	Initialize (see page 34)	This is Initialize, a member of class TCmdLine.

1.1.7.2.1 **TCmdLine.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TCmdLine.

1.1.7.2.2 **TCmdLine.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TCmdLine.

1.1.8 **TColor**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TColor.

1.1.8.1 **TColor Fields**

The fields of the TColor class are listed here.

Fields

♦	Alpha (see page 35)	This is Alpha, a member of class TColor.
♦	Blue (see page 35)	This is Blue, a member of class TColor.
♦	Green (see page 35)	This is Green, a member of class TColor.
♦	Red (see page 36)	This is Red, a member of class TColor.

1.1.8.1.1 **TColor.Alpha**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Alpha: Byte;
```

Description

This is Alpha, a member of class TColor.

1.1.8.1.2 **TColor.Blue**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Blue: Byte;
```

Description

This is Blue, a member of class TColor.

1.1.8.1.3 **TColor.Green**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Green: Byte;
```

Description

This is Green, a member of class TColor.

1.1.8.1.4 **TColor.Red**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Red: Byte;
```

Description

This is Red, a member of class TColor.

1.1.8.2 **TColor Methods**

The methods of the TColor class are listed here.

Methods

⇨◆	Clear (see page 36)	This is Clear, a member of class TColor.
⇨◆	Equal (see page 36)	This is Equal, a member of class TColor.
⇨◆	Fade (see page 36)	This is Fade, a member of class TColor.
⇨◆	Make (see page 37)	This is Make, a member of class TColor.
⇨◆	Makef (see page 37)	This is Makef, a member of class TColor.

1.1.8.2.1 **TColor.Clear**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TColor.

1.1.8.2.2 **TColor.Equal**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Equal, a member of class TColor.

1.1.8.2.3 **TColor.Fade**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Fade, a member of class TColor.

1.1.8.2.4 **TColor.Make**

File: DelphiGamekit.pas (see page 255)

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.

1.1.8.2.5 **TColor.Makef**

File: DelphiGamekit.pas (see page 255)

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.

1.1.8.3 **TColor Operators**

The operators of the TColor class are listed here.

Operators

	Implicit (see page 37)	This is Implicit, a member of class TColor.
	Implicit (see page 37)	This is Implicit, a member of class TColor.

1.1.8.3.1 **TColor.Implicit**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TColor.

1.1.8.3.2 **TColor.Implicit**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TColor.

1.1.9 **TConfigFile**

Class Hierarchy

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TConfigFile.

1.1.9.1 **TConfigFile Methods**

The methods of the TConfigFile class are listed here.

Methods

Close (see page 39)	This is Close, a member of class TConfigFile.
Create (see page 39)	This is Create, a member of class TConfigFile.
Destroy (see page 39)	This is Destroy, a member of class TConfigFile.
GetSectionValue (see page 39)	This is GetSectionValue, a member of class TConfigFile.
GetSectionValue (see page 39)	This is GetSectionValue, a member of class TConfigFile.
GetSectionValue (see page 40)	This is GetSectionValue, a member of class TConfigFile.
GetSectionValues (see page 40)	This is GetSectionValues, a member of class TConfigFile.
GetValue (see page 40)	This is GetValue, a member of class TConfigFile.
GetValue (see page 40)	This is GetValue, a member of class TConfigFile.
GetValue (see page 40)	This is GetValue, a member of class TConfigFile.
GetValue (see page 41)	This is GetValue, a member of class TConfigFile.
Open (see page 41)	This is Open, a member of class TConfigFile.
Opened (see page 41)	This is Opened, a member of class TConfigFile.
RemoveKey (see page 41)	This is RemoveKey, a member of class TConfigFile.
RemoveSection (see page 42)	This is RemoveSection, a member of class TConfigFile.
SetValue (see page 42)	This is SetValue, a member of class TConfigFile.
SetValue (see page 42)	This is SetValue, a member of class TConfigFile.
SetValue (see page 42)	This is SetValue, a member of class TConfigFile.
SetValue (see page 42)	This is SetValue, a member of class TConfigFile.
Update (see page 43)	This is Update, a member of class TConfigFile.

1.1.9.1.1 **TConfigFile.Close**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TConfigFile.

1.1.9.1.2 **TConfigFile.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TConfigFile.

1.1.9.1.3 **TConfigFile.Destroy**

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TConfigFile.

1.1.9.1.4 **TConfigFile.GetSectionValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.9.1.5 **TConfigFile.GetSectionValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.9.1.6 **TConfigFile.GetSectionValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.9.1.7 **TConfigFile.GetSectionValues**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValues, a member of class TConfigFile.

1.1.9.1.8 **TConfigFile.GetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.9 **TConfigFile.GetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.10 **TConfigFile.GetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.11 **TConfigFile.GetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.12 **TConfigFile.Open**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TConfigFile.

1.1.9.1.13 **TConfigFile.Opened**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function Opened: Boolean;
```

Description

This is Opened, a member of class TConfigFile.

1.1.9.1.14 **TConfigFile.RemoveKey**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is RemoveKey, a member of class TConfigFile.

1.1.9.1.15 **TConfigFile.RemoveSection**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is RemoveSection, a member of class TConfigFile.

1.1.9.1.16 **TConfigFile.SetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.17 **TConfigFile.SetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.18 **TConfigFile.SetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.19 **TConfigFile.SetValue**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.20 **TConfigFile.Update**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class TConfigFile.

1.1.10 **TController**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TController = record
end;
```

Description

This is class TController.

1.1.10.1 **TController Methods**

The methods of the TController class are listed here.

Methods

⇒●	ButtonDown (see page 43)	This is ButtonDown, a member of class TController.
⇒●	ButtonPressed (see page 44)	This is ButtonPressed, a member of class TController.
⇒●	ButtonReleased (see page 44)	This is ButtonReleased, a member of class TController.
⇒●	Clear (see page 44)	This is Clear, a member of class TController.
⇒●	Close (see page 44)	This is Close, a member of class TController.
⇒●	GetAxis (see page 44)	This is GetAxis, a member of class TController.
⇒●	Open (see page 45)	This is Open, a member of class TController.
⇒●	Shutdown (see page 45)	This is Shutdown, a member of class TController.
⇒●	Startup (see page 45)	This is Startup, a member of class TController.
⇒●	Update (see page 45)	This is Update, a member of class TController.

1.1.10.1.1 **TController.ButtonDown**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ButtonDown, a member of class TController.

1.1.10.1.2 **TController.ButtonPressed**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ButtonPressed, a member of class TController.

1.1.10.1.3 **TController.ButtonReleased**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ButtonReleased, a member of class TController.

1.1.10.1.4 **TController.Clear**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TController.

1.1.10.1.5 **TController.Close**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Close, a member of class TController.

1.1.10.1.6 **TController.GetAxis**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetAxis, a member of class TController.

1.1.10.1.7 **TController.Open**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TController.

1.1.10.1.8 **TController.Shutdown**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Shutdown, a member of class TController.

1.1.10.1.9 **TController.Startup**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Startup, a member of class TController.

1.1.10.1.10 **TController.Update**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Update, a member of class TController.

1.1.11 **TFont**

Class Hierarchy
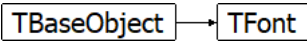
File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TFont.

1.1.11.1 **TFont Records**

The records of the TFont class are listed here.

Records

	TGlyph (see page 46)	This is record TFont.TGlyph.

1.1.11.1.1 **TFont.TGlyph**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TFont.TGlyph.

1.1.11.2 **TFont Constants**

The constants of the TFont class are listed here.

Constants

	cDefaultGlyphs (see page 46)	This is cDefaultGlyphs, a member of class TFont.

1.1.11.2.1 **TFont.cDefaultGlyphs**

File: DelphiGamekit.pas (see page 255)

Delphi

```
const cDefaultGlyphs = '
!"#$%&''()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{
|}~™©';
```

Description

This is cDefaultGlyphs, a member of class TFont.

1.1.11.3 **TFont Fields**

The fields of the TFont class are listed here.

Fields

🔹	FAtlas (see page 47)	This is FAtlas, a member of class TFont.
🔹	FAtlasSize (see page 47)	This is FAtlasSize, a member of class TFont.
🔹	FBaseLine (see page 47)	This is FBaseLine, a member of class TFont.
🔹	FGeometry (see page 47)	This is FGeometry, a member of class TFont.
🔹	FGlyph (see page 48)	This is FGlyph, a member of class TFont.
🔹	FUseVertexBuffer (see page 48)	This is FUseVertexBuffer, a member of class TFont.
🔹	FVertexBufferSize (see page 48)	This is FVertexBufferSize, a member of class TFont.

1.1.11.3.1 **TFont.FAtlas**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FAtlas: PSDL_Texture;
```

Description

This is FAtlas, a member of class TFont.

1.1.11.3.2 **TFont.FAtlasSize**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FAtlasSize: Integer;
```

Description

This is FAtlasSize, a member of class TFont.

1.1.11.3.3 **TFont.FBaseLine**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FBaseLine: Single;
```

Description

This is FBaseLine, a member of class TFont.

1.1.11.3.4 **TFont.FGeometry**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FGeometry: TGeometry;
```

Description

This is FGeometry, a member of class TFont.

1.1.11.3.5 **TFont.FGlyph**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FGlyph, a member of class TFont.

1.1.11.3.6 **TFont.FUseVertexBuffer**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FUseVertexBuffer: Boolean;
```

Description

This is FUseVertexBuffer, a member of class TFont.

1.1.11.3.7 **TFont.FVertexBufferSize**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FVertexBufferSize: UInt64;
```

Description

This is FVertexBufferSize, a member of class TFont.

1.1.11.4 **TFont Methods**

The methods of the TFont class are listed here.

Methods

Create (see page 49)	This is Create, a member of class TFont.
Destroy (see page 49)	This is Destroy, a member of class TFont.
DrawText (see page 49)	This is DrawText, a member of class TFont.
DrawText (see page 49)	This is DrawText, a member of class TFont.
GetUseVertexBuffer (see page 49)	This is GetUseVertexBuffer, a member of class TFont.
GetVertexBufferSize (see page 50)	This is GetVertexBufferSize, a member of class TFont.
Load (see page 50)	This is Load, a member of class TFont.
Load (see page 50)	This is Load, a member of class TFont.
LoadDefault (see page 50)	This is LoadDefault, a member of class TFont.
RenderVertices (see page 51)	This is RenderVertices, a member of class TFont.
SetUseVertexBuffer (see page 51)	This is SetUseVertexBuffer, a member of class TFont.
SetVertexBufferSize (see page 51)	This is SetVertexBufferSize, a member of class TFont.
TextHeight (see page 51)	This is TextHeight, a member of class TFont.
TextLength (see page 51)	This is TextLength, a member of class TFont.
Unload (see page 52)	This is Unload, a member of class TFont.

1.1.11.4.1 **TFont.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TFont.

1.1.11.4.2 **TFont.Destroy**

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TFont.

1.1.11.4.3 **TFont.DrawText**

File: DelphiGamekit.pas (see page 255)

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.

1.1.11.4.4 **TFont.DrawText**

File: DelphiGamekit.pas (see page 255)

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.

1.1.11.4.5 **TFont.GetUseVertexBuffer**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetUseVertexBuffer: Boolean;
```

Description

This is GetUseVertexBuffer, a member of class TFont.

1.1.11.4.6 **TFont.GetVertexBufferSize**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetVertexBufferSize: UInt64;
```

Description

This is GetVertexBufferSize, a member of class TFont.

1.1.11.4.7 **TFont.Load**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Load, a member of class TFont.

1.1.11.4.8 **TFont.Load**

File: DelphiGamekit.pas (see page 255)

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.

1.1.11.4.9 **TFont.LoadDefault**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadDefault, a member of class TFont.

1.1.11.4.10 **TFont.RenderVertices**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is RenderVertices, a member of class TFont.

1.1.11.4.11 **TFont.SetUseVertexBuffer**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetUseVertexBuffer, a member of class TFont.

1.1.11.4.12 **TFont.SetVertexBufferSize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetVertexBufferSize, a member of class TFont.

1.1.11.4.13 **TFont.TextHeight**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function TextHeight: Single;
```

Description

This is TextHeight, a member of class TFont.

1.1.11.4.14 **TFont.TextLength**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is TextLength, a member of class TFont.

1.1.11.4.15 **TFont.Unload**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TFont.

1.1.11.5 **TFont Properties**

The properties of the TFont class are listed here.

Properties

📝ℝ	Atlas (see page 52)	This is Atlas, a member of class TFont.
📝ℝ	AtlasSize (see page 52)	This is AtlasSize, a member of class TFont.

1.1.11.5.1 **TFont.Atlas**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Atlas: PSDL_Texture;
```

Description

This is Atlas, a member of class TFont.

1.1.11.5.2 **TFont.AtlasSize**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property AtlasSize: Integer;
```

Description

This is AtlasSize, a member of class TFont.

1.1.11.6 **TFont Nested Types**

The nested types of the TFont class are listed here.

Nested Types

🔹	PGlyph (see page 52)	This is nested type TFont.PGlyph.

1.1.11.6.1 **TFont.PGlyph**

File: DelphiGamekit.pas (see page 255)

Delphi

```
PGlyph = ^TGlyph;
```

Description

This is nested type TFont.PGlyph.

1.1.12 **TGame**

Class Hierarchy
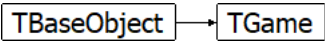
File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TGame.

1.1.12.1 **TGame Records**

The records of the TGame class are listed here.

Records

◆	TSettings (see page 53)	This is record TGame.TSettings.

1.1.12.1.1 **TGame.TSettings**

File: DelphiGamekit.pas (see page 255)

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;
  AllocateSoundChannels: Integer;
  ReserveSoundChannels: Integer;
  TimerUpdateRate: Cardinal;
  TimerFixedUpdateRate: Cardinal;
end;
```

Description

This is record TGame.TSettings.

1.1.12.2 TGame Fields

The fields of the TGame class are listed here.

Fields

♦	FArchive (see page 54)	This is FArchive, a member of class TGame.
♦	FAudio (see page 54)	This is FAudio, a member of class TGame.
♦	FCmdLine (see page 54)	This is FCmdLine, a member of class TGame.
♦	FConfigFile (see page 55)	This is FConfigFile, a member of class TGame.
♦	FDefaultFont (see page 55)	This is FDefaultFont, a member of class TGame.
♦	FHud (see page 55)	This is FHud, a member of class TGame.
♦	FInput (see page 55)	This is FInput, a member of class TGame.
♦	FLog (see page 55)	This is FLog, a member of class TGame.
♦	FPrefs (see page 55)	This is FPrefs, a member of class TGame.
♦	FReady (see page 56)	This is FReady, a member of class TGame.
♦	FSettings (see page 56)	This is FSettings, a member of class TGame.
♦	FSpeech (see page 56)	This is FSpeech, a member of class TGame.
♦	FTerminate (see page 56)	This is FTerminate, a member of class TGame.
♦	FTimer (see page 56)	This is FTimer, a member of class TGame.
♦	FVideo (see page 57)	This is FVideo, a member of class TGame.
♦	FWindow (see page 57)	This is FWindow, a member of class TGame.

1.1.12.2.1 TGame.FArchive

File: DelphiGamekit.pas (see page 255)

Delphi

```
FArchive: TArchive;
```

Description

This is FArchive, a member of class TGame.

1.1.12.2.2 TGame.FAudio

File: DelphiGamekit.pas (see page 255)

Delphi

```
FAudio: TAudio;
```

Description

This is FAudio, a member of class TGame.

1.1.12.2.3 TGame.FCmdLine

File: DelphiGamekit.pas (see page 255)

Delphi

```
FCmdLine: TCmdLine;
```

Description

This is FCmdLine, a member of class TGame.

1.1.12.2.4 **TGame.FConfigFile**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FConfigFile: TConfigFile;
```

Description

This is FConfigFile, a member of class TGame.

1.1.12.2.5 **TGame.FDefaultFont**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FDefaultFont: TFont;
```

Description

This is FDefaultFont, a member of class TGame.

1.1.12.2.6 **TGame.FHud**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHud: THud;
```

Description

This is FHud, a member of class TGame.

1.1.12.2.7 **TGame.FInput**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FInput: TInput;
```

Description

This is FInput, a member of class TGame.

1.1.12.2.8 **TGame.FLog**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FLog: TLog;
```

Description

This is FLog, a member of class TGame.

1.1.12.2.9 **TGame.FPrefs**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPrefs: TPrefs;
```

Description

This is FPrefs, a member of class TGame.

1.1.12.2.10 **TGame.FReady**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FReady: Boolean;
```

Description

This is FReady, a member of class TGame.

1.1.12.2.11 **TGame.FSettings**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FSettings: TSettings;
```

Description

This is FSettings, a member of class TGame.

1.1.12.2.12 **TGame.FSpeech**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FSpeech: TSpeech;
```

Description

This is FSpeech, a member of class TGame.

1.1.12.2.13 **TGame.FTerminate**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FTerminate: Boolean;
```

Description

This is FTerminate, a member of class TGame.

1.1.12.2.14 **TGame.FTimer**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FTimer: TTimer;
```

Description

This is FTimer, a member of class TGame.

1.1.12.2.15 **TGame.FVideo**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FVideo: TVideo;
```

Description

This is FVideo, a member of class TGame.

1.1.12.2.16 **TGame.FWindow**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FWindow: TWindow;
```

Description

This is FWindow, a member of class TGame.

1.1.12.3 **TGame Methods**

The methods of the TGame class are listed here.

Methods

⇒ 𝕍	Create (see page 58)	This is Create, a member of class TGame.
⇒ 𝕍	Destroy (see page 58)	This is Destroy, a member of class TGame.
⇒ 𝕍	OnApplySettings (see page 58)	This is OnApplySettings, a member of class TGame.
⇒ 𝕍	OnBuildArchiveProgress (see page 58)	This is OnBuildArchiveProgress, a member of class TGame.
⇒ 𝕍	OnClearWindow (see page 58)	This is OnClearWindow, a member of class TGame.
⇒ 𝕍	OnFixedUpdate (see page 59)	This is OnFixedUpdate, a member of class TGame.
⇒ 𝕍	OnLoadConfig (see page 59)	This is OnLoadConfig, a member of class TGame.
⇒ 𝕍	OnReady (see page 59)	This is OnReady, a member of class TGame.
⇒ 𝕍	OnRender (see page 59)	This is OnRender, a member of class TGame.
⇒ 𝕍	OnRenderHud (see page 59)	This is OnRenderHud, a member of class TGame.
⇒ 𝕍	OnSaveConfig (see page 60)	This is OnSaveConfig, a member of class TGame.
⇒ 𝕍	OnSetSettings (see page 60)	This is OnSetSettings, a member of class TGame.
⇒ 𝕍	OnShowWindow (see page 60)	This is OnShowWindow, a member of class TGame.
⇒ 𝕍	OnShutdown (see page 60)	This is OnShutdown, a member of class TGame.
⇒ 𝕍	OnSpeechWord (see page 60)	This is OnSpeechWord, a member of class TGame.
⇒ 𝕍	OnStartup (see page 60)	This is OnStartup, a member of class TGame.
⇒ 𝕍	OnUnapplySettings (see page 61)	This is OnUnapplySettings, a member of class TGame.
⇒ 𝕍	OnUpdate (see page 61)	This is OnUpdate, a member of class TGame.
⇒ 𝕍	OnVideoStatus (see page 61)	This is OnVideoStatus, a member of class TGame.
⇒ 𝕍	Process (see page 61)	This is Process, a member of class TGame.
⇒ 𝕍	Run (see page 61)	This is Run, a member of class TGame.
⇒	SDKVersion (see page 62)	This is SDKVersion, a member of class TGame.
⇒ 𝕍	Settings (see page 62)	This is Settings, a member of class TGame.
⇒ 𝕍	Shutdown (see page 62)	This is Shutdown, a member of class TGame.
⇒ 𝕍	Startup (see page 62)	This is Startup, a member of class TGame.

1.1.12.3.1 **TGame.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TGame.

1.1.12.3.2 **TGame.Destroy**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Destroy, a member of class TGame.

1.1.12.3.3 **TGame.OnApplySettings**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnApplySettings, a member of class TGame.

1.1.12.3.4 **TGame.OnBuildArchiveProgress**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnBuildArchiveProgress, a member of class TGame.

1.1.12.3.5 **TGame.OnClearWindow**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnClearWindow, a member of class TGame.

1.1.12.3.6 **TGame.OnFixedUpdate**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnFixedUpdate, a member of class TGame.

1.1.12.3.7 **TGame.OnLoadConfig**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnLoadConfig; virtual;
```

Description

This is OnLoadConfig, a member of class TGame.

1.1.12.3.8 **TGame.OnReady**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnReady, a member of class TGame.

1.1.12.3.9 **TGame.OnRender**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TGame.

1.1.12.3.10 **TGame.OnRenderHud**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnRenderHud; virtual;
```

Description

This is OnRenderHud, a member of class TGame.

1.1.12.3.11 **TGame.OnSaveConfig**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
procedure OnSaveConfig; virtual;
```

Description

This is OnSaveConfig, a member of class TGame.

1.1.12.3.12 **TGame.OnSetSettings**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
procedure OnSetSettings; virtual;
```

Description

This is OnSetSettings, a member of class TGame.

1.1.12.3.13 **TGame.OnShowWindow**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
procedure OnShowWindow; virtual;
```

Description

This is OnShowWindow, a member of class TGame.

1.1.12.3.14 **TGame.OnShutdown**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
procedure OnShutdown; virtual;
```

Description

This is OnShutdown, a member of class TGame.

1.1.12.3.15 **TGame.OnSpeechWord**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnSpeechWord, a member of class TGame.

1.1.12.3.16 **TGame.OnStartup**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnStartup; virtual;
```

Description

This is OnStartup, a member of class TGame.

1.1.12.3.17 **TGame.OnUnapplySettings**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnUnapplySettings; virtual;
```

Description

This is OnUnapplySettings, a member of class TGame.

1.1.12.3.18 **TGame.OnUpdate**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnUpdate, a member of class TGame.

1.1.12.3.19 **TGame.OnVideoStatus**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnVideoStatus, a member of class TGame.

1.1.12.3.20 **TGame.Process**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Process; virtual;
```

Description

This is Process, a member of class TGame.

1.1.12.3.21 **TGame.Run**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Run; virtual;
```

Description

This is Run, a member of class TGame.

1.1.12.3.22 **TGame.SDKVersion**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function SDKVersion: string;
```

Description

This is SDKVersion, a member of class TGame.

1.1.12.3.23 **TGame.Settings**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Settings, a member of class TGame.

1.1.12.3.24 **TGame.Shutdown**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Shutdown; virtual;
```

Description

This is Shutdown, a member of class TGame.

1.1.12.3.25 **TGame.Startup**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Startup, a member of class TGame.

1.1.12.4 **TGame Properties**

The properties of the TGame class are listed here.

Properties

📄ℝ	Archive (see page 63)	This is Archive, a member of class TGame.
📄ℝ	Audio (see page 63)	This is Audio, a member of class TGame.
📄ℝ	CmdLine (see page 63)	This is CmdLine, a member of class TGame.

		ConfigFile (see page 63)	This is ConfigFile, a member of class TGame.
		DefaultFont (see page 64)	This is DefaultFont, a member of class TGame.
		Hud (see page 64)	This is Hud, a member of class TGame.
		Input (see page 64)	This is Input, a member of class TGame.
		Log (see page 64)	This is Log, a member of class TGame.
		Prefs (see page 64)	This is Prefs, a member of class TGame.
		Speech (see page 64)	This is Speech, a member of class TGame.
		Terminate (see page 65)	This is Terminate, a member of class TGame.
		Timer (see page 65)	This is Timer, a member of class TGame.
		Video (see page 65)	This is Video, a member of class TGame.
		Window (see page 65)	This is Window, a member of class TGame.

1.1.12.4.1 **TGame.Archive**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Archive: TArchive;
```

Description

This is Archive, a member of class TGame.

1.1.12.4.2 **TGame.Audio**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Audio: TAudio;
```

Description

This is Audio, a member of class TGame.

1.1.12.4.3 **TGame.CmdLine**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property CmdLine: TCmdLine;
```

Description

This is CmdLine, a member of class TGame.

1.1.12.4.4 **TGame.ConfigFile**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property ConfigFile: TConfigFile;
```

Description

This is ConfigFile, a member of class TGame.

1.1.12.4.5 **TGame.DefaultFont**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property DefaultFont: TFont;
```

Description

This is DefaultFont, a member of class TGame.

1.1.12.4.6 **TGame.Hud**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Hud: THud;
```

Description

This is Hud, a member of class TGame.

1.1.12.4.7 **TGame.Input**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Input: TInput;
```

Description

This is Input, a member of class TGame.

1.1.12.4.8 **TGame.Log**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Log: TLog;
```

Description

This is Log, a member of class TGame.

1.1.12.4.9 **TGame.Prefs**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Prefs: TPrefs;
```

Description

This is Prefs, a member of class TGame.

1.1.12.4.10 **TGame.Speech**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Speech: TSpeech;
```

Description

This is Speech, a member of class TGame.

1.1.12.4.11 **TGame.Terminate**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Terminate: Boolean;
```

Description

This is Terminate, a member of class TGame.

1.1.12.4.12 **TGame.Timer**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Timer: TTimer;
```

Description

This is Timer, a member of class TGame.

1.1.12.4.13 **TGame.Video**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Video: TVideo;
```

Description

This is Video, a member of class TGame.

1.1.12.4.14 **TGame.Window**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Window: TWindow;
```

Description

This is Window, a member of class TGame.

1.1.12.5 **TGame Nested Types**

The nested types of the TGame class are listed here.

Nested Types

🔧	PSettings (see page 66)	This is nested type TGame.PSettings.

1.1.12.5.1 **TGame.PSettings**

File: DelphiGamekit.pas (see page 255)

Delphi

```
PSettings = ^TSettings;
```

Description

This is nested type TGame.PSettings.

1.1.13 **TGeometry**

Class Hierarchy
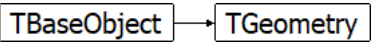
File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TGeometry.

1.1.13.1 **TGeometry Methods**

The methods of the TGeometry class are listed here.

Methods

⇒●	AddVertex (see page 66)	This is AddVertex, a member of class TGeometry.
⇒●	Alloc (see page 67)	This is Alloc, a member of class TGeometry.
⇒●Ⅴ	Create (see page 67)	This is Create, a member of class TGeometry.
⇒●Ⅴ	Destroy (see page 67)	This is Destroy, a member of class TGeometry.
⇒●	Render (see page 67)	This is Render, a member of class TGeometry.
⇒●	Reset (see page 67)	This is Reset, a member of class TGeometry.

1.1.13.1.1 **TGeometry.AddVertex**

File: DelphiGamekit.pas (see page 255)

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.

1.1.13.1.2 **TGeometry.Alloc**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Alloc, a member of class TGeometry.

1.1.13.1.3 **TGeometry.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGeometry.

1.1.13.1.4 **TGeometry.Destroy**

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGeometry.

1.1.13.1.5 **TGeometry.Render**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Render, a member of class TGeometry.

1.1.13.1.6 **TGeometry.Reset**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TGeometry.

1.1.14 THud

File: DelphiGamekit.pas (see page 255)

Delphi

```
THud = record
end;
```

Description

This is class THud.

1.1.14.1 THud Methods

The methods of the THud class are listed here.

Methods

⇒♦		ResetPos (see page 68)	This is ResetPos, a member of class THud.
⇒♦		SetLineSpace (see page 68)	This is SetLineSpace, a member of class THud.
⇒♦		SetPos (see page 68)	This is SetPos, a member of class THud.
⇒♦		SetTextItemPadWidth (see page 69)	This is SetTextItemPadWidth, a member of class THud.
⇒♦		Text (see page 69)	This is Text, a member of class THud.
⇒♦		TextItem (see page 69)	This is TextItem, a member of class THud.

1.1.14.1.1 THud.ResetPos

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ResetPos, a member of class THud.

1.1.14.1.2 THud.SetLineSpace

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetLineSpace, a member of class THud.

1.1.14.1.3 THud.SetPos

File: DelphiGamekit.pas (see page 255)

Delphi

```
class procedure SetPos(
    const aX: Integer;
```

```
    const aY: Integer
); static;
```

Description

This is SetPos, a member of class THud.

1.1.14.1.4 **THud.SetTextItemPadWidth**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetTextItemPadWidth, a member of class THud.

1.1.14.1.5 **THud.Text**

File: DelphiGamekit.pas (see page 255)

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.

1.1.14.1.6 **THud.TextItem**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is TextItem, a member of class THud.

1.1.14.2 **THud Operators**

The operators of the THud class are listed here.

Operators

	Finalize (see page 70)	This is Finalize, a member of class THud.
	Initialize (see page 70)	This is Initialize, a member of class THud.

1.1.14.2.1 **THud.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class THud.

1.1.14.2.2 **THud.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class THud.

1.1.15 **TInput**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
TInput = record
end;
```

Description

This is class TInput.

1.1.15.1 **TInput Methods**

The methods of the TInput class are listed here.

Methods

⇒◆	Clear (see page 71)	This is Clear, a member of class TInput.
⇒◆	Close (see page 71)	This is Close, a member of class TInput.
⇒◆	ControllerDown (see page 71)	This is ControllerDown, a member of class TInput.
⇒◆	ControllerPosition (see page 71)	This is ControllerPosition, a member of class TInput.
⇒◆	ControllerPressed (see page 71)	This is ControllerPressed, a member of class TInput.
⇒◆	ControllerReleased (see page 72)	This is ControllerReleased, a member of class TInput.
⇒◆	GetMouseInfo (see page 72)	This is GetMouseInfo, a member of class TInput.
⇒◆	KeyDown (see page 72)	This is KeyDown, a member of class TInput.
⇒◆	KeyPressed (see page 72)	This is KeyPressed, a member of class TInput.
⇒◆	KeyReleased (see page 72)	This is KeyReleased, a member of class TInput.
⇒◆	MouseDown (see page 73)	This is MouseDown, a member of class TInput.
⇒◆	MousePressed (see page 73)	This is MousePressed, a member of class TInput.

⇒♦	MouseReleased (see page 73)	This is MouseReleased, a member of class TInput.
⇒♦	Open (see page 73)	This is Open, a member of class TInput.
⇒♦	SetMousePos (see page 73)	This is SetMousePos, a member of class TInput.
⇒♦	Update (see page 74)	This is Update, a member of class TInput.

1.1.15.1.1 **TInput.Clear**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TInput.

1.1.15.1.2 **TInput.Close**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Close, a member of class TInput.

1.1.15.1.3 **TInput.ControllerDown**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerDown, a member of class TInput.

1.1.15.1.4 **TInput.ControllerPosition**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerPosition, a member of class TInput.

1.1.15.1.5 **TInput.ControllerPressed**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerPressed, a member of class TInput.

1.1.15.1.6 **TInput.ControllerReleased**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerReleased, a member of class TInput.

1.1.15.1.7 **TInput.GetMouseInfo**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetMouseInfo, a member of class TInput.

1.1.15.1.8 **TInput.KeyDown**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is KeyDown, a member of class TInput.

1.1.15.1.9 **TInput.KeyPressed**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is KeyPressed, a member of class TInput.

1.1.15.1.10 **TInput.KeyReleased**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is KeyReleased, a member of class TInput.

1.1.15.1.11 TInput.MouseDown

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MouseDown, a member of class TInput.

1.1.15.1.12 TInput.MousePressed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MousePressed, a member of class TInput.

1.1.15.1.13 TInput.MouseReleased

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MouseReleased, a member of class TInput.

1.1.15.1.14 TInput.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TInput.

1.1.15.1.15 TInput.SetMousePos

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetMousePos, a member of class TInput.

1.1.15.1.16 TInput.Update

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Update, a member of class TInput.

1.1.15.2 TInput Operators

The operators of the TInput class are listed here.

Operators

	Finalize (see page 74)	This is Finalize, a member of class TInput.
	Initialize (see page 74)	This is Initialize, a member of class TInput.

1.1.15.2.1 TInput.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TInput.

1.1.15.2.2 TInput.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TInput.

1.1.16 **TLog**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TLog = record
end;
```

Description

This is class TLog.

1.1.16.1 **TLog Methods**

The methods of the TLog class are listed here.

Methods

⇒♦	Add (see page 75)	This is Add, a member of class TLog.
⇒♦	Close (see page 75)	This is Close, a member of class TLog.
⇒♦	Fatal (see page 76)	This is Fatal, a member of class TLog.
⇒♦	GetConsoleOutput (see page 76)	This is GetConsoleOutput, a member of class TLog.
⇒♦	GetFilename (see page 76)	This is GetFilename, a member of class TLog.
⇒♦	Open (see page 76)	This is Open, a member of class TLog.
⇒♦	Opened (see page 76)	This is Opened, a member of class TLog.
⇒♦	Reset (see page 76)	This is Reset, a member of class TLog.
⇒♦	SetConsoleOutput (see page 77)	This is SetConsoleOutput, a member of class TLog.
⇒♦	View (see page 77)	This is View, a member of class TLog.

1.1.16.1.1 **TLog.Add**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Add, a member of class TLog.

1.1.16.1.2 **TLog.Close**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Close, a member of class TLog.

1.1.16.1.3 **TLog.Fatal**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Fatal, a member of class TLog.

1.1.16.1.4 **TLog.GetConsoleOutput**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetConsoleOutput, a member of class TLog.

1.1.16.1.5 **TLog.GetFilename**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetFilename, a member of class TLog.

1.1.16.1.6 **TLog.Open**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TLog.

1.1.16.1.7 **TLog.Opened**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Opened, a member of class TLog.

1.1.16.1.8 **TLog.Reset**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TLog.

1.1.16.1.9 **TLog.SetConsoleOutput**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetConsoleOutput, a member of class TLog.

1.1.16.1.10 **TLog.View**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is View, a member of class TLog.

1.1.16.2 **TLog Operators**

The operators of the TLog class are listed here.

Operators

	Finalize (see page 77)	This is Finalize, a member of class TLog.
	Initialize (see page 77)	This is Initialize, a member of class TLog.

1.1.16.2.1 **TLog.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TLog.

1.1.16.2.2 **TLog.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TLog.

1.1.17 **TPoint**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TPoint.

1.1.17.1 **TPoint Fields**

The fields of the TPoint class are listed here.

Fields

♦	X (see page 78)	This is X, a member of class TPoint.
♦	Y (see page 78)	This is Y, a member of class TPoint.
♦	Z (see page 78)	This is Z, a member of class TPoint.

1.1.17.1.1 **TPoint.X**

File: DelphiGamekit.pas (see page 255)

Delphi

```
X: Single;
```

Description

This is X, a member of class TPoint.

1.1.17.1.2 **TPoint.Y**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TPoint.

1.1.17.1.3 **TPoint.Z**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Z: Single;
```

Description

This is Z, a member of class TPoint.

1.1.17.2 TPoint Methods

The methods of the TPoint class are listed here.

Methods

◦	Create (see page 79)	This is Create, a member of class TPoint.

1.1.17.2.1 TPoint.Create

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TPoint.

1.1.17.3 TPoint Operators

The operators of the TPoint class are listed here.

Operators

✎	Implicit (see page 79)	This is Implicit, a member of class TPoint.
✎	Implicit (see page 79)	This is Implicit, a member of class TPoint.
✎	Implicit (see page 80)	This is Implicit, a member of class TPoint.
✎	Initialize (see page 80)	This is Initialize, a member of class TPoint.

1.1.17.3.1 TPoint.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.17.3.2 TPoint.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.17.3.3 **TPoint.Implicit**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.17.3.4 **TPoint.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TPoint.

1.1.18 **TPrefs**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TPrefs = record
end;
```

Description

This is class TPrefs.

1.1.18.1 **TPrefs Methods**

The methods of the TPrefs class are listed here.

Methods

	GetAppName (see page 81)	This is GetAppName, a member of class TPrefs.
	GetOrgName (see page 81)	This is GetOrgName, a member of class TPrefs.
	GetPath (see page 81)	This is GetPath, a member of class TPrefs.
	GotoPath (see page 81)	This is GotoPath, a member of class TPrefs.
	SetAppName (see page 81)	This is SetAppName, a member of class TPrefs.
	SetOrgName (see page 81)	This is SetOrgName, a member of class TPrefs.

1.1.18.1.1 **TPrefs.GetAppName**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetAppName, a member of class TPrefs.

1.1.18.1.2 **TPrefs.GetOrgName**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetOrgName, a member of class TPrefs.

1.1.18.1.3 **TPrefs.GetPath**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetPath, a member of class TPrefs.

1.1.18.1.4 **TPrefs.GotoPath**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GotoPath, a member of class TPrefs.

1.1.18.1.5 **TPrefs.SetAppName**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetAppName, a member of class TPrefs.

1.1.18.1.6 **TPrefs.SetOrgName**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetOrgName, a member of class TPrefs.

1.1.18.2 **TPrefs Operators**

The operators of the TPrefs class are listed here.

Operators

	Finalize (see page 82)	This is Finalize, a member of class TPrefs.
	Initialize (see page 82)	This is Initialize, a member of class TPrefs.

1.1.18.2.1 **TPrefs.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TPrefs.

1.1.18.2.2 **TPrefs.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TPrefs.

1.1.19 **TRect**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TRect.

1.1.19.1 **TRect Fields**

The fields of the TRect class are listed here.

Fields

◆	Height (see page 83)	This is Height, a member of class TRect.
◆	Width (see page 83)	This is Width, a member of class TRect.
◆	X (see page 83)	This is X, a member of class TRect.
◆	Y (see page 83)	This is Y, a member of class TRect.

1.1.19.1.1 **TRect.Height**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Height: Single;
```

Description

This is Height, a member of class TRect.

1.1.19.1.2 **TRect.Width**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Width: Single;
```

Description

This is Width, a member of class TRect.

1.1.19.1.3 **TRect.X**

File: DelphiGamekit.pas (see page 255)

Delphi

```
X: Single;
```

Description

This is X, a member of class TRect.

1.1.19.1.4 **TRect.Y**

File: DelphiGamekit.pas (see page 255)

Delphi

```
Y: Single;
```

Description

This is Y, a member of class TRect.

1.1.19.2 **TRect Methods**

The methods of the TRect class are listed here.

Methods

	Assign (see page 84)	This is Assign, a member of class TRect.
	Create (see page 84)	This is Create, a member of class TRect.
	Intersect (see page 84)	This is Intersect, a member of class TRect.

1.1.19.2.1 **TRect.Assign**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TRect.

1.1.19.2.2 **TRect.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TRect.

1.1.19.2.3 **TRect.Intersect**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Intersect, a member of class TRect.

1.1.19.3 **TRect Operators**

The operators of the TRect class are listed here.

Operators

	Implicit (see page 85)	This is Implicit, a member of class TRect.
	Implicit (see page 85)	This is Implicit, a member of class TRect.
	Implicit (see page 85)	This is Implicit, a member of class TRect.
	Initialize (see page 85)	This is Initialize, a member of class TRect.

1.1.19.3.1 **TRect.Implicit**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.19.3.2 **TRect.Implicit**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.19.3.3 **TRect.Implicit**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.19.3.4 **TRect.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TRect.

1.1.20 **TSpeech**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TSpeech = record
end;
```

Description

This is class TSpeech.

1.1.20.1 **TSpeech Methods**

The methods of the TSpeech class are listed here.

Methods

⇒◆	Active (see page 86)	This is Active, a member of class TSpeech.
⇒◆	ChangeVoice (see page 86)	This is ChangeVoice, a member of class TSpeech.
⇒◆	Clear (see page 86)	This is Clear, a member of class TSpeech.
⇒◆	GetRate (see page 87)	This is GetRate, a member of class TSpeech.
⇒◆	GetVoice (see page 87)	This is GetVoice, a member of class TSpeech.
⇒◆	GetVoiceAttribute (see page 87)	This is GetVoiceAttribute, a member of class TSpeech.
⇒◆	GetVoiceCount (see page 87)	This is GetVoiceCount, a member of class TSpeech.
⇒◆	GetVolume (see page 87)	This is GetVolume, a member of class TSpeech.
⇒◆	Pause (see page 88)	This is Pause, a member of class TSpeech.
⇒◆	Reset (see page 88)	This is Reset, a member of class TSpeech.
⇒◆	Resume (see page 88)	This is Resume, a member of class TSpeech.
⇒◆	Say (see page 88)	This is Say, a member of class TSpeech.
⇒◆	SetRate (see page 88)	This is SetRate, a member of class TSpeech.
⇒◆	SetVolume (see page 89)	This is SetVolume, a member of class TSpeech.
⇒◆	SubstituteWord (see page 89)	This is SubstituteWord, a member of class TSpeech.

1.1.20.1.1 **TSpeech.Active**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Active, a member of class TSpeech.

1.1.20.1.2 **TSpeech.ChangeVoice**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ChangeVoice, a member of class TSpeech.

1.1.20.1.3 **TSpeech.Clear**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TSpeech.

1.1.20.1.4 **TSpeech.GetRate**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRate, a member of class TSpeech.

1.1.20.1.5 **TSpeech.GetVoice**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVoice, a member of class TSpeech.

1.1.20.1.6 **TSpeech.GetVoiceAttribute**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVoiceAttribute, a member of class TSpeech.

1.1.20.1.7 **TSpeech.GetVoiceCount**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVoiceCount, a member of class TSpeech.

1.1.20.1.8 **TSpeech.GetVolume**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVolume, a member of class TSpeech.

1.1.20.1.9 **TSpeech.Pause**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Pause, a member of class TSpeech.

1.1.20.1.10 **TSpeech.Reset**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TSpeech.

1.1.20.1.11 **TSpeech.Resume**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Resume, a member of class TSpeech.

1.1.20.1.12 **TSpeech.Say**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Say, a member of class TSpeech.

1.1.20.1.13 **TSpeech.SetRate**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetRate, a member of class TSpeech.

1.1.20.1.14 **TSpeech.SetVolume**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetVolume, a member of class TSpeech.

1.1.20.1.15 **TSpeech.SubstituteWord**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SubstituteWord, a member of class TSpeech.

1.1.20.2 **TSpeech Operators**

The operators of the TSpeech class are listed here.

Operators

	Finalize (see page 89)	This is Finalize, a member of class TSpeech.
	Initialize (see page 89)	This is Initialize, a member of class TSpeech.

1.1.20.2.1 **TSpeech.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TSpeech.

1.1.20.2.2 **TSpeech.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TSpeech.

1.1.21 **TTexture**

Class Hierarchy
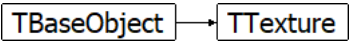
File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TTexture.

1.1.21.1 **TTexture Fields**

The fields of the TTexture class are listed here.

Fields

🔹	FHandle (see page 90)	This is FHandle, a member of class TTexture.
🔹	FHeight (see page 90)	This is FHeight, a member of class TTexture.
🔹	FLockRect (see page 90)	This is FLockRect, a member of class TTexture.
🔹	FPitch (see page 91)	This is FPitch, a member of class TTexture.
🔹	FPixelFormat (see page 91)	This is FPixelFormat, a member of class TTexture.
🔹	FPixels (see page 91)	This is FPixels, a member of class TTexture.
🔹	FWidth (see page 91)	This is FWidth, a member of class TTexture.

1.1.21.1.1 **TTexture.FHandle**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHandle: PSDL_Texture;
```

Description

This is FHandle, a member of class TTexture.

1.1.21.1.2 **TTexture.FHeight**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHeight: Integer;
```

Description

This is FHeight, a member of class TTexture.

1.1.21.1.3 **TTexture.FLockRect**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FLockRect: SDL_FRect;
```

Description

This is FLockRect, a member of class TTexture.

1.1.21.1.4 **TTexture.FPitch**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPitch: Integer;
```

Description

This is FPitch, a member of class TTexture.

1.1.21.1.5 **TTexture.FPixelFormat**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPixelFormat: PSDL_PixelFormat;
```

Description

This is FPixelFormat, a member of class TTexture.

1.1.21.1.6 **TTexture.FPixels**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPixels: Pointer;
```

Description

This is FPixels, a member of class TTexture.

1.1.21.1.7 **TTexture.FWidth**

File: DelphiGamekit.pas (see page 255)

Delphi

```
FWidth: Integer;
```

Description

This is FWidth, a member of class TTexture.

1.1.21.2 **TTexture Methods**

The methods of the TTexture class are listed here.

Methods

	Alloc (see page 92)	This is Alloc, a member of class TTexture.
	Create (see page 92)	This is Create, a member of class TTexture.
	Destroy (see page 92)	This is Destroy, a member of class TTexture.

⇒◆	GetColor (see page 92)	This is GetColor, a member of class TTexture.
⇒◆	GetPixel (see page 93)	This is GetPixel, a member of class TTexture.
⇒◆	GetSize (see page 93)	This is GetSize, a member of class TTexture.
⇒◆	Load (see page 93)	This is Load, a member of class TTexture.
⇒◆	LoadTexture (see page 93)	This is LoadTexture, a member of class TTexture.
⇒◆	Lock (see page 94)	This is Lock, a member of class TTexture.
⇒◆	Render (see page 94)	This is Render, a member of class TTexture.
⇒◆	RenderTiled (see page 94)	This is RenderTiled, a member of class TTexture.
⇒◆	Save (see page 94)	This is Save, a member of class TTexture.
⇒◆	SetColor (see page 95)	This is SetColor, a member of class TTexture.
⇒◆	SetPixel (see page 95)	This is SetPixel, a member of class TTexture.
⇒◆	Unload (see page 95)	This is Unload, a member of class TTexture.
⇒◆	Unlock (see page 95)	This is Unlock, a member of class TTexture.

1.1.21.2.1 **TTexture.Alloc**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Alloc, a member of class TTexture.

1.1.21.2.2 **TTexture.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TTexture.

1.1.21.2.3 **TTexture.Destroy**

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TTexture.

1.1.21.2.4 **TTexture.GetColor**

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetColor: SDL_Color;
```

Description

This is GetColor, a member of class TTexture.

1.1.21.2.5 **TTexture.GetPixel**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetPixel, a member of class TTexture.

1.1.21.2.6 **TTexture.GetSize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSize, a member of class TTexture.

1.1.21.2.7 **TTexture.Load**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Load, a member of class TTexture.

1.1.21.2.8 **TTexture.LoadTexture**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadTexture, a member of class TTexture.

1.1.21.2.9 **TTexture.Lock**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Lock, a member of class TTexture.

1.1.21.2.10 **TTexture.Render**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Render(
    const aSrcRect: PSDL_FRect;
    const aX: Single;
    const aY: Single;
    aScale: Single;
    aAngle: Single;
    const aFlipMode: TFlipMode;
    const aOrigin: PSDL_FPoint;
    const aColor: SDL_Color;
    const aBlendMode: TBlendMode
);
```

Description

This is Render, a member of class TTexture.

1.1.21.2.11 **TTexture.RenderTiled**

File: DelphiGamekit.pas (see page 255)

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.

1.1.21.2.12 **TTexture.Save**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Save, a member of class TTexture.

1.1.21.2.13 **TTexture.SetColor**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetColor, a member of class TTexture.

1.1.21.2.14 **TTexture.SetPixel**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetPixel, a member of class TTexture.

1.1.21.2.15 **TTexture.Unload**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TTexture.

1.1.21.2.16 **TTexture.Unlock**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Unlock;
```

Description

This is Unlock, a member of class TTexture.

1.1.21.3 **TTexture Properties**

The properties of the TTexture class are listed here.

Properties

☞ℝ	Handle (see page 96)	This is Handle, a member of class TTexture.
☞ℝ	Height (see page 96)	This is Height, a member of class TTexture.
☞ℝ	Width (see page 96)	This is Width, a member of class TTexture.

1.1.21.3.1 **TTexture.Handle**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Handle: PSDL_Texture;
```

Description

This is Handle, a member of class TTexture.

1.1.21.3.2 **TTexture.Height**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Height: Integer;
```

Description

This is Height, a member of class TTexture.

1.1.21.3.3 **TTexture.Width**

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Width: Integer;
```

Description

This is Width, a member of class TTexture.

1.1.22 **TTimer**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TTimer = record
end;
```

Description

This is class TTimer.

1.1.22.1 **TTimer Methods**

The methods of the TTimer class are listed here.

Methods

⇒◆	Elapsed (see page 97)	This is Elapsed, a member of class TTimer.
⇒◆	FrameElapsed (see page 97)	This is FrameElapsed, a member of class TTimer.
⇒◆	FrameRate (see page 97)	This is FrameRate, a member of class TTimer.
⇒◆	FrameSpeed (see page 97)	This is FrameSpeed, a member of class TTimer.
⇒◆	Reset (see page 97)	This is Reset, a member of class TTimer.
⇒◆	Update (see page 98)	This is Update, a member of class TTimer.

1.1.22.1.1 **TTimer.Elapsed**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Elapsed, a member of class TTimer.

1.1.22.1.2 **TTimer.FrameElapsed**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FrameElapsed, a member of class TTimer.

1.1.22.1.3 **TTimer.FrameRate**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FrameRate, a member of class TTimer.

1.1.22.1.4 **TTimer.FrameSpeed**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FrameSpeed, a member of class TTimer.

1.1.22.1.5 **TTimer.Reset**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TTimer.

1.1.22.1.6 **TTimer.Update**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Update, a member of class TTimer.

1.1.22.2 **TTimer Operators**

The operators of the TTimer class are listed here.

Operators

	Finalize (see page 98)	This is Finalize, a member of class TTimer.
	Initialize (see page 98)	This is Initialize, a member of class TTimer.

1.1.22.2.1 **TTimer.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TTimer.

1.1.22.2.2 **TTimer.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TTimer.

1.1.23 **TVector**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TVector = record
  W: Single;
  X: Single;
```

```
    Y: Single;
    Z: Single;
  end;
```

Description

This is class TVector.

1.1.23.1 TVector Fields

The fields of the TVector class are listed here.

Fields

◆	W (see page 99)	This is W, a member of class TVector.
◆	X (see page 99)	This is X, a member of class TVector.
◆	Y (see page 99)	This is Y, a member of class TVector.
◆	Z (see page 99)	This is Z, a member of class TVector.

1.1.23.1.1 TVector.W

File: DelphiGamekit.pas (see page 255)

Delphi

```
  W: Single;
```

Description

This is W, a member of class TVector.

1.1.23.1.2 TVector.X

File: DelphiGamekit.pas (see page 255)

Delphi

```
  X: Single;
```

Description

This is X, a member of class TVector.

1.1.23.1.3 TVector.Y

File: DelphiGamekit.pas (see page 255)

Delphi

```
  Y: Single;
```

Description

This is Y, a member of class TVector.

1.1.23.1.4 TVector.Z

File: DelphiGamekit.pas (see page 255)

Delphi

```
  Z: Single;
```

Description

This is Z, a member of class TVector.

1.1.23.2 **TVector Methods**

The methods of the TVector class are listed here.

Methods

⇒♦	Add (see page 100)	This is Add, a member of class TVector.
⇒♦	Angle (see page 100)	This is Angle, a member of class TVector.
⇒♦	Assign (see page 101)	This is Assign, a member of class TVector.
⇒♦	Assign (see page 101)	This is Assign, a member of class TVector.
⇒♦	Assign (see page 101)	This is Assign, a member of class TVector.
⇒♦	Assign (see page 101)	This is Assign, a member of class TVector.
⇒♦	Clear (see page 101)	This is Clear, a member of class TVector.
⇒♦	Create (see page 102)	This is Create, a member of class TVector.
⇒♦	Distance (see page 102)	This is Distance, a member of class TVector.
⇒♦	Divide (see page 102)	This is Divide, a member of class TVector.
⇒♦	DivideBy (see page 102)	This is DivideBy, a member of class TVector.
⇒♦	DotProduct (see page 103)	This is DotProduct, a member of class TVector.
⇒♦	Magnitude (see page 103)	This is Magnitude, a member of class TVector.
⇒♦	MagnitudeSquared (see page 103)	This is MagnitudeSquared, a member of class TVector.
⇒♦	MagnitudeTruncate (see page 103)	This is MagnitudeTruncate, a member of class TVector.
⇒♦	Multiply (see page 103)	This is Multiply, a member of class TVector.
⇒♦	Negate (see page 104)	This is Negate, a member of class TVector.
⇒♦	Normalize (see page 104)	This is Normalize, a member of class TVector.
⇒♦	Project (see page 104)	This is Project, a member of class TVector.
⇒♦	Scale (see page 104)	This is Scale, a member of class TVector.
⇒♦	Subtract (see page 104)	This is Subtract, a member of class TVector.
⇒♦	Thrust (see page 105)	This is Thrust, a member of class TVector.

1.1.23.2.1 **TVector.Add**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Add, a member of class TVector.

1.1.23.2.2 **TVector.Angle**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Angle, a member of class TVector.

1.1.23.2.3 **TVector.Assign**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.23.2.4 **TVector.Assign**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.23.2.5 **TVector.Assign**

File: DelphiGamekit.pas (see page 255)

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.

1.1.23.2.6 **TVector.Assign**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.23.2.7 **TVector.Clear**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TVector.

1.1.23.2.8 **TVector.Create**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TVector.

1.1.23.2.9 **TVector.Distance**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Distance, a member of class TVector.

1.1.23.2.10 **TVector.Divide**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Divide, a member of class TVector.

1.1.23.2.11 **TVector.DivideBy**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DivideBy, a member of class TVector.

1.1.23.2.12 **TVector.DotProduct**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DotProduct, a member of class TVector.

1.1.23.2.13 **TVector.Magnitude**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
function Magnitude: Single;
```

Description

This is Magnitude, a member of class TVector.

1.1.23.2.14 **TVector.MagnitudeSquared**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
function MagnitudeSquared: Single;
```

Description

This is MagnitudeSquared, a member of class TVector.

1.1.23.2.15 **TVector.MagnitudeTruncate**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MagnitudeTruncate, a member of class TVector.

1.1.23.2.16 **TVector.Multiply**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Multiply, a member of class TVector.

1.1.23.2.17 **TVector.Negate**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Negate;
```

Description

This is Negate, a member of class TVector.

1.1.23.2.18 **TVector.Normalize**

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Normalize;
```

Description

This is Normalize, a member of class TVector.

1.1.23.2.19 **TVector.Project**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Project, a member of class TVector.

1.1.23.2.20 **TVector.Scale**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Scale, a member of class TVector.

1.1.23.2.21 **TVector.Subtract**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Subtract, a member of class TVector.

1.1.23.2.22 **TVector.Thrust**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Thrust, a member of class TVector.

1.1.23.3 **TVector Operators**

The operators of the TVector class are listed here.

Operators

	Initialize (see page 105)	This is Initialize, a member of class TVector.

1.1.23.3.1 **TVector.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TVector.

1.1.24 **TVideo**

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
TVideo = record
end;
```

Description

This is class TVideo.

1.1.24.1 **TVideo Methods**

The methods of the TVideo class are listed here.

Methods

	Draw (see page 106)	This is Draw, a member of class TVideo.
	GetFrameRate (see page 106)	This is GetFrameRate, a member of class TVideo.
	GetHeight (see page 106)	This is GetHeight, a member of class TVideo.
	GetStatus (see page 106)	This is GetStatus, a member of class TVideo.

⇒◆	GetVolume (see page 107)	This is GetVolume, a member of class TVideo.
⇒◆	GetWidth (see page 107)	This is GetWidth, a member of class TVideo.
⇒◆	Load (see page 107)	This is Load, a member of class TVideo.
⇒◆	LoadPlay (see page 107)	This is LoadPlay, a member of class TVideo.
⇒◆	Pause (see page 107)	This is Pause, a member of class TVideo.
⇒◆	Play (see page 108)	This is Play, a member of class TVideo.
⇒◆	Rewind (see page 108)	This is Rewind, a member of class TVideo.
⇒◆	SetVolume (see page 108)	This is SetVolume, a member of class TVideo.
⇒◆	Stop (see page 108)	This is Stop, a member of class TVideo.
⇒◆	Unload (see page 108)	This is Unload, a member of class TVideo.
⇒◆	Update (see page 109)	This is Update, a member of class TVideo.

1.1.24.1.1 TVideo.Draw

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Draw, a member of class TVideo.

1.1.24.1.2 TVideo.GetFrameRate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetFrameRate, a member of class TVideo.

1.1.24.1.3 TVideo.GetHeight

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetHeight, a member of class TVideo.

1.1.24.1.4 TVideo.GetStatus

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetStatus, a member of class TVideo.

1.1.24.1.5 **TVideo.GetVolume**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVolume, a member of class TVideo.

1.1.24.1.6 **TVideo.GetWidth**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetWidth, a member of class TVideo.

1.1.24.1.7 **TVideo.Load**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Load, a member of class TVideo.

1.1.24.1.8 **TVideo.LoadPlay**

File: DelphiGamekit.pas (see page 255)

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.

1.1.24.1.9 **TVideo.Pause**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Pause, a member of class TVideo.

1.1.24.1.10 **TVideo.Play**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Play, a member of class TVideo.

1.1.24.1.11 **TVideo.Rewind**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Rewind, a member of class TVideo.

1.1.24.1.12 **TVideo.SetVolume**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetVolume, a member of class TVideo.

1.1.24.1.13 **TVideo.Stop**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Stop, a member of class TVideo.

1.1.24.1.14 **TVideo.Unload**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Unload, a member of class TVideo.

1.1.24.1.15 **TVideo.Update**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Update, a member of class TVideo.

1.1.24.2 **TVideo Operators**

The operators of the TVideo class are listed here.

Operators

	Finalize (see page 109)	This is Finalize, a member of class TVideo.
	Initialize (see page 109)	This is Initialize, a member of class TVideo.

1.1.24.2.1 **TVideo.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TVideo.

1.1.24.2.2 **TVideo.Initialize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TVideo.

1.1.25 **TWindow**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TWindow = record
```

```
  end;
```

Description

This is class TWindow.

1.1.25.1 **TWindow Methods**

The methods of the TWindow class are listed here.

Methods

⇒♦	Clear (see page 110)	This is Clear, a member of class TWindow.
⇒♦	Close (see page 110)	This is Close, a member of class TWindow.
⇒♦	DrawFilledRect (see page 111)	This is DrawFilledRect, a member of class TWindow.
⇒♦	DrawLine (see page 111)	This is DrawLine, a member of class TWindow.
⇒♦	DrawPoint (see page 111)	This is DrawPoint, a member of class TWindow.
⇒♦	DrawRect (see page 111)	This is DrawRect, a member of class TWindow.
⇒♦	GetDDPI (see page 112)	This is GetDDPI, a member of class TWindow.
⇒♦	GetHDPI (see page 112)	This is GetHDPI, a member of class TWindow.
⇒♦	GetRendererHandle (see page 112)	This is GetRendererHandle, a member of class TWindow.
⇒♦	GetRendererInfo (see page 112)	This is GetRendererInfo, a member of class TWindow.
⇒♦	GetRendererScale (see page 112)	This is GetRendererScale, a member of class TWindow.
⇒♦	GetRendererSize (see page 113)	This is GetRendererSize, a member of class TWindow.
⇒♦	GetTitle (see page 113)	This is GetTitle, a member of class TWindow.
⇒♦	GetVDPI (see page 113)	This is GetVDPI, a member of class TWindow.
⇒♦	GetViewport (see page 113)	This is GetViewport, a member of class TWindow.
⇒♦	GetWindowHandle (see page 113)	This is GetWindowHandle, a member of class TWindow.
⇒♦	GetWindowSize (see page 113)	This is GetWindowSize, a member of class TWindow.
⇒♦	IsOpen (see page 114)	This is IsOpen, a member of class TWindow.
⇒♦	Open (see page 114)	This is Open, a member of class TWindow.
⇒♦	Save (see page 114)	This is Save, a member of class TWindow.
⇒♦	SetTitle (see page 114)	This is SetTitle, a member of class TWindow.
⇒♦	Show (see page 115)	This is Show, a member of class TWindow.
⇒♦	ShowRenderTarget (see page 115)	This is ShowRenderTarget, a member of class TWindow.

1.1.25.1.1 **TWindow.Clear**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TWindow.

1.1.25.1.2 **TWindow.Close**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Close, a member of class TWindow.

1.1.25.1.3 **TWindow.DrawFilledRect**

File: DelphiGamekit.pas (see page 255)

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.

1.1.25.1.4 **TWindow.DrawLine**

File: DelphiGamekit.pas (see page 255)

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.

1.1.25.1.5 **TWindow.DrawPoint**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DrawPoint, a member of class TWindow.

1.1.25.1.6 **TWindow.DrawRect**

File: DelphiGamekit.pas (see page 255)

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.

1.1.25.1.7 **TWindow.GetDDPI**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetDDPI, a member of class TWindow.

1.1.25.1.8 **TWindow.GetHDPI**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetHDPI, a member of class TWindow.

1.1.25.1.9 **TWindow.GetRendererHandle**

File: DelphiGamekit.pas (see page 255)

Delphi

```
class function GetRendererHandle: PSDL_Renderer; static;
```

Description

This is GetRendererHandle, a member of class TWindow.

1.1.25.1.10 **TWindow.GetRendererInfo**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRendererInfo, a member of class TWindow.

1.1.25.1.11 **TWindow.GetRendererScale**

File: DelphiGamekit.pas (see page 255)

Delphi

```
class function GetRendererScale: TPoint; static;
```

Description

This is GetRendererScale, a member of class TWindow.

1.1.25.1.12 **TWindow.GetRendererSize**

File: DelphiGamekit.pas (see page 255)

Delphi

```
class function GetRendererSize: TPoint; static;
```

Description

This is GetRendererSize, a member of class TWindow.

1.1.25.1.13 **TWindow.GetTitle**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetTitle, a member of class TWindow.

1.1.25.1.14 **TWindow.GetVDPI**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVDPI, a member of class TWindow.

1.1.25.1.15 **TWindow.GetViewport**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetViewport, a member of class TWindow.

1.1.25.1.16 **TWindow.GetWindowHandle**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetWindowHandle, a member of class TWindow.

1.1.25.1.17 **TWindow.GetWindowSize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetWindowSize, a member of class TWindow.

1.1.25.1.18 **TWindow.IsOpen**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is IsOpen, a member of class TWindow.

1.1.25.1.19 **TWindow.Open**

File: DelphiGamekit.pas (see page 255)

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.

1.1.25.1.20 **TWindow.Save**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Save, a member of class TWindow.

1.1.25.1.21 **TWindow.SetTitle**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetTitle, a member of class TWindow.

1.1.25.1.22 **TWindow.Show**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Show, a member of class TWindow.

1.1.25.1.23 **TWindow.ShowRenderTarget**

File: DelphiGamekit.pas (see page 255)

Delphi

```
class procedure ShowRenderTarget; static;
```

Description

This is ShowRenderTarget, a member of class TWindow.

1.1.25.2 **TWindow Operators**

The operators of the TWindow class are listed here.

Operators

	Finalize (see page 115)	This is Finalize, a member of class TWindow.
	Initialize (see page 115)	This is Initialize, a member of class TWindow.

1.1.25.2.1 **TWindow.Finalize**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TWindow.

1.1.25.2.2 **TWindow.Initialize**

File: DelphiGamekit.pas (see page 255)

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 117)	This is function AddSelfToUserPath.
⇒◆	AngleCos (see page 118)	This is function AngleCos.
⇒◆	AngleDiff (see page 118)	This is function AngleDiff.
⇒◆	AngleRotatePos (see page 118)	This is function AngleRotatePos.
⇒◆	AngleSin (see page 118)	This is function AngleSin.
⇒◆	CaptureConsoleOutput (see page 119)	This is function CaptureConsoleOutput.
⇒◆	CircleInRectangle (see page 119)	This is function CircleInRectangle.
⇒◆	CirclesOverlap (see page 119)	This is function CirclesOverlap.
⇒◆	ClipVaLue (see page 120)	This is function ClipVaLue.
⇒◆	ClipVaLuef (see page 120)	This is function ClipVaLuef.
⇒◆	CreateDirsInPath (see page 120)	This is function CreateDirsInPath.
⇒◆	EasePosition (see page 120)	This is function EasePosition.
⇒◆	EaseValue (see page 121)	This is function EaseValue.
⇒◆	ExpandRelDirectory (see page 121)	This is function ExpandRelDirectory.
⇒◆	ExpandRelFilename (see page 121)	This is function ExpandRelFilename.
⇒◆	ExtractRelativeDirectory (see page 122)	This is function ExtractRelativeDirectory.
⇒◆	ExtractRelativeFilename (see page 122)	This is function ExtractRelativeFilename.
⇒◆	FreeNilObject (see page 122)	This is function FreeNilObject.
⇒◆	GetDirName (see page 122)	This is function GetDirName.
⇒◆	GetEnvVarValue (see page 123)	This is function GetEnvVarValue.
⇒◆	GetExeBasePath (see page 123)	This is function GetExeBasePath.
⇒◆	GetExePath (see page 123)	This is function GetExePath.
⇒◆	GetFileRWops (see page 123)	This is function GetFileRWops.
⇒◆	GetMemRWops (see page 124)	This is function GetMemRWops.
⇒◆	GetRandomSeed (see page 124)	This is function GetRandomSeed.
⇒◆	GetSemVerStr (see page 124)	This is function GetSemVerStr.
⇒◆	GetUUID (see page 124)	This is function GetUUID.
⇒◆	GetVersionInfo (see page 125)	This is function GetVersionInfo.
⇒◆	GetVersionInfo (see page 125)	This is function GetVersionInfo.
⇒◆	HasConsoleOutput (see page 125)	This is function HasConsoleOutput.
⇒◆	IsCurrentDir (see page 125)	This is function IsCurrentDir.
⇒◆	IsSingleInstance (see page 126)	This is function IsSingleInstance.
⇒◆	IsValidFilename (see page 126)	This is function IsValidFilename.
⇒◆	Lerp (see page 126)	This is function Lerp.
⇒◆	LineIntersection (see page 126)	This is function LineIntersection.
⇒◆	Pause (see page 127)	This is function Pause.
⇒◆	PointInCircle (see page 127)	This is function PointInCircle.
⇒◆	PointInRectangle (see page 127)	This is function PointInRectangle.

	PointInTriangle (see page 128)	This is function PointInTriangle.
	Print (see page 128)	This is function Print.
	Print (see page 128)	This is function Print.
	PrintLn (see page 128)	This is function PrintLn.
	PrintLn (see page 129)	This is function PrintLn.
	PrintLn (see page 129)	This is function PrintLn.
	ProcessMessages (see page 129)	This is function ProcessMessages.
	RadiusOverlap (see page 129)	This is function RadiusOverlap.
	RandomBool (see page 130)	This is function RandomBool.
	RandomRange (see page 130)	This is function RandomRange.
	RandomRangef (see page 130)	This is function RandomRangef.
	ReadStringFromStream (see page 130)	This is function ReadStringFromStream.
	RectangleIntersection (see page 131)	This is function RectangleIntersection.
	RectanglesOverlap (see page 131)	This is function RectanglesOverlap.
	RemoveDuplicates (see page 131)	This is function RemoveDuplicates.
	RemoveDuplicates2 (see page 131)	This is function RemoveDuplicates2.
	RemoveQuotes (see page 132)	This is function RemoveQuotes.
	RemoveSelfFromUserPath (see page 132)	This is function RemoveSelfFromUserPath.
	ResourceExists (see page 132)	This is function ResourceExists.
	RunGame (see page 132)	This is function RunGame.
	SameSign (see page 133)	This is function SameSign.
	SameSignf (see page 133)	This is function SameSignf.
	SameVaLue (see page 133)	This is function SameVaLue.
	SameVaLuef (see page 133)	This is function SameVaLuef.
	SetEnvVarValue (see page 134)	This is function SetEnvVarValue.
	SetGlobalEnvironment (see page 134)	This is function SetGlobalEnvironment.
	SetRandomSeed (see page 134)	This is function SetRandomSeed.
	ShellOpen (see page 134)	This is function ShellOpen.
	SmoothMove (see page 135)	This is function SmoothMove.
	UnitToScalarValue (see page 135)	This is function UnitToScalarValue.
	WaitForAnyKey (see page 135)	This is function WaitForAnyKey.
	WasRunFromConsole (see page 135)	This is function WasRunFromConsole.
	WriteStringToStream (see page 136)	This is function WriteStringToStream.

1.2.1 **AddSelfToUserPath**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function AddSelfToUserPath.

1.2.2 **AngleCos**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function AngleCos.

1.2.3 **AngleDiff**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function AngleDiff.

1.2.4 **AngleRotatePos**

File: DelphiGamekit.pas (see page 255)

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 255)

Delphi

```
function AngleSin(
    const aAngle: Cardinal
```

```
): Single;
```

Description

This is function AngleSin.

1.2.6 CaptureConsoleOutput

File: DelphiGamekit.pas (see page 255)

Delphi

```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 255)

Delphi

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

Description

This is function CircleInRectangle.

1.2.8 CirclesOverlap

File: DelphiGamekit.pas (see page 255)

Delphi

```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 255)

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 255)

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 255)

Delphi

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

Description

This is function CreateDirsInPath.

1.2.12 EasePosition

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

Delphi

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

Description

This is function ExpandRelDirectory.

1.2.15 ExpandRelFilename

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ExpandRelFilename.

1.2.16 **ExtractRelativeDirectory**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ExtractRelativeDirectory.

1.2.17 **ExtractRelativeFilename**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ExtractRelativeFilename.

1.2.18 **FreeNilObject**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function FreeNilObject.

1.2.19 **GetDirName**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetDirName.

1.2.20 GetEnvVarValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetEnvVarValue.

1.2.21 GetExeBasePath

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetExeBasePath.

1.2.22 GetExePath

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetExePath: string;
```

Description

This is function GetExePath.

1.2.23 GetFileRWops

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetFileRWops.

1.2.24 GetMemRWops

File: DelphiGamekit.pas (see page 255)

Delphi

```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 255)

Delphi

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

Description

This is function GetRandomSeed.

1.2.26 GetSemVerStr

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetSemVerStr.

1.2.27 GetUUID

File: DelphiGamekit.pas (see page 255)

Delphi

```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 255)

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 255)

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 255)

Delphi

```
function HasConsoleOutput: Boolean;
```

Description

This is function HasConsoleOutput.

1.2.31 IsCurrentDir

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function IsCurrentDir.

1.2.32 **IsSingleInstance**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function IsSingleInstance.

1.2.33 **IsValidFilename**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function IsValidFilename.

1.2.34 **Lerp**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Lerp.

1.2.35 **LineIntersection**

File: DelphiGamekit.pas (see page 255)

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.

1.2.36 Pause

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Pause.

1.2.37 PointInCircle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PointInCircle.

1.2.38 PointInRectangle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PointInRectangle.

1.2.39 PointInTriangle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PointInTriangle.

1.2.40 Print

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Print.

1.2.41 Print

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Print.

1.2.42 PrintLn

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure PrintLn; overload;
```

Description

This is function PrintLn.

1.2.43 PrintLn

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PrintLn.

1.2.44 PrintLn

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PrintLn.

1.2.45 ProcessMessages

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
procedure ProcessMessages;
```

Description

This is function ProcessMessages.

1.2.46 RadiusOverlap

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RadiusOverlap.

1.2.47 RandomBool

File: DelphiGamekit.pas (see page 255)

Delphi

```
function RandomBool: Boolean;
```
Description

This is function RandomBool.

1.2.48 RandomRange

File: DelphiGamekit.pas (see page 255)

Delphi

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

This is function RandomRange.

1.2.49 RandomRangef

File: DelphiGamekit.pas (see page 255)

Delphi

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

This is function RandomRangef.

1.2.50 ReadStringFromStream

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ReadStringFromStream.

1.2.51 **RectangleIntersection**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RectangleIntersection.

1.2.52 **RectanglesOverlap**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RectanglesOverlap.

1.2.53 **RemoveDuplicates**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveDuplicates.

1.2.54 **RemoveDuplicates2**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveDuplicates2.

1.2.55 **RemoveQuotes**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveQuotes.

1.2.56 **RemoveSelfFromUserPath**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveSelfFromUserPath.

1.2.57 **ResourceExists**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ResourceExists.

1.2.58 **RunGame**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RunGame.

1.2.59 SameSign

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
function SameSign(
    const aVaLue1: Integer;
    const aVaLue2: Integer
): Boolean;
```

Description

This is function SameSign.

1.2.60 SameSignf

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
function SameSignf(
    const aVaLue1: Single;
    const aVaLue2: Single
): Boolean;
```

Description

This is function SameSignf.

1.2.61 SameVaLue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SameVaLue.

1.2.62 SameVaLuef

File: DelphiGamekit.pas (see page 255)

Delphi

```delphi
function SameVaLuef(
```

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

Description

This is function SameVaLuef.

1.2.63 SetEnvVarValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SetEnvVarValue.

1.2.64 SetGlobalEnvironment

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SetGlobalEnvironment.

1.2.65 SetRandomSeed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SetRandomSeed.

1.2.66 ShellOpen

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ShellOpen.

1.2.67 SmoothMove

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SmoothMove.

1.2.68 UnitToScalarValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function UnitToScalarValue.

1.2.69 WaitForAnyKey

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure WaitForAnyKey;
```

Description

This is function WaitForAnyKey.

1.2.70 WasRunFromConsole

File: DelphiGamekit.pas (see page 255)

Delphi

```
function WasRunFromConsole: Boolean;
```

Description

This is function WasRunFromConsole.

1.2.71 WriteStringToStream

File: DelphiGamekit.pas (see page 255)

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 136)	This is record TAudioFading.
	TBlendMode (see page 137)	This is record TBlendMode.
	TEaseType (see page 137)	This is record TEaseType.
	TFlipMode (see page 137)	This is record TFlipMode.
	THAlign (see page 138)	This is record THAlign.
	TLineIntersection (see page 138)	This is record TLineIntersection.
	TSpeechVoiceAttribute (see page 138)	This is record TSpeechVoiceAttribute.
	TTextureAccess (see page 139)	This is record TTextureAccess.
	TVAlign (see page 139)	This is record TVAlign.
	TVideoStatus (see page 139)	This is record TVideoStatus.

1.3.1 TAudioFading

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TAudioFading.

1.3.2 **TBlendMode**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TBlendMode.

1.3.3 **TEaseType**

File: DelphiGamekit.pas (see page 255)

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.

1.3.4 **TFlipMode**

File: DelphiGamekit.pas (see page 255)

Delphi

```
TFlipMode = (
```

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

Description

This is record TFlipMode.

1.3.5 THAlign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record THAlign.

1.3.6 TLineIntersection

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TLineIntersection.

1.3.7 TSpeechVoiceAttribute

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TSpeechVoiceAttribute.

1.3.8 **TTextureAccess**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TTextureAccess.

1.3.9 **TVAlign**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TVAlign.

1.3.10 **TVideoStatus**

File: DelphiGamekit.pas (see page 255)

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

PColor (see page 140)	This is type PColor.
PPoint (see page 140)	This is type PPoint.
PRect (see page 140)	This is type PRect.
PVector (see page 140)	This is type PVector.
PVideo (see page 141)	This is type PVideo.
TCaptureConsoleOutputEvent (see page 141)	This is type TCaptureConsoleOutputEvent.
TGameClass (see page 141)	This is type TGameClass.
TMusic (see page 141)	This is type TMusic.
TSound (see page 142)	This is type TSound.

1.4.1 **PColor**

File: DelphiGamekit.pas (see page 255)

Delphi

```
PColor = ^TColor;
```

Description

This is type PColor.

1.4.2 **PPoint**

File: DelphiGamekit.pas (see page 255)

Delphi

```
PPoint = ^TPoint;
```

Description

This is type PPoint.

1.4.3 **PRect**

File: DelphiGamekit.pas (see page 255)

Delphi

```
PRect = ^TRect;
```

Description

This is type PRect.

1.4.4 **PVector**

File: DelphiGamekit.pas (see page 255)

Delphi
```
PVector = ^TVector;
```
Description

This is type PVector.

1.4.5 **PVideo**

File: DelphiGamekit.pas (see page 255)

Delphi
```
PVideo = ^TVideo;
```
Description

This is type PVideo.

1.4.6 **TCaptureConsoleOutputEvent**

File: DelphiGamekit.pas (see page 255)

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

This is type TCaptureConsoleOutputEvent.

1.4.7 **TGameClass**

File: DelphiGamekit.pas (see page 255)

Delphi
```
TGameClass = class of TGame;
```
Description

This is type TGameClass.

1.4.8 **TMusic**

File: DelphiGamekit.pas (see page 255)

Delphi
```
TMusic = PMix_Music;
```
Description

This is type TMusic.

1.4.9 TSound

File: DelphiGamekit.pas (see page 255)

Delphi

```
TSound = PMix_Chunk;
```

Description

This is type TSound.

1.5 Variables

The following table lists variables in this documentation.

Variables

Game (see page 142)	This is variable Game.
Marshaller (see page 142)	This is variable Marshaller.

1.5.1 Game

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is variable Game.

1.5.2 Marshaller

File: DelphiGamekit.pas (see page 255)

Delphi

```
Marshaller: TMarshaller;
```

Description

This is variable Marshaller.

1.6 Constants

The following table lists constants in this documentation.

Constants

ALICEBLUE (see page 152)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 153)	This is constant ANTIQUEWHITE.
AQUA (see page 153)	This is constant AQUA.
AQUAMARINE (see page 153)	This is constant AQUAMARINE.
ARCEXT (see page 153)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC (see page 153)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN (see page 154)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT (see page 154)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP (see page 154)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX (see page 154)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING (see page 155)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE (see page 155)	This is constant AZURE.
BEIGE (see page 155)	This is constant BEIGE.
BISQUE (see page 155)	This is constant BISQUE.
BLACK (see page 155)	This is constant BLACK.
BLANCHEDALMOND (see page 156)	This is constant BLANCHEDALMOND.
BLANK (see page 156)	This is constant BLANK.
BLUE (see page 156)	This is constant BLUE.
BLUEVIOLET (see page 156)	This is constant BLUEVIOLET.
BROWN (see page 157)	This is constant BROWN.
BURLYWOOD (see page 157)	This is constant BURLYWOOD.
BUTTON_LEFT (see page 157)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE (see page 157)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT (see page 157)	This is constant BUTTON_RIGHT.
BUTTON_X1 (see page 158)	This is constant BUTTON_X1.
BUTTON_X2 (see page 158)	This is constant BUTTON_X2.
CADETBLUE (see page 158)	This is constant CADETBLUE.
CHARTREUSE (see page 158)	This is constant CHARTREUSE.
CHOCOLATE (see page 159)	This is constant CHOCOLATE.
COLORKEY (see page 159)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX (see page 159)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY (see page 159)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX (see page 159)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY (see page 160)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT (see page 160)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT (see page 160)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A (see page 160)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B (see page 161)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK (see page 161)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.

CONTROLLER_BUTTON_DPAD_UP (see page 162)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE (see page 162)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER (see page 162)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK (see page 162)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 (see page 163)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER (see page 164)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK (see page 164)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START (see page 164)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD (see page 164)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X (see page 165)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y (see page 165)	This is constant CONTROLLER_BUTTON_Y.
CORAL (see page 165)	This is constant CORAL.
CORNFLOWERBLUE (see page 165)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 165)	This is constant CORNSILK.
CR (see page 166)	This is constant CR.
CRIMSON (see page 166)	This is constant CRIMSON.
CRLF (see page 166)	This is constant CRLF.
CYAN (see page 166)	This is constant CYAN.
DARKBLUE (see page 167)	This is constant DARKBLUE.
DARKCYAN (see page 167)	This is constant DARKCYAN.
DARKGOLDENROD (see page 167)	This is constant DARKGOLDENROD.
DARKGRAY (see page 167)	This is constant DARKGRAY.
DARKGREEN (see page 167)	This is constant DARKGREEN.
DARKGREY (see page 168)	This is constant DARKGREY.
DARKKHAKI (see page 168)	This is constant DARKKHAKI.
DARKMAGENTA (see page 168)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 168)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 169)	This is constant DARKORANGE.
DARKORCHID (see page 169)	This is constant DARKORCHID.
DARKRED (see page 169)	This is constant DARKRED.
DARKSALMON (see page 169)	This is constant DARKSALMON.
DARKSEAGREEN (see page 169)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 170)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 170)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 170)	This is constant DARKSLATEGRAY.

DARKTURQUOISE (see page 170)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 171)	This is constant DARKVIOLET.
DEEPPINK (see page 171)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 171)	This is constant DEEPSKYBLUE.
DEGTORAD (see page 171)	This is constant DEGTORAD.
DIMGRAY (see page 171)	This is constant DIMGRAY.
DIMWHITE (see page 172)	This is constant DIMWHITE.
DODGERBLUE (see page 172)	This is constant DODGERBLUE.
EPSILON (see page 172)	This is constant EPSILON.
FIREBRICK (see page 172)	This is constant FIREBRICK.
FLORALWHITE (see page 173)	This is constant FLORALWHITE.
FORESTGREEN (see page 173)	This is constant FORESTGREEN.
FUCHSIA (see page 173)	This is constant FUCHSIA.
GAINSBORO (see page 173)	This is constant GAINSBORO.
GHOSTWHITE (see page 173)	This is constant GHOSTWHITE.
GOLD (see page 174)	This is constant GOLD.
GOLDENROD (see page 174)	This is constant GOLDENROD.
GRAY (see page 174)	This is constant GRAY.
GREEN (see page 174)	This is constant GREEN.
GREENYELLOW (see page 175)	This is constant GREENYELLOW.
GREY (see page 175)	This is constant GREY.
HONEYDEW (see page 175)	This is constant HONEYDEW.
HOTPINK (see page 175)	This is constant HOTPINK.
INDIANRED (see page 175)	This is constant INDIANRED.
INDIGO (see page 176)	This is constant INDIGO.
INIEXT (see page 176)	This is constant INIEXT.
IVORY (see page 176)	This is constant IVORY.
KEY_0 (see page 176)	This is constant KEY_0.
KEY_1 (see page 177)	This is constant KEY_1.
KEY_2 (see page 177)	This is constant KEY_2.
KEY_3 (see page 177)	This is constant KEY_3.
KEY_4 (see page 177)	This is constant KEY_4.
KEY_5 (see page 177)	This is constant KEY_5.
KEY_6 (see page 178)	This is constant KEY_6.
KEY_7 (see page 178)	This is constant KEY_7.
KEY_8 (see page 178)	This is constant KEY_8.
KEY_9 (see page 178)	This is constant KEY_9.
KEY_A (see page 179)	This is constant KEY_A.
KEY_AC_BACK (see page 179)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS (see page 179)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD (see page 179)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME (see page 179)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH (see page 180)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH (see page 180)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP (see page 180)	This is constant KEY_AC_STOP.
KEY_AGAIN (see page 180)	This is constant KEY_AGAIN.
KEY_ALTERASE (see page 181)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE (see page 181)	This is constant KEY_APOSTROPHE.
KEY_APP1 (see page 181)	This is constant KEY_APP1.

KEY_APP2 (see page 181)	This is constant KEY_APP2.
KEY_APPLICATION (see page 181)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD (see page 182)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE (see page 182)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT (see page 182)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY (see page 182)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV (see page 183)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND (see page 183)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP (see page 183)	This is constant KEY_AUDIOSTOP.
KEY_B (see page 183)	This is constant KEY_B.
KEY_BACKSLASH (see page 183)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 184)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN (see page 184)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP (see page 184)	This is constant KEY_BRIGHTNESSUP.
KEY_C (see page 184)	This is constant KEY_C.
KEY_CALCULATOR (see page 185)	This is constant KEY_CALCULATOR.
KEY_CALL (see page 185)	This is constant KEY_CALL.
KEY_CANCEL (see page 185)	This is constant KEY_CANCEL.
KEY_CAPSLOCK (see page 185)	This is constant KEY_CAPSLOCK.
KEY_CLEAR (see page 185)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN (see page 186)	This is constant KEY_CLEARAGAIN.
KEY_COMMA (see page 186)	This is constant KEY_COMMA.
KEY_COMPUTER (see page 186)	This is constant KEY_COMPUTER.
KEY_COPY (see page 186)	This is constant KEY_COPY.
KEY_CRSEL (see page 187)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT (see page 187)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT (see page 187)	This is constant KEY_CURRENCYUNIT.
KEY_CUT (see page 187)	This is constant KEY_CUT.
KEY_D (see page 187)	This is constant KEY_D.
KEY_DECIMALSEPARATOR (see page 188)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE (see page 188)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH (see page 188)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN (see page 188)	This is constant KEY_DOWN.
KEY_E (see page 189)	This is constant KEY_E.
KEY_EJECT (see page 189)	This is constant KEY_EJECT.
KEY_END (see page 189)	This is constant KEY_END.
KEY_ENDCALL (see page 189)	This is constant KEY_ENDCALL.
KEY_EQUALS (see page 189)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 190)	This is constant KEY_ESCAPE.
KEY_EXECUTE (see page 190)	This is constant KEY_EXECUTE.
KEY_F (see page 190)	This is constant KEY_F.
KEY_F1 (see page 190)	This is constant KEY_F1.
KEY_F10 (see page 191)	This is constant KEY_F10.
KEY_F11 (see page 191)	This is constant KEY_F11.
KEY_F12 (see page 191)	This is constant KEY_F12.
KEY_F13 (see page 191)	This is constant KEY_F13.
KEY_F14 (see page 191)	This is constant KEY_F14.
KEY_F15 (see page 192)	This is constant KEY_F15.
KEY_F16 (see page 192)	This is constant KEY_F16.

KEY_F17 (see page 192)	This is constant KEY_F17.
KEY_F18 (see page 192)	This is constant KEY_F18.
KEY_F19 (see page 193)	This is constant KEY_F19.
KEY_F2 (see page 193)	This is constant KEY_F2.
KEY_F20 (see page 193)	This is constant KEY_F20.
KEY_F21 (see page 193)	This is constant KEY_F21.
KEY_F22 (see page 193)	This is constant KEY_F22.
KEY_F23 (see page 194)	This is constant KEY_F23.
KEY_F24 (see page 194)	This is constant KEY_F24.
KEY_F3 (see page 194)	This is constant KEY_F3.
KEY_F4 (see page 194)	This is constant KEY_F4.
KEY_F5 (see page 195)	This is constant KEY_F5.
KEY_F6 (see page 195)	This is constant KEY_F6.
KEY_F7 (see page 195)	This is constant KEY_F7.
KEY_F8 (see page 195)	This is constant KEY_F8.
KEY_F9 (see page 195)	This is constant KEY_F9.
KEY_FIND (see page 196)	This is constant KEY_FIND.
KEY_G (see page 196)	This is constant KEY_G.
KEY_GRAVE (see page 196)	This is constant KEY_GRAVE.
KEY_H (see page 196)	This is constant KEY_H.
KEY_HELP (see page 197)	This is constant KEY_HELP.
KEY_HOME (see page 197)	This is constant KEY_HOME.
KEY_I (see page 197)	This is constant KEY_I.
KEY_INSERT (see page 197)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 (see page 197)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 (see page 198)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 (see page 198)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 (see page 198)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 (see page 198)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 (see page 199)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 (see page 199)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 (see page 199)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 (see page 199)	This is constant KEY_INTERNATIONAL9.
KEY_J (see page 199)	This is constant KEY_J.
KEY_K (see page 200)	This is constant KEY_K.
KEY_KBDILLUMDOWN (see page 200)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE (see page 200)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP (see page 200)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 (see page 201)	This is constant KEY_KP_0.
KEY_KP_00 (see page 201)	This is constant KEY_KP_00.
KEY_KP_000 (see page 201)	This is constant KEY_KP_000.
KEY_KP_1 (see page 201)	This is constant KEY_KP_1.
KEY_KP_2 (see page 201)	This is constant KEY_KP_2.
KEY_KP_3 (see page 202)	This is constant KEY_KP_3.
KEY_KP_4 (see page 202)	This is constant KEY_KP_4.
KEY_KP_5 (see page 202)	This is constant KEY_KP_5.
KEY_KP_6 (see page 202)	This is constant KEY_KP_6.
KEY_KP_7 (see page 203)	This is constant KEY_KP_7.
KEY_KP_8 (see page 203)	This is constant KEY_KP_8.

KEY_KP_9 (see page 203)	This is constant KEY_KP_9.
KEY_KP_A (see page 203)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND (see page 203)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT (see page 204)	This is constant KEY_KP_AT.
KEY_KP_B (see page 204)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE (see page 204)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY (see page 204)	This is constant KEY_KP_BINARY.
KEY_KP_C (see page 205)	This is constant KEY_KP_C.
KEY_KP_CLEAR (see page 205)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY (see page 205)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON (see page 205)	This is constant KEY_KP_COLON.
KEY_KP_COMMA (see page 205)	This is constant KEY_KP_COMMA.
KEY_KP_D (see page 206)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND (see page 206)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR (see page 206)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL (see page 206)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE (see page 207)	This is constant KEY_KP_DIVIDE.
KEY_KP_E (see page 207)	This is constant KEY_KP_E.
KEY_KP_ENTER (see page 207)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS (see page 207)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 (see page 207)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM (see page 208)	This is constant KEY_KP_EXCLAM.
KEY_KP_F (see page 208)	This is constant KEY_KP_F.
KEY_KP_GREATER (see page 208)	This is constant KEY_KP_GREATER.
KEY_KP_HASH (see page 208)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECIMAL (see page 209)	This is constant KEY_KP_HEXADECIMAL.
KEY_KP_LEFTBRACE (see page 209)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN (see page 209)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS (see page 209)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD (see page 209)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR (see page 210)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE (see page 210)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY (see page 210)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL (see page 210)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE (see page 211)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT (see page 211)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS (see page 211)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY (see page 211)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL (see page 211)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT (see page 212)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD (see page 212)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS (see page 212)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS (see page 212)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER (see page 213)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE (see page 213)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN (see page 213)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE (see page 213)	This is constant KEY_KP_SPACE.
KEY_KP_TAB (see page 213)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR (see page 214)	This is constant KEY_KP_VERTICALBAR.

KEY_KP_XOR (see page 214)	This is constant KEY_KP_XOR.
KEY_L (see page 214)	This is constant KEY_L.
KEY_LALT (see page 214)	This is constant KEY_LALT.
KEY_LANG1 (see page 215)	This is constant KEY_LANG1.
KEY_LANG2 (see page 215)	This is constant KEY_LANG2.
KEY_LANG3 (see page 215)	This is constant KEY_LANG3.
KEY_LANG4 (see page 215)	This is constant KEY_LANG4.
KEY_LANG5 (see page 215)	This is constant KEY_LANG5.
KEY_LANG6 (see page 216)	This is constant KEY_LANG6.
KEY_LANG7 (see page 216)	This is constant KEY_LANG7.
KEY_LANG8 (see page 216)	This is constant KEY_LANG8.
KEY_LANG9 (see page 216)	This is constant KEY_LANG9.
KEY_LCTRL (see page 217)	This is constant KEY_LCTRL.
KEY_LEFT (see page 217)	This is constant KEY_LEFT.
KEY_LEFTBRACKET (see page 217)	This is constant KEY_LEFTBRACKET.
KEY_LGUI (see page 217)	This is constant KEY_LGUI.
KEY_LSHIFT (see page 217)	This is constant KEY_LSHIFT.
KEY_M (see page 218)	This is constant KEY_M.
KEY_MAIL (see page 218)	This is constant KEY_MAIL.
KEY_MEDIASELECT (see page 218)	This is constant KEY_MEDIASELECT.
KEY_MENU (see page 218)	This is constant KEY_MENU.
KEY_MINUS (see page 219)	This is constant KEY_MINUS.
KEY_MODE (see page 219)	This is constant KEY_MODE.
KEY_MUTE (see page 219)	This is constant KEY_MUTE.
KEY_N (see page 219)	This is constant KEY_N.
KEY_NONUSBACKSLASH (see page 219)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH (see page 220)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR (see page 220)	This is constant KEY_NUMLOCKCLEAR.
KEY_O (see page 220)	This is constant KEY_O.
KEY_OPER (see page 220)	This is constant KEY_OPER.
KEY_OUT (see page 221)	This is constant KEY_OUT.
KEY_P (see page 221)	This is constant KEY_P.
KEY_PAGEDOWN (see page 221)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP (see page 221)	This is constant KEY_PAGEUP.
KEY_PASTE (see page 221)	This is constant KEY_PASTE.
KEY_PAUSE (see page 222)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 222)	This is constant KEY_PERIOD.
KEY_POWER (see page 222)	This is constant KEY_POWER.
KEY_PRINTSCREEN (see page 222)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR (see page 223)	This is constant KEY_PRIOR.
KEY_Q (see page 223)	This is constant KEY_Q.
KEY_R (see page 223)	This is constant KEY_R.
KEY_RALT (see page 223)	This is constant KEY_RALT.
KEY_RCTRL (see page 223)	This is constant KEY_RCTRL.
KEY_RETURN (see page 224)	This is constant KEY_RETURN.
KEY_RETURN2 (see page 224)	This is constant KEY_RETURN2.
KEY_RGUI (see page 224)	This is constant KEY_RGUI.
KEY_RIGHT (see page 224)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET (see page 225)	This is constant KEY_RIGHTBRACKET.

KEY_RSHIFT (see page 225)	This is constant KEY_RSHIFT.
KEY_S (see page 225)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 225)	This is constant KEY_SCROLLLOCK.
KEY_SELECT (see page 225)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 226)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR (see page 226)	This is constant KEY_SEPARATOR.
KEY_SLASH (see page 226)	This is constant KEY_SLASH.
KEY_SLEEP (see page 226)	This is constant KEY_SLEEP.
KEY_SOFTLEFT (see page 227)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT (see page 227)	This is constant KEY_SOFTRIGHT.
KEY_SPACE (see page 227)	This is constant KEY_SPACE.
KEY_STOP (see page 227)	This is constant KEY_STOP.
KEY_SYSREQ (see page 227)	This is constant KEY_SYSREQ.
KEY_T (see page 228)	This is constant KEY_T.
KEY_TAB (see page 228)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR (see page 228)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U (see page 228)	This is constant KEY_U.
KEY_UNDO (see page 229)	This is constant KEY_UNDO.
KEY_UP (see page 229)	This is constant KEY_UP.
KEY_V (see page 229)	This is constant KEY_V.
KEY_VOLUMEDOWN (see page 229)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP (see page 229)	This is constant KEY_VOLUMEUP.
KEY_W (see page 230)	This is constant KEY_W.
KEY_WWW (see page 230)	This is constant KEY_WWW.
KEY_X (see page 230)	This is constant KEY_X.
KEY_Y (see page 230)	This is constant KEY_Y.
KEY_Z (see page 231)	This is constant KEY_Z.
KHAKI (see page 231)	This is constant KHAKI.
LAVENDER (see page 231)	This is constant LAVENDER.
LAVENDERBLUSH (see page 231)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 231)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 232)	This is constant LEMONCHIFFON.
LF (see page 232)	This is constant LF.
LIGHTBLUE (see page 232)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 232)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 233)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 233)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 233)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 233)	This is constant LIGHTGREEN.
LIGHTGREY (see page 233)	This is constant LIGHTGREY.
LIGHTPINK (see page 234)	This is constant LIGHTPINK.
LIGHTSALMON (see page 234)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 234)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 234)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 235)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 235)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 235)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 235)	This is constant LIGHTYELLOW.

LIME (see page 235)	This is constant LIME.
LIMEGREEN (see page 236)	This is constant LIMEGREEN.
LINEN (see page 236)	This is constant LINEN.
LOGEXT (see page 236)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 236)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 237)	This is constant MAGENTA.
MAROON (see page 237)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 237)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 237)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 237)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 238)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 238)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 238)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 238)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 239)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 239)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 239)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 239)	This is constant MINTCREAM.
MISTYROSE (see page 239)	This is constant MISTYROSE.
MOCCASIN (see page 240)	This is constant MOCCASIN.
MPGEXT (see page 240)	This is constant MPGEXT.
NAN (see page 240)	This is constant NAN.
NAVAJOWHITE (see page 240)	This is constant NAVAJOWHITE.
NAVY (see page 241)	This is constant NAVY.
OGGEXT (see page 241)	This is constant OGGEXT.
OLDLACE (see page 241)	This is constant OLDLACE.
OLIVE (see page 241)	This is constant OLIVE.
OLIVEDRAB (see page 241)	This is constant OLIVEDRAB.
ORANGE (see page 242)	This is constant ORANGE.
ORANGERED (see page 242)	This is constant ORANGERED.
ORCHID (see page 242)	This is constant ORCHID.
OVERLAY1 (see page 242)	This is constant OVERLAY1.
OVERLAY2 (see page 243)	This is constant OVERLAY2.
PALEGOLDENROD (see page 243)	This is constant PALEGOLDENROD.
PALEGREEN (see page 243)	This is constant PALEGREEN.
PALETURQUOISE (see page 243)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 243)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 244)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 244)	This is constant PEACHPUFF.
PERU (see page 244)	This is constant PERU.
PINK (see page 244)	This is constant PINK.
PLUM (see page 245)	This is constant PLUM.
PNGEXT (see page 245)	This is constant PNGEXT.
POWDERBLUE (see page 245)	This is constant POWDERBLUE.
PURPLE (see page 245)	This is constant PURPLE.
RADTODEG (see page 245)	This is constant RADTODEG.
REBECCAPURPLE (see page 246)	This is constant REBECCAPURPLE.
RED (see page 246)	This is constant RED.
RED2 (see page 246)	This is constant RED2.

ROSYBROWN (see page 246)	This is constant ROSYBROWN.
ROYALBLUE (see page 247)	This is constant ROYALBLUE.
SADDLEBROWN (see page 247)	This is constant SADDLEBROWN.
SALMON (see page 247)	This is constant SALMON.
SANDYBROWN (see page 247)	This is constant SANDYBROWN.
SEAGREEN (see page 247)	This is constant SEAGREEN.
SEASHELL (see page 248)	This is constant SEASHELL.
SIENNA (see page 248)	This is constant SIENNA.
SILVER (see page 248)	This is constant SILVER.
SKYBLUE (see page 248)	This is constant SKYBLUE.
SLATEBLUE (see page 249)	This is constant SLATEBLUE.
SLATEGRAY (see page 249)	This is constant SLATEGRAY.
SLATEGREY (see page 249)	This is constant SLATEGREY.
SNOW (see page 249)	This is constant SNOW.
SPRINGGREEN (see page 249)	This is constant SPRINGGREEN.
STEELBLUE (see page 250)	This is constant STEELBLUE.
TAN (see page 250)	This is constant TAN.
TEAL (see page 250)	This is constant TEAL.
THISTLE (see page 250)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED (see page 251)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED (see page 251)	This is constant TIMER_UPDATE_SPEED.
TOMATO (see page 251)	This is constant TOMATO.
TURQUOISE (see page 251)	This is constant TURQUOISE.
VERSION_MAJOR (see page 251)	This is constant VERSION_MAJOR.
VERSION_MINOR (see page 252)	This is constant VERSION_MINOR.
VERSION_PATCH (see page 252)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE (see page 252)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET (see page 252)	This is constant VIOLET.
WHEAT (see page 253)	This is constant WHEAT.
WHITE (see page 253)	This is constant WHITE.
WHITE2 (see page 253)	This is constant WHITE2.
WHITESMOKE (see page 253)	This is constant WHITESMOKE.
WINDOW_HEIGHT (see page 253)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH (see page 254)	This is constant WINDOW_WIDTH.
YELLOW (see page 254)	This is constant YELLOW.
YELLOWGREEN (see page 254)	This is constant YELLOWGREEN.

1.6.1 ALICEBLUE

File: DelphiGamekit.pas (see page 255)

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 255)

Delphi

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

Description

This is constant ANTIQUEWHITE.

1.6.3 **AQUA**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

Delphi

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

Description

This is constant ARCEXT.

1.6.6 **AUDIO_CHANNEL_DYNAMIC**

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_DYNAMIC = -1;
```

Description

This is constant AUDIO_CHANNEL_DYNAMIC.

1.6.7 **AUDIO_CHANNEL_FADINGIN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_FADINGIN = 2;
```

Description

This is constant AUDIO_CHANNEL_FADINGIN.

1.6.8 **AUDIO_CHANNEL_FADINGOUT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_FADINGOUT = 1;
```

Description

This is constant AUDIO_CHANNEL_FADINGOUT.

1.6.9 **AUDIO_CHANNEL_LOOP**

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_LOOP = -1;
```

Description

This is constant AUDIO_CHANNEL_LOOP.

1.6.10 **AUDIO_CHANNEL_MAX**

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_MAX = 16;
```

Description

This is constant AUDIO_CHANNEL_MAX.

1.6.11 **AUDIO_CHANNEL_NOFADING**

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_NOFADING = 0;
```

Description

This is constant AUDIO_CHANNEL_NOFADING.

1.6.12 **AZURE**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

Delphi

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

Description

This is constant BLACK.

1.6.16 **BLANCHEDALMOND**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLANCHEDALMOND.

1.6.17 **BLANK**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLANK.

1.6.18 **BLUE**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLUE.

1.6.19 **BLUEVIOLET**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLUEVIOLET.

1.6.20 **BROWN**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BROWN.

1.6.21 **BURLYWOOD**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BURLYWOOD.

1.6.22 **BUTTON_LEFT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_LEFT = 1;
```

Description

This is constant BUTTON_LEFT.

1.6.23 **BUTTON_MIDDLE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_MIDDLE = 2;
```

Description

This is constant BUTTON_MIDDLE.

1.6.24 **BUTTON_RIGHT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_RIGHT = 3;
```

Description

This is constant BUTTON_RIGHT.

1.6.25 BUTTON_X1

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_X1 = 4;
```

Description

This is constant BUTTON_X1.

1.6.26 BUTTON_X2

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_X2 = 5;
```

Description

This is constant BUTTON_X2.

1.6.27 CADETBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CADETBLUE.

1.6.28 CHARTREUSE

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

Delphi

```
CONTROLLER_AXIS_LEFTX = 0;
```

Description

This is constant CONTROLLER_AXIS_LEFTX.

1.6.32 **CONTROLLER_AXIS_LEFTY**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_LEFTY = 1;
```

Description

This is constant CONTROLLER_AXIS_LEFTY.

1.6.33 **CONTROLLER_AXIS_RIGHTX**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_RIGHTX = 2;
```

Description

This is constant CONTROLLER_AXIS_RIGHTX.

1.6.34 CONTROLLER_AXIS_RIGHTY

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_RIGHTY = 3;
```

Description

This is constant CONTROLLER_AXIS_RIGHTY.

1.6.35 CONTROLLER_AXIS_TRIGGERLEFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_TRIGGERLEFT = 4;
```

Description

This is constant CONTROLLER_AXIS_TRIGGERLEFT.

1.6.36 CONTROLLER_AXIS_TRIGGERRIGHT

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_TRIGGERRIGHT = 5;
```

Description

This is constant CONTROLLER_AXIS_TRIGGERRIGHT.

1.6.37 CONTROLLER_BUTTON_A

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_A = 0;
```

Description

This is constant CONTROLLER_BUTTON_A.

1.6.38 **CONTROLLER_BUTTON_B**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_B = 1;
```

Description

This is constant CONTROLLER_BUTTON_B.

1.6.39 **CONTROLLER_BUTTON_BACK**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_BACK = 4;
```

Description

This is constant CONTROLLER_BUTTON_BACK.

1.6.40 **CONTROLLER_BUTTON_DPAD_DOWN**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

Delphi

```
CONTROLLER_BUTTON_GUIDE = 5;
```

Description

This is constant CONTROLLER_BUTTON_GUIDE.

1.6.45 CONTROLLER_BUTTON_LEFTSHOULDER

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_LEFTSHOULDER = 9;
```

Description

This is constant CONTROLLER_BUTTON_LEFTSHOULDER.

1.6.46 CONTROLLER_BUTTON_LEFTSTICK

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_LEFTSTICK = 7;
```

Description

This is constant CONTROLLER_BUTTON_LEFTSTICK.

1.6.47 **CONTROLLER_BUTTON_MISC1**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_MISC1 = 15;
```

Description

This is constant CONTROLLER_BUTTON_MISC1.

1.6.48 **CONTROLLER_BUTTON_PADDLE1**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE1 = 16;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE1.

1.6.49 **CONTROLLER_BUTTON_PADDLE2**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE2 = 17;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE2.

1.6.50 **CONTROLLER_BUTTON_PADDLE3**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE3 = 18;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE3.

1.6.51 **CONTROLLER_BUTTON_PADDLE4**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE4 = 19;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE4.

1.6.52 CONTROLLER_BUTTON_RIGHTSHOULDER

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_RIGHTSHOULDER = 10;
```

Description

This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.

1.6.53 CONTROLLER_BUTTON_RIGHTSTICK

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_RIGHTSTICK = 8;
```

Description

This is constant CONTROLLER_BUTTON_RIGHTSTICK.

1.6.54 CONTROLLER_BUTTON_START

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_START = 6;
```

Description

This is constant CONTROLLER_BUTTON_START.

1.6.55 CONTROLLER_BUTTON_TOUCHPAD

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_TOUCHPAD = 20;
```

Description

This is constant CONTROLLER_BUTTON_TOUCHPAD.

1.6.56 CONTROLLER_BUTTON_X

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_X = 2;
```

Description

This is constant CONTROLLER_BUTTON_X.

1.6.57 CONTROLLER_BUTTON_Y

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_Y = 3;
```

Description

This is constant CONTROLLER_BUTTON_Y.

1.6.58 CORAL

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

Delphi

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

Description

This is constant CORNSILK.

1.6.61 **CR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CR = #10;
```

Description

This is constant CR.

1.6.62 **CRIMSON**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CRIMSON.

1.6.63 **CRLF**

File: DelphiGamekit.pas (see page 255)

Delphi

```
CRLF = CR+LF;
```

Description

This is constant CRLF.

1.6.64 **CYAN**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi
```
DARKGREEN: TColor = (Red:$00; Green:$64; BLue:$00; Alpha:$FF);
```
Description

This is constant DARKGREEN.

1.6.70 DARKGREY

File: DelphiGamekit.pas (see page 255)

Delphi
```
DARKGREY: TColor = (Red:$A9; Green:$A9; BLue:$A9; Alpha:$FF);
```
Description

This is constant DARKGREY.

1.6.71 DARKKHAKI

File: DelphiGamekit.pas (see page 255)

Delphi
```
DARKKHAKI: TColor = (Red:$BD; Green:$B7; BLue:$6B; Alpha:$FF);
```
Description

This is constant DARKKHAKI.

1.6.72 DARKMAGENTA

File: DelphiGamekit.pas (see page 255)

Delphi
```
DARKMAGENTA: TColor = (Red:$8B; Green:$00; BLue:$8B; Alpha:$FF);
```
Description

This is constant DARKMAGENTA.

1.6.73 DARKOLIVEGREEN

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi
```
DEGTORAD = PI / 180.0;
```
Description

This is constant DEGTORAD.

1.6.87 **DIMGRAY**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DIMGRAY.

1.6.88 DIMWHITE

File: DelphiGamekit.pas (see page 255)

Delphi

```
DIMWHITE: TColor = (Red:$10; Green:$10; BLue:$10; Alpha:$10);
```

Description

This is constant DIMWHITE.

1.6.89 DODGERBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DODGERBLUE.

1.6.90 EPSILON

File: DelphiGamekit.pas (see page 255)

Delphi

```
EPSILON = 0.00001;
```

Description

This is constant EPSILON.

1.6.91 FIREBRICK

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi
```
INIEXT = 'ini';
```
Description

This is constant INIEXT.

1.6.108 **IVORY**

File: DelphiGamekit.pas (see page 255)

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 255)

Delphi
```
KEY_0 = 39;
```
Description

This is constant KEY_0.

1.6.110 **KEY_1**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_1 = 30;
```
Description

This is constant KEY_1.

1.6.111 **KEY_2**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_2 = 31;
```
Description

This is constant KEY_2.

1.6.112 **KEY_3**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_3 = 32;
```
Description

This is constant KEY_3.

1.6.113 **KEY_4**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_4 = 33;
```
Description

This is constant KEY_4.

1.6.114 **KEY_5**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_5 = 34;
```

Description

This is constant KEY_5.

1.6.115 **KEY_6**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_6 = 35;
```

Description

This is constant KEY_6.

1.6.116 **KEY_7**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_7 = 36;
```

Description

This is constant KEY_7.

1.6.117 **KEY_8**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_8 = 37;
```

Description

This is constant KEY_8.

1.6.118 **KEY_9**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_9 = 38;
```

Description

This is constant KEY_9.

1.6.119 **KEY_A**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_A = 4;
```

Description

This is constant KEY_A.

1.6.120 **KEY_AC_BACK**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_BACK = 270;
```

Description

This is constant KEY_AC_BACK.

1.6.121 **KEY_AC_BOOKMARKS**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_BOOKMARKS = 274;
```

Description

This is constant KEY_AC_BOOKMARKS.

1.6.122 **KEY_AC_FORWARD**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_FORWARD = 271;
```

Description

This is constant KEY_AC_FORWARD.

1.6.123 **KEY_AC_HOME**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_HOME = 269;
```

Description

This is constant KEY_AC_HOME.

1.6.124 **KEY_AC_REFRESH**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_REFRESH = 273;
```

Description

This is constant KEY_AC_REFRESH.

1.6.125 **KEY_AC_SEARCH**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_SEARCH = 268;
```

Description

This is constant KEY_AC_SEARCH.

1.6.126 **KEY_AC_STOP**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_STOP = 272;
```

Description

This is constant KEY_AC_STOP.

1.6.127 **KEY_AGAIN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AGAIN = 121;
```

Description

This is constant KEY_AGAIN.

1.6.128 **KEY_ALTERASE**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_ALTERASE = 153;
```
Description

This is constant KEY_ALTERASE.

1.6.129 **KEY_APOSTROPHE**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_APOSTROPHE = 52;
```
Description

This is constant KEY_APOSTROPHE.

1.6.130 **KEY_APP1**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_APP1 = 283;
```
Description

This is constant KEY_APP1.

1.6.131 **KEY_APP2**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_APP2 = 284;
```
Description

This is constant KEY_APP2.

1.6.132 **KEY_APPLICATION**

File: DelphiGamekit.pas (see page 255)

Delphi

>   **KEY_APPLICATION** = 101;

Description

This is constant KEY_APPLICATION.

1.6.133 **KEY_AUDIOFASTFORWARD**

File: DelphiGamekit.pas (see page 255)

Delphi

>   **KEY_AUDIOFASTFORWARD** = 286;

Description

This is constant KEY_AUDIOFASTFORWARD.

1.6.134 **KEY_AUDIOMUTE**

File: DelphiGamekit.pas (see page 255)

Delphi

>   **KEY_AUDIOMUTE** = 262;

Description

This is constant KEY_AUDIOMUTE.

1.6.135 **KEY_AUDIONEXT**

File: DelphiGamekit.pas (see page 255)

Delphi

>   **KEY_AUDIONEXT** = 258;

Description

This is constant KEY_AUDIONEXT.

1.6.136 **KEY_AUDIOPLAY**

File: DelphiGamekit.pas (see page 255)

Delphi

>   **KEY_AUDIOPLAY** = 261;

Description

This is constant KEY_AUDIOPLAY.

1.6.137 **KEY_AUDIOPREV**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOPREV = 259;
```

Description

This is constant KEY_AUDIOPREV.

1.6.138 **KEY_AUDIOREWIND**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOREWIND = 285;
```

Description

This is constant KEY_AUDIOREWIND.

1.6.139 **KEY_AUDIOSTOP**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOSTOP = 260;
```

Description

This is constant KEY_AUDIOSTOP.

1.6.140 **KEY_B**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_B = 5;
```

Description

This is constant KEY_B.

1.6.141 **KEY_BACKSLASH**

File: DelphiGamekit.pas (see page 255)

Delphi

   KEY_BACKSLASH = 49;

Description

This is constant KEY_BACKSLASH.

1.6.142 **KEY_BACKSPACE**

File: DelphiGamekit.pas (see page 255)

Delphi

   KEY_BACKSPACE = 42;

Description

This is constant KEY_BACKSPACE.

1.6.143 **KEY_BRIGHTNESSDOWN**

File: DelphiGamekit.pas (see page 255)

Delphi

   KEY_BRIGHTNESSDOWN = 275;

Description

This is constant KEY_BRIGHTNESSDOWN.

1.6.144 **KEY_BRIGHTNESSUP**

File: DelphiGamekit.pas (see page 255)

Delphi

   KEY_BRIGHTNESSUP = 276;

Description

This is constant KEY_BRIGHTNESSUP.

1.6.145 **KEY_C**

File: DelphiGamekit.pas (see page 255)

Delphi

   KEY_C = 6;

Description

This is constant KEY_C.

1.6.146 **KEY_CALCULATOR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CALCULATOR = 266;
```

Description

This is constant KEY_CALCULATOR.

1.6.147 **KEY_CALL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CALL = 289;
```

Description

This is constant KEY_CALL.

1.6.148 **KEY_CANCEL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CANCEL = 155;
```

Description

This is constant KEY_CANCEL.

1.6.149 **KEY_CAPSLOCK**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CAPSLOCK = 57;
```

Description

This is constant KEY_CAPSLOCK.

1.6.150 **KEY_CLEAR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CLEAR = 156;
```

Description

This is constant KEY_CLEAR.

1.6.151 **KEY_CLEARAGAIN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CLEARAGAIN = 162;
```

Description

This is constant KEY_CLEARAGAIN.

1.6.152 **KEY_COMMA**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_COMMA = 54;
```

Description

This is constant KEY_COMMA.

1.6.153 **KEY_COMPUTER**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_COMPUTER = 267;
```

Description

This is constant KEY_COMPUTER.

1.6.154 **KEY_COPY**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_COPY = 124;
```

Description

This is constant KEY_COPY.

1.6.155 **KEY_CRSEL**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_CRSEL = 163;
```
Description

This is constant KEY_CRSEL.

1.6.156 **KEY_CURRENCYSUBUNIT**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_CURRENCYSUBUNIT = 181;
```
Description

This is constant KEY_CURRENCYSUBUNIT.

1.6.157 **KEY_CURRENCYUNIT**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_CURRENCYUNIT = 180;
```
Description

This is constant KEY_CURRENCYUNIT.

1.6.158 **KEY_CUT**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_CUT = 123;
```
Description

This is constant KEY_CUT.

1.6.159 **KEY_D**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_D = 7;
```

Description

This is constant KEY_D.

1.6.160 **KEY_DECIMALSEPARATOR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DECIMALSEPARATOR = 179;
```

Description

This is constant KEY_DECIMALSEPARATOR.

1.6.161 **KEY_DELETE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DELETE = 76;
```

Description

This is constant KEY_DELETE.

1.6.162 **KEY_DISPLAYSWITCH**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DISPLAYSWITCH = 277;
```

Description

This is constant KEY_DISPLAYSWITCH.

1.6.163 **KEY_DOWN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DOWN = 81;
```

Description

This is constant KEY_DOWN.

1.6.164 **KEY_E**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_E = 8;
```

Description

This is constant KEY_E.

1.6.165 **KEY_EJECT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_EJECT = 281;
```

Description

This is constant KEY_EJECT.

1.6.166 **KEY_END**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_END = 77;
```

Description

This is constant KEY_END.

1.6.167 **KEY_ENDCALL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_ENDCALL = 290;
```

Description

This is constant KEY_ENDCALL.

1.6.168 **KEY_EQUALS**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_EQUALS = 46;
```

Description

This is constant KEY_EQUALS.

1.6.169 **KEY_ESCAPE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_ESCAPE = 41;
```

Description

This is constant KEY_ESCAPE.

1.6.170 **KEY_EXECUTE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_EXECUTE = 116;
```

Description

This is constant KEY_EXECUTE.

1.6.171 **KEY_F**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F = 9;
```

Description

This is constant KEY_F.

1.6.172 **KEY_F1**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F1 = 58;
```

Description

This is constant KEY_F1.

1.6.173 **KEY_F10**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F10 = 67;
```
Description

This is constant KEY_F10.

1.6.174 **KEY_F11**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F11 = 68;
```
Description

This is constant KEY_F11.

1.6.175 **KEY_F12**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F12 = 69;
```
Description

This is constant KEY_F12.

1.6.176 **KEY_F13**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F13 = 104;
```
Description

This is constant KEY_F13.

1.6.177 **KEY_F14**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F14 = 105;
```

Description

This is constant KEY_F14.

1.6.178 **KEY_F15**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F15 = 106;
```

Description

This is constant KEY_F15.

1.6.179 **KEY_F16**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F16 = 107;
```

Description

This is constant KEY_F16.

1.6.180 **KEY_F17**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F17 = 108;
```

Description

This is constant KEY_F17.

1.6.181 **KEY_F18**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F18 = 109;
```

Description

This is constant KEY_F18.

1.6.182 **KEY_F19**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F19 = 110;
```

Description

This is constant KEY_F19.

1.6.183 **KEY_F2**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F2 = 59;
```

Description

This is constant KEY_F2.

1.6.184 **KEY_F20**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F20 = 111;
```

Description

This is constant KEY_F20.

1.6.185 **KEY_F21**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F21 = 112;
```

Description

This is constant KEY_F21.

1.6.186 **KEY_F22**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F22 = 113;
```
Description

This is constant KEY_F22.

1.6.187 **KEY_F23**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F23 = 114;
```
Description

This is constant KEY_F23.

1.6.188 **KEY_F24**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F24 = 115;
```
Description

This is constant KEY_F24.

1.6.189 **KEY_F3**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F3 = 60;
```
Description

This is constant KEY_F3.

1.6.190 **KEY_F4**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_F4 = 61;
```
Description

This is constant KEY_F4.

1.6.191 **KEY_F5**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F5 = 62;
```

Description

This is constant KEY_F5.

1.6.192 **KEY_F6**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F6 = 63;
```

Description

This is constant KEY_F6.

1.6.193 **KEY_F7**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F7 = 64;
```

Description

This is constant KEY_F7.

1.6.194 **KEY_F8**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F8 = 65;
```

Description

This is constant KEY_F8.

1.6.195 **KEY_F9**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F9 = 66;
```

Description

This is constant KEY_F9.

1.6.196 **KEY_FIND**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_FIND = 126;
```

Description

This is constant KEY_FIND.

1.6.197 **KEY_G**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_G = 10;
```

Description

This is constant KEY_G.

1.6.198 **KEY_GRAVE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_GRAVE = 53;
```

Description

This is constant KEY_GRAVE.

1.6.199 **KEY_H**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_H = 11;
```

Description

This is constant KEY_H.

1.6.200 **KEY_HELP**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_HELP = 117;
```

Description

This is constant KEY_HELP.

1.6.201 **KEY_HOME**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_HOME = 74;
```

Description

This is constant KEY_HOME.

1.6.202 **KEY_I**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_I = 12;
```

Description

This is constant KEY_I.

1.6.203 **KEY_INSERT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INSERT = 73;
```

Description

This is constant KEY_INSERT.

1.6.204 **KEY_INTERNATIONAL1**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL1 = 135;
```

Description

This is constant KEY_INTERNATIONAL1.

1.6.205 **KEY_INTERNATIONAL2**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL2 = 136;
```

Description

This is constant KEY_INTERNATIONAL2.

1.6.206 **KEY_INTERNATIONAL3**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL3 = 137;
```

Description

This is constant KEY_INTERNATIONAL3.

1.6.207 **KEY_INTERNATIONAL4**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL4 = 138;
```

Description

This is constant KEY_INTERNATIONAL4.

1.6.208 **KEY_INTERNATIONAL5**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL5 = 139;
```

Description

This is constant KEY_INTERNATIONAL5.

1.6.209 **KEY_INTERNATIONAL6**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL6 = 140;
```

Description

This is constant KEY_INTERNATIONAL6.

1.6.210 **KEY_INTERNATIONAL7**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL7 = 141;
```

Description

This is constant KEY_INTERNATIONAL7.

1.6.211 **KEY_INTERNATIONAL8**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL8 = 142;
```

Description

This is constant KEY_INTERNATIONAL8.

1.6.212 **KEY_INTERNATIONAL9**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL9 = 143;
```

Description

This is constant KEY_INTERNATIONAL9.

1.6.213 **KEY_J**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_J = 13;
```
Description

This is constant KEY_J.

1.6.214 **KEY_K**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_K = 14;
```
Description

This is constant KEY_K.

1.6.215 **KEY_KBDILLUMDOWN**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_KBDILLUMDOWN = 279;
```
Description

This is constant KEY_KBDILLUMDOWN.

1.6.216 **KEY_KBDILLUMTOGGLE**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_KBDILLUMTOGGLE = 278;
```
Description

This is constant KEY_KBDILLUMTOGGLE.

1.6.217 **KEY_KBDILLUMUP**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_KBDILLUMUP = 280;
```
Description

This is constant KEY_KBDILLUMUP.

1.6.218 **KEY_KP_0**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_0 = 98;
```

Description

This is constant KEY_KP_0.

1.6.219 **KEY_KP_00**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_00 = 176;
```

Description

This is constant KEY_KP_00.

1.6.220 **KEY_KP_000**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_000 = 177;
```

Description

This is constant KEY_KP_000.

1.6.221 **KEY_KP_1**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_1 = 89;
```

Description

This is constant KEY_KP_1.

1.6.222 **KEY_KP_2**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_2 = 90;
```

Description

This is constant KEY_KP_2.

1.6.223 **KEY_KP_3**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_3 = 91;
```

Description

This is constant KEY_KP_3.

1.6.224 **KEY_KP_4**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_4 = 92;
```

Description

This is constant KEY_KP_4.

1.6.225 **KEY_KP_5**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_5 = 93;
```

Description

This is constant KEY_KP_5.

1.6.226 **KEY_KP_6**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_6 = 94;
```

Description

This is constant KEY_KP_6.

1.6.227 **KEY_KP_7**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_KP_7 = 95;
```
Description

This is constant KEY_KP_7.

1.6.228 **KEY_KP_8**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_KP_8 = 96;
```
Description

This is constant KEY_KP_8.

1.6.229 **KEY_KP_9**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_KP_9 = 97;
```
Description

This is constant KEY_KP_9.

1.6.230 **KEY_KP_A**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_KP_A = 188;
```
Description

This is constant KEY_KP_A.

1.6.231 **KEY_KP_AMPERSAND**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_AMPERSAND = 199;
```

Description

This is constant KEY_KP_AMPERSAND.

1.6.232 **KEY_KP_AT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_AT = 206;
```

Description

This is constant KEY_KP_AT.

1.6.233 **KEY_KP_B**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_B = 189;
```

Description

This is constant KEY_KP_B.

1.6.234 **KEY_KP_BACKSPACE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_BACKSPACE = 187;
```

Description

This is constant KEY_KP_BACKSPACE.

1.6.235 **KEY_KP_BINARY**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_BINARY = 218;
```

Description

This is constant KEY_KP_BINARY.

1.6.236 **KEY_KP_C**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_C = 190;
```

Description

This is constant KEY_KP_C.

1.6.237 **KEY_KP_CLEAR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_CLEAR = 216;
```

Description

This is constant KEY_KP_CLEAR.

1.6.238 **KEY_KP_CLEARENTRY**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_CLEARENTRY = 217;
```

Description

This is constant KEY_KP_CLEARENTRY.

1.6.239 **KEY_KP_COLON**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_COLON = 203;
```

Description

This is constant KEY_KP_COLON.

1.6.240 **KEY_KP_COMMA**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_COMMA = 133;
```

Description

This is constant KEY_KP_COMMA.

1.6.241 **KEY_KP_D**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_D = 191;
```

Description

This is constant KEY_KP_D.

1.6.242 **KEY_KP_DBLAMPERSAND**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DBLAMPERSAND = 200;
```

Description

This is constant KEY_KP_DBLAMPERSAND.

1.6.243 **KEY_KP_DBLVERTICALBAR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DBLVERTICALBAR = 202;
```

Description

This is constant KEY_KP_DBLVERTICALBAR.

1.6.244 **KEY_KP_DECIMAL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DECIMAL = 220;
```

Description

This is constant KEY_KP_DECIMAL.

1.6.245 **KEY_KP_DIVIDE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DIVIDE = 84;
```

Description

This is constant KEY_KP_DIVIDE.

1.6.246 **KEY_KP_E**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_E = 192;
```

Description

This is constant KEY_KP_E.

1.6.247 **KEY_KP_ENTER**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_ENTER = 88;
```

Description

This is constant KEY_KP_ENTER.

1.6.248 **KEY_KP_EQUALS**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_EQUALS = 103;
```

Description

This is constant KEY_KP_EQUALS.

1.6.249 **KEY_KP_EQUALSAS400**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_EQUALSAS400 = 134;
```

Description

This is constant KEY_KP_EQUALSAS400.

1.6.250 **KEY_KP_EXCLAM**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_EXCLAM = 207;
```

Description

This is constant KEY_KP_EXCLAM.

1.6.251 **KEY_KP_F**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_F = 193;
```

Description

This is constant KEY_KP_F.

1.6.252 **KEY_KP_GREATER**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_GREATER = 198;
```

Description

This is constant KEY_KP_GREATER.

1.6.253 **KEY_KP_HASH**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_HASH = 204;
```

Description

This is constant KEY_KP_HASH.

1.6.254 KEY_KP_HEXADECIMAL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_HEXADECIMAL = 221;
```

Description

This is constant KEY_KP_HEXADECIMAL.

1.6.255 KEY_KP_LEFTBRACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_LEFTBRACE = 184;
```

Description

This is constant KEY_KP_LEFTBRACE.

1.6.256 KEY_KP_LEFTPAREN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_LEFTPAREN = 182;
```

Description

This is constant KEY_KP_LEFTPAREN.

1.6.257 KEY_KP_LESS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_LESS = 197;
```

Description

This is constant KEY_KP_LESS.

1.6.258 KEY_KP_MEMADD

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMADD = 211;
```

Description

This is constant KEY_KP_MEMADD.

1.6.259 **KEY_KP_MEMCLEAR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMCLEAR = 210;
```

Description

This is constant KEY_KP_MEMCLEAR.

1.6.260 **KEY_KP_MEMDIVIDE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMDIVIDE = 214;
```

Description

This is constant KEY_KP_MEMDIVIDE.

1.6.261 **KEY_KP_MEMMULTIPLY**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMMULTIPLY = 213;
```

Description

This is constant KEY_KP_MEMMULTIPLY.

1.6.262 **KEY_KP_MEMRECALL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMRECALL = 209;
```

Description

This is constant KEY_KP_MEMRECALL.

1.6.263 **KEY_KP_MEMSTORE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMSTORE = 208;
```

Description

This is constant KEY_KP_MEMSTORE.

1.6.264 **KEY_KP_MEMSUBTRACT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMSUBTRACT = 212;
```

Description

This is constant KEY_KP_MEMSUBTRACT.

1.6.265 **KEY_KP_MINUS**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MINUS = 86;
```

Description

This is constant KEY_KP_MINUS.

1.6.266 **KEY_KP_MULTIPLY**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MULTIPLY = 85;
```

Description

This is constant KEY_KP_MULTIPLY.

1.6.267 **KEY_KP_OCTAL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_OCTAL = 219;
```

Description

This is constant KEY_KP_OCTAL.

1.6.268 **KEY_KP_PERCENT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PERCENT = 196;
```

Description

This is constant KEY_KP_PERCENT.

1.6.269 **KEY_KP_PERIOD**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PERIOD = 99;
```

Description

This is constant KEY_KP_PERIOD.

1.6.270 **KEY_KP_PLUS**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PLUS = 87;
```

Description

This is constant KEY_KP_PLUS.

1.6.271 **KEY_KP_PLUSMINUS**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PLUSMINUS = 215;
```

Description

This is constant KEY_KP_PLUSMINUS.

1.6.272 **KEY_KP_POWER**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_POWER = 195;
```

Description

This is constant KEY_KP_POWER.

1.6.273 **KEY_KP_RIGHTBRACE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_RIGHTBRACE = 185;
```

Description

This is constant KEY_KP_RIGHTBRACE.

1.6.274 **KEY_KP_RIGHTPAREN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_RIGHTPAREN = 183;
```

Description

This is constant KEY_KP_RIGHTPAREN.

1.6.275 **KEY_KP_SPACE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_SPACE = 205;
```

Description

This is constant KEY_KP_SPACE.

1.6.276 **KEY_KP_TAB**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_TAB = 186;
```

Description

This is constant KEY_KP_TAB.

1.6.277 **KEY_KP_VERTICALBAR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_VERTICALBAR = 201;
```

Description

This is constant KEY_KP_VERTICALBAR.

1.6.278 **KEY_KP_XOR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_XOR = 194;
```

Description

This is constant KEY_KP_XOR.

1.6.279 **KEY_L**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_L = 15;
```

Description

This is constant KEY_L.

1.6.280 **KEY_LALT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LALT = 226;
```

Description

This is constant KEY_LALT.

1.6.281 **KEY_LANG1**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG1 = 144;
```

Description

This is constant KEY_LANG1.

1.6.282 **KEY_LANG2**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG2 = 145;
```

Description

This is constant KEY_LANG2.

1.6.283 **KEY_LANG3**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG3 = 146;
```

Description

This is constant KEY_LANG3.

1.6.284 **KEY_LANG4**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG4 = 147;
```

Description

This is constant KEY_LANG4.

1.6.285 **KEY_LANG5**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG5 = 148;
```

Description

This is constant KEY_LANG5.

1.6.286 **KEY_LANG6**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG6 = 149;
```

Description

This is constant KEY_LANG6.

1.6.287 **KEY_LANG7**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG7 = 150;
```

Description

This is constant KEY_LANG7.

1.6.288 **KEY_LANG8**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG8 = 151;
```

Description

This is constant KEY_LANG8.

1.6.289 **KEY_LANG9**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG9 = 152;
```

Description

This is constant KEY_LANG9.

1.6.290 **KEY_LCTRL**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_LCTRL = 224;

Description

This is constant KEY_LCTRL.

1.6.291 **KEY_LEFT**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_LEFT = 80;

Description

This is constant KEY_LEFT.

1.6.292 **KEY_LEFTBRACKET**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_LEFTBRACKET = 47;

Description

This is constant KEY_LEFTBRACKET.

1.6.293 **KEY_LGUI**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_LGUI = 227;

Description

This is constant KEY_LGUI.

1.6.294 **KEY_LSHIFT**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_LSHIFT = 225;

Description

This is constant KEY_LSHIFT.

1.6.295 **KEY_M**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_M = 16;

Description

This is constant KEY_M.

1.6.296 **KEY_MAIL**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_MAIL = 265;

Description

This is constant KEY_MAIL.

1.6.297 **KEY_MEDIASELECT**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_MEDIASELECT = 263;

Description

This is constant KEY_MEDIASELECT.

1.6.298 **KEY_MENU**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_MENU = 118;

Description

This is constant KEY_MENU.

1.6.299 **KEY_MINUS**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MINUS = 45;
```

Description

This is constant KEY_MINUS.

1.6.300 **KEY_MODE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MODE = 257;
```

Description

This is constant KEY_MODE.

1.6.301 **KEY_MUTE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MUTE = 127;
```

Description

This is constant KEY_MUTE.

1.6.302 **KEY_N**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_N = 17;
```

Description

This is constant KEY_N.

1.6.303 **KEY_NONUSBACKSLASH**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_NONUSBACKSLASH = 100;

Description

This is constant KEY_NONUSBACKSLASH.

1.6.304 **KEY_NONUSHASH**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_NONUSHASH = 50;

Description

This is constant KEY_NONUSHASH.

1.6.305 **KEY_NUMLOCKCLEAR**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_NUMLOCKCLEAR = 83;

Description

This is constant KEY_NUMLOCKCLEAR.

1.6.306 **KEY_O**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_O = 18;

Description

This is constant KEY_O.

1.6.307 **KEY_OPER**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_OPER = 161;

Description

This is constant KEY_OPER.

1.6.308 **KEY_OUT**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_OUT = 160;
```
Description

This is constant KEY_OUT.

1.6.309 **KEY_P**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_P = 19;
```
Description

This is constant KEY_P.

1.6.310 **KEY_PAGEDOWN**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_PAGEDOWN = 78;
```
Description

This is constant KEY_PAGEDOWN.

1.6.311 **KEY_PAGEUP**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_PAGEUP = 75;
```
Description

This is constant KEY_PAGEUP.

1.6.312 **KEY_PASTE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PASTE = 125;
```

Description

This is constant KEY_PASTE.

1.6.313 **KEY_PAUSE**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PAUSE = 72;
```

Description

This is constant KEY_PAUSE.

1.6.314 **KEY_PERIOD**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PERIOD = 55;
```

Description

This is constant KEY_PERIOD.

1.6.315 **KEY_POWER**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_POWER = 102;
```

Description

This is constant KEY_POWER.

1.6.316 **KEY_PRINTSCREEN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PRINTSCREEN = 70;
```

Description

This is constant KEY_PRINTSCREEN.

1.6.317 **KEY_PRIOR**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_PRIOR = 157;

Description

This is constant KEY_PRIOR.

1.6.318 **KEY_Q**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_Q = 20;

Description

This is constant KEY_Q.

1.6.319 **KEY_R**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_R = 21;

Description

This is constant KEY_R.

1.6.320 **KEY_RALT**

File: DelphiGamekit.pas (see page 255)

Delphi

    KEY_RALT = 230;

Description

This is constant KEY_RALT.

1.6.321 **KEY_RCTRL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RCTRL = 228;
```

Description

This is constant KEY_RCTRL.

1.6.322 **KEY_RETURN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RETURN = 40;
```

Description

This is constant KEY_RETURN.

1.6.323 **KEY_RETURN2**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RETURN2 = 158;
```

Description

This is constant KEY_RETURN2.

1.6.324 **KEY_RGUI**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RGUI = 231;
```

Description

This is constant KEY_RGUI.

1.6.325 **KEY_RIGHT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RIGHT = 79;
```

Description

This is constant KEY_RIGHT.

1.6.326 **KEY_RIGHTBRACKET**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RIGHTBRACKET = 48;
```

Description

This is constant KEY_RIGHTBRACKET.

1.6.327 **KEY_RSHIFT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RSHIFT = 229;
```

Description

This is constant KEY_RSHIFT.

1.6.328 **KEY_S**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_S = 22;
```

Description

This is constant KEY_S.

1.6.329 **KEY_SCROLLLOCK**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SCROLLLOCK = 71;
```

Description

This is constant KEY_SCROLLLOCK.

1.6.330 **KEY_SELECT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SELECT = 119;
```

Description

This is constant KEY_SELECT.

1.6.331 **KEY_SEMICOLON**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SEMICOLON = 51;
```

Description

This is constant KEY_SEMICOLON.

1.6.332 **KEY_SEPARATOR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SEPARATOR = 159;
```

Description

This is constant KEY_SEPARATOR.

1.6.333 **KEY_SLASH**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SLASH = 56;
```

Description

This is constant KEY_SLASH.

1.6.334 **KEY_SLEEP**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SLEEP = 282;
```

Description

This is constant KEY_SLEEP.

1.6.335 **KEY_SOFTLEFT**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_SOFTLEFT = 287;
```
Description

This is constant KEY_SOFTLEFT.

1.6.336 **KEY_SOFTRIGHT**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_SOFTRIGHT = 288;
```
Description

This is constant KEY_SOFTRIGHT.

1.6.337 **KEY_SPACE**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_SPACE = 44;
```
Description

This is constant KEY_SPACE.

1.6.338 **KEY_STOP**

File: DelphiGamekit.pas (see page 255)

Delphi
```
KEY_STOP = 120;
```
Description

This is constant KEY_STOP.

1.6.339 **KEY_SYSREQ**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SYSREQ = 154;
```

Description

This is constant KEY_SYSREQ.

1.6.340 **KEY_T**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_T = 23;
```

Description

This is constant KEY_T.

1.6.341 **KEY_TAB**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_TAB = 43;
```

Description

This is constant KEY_TAB.

1.6.342 **KEY_THOUSANDSSEPARATOR**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_THOUSANDSSEPARATOR = 178;
```

Description

This is constant KEY_THOUSANDSSEPARATOR.

1.6.343 **KEY_U**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_U = 24;
```

Description

This is constant KEY_U.

1.6.344 **KEY_UNDO**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_UNDO = 122;
```

Description

This is constant KEY_UNDO.

1.6.345 **KEY_UP**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_UP = 82;
```

Description

This is constant KEY_UP.

1.6.346 **KEY_V**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_V = 25;
```

Description

This is constant KEY_V.

1.6.347 **KEY_VOLUMEDOWN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_VOLUMEDOWN = 129;
```

Description

This is constant KEY_VOLUMEDOWN.

1.6.348 **KEY_VOLUMEUP**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_VOLUMEUP = 128;
```

Description

This is constant KEY_VOLUMEUP.

1.6.349 **KEY_W**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_W = 26;
```

Description

This is constant KEY_W.

1.6.350 **KEY_WWW**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_WWW = 264;
```

Description

This is constant KEY_WWW.

1.6.351 **KEY_X**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_X = 27;
```

Description

This is constant KEY_X.

1.6.352 **KEY_Y**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_Y = 28;
```

Description

This is constant KEY_Y.

1.6.353 **KEY_Z**

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_Z = 29;
```

Description

This is constant KEY_Z.

1.6.354 **KHAKI**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

Delphi

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

Description

This is constant LAWNGREEN.

1.6.358 **LEMONCHIFFON**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LEMONCHIFFON.

1.6.359 **LF**

File: DelphiGamekit.pas (see page 255)

Delphi

```
LF = #13;
```

Description

This is constant LF.

1.6.360 **LIGHTBLUE**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTBLUE.

1.6.361 **LIGHTCORAL**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTCORAL.

1.6.362 **LIGHTCYAN**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTCYAN.

1.6.363 **LIGHTGOLDENRODYELLOW**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTGOLDENRODYELLOW.

1.6.364 **LIGHTGRAY**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTGRAY.

1.6.365 **LIGHTGREEN**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTGREEN.

1.6.366 **LIGHTGREY**

File: DelphiGamekit.pas (see page 255)

Delphi
```
LIGHTGREY: TColor = (Red:$D3; Green:$D3; BLue:$D3; Alpha:$FF);
```
Description

This is constant LIGHTGREY.

1.6.367 LIGHTPINK

File: DelphiGamekit.pas (see page 255)

Delphi
```
LIGHTPINK: TColor = (Red:$FF; Green:$B6; BLue:$C1; Alpha:$FF);
```
Description

This is constant LIGHTPINK.

1.6.368 LIGHTSALMON

File: DelphiGamekit.pas (see page 255)

Delphi
```
LIGHTSALMON: TColor = (Red:$FF; Green:$A0; BLue:$7A; Alpha:$FF);
```
Description

This is constant LIGHTSALMON.

1.6.369 LIGHTSEAGREEN

File: DelphiGamekit.pas (see page 255)

Delphi
```
LIGHTSEAGREEN: TColor = (Red:$20; Green:$B2; BLue:$AA; Alpha:$FF);
```
Description

This is constant LIGHTSEAGREEN.

1.6.370 LIGHTSKYBLUE

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi

```
LOGEXT = 'log';
```

Description

This is constant LOGEXT.

1.6.379 **LuSCANCODE_EXSEL**

File: DelphiGamekit.pas (see page 255)

Delphi

```
LuSCANCODE_EXSEL = 164;
```

Description

This is constant LuSCANCODE_EXSEL.

1.6.380 MAGENTA

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi

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

Description

This is constant MISTYROSE.

1.6.394 **MOCCASIN**

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant MOCCASIN.

1.6.395 **MPGEXT**

File: DelphiGamekit.pas (see page 255)

Delphi

```
MPGEXT = 'mpg';
```

Description

This is constant MPGEXT.

1.6.396 **NAN**

File: DelphiGamekit.pas (see page 255)

Delphi

```
NAN = 0.0 / 0.0;
```

Description

This is constant NAN.

1.6.397 **NAVAJOWHITE**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

Delphi
```
OGGEXT = 'ogg';
```
Description

This is constant OGGEXT.

1.6.400 **OLDLACE**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi

```
PINK: TColor = (Red:$FF; Green:$C0; BLue:$CB; Alpha:$FF);
```

Description

This is constant PINK.

1.6.416 **PLUM**

File: DelphiGamekit.pas (see page 255)

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

This is constant PLUM.

1.6.417 **PNGEXT**

File: DelphiGamekit.pas (see page 255)

Delphi
```
PNGEXT = 'png';
```
Description

This is constant PNGEXT.

1.6.418 **POWDERBLUE**

File: DelphiGamekit.pas (see page 255)

Delphi
```
POWDERBLUE: TColor = (Red:$B0; Green:$E0; BLue:$E6; Alpha:$FF);
```
Description

This is constant POWDERBLUE.

1.6.419 **PURPLE**

File: DelphiGamekit.pas (see page 255)

Delphi
```
PURPLE: TColor = (Red:$80; Green:$00; BLue:$80; Alpha:$FF);
```
Description

This is constant PURPLE.

1.6.420 **RADTODEG**

File: DelphiGamekit.pas (see page 255)

Delphi

```
RADTODEG = 180.0 / PI;
```

Description

This is constant RADTODEG.

1.6.421 **REBECCAPURPLE**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi
```
SEAGREEN: TColor = (Red:$2E; Green:$8B; BLue:$57; Alpha:$FF);
```
Description

This is constant SEAGREEN.

1.6.430 **SEASHELL**

File: DelphiGamekit.pas (see page 255)

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

This is constant SEASHELL.

1.6.431 **SIENNA**

File: DelphiGamekit.pas (see page 255)

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

This is constant SIENNA.

1.6.432 **SILVER**

File: DelphiGamekit.pas (see page 255)

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

This is constant SILVER.

1.6.433 **SKYBLUE**

File: DelphiGamekit.pas (see page 255)

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

This is constant SKYBLUE.

1.6.434 **SLATEBLUE**

File: DelphiGamekit.pas (see page 255)

Delphi
```
SLATEBLUE: TColor = (Red:$6A; Green:$5A; BLue:$CD; Alpha:$FF);
```
Description

This is constant SLATEBLUE.

1.6.435 **SLATEGRAY**

File: DelphiGamekit.pas (see page 255)

Delphi
```
SLATEGRAY: TColor = (Red:$70; Green:$80; BLue:$90; Alpha:$FF);
```
Description

This is constant SLATEGRAY.

1.6.436 **SLATEGREY**

File: DelphiGamekit.pas (see page 255)

Delphi
```
SLATEGREY: TColor = (Red:$70; Green:$80; BLue:$90; Alpha:$FF);
```
Description

This is constant SLATEGREY.

1.6.437 **SNOW**

File: DelphiGamekit.pas (see page 255)

Delphi
```
SNOW: TColor = (Red:$FF; Green:$FA; BLue:$FA; Alpha:$FF);
```
Description

This is constant SNOW.

1.6.438 **SPRINGGREEN**

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

Delphi

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

Description

This is constant THISTLE.

1.6.443 TIMER_FIXEDUPDATE_SPEED

File: DelphiGamekit.pas (see page 255)

Delphi

```
TIMER_FIXEDUPDATE_SPEED = 60.0;
```

Description

This is constant TIMER_FIXEDUPDATE_SPEED.

1.6.444 TIMER_UPDATE_SPEED

File: DelphiGamekit.pas (see page 255)

Delphi

```
TIMER_UPDATE_SPEED = 60.0;
```

Description

This is constant TIMER_UPDATE_SPEED.

1.6.445 TOMATO

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant TOMATO.

1.6.446 TURQUOISE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant TURQUOISE.

1.6.447 VERSION_MAJOR

File: DelphiGamekit.pas (see page 255)

Delphi
```
VERSION_MAJOR = '0';
```
Description

This is constant VERSION_MAJOR.

1.6.448 VERSION_MINOR

File: DelphiGamekit.pas (see page 255)

Delphi
```
VERSION_MINOR = '1';
```
Description

This is constant VERSION_MINOR.

1.6.449 VERSION_PATCH

File: DelphiGamekit.pas (see page 255)

Delphi
```
VERSION_PATCH = '0';
```
Description

This is constant VERSION_PATCH.

1.6.450 VIDEO_SAMPLEBUFFERSIZE

File: DelphiGamekit.pas (see page 255)

Delphi
```
VIDEO_SAMPLEBUFFERSIZE = 2304;
```
Description

This is constant VIDEO_SAMPLEBUFFERSIZE.

1.6.451 VIOLET

File: DelphiGamekit.pas (see page 255)

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 255)

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 255)

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 255)

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 255)

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 255)

Delphi
```
WINDOW_HEIGHT = 1080 div 2;
```
Description

This is constant WINDOW_HEIGHT.

1.6.457 WINDOW_WIDTH

File: DelphiGamekit.pas (see page 255)

Delphi
```
WINDOW_WIDTH = 1920 div 2;
```
Description

This is constant WINDOW_WIDTH.

1.6.458 YELLOW

File: DelphiGamekit.pas (see page 255)

Delphi
```
YELLOW: TColor = (Red:$FF; Green:$FF; BLue:$00; Alpha:$FF);
```
Description

This is constant YELLOW.

1.6.459 YELLOWGREEN

File: DelphiGamekit.pas (see page 255)

Delphi
```
YELLOWGREEN: TColor = (Red:$9A; Green:$CD; BLue:$32; Alpha:$FF);
```
Description

This is constant YELLOWGREEN.

1.7 Files

The following table lists files in this documentation.

Units

DelphiGamekit.pas (see page 255)	This is file DelphiGamekit.pas.

1.7.1 **DelphiGamekit.pas**

This is file DelphiGamekit.pas.

Classes

	EBufferException (see page 14)	This is class EBufferException.
	TArchive (see page 14)	This is class TArchive.
	TArchiveFile (see page 17)	This is class TArchiveFile.
	TBaseObject (see page 27)	This is class TBaseObject.
	TBuffer (see page 28)	This is class TBuffer.
	TConfigFile (see page 38)	This is class TConfigFile.
	TFont (see page 46)	This is class TFont.
	TGame (see page 53)	This is class TGame.
	TGeometry (see page 66)	This is class TGeometry.
	TTexture (see page 90)	This is class TTexture.

Constants

ALICEBLUE (see page 152)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 153)	This is constant ANTIQUEWHITE.
AQUA (see page 153)	This is constant AQUA.
AQUAMARINE (see page 153)	This is constant AQUAMARINE.
ARCEXT (see page 153)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC (see page 153)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN (see page 154)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT (see page 154)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP (see page 154)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX (see page 154)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING (see page 155)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE (see page 155)	This is constant AZURE.
BEIGE (see page 155)	This is constant BEIGE.
BISQUE (see page 155)	This is constant BISQUE.
BLACK (see page 155)	This is constant BLACK.
BLANCHEDALMOND (see page 156)	This is constant BLANCHEDALMOND.
BLANK (see page 156)	This is constant BLANK.
BLUE (see page 156)	This is constant BLUE.
BLUEVIOLET (see page 156)	This is constant BLUEVIOLET.
BROWN (see page 157)	This is constant BROWN.
BURLYWOOD (see page 157)	This is constant BURLYWOOD.
BUTTON_LEFT (see page 157)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE (see page 157)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT (see page 157)	This is constant BUTTON_RIGHT.
BUTTON_X1 (see page 158)	This is constant BUTTON_X1.
BUTTON_X2 (see page 158)	This is constant BUTTON_X2.
CADETBLUE (see page 158)	This is constant CADETBLUE.
CHARTREUSE (see page 158)	This is constant CHARTREUSE.
CHOCOLATE (see page 159)	This is constant CHOCOLATE.
COLORKEY (see page 159)	This is constant COLORKEY.

CONTROLLER_AXIS_LEFTX (see page 159)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY (see page 159)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX (see page 159)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY (see page 160)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT (see page 160)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT (see page 160)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A (see page 160)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B (see page 161)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK (see page 161)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP (see page 162)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE (see page 162)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER (see page 162)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK (see page 162)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 (see page 163)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER (see page 164)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK (see page 164)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START (see page 164)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD (see page 164)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X (see page 165)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y (see page 165)	This is constant CONTROLLER_BUTTON_Y.
CORAL (see page 165)	This is constant CORAL.
CORNFLOWERBLUE (see page 165)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 165)	This is constant CORNSILK.
CR (see page 166)	This is constant CR.
CRIMSON (see page 166)	This is constant CRIMSON.
CRLF (see page 166)	This is constant CRLF.
CYAN (see page 166)	This is constant CYAN.
DARKBLUE (see page 167)	This is constant DARKBLUE.

DARKCYAN (see page 167)	This is constant DARKCYAN.
DARKGOLDENROD (see page 167)	This is constant DARKGOLDENROD.
DARKGRAY (see page 167)	This is constant DARKGRAY.
DARKGREEN (see page 167)	This is constant DARKGREEN.
DARKGREY (see page 168)	This is constant DARKGREY.
DARKKHAKI (see page 168)	This is constant DARKKHAKI.
DARKMAGENTA (see page 168)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 168)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 169)	This is constant DARKORANGE.
DARKORCHID (see page 169)	This is constant DARKORCHID.
DARKRED (see page 169)	This is constant DARKRED.
DARKSALMON (see page 169)	This is constant DARKSALMON.
DARKSEAGREEN (see page 169)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 170)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 170)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 170)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 170)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 171)	This is constant DARKVIOLET.
DEEPPINK (see page 171)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 171)	This is constant DEEPSKYBLUE.
DEGTORAD (see page 171)	This is constant DEGTORAD.
DIMGRAY (see page 171)	This is constant DIMGRAY.
DIMWHITE (see page 172)	This is constant DIMWHITE.
DODGERBLUE (see page 172)	This is constant DODGERBLUE.
EPSILON (see page 172)	This is constant EPSILON.
FIREBRICK (see page 172)	This is constant FIREBRICK.
FLORALWHITE (see page 173)	This is constant FLORALWHITE.
FORESTGREEN (see page 173)	This is constant FORESTGREEN.
FUCHSIA (see page 173)	This is constant FUCHSIA.
GAINSBORO (see page 173)	This is constant GAINSBORO.
GHOSTWHITE (see page 173)	This is constant GHOSTWHITE.
GOLD (see page 174)	This is constant GOLD.
GOLDENROD (see page 174)	This is constant GOLDENROD.
GRAY (see page 174)	This is constant GRAY.
GREEN (see page 174)	This is constant GREEN.
GREENYELLOW (see page 175)	This is constant GREENYELLOW.
GREY (see page 175)	This is constant GREY.
HONEYDEW (see page 175)	This is constant HONEYDEW.
HOTPINK (see page 175)	This is constant HOTPINK.
INDIANRED (see page 175)	This is constant INDIANRED.
INDIGO (see page 176)	This is constant INDIGO.
INIEXT (see page 176)	This is constant INIEXT.
IVORY (see page 176)	This is constant IVORY.
KEY_0 (see page 176)	This is constant KEY_0.
KEY_1 (see page 177)	This is constant KEY_1.
KEY_2 (see page 177)	This is constant KEY_2.
KEY_3 (see page 177)	This is constant KEY_3.
KEY_4 (see page 177)	This is constant KEY_4.
KEY_5 (see page 177)	This is constant KEY_5.

KEY_6 (see page 178)	This is constant KEY_6.
KEY_7 (see page 178)	This is constant KEY_7.
KEY_8 (see page 178)	This is constant KEY_8.
KEY_9 (see page 178)	This is constant KEY_9.
KEY_A (see page 179)	This is constant KEY_A.
KEY_AC_BACK (see page 179)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS (see page 179)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD (see page 179)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME (see page 179)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH (see page 180)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH (see page 180)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP (see page 180)	This is constant KEY_AC_STOP.
KEY_AGAIN (see page 180)	This is constant KEY_AGAIN.
KEY_ALTERASE (see page 181)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE (see page 181)	This is constant KEY_APOSTROPHE.
KEY_APP1 (see page 181)	This is constant KEY_APP1.
KEY_APP2 (see page 181)	This is constant KEY_APP2.
KEY_APPLICATION (see page 181)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD (see page 182)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE (see page 182)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT (see page 182)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY (see page 182)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV (see page 183)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND (see page 183)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP (see page 183)	This is constant KEY_AUDIOSTOP.
KEY_B (see page 183)	This is constant KEY_B.
KEY_BACKSLASH (see page 183)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 184)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN (see page 184)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP (see page 184)	This is constant KEY_BRIGHTNESSUP.
KEY_C (see page 184)	This is constant KEY_C.
KEY_CALCULATOR (see page 185)	This is constant KEY_CALCULATOR.
KEY_CALL (see page 185)	This is constant KEY_CALL.
KEY_CANCEL (see page 185)	This is constant KEY_CANCEL.
KEY_CAPSLOCK (see page 185)	This is constant KEY_CAPSLOCK.
KEY_CLEAR (see page 185)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN (see page 186)	This is constant KEY_CLEARAGAIN.
KEY_COMMA (see page 186)	This is constant KEY_COMMA.
KEY_COMPUTER (see page 186)	This is constant KEY_COMPUTER.
KEY_COPY (see page 186)	This is constant KEY_COPY.
KEY_CRSEL (see page 187)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT (see page 187)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT (see page 187)	This is constant KEY_CURRENCYUNIT.
KEY_CUT (see page 187)	This is constant KEY_CUT.
KEY_D (see page 187)	This is constant KEY_D.
KEY_DECIMALSEPARATOR (see page 188)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE (see page 188)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH (see page 188)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN (see page 188)	This is constant KEY_DOWN.

KEY_E (see page 189)	This is constant KEY_E.
KEY_EJECT (see page 189)	This is constant KEY_EJECT.
KEY_END (see page 189)	This is constant KEY_END.
KEY_ENDCALL (see page 189)	This is constant KEY_ENDCALL.
KEY_EQUALS (see page 189)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 190)	This is constant KEY_ESCAPE.
KEY_EXECUTE (see page 190)	This is constant KEY_EXECUTE.
KEY_F (see page 190)	This is constant KEY_F.
KEY_F1 (see page 190)	This is constant KEY_F1.
KEY_F10 (see page 191)	This is constant KEY_F10.
KEY_F11 (see page 191)	This is constant KEY_F11.
KEY_F12 (see page 191)	This is constant KEY_F12.
KEY_F13 (see page 191)	This is constant KEY_F13.
KEY_F14 (see page 191)	This is constant KEY_F14.
KEY_F15 (see page 192)	This is constant KEY_F15.
KEY_F16 (see page 192)	This is constant KEY_F16.
KEY_F17 (see page 192)	This is constant KEY_F17.
KEY_F18 (see page 192)	This is constant KEY_F18.
KEY_F19 (see page 193)	This is constant KEY_F19.
KEY_F2 (see page 193)	This is constant KEY_F2.
KEY_F20 (see page 193)	This is constant KEY_F20.
KEY_F21 (see page 193)	This is constant KEY_F21.
KEY_F22 (see page 193)	This is constant KEY_F22.
KEY_F23 (see page 194)	This is constant KEY_F23.
KEY_F24 (see page 194)	This is constant KEY_F24.
KEY_F3 (see page 194)	This is constant KEY_F3.
KEY_F4 (see page 194)	This is constant KEY_F4.
KEY_F5 (see page 195)	This is constant KEY_F5.
KEY_F6 (see page 195)	This is constant KEY_F6.
KEY_F7 (see page 195)	This is constant KEY_F7.
KEY_F8 (see page 195)	This is constant KEY_F8.
KEY_F9 (see page 195)	This is constant KEY_F9.
KEY_FIND (see page 196)	This is constant KEY_FIND.
KEY_G (see page 196)	This is constant KEY_G.
KEY_GRAVE (see page 196)	This is constant KEY_GRAVE.
KEY_H (see page 196)	This is constant KEY_H.
KEY_HELP (see page 197)	This is constant KEY_HELP.
KEY_HOME (see page 197)	This is constant KEY_HOME.
KEY_I (see page 197)	This is constant KEY_I.
KEY_INSERT (see page 197)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 (see page 197)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 (see page 198)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 (see page 198)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 (see page 198)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 (see page 198)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 (see page 199)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 (see page 199)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 (see page 199)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 (see page 199)	This is constant KEY_INTERNATIONAL9.

KEY_J (see page 199)	This is constant KEY_J.
KEY_K (see page 200)	This is constant KEY_K.
KEY_KBDILLUMDOWN (see page 200)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE (see page 200)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP (see page 200)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 (see page 201)	This is constant KEY_KP_0.
KEY_KP_00 (see page 201)	This is constant KEY_KP_00.
KEY_KP_000 (see page 201)	This is constant KEY_KP_000.
KEY_KP_1 (see page 201)	This is constant KEY_KP_1.
KEY_KP_2 (see page 201)	This is constant KEY_KP_2.
KEY_KP_3 (see page 202)	This is constant KEY_KP_3.
KEY_KP_4 (see page 202)	This is constant KEY_KP_4.
KEY_KP_5 (see page 202)	This is constant KEY_KP_5.
KEY_KP_6 (see page 202)	This is constant KEY_KP_6.
KEY_KP_7 (see page 203)	This is constant KEY_KP_7.
KEY_KP_8 (see page 203)	This is constant KEY_KP_8.
KEY_KP_9 (see page 203)	This is constant KEY_KP_9.
KEY_KP_A (see page 203)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND (see page 203)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT (see page 204)	This is constant KEY_KP_AT.
KEY_KP_B (see page 204)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE (see page 204)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY (see page 204)	This is constant KEY_KP_BINARY.
KEY_KP_C (see page 205)	This is constant KEY_KP_C.
KEY_KP_CLEAR (see page 205)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY (see page 205)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON (see page 205)	This is constant KEY_KP_COLON.
KEY_KP_COMMA (see page 205)	This is constant KEY_KP_COMMA.
KEY_KP_D (see page 206)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND (see page 206)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR (see page 206)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL (see page 206)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE (see page 207)	This is constant KEY_KP_DIVIDE.
KEY_KP_E (see page 207)	This is constant KEY_KP_E.
KEY_KP_ENTER (see page 207)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS (see page 207)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 (see page 207)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM (see page 208)	This is constant KEY_KP_EXCLAM.
KEY_KP_F (see page 208)	This is constant KEY_KP_F.
KEY_KP_GREATER (see page 208)	This is constant KEY_KP_GREATER.
KEY_KP_HASH (see page 208)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECIMAL (see page 209)	This is constant KEY_KP_HEXADECIMAL.
KEY_KP_LEFTBRACE (see page 209)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN (see page 209)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS (see page 209)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD (see page 209)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR (see page 210)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE (see page 210)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY (see page 210)	This is constant KEY_KP_MEMMULTIPLY.

KEY_KP_MEMRECALL (see page 210)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE (see page 211)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT (see page 211)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS (see page 211)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY (see page 211)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL (see page 211)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT (see page 212)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD (see page 212)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS (see page 212)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS (see page 212)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER (see page 213)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE (see page 213)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN (see page 213)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE (see page 213)	This is constant KEY_KP_SPACE.
KEY_KP_TAB (see page 213)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR (see page 214)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR (see page 214)	This is constant KEY_KP_XOR.
KEY_L (see page 214)	This is constant KEY_L.
KEY_LALT (see page 214)	This is constant KEY_LALT.
KEY_LANG1 (see page 215)	This is constant KEY_LANG1.
KEY_LANG2 (see page 215)	This is constant KEY_LANG2.
KEY_LANG3 (see page 215)	This is constant KEY_LANG3.
KEY_LANG4 (see page 215)	This is constant KEY_LANG4.
KEY_LANG5 (see page 215)	This is constant KEY_LANG5.
KEY_LANG6 (see page 216)	This is constant KEY_LANG6.
KEY_LANG7 (see page 216)	This is constant KEY_LANG7.
KEY_LANG8 (see page 216)	This is constant KEY_LANG8.
KEY_LANG9 (see page 216)	This is constant KEY_LANG9.
KEY_LCTRL (see page 217)	This is constant KEY_LCTRL.
KEY_LEFT (see page 217)	This is constant KEY_LEFT.
KEY_LEFTBRACKET (see page 217)	This is constant KEY_LEFTBRACKET.
KEY_LGUI (see page 217)	This is constant KEY_LGUI.
KEY_LSHIFT (see page 217)	This is constant KEY_LSHIFT.
KEY_M (see page 218)	This is constant KEY_M.
KEY_MAIL (see page 218)	This is constant KEY_MAIL.
KEY_MEDIASELECT (see page 218)	This is constant KEY_MEDIASELECT.
KEY_MENU (see page 218)	This is constant KEY_MENU.
KEY_MINUS (see page 219)	This is constant KEY_MINUS.
KEY_MODE (see page 219)	This is constant KEY_MODE.
KEY_MUTE (see page 219)	This is constant KEY_MUTE.
KEY_N (see page 219)	This is constant KEY_N.
KEY_NONUSBACKSLASH (see page 219)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH (see page 220)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR (see page 220)	This is constant KEY_NUMLOCKCLEAR.
KEY_O (see page 220)	This is constant KEY_O.
KEY_OPER (see page 220)	This is constant KEY_OPER.
KEY_OUT (see page 221)	This is constant KEY_OUT.
KEY_P (see page 221)	This is constant KEY_P.
KEY_PAGEDOWN (see page 221)	This is constant KEY_PAGEDOWN.

KEY_PAGEUP (see page 221)	This is constant KEY_PAGEUP.
KEY_PASTE (see page 221)	This is constant KEY_PASTE.
KEY_PAUSE (see page 222)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 222)	This is constant KEY_PERIOD.
KEY_POWER (see page 222)	This is constant KEY_POWER.
KEY_PRINTSCREEN (see page 222)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR (see page 223)	This is constant KEY_PRIOR.
KEY_Q (see page 223)	This is constant KEY_Q.
KEY_R (see page 223)	This is constant KEY_R.
KEY_RALT (see page 223)	This is constant KEY_RALT.
KEY_RCTRL (see page 223)	This is constant KEY_RCTRL.
KEY_RETURN (see page 224)	This is constant KEY_RETURN.
KEY_RETURN2 (see page 224)	This is constant KEY_RETURN2.
KEY_RGUI (see page 224)	This is constant KEY_RGUI.
KEY_RIGHT (see page 224)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET (see page 225)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT (see page 225)	This is constant KEY_RSHIFT.
KEY_S (see page 225)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 225)	This is constant KEY_SCROLLLOCK.
KEY_SELECT (see page 225)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 226)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR (see page 226)	This is constant KEY_SEPARATOR.
KEY_SLASH (see page 226)	This is constant KEY_SLASH.
KEY_SLEEP (see page 226)	This is constant KEY_SLEEP.
KEY_SOFTLEFT (see page 227)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT (see page 227)	This is constant KEY_SOFTRIGHT.
KEY_SPACE (see page 227)	This is constant KEY_SPACE.
KEY_STOP (see page 227)	This is constant KEY_STOP.
KEY_SYSREQ (see page 227)	This is constant KEY_SYSREQ.
KEY_T (see page 228)	This is constant KEY_T.
KEY_TAB (see page 228)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR (see page 228)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U (see page 228)	This is constant KEY_U.
KEY_UNDO (see page 229)	This is constant KEY_UNDO.
KEY_UP (see page 229)	This is constant KEY_UP.
KEY_V (see page 229)	This is constant KEY_V.
KEY_VOLUMEDOWN (see page 229)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP (see page 229)	This is constant KEY_VOLUMEUP.
KEY_W (see page 230)	This is constant KEY_W.
KEY_WWW (see page 230)	This is constant KEY_WWW.
KEY_X (see page 230)	This is constant KEY_X.
KEY_Y (see page 230)	This is constant KEY_Y.
KEY_Z (see page 231)	This is constant KEY_Z.
KHAKI (see page 231)	This is constant KHAKI.
LAVENDER (see page 231)	This is constant LAVENDER.
LAVENDERBLUSH (see page 231)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 231)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 232)	This is constant LEMONCHIFFON.

LF (see page 232)	This is constant LF.
LIGHTBLUE (see page 232)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 232)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 233)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 233)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 233)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 233)	This is constant LIGHTGREEN.
LIGHTGREY (see page 233)	This is constant LIGHTGREY.
LIGHTPINK (see page 234)	This is constant LIGHTPINK.
LIGHTSALMON (see page 234)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 234)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 234)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 235)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 235)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 235)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 235)	This is constant LIGHTYELLOW.
LIME (see page 235)	This is constant LIME.
LIMEGREEN (see page 236)	This is constant LIMEGREEN.
LINEN (see page 236)	This is constant LINEN.
LOGEXT (see page 236)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 236)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 237)	This is constant MAGENTA.
MAROON (see page 237)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 237)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 237)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 237)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 238)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 238)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 238)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 238)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 239)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 239)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 239)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 239)	This is constant MINTCREAM.
MISTYROSE (see page 239)	This is constant MISTYROSE.
MOCCASIN (see page 240)	This is constant MOCCASIN.
MPGEXT (see page 240)	This is constant MPGEXT.
NAN (see page 240)	This is constant NAN.
NAVAJOWHITE (see page 240)	This is constant NAVAJOWHITE.
NAVY (see page 241)	This is constant NAVY.
OGGEXT (see page 241)	This is constant OGGEXT.
OLDLACE (see page 241)	This is constant OLDLACE.
OLIVE (see page 241)	This is constant OLIVE.
OLIVEDRAB (see page 241)	This is constant OLIVEDRAB.
ORANGE (see page 242)	This is constant ORANGE.
ORANGERED (see page 242)	This is constant ORANGERED.
ORCHID (see page 242)	This is constant ORCHID.
OVERLAY1 (see page 242)	This is constant OVERLAY1.
OVERLAY2 (see page 243)	This is constant OVERLAY2.

PALEGOLDENROD (see page 243)	This is constant PALEGOLDENROD.
PALEGREEN (see page 243)	This is constant PALEGREEN.
PALETURQUOISE (see page 243)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 243)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 244)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 244)	This is constant PEACHPUFF.
PERU (see page 244)	This is constant PERU.
PINK (see page 244)	This is constant PINK.
PLUM (see page 245)	This is constant PLUM.
PNGEXT (see page 245)	This is constant PNGEXT.
POWDERBLUE (see page 245)	This is constant POWDERBLUE.
PURPLE (see page 245)	This is constant PURPLE.
RADTODEG (see page 245)	This is constant RADTODEG.
REBECCAPURPLE (see page 246)	This is constant REBECCAPURPLE.
RED (see page 246)	This is constant RED.
RED2 (see page 246)	This is constant RED2.
ROSYBROWN (see page 246)	This is constant ROSYBROWN.
ROYALBLUE (see page 247)	This is constant ROYALBLUE.
SADDLEBROWN (see page 247)	This is constant SADDLEBROWN.
SALMON (see page 247)	This is constant SALMON.
SANDYBROWN (see page 247)	This is constant SANDYBROWN.
SEAGREEN (see page 247)	This is constant SEAGREEN.
SEASHELL (see page 248)	This is constant SEASHELL.
SIENNA (see page 248)	This is constant SIENNA.
SILVER (see page 248)	This is constant SILVER.
SKYBLUE (see page 248)	This is constant SKYBLUE.
SLATEBLUE (see page 249)	This is constant SLATEBLUE.
SLATEGRAY (see page 249)	This is constant SLATEGRAY.
SLATEGREY (see page 249)	This is constant SLATEGREY.
SNOW (see page 249)	This is constant SNOW.
SPRINGGREEN (see page 249)	This is constant SPRINGGREEN.
STEELBLUE (see page 250)	This is constant STEELBLUE.
TAN (see page 250)	This is constant TAN.
TEAL (see page 250)	This is constant TEAL.
THISTLE (see page 250)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED (see page 251)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED (see page 251)	This is constant TIMER_UPDATE_SPEED.
TOMATO (see page 251)	This is constant TOMATO.
TURQUOISE (see page 251)	This is constant TURQUOISE.
VERSION_MAJOR (see page 251)	This is constant VERSION_MAJOR.
VERSION_MINOR (see page 252)	This is constant VERSION_MINOR.
VERSION_PATCH (see page 252)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE (see page 252)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET (see page 252)	This is constant VIOLET.
WHEAT (see page 253)	This is constant WHEAT.
WHITE (see page 253)	This is constant WHITE.
WHITE2 (see page 253)	This is constant WHITE2.
WHITESMOKE (see page 253)	This is constant WHITESMOKE.

WINDOW_HEIGHT (see page 253)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH (see page 254)	This is constant WINDOW_WIDTH.
YELLOW (see page 254)	This is constant YELLOW.
YELLOWGREEN (see page 254)	This is constant YELLOWGREEN.

Enumerations

	TAudioFading (see page 136)	This is record TAudioFading.
	TBlendMode (see page 137)	This is record TBlendMode.
	TEaseType (see page 137)	This is record TEaseType.
	TFlipMode (see page 137)	This is record TFlipMode.
	THAlign (see page 138)	This is record THAlign.
	TLineIntersection (see page 138)	This is record TLineIntersection.
	TSpeechVoiceAttribute (see page 138)	This is record TSpeechVoiceAttribute.
	TTextureAccess (see page 139)	This is record TTextureAccess.
	TVAlign (see page 139)	This is record TVAlign.
	TVideoStatus (see page 139)	This is record TVideoStatus.

Functions

	AddSelfToUserPath (see page 117)	This is function AddSelfToUserPath.
	AngleCos (see page 118)	This is function AngleCos.
	AngleDiff (see page 118)	This is function AngleDiff.
	AngleRotatePos (see page 118)	This is function AngleRotatePos.
	AngleSin (see page 118)	This is function AngleSin.
	CaptureConsoleOutput (see page 119)	This is function CaptureConsoleOutput.
	CircleInRectangle (see page 119)	This is function CircleInRectangle.
	CirclesOverlap (see page 119)	This is function CirclesOverlap.
	ClipVaLue (see page 120)	This is function ClipVaLue.
	ClipVaLuef (see page 120)	This is function ClipVaLuef.
	CreateDirsInPath (see page 120)	This is function CreateDirsInPath.
	EasePosition (see page 120)	This is function EasePosition.
	EaseValue (see page 121)	This is function EaseValue.
	ExpandRelDirectory (see page 121)	This is function ExpandRelDirectory.
	ExpandRelFilename (see page 121)	This is function ExpandRelFilename.
	ExtractRelativeDirectory (see page 122)	This is function ExtractRelativeDirectory.
	ExtractRelativeFilename (see page 122)	This is function ExtractRelativeFilename.
	FreeNilObject (see page 122)	This is function FreeNilObject.
	GetDirName (see page 122)	This is function GetDirName.
	GetEnvVarValue (see page 123)	This is function GetEnvVarValue.
	GetExeBasePath (see page 123)	This is function GetExeBasePath.
	GetExePath (see page 123)	This is function GetExePath.
	GetFileRWops (see page 123)	This is function GetFileRWops.
	GetMemRWops (see page 124)	This is function GetMemRWops.
	GetRandomSeed (see page 124)	This is function GetRandomSeed.
	GetSemVerStr (see page 124)	This is function GetSemVerStr.
	GetUUID (see page 124)	This is function GetUUID.
	GetVersionInfo (see page 125)	This is function GetVersionInfo.

⇒♦	GetVersionInfo (see page 125)	This is function GetVersionInfo.
⇒♦	HasConsoleOutput (see page 125)	This is function HasConsoleOutput.
⇒♦	IsCurrentDir (see page 125)	This is function IsCurrentDir.
⇒♦	IsSingleInstance (see page 126)	This is function IsSingleInstance.
⇒♦	IsValidFilename (see page 126)	This is function IsValidFilename.
⇒♦	Lerp (see page 126)	This is function Lerp.
⇒♦	LineIntersection (see page 126)	This is function LineIntersection.
⇒♦	Pause (see page 127)	This is function Pause.
⇒♦	PointInCircle (see page 127)	This is function PointInCircle.
⇒♦	PointInRectangle (see page 127)	This is function PointInRectangle.
⇒♦	PointInTriangle (see page 128)	This is function PointInTriangle.
⇒♦	Print (see page 128)	This is function Print.
⇒♦	Print (see page 128)	This is function Print.
⇒♦	PrintLn (see page 128)	This is function PrintLn.
⇒♦	PrintLn (see page 129)	This is function PrintLn.
⇒♦	PrintLn (see page 129)	This is function PrintLn.
⇒♦	ProcessMessages (see page 129)	This is function ProcessMessages.
⇒♦	RadiusOverlap (see page 129)	This is function RadiusOverlap.
⇒♦	RandomBool (see page 130)	This is function RandomBool.
⇒♦	RandomRange (see page 130)	This is function RandomRange.
⇒♦	RandomRangef (see page 130)	This is function RandomRangef.
⇒♦	ReadStringFromStream (see page 130)	This is function ReadStringFromStream.
⇒♦	RectangleIntersection (see page 131)	This is function RectangleIntersection.
⇒♦	RectanglesOverlap (see page 131)	This is function RectanglesOverlap.
⇒♦	RemoveDuplicates (see page 131)	This is function RemoveDuplicates.
⇒♦	RemoveDuplicates2 (see page 131)	This is function RemoveDuplicates2.
⇒♦	RemoveQuotes (see page 132)	This is function RemoveQuotes.
⇒♦	RemoveSelfFromUserPath (see page 132)	This is function RemoveSelfFromUserPath.
⇒♦	ResourceExists (see page 132)	This is function ResourceExists.
⇒♦	RunGame (see page 132)	This is function RunGame.
⇒♦	SameSign (see page 133)	This is function SameSign.
⇒♦	SameSignf (see page 133)	This is function SameSignf.
⇒♦	SameVaLue (see page 133)	This is function SameVaLue.
⇒♦	SameVaLuef (see page 133)	This is function SameVaLuef.
⇒♦	SetEnvVarValue (see page 134)	This is function SetEnvVarValue.
⇒♦	SetGlobalEnvironment (see page 134)	This is function SetGlobalEnvironment.
⇒♦	SetRandomSeed (see page 134)	This is function SetRandomSeed.
⇒♦	ShellOpen (see page 134)	This is function ShellOpen.
⇒♦	SmoothMove (see page 135)	This is function SmoothMove.
⇒♦	UnitToScalarValue (see page 135)	This is function UnitToScalarValue.
⇒♦	WaitForAnyKey (see page 135)	This is function WaitForAnyKey.
⇒♦	WasRunFromConsole (see page 135)	This is function WasRunFromConsole.
⇒♦	WriteStringToStream (see page 136)	This is function WriteStringToStream.

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❖	TAudio (see page 21)	This is class TAudio.
❖	TCmdLine (see page 31)	This is class TCmdLine.
❖	TColor (see page 35)	This is class TColor.
❖	TController (see page 43)	This is class TController.
❖	THud (see page 68)	This is class THud.
❖	TInput (see page 70)	This is class TInput.
❖	TLog (see page 75)	This is class TLog.
❖	TPoint (see page 78)	This is class TPoint.
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❖	TRect (see page 82)	This is class TRect.
❖	TSpeech (see page 85)	This is class TSpeech.
❖	TTimer (see page 96)	This is class TTimer.
❖	TVector (see page 98)	This is class TVector.
❖	TVideo (see page 105)	This is class TVideo.
❖	TWindow (see page 109)	This is class TWindow.

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PPoint (see page 140)	This is type PPoint.
PRect (see page 140)	This is type PRect.
PVector (see page 140)	This is type PVector.
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TCaptureConsoleOutputEvent (see page 141)	This is type TCaptureConsoleOutputEvent.
TGameClass (see page 141)	This is type TGameClass.
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