

# DelphiGamekit

Make 2D Game in Delphi

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KEY_KP_PLUSMINUS ( see page 354)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER ( see page 355)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE ( see page 355)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN ( see page 355)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE ( see page 355)	This is constant KEY_KP_SPACE.
KEY_KP_TAB ( see page 355)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR ( see page 356)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR ( see page 356)	This is constant KEY_KP_XOR.
KEY_L ( see page 356)	This is constant KEY_L.
KEY_LALT ( see page 356)	This is constant KEY_LALT.
KEY_LANG1 ( see page 357)	This is constant KEY_LANG1.
KEY_LANG2 ( see page 357)	This is constant KEY_LANG2.
KEY_LANG3 ( see page 357)	This is constant KEY_LANG3.
KEY_LANG4 ( see page 357)	This is constant KEY_LANG4.
KEY_LANG5 ( see page 357)	This is constant KEY_LANG5.
KEY_LANG6 ( see page 358)	This is constant KEY_LANG6.
KEY_LANG7 ( see page 358)	This is constant KEY_LANG7.
KEY_LANG8 ( see page 358)	This is constant KEY_LANG8.
KEY_LANG9 ( see page 358)	This is constant KEY_LANG9.
KEY_LCTRL ( see page 359)	This is constant KEY_LCTRL.
KEY_LEFT ( see page 359)	This is constant KEY_LEFT.
KEY_LEFTBRACKET ( see page 359)	This is constant KEY_LEFTBRACKET.
KEY_LGUI ( see page 359)	This is constant KEY_LGUI.
KEY_LSHIFT ( see page 359)	This is constant KEY_LSHIFT.
KEY_M ( see page 360)	This is constant KEY_M.
KEY_MAIL ( see page 360)	This is constant KEY_MAIL.
KEY_MEDIASELECT ( see page 360)	This is constant KEY_MEDIASELECT.
KEY_MENU ( see page 360)	This is constant KEY_MENU.
KEY_MINUS ( see page 361)	This is constant KEY_MINUS.
KEY_MODE ( see page 361)	This is constant KEY_MODE.
KEY_MUTE ( see page 361)	This is constant KEY_MUTE.
KEY_N ( see page 361)	This is constant KEY_N.
KEY_NONUSBACKSLASH ( see page 361)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH ( see page 362)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR ( see page 362)	This is constant KEY_NUMLOCKCLEAR.
KEY_O ( see page 362)	This is constant KEY_O.
KEY_OPER ( see page 362)	This is constant KEY_OPER.
KEY_OUT ( see page 363)	This is constant KEY_OUT.
KEY_P ( see page 363)	This is constant KEY_P.
KEY_PAGEDOWN ( see page 363)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP ( see page 363)	This is constant KEY_PAGEUP.
KEY_PASTE ( see page 363)	This is constant KEY_PASTE.
KEY_PAUSE ( see page 364)	This is constant KEY_PAUSE.
KEY_PERIOD ( see page 364)	This is constant KEY_PERIOD.

KEY_POWER ( see page 364)	This is constant KEY_POWER.
KEY_PRINTSCREEN ( see page 364)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR ( see page 365)	This is constant KEY_PRIOR.
KEY_Q ( see page 365)	This is constant KEY_Q.
KEY_R ( see page 365)	This is constant KEY_R.
KEY_RALT ( see page 365)	This is constant KEY_RALT.
KEY_RCTRL ( see page 365)	This is constant KEY_RCTRL.
KEY_RETURN ( see page 366)	This is constant KEY_RETURN.
KEY_RETURN2 ( see page 366)	This is constant KEY_RETURN2.
KEY_RGUI ( see page 366)	This is constant KEY_RGUI.
KEY_RIGHT ( see page 366)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET ( see page 367)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT ( see page 367)	This is constant KEY_RSHIFT.
KEY_S ( see page 367)	This is constant KEY_S.
KEY_SCROLLLOCK ( see page 367)	This is constant KEY_SCROLLLOCK.
KEY_SELECT ( see page 367)	This is constant KEY_SELECT.
KEY_SEMICOLON ( see page 368)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR ( see page 368)	This is constant KEY_SEPARATOR.
KEY_SLASH ( see page 368)	This is constant KEY_SLASH.
KEY_SLEEP ( see page 368)	This is constant KEY_SLEEP.
KEY_SOFTLEFT ( see page 369)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT ( see page 369)	This is constant KEY_SOFTRIGHT.
KEY_SPACE ( see page 369)	This is constant KEY_SPACE.
KEY_STOP ( see page 369)	This is constant KEY_STOP.
KEY_SYSREQ ( see page 369)	This is constant KEY_SYSREQ.
KEY_T ( see page 370)	This is constant KEY_T.
KEY_TAB ( see page 370)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR ( see page 370)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U ( see page 370)	This is constant KEY_U.
KEY_UNDO ( see page 371)	This is constant KEY_UNDO.
KEY_UP ( see page 371)	This is constant KEY_UP.
KEY_V ( see page 371)	This is constant KEY_V.
KEY_VOLUMEDOWN ( see page 371)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP ( see page 371)	This is constant KEY_VOLUMEUP.
KEY_W ( see page 372)	This is constant KEY_W.
KEY_WWW ( see page 372)	This is constant KEY_WWW.
KEY_X ( see page 372)	This is constant KEY_X.
KEY_Y ( see page 372)	This is constant KEY_Y.
KEY_Z ( see page 373)	This is constant KEY_Z.
KHAKI ( see page 373)	This is constant KHAKI.
LAVENDER ( see page 373)	This is constant LAVENDER.
LAVENDERBLUSH ( see page 373)	This is constant LAVENDERBLUSH.
LAWNGREEN ( see page 373)	This is constant LAWNGREEN.
LEMONCHIFFON ( see page 374)	This is constant LEMONCHIFFON.
LF ( see page 374)	This is constant LF.
LIGHTBLUE ( see page 374)	This is constant LIGHTBLUE.
LIGHTCORAL ( see page 374)	This is constant LIGHTCORAL.
LIGHTCYAN ( see page 375)	This is constant LIGHTCYAN.

LIGHTGOLDENRODYELLOW ( see page 375)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY ( see page 375)	This is constant LIGHTGRAY.
LIGHTGREEN ( see page 375)	This is constant LIGHTGREEN.
LIGHTGREY ( see page 375)	This is constant LIGHTGREY.
LIGHTPINK ( see page 376)	This is constant LIGHTPINK.
LIGHTSALMON ( see page 376)	This is constant LIGHTSALMON.
LIGHTSEAGREEN ( see page 376)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE ( see page 376)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY ( see page 377)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY ( see page 377)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE ( see page 377)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW ( see page 377)	This is constant LIGHTYELLOW.
LIME ( see page 377)	This is constant LIME.
LIMEGREEN ( see page 378)	This is constant LIMEGREEN.
LINEN ( see page 378)	This is constant LINEN.
LOGEXT ( see page 378)	This is constant LOGEXT.
LUACEXT ( see page 378)	This is constant LUACEXT.
LUAEXT ( see page 379)	This is constant LUAEXT.
LuSCANCODE_EXSEL ( see page 379)	This is constant LuSCANCODE_EXSEL.
MAGENTA ( see page 379)	This is constant MAGENTA.
MAROON ( see page 379)	This is constant MAROON.
MEDIUMAQUAMARINE ( see page 379)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE ( see page 380)	This is constant MEDIUMBLUE.
MEDIUMORCHID ( see page 380)	This is constant MEDIUMORCHID.
MEDIUMPURPLE ( see page 380)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN ( see page 380)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE ( see page 381)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN ( see page 381)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE ( see page 381)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED ( see page 381)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE ( see page 381)	This is constant MIDNIGHTBLUE.
MINTCREAM ( see page 382)	This is constant MINTCREAM.
MISTYROSE ( see page 382)	This is constant MISTYROSE.
MOCCASIN ( see page 382)	This is constant MOCCASIN.
MPGEXT ( see page 382)	This is constant MPGEXT.
NAN ( see page 383)	This is constant NAN.
NAVAJOWHITE ( see page 383)	This is constant NAVAJOWHITE.
NAVY ( see page 383)	This is constant NAVY.
OGGEXT ( see page 383)	This is constant OGGEXT.
OLDLACE ( see page 383)	This is constant OLDLACE.
OLIVE ( see page 384)	This is constant OLIVE.
OLIVEDRAB ( see page 384)	This is constant OLIVEDRAB.
ORANGE ( see page 384)	This is constant ORANGE.
ORANGERED ( see page 384)	This is constant ORANGERED.
ORCHID ( see page 385)	This is constant ORCHID.
OVERLAY1 ( see page 385)	This is constant OVERLAY1.
OVERLAY2 ( see page 385)	This is constant OVERLAY2.
PALEGOLDENROD ( see page 385)	This is constant PALEGOLDENROD.
PALEGREEN ( see page 385)	This is constant PALEGREEN.



PALETURQUOISE ( see page 386)	This is constant PALETURQUOISE.
PALEVIOLETRED ( see page 386)	This is constant PALEVIOLETRED.
PAPAYAWHIP ( see page 386)	This is constant PAPAYAWHIP.
PEACHPUFF ( see page 386)	This is constant PEACHPUFF.
PERU ( see page 387)	This is constant PERU.
PINK ( see page 387)	This is constant PINK.
PLUM ( see page 387)	This is constant PLUM.
PNGEXT ( see page 387)	This is constant PNGEXT.
POWDERBLUE ( see page 387)	This is constant POWDERBLUE.
PURPLE ( see page 388)	This is constant PURPLE.
RADTODEG ( see page 388)	This is constant RADTODEG.
REBECCAPURPLE ( see page 388)	This is constant REBECCAPURPLE.
RED ( see page 388)	This is constant RED.
RED2 ( see page 389)	This is constant RED2.
ROSYBROWN ( see page 389)	This is constant ROSYBROWN.
ROYALBLUE ( see page 389)	This is constant ROYALBLUE.
SADDLEBROWN ( see page 389)	This is constant SADDLEBROWN.
SALMON ( see page 389)	This is constant SALMON.
SANDYBROWN ( see page 390)	This is constant SANDYBROWN.
SEAGREEN ( see page 390)	This is constant SEAGREEN.
SEASHELL ( see page 390)	This is constant SEASHELL.
SIENNA ( see page 390)	This is constant SIENNA.
SILVER ( see page 391)	This is constant SILVER.
SKYBLUE ( see page 391)	This is constant SKYBLUE.
SLATEBLUE ( see page 391)	This is constant SLATEBLUE.
SLATEGRAY ( see page 391)	This is constant SLATEGRAY.
SLATEGREY ( see page 391)	This is constant SLATEGREY.
SNOW ( see page 392)	This is constant SNOW.
SPRINGGREEN ( see page 392)	This is constant SPRINGGREEN.
STEELBLUE ( see page 392)	This is constant STEELBLUE.
TAN ( see page 392)	This is constant TAN.
TEAL ( see page 393)	This is constant TEAL.
THISTLE ( see page 393)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED ( see page 393)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED ( see page 393)	This is constant TIMER_UPDATE_SPEED.
TOMATO ( see page 393)	This is constant TOMATO.
TURQUOISE ( see page 394)	This is constant TURQUOISE.
VERSION_MAJOR ( see page 394)	This is constant VERSION_MAJOR.
VERSION_MINOR ( see page 394)	This is constant VERSION_MINOR.
VERSION_PATCH ( see page 394)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE ( see page 395)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET ( see page 395)	This is constant VIOLET.
WHEAT ( see page 395)	This is constant WHEAT.
WHITE ( see page 395)	This is constant WHITE.
WHITE2 ( see page 395)	This is constant WHITE2.
WHITESMOKE ( see page 396)	This is constant WHITESMOKE.
WINDOW_HEIGHT ( see page 396)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH ( see page 396)	This is constant WINDOW_WIDTH.

YELLOW ( see page 396)	This is constant YELLOW.
YELLOWGREEN ( see page 397)	This is constant YELLOWGREEN.
















## Files

DelphiGamekit.pas ( see page 397)	This is file DelphiGamekit.pas.
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## Interfaces

 ILua ( see page 246)	This is class ILua.
 ILuaContext ( see page 251)	This is class ILuaContext.

## Structs, Records, Enums

 TActorMessage ( see page 275)	This is record TActorMessage.
 TAudioFading ( see page 275)	This is record TAudioFading.
 TBlendMode ( see page 276)	This is record TBlendMode.
 TEaseType ( see page 276)	This is record TEaseType.
 TFlipMode ( see page 277)	This is record TFlipMode.
 THAlign ( see page 277)	This is record THAlign.
 TInputDevice ( see page 277)	This is record TInputDevice.
 TLineIntersection ( see page 277)	This is record TLineIntersection.
 TLuaTable ( see page 278)	This is record TLuaTable.
 TLuaType ( see page 278)	This is record TLuaType.
 TLuaValueType ( see page 278)	This is record TLuaValueType.
 TSpeechVoiceAttribute ( see page 279)	This is record TSpeechVoiceAttribute.
 TTextureAccess ( see page 279)	This is record TTextureAccess.
 TVAlign ( see page 279)	This is record TVAlign.
 TVideoStatus ( see page 279)	This is record TVideoStatus.

## Types

PActorMessage ( see page 280)	This is type PActorMessage.
PColor ( see page 280)	This is type PColor.
PPoint ( see page 281)	This is type PPoint.
PRange ( see page 281)	This is type PRange.
PRect ( see page 281)	This is type PRect.
PTransform ( see page 281)	This is type PTransform.
PVector ( see page 282)	This is type PVector.
PVideo ( see page 282)	This is type PVideo.
TActorAttributeSet ( see page 282)	This is type TActorAttributeSet.
TActorSceneEvent ( see page 282)	This is type TActorSceneEvent.
TAsyncProc ( see page 282)	This is type TAsyncProc.
TCaptureConsoleOutputEvent ( see page 283)	This is type TCaptureConsoleOutputEvent.
TGameClass ( see page 283)	This is type TGameClass.
TLuaFunction ( see page 283)	This is type TLuaFunction.
TMusic ( see page 283)	This is type TMusic.
TSound ( see page 284)	This is type TSound.

## Variables

Game ( see page 284)	This is variable Game.
Marshaller ( see page 284)	This is variable Marshaller.

## Functions








◆	AddSelfToUserPath ( see page 256)	This is function AddSelfToUserPath.
◆	AngleCos ( see page 256)	This is function AngleCos.
◆	AngleDiff ( see page 256)	This is function AngleDiff.
◆	AngleRotatePos ( see page 257)	This is function AngleRotatePos.
◆	AngleSin ( see page 257)	This is function AngleSin.
◆	CaptureConsoleOutput ( see page 257)	This is function CaptureConsoleOutput.
◆	CircleInRectangle ( see page 257)	This is function CircleInRectangle.
◆	CirclesOverlap ( see page 258)	This is function CirclesOverlap.
◆	ClipVaLue ( see page 258)	This is function ClipVaLue.
◆	ClipVaLuef ( see page 258)	This is function ClipVaLuef.
◆	CreateDirsInPath ( see page 259)	This is function CreateDirsInPath.
◆	EasePosition ( see page 259)	This is function EasePosition.
◆	EaseValue ( see page 259)	This is function EaseValue.
◆	ExpandRelDirectory ( see page 259)	This is function ExpandRelDirectory.
◆	ExpandRelFilename ( see page 260)	This is function ExpandRelFilename.
◆	ExtractRelativeDirectory ( see page 260)	This is function ExtractRelativeDirectory.
◆	ExtractRelativeFilename ( see page 260)	This is function ExtractRelativeFilename.
◆	FreeNilObject ( see page 260)	This is function FreeNilObject.
◆	GetDirName ( see page 261)	This is function GetDirName.
◆	GetEnvVarValue ( see page 261)	This is function GetEnvVarValue.
◆	GetExeBasePath ( see page 261)	This is function GetExeBasePath.
◆	GetExePath ( see page 261)	This is function GetExePath.
◆	GetFileRWops ( see page 262)	This is function GetFileRWops.
◆	GetMemRWops ( see page 262)	This is function GetMemRWops.
◆	GetRandomSeed ( see page 262)	This is function GetRandomSeed.
◆	GetSemVerStr ( see page 262)	This is function GetSemVerStr.
◆	GetUUID ( see page 263)	This is function GetUUID.
◆	GetVersionInfo ( see page 263)	This is function GetVersionInfo.
◆	GetVersionInfo ( see page 263)	This is function GetVersionInfo.
◆	HasConsoleOutput ( see page 263)	This is function HasConsoleOutput.
◆	HttpGet ( see page 264)	This is function HttpGet.
◆	IsCurrentDir ( see page 264)	This is function IsCurrentDir.
◆	IsSingleInstance ( see page 264)	This is function IsSingleInstance.
◆	IsValidFilename ( see page 264)	This is function IsValidFilename.
◆	Lerp ( see page 265)	This is function Lerp.
◆	LineIntersection ( see page 265)	This is function LineIntersection.
◆	Pause ( see page 265)	This is function Pause.
◆	PointInCircle ( see page 266)	This is function PointInCircle.
◆	PointInRectangle ( see page 266)	This is function PointInRectangle.
◆	PointInTriangle ( see page 266)	This is function PointInTriangle.
◆	Print ( see page 266)	This is function Print.
◆	Print ( see page 267)	This is function Print.
◆	PrintLn ( see page 267)	This is function PrintLn.
◆	PrintLn ( see page 267)	This is function PrintLn.

	PrintLn ( see page 267)	This is function PrintLn.
	ProcessMessages ( see page 268)	This is function ProcessMessages.
	RadiusOverlap ( see page 268)	This is function RadiusOverlap.
	RandomBool ( see page 268)	This is function RandomBool.
	RandomRange ( see page 268)	This is function RandomRange.
	RandomRangef ( see page 269)	This is function RandomRangef.
	ReadStringFromStream ( see page 269)	This is function ReadStringFromStream.
	RectangleIntersection ( see page 269)	This is function RectangleIntersection.
	RectanglesOverlap ( see page 269)	This is function RectanglesOverlap.
	RemoveDuplicates ( see page 270)	This is function RemoveDuplicates.
	RemoveDuplicates2 ( see page 270)	This is function RemoveDuplicates2.
	RemoveQuotes ( see page 270)	This is function RemoveQuotes.
	RemoveSelfFromUserPath ( see page 270)	This is function RemoveSelfFromUserPath.
	ResourceExists ( see page 271)	This is function ResourceExists.
	RunGame ( see page 271)	This is function RunGame.
	SameSign ( see page 271)	This is function SameSign.
	SameSignf ( see page 271)	This is function SameSignf.
	SameVaLue ( see page 272)	This is function SameVaLue.
	SameVaLuef ( see page 272)	This is function SameVaLuef.
	SetEnvVarValue ( see page 272)	This is function SetEnvVarValue.
	SetGlobalEnvironment ( see page 272)	This is function SetGlobalEnvironment.
	SetRandomSeed ( see page 273)	This is function SetRandomSeed.
	ShellOpen ( see page 273)	This is function ShellOpen.
	SmoothMove ( see page 273)	This is function SmoothMove.
	UnitToScalarValue ( see page 274)	This is function UnitToScalarValue.
	WaitForAnyKey ( see page 274)	This is function WaitForAnyKey.
	WasRunFromConsole ( see page 274)	This is function WasRunFromConsole.
	WriteStringToStream ( see page 274)	This is function WriteStringToStream.

## 1.1 Classes

The following table lists classes in this documentation.






















### Classes

	EBufferException ( see page 16)	This is class EBufferException.
	ELuaException ( see page 16)	This is class ELuaException.
	ELuaRuntimeException ( see page 16)	This is class ELuaRuntimeException.
	ELuaSyntaxError ( see page 16)	This is class ELuaSyntaxError.
	TAIActor ( see page 17)	This is class TAIActor.
	TAIEntityActor ( see page 19)	This is class TAIEntityActor.
	TAIState ( see page 21)	This is class TAIState.



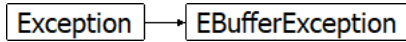
	TAIStateMachine ( see page 24)	This is class TAIStateMachine.
	TAScreenshake ( see page 32)	This is class TAScreenshake.
	TActor ( see page 35)	This is class TActor.
	TActorList ( see page 43)	This is class TActorList.
	TActorScene ( see page 47)	This is class TActorScene.
	TArchive ( see page 51)	This is class TArchive.
	TArchiveFile ( see page 54)	This is class TArchiveFile.
	TAsyncThread ( see page 60)	This is class TAsyncThread.
	TBaseObject ( see page 69)	This is class TBaseObject.
	TBuffer ( see page 70)	This is class TBuffer.
	TCamera ( see page 73)	This is class TCamera.
	TCloudDb ( see page 77)	This is class TCloudDb.
	TConfigFile ( see page 92)	This is class TConfigFile.
	TEntity ( see page 100)	This is class TEntity.
	TEntityActor ( see page 118)	This is class TEntityActor.
	TFont ( see page 120)	This is class TFont.
	TGame ( see page 127)	This is class TGame.
	TGeometry ( see page 143)	This is class TGeometry.
	TInputMap ( see page 152)	This is class TInputMap.
	TLua ( see page 160)	This is class TLua.
	TLuaContext ( see page 171)	This is class TLuaContext.
	TPolyPoint ( see page 183)	This is class TPolyPoint.
	TPolygon ( see page 188)	This is class TPolygon.
	TSprite ( see page 208)	This is class TSprite.
	TTexture ( see page 215)	This is class TTexture.

## Records

	TAsync ( see page 57)	This is class TAsync.
	TAudio ( see page 62)	This is class TAudio.
	TCmdLine ( see page 85)	This is class TCmdLine.
	TColor ( see page 89)	This is class TColor.
	TController ( see page 97)	This is class TController.
	THud ( see page 145)	This is class THud.
	TInput ( see page 147)	This is class TInput.
	TLog ( see page 156)	This is class TLog.
	TLuaValue ( see page 176)	This is class TLuaValue.
	TPoint ( see page 180)	This is class TPoint.
	TPolypointTrace ( see page 192)	This is class TPolypointTrace.
	TPrefs ( see page 195)	This is class TPrefs.
	TRange ( see page 197)	This is class TRange.
	TRect ( see page 198)	This is class TRect.
	TScreenshake ( see page 202)	This is class TScreenshake.
	TSpeech ( see page 203)	This is class TSpeech.
	TTimer ( see page 221)	This is class TTimer.
	TTransform ( see page 224)	This is class TTransform.
	TVector ( see page 228)	This is class TVector.
	TVideo ( see page 235)	This is class TVideo.
	TWindow ( see page 239)	This is class TWindow.

## 1.1.1 EBufferException

### Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

### Delphi

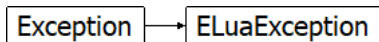
```
EBufferException = class(Exception);
```

### Description

This is class EBufferException.

## 1.1.2 ELuaException

### Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

### Delphi

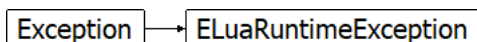
```
ELuaException = class(Exception);
```

### Description

This is class ELuaException.

## 1.1.3 ELuaRuntimeException

### Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

### Delphi

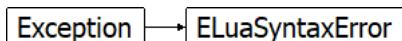
```
ELuaRuntimeException = class(Exception);
```

### Description

This is class ELuaRuntimeException.

## 1.1.4 ELuaSyntaxError

### Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

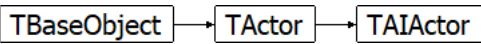
```
ELuaSyntaxError = class(Exception);
```

**Description**

This is class ELuaSyntaxError.

# 1.1.5 TAIActor

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is class TAIActor.

## 1.1.5.1 TAIActor Fields

The fields of the TAIActor class are listed here.

**Fields**

	FStateMachine ( see page 17)	This is FStateMachine, a member of class TAIActor.
---	------------------------------	--

### 1.1.5.1.1 TAIActor.FStateMachine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FStateMachine: TAIStateMachine;
```





**Description**

This is FStateMachine, a member of class TAIActor.

## 1.1.5.2 TAIActor Methods

The methods of the TAIActor class are listed here.

**Methods**

	Create ( see page 17)	This is Create, a member of class TAIActor.
	Destroy ( see page 18)	This is Destroy, a member of class TAIActor.
	OnRender ( see page 18)	This is OnRender, a member of class TAIActor.
	OnUpdate ( see page 18)	This is OnUpdate, a member of class TAIActor.

### 1.1.5.2.1 TAIActor.Create

**File:** DelphiGamekit.pas ( see page 397)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIActor.

1.1.5.2.2 TAIActor.Destroy

File: DelphiGamekit.pas ( see page 397)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIActor.

1.1.5.2.3 TAIActor.OnRender

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TAIActor.

1.1.5.2.4 TAIActor.OnUpdate

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is OnUpdate, a member of class TAIActor.

1.1.5.3 TAIActor Properties

The properties of the TAIActor class are listed here.

Properties

	StateMachine ( see page 18)	This is StateMachine, a member of class TAIActor.
---	-----------------------------	---

1.1.5.3.1 TAIActor.StateMachine

File: DelphiGamekit.pas ( see page 397)

Delphi

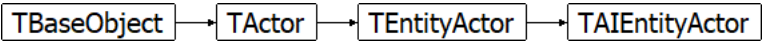
```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIActor.

# 1.1.6 TAIEntityActor

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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

## Description

This is class TAIEntityActor.

## 1.1.6.1 TAIEntityActor Fields

The fields of the TAIEntityActor class are listed here.

### Fields

	FStateMachine ( see page 19)	This is FStateMachine, a member of class TAIEntityActor.
---	------------------------------	--

### 1.1.6.1.1 TAIEntityActor.FStateMachine

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FStateMachine: TAIStateMachine;
```





## Description

This is FStateMachine, a member of class TAIEntityActor.

## 1.1.6.2 TAIEntityActor Methods

The methods of the TAIEntityActor class are listed here.

### Methods

	Create ( see page 19)	This is Create, a member of class TAIEntityActor.
	Destroy ( see page 20)	This is Destroy, a member of class TAIEntityActor.
	OnRender ( see page 20)	This is OnRender, a member of class TAIEntityActor.
	OnUpdate ( see page 20)	This is OnUpdate, a member of class TAIEntityActor.

### 1.1.6.2.1 TAIEntityActor.Create

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
constructor Create; override;
```

## Description

This is Create, a member of class TAIEntityActor.

### 1.1.6.2.2 TAIEntityActor.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TAIEntityActor.

### 1.1.6.2.3 TAIEntityActor.OnRender

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnRender; override;
```

**Description**

This is OnRender, a member of class TAIEntityActor.

### 1.1.6.2.4 TAIEntityActor.OnUpdate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnUpdate, a member of class TAIEntityActor.

## 1.1.6.3 TAIEntityActor Properties

The properties of the TAIEntityActor class are listed here.

**Properties**

	StateMachine ( see page 20)	This is StateMachine, a member of class TAIEntityActor.
---	-----------------------------	---

### 1.1.6.3.1 TAIEntityActor.StateMachine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

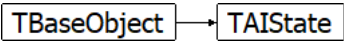
```
property StateMachine: TAIStateMachine;
```

**Description**

This is StateMachine, a member of class TAIEntityActor.

# 1.1.7 TAIState

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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




## Description

This is class TAIState.

## 1.1.7.1 TAIState Fields

The fields of the TAIState class are listed here.

### Fields

	FChildren ( see page 21)	This is FChildren, a member of class TAIState.
	FOwner ( see page 21)	This is FOwner, a member of class TAIState.
	FStateMachine ( see page 21)	This is FStateMachine, a member of class TAIState.

### 1.1.7.1.1 TAIState.FChildren

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FChildren: TActorList;
```

## Description

This is FChildren, a member of class TAIState.

### 1.1.7.1.2 TAIState.FOwner

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FOwner: TObject;
```

## Description

This is FOwner, a member of class TAIState.

### 1.1.7.1.3 TAIState.FStateMachine

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FStateMachine: TAIStateMachine;
```







## Description

This is FStateMachine, a member of class TAIState.

## 1.1.7.2 TAIState Methods

The methods of the TAIState class are listed here.

### Methods

	Create ( see page 22)	This is Create, a member of class TAIState.
	Destroy ( see page 22)	This is Destroy, a member of class TAIState.
	OnEnter ( see page 22)	This is OnEnter, a member of class TAIState.
	OnExit ( see page 22)	This is OnExit, a member of class TAIState.
	OnRender ( see page 23)	This is OnRender, a member of class TAIState.
	OnUpdate ( see page 23)	This is OnUpdate, a member of class TAIState.

### 1.1.7.2.1 TAIState.Create

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
constructor Create; override;
```

#### Description

This is Create, a member of class TAIState.

### 1.1.7.2.2 TAIState.Destroy

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
destructor Destroy; override;
```

#### Description

This is Destroy, a member of class TAIState.

### 1.1.7.2.3 TAIState.OnEnter

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure OnEnter; virtual;
```

#### Description

This is OnEnter, a member of class TAIState.

### 1.1.7.2.4 TAIState.OnExit

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure OnExit; virtual;
```

#### Description

This is OnExit, a member of class TAIState.



### 1.1.7.2.5 TAIState.OnRender

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnRender; virtual;
```

**Description**

This is OnRender, a member of class TAIState.

### 1.1.7.2.6 TAIState.OnUpdate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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




**Description**

This is OnUpdate, a member of class TAIState.

## 1.1.7.3 TAIState Properties

The properties of the TAIState class are listed here.

**Properties**

	Children ( see page 23)	This is Children, a member of class TAIState.
	Owner ( see page 23)	This is Owner, a member of class TAIState.
	StateMachine ( see page 23)	This is StateMachine, a member of class TAIState.

### 1.1.7.3.1 TAIState.Children

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Children: TActorList;
```

**Description**

This is Children, a member of class TAIState.

### 1.1.7.3.2 TAIState.Owner

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Owner: TObject;
```

**Description**

This is Owner, a member of class TAIState.

### 1.1.7.3.3 TAIState.StateMachine

**File:** DelphiGamekit.pas ( see page 397)

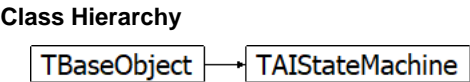
**Delphi**

```
property StateMachine: TAIStateMachine;
```

**Description**

This is StateMachine, a member of class TAIState.

## 1.1.8 TAIStateMachine



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is class TAIStateMachine.

### 1.1.8.1 TAIStateMachine Fields

The fields of the TAIStateMachine class are listed here.

**Fields**

	FCurrentState ( see page 24)	This is FCurrentState, a member of class TAIStateMachine.
	FGlobalState ( see page 24)	This is FGlobalState, a member of class TAIStateMachine.
	FOwner ( see page 25)	This is FOwner, a member of class TAIStateMachine.
	FPreviousState ( see page 25)	This is FPreviousState, a member of class TAIStateMachine.
	FStateIndex ( see page 25)	This is FStateIndex, a member of class TAIStateMachine.
	FStateList ( see page 25)	This is FStateList, a member of class TAIStateMachine.

#### 1.1.8.1.1 TAIStateMachine.FCurrentState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FCurrentState: TAIState;
```

**Description**

This is FCurrentState, a member of class TAIStateMachine.

#### 1.1.8.1.2 TAIStateMachine.FGlobalState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FGlobalState: TAIState;
```

**Description**

This is FGlobalState, a member of class TAIStateMachine.

### 1.1.8.1.3 TAIStateMachine.FOwner

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
FOwner: TActor;
```

#### Description

This is FOwner, a member of class TAIStateMachine.

### 1.1.8.1.4 TAIStateMachine.FPreviousState

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
FPreviousState: TAIState;
```

#### Description

This is FPreviousState, a member of class TAIStateMachine.

### 1.1.8.1.5 TAIStateMachine.FStateIndex

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
FStateIndex: Integer;
```

#### Description

This is FStateIndex, a member of class TAIStateMachine.

### 1.1.8.1.6 TAIStateMachine.FStateList

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
FStateList: TObjectList;
```









#### Description
















This is FStateList, a member of class TAIStateMachine.

## 1.1.8.2 TAIStateMachine Methods

The methods of the TAIStateMachine class are listed here.

#### Methods

	AddState ( see page 26)	This is AddState, a member of class TAIStateMachine.
	ChangeState ( see page 26)	This is ChangeState, a member of class TAIStateMachine.
	ChangeStateObj ( see page 26)	This is ChangeStateObj, a member of class TAIStateMachine.
	ClearStates ( see page 27)	This is ClearStates, a member of class TAIStateMachine.
	Create ( see page 27)	This is Create, a member of class TAIStateMachine.
	Destroy ( see page 27)	This is Destroy, a member of class TAIStateMachine.
	GetCurrentState ( see page 27)	This is GetCurrentState, a member of class TAIStateMachine.
	GetGlobalState ( see page 27)	This is GetGlobalState, a member of class TAIStateMachine.

	GetPreviousState ( see page 27)	This is GetPreviousState, a member of class TAIStateMachine.
	GetStateCount ( see page 28)	This is GetStateCount, a member of class TAIStateMachine.
	GetStateIndex ( see page 28)	This is GetStateIndex, a member of class TAIStateMachine.
	GetStates ( see page 28)	This is GetStates, a member of class TAIStateMachine.
	NextState ( see page 28)	This is NextState, a member of class TAIStateMachine.
	PrevState ( see page 28)	This is PrevState, a member of class TAIStateMachine.
	RemoveState ( see page 29)	This is RemoveState, a member of class TAIStateMachine.
	RemoveStateObj ( see page 29)	This is RemoveStateObj, a member of class TAIStateMachine.
	Render ( see page 29)	This is Render, a member of class TAIStateMachine.
	RevertToPreviousState ( see page 29)	This is RevertToPreviousState, a member of class TAIStateMachine.
	SetCurrentState ( see page 29)	This is SetCurrentState, a member of class TAIStateMachine.
	SetCurrentStateObj ( see page 30)	This is SetCurrentStateObj, a member of class TAIStateMachine.
	SetGlobalState ( see page 30)	This is SetGlobalState, a member of class TAIStateMachine.
	SetGlobalStateObj ( see page 30)	This is SetGlobalStateObj, a member of class TAIStateMachine.
	SetPreviousState ( see page 30)	This is SetPreviousState, a member of class TAIStateMachine.
	SetPreviousStateObj ( see page 30)	This is SetPreviousStateObj, a member of class TAIStateMachine.
	Update ( see page 31)	This is Update, a member of class TAIStateMachine.

### 1.1.8.2.1 TAIStateMachine.AddState

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is AddState, a member of class TAIStateMachine.

### 1.1.8.2.2 TAIStateMachine.ChangeState

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is ChangeState, a member of class TAIStateMachine.

### 1.1.8.2.3 TAIStateMachine.ChangeStateObj

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is ChangeStateObj, a member of class TAIStateMachine.

### 1.1.8.2.4 TAIStateMachine.ClearStates

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure ClearStates;
```

**Description**

This is ClearStates, a member of class TAIStateMachine.

### 1.1.8.2.5 TAIStateMachine.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TAIStateMachine.

### 1.1.8.2.6 TAIStateMachine.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TAIStateMachine.

### 1.1.8.2.7 TAIStateMachine.GetCurrentState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetCurrentState: Integer;
```

**Description**

This is GetCurrentState, a member of class TAIStateMachine.

### 1.1.8.2.8 TAIStateMachine.GetGlobalState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetGlobalState: Integer;
```

**Description**

This is GetGlobalState, a member of class TAIStateMachine.

### 1.1.8.2.9 TAIStateMachine.GetPreviousState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetPreviousState: Integer;
```

**Description**

This is GetPreviousState, a member of class TAIStateMachine.

### 1.1.8.2.10 TAIStateMachine.GetStateCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetStateCount: Integer;
```

**Description**

This is GetStateCount, a member of class TAIStateMachine.

### 1.1.8.2.11 TAIStateMachine.GetStateIndex

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetStateIndex: Integer;
```

**Description**

This is GetStateIndex, a member of class TAIStateMachine.

### 1.1.8.2.12 TAIStateMachine.GetStates

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetStates, a member of class TAIStateMachine.

### 1.1.8.2.13 TAIStateMachine.NextState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is NextState, a member of class TAIStateMachine.

### 1.1.8.2.14 TAIStateMachine.PrevState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function PrevState(  

```

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

**Description**

This is PrevState, a member of class TAIStateMachine.

### 1.1.8.2.15 TAIStateMachine.RemoveState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RemoveState, a member of class TAIStateMachine.

### 1.1.8.2.16 TAIStateMachine.RemoveStateObj

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RemoveStateObj, a member of class TAIStateMachine.

### 1.1.8.2.17 TAIStateMachine.Render

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Render;
```

**Description**

This is Render, a member of class TAIStateMachine.

### 1.1.8.2.18 TAIStateMachine.RevertToPreviousState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RevertToPreviousState;
```

**Description**

This is RevertToPreviousState, a member of class TAIStateMachine.

### 1.1.8.2.19 TAIStateMachine.SetCurrentState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetCurrentState, a member of class TAIStateMachine.

### 1.1.8.2.20 TAIStateMachine.SetCurrentStateObj

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetCurrentStateObj, a member of class TAIStateMachine.

### 1.1.8.2.21 TAIStateMachine.SetGlobalState

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetGlobalState, a member of class TAIStateMachine.

### 1.1.8.2.22 TAIStateMachine.SetGlobalStateObj

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetGlobalStateObj, a member of class TAIStateMachine.

### 1.1.8.2.23 TAIStateMachine.SetPreviousState

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetPreviousState, a member of class TAIStateMachine.

### 1.1.8.2.24 TAIStateMachine.SetPreviousStateObj

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure SetPreviousStateObj(  

```



```
    aValue: TAIState
);
```

Description

This is SetPreviousStateObj, a member of class TAIStateMachine.

1.1.8.2.25 TAIStateMachine.Update

File: DelphiGamekit.pas ( see page 397)

Delphi

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








Description

This is Update, a member of class TAIStateMachine.

1.1.8.3 TAIStateMachine Properties

The properties of the TAIStateMachine class are listed here.

Properties

	CurrentState ( see page 31)	This is CurrentState, a member of class TAIStateMachine.
	GlobalState ( see page 31)	This is GlobalState, a member of class TAIStateMachine.
	Owner ( see page 31)	This is Owner, a member of class TAIStateMachine.
	PreviousState ( see page 32)	This is PreviousState, a member of class TAIStateMachine.
	StateCount ( see page 32)	This is StateCount, a member of class TAIStateMachine.
	StateIndex ( see page 32)	This is StateIndex, a member of class TAIStateMachine.
	States ( see page 32)	This is States, a member of class TAIStateMachine.

1.1.8.3.1 TAIStateMachine.CurrentState

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property CurrentState: Integer;
```

Description

This is CurrentState, a member of class TAIStateMachine.

1.1.8.3.2 TAIStateMachine.GlobalState

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property GlobalState: Integer;
```

Description

This is GlobalState, a member of class TAIStateMachine.

1.1.8.3.3 TAIStateMachine.Owner

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Owner: TActor;
```

**Description**

This is Owner, a member of class TAIStateMachine.

### 1.1.8.3.4 TAIStateMachine.PreviousState

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property PreviousState: Integer;
```

**Description**

This is PreviousState, a member of class TAIStateMachine.

### 1.1.8.3.5 TAIStateMachine.StateCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property StateCount: Integer;
```

**Description**

This is StateCount, a member of class TAIStateMachine.

### 1.1.8.3.6 TAIStateMachine.StateIndex

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property StateIndex: Integer;
```

**Description**

This is StateIndex, a member of class TAIStateMachine.

### 1.1.8.3.7 TAIStateMachine.States

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is States, a member of class TAIStateMachine.

## 1.1.9 TAScreenshake

**Class Hierarchy**

```
TAScreenshake
```

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TAScreenshake = class;
```






**Description**

This is class TAScreenshake.

## 1.1.9.1 TAScreenshake Fields

The fields of the TAScreenshake class are listed here.

**Fields**

	FActive ( see page 33)	This is FActive, a member of class TAScreenshake.
	FDuration ( see page 33)	This is FDuration, a member of class TAScreenshake.
	FMagnitude ( see page 33)	This is FMagnitude, a member of class TAScreenshake.
	FPos ( see page 33)	This is FPos, a member of class TAScreenshake.
	FTimer ( see page 34)	This is FTimer, a member of class TAScreenshake.

### 1.1.9.1.1 TAScreenshake.FActive

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FActive: Boolean;
```

**Description**

This is FActive, a member of class TAScreenshake.

### 1.1.9.1.2 TAScreenshake.FDuration

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FDuration: Single;
```

**Description**

This is FDuration, a member of class TAScreenshake.

### 1.1.9.1.3 TAScreenshake.FMagnitude

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FMagnitude: Single;
```

**Description**

This is FMagnitude, a member of class TAScreenshake.

### 1.1.9.1.4 TAScreenshake.FPos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPos: TPoint;
```

Description

This is FPos, a member of class TAScreenshake.

1.1.9.1.5 TAScreenshake.FTimer

File: DelphiGamekit.pas ( see page 397)

Delphi

```
FTimer: Single;
```




Description

This is FTimer, a member of class TAScreenshake.

1.1.9.2 TAScreenshake Methods

The methods of the TAScreenshake class are listed here.

Methods

	Create ( see page 34)	This is Create, a member of class TAScreenshake.
	Destroy ( see page 34)	This is Destroy, a member of class TAScreenshake.
	Process ( see page 34)	This is Process, a member of class TAScreenshake.

1.1.9.2.1 TAScreenshake.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Create, a member of class TAScreenshake.

1.1.9.2.2 TAScreenshake.Destroy

File: DelphiGamekit.pas ( see page 397)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAScreenshake.

1.1.9.2.3 TAScreenshake.Process

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Process, a member of class TAScreenshake.

1.1.9.3 TAScreenshake Properties

The properties of the TAScreenshake class are listed here.

Properties

	Active ( see page 35)	This is Active, a member of class TAScreenshake.
---	-----------------------	--

1.1.9.3.1 TAScreenshake.Active

File: DelphiGamekit.pas ( see page 397)

Delphi

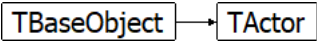
```
property Active: Boolean;
```

Description

This is Active, a member of class TAScreenshake.

1.1.10 TActor

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

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









Description

This is class TActor.

1.1.10.1 TActor Fields

The fields of the TActor class are listed here.

Fields

	FActorList ( see page 36)	This is FActorList, a member of class TActor.
	FAttributes ( see page 36)	This is FAttributes, a member of class TActor.
	FCanCollide ( see page 36)	This is FCanCollide, a member of class TActor.
	FChildren ( see page 36)	This is FChildren, a member of class TActor.
	FNext ( see page 36)	This is FNext, a member of class TActor.
	FOwner ( see page 36)	This is FOwner, a member of class TActor.
	FPrev ( see page 37)	This is FPrev, a member of class TActor.
	FTerminated ( see page 37)	This is FTerminated, a member of class TActor.

### 1.1.10.1.1 TActor.FActorList

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FActorList: TActorList;
```

**Description**

This is FActorList, a member of class TActor.

### 1.1.10.1.2 TActor.FAttributes

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FAttributes: TActorAttributeSet;
```

**Description**

This is FAttributes, a member of class TActor.

### 1.1.10.1.3 TActor.FCanCollide

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FCanCollide: Boolean;
```

**Description**

This is FCanCollide, a member of class TActor.

### 1.1.10.1.4 TActor.FChildren

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FChildren: TActorList;
```

**Description**

This is FChildren, a member of class TActor.

### 1.1.10.1.5 TActor.FNext

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FNext: TActor;
```

**Description**

This is FNext, a member of class TActor.

### 1.1.10.1.6 TActor.FOwner

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FOwner: TActorList;
```

**Description**

This is FOwner, a member of class TActor.

**1.1.10.1.7 TActor.FPrev**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPrev: TActor;
```

**Description**

This is FPrev, a member of class TActor.

**1.1.10.1.8 TActor.FTerminated**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FTerminated: Boolean;
```
















**Description**

This is FTerminated, a member of class TActor.

**1.1.10.2 TActor Methods**

The methods of the TActor class are listed here.

**Methods**

	AttributesAreSet ( see page 37)	This is AttributesAreSet, a member of class TActor.
	Collide ( see page 38)	This is Collide, a member of class TActor.
	Create ( see page 38)	This is Create, a member of class TActor.
	Destroy ( see page 38)	This is Destroy, a member of class TActor.
	GetAttribute ( see page 38)	This is GetAttribute, a member of class TActor.
	GetAttributes ( see page 38)	This is GetAttributes, a member of class TActor.
	OnCollide ( see page 39)	This is OnCollide, a member of class TActor.
	OnMessage ( see page 39)	This is OnMessage, a member of class TActor.
	OnRender ( see page 39)	This is OnRender, a member of class TActor.
	OnUpdate ( see page 39)	This is OnUpdate, a member of class TActor.
	OnVisit ( see page 39)	This is OnVisit, a member of class TActor.
	Overlap ( see page 40)	This is Overlap, a member of class TActor.
	Overlap ( see page 40)	This is Overlap, a member of class TActor.
	SetAttribute ( see page 40)	This is SetAttribute, a member of class TActor.
	SetAttributes ( see page 40)	This is SetAttributes, a member of class TActor.

**1.1.10.2.1 TActor.AttributesAreSet**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is AttributesAreSet, a member of class TActor.

### 1.1.10.2.2 TActor.Collide

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Collide, a member of class TActor.

### 1.1.10.2.3 TActor.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TActor.

### 1.1.10.2.4 TActor.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TActor.

### 1.1.10.2.5 TActor.GetAttribute

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetAttribute, a member of class TActor.

### 1.1.10.2.6 TActor.GetAttributes

**File:** DelphiGamekit.pas ( see page 397)



**Delphi**

```
function GetAttributes: TActorAttributeSet;
```

**Description**

This is GetAttributes, a member of class TActor.

### 1.1.10.2.7 TActor.OnCollide

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnCollide, a member of class TActor.

### 1.1.10.2.8 TActor.OnMessage

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnMessage, a member of class TActor.

### 1.1.10.2.9 TActor.OnRender

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnRender; virtual;
```

**Description**

This is OnRender, a member of class TActor.

### 1.1.10.2.10 TActor.OnUpdate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnUpdate, a member of class TActor.

### 1.1.10.2.11 TActor.OnVisit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnVisit, a member of class TActor.

### 1.1.10.2.12 TActor.Overlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Overlap, a member of class TActor.

### 1.1.10.2.13 TActor.Overlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Overlap, a member of class TActor.

### 1.1.10.2.14 TActor.SetAttribute

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetAttribute, a member of class TActor.

### 1.1.10.2.15 TActor.SetAttributes

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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










**Description**

This is SetAttributes, a member of class TActor.

## 1.1.10.3 TActor Properties

The properties of the TActor class are listed here.

**Properties**

	ActorList ( see page 41)	This is ActorList, a member of class TActor.
	Attribute ( see page 41)	This is Attribute, a member of class TActor.
	Attributes ( see page 41)	This is Attributes, a member of class TActor.
	CanCollide ( see page 41)	This is CanCollide, a member of class TActor.
	Children ( see page 42)	This is Children, a member of class TActor.
	Next ( see page 42)	This is Next, a member of class TActor.
	Owner ( see page 42)	This is Owner, a member of class TActor.
	Prev ( see page 42)	This is Prev, a member of class TActor.
	Terminated ( see page 42)	This is Terminated, a member of class TActor.

### 1.1.10.3.1 TActor.ActorList

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property ActorList: TActorList;
```

**Description**

This is ActorList, a member of class TActor.

### 1.1.10.3.2 TActor.Attribute

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Attribute, a member of class TActor.

### 1.1.10.3.3 TActor.Attributes

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Attributes: TActorAttributeSet;
```

**Description**

This is Attributes, a member of class TActor.

### 1.1.10.3.4 TActor.CanCollide

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property CanCollide: Boolean;
```

**Description**

This is CanCollide, a member of class TActor.

### 1.1.10.3.5 TActor.Children

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Children: TActorList;
```

**Description**

This is Children, a member of class TActor.

### 1.1.10.3.6 TActor.Next

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Next: TActor;
```

**Description**

This is Next, a member of class TActor.

### 1.1.10.3.7 TActor.Owner

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Owner: TActorList;
```

**Description**

This is Owner, a member of class TActor.

### 1.1.10.3.8 TActor.Prev

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Prev: TActor;
```

**Description**

This is Prev, a member of class TActor.

### 1.1.10.3.9 TActor.Terminated

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

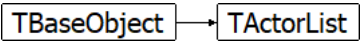
```
property Terminated: Boolean;
```

**Description**

This is Terminated, a member of class TActor.

# 1.1.11 TActorList

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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

## Description

This is class TActorList.

## 1.1.11.1 TActorList Fields

The fields of the TActorList class are listed here.

### Fields

	FCount ( see page 43)	This is FCount, a member of class TActorList.
	FHead ( see page 43)	This is FHead, a member of class TActorList.
	FTail ( see page 43)	This is FTail, a member of class TActorList.

### 1.1.11.1.1 TActorList.FCount

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FCount: Integer;
```

## Description

This is FCount, a member of class TActorList.

### 1.1.11.1.2 TActorList.FHead

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FHead: TActor;
```

## Description

This is FHead, a member of class TActorList.

### 1.1.11.1.3 TActorList.FTail

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FTail: TActor;
```

## Description

This is FTail, a member of class TActorList.

### 1.1.11.2 TActorList Methods

The methods of the TActorList class are listed here.

Methods

	Add ( see page 44)	This is Add, a member of class TActorList.
	CheckCollision ( see page 44)	This is CheckCollision, a member of class TActorList.
	Clean ( see page 44)	This is Clean, a member of class TActorList.
	Clear ( see page 45)	This is Clear, a member of class TActorList.
	Create ( see page 45)	This is Create, a member of class TActorList.
	Destroy ( see page 45)	This is Destroy, a member of class TActorList.
	ForEach ( see page 45)	This is ForEach, a member of class TActorList.
	Remove ( see page 45)	This is Remove, a member of class TActorList.
	Render ( see page 46)	This is Render, a member of class TActorList.
	SendMessage ( see page 46)	This is SendMessage, a member of class TActorList.
	Update ( see page 46)	This is Update, a member of class TActorList.

#### 1.1.11.2.1 TActorList.Add

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Add, a member of class TActorList.

#### 1.1.11.2.2 TActorList.CheckCollision

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is CheckCollision, a member of class TActorList.

#### 1.1.11.2.3 TActorList.Clean

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure Clean;
```

Description

This is Clean, a member of class TActorList.

### 1.1.11.2.4 TActorList.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Clear, a member of class TActorList.

### 1.1.11.2.5 TActorList.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TActorList.

### 1.1.11.2.6 TActorList.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TActorList.

### 1.1.11.2.7 TActorList.ForEach

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ForEach, a member of class TActorList.

### 1.1.11.2.8 TActorList.Remove

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

Description

This is Remove, a member of class TActorList.

1.1.11.2.9 TActorList.Render

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Render, a member of class TActorList.

1.1.11.2.10 TActorList.SendMessage

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is SendMessage, a member of class TActorList.

1.1.11.2.11 TActorList.Update

File: DelphiGamekit.pas ( see page 397)

Delphi

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


Description

This is Update, a member of class TActorList.

1.1.11.3 TActorList Properties

The properties of the TActorList class are listed here.

Properties

	Count ( see page 46)	This is Count, a member of class TActorList.
---	----------------------	--

1.1.11.3.1 TActorList.Count

File: DelphiGamekit.pas ( see page 397)

Delphi

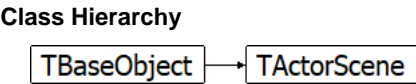
```
property Count: Integer;
```



**Description**

This is Count, a member of class TActorList.

## 1.1.12 TActorScene



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**



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

**Description**

This is class TActorScene.

### 1.1.12.1 TActorScene Fields

The fields of the TActorScene class are listed here.

<b>Fields</b>		
	FCount ( see page 47)	This is FCount, a member of class TActorScene.
	FLists ( see page 47)	This is FLists, a member of class TActorScene.

#### 1.1.12.1.1 TActorScene.FCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FCount: Integer;
```

**Description**

This is FCount, a member of class TActorScene.

#### 1.1.12.1.2 TActorScene.FLists

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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













**Description**

This is FLists, a member of class TActorScene.

### 1.1.12.2 TActorScene Methods

The methods of the TActorScene class are listed here.

Methods

	Alloc ( see page 48)	This is Alloc, a member of class TActorScene.
	Clean ( see page 48)	This is Clean, a member of class TActorScene.
	Clear ( see page 48)	This is Clear, a member of class TActorScene.
	ClearAll ( see page 48)	This is ClearAll, a member of class TActorScene.
	Create ( see page 49)	This is Create, a member of class TActorScene.
	Dealloc ( see page 49)	This is Dealloc, a member of class TActorScene.
	Destroy ( see page 49)	This is Destroy, a member of class TActorScene.
	GetCount ( see page 49)	This is GetCount, a member of class TActorScene.
	GetList ( see page 49)	This is GetList, a member of class TActorScene.
	Render ( see page 50)	This is Render, a member of class TActorScene.
	SendMessage ( see page 50)	This is SendMessage, a member of class TActorScene.
	Update ( see page 50)	This is Update, a member of class TActorScene.

1.1.12.2.1 TActorScene.Alloc

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure Alloc(  
    const aNum: Integer  
);
```

Description

This is Alloc, a member of class TActorScene.

1.1.12.2.2 TActorScene.Clean

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Clean, a member of class TActorScene.

1.1.12.2.3 TActorScene.Clear

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Clear, a member of class TActorScene.

1.1.12.2.4 TActorScene.ClearAll

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure ClearAll;
```

**Description**

This is ClearAll, a member of class TActorScene.

### 1.1.12.2.5 TActorScene.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TActorScene.

### 1.1.12.2.6 TActorScene.Dealloc

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Dealloc;
```

**Description**

This is Dealloc, a member of class TActorScene.

### 1.1.12.2.7 TActorScene.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TActorScene.

### 1.1.12.2.8 TActorScene.GetCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetCount: Integer;
```

**Description**

This is GetCount, a member of class TActorScene.

### 1.1.12.2.9 TActorScene.GetList

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

Description

This is GetList, a member of class TActorScene.

1.1.12.2.10 TActorScene.Render

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Render, a member of class TActorScene.

1.1.12.2.11 TActorScene.SendMessage

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is SendMessage, a member of class TActorScene.

1.1.12.2.12 TActorScene.Update

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is Update, a member of class TActorScene.

1.1.12.3 TActorScene Properties

The properties of the TActorScene class are listed here.

Properties

	Count ( see page 50)	This is Count, a member of class TActorScene.
	Lists ( see page 51)	This is Lists, a member of class TActorScene.

1.1.12.3.1 TActorScene.Count

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Count: Integer;
```

Description

This is Count, a member of class TActorScene.

1.1.12.3.2 TActorScene.Lists

File: DelphiGamekit.pas ( see page 397)

Delphi

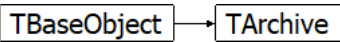
```
property Lists [aIndex: Integer]: TActorList;
```

Description

This is Lists, a member of class TActorScene.

1.1.13 TArchive

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is class TArchive.

1.1.13.1 TArchive Methods

The methods of the TArchive class are listed here.

Methods

≡	Build ( see page 51)	This is Build, a member of class TArchive.
≡	Close ( see page 52)	This is Close, a member of class TArchive.
≡ V	Create ( see page 52)	This is Create, a member of class TArchive.
≡ V	Destroy ( see page 52)	This is Destroy, a member of class TArchive.
≡	FileExist ( see page 52)	This is FileExist, a member of class TArchive.
≡	IsOpen ( see page 52)	This is IsOpen, a member of class TArchive.
≡	Open ( see page 53)	This is Open, a member of class TArchive.
≡	OpenFile ( see page 53)	This is OpenFile, a member of class TArchive.
≡	OpenFileBuffer ( see page 53)	This is OpenFileBuffer, a member of class TArchive.
≡	OpenFileRWops ( see page 53)	This is OpenFileRWops, a member of class TArchive.
≡	OpenRes ( see page 54)	This is OpenRes, a member of class TArchive.

1.1.13.1.1 TArchive.Build

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Build, a member of class TArchive.

### 1.1.13.1.2 TArchive.Close

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Close;
```

**Description**

This is Close, a member of class TArchive.

### 1.1.13.1.3 TArchive.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TArchive.

### 1.1.13.1.4 TArchive.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TArchive.

### 1.1.13.1.5 TArchive.FileExist

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FileExist, a member of class TArchive.

### 1.1.13.1.6 TArchive.IsOpen

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function IsOpen: Boolean;
```

**Description**

This is IsOpen, a member of class TArchive.

### 1.1.13.1.7 TArchive.Open

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Open, a member of class TArchive.

### 1.1.13.1.8 TArchive.OpenFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OpenFile, a member of class TArchive.

### 1.1.13.1.9 TArchive.OpenFileBuffer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OpenFileBuffer, a member of class TArchive.

### 1.1.13.1.10 TArchive.OpenFileRWops

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OpenFileRWops, a member of class TArchive.

### 1.1.13.1.11 TArchive.OpenRes

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is OpenRes, a member of class TArchive.

## 1.1.14 TArchiveFile

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is class TArchiveFile.

### 1.1.14.1 TArchiveFile Methods

The methods of the TArchiveFile class are listed here.

Methods

	Close ( see page 54)	This is Close, a member of class TArchiveFile.
	Create ( see page 55)	This is Create, a member of class TArchiveFile.
	Destroy ( see page 55)	This is Destroy, a member of class TArchiveFile.
	GetPos ( see page 55)	This is GetPos, a member of class TArchiveFile.
	GetRWops ( see page 55)	This is GetRWops, a member of class TArchiveFile.
	GetRWopsRes ( see page 55)	This is GetRWopsRes, a member of class TArchiveFile.
	IsOpen ( see page 56)	This is IsOpen, a member of class TArchiveFile.
	Open ( see page 56)	This is Open, a member of class TArchiveFile.
	OpenRes ( see page 56)	This is OpenRes, a member of class TArchiveFile.
	ReadData ( see page 56)	This is ReadData, a member of class TArchiveFile.
	SaveToBuffer ( see page 57)	This is SaveToBuffer, a member of class TArchiveFile.
	SaveToFile ( see page 57)	This is SaveToFile, a member of class TArchiveFile.
	SetPos ( see page 57)	This is SetPos, a member of class TArchiveFile.
	Size ( see page 57)	This is Size, a member of class TArchiveFile.

### 1.1.14.1.1 TArchiveFile.Close

File: DelphiGamekit.pas ( see page 397)



**Delphi**

```
procedure Close;
```

**Description**

This is Close, a member of class TArchiveFile.

### 1.1.14.1.2 TArchiveFile.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TArchiveFile.

### 1.1.14.1.3 TArchiveFile.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TArchiveFile.

### 1.1.14.1.4 TArchiveFile.GetPos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetPos: Int64;
```

**Description**

This is GetPos, a member of class TArchiveFile.

### 1.1.14.1.5 TArchiveFile.GetRWops

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetRWops, a member of class TArchiveFile.

### 1.1.14.1.6 TArchiveFile.GetRWopsRes

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
class function GetRWopsRes(  

```

```
    const aPassword: string;  
    const aResName: string;  
    const aFilename: string  
  ): PSDL_RWops;
```

**Description**

This is GetRWopsRes, a member of class TArchiveFile.

### 1.1.14.1.7 TArchiveFile.IsOpen

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function IsOpen: Boolean;
```

**Description**

This is IsOpen, a member of class TArchiveFile.

### 1.1.14.1.8 TArchiveFile.Open

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Open, a member of class TArchiveFile.

### 1.1.14.1.9 TArchiveFile.OpenRes

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OpenRes, a member of class TArchiveFile.

### 1.1.14.1.10 TArchiveFile.ReadData

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ReadData, a member of class TArchiveFile.

### 1.1.14.1.11 TArchiveFile.SaveToBuffer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function SaveToBuffer: TBuffer;
```

**Description**

This is SaveToBuffer, a member of class TArchiveFile.

### 1.1.14.1.12 TArchiveFile.SaveToFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SaveToFile, a member of class TArchiveFile.

### 1.1.14.1.13 TArchiveFile.SetPos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetPos, a member of class TArchiveFile.

### 1.1.14.1.14 TArchiveFile.Size

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Size: Int64;
```

**Description**

This is Size, a member of class TArchiveFile.

## 1.1.15 TAsync

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TAsync = record  
end;
```








**Description**

This is class TAsync.

### 1.1.15.1 TAsync Methods

The methods of the TAsync class are listed here.

Methods

	Busy ( see page 58)	This is Busy, a member of class TAsync.
	Enter ( see page 58)	This is Enter, a member of class TAsync.
	Leave ( see page 58)	This is Leave, a member of class TAsync.
	Process ( see page 58)	This is Process, a member of class TAsync.
	Resume ( see page 59)	This is Resume, a member of class TAsync.
	Run ( see page 59)	This is Run, a member of class TAsync.
	Suspend ( see page 59)	This is Suspend, a member of class TAsync.

#### 1.1.15.1.1 TAsync.Busy

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Busy, a member of class TAsync.

#### 1.1.15.1.2 TAsync.Enter

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Enter, a member of class TAsync.

#### 1.1.15.1.3 TAsync.Leave

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Leave, a member of class TAsync.

#### 1.1.15.1.4 TAsync.Process

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Process, a member of class TAsync.

### 1.1.15.1.5 TAsync.Resume

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Resume, a member of class TAsync.

### 1.1.15.1.6 TAsync.Run

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Run, a member of class TAsync.

### 1.1.15.1.7 TAsync.Suspend

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is Suspend, a member of class TAsync.

## 1.1.15.2 TAsync Operators

The operators of the TAsync class are listed here.

**Operators**

	Finalize ( see page 59)	This is Finalize, a member of class TAsync.
	Initialize ( see page 60)	This is Initialize, a member of class TAsync.

### 1.1.15.2.1 TAsync.Finalize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Finalize, a member of class TAsync.

### 1.1.15.2.2 TAsync.Initialize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

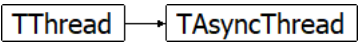
```
class operator Initialize(  
    out aDest: TAsync  
);
```

**Description**

This is Initialize, a member of class TAsync.

## 1.1.16 TAsyncThread

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is class TAsyncThread.

### 1.1.16.1 TAsyncThread Fields

The fields of the TAsyncThread class are listed here.

**Fields**

	FFinished ( see page 60)	This is FFinished, a member of class TAsyncThread.
	FTask ( see page 60)	This is FTask, a member of class TAsyncThread.
	FWait ( see page 61)	This is FWait, a member of class TAsyncThread.

#### 1.1.16.1.1 TAsyncThread.FFinished

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FFinished: Boolean;
```

**Description**

This is FFinished, a member of class TAsyncThread.

#### 1.1.16.1.2 TAsyncThread.FTask

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FTask: TAsyncProc;
```

Description

This is FTask, a member of class TAsyncThread.

1.1.16.1.3 TAsyncThread.FWait

File: DelphiGamekit.pas ( see page 397)

Delphi

```
FWait: TAsyncProc;
```




Description

This is FWait, a member of class TAsyncThread.

1.1.16.2 TAsyncThread Methods

The methods of the TAsyncThread class are listed here.

Methods

	Create ( see page 61)	This is Create, a member of class TAsyncThread.
	Destroy ( see page 61)	This is Destroy, a member of class TAsyncThread.
	Execute ( see page 61)	This is Execute, a member of class TAsyncThread.

1.1.16.2.1 TAsyncThread.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TAsyncThread.

1.1.16.2.2 TAsyncThread.Destroy

File: DelphiGamekit.pas ( see page 397)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAsyncThread.

1.1.16.2.3 TAsyncThread.Execute

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure Execute; override;
```




Description

This is Execute, a member of class TAsyncThread.

### 1.1.16.3 TAsyncThread Properties

The properties of the TAsyncThread class are listed here.

Properties

	Finished ( see page 62)	This is Finished, a member of class TAsyncThread.
	TaskProc ( see page 62)	This is TaskProc, a member of class TAsyncThread.
	WaitProc ( see page 62)	This is WaitProc, a member of class TAsyncThread.

#### 1.1.16.3.1 TAsyncThread.Finished

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Finished: Boolean;
```

Description

This is Finished, a member of class TAsyncThread.

#### 1.1.16.3.2 TAsyncThread.TaskProc

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property TaskProc: TAsyncProc;
```

Description

This is TaskProc, a member of class TAsyncThread.

#### 1.1.16.3.3 TAsyncThread.WaitProc

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property WaitProc: TAsyncProc;
```

Description

This is WaitProc, a member of class TAsyncThread.

### 1.1.17 TAudio

File: DelphiGamekit.pas ( see page 397)

Delphi

```
TAudio = record
end;
```

Description

This is class TAudio.



### 1.1.17.1 TAudio Methods

The methods of the TAudio class are listed here.

#### Methods

✦	AllocateSoundChannels ( see page 63)	This is AllocateSoundChannels, a member of class TAudio.
✦	ExpireSound ( see page 63)	This is ExpireSound, a member of class TAudio.
✦	FadeInSound ( see page 64)	This is FadeInSound, a member of class TAudio.
✦	FadeOutSound ( see page 64)	This is FadeOutSound, a member of class TAudio.
✦	FadingSound ( see page 64)	This is FadingSound, a member of class TAudio.
✦	GetMusicVolume ( see page 64)	This is GetMusicVolume, a member of class TAudio.
✦	GetSoundVolume ( see page 65)	This is GetSoundVolume, a member of class TAudio.
✦	IsSoundPaused ( see page 65)	This is IsSoundPaused, a member of class TAudio.
✦	IsSoundPlaying ( see page 65)	This is IsSoundPlaying, a member of class TAudio.
✦	LoadMusic ( see page 65)	This is LoadMusic, a member of class TAudio.
✦	LoadPlayMusic ( see page 65)	This is LoadPlayMusic, a member of class TAudio.
✦	LoadSound ( see page 66)	This is LoadSound, a member of class TAudio.
✦	PauseSound ( see page 66)	This is PauseSound, a member of class TAudio.
✦	PlayMusic ( see page 66)	This is PlayMusic, a member of class TAudio.
✦	PlaySound ( see page 66)	This is PlaySound, a member of class TAudio.
✦	ReserveSoundChannels ( see page 67)	This is ReserveSoundChannels, a member of class TAudio.
✦	ResumeSound ( see page 67)	This is ResumeSound, a member of class TAudio.
✦	SetMusicVolume ( see page 67)	This is SetMusicVolume, a member of class TAudio.
✦	SetSoundPosition ( see page 67)	This is SetSoundPosition, a member of class TAudio.
✦	SetSoundVolume ( see page 67)	This is SetSoundVolume, a member of class TAudio.
✦	StopSound ( see page 68)	This is StopSound, a member of class TAudio.
✦	UnloadMusic ( see page 68)	This is UnloadMusic, a member of class TAudio.
✦	UnloadSound ( see page 68)	This is UnloadSound, a member of class TAudio.

#### 1.1.17.1.1 TAudio.AllocateSoundChannels

File: DelphiGamekit.pas ( see page 397)

##### Delphi

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

##### Description

This is AllocateSoundChannels, a member of class TAudio.

#### 1.1.17.1.2 TAudio.ExpireSound

File: DelphiGamekit.pas ( see page 397)

##### Delphi

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

**Description**

This is ExpireSound, a member of class TAudio.

### 1.1.17.1.3 TAudio.FadeInSound

File: DelphiGamekit.pas ( see page 397)

**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.

### 1.1.17.1.4 TAudio.FadeOutSound

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FadeOutSound, a member of class TAudio.

### 1.1.17.1.5 TAudio.FadingSound

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FadingSound, a member of class TAudio.

### 1.1.17.1.6 TAudio.GetMusicVolume

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetMusicVolume, a member of class TAudio.

### 1.1.17.1.7 TAudio.GetSoundVolume

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is GetSoundVolume, a member of class TAudio.

### 1.1.17.1.8 TAudio.IsSoundPaused

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is IsSoundPaused, a member of class TAudio.

### 1.1.17.1.9 TAudio.IsSoundPlaying

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is IsSoundPlaying, a member of class TAudio.

### 1.1.17.1.10 TAudio.LoadMusic

**File:** DelphiGamekit.pas ( see page 397)

#### 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.

### 1.1.17.1.11 TAudio.LoadPlayMusic

**File:** DelphiGamekit.pas ( see page 397)

#### 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.

### 1.1.17.1.12 TAudio.LoadSound

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is LoadSound, a member of class TAudio.

### 1.1.17.1.13 TAudio.PauseSound

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is PauseSound, a member of class TAudio.

### 1.1.17.1.14 TAudio.PlayMusic

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is PlayMusic, a member of class TAudio.

### 1.1.17.1.15 TAudio.PlaySound

File: DelphiGamekit.pas ( see page 397)

**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.

### 1.1.17.1.16 TAudio.ReserveSoundChannels

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ReserveSoundChannels, a member of class TAudio.

### 1.1.17.1.17 TAudio.ResumeSound

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ResumeSound, a member of class TAudio.

### 1.1.17.1.18 TAudio.SetMusicVolume

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetMusicVolume, a member of class TAudio.

### 1.1.17.1.19 TAudio.SetSoundPosition

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetSoundPosition, a member of class TAudio.

### 1.1.17.1.20 TAudio.SetSoundVolume

**File:** DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is SetSoundVolume, a member of class TAudio.

1.1.17.1.21 TAudio.StopSound

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is StopSound, a member of class TAudio.

1.1.17.1.22 TAudio.UnloadMusic

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is UnloadMusic, a member of class TAudio.

1.1.17.1.23 TAudio.UnloadSound

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is UnloadSound, a member of class TAudio.

1.1.17.2 TAudio Operators

The operators of the TAudio class are listed here.

Operators

	Finalize ( see page 68)	This is Finalize, a member of class TAudio.
	Initialize ( see page 69)	This is Initialize, a member of class TAudio.

1.1.17.2.1 TAudio.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Finalize, a member of class TAudio.

1.1.17.2.2 TAudio.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

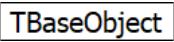
```
class operator Initialize(  
    out aDest: TAudio  
) ;
```

Description

This is Initialize, a member of class TAudio.

1.1.18 TBaseObject

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

```
TBaseObject = class ;
```

Description

This is class TBaseObject.

1.1.18.1 TBaseObject Methods

The methods of the TBaseObject class are listed here.

Methods

	Create ( see page 69)	This is Create, a member of class TBaseObject.
	Destroy ( see page 70)	This is Destroy, a member of class TBaseObject.

1.1.18.1.1 TBaseObject.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

### 1.1.18.1.2 TBaseObject.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

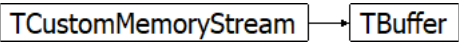
```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TBaseObject.

## 1.1.19 TBuffer

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is class TBuffer.

### 1.1.19.1 TBuffer Fields

The fields of the TBuffer class are listed here.

**Fields**

	FHandle ( see page 70)	This is FHandle, a member of class TBuffer.
	FName ( see page 70)	This is FName, a member of class TBuffer.

#### 1.1.19.1.1 TBuffer.FHandle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FHandle: THandle;
```

**Description**

This is FHandle, a member of class TBuffer.

#### 1.1.19.1.2 TBuffer.FName

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FName: string;
```

**Description**










This is FName, a member of class TBuffer.



### 1.1.19.2 TBuffer Methods

The methods of the TBuffer class are listed here.

Methods

	Clear ( see page 71)	This is Clear, a member of class TBuffer.
	Create ( see page 71)	This is Create, a member of class TBuffer.
	Destroy ( see page 71)	This is Destroy, a member of class TBuffer.
	Eof ( see page 71)	This is Eof, a member of class TBuffer.
	LoadFromFile ( see page 72)	This is LoadFromFile, a member of class TBuffer.
	ReadString ( see page 72)	This is ReadString, a member of class TBuffer.
	SaveToFile ( see page 72)	This is SaveToFile, a member of class TBuffer.
	Write ( see page 72)	This is Write, a member of class TBuffer.
	Write ( see page 72)	This is Write, a member of class TBuffer.

#### 1.1.19.2.1 TBuffer.Clear

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TBuffer.

#### 1.1.19.2.2 TBuffer.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Create, a member of class TBuffer.

#### 1.1.19.2.3 TBuffer.Destroy

File: DelphiGamekit.pas ( see page 397)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBuffer.

#### 1.1.19.2.4 TBuffer.Eof

File: DelphiGamekit.pas ( see page 397)

Delphi

```
function Eof: Boolean;
```

**Description**

This is Eof, a member of class TBuffer.

### 1.1.19.2.5 TBuffer.LoadFromFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is LoadFromFile, a member of class TBuffer.

### 1.1.19.2.6 TBuffer.ReadString

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function ReadString: WideString;
```

**Description**

This is ReadString, a member of class TBuffer.

### 1.1.19.2.7 TBuffer.SaveToFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SaveToFile, a member of class TBuffer.

### 1.1.19.2.8 TBuffer.Write

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Write, a member of class TBuffer.

### 1.1.19.2.9 TBuffer.Write

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Write(  
    const aBuffer: TBytes;
```

```
    aOffset: Longint;  
    aCount: Longint  
): Longint; override;
```

**Description**  
This is Write, a member of class TBuffer.

1.1.19.3 TBuffer Properties

The properties of the TBuffer class are listed here.

Properties

	Name ( see page 73)	This is Name, a member of class TBuffer.
---	---------------------	--

1.1.19.3.1 TBuffer.Name

**File:** DelphiGamekit.pas ( see page 397)

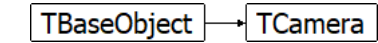
Delphi

```
property Name: string;
```

**Description**  
This is Name, a member of class TBuffer.

1.1.20 TCamera

Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

Delphi



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

**Description**  
This is class TCamera.

1.1.20.1 TCamera Constants

The constants of the TCamera class are listed here.

Constants

	ZOOM_MAX ( see page 73)	This is ZOOM_MAX, a member of class TCamera.
	ZOOM_MIN ( see page 74)	This is ZOOM_MIN, a member of class TCamera.

1.1.20.1.1 TCamera.ZOOM\_MAX

**File:** DelphiGamekit.pas ( see page 397)

Delphi

```
const ZOOM_MAX = 10.0;
```

Description

This is ZOOM\_MAX, a member of class TCamera.

1.1.20.1.2 TCamera.ZOOM\_MIN

File: DelphiGamekit.pas ( see page 397)

Delphi

```
const ZOOM_MIN = 0.01;
```








Description

This is ZOOM\_MIN, a member of class TCamera.

1.1.20.2 TCamera Methods

The methods of the TCamera class are listed here.

Methods

	Create ( see page 74)	This is Create, a member of class TCamera.
	Destroy ( see page 74)	This is Destroy, a member of class TCamera.
	Init ( see page 74)	This is Init, a member of class TCamera.
	IsVisible ( see page 75)	This is IsVisible, a member of class TCamera.
	SetBounds ( see page 75)	This is SetBounds, a member of class TCamera.
	WorldToScreen ( see page 75)	This is WorldToScreen, a member of class TCamera.
	WorldToScreen ( see page 75)	This is WorldToScreen, a member of class TCamera.

1.1.20.2.1 TCamera.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TCamera.

1.1.20.2.2 TCamera.Destroy

File: DelphiGamekit.pas ( see page 397)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TCamera.

1.1.20.2.3 TCamera.Init

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure Init(  
  const aPosX: Single;  
  const aPosY: Single;
```

```
const aBoundsX: Single;  
const aBoundsY: Single;  
const aBoundsWidth: Single;  
const aBoundsHeight: Single  
);
```

**Description**

This is Init, a member of class TCamera.

### 1.1.20.2.4 TCamera.IsVisible

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is IsVisible, a member of class TCamera.

### 1.1.20.2.5 TCamera.SetBounds

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetBounds, a member of class TCamera.

### 1.1.20.2.6 TCamera.WorldToScreen

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is WorldToScreen, a member of class TCamera.

### 1.1.20.2.7 TCamera.WorldToScreen

File: DelphiGamekit.pas ( see page 397)

Delphi

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







Description

This is WorldToScreen, a member of class TCamera.

1.1.20.3 TCamera Properties

The properties of the TCamera class are listed here.

Properties

	Active ( see page 76)	This is Active, a member of class TCamera.
	Angle ( see page 76)	This is Angle, a member of class TCamera.
	Bounds ( see page 76)	This is Bounds, a member of class TCamera.
	PosX ( see page 76)	This is PosX, a member of class TCamera.
	PosY ( see page 77)	This is PosY, a member of class TCamera.
	Zoom ( see page 77)	This is Zoom, a member of class TCamera.

1.1.20.3.1 TCamera.Active

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Active: Boolean;
```

Description

This is Active, a member of class TCamera.

1.1.20.3.2 TCamera.Angle

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Angle: Single;
```

Description

This is Angle, a member of class TCamera.

1.1.20.3.3 TCamera.Bounds

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Bounds: TRect;
```

Description

This is Bounds, a member of class TCamera.

1.1.20.3.4 TCamera.PosX

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
property PosX: Single;
```

**Description**

This is PosX, a member of class TCamera.

### 1.1.20.3.5 TCamera.PosY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property PosY: Single;
```

**Description**

This is PosY, a member of class TCamera.

### 1.1.20.3.6 TCamera.Zoom

**File:** DelphiGamekit.pas ( see page 397)

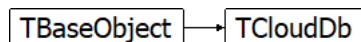
**Delphi**

```
property Zoom: Single;
```

**Description**

This is Zoom, a member of class TCamera.

## 1.1.21 TCloudDb

**Class Hierarchy**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is class TCloudDb.

### 1.1.21.1 TCloudDb Constants

The constants of the TCloudDb class are listed here.

**Constants**

	cURL ( see page 77)	This is cURL, a member of class TCloudDb.
---	---------------------	---

#### 1.1.21.1.1 TCloudDb.cURL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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













**Description**

This is cURL, a member of class TCloudDb.

## 1.1.21.2 TCloudDb Fields

The fields of the TCloudDb class are listed here.

**Fields**

	FApiKey ( see page 78)	This is FApiKey, a member of class TCloudDb.
	FDatabase ( see page 78)	This is FDatabase, a member of class TCloudDb.
	FDataset ( see page 78)	This is FDataset, a member of class TCloudDb.
	FHttp ( see page 79)	This is FHttp, a member of class TCloudDb.
	FJSON ( see page 79)	This is FJSON, a member of class TCloudDb.
	FLastError ( see page 79)	This is FLastError, a member of class TCloudDb.
	FMacros ( see page 79)	This is FMacros, a member of class TCloudDb.
	FParams ( see page 79)	This is FParams, a member of class TCloudDb.
	FPreparedSQL ( see page 79)	This is FPreparedSQL, a member of class TCloudDb.
	FResponseText ( see page 80)	This is FResponseText, a member of class TCloudDb.
	FSQL ( see page 80)	This is FSQL, a member of class TCloudDb.
	FUrl ( see page 80)	This is FUrl, a member of class TCloudDb.

### 1.1.21.2.1 TCloudDb.FApiKey

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FApiKey: string;
```

**Description**

This is FApiKey, a member of class TCloudDb.

### 1.1.21.2.2 TCloudDb.FDatabase

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FDatabase: string;
```

**Description**

This is FDatabase, a member of class TCloudDb.

### 1.1.21.2.3 TCloudDb.FDataset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FDataset: TJSONArray;
```

**Description**

This is FDataset, a member of class TCloudDb.



### 1.1.21.2.4 TCloudDb.FHttp

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FHttp: THTTPClient;
```

**Description**

This is FHttp, a member of class TCloudDb.

### 1.1.21.2.5 TCloudDb.FJSON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FJSON: TJSONObject;
```

**Description**

This is FJSON, a member of class TCloudDb.

### 1.1.21.2.6 TCloudDb.FLastError

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FLastError: string;
```

**Description**

This is FLastError, a member of class TCloudDb.

### 1.1.21.2.7 TCloudDb.FMacros

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FMacros, a member of class TCloudDb.

### 1.1.21.2.8 TCloudDb.FParams

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FParams, a member of class TCloudDb.

### 1.1.21.2.9 TCloudDb.FPreparedSQL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

**FPreparedSQL:** `string`;

**Description**

This is FPreparedSQL, a member of class TCloudDb.

**1.1.21.2.10 TCloudDb.FResponseText**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

**FResponseText:** `string`;

**Description**

This is FResponseText, a member of class TCloudDb.

**1.1.21.2.11 TCloudDb.FSQL**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

**FSQL:** `TStringList`;

**Description**

This is FSQL, a member of class TCloudDb.

**1.1.21.2.12 TCloudDb.FUrl**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

**FUrl:** `string`;













**Description**











This is FUrl, a member of class TCloudDb.

**1.1.21.3 TCloudDb Methods**

The methods of the TCloudDb class are listed here.

**Methods**

	AddSQLText ( see page 81)	This is AddSQLText, a member of class TCloudDb.
	ClearSQLText ( see page 81)	This is ClearSQLText, a member of class TCloudDb.
	Create ( see page 81)	This is Create, a member of class TCloudDb.
	Destroy ( see page 81)	This is Destroy, a member of class TCloudDb.
	Execute ( see page 82)	This is Execute, a member of class TCloudDb.
	ExecuteSQL ( see page 82)	This is ExecuteSQL, a member of class TCloudDb.
	GetField ( see page 82)	This is GetField, a member of class TCloudDb.
	GetLastError ( see page 82)	This is GetLastError, a member of class TCloudDb.
	GetMacro ( see page 82)	This is GetMacro, a member of class TCloudDb.
	GetParam ( see page 83)	This is GetParam, a member of class TCloudDb.
	GetPreparedSQL ( see page 83)	This is GetPreparedSQL, a member of class TCloudDb.
	GetQueryURL ( see page 83)	This is GetQueryURL, a member of class TCloudDb.

	GetResponseText ( see page 83)	This is GetResponseText, a member of class TCloudDb.
	GetSQLText ( see page 83)	This is GetSQLText, a member of class TCloudDb.
	Prepair ( see page 84)	This is Prepair, a member of class TCloudDb.
	RecordCount ( see page 84)	This is RecordCount, a member of class TCloudDb.
	SetMacro ( see page 84)	This is SetMacro, a member of class TCloudDb.
	SetMacroValue ( see page 84)	This is SetMacroValue, a member of class TCloudDb.
	SetParam ( see page 84)	This is SetParam, a member of class TCloudDb.
	SetParamValue ( see page 85)	This is SetParamValue, a member of class TCloudDb.
	SetSQLText ( see page 85)	This is SetSQLText, a member of class TCloudDb.
	Setup ( see page 85)	This is Setup, a member of class TCloudDb.

### 1.1.21.3.1 TCloudDb.AddSQLText

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is AddSQLText, a member of class TCloudDb.

### 1.1.21.3.2 TCloudDb.ClearSQLText

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure ClearSQLText;
```

**Description**

This is ClearSQLText, a member of class TCloudDb.

### 1.1.21.3.3 TCloudDb.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TCloudDb.

### 1.1.21.3.4 TCloudDb.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TCloudDb.

### 1.1.21.3.5 TCloudDb.Execute

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Execute: Boolean;
```

**Description**

This is Execute, a member of class TCloudDb.

### 1.1.21.3.6 TCloudDb.ExecuteSQL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ExecuteSQL, a member of class TCloudDb.

### 1.1.21.3.7 TCloudDb.GetField

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetField, a member of class TCloudDb.

### 1.1.21.3.8 TCloudDb.GetLastError

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetLastError: string;
```

**Description**

This is GetLastError, a member of class TCloudDb.

### 1.1.21.3.9 TCloudDb.GetMacro

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetMacro, a member of class TCloudDb.

### 1.1.21.3.10 TCloudDb.GetParam

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetParam, a member of class TCloudDb.

### 1.1.21.3.11 TCloudDb.GetPreparedSQL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetPreparedSQL: string;
```

**Description**

This is GetPreparedSQL, a member of class TCloudDb.

### 1.1.21.3.12 TCloudDb.GetQueryURL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetQueryURL, a member of class TCloudDb.

### 1.1.21.3.13 TCloudDb.GetResponseText

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetResponseText: string;
```

**Description**

This is GetResponseText, a member of class TCloudDb.

### 1.1.21.3.14 TCloudDb.GetSQLText

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetSQLText: string;
```

**Description**

This is GetSQLText, a member of class TCloudDb.

### 1.1.21.3.15 TCloudDb.Prepare

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Prepare;
```

**Description**

This is Prepare, a member of class TCloudDb.

### 1.1.21.3.16 TCloudDb.RecordCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function RecordCount: Integer;
```

**Description**

This is RecordCount, a member of class TCloudDb.

### 1.1.21.3.17 TCloudDb.SetMacro

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetMacro, a member of class TCloudDb.

### 1.1.21.3.18 TCloudDb.SetMacroValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetMacroValue, a member of class TCloudDb.

### 1.1.21.3.19 TCloudDb.SetParam

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetParam, a member of class TCloudDb.

### 1.1.21.3.20 TCloudDb.SetParamValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is SetParamValue, a member of class TCloudDb.

### 1.1.21.3.21 TCloudDb.SetSQLText

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is SetSQLText, a member of class TCloudDb.

### 1.1.21.3.22 TCloudDb.Setup

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Setup, a member of class TCloudDb.

## 1.1.22 TCmdLine

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
TCmdLine = record  
end;
```













#### Description

This is class TCmdLine.

### 1.1.22.1 TCmdLine Methods

The methods of the TCmdLine class are listed here.

Methods

	AddParam ( see page 86)	This is AddParam, a member of class TCmdLine.
	AddParams ( see page 86)	This is AddParams, a member of class TCmdLine.
	Clear ( see page 86)	This is Clear, a member of class TCmdLine.
	Count ( see page 86)	This is Count, a member of class TCmdLine.
	Count ( see page 87)	This is Count, a member of class TCmdLine.
	Param ( see page 87)	This is Param, a member of class TCmdLine.
	Param ( see page 87)	This is Param, a member of class TCmdLine.
	ParamExist ( see page 87)	This is ParamExist, a member of class TCmdLine.
	ParamIndex ( see page 87)	This is ParamIndex, a member of class TCmdLine.
	ParamValue ( see page 88)	This is ParamValue, a member of class TCmdLine.
	Reset ( see page 88)	This is Reset, a member of class TCmdLine.
	Str ( see page 88)	This is Str, a member of class TCmdLine.

1.1.22.1.1 TCmdLine.AddParam

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is AddParam, a member of class TCmdLine.

1.1.22.1.2 TCmdLine.AddParams

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is AddParams, a member of class TCmdLine.

1.1.22.1.3 TCmdLine.Clear

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Clear, a member of class TCmdLine.

1.1.22.1.4 TCmdLine.Count

File: DelphiGamekit.pas ( see page 397)

Delphi

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



**Description**

This is Count, a member of class TCmdLine.

### 1.1.22.1.5 TCmdLine.Count

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Count, a member of class TCmdLine.

### 1.1.22.1.6 TCmdLine.Param

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Param, a member of class TCmdLine.

### 1.1.22.1.7 TCmdLine.Param

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Param, a member of class TCmdLine.

### 1.1.22.1.8 TCmdLine.ParamExist

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ParamExist, a member of class TCmdLine.

### 1.1.22.1.9 TCmdLine.ParamIndex

**File:** DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is ParamIndex, a member of class TCmdLine.

1.1.22.1.10 TCmdLine.ParamValue

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is ParamValue, a member of class TCmdLine.

1.1.22.1.11 TCmdLine.Reset

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Reset, a member of class TCmdLine.

1.1.22.1.12 TCmdLine.Str

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is Str, a member of class TCmdLine.

1.1.22.2 TCmdLine Operators

The operators of the TCmdLine class are listed here.

Operators

	Finalize ( see page 88)	This is Finalize, a member of class TCmdLine.
	Initialize ( see page 89)	This is Initialize, a member of class TCmdLine.

1.1.22.2.1 TCmdLine.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

);

Description

This is Finalize, a member of class TCmdLine.

1.1.22.2 TCmdLine.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Initialize, a member of class TCmdLine.

1.1.23 TColor

File: DelphiGamekit.pas ( see page 397)

Delphi

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





Description

This is class TColor.

1.1.23.1 TColor Fields

The fields of the TColor class are listed here.

Fields

	Alpha ( see page 89)	This is Alpha, a member of class TColor.
	Blue ( see page 90)	This is Blue, a member of class TColor.
	Green ( see page 90)	This is Green, a member of class TColor.
	Red ( see page 90)	This is Red, a member of class TColor.

1.1.23.1.1 TColor.Alpha

File: DelphiGamekit.pas ( see page 397)

Delphi

```
Alpha: Byte;
```

Description

This is Alpha, a member of class TColor.

### 1.1.23.1.2 TColor.Blue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Blue: Byte;
```

**Description**

This is Blue, a member of class TColor.

### 1.1.23.1.3 TColor.Green

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Green: Byte;
```

**Description**

This is Green, a member of class TColor.

### 1.1.23.1.4 TColor.Red

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Red: Byte;
```

**Description**

This is Red, a member of class TColor.

## 1.1.23.2 TColor Methods

The methods of the TColor class are listed here.

**Methods**

≡ ◆	Clear ( see page 90)	This is Clear, a member of class TColor.
≡ ◆	Equal ( see page 90)	This is Equal, a member of class TColor.
≡ ◆	Fade ( see page 91)	This is Fade, a member of class TColor.
≡ ◆	Make ( see page 91)	This is Make, a member of class TColor.
≡ ◆	Makef ( see page 91)	This is Makef, a member of class TColor.

### 1.1.23.2.1 TColor.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TColor.

### 1.1.23.2.2 TColor.Equal

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Equal, a member of class TColor.

### 1.1.23.2.3 TColor.Fade

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Fade, a member of class TColor.

### 1.1.23.2.4 TColor.Make

**File:** DelphiGamekit.pas ( see page 397)

**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.

### 1.1.23.2.5 TColor.Makef

**File:** DelphiGamekit.pas ( see page 397)

**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.

## 1.1.23.3 TColor Operators

The operators of the TColor class are listed here.

Operators

	Implicit ( see page 92)	This is Implicit, a member of class TColor.
	Implicit ( see page 92)	This is Implicit, a member of class TColor.

1.1.23.3.1 TColor.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Implicit, a member of class TColor.

1.1.23.3.2 TColor.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Implicit, a member of class TColor.

1.1.24 TConfigFile

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

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






Description

This is class TConfigFile.

1.1.24.1 TConfigFile Methods

The methods of the TConfigFile class are listed here.

Methods

	Close ( see page 93)	This is Close, a member of class TConfigFile.
	Create ( see page 93)	This is Create, a member of class TConfigFile.
	Destroy ( see page 93)	This is Destroy, a member of class TConfigFile.
	GetSectionValue ( see page 93)	This is GetSectionValue, a member of class TConfigFile.
	GetSectionValue ( see page 94)	This is GetSectionValue, a member of class TConfigFile.

◆	GetSectionValue ( see page 94)	This is GetSectionValue, a member of class TConfigFile.
◆	GetSectionValues ( see page 94)	This is GetSectionValues, a member of class TConfigFile.
◆	GetValue ( see page 94)	This is GetValue, a member of class TConfigFile.
◆	GetValue ( see page 95)	This is GetValue, a member of class TConfigFile.
◆	GetValue ( see page 95)	This is GetValue, a member of class TConfigFile.
◆	GetValue ( see page 95)	This is GetValue, a member of class TConfigFile.
◆	Open ( see page 95)	This is Open, a member of class TConfigFile.
◆	Opened ( see page 95)	This is Opened, a member of class TConfigFile.
◆	RemoveKey ( see page 96)	This is RemoveKey, a member of class TConfigFile.
◆	RemoveSection ( see page 96)	This is RemoveSection, a member of class TConfigFile.
◆	SetValue ( see page 96)	This is SetValue, a member of class TConfigFile.
◆	SetValue ( see page 96)	This is SetValue, a member of class TConfigFile.
◆	SetValue ( see page 97)	This is SetValue, a member of class TConfigFile.
◆	SetValue ( see page 97)	This is SetValue, a member of class TConfigFile.
◆	Update ( see page 97)	This is Update, a member of class TConfigFile.

### 1.1.24.1.1 TConfigFile.Close

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Close;
```

**Description**

This is Close, a member of class TConfigFile.

### 1.1.24.1.2 TConfigFile.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TConfigFile.

### 1.1.24.1.3 TConfigFile.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TConfigFile.

### 1.1.24.1.4 TConfigFile.GetSectionValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

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

**Description**

This is GetSectionValue, a member of class TConfigFile.

### 1.1.24.1.5 TConfigFile.GetSectionValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetSectionValue, a member of class TConfigFile.

### 1.1.24.1.6 TConfigFile.GetSectionValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetSectionValue, a member of class TConfigFile.

### 1.1.24.1.7 TConfigFile.GetSectionValues

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetSectionValues, a member of class TConfigFile.

### 1.1.24.1.8 TConfigFile.GetValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetValue, a member of class TConfigFile.



### 1.1.24.1.9 TConfigFile.GetValue

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

### 1.1.24.1.10 TConfigFile.GetValue

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

### 1.1.24.1.11 TConfigFile.GetValue

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

### 1.1.24.1.12 TConfigFile.Open

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Open, a member of class TConfigFile.

### 1.1.24.1.13 TConfigFile.Opened

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Opened: Boolean;
```

**Description**

This is Opened, a member of class TConfigFile.

### 1.1.24.1.14 TConfigFile.RemoveKey

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RemoveKey, a member of class TConfigFile.

### 1.1.24.1.15 TConfigFile.RemoveSection

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RemoveSection, a member of class TConfigFile.

### 1.1.24.1.16 TConfigFile.SetValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetValue, a member of class TConfigFile.

### 1.1.24.1.17 TConfigFile.SetValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetValue, a member of class TConfigFile.

### 1.1.24.1.18 TConfigFile.SetValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is SetValue, a member of class TConfigFile.

### 1.1.24.1.19 TConfigFile.SetValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is SetValue, a member of class TConfigFile.

### 1.1.24.1.20 TConfigFile.Update

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure Update;
```

#### Description

This is Update, a member of class TConfigFile.

## 1.1.25 TController

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
TController = record  
end;
```











#### Description

This is class TController.

### 1.1.25.1 TController Methods

The methods of the TController class are listed here.

**Methods**

	ButtonDown ( see page 98)	This is ButtonDown, a member of class TController.
	ButtonPressed ( see page 98)	This is ButtonPressed, a member of class TController.
	ButtonReleased ( see page 98)	This is ButtonReleased, a member of class TController.
	Clear ( see page 98)	This is Clear, a member of class TController.
	Close ( see page 99)	This is Close, a member of class TController.
	GetAxis ( see page 99)	This is GetAxis, a member of class TController.
	Open ( see page 99)	This is Open, a member of class TController.
	Shutdown ( see page 99)	This is Shutdown, a member of class TController.
	Startup ( see page 99)	This is Startup, a member of class TController.
	Update ( see page 100)	This is Update, a member of class TController.

### 1.1.25.1.1 TController.ButtonDown

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ButtonDown, a member of class TController.

### 1.1.25.1.2 TController.ButtonPressed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ButtonPressed, a member of class TController.

### 1.1.25.1.3 TController.ButtonReleased

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ButtonReleased, a member of class TController.

### 1.1.25.1.4 TController.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Clear, a member of class TController.

### 1.1.25.1.5 TController.Close

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Close, a member of class TController.

### 1.1.25.1.6 TController.GetAxis

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetAxis, a member of class TController.

### 1.1.25.1.7 TController.Open

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Open, a member of class TController.

### 1.1.25.1.8 TController.Shutdown

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Shutdown, a member of class TController.

### 1.1.25.1.9 TController.Startup

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Startup, a member of class TController.

### 1.1.25.1.10 TController.Update

File: DelphiGamekit.pas ( see page 397)

#### Delphi

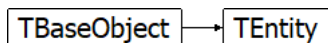
```
class procedure Update(  
    const aEvent: PSDL_Event  
); static;
```

#### Description

This is Update, a member of class TController.

## 1.1.26 TEntity

#### Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

#### Delphi

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




















#### Description




This is class TEntity.

### 1.1.26.1 TEntity Fields

The fields of the TEntity class are listed here.

#### Fields

	FAngle ( see page 101)	This is FAngle, a member of class TEntity.
	FAngleOffset ( see page 101)	This is FAngleOffset, a member of class TEntity.
	FBlendMode ( see page 101)	This is FBlendMode, a member of class TEntity.
	FColor ( see page 101)	This is FColor, a member of class TEntity.
	FDir ( see page 101)	This is FDir, a member of class TEntity.
	FFirstFrame ( see page 102)	This is FFirstFrame, a member of class TEntity.
	FFlipMode ( see page 102)	This is FFlipMode, a member of class TEntity.
	FFrame ( see page 102)	This is FFrame, a member of class TEntity.
	FFrameFPS ( see page 102)	This is FFrameFPS, a member of class TEntity.
	FFrameTimer ( see page 102)	This is FFrameTimer, a member of class TEntity.
	FGroup ( see page 102)	This is FGroup, a member of class TEntity.
	FHeight ( see page 103)	This is FHeight, a member of class TEntity.
	FLastFrame ( see page 103)	This is FLastFrame, a member of class TEntity.
	FLoopFrame ( see page 103)	This is FLoopFrame, a member of class TEntity.
	FOrigin ( see page 103)	This is FOrigin, a member of class TEntity.
	FPos ( see page 103)	This is FPos, a member of class TEntity.
	FRadius ( see page 104)	This is FRadius, a member of class TEntity.
	FRenderPolyPoint ( see page 104)	This is FRenderPolyPoint, a member of class TEntity.
	FScale ( see page 104)	This is FScale, a member of class TEntity.

	FShrinkFactor ( see page 104)	This is FShrinkFactor, a member of class TEntity.
	FSprite ( see page 104)	This is FSprite, a member of class TEntity.
	FWidth ( see page 104)	This is FWidth, a member of class TEntity.

### 1.1.26.1.1 TEntity.FAngle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FAngle: Single;
```

**Description**

This is FAngle, a member of class TEntity.

### 1.1.26.1.2 TEntity.FAngleOffset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FAngleOffset: Single;
```

**Description**

This is FAngleOffset, a member of class TEntity.

### 1.1.26.1.3 TEntity.FBlendMode

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FBlendMode: TBlendMode;
```

**Description**

This is FBlendMode, a member of class TEntity.

### 1.1.26.1.4 TEntity.FColor

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FColor: TColor;
```

**Description**

This is FColor, a member of class TEntity.

### 1.1.26.1.5 TEntity.FDir

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FDir: TVector;
```

**Description**

This is FDir, a member of class TEntity.

### 1.1.26.1.6 TEntity.FFirstFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FFirstFrame: Integer;
```

**Description**

This is FFirstFrame, a member of class TEntity.

### 1.1.26.1.7 TEntity.FFlipMode

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FFlipMode: TFlipMode;
```

**Description**

This is FFlipMode, a member of class TEntity.

### 1.1.26.1.8 TEntity.FFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FFrame: Integer;
```

**Description**

This is FFrame, a member of class TEntity.

### 1.1.26.1.9 TEntity.FFrameFPS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FFrameFPS: Single;
```

**Description**

This is FFrameFPS, a member of class TEntity.

### 1.1.26.1.10 TEntity.FFrameTimer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FFrameTimer: Single;
```

**Description**

This is FFrameTimer, a member of class TEntity.

### 1.1.26.1.11 TEntity.FGroup

**File:** DelphiGamekit.pas ( see page 397)



**Delphi**

```
FGroup: Integer;
```

**Description**

This is FGroup, a member of class TEntity.

### 1.1.26.1.12 TEntity.FHeight

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FHeight: Single;
```

**Description**

This is FHeight, a member of class TEntity.

### 1.1.26.1.13 TEntity.FLastFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FLastFrame: Integer;
```

**Description**

This is FLastFrame, a member of class TEntity.

### 1.1.26.1.14 TEntity.FLoopFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FLoopFrame: Boolean;
```

**Description**

This is FLoopFrame, a member of class TEntity.

### 1.1.26.1.15 TEntity.FOrigin

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FOrigin: TPoint;
```

**Description**

This is FOrigin, a member of class TEntity.

### 1.1.26.1.16 TEntity.FPos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPos: TVector;
```

**Description**

This is FPos, a member of class TEntity.

### 1.1.26.1.17 TEntity.FRadius

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FRadius: Single;
```

**Description**

This is FRadius, a member of class TEntity.

### 1.1.26.1.18 TEntity.FRenderPolyPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FRenderPolyPoint: Boolean;
```

**Description**

This is FRenderPolyPoint, a member of class TEntity.

### 1.1.26.1.19 TEntity.FScale

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FScale: Single;
```

**Description**

This is FScale, a member of class TEntity.

### 1.1.26.1.20 TEntity.FShrinkFactor

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FShrinkFactor: Single;
```

**Description**

This is FShrinkFactor, a member of class TEntity.

### 1.1.26.1.21 TEntity.FSprite

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FSprite: TSprite;
```

**Description**

This is FSprite, a member of class TEntity.

### 1.1.26.1.22 TEntity.FWidth

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

**FWidth:** Single;

**Description**

This is FWidth, a member of class TEntity.

## 1.1.26.2 TEntity Methods

The methods of the TEntity class are listed here.

**Methods**

◆	Angle ( see page 106)	This is Angle, a member of class TEntity.
◆	AngleOffset ( see page 106)	This is AngleOffset, a member of class TEntity.
◆	CollidePolyPoint ( see page 106)	This is CollidePolyPoint, a member of class TEntity.
◆	CollidePolyPointPoint ( see page 107)	This is CollidePolyPointPoint, a member of class TEntity.
◆	Color ( see page 107)	This is Color, a member of class TEntity.
◆ V	Create ( see page 107)	This is Create, a member of class TEntity.
◆	CreateEntity ( see page 107)	This is CreateEntity, a member of class TEntity.
◆ V	Destroy ( see page 107)	This is Destroy, a member of class TEntity.
◆	Dir ( see page 108)	This is Dir, a member of class TEntity.
◆	FirstFrame ( see page 108)	This is FirstFrame, a member of class TEntity.
◆	FlipMode ( see page 108)	This is FlipMode, a member of class TEntity.
◆	Frame ( see page 108)	This is Frame, a member of class TEntity.
◆	FrameFPS ( see page 108)	This is FrameFPS, a member of class TEntity.
◆	FullyVisible ( see page 108)	This is FullyVisible, a member of class TEntity.
◆	Group ( see page 109)	This is Group, a member of class TEntity.
◆	Height ( see page 109)	This is Height, a member of class TEntity.
◆	Init ( see page 109)	This is Init, a member of class TEntity.
◆	LastFrame ( see page 109)	This is LastFrame, a member of class TEntity.
◆	LoopFrame ( see page 109)	This is LoopFrame, a member of class TEntity.
◆	NextFrame ( see page 110)	This is NextFrame, a member of class TEntity.
◆	Overlap ( see page 110)	This is Overlap, a member of class TEntity.
◆	Overlap ( see page 110)	This is Overlap, a member of class TEntity.
◆	Pos ( see page 110)	This is Pos, a member of class TEntity.
◆	PrevFrame ( see page 110)	This is PrevFrame, a member of class TEntity.
◆	Radius ( see page 111)	This is Radius, a member of class TEntity.
◆	Render ( see page 111)	This is Render, a member of class TEntity.
◆	RenderAt ( see page 111)	This is RenderAt, a member of class TEntity.
◆	RotateAbs ( see page 111)	This is RotateAbs, a member of class TEntity.
◆	RotateRel ( see page 111)	This is RotateRel, a member of class TEntity.
◆	RotateToAngle ( see page 112)	This is RotateToAngle, a member of class TEntity.
◆	RotateToPos ( see page 112)	This is RotateToPos, a member of class TEntity.
◆	RotateToPosAt ( see page 112)	This is RotateToPosAt, a member of class TEntity.
◆	Scale ( see page 112)	This is Scale, a member of class TEntity.
◆	ScaleAbs ( see page 113)	This is ScaleAbs, a member of class TEntity.
◆	ScaleRel ( see page 113)	This is ScaleRel, a member of class TEntity.
◆	SetAngleOffset ( see page 113)	This is SetAngleOffset, a member of class TEntity.
◆	SetColor ( see page 113)	This is SetColor, a member of class TEntity.

◆	SetFlipMode ( see page 113)	This is SetFlipMode, a member of class TEntity.
◆	SetFrame ( see page 114)	This is SetFrame, a member of class TEntity.
◆	SetFrameFPS ( see page 114)	This is SetFrameFPS, a member of class TEntity.
◆	SetFrameRange ( see page 114)	This is SetFrameRange, a member of class TEntity.
◆	SetLoopFrame ( see page 114)	This is SetLoopFrame, a member of class TEntity.
◆	SetPosAbs ( see page 114)	This is SetPosAbs, a member of class TEntity.
◆	SetPosRel ( see page 115)	This is SetPosRel, a member of class TEntity.
◆	SetRenderPolyPoint ( see page 115)	This is SetRenderPolyPoint, a member of class TEntity.
◆	SetShrinkFactor ( see page 115)	This is SetShrinkFactor, a member of class TEntity.
◆	ShrinkFactor ( see page 115)	This is ShrinkFactor, a member of class TEntity.
◆	Sprite ( see page 116)	This is Sprite, a member of class TEntity.
◆	Thrust ( see page 116)	This is Thrust, a member of class TEntity.
◆	ThrustAngle ( see page 116)	This is ThrustAngle, a member of class TEntity.
◆	ThrustToPos ( see page 116)	This is ThrustToPos, a member of class TEntity.
◆	TracePolyPoint ( see page 116)	This is TracePolyPoint, a member of class TEntity.
◆	Visible ( see page 117)	This is Visible, a member of class TEntity.
◆	Width ( see page 117)	This is Width, a member of class TEntity.

### 1.1.26.2.1 TEntity.Angle

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
function Angle: Single;
```

#### Description

This is Angle, a member of class TEntity.

### 1.1.26.2.2 TEntity.AngleOffset

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
function AngleOffset: Single;
```

#### Description

This is AngleOffset, a member of class TEntity.

### 1.1.26.2.3 TEntity.CollidePolyPoint

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is CollidePolyPoint, a member of class TEntity.

### 1.1.26.2.4 TEntity.CollidePolyPointPoint

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is CollidePolyPointPoint, a member of class TEntity.

### 1.1.26.2.5 TEntity.Color

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
function Color: TColor;
```

#### Description

This is Color, a member of class TEntity.

### 1.1.26.2.6 TEntity.Create

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
constructor Create; override;
```

#### Description

This is Create, a member of class TEntity.

### 1.1.26.2.7 TEntity.CreateEntity

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is CreateEntity, a member of class TEntity.

### 1.1.26.2.8 TEntity.Destroy

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
destructor Destroy; override;
```

#### Description

This is Destroy, a member of class TEntity.

### 1.1.26.2.9 TEntity.Dir

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Dir: TVector;
```

**Description**

This is Dir, a member of class TEntity.

### 1.1.26.2.10 TEntity.FirstFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function FirstFrame: Integer;
```

**Description**

This is FirstFrame, a member of class TEntity.

### 1.1.26.2.11 TEntity.FlipMode

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function FlipMode: TFlipMode;
```

**Description**

This is FlipMode, a member of class TEntity.

### 1.1.26.2.12 TEntity.Frame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Frame: Integer;
```

**Description**

This is Frame, a member of class TEntity.

### 1.1.26.2.13 TEntity.FrameFPS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function FrameFPS: Single;
```

**Description**

This is FrameFPS, a member of class TEntity.

### 1.1.26.2.14 TEntity.FullyVisible

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FullyVisible, a member of class TEntity.

### 1.1.26.2.15 TEntity.Group

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Group: Integer;
```

**Description**

This is Group, a member of class TEntity.

### 1.1.26.2.16 TEntity.Height

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Height: Single;
```

**Description**

This is Height, a member of class TEntity.

### 1.1.26.2.17 TEntity.Init

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Init, a member of class TEntity.

### 1.1.26.2.18 TEntity.LastFrame

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function LastFrame: Integer;
```

**Description**

This is LastFrame, a member of class TEntity.

### 1.1.26.2.19 TEntity.LoopFrame

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function LoopFrame: Boolean;
```

**Description**

This is LoopFrame, a member of class TEntity.

### 1.1.26.2.20 TEntity.NextFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function NextFrame: Boolean;
```

**Description**

This is NextFrame, a member of class TEntity.

### 1.1.26.2.21 TEntity.Overlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Overlap, a member of class TEntity.

### 1.1.26.2.22 TEntity.Overlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Overlap(  
    const aEntity: TEntity  
): Boolean; overload;
```

**Description**

This is Overlap, a member of class TEntity.

### 1.1.26.2.23 TEntity.Pos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Pos: TVector;
```

**Description**

This is Pos, a member of class TEntity.

### 1.1.26.2.24 TEntity.PrevFrame

**File:** DelphiGamekit.pas ( see page 397)



**Delphi**

```
function PrevFrame: Boolean;
```

**Description**

This is PrevFrame, a member of class TEntity.

### 1.1.26.2.25 TEntity.Radius

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Radius: Single;
```

**Description**

This is Radius, a member of class TEntity.

### 1.1.26.2.26 TEntity.Render

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Render, a member of class TEntity.

### 1.1.26.2.27 TEntity.RenderAt

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RenderAt, a member of class TEntity.

### 1.1.26.2.28 TEntity.RotateAbs

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RotateAbs, a member of class TEntity.

### 1.1.26.2.29 TEntity.RotateRel

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RotateRel, a member of class TEntity.

### 1.1.26.2.30 TEntity.RotateToAngle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RotateToAngle, a member of class TEntity.

### 1.1.26.2.31 TEntity.RotateToPos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RotateToPos, a member of class TEntity.

### 1.1.26.2.32 TEntity.RotateToPosAt

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RotateToPosAt, a member of class TEntity.

### 1.1.26.2.33 TEntity.Scale

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Scale: Single;
```

**Description**

This is Scale, a member of class TEntity.

### 1.1.26.2.34 TEntity.ScaleAbs

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ScaleAbs, a member of class TEntity.

### 1.1.26.2.35 TEntity.ScaleRel

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ScaleRel, a member of class TEntity.

### 1.1.26.2.36 TEntity.SetAngleOffset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetAngleOffset, a member of class TEntity.

### 1.1.26.2.37 TEntity.SetColor

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetColor, a member of class TEntity.

### 1.1.26.2.38 TEntity.SetFlipMode

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure SetFlipMode(  

```

```
    const aFlipMode: TFlipMode  
);
```

**Description**

This is SetFlipMode, a member of class TEntity.

### 1.1.26.2.39 TEntity.SetFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetFrame, a member of class TEntity.

### 1.1.26.2.40 TEntity.SetFrameFPS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetFrameFPS, a member of class TEntity.

### 1.1.26.2.41 TEntity.SetFrameRange

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetFrameRange, a member of class TEntity.

### 1.1.26.2.42 TEntity.SetLoopFrame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetLoopFrame, a member of class TEntity.

### 1.1.26.2.43 TEntity.SetPosAbs

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetPosAbs, a member of class TEntity.

### 1.1.26.2.44 TEntity.SetPosRel

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetPosRel, a member of class TEntity.

### 1.1.26.2.45 TEntity.SetRenderPolyPoint

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetRenderPolyPoint, a member of class TEntity.

### 1.1.26.2.46 TEntity.SetShrinkFactor

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetShrinkFactor, a member of class TEntity.

### 1.1.26.2.47 TEntity.ShrinkFactor

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function ShrinkFactor: Single;
```

**Description**

This is ShrinkFactor, a member of class TEntity.

### 1.1.26.2.48 TEntity.Sprite

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
function Sprite: TSprite;
```

#### Description

This is Sprite, a member of class TEntity.

### 1.1.26.2.49 TEntity.Thrust

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Thrust, a member of class TEntity.

### 1.1.26.2.50 TEntity.ThrustAngle

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is ThrustAngle, a member of class TEntity.

### 1.1.26.2.51 TEntity.ThrustToPos

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is ThrustToPos, a member of class TEntity.

### 1.1.26.2.52 TEntity.TracePolyPoint

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is TracePolyPoint, a member of class TEntity.

1.1.26.2.53 TEntity.Visible

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Visible, a member of class TEntity.

1.1.26.2.54 TEntity.Width

File: DelphiGamekit.pas ( see page 397)

Delphi

```
function Width: Single;
```


Description

This is Width, a member of class TEntity.

1.1.26.3 TEntity Properties

The properties of the TEntity class are listed here.

Properties

	BlendMode ( see page 117)	This is BlendMode, a member of class TEntity.
---	---------------------------	---

1.1.26.3.1 TEntity.BlendMode

File: DelphiGamekit.pas ( see page 397)

Delphi

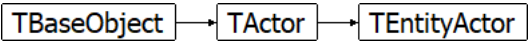
```
property BlendMode: TBlendMode;
```

Description

This is BlendMode, a member of class TEntity.

# 1.1.27 TEntityActor

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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

## Description

This is class TEntityActor.

## 1.1.27.1 TEntityActor Fields

The fields of the TEntityActor class are listed here.

### Fields

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

### 1.1.27.1.1 TEntityActor.FEntity

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FEntity: TEntity;
```








## Description

This is FEntity, a member of class TEntityActor.

## 1.1.27.2 TEntityActor Methods

The methods of the TEntityActor class are listed here.

### Methods

	Collide ( see page 118)	This is Collide, a member of class TEntityActor.
	Create ( see page 119)	This is Create, a member of class TEntityActor.
	Destroy ( see page 119)	This is Destroy, a member of class TEntityActor.
	Init ( see page 119)	This is Init, a member of class TEntityActor.
	OnRender ( see page 119)	This is OnRender, a member of class TEntityActor.
	Overlap ( see page 119)	This is Overlap, a member of class TEntityActor.
	Overlap ( see page 120)	This is Overlap, a member of class TEntityActor.

### 1.1.27.2.1 TEntityActor.Collide

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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



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

#### Description

This is Collide, a member of class TEntityActor.

### 1.1.27.2.2 TEntityActor.Create

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
    constructor Create; override;
```

#### Description

This is Create, a member of class TEntityActor.

### 1.1.27.2.3 TEntityActor.Destroy

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
    destructor Destroy; override;
```

#### Description

This is Destroy, a member of class TEntityActor.

### 1.1.27.2.4 TEntityActor.Init

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Init, a member of class TEntityActor.

### 1.1.27.2.5 TEntityActor.OnRender

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
    procedure OnRender; override;
```

#### Description

This is OnRender, a member of class TEntityActor.

### 1.1.27.2.6 TEntityActor.Overlap

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

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

**Description**

This is Overlap, a member of class TEntityActor.

1.1.27.2.7 TEntityActor.Overlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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


**Description**

This is Overlap, a member of class TEntityActor.

1.1.27.3 TEntityActor Properties

The properties of the TEntityActor class are listed here.

**Properties**

	Entity ( see page 120)	This is Entity, a member of class TEntityActor.
---	------------------------	---

1.1.27.3.1 TEntityActor.Entity

**File:** DelphiGamekit.pas ( see page 397)

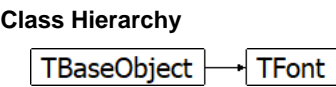
**Delphi**

```
property Entity: TEntity;
```

**Description**

This is Entity, a member of class TEntityActor.

1.1.28 TFont



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is class TFont.

1.1.28.1 TFont Records

The records of the TFont class are listed here.

Records

	TGlyph ( see page 121)	This is record TFont.TGlyph.
---	------------------------	------------------------------

1.1.28.1.1 TFont.TGlyph

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is record TFont.TGlyph.

1.1.28.2 TFont Constants

The constants of the TFont class are listed here.

Constants

	cDefaultGlyphs ( see page 121)	This is cDefaultGlyphs, a member of class TFont.
---	--------------------------------	--

1.1.28.2.1 TFont.cDefaultGlyphs

File: DelphiGamekit.pas ( see page 397)

Delphi

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








Description

This is cDefaultGlyphs, a member of class TFont.

1.1.28.3 TFont Fields

The fields of the TFont class are listed here.

Fields

	FAtlas ( see page 121)	This is FAtlas, a member of class TFont.
	FAtlasSize ( see page 122)	This is FAtlasSize, a member of class TFont.
	FBaseLine ( see page 122)	This is FBaseLine, a member of class TFont.
	FGeometry ( see page 122)	This is FGeometry, a member of class TFont.
	FGlyph ( see page 122)	This is FGlyph, a member of class TFont.
	FUseVertexBuffer ( see page 122)	This is FUseVertexBuffer, a member of class TFont.
	FVertexBufferSize ( see page 123)	This is FVertexBufferSize, a member of class TFont.

1.1.28.3.1 TFont.FAtlas

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
FAtlas: PSDL_Texture;
```

**Description**

This is FAtlas, a member of class TFont.

### 1.1.28.3.2 TFont.FAtlasSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FAtlasSize: Integer;
```

**Description**

This is FAtlasSize, a member of class TFont.

### 1.1.28.3.3 TFont.FBaseLine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FBaseLine: Single;
```

**Description**

This is FBaseLine, a member of class TFont.

### 1.1.28.3.4 TFont.FGeometry

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FGeometry: TGeometry;
```

**Description**

This is FGeometry, a member of class TFont.

### 1.1.28.3.5 TFont.FGlyph

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FGlyph, a member of class TFont.

### 1.1.28.3.6 TFont.FUseVertexBuffer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FUseVertexBuffer: Boolean;
```

**Description**

This is FUseVertexBuffer, a member of class TFont.

### 1.1.28.3.7 TFont.FVertexBufferSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FVertexBufferSize: UInt64;
```
















**Description**

This is FVertexBufferSize, a member of class TFont.

### 1.1.28.4 TFont Methods

The methods of the TFont class are listed here.

**Methods**

	Create ( see page 123)	This is Create, a member of class TFont.
	Destroy ( see page 123)	This is Destroy, a member of class TFont.
	DrawText ( see page 124)	This is DrawText, a member of class TFont.
	DrawText ( see page 124)	This is DrawText, a member of class TFont.
	GetUseVertexBuffer ( see page 124)	This is GetUseVertexBuffer, a member of class TFont.
	GetVertexBufferSize ( see page 124)	This is GetVertexBufferSize, a member of class TFont.
	Load ( see page 124)	This is Load, a member of class TFont.
	Load ( see page 125)	This is Load, a member of class TFont.
	LoadDefault ( see page 125)	This is LoadDefault, a member of class TFont.
	RenderVertices ( see page 125)	This is RenderVertices, a member of class TFont.
	SetUseVertexBuffer ( see page 125)	This is SetUseVertexBuffer, a member of class TFont.
	SetVertexBufferSize ( see page 126)	This is SetVertexBufferSize, a member of class TFont.
	TextHeight ( see page 126)	This is TextHeight, a member of class TFont.
	TextLength ( see page 126)	This is TextLength, a member of class TFont.
	Unload ( see page 126)	This is Unload, a member of class TFont.

#### 1.1.28.4.1 TFont.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TFont.

#### 1.1.28.4.2 TFont.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TFont.

### 1.1.28.4.3 TFont.DrawText

**File:** DelphiGamekit.pas ( see page 397)

**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.

### 1.1.28.4.4 TFont.DrawText

**File:** DelphiGamekit.pas ( see page 397)

**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.

### 1.1.28.4.5 TFont.GetUseVertexBuffer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetUseVertexBuffer: Boolean;
```

**Description**

This is GetUseVertexBuffer, a member of class TFont.

### 1.1.28.4.6 TFont.GetVertexBufferSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetVertexBufferSize: UInt64;
```

**Description**

This is GetVertexBufferSize, a member of class TFont.

### 1.1.28.4.7 TFont.Load

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Load, a member of class TFont.

## 1.1.28.4.8 TFont.Load

**File:** DelphiGamekit.pas ( see page 397)

**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.

## 1.1.28.4.9 TFont.LoadDefault

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is LoadDefault, a member of class TFont.

## 1.1.28.4.10 TFont.RenderVertices

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RenderVertices, a member of class TFont.

## 1.1.28.4.11 TFont.SetUseVertexBuffer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetUseVertexBuffer, a member of class TFont.

1.1.28.4.12 TFont.SetVertexBufferSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetVertexBufferSize, a member of class TFont.

1.1.28.4.13 TFont.TextHeight

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function TextHeight: Single;
```

**Description**

This is TextHeight, a member of class TFont.

1.1.28.4.14 TFont.TextLength

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is TextLength, a member of class TFont.

1.1.28.4.15 TFont.Unload

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Unload;
```



**Description**

This is Unload, a member of class TFont.

1.1.28.5 TFont Properties

The properties of the TFont class are listed here.

**Properties**

 <b>R</b>	Atlas ( see page 127)	This is Atlas, a member of class TFont.
 <b>R</b>	AtlasSize ( see page 127)	This is AtlasSize, a member of class TFont.



### 1.1.28.5.1 TFont.Atlas

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Atlas: PSDL_Texture;
```

**Description**

This is Atlas, a member of class TFont.

### 1.1.28.5.2 TFont.AtlasSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property AtlasSize: Integer;
```

**Description**

This is AtlasSize, a member of class TFont.

## 1.1.28.6 TFont Nested Types

The nested types of the TFont class are listed here.

**Nested Types**

	PGlyph ( see page 127)	This is nested type TFont.PGlyph.
---	------------------------	-----------------------------------

### 1.1.28.6.1 TFont.PGlyph

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PGlyph = ^TGlyph;
```

**Description**

This is nested type TFont.PGlyph.

## 1.1.29 TGame

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is class TGame.

### 1.1.29.1 TGame Records

The records of the TGame class are listed here.

Records

	TSettings ( see page 128)	This is record TGame.TSettings.
---	---------------------------	---------------------------------

#### 1.1.29.1.1 TGame.TSettings

File: DelphiGamekit.pas ( see page 397)

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;
  SceneCount: Integer;
  SceneActorAttrs: TActorAttributeSet;
end;
```











Description












This is record TGame.TSettings.

### 1.1.29.2 TGame Fields

The fields of the TGame class are listed here.

Fields

	FArchive ( see page 129)	This is FArchive, a member of class TGame.
	FAsync ( see page 129)	This is FAsync, a member of class TGame.
	FAudio ( see page 129)	This is FAudio, a member of class TGame.
	FCmdLine ( see page 129)	This is FCmdLine, a member of class TGame.
	FConfigFile ( see page 130)	This is FConfigFile, a member of class TGame.
	FDefaultFont ( see page 130)	This is FDefaultFont, a member of class TGame.
	FHud ( see page 130)	This is FHud, a member of class TGame.
	FInput ( see page 130)	This is FInput, a member of class TGame.
	FLog ( see page 130)	This is FLog, a member of class TGame.
	FMousePos ( see page 130)	This is FMousePos, a member of class TGame.

	FPrefs ( see page 131)	This is FPrefs, a member of class TGame.
	FReady ( see page 131)	This is FReady, a member of class TGame.
	FScene ( see page 131)	This is FScene, a member of class TGame.
	FScreenshake ( see page 131)	This is FScreenshake, a member of class TGame.
	FSettings ( see page 131)	This is FSettings, a member of class TGame.
	FSpeech ( see page 132)	This is FSpeech, a member of class TGame.
	FSprite ( see page 132)	This is FSprite, a member of class TGame.
	FTerminate ( see page 132)	This is FTerminate, a member of class TGame.
	FTimer ( see page 132)	This is FTimer, a member of class TGame.
	FVideo ( see page 132)	This is FVideo, a member of class TGame.
	FWindow ( see page 132)	This is FWindow, a member of class TGame.

### 1.1.29.2.1 TGame.FArchive

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FArchive: TArchive;
```

**Description**

This is FArchive, a member of class TGame.

### 1.1.29.2.2 TGame.FAsync

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FAsync: TAsync;
```

**Description**

This is FAsync, a member of class TGame.

### 1.1.29.2.3 TGame.FAudio

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FAudio: TAudio;
```

**Description**

This is FAudio, a member of class TGame.

### 1.1.29.2.4 TGame.FCmdLine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FCmdLine: TCmdLine;
```

**Description**

This is FCmdLine, a member of class TGame.

### 1.1.29.2.5 TGame.FConfigFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FConfigFile: TConfigFile;
```

**Description**

This is FConfigFile, a member of class TGame.

### 1.1.29.2.6 TGame.FDefaultFont

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FDefaultFont: TFont;
```

**Description**

This is FDefaultFont, a member of class TGame.

### 1.1.29.2.7 TGame.FHud

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FHud: THud;
```

**Description**

This is FHud, a member of class TGame.

### 1.1.29.2.8 TGame.FInput

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FInput: TInput;
```

**Description**

This is FInput, a member of class TGame.

### 1.1.29.2.9 TGame.FLog

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FLog: TLog;
```

**Description**

This is FLog, a member of class TGame.

### 1.1.29.2.10 TGame.FMousePos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FMousePos: TPoint;
```

**Description**

This is FMousePos, a member of class TGame.

### 1.1.29.2.11 TGame.FPrefs

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPrefs: TPrefs;
```

**Description**

This is FPrefs, a member of class TGame.

### 1.1.29.2.12 TGame.FReady

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FReady: Boolean;
```

**Description**

This is FReady, a member of class TGame.

### 1.1.29.2.13 TGame.FScene

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FScene: TActorScene;
```

**Description**

This is FScene, a member of class TGame.

### 1.1.29.2.14 TGame.FScreenshake

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FScreenshake: TScreenshake;
```

**Description**

This is FScreenshake, a member of class TGame.

### 1.1.29.2.15 TGame.FSettings

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FSettings: TSettings;
```

**Description**

This is FSettings, a member of class TGame.

### 1.1.29.2.16 TGame.FSpeech

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FSpeech: TSpeech;
```

**Description**

This is FSpeech, a member of class TGame.

### 1.1.29.2.17 TGame.FSprite

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FSprite: TSprite;
```

**Description**

This is FSprite, a member of class TGame.

### 1.1.29.2.18 TGame.FTerminate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FTerminate: Boolean;
```

**Description**

This is FTerminate, a member of class TGame.

### 1.1.29.2.19 TGame.FTimer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FTimer: TTimer;
```

**Description**

This is FTimer, a member of class TGame.

### 1.1.29.2.20 TGame.FVideo

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FVideo: TVideo;
```

**Description**

This is FVideo, a member of class TGame.

### 1.1.29.2.21 TGame.FWindow

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

**FWindow:** TWindow;

**Description**

This is FWindow, a member of class TGame.

## 1.1.29.3 TGame Methods

The methods of the TGame class are listed here.

**Methods**

	Create ( see page 133)	This is Create, a member of class TGame.
	Destroy ( see page 134)	This is Destroy, a member of class TGame.
	OnAfterRenderScene ( see page 134)	This is OnAfterRenderScene, a member of class TGame.
	OnApplySettings ( see page 134)	This is OnApplySettings, a member of class TGame.
	OnBeforeRenderScene ( see page 134)	This is OnBeforeRenderScene, a member of class TGame.
	OnBuildArchiveProgress ( see page 134)	This is OnBuildArchiveProgress, a member of class TGame.
	OnClearWindow ( see page 135)	This is OnClearWindow, a member of class TGame.
	OnFixedUpdate ( see page 135)	This is OnFixedUpdate, a member of class TGame.
	OnLoadConfig ( see page 135)	This is OnLoadConfig, a member of class TGame.
	OnPostLuaReset ( see page 135)	This is OnPostLuaReset, a member of class TGame.
	OnPreLuaReset ( see page 135)	This is OnPreLuaReset, a member of class TGame.
	OnReady ( see page 136)	This is OnReady, a member of class TGame.
	OnRender ( see page 136)	This is OnRender, a member of class TGame.
	OnRenderHud ( see page 136)	This is OnRenderHud, a member of class TGame.
	OnSaveConfig ( see page 136)	This is OnSaveConfig, a member of class TGame.
	OnSetSettings ( see page 136)	This is OnSetSettings, a member of class TGame.
	OnShowWindow ( see page 136)	This is OnShowWindow, a member of class TGame.
	OnShutdown ( see page 137)	This is OnShutdown, a member of class TGame.
	OnSpeechWord ( see page 137)	This is OnSpeechWord, a member of class TGame.
	OnStartup ( see page 137)	This is OnStartup, a member of class TGame.
	OnUnapplySettings ( see page 137)	This is OnUnapplySettings, a member of class TGame.
	OnUpdate ( see page 137)	This is OnUpdate, a member of class TGame.
	OnVideoStatus ( see page 138)	This is OnVideoStatus, a member of class TGame.
	Process ( see page 138)	This is Process, a member of class TGame.
	Run ( see page 138)	This is Run, a member of class TGame.
	SDKVersion ( see page 138)	This is SDKVersion, a member of class TGame.
	Settings ( see page 138)	This is Settings, a member of class TGame.
	Shutdown ( see page 139)	This is Shutdown, a member of class TGame.
	Startup ( see page 139)	This is Startup, a member of class TGame.

### 1.1.29.3.1 TGame.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

**constructor** Create; **override**;

**Description**

This is Create, a member of class TGame.

### 1.1.29.3.2 TGame.Destroy

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TGame.

### 1.1.29.3.3 TGame.OnAfterRenderScene

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnAfterRenderScene, a member of class TGame.

### 1.1.29.3.4 TGame.OnApplySettings

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnApplySettings, a member of class TGame.

### 1.1.29.3.5 TGame.OnBeforeRenderScene

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnBeforeRenderScene, a member of class TGame.

### 1.1.29.3.6 TGame.OnBuildArchiveProgress

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is OnBuildArchiveProgress, a member of class TGame.

### 1.1.29.3.7 TGame.OnClearWindow

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnClearWindow; virtual;
```

**Description**

This is OnClearWindow, a member of class TGame.

### 1.1.29.3.8 TGame.OnFixedUpdate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnFixedUpdate, a member of class TGame.

### 1.1.29.3.9 TGame.OnLoadConfig

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnLoadConfig; virtual;
```

**Description**

This is OnLoadConfig, a member of class TGame.

### 1.1.29.3.10 TGame.OnPostLuaReset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnPostLuaReset; virtual;
```

**Description**

This is OnPostLuaReset, a member of class TGame.

### 1.1.29.3.11 TGame.OnPreLuaReset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnPreLuaReset; virtual;
```

**Description**

This is OnPreLuaReset, a member of class TGame.

### 1.1.29.3.12 TGame.OnReady

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnReady, a member of class TGame.

### 1.1.29.3.13 TGame.OnRender

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnRender; virtual;
```

**Description**

This is OnRender, a member of class TGame.

### 1.1.29.3.14 TGame.OnRenderHud

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnRenderHud; virtual;
```

**Description**

This is OnRenderHud, a member of class TGame.

### 1.1.29.3.15 TGame.OnSaveConfig

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnSaveConfig; virtual;
```

**Description**

This is OnSaveConfig, a member of class TGame.

### 1.1.29.3.16 TGame.OnSetSettings

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnSetSettings; virtual;
```

**Description**

This is OnSetSettings, a member of class TGame.

### 1.1.29.3.17 TGame.OnShowWindow

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnShowWindow; virtual;
```

**Description**

This is OnShowWindow, a member of class TGame.

### 1.1.29.3.18 TGame.OnShutdown

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnShutdown; virtual;
```

**Description**

This is OnShutdown, a member of class TGame.

### 1.1.29.3.19 TGame.OnSpeechWord

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnSpeechWord, a member of class TGame.

### 1.1.29.3.20 TGame.OnStartup

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnStartup; virtual;
```

**Description**

This is OnStartup, a member of class TGame.

### 1.1.29.3.21 TGame.OnUnapplySettings

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnUnapplySettings; virtual;
```

**Description**

This is OnUnapplySettings, a member of class TGame.

### 1.1.29.3.22 TGame.OnUpdate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure OnUpdate(  
    const aDeltaTime: Double
```

```
); virtual;
```

**Description**

This is OnUpdate, a member of class TGame.

### 1.1.29.3.23 TGame.OnVideoStatus

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is OnVideoStatus, a member of class TGame.

### 1.1.29.3.24 TGame.Process

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Process; virtual;
```

**Description**

This is Process, a member of class TGame.

### 1.1.29.3.25 TGame.Run

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Run; virtual;
```

**Description**

This is Run, a member of class TGame.

### 1.1.29.3.26 TGame.SDKVersion

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function SDKVersion: string;
```

**Description**

This is SDKVersion, a member of class TGame.

### 1.1.29.3.27 TGame.Settings

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Settings, a member of class TGame.

### 1.1.29.3.28 TGame.Shutdown

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Shutdown; virtual;
```

**Description**

This is Shutdown, a member of class TGame.

### 1.1.29.3.29 TGame.Startup

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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




















**Description**

This is Startup, a member of class TGame.

## 1.1.29.4 TGame Properties

The properties of the TGame class are listed here.

**Properties**

	Archive ( see page 139)	This is Archive, a member of class TGame.
	Async ( see page 140)	This is Async, a member of class TGame.
	Audio ( see page 140)	This is Audio, a member of class TGame.
	CmdLine ( see page 140)	This is CmdLine, a member of class TGame.
	ConfigFile ( see page 140)	This is ConfigFile, a member of class TGame.
	DefaultFont ( see page 140)	This is DefaultFont, a member of class TGame.
	Hud ( see page 141)	This is Hud, a member of class TGame.
	Input ( see page 141)	This is Input, a member of class TGame.
	Log ( see page 141)	This is Log, a member of class TGame.
	MousePos ( see page 141)	This is MousePos, a member of class TGame.
	Prefs ( see page 141)	This is Prefs, a member of class TGame.
	Scene ( see page 141)	This is Scene, a member of class TGame.
	Screenshake ( see page 142)	This is Screenshake, a member of class TGame.
	Speech ( see page 142)	This is Speech, a member of class TGame.
	Sprite ( see page 142)	This is Sprite, a member of class TGame.
	Terminate ( see page 142)	This is Terminate, a member of class TGame.
	Timer ( see page 142)	This is Timer, a member of class TGame.
	Video ( see page 143)	This is Video, a member of class TGame.
	Window ( see page 143)	This is Window, a member of class TGame.

### 1.1.29.4.1 TGame.Archive

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Archive: TArchive;
```

**Description**

This is Archive, a member of class TGame.

## 1.1.29.4.2 TGame.Async

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Async: TAsync;
```

**Description**

This is Async, a member of class TGame.

## 1.1.29.4.3 TGame.Audio

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Audio: TAudio;
```

**Description**

This is Audio, a member of class TGame.

## 1.1.29.4.4 TGame.CmdLine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property CmdLine: TCmdLine;
```

**Description**

This is CmdLine, a member of class TGame.

## 1.1.29.4.5 TGame.ConfigFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property ConfigFile: TConfigFile;
```

**Description**

This is ConfigFile, a member of class TGame.

## 1.1.29.4.6 TGame.DefaultFont

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property DefaultFont: TFont;
```

**Description**

This is DefaultFont, a member of class TGame.

### 1.1.29.4.7 TGame.Hud

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Hud: THud;
```

**Description**

This is Hud, a member of class TGame.

### 1.1.29.4.8 TGame.Input

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Input: TInput;
```

**Description**

This is Input, a member of class TGame.

### 1.1.29.4.9 TGame.Log

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Log: TLog;
```

**Description**

This is Log, a member of class TGame.

### 1.1.29.4.10 TGame.MousePos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property MousePos: TPoint;
```

**Description**

This is MousePos, a member of class TGame.

### 1.1.29.4.11 TGame.Prefs

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Prefs: TPrefs;
```

**Description**

This is Prefs, a member of class TGame.

### 1.1.29.4.12 TGame.Scene

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Scene: TActorScene;
```

**Description**

This is Scene, a member of class TGame.

### 1.1.29.4.13 TGame.Screenshake

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Screenshake: TScreenshake;
```

**Description**

This is Screenshake, a member of class TGame.

### 1.1.29.4.14 TGame.Speech

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Speech: TSpeech;
```

**Description**

This is Speech, a member of class TGame.

### 1.1.29.4.15 TGame.Sprite

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Sprite: TSprite;
```

**Description**

This is Sprite, a member of class TGame.

### 1.1.29.4.16 TGame.Terminate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Terminate: Boolean;
```

**Description**

This is Terminate, a member of class TGame.

### 1.1.29.4.17 TGame.Timer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Timer: TTimer;
```

**Description**

This is Timer, a member of class TGame.



### 1.1.29.4.18 TGame.Video

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Video: TVideo;
```

**Description**

This is Video, a member of class TGame.

### 1.1.29.4.19 TGame.Window

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
property Window: TWindow;
```

**Description**

This is Window, a member of class TGame.

## 1.1.29.5 TGame Nested Types

The nested types of the TGame class are listed here.

**Nested Types**

	PSettings ( see page 143)	This is nested type TGame.PSettings.
---	---------------------------	--------------------------------------

### 1.1.29.5.1 TGame.PSettings

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

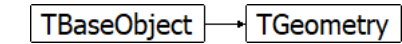
```
PSettings = ^TSettings;
```

**Description**

This is nested type TGame.PSettings.

## 1.1.30 TGeometry

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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







**Description**

This is class TGeometry.

### 1.1.30.1 TGeometry Methods

The methods of the TGeometry class are listed here.

Methods

	AddVertex ( see page 144)	This is AddVertex, a member of class TGeometry.
	Alloc ( see page 144)	This is Alloc, a member of class TGeometry.
	Create ( see page 144)	This is Create, a member of class TGeometry.
	Destroy ( see page 144)	This is Destroy, a member of class TGeometry.
	Render ( see page 145)	This is Render, a member of class TGeometry.
	Reset ( see page 145)	This is Reset, a member of class TGeometry.

#### 1.1.30.1.1 TGeometry.AddVertex

File: DelphiGamekit.pas ( see page 397)

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.

#### 1.1.30.1.2 TGeometry.Alloc

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Alloc, a member of class TGeometry.

#### 1.1.30.1.3 TGeometry.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGeometry.

#### 1.1.30.1.4 TGeometry.Destroy

File: DelphiGamekit.pas ( see page 397)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGeometry.

1.1.30.1.5 TGeometry.Render

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Render, a member of class TGeometry.

1.1.30.1.6 TGeometry.Reset

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TGeometry.

1.1.31 THud

File: DelphiGamekit.pas ( see page 397)

Delphi

```
THud = record  
end;
```

Description

This is class THud.

1.1.31.1 THud Methods

The methods of the THud class are listed here.

Methods

≡	ResetPos ( see page 146)	This is ResetPos, a member of class THud.
≡	SetLineSpace ( see page 146)	This is SetLineSpace, a member of class THud.
≡	SetPos ( see page 146)	This is SetPos, a member of class THud.
≡	SetTextItemPadWidth ( see page 146)	This is SetTextItemPadWidth, a member of class THud.
≡	Text ( see page 146)	This is Text, a member of class THud.
≡	TextItem ( see page 147)	This is TextItem, a member of class THud.

### 1.1.31.1.1 THud.ResetPos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ResetPos, a member of class THud.

### 1.1.31.1.2 THud.SetLineSpace

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetLineSpace, a member of class THud.

### 1.1.31.1.3 THud.SetPos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetPos, a member of class THud.

### 1.1.31.1.4 THud.SetTextItemPadWidth

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetTextItemPadWidth, a member of class THud.

### 1.1.31.1.5 THud.Text

**File:** DelphiGamekit.pas ( see page 397)

**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.

1.1.31.1.6 THud.TextItem

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is TextItem, a member of class THud.

1.1.31.2 THud Operators

The operators of the THud class are listed here.

Operators

	Finalize ( see page 147)	This is Finalize, a member of class THud.
	Initialize ( see page 147)	This is Initialize, a member of class THud.

1.1.31.2.1 THud.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Finalize, a member of class THud.

1.1.31.2.2 THud.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Initialize, a member of class THud.

1.1.32 TInput

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
TInput = record
end;
```

**Description**

This is class TInput.

## 1.1.32.1 TInput Methods

The methods of the TInput class are listed here.

**Methods**

☞	Clear ( see page 148)	This is Clear, a member of class TInput.
☞	Close ( see page 148)	This is Close, a member of class TInput.
☞	ControllerDown ( see page 148)	This is ControllerDown, a member of class TInput.
☞	ControllerPosition ( see page 149)	This is ControllerPosition, a member of class TInput.
☞	ControllerPressed ( see page 149)	This is ControllerPressed, a member of class TInput.
☞	ControllerReleased ( see page 149)	This is ControllerReleased, a member of class TInput.
☞	GetMouseInfo ( see page 149)	This is GetMouseInfo, a member of class TInput.
☞	KeyDown ( see page 150)	This is KeyDown, a member of class TInput.
☞	KeyPressed ( see page 150)	This is KeyPressed, a member of class TInput.
☞	KeyReleased ( see page 150)	This is KeyReleased, a member of class TInput.
☞	MouseDown ( see page 150)	This is MouseDown, a member of class TInput.
☞	MousePressed ( see page 150)	This is MousePressed, a member of class TInput.
☞	MouseReleased ( see page 151)	This is MouseReleased, a member of class TInput.
☞	Open ( see page 151)	This is Open, a member of class TInput.
☞	SetMousePos ( see page 151)	This is SetMousePos, a member of class TInput.
☞	Update ( see page 151)	This is Update, a member of class TInput.

### 1.1.32.1.1 TInput.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Clear, a member of class TInput.

### 1.1.32.1.2 TInput.Close

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Close, a member of class TInput.

### 1.1.32.1.3 TInput.ControllerDown

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ControllerDown, a member of class TInput.

### 1.1.32.1.4 TInput.ControllerPosition

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ControllerPosition, a member of class TInput.

### 1.1.32.1.5 TInput.ControllerPressed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ControllerPressed, a member of class TInput.

### 1.1.32.1.6 TInput.ControllerReleased

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ControllerReleased, a member of class TInput.

### 1.1.32.1.7 TInput.GetMouseInfo

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetMouseInfo, a member of class TInput.

### 1.1.32.1.8 TInput.KeyDown

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is KeyDown, a member of class TInput.

### 1.1.32.1.9 TInput.KeyPressed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is KeyPressed, a member of class TInput.

### 1.1.32.1.10 TInput.KeyReleased

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is KeyReleased, a member of class TInput.

### 1.1.32.1.11 TInput.MouseDown

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is MouseDown, a member of class TInput.

### 1.1.32.1.12 TInput.MousePressed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is MousePressed, a member of class TInput.

### 1.1.32.1.13 TInput.MouseReleased

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is MouseReleased, a member of class TInput.

### 1.1.32.1.14 TInput.Open

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Open, a member of class TInput.

### 1.1.32.1.15 TInput.SetMousePos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetMousePos, a member of class TInput.

### 1.1.32.1.16 TInput.Update

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is Update, a member of class TInput.

## 1.1.32.2 TInput Operators

The operators of the TInput class are listed here.

Operators

	Finalize ( see page 152)	This is Finalize, a member of class TInput.
	Initialize ( see page 152)	This is Initialize, a member of class TInput.

1.1.32.2.1 TInput.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Finalize, a member of class TInput.

1.1.32.2.2 TInput.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Initialize, a member of class TInput.

1.1.33 TInputMap

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is class TInputMap.

1.1.33.1 TInputMap Records

The records of the TInputMap class are listed here.

Records

	TAction ( see page 152)	This is record TInputMap.TAction.
	TInput ( see page 153)	This is record TInputMap.TInput.

1.1.33.1.1 TInputMap.TAction

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is record TInputMap.TAction.

1.1.33.1.2 TInputMap.TInput

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is record TInputMap.TInput.

1.1.33.2 TInputMap Fields

The fields of the TInputMap class are listed here.

Fields

	FList ( see page 153)	This is FList, a member of class TInputMap.
---	-----------------------	---

1.1.33.2.1 TInputMap.FList

File: DelphiGamekit.pas ( see page 397)

Delphi

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










Description





This is FList, a member of class TInputMap.

1.1.33.3 TInputMap Methods

The methods of the TInputMap class are listed here.

Methods

	Add ( see page 154)	This is Add, a member of class TInputMap.
	Clear ( see page 154)	This is Clear, a member of class TInputMap.
	Create ( see page 154)	This is Create, a member of class TInputMap.
	Destroy ( see page 154)	This is Destroy, a member of class TInputMap.
	Down ( see page 154)	This is Down, a member of class TInputMap.
	Load ( see page 155)	This is Load, a member of class TInputMap.
	NewAction ( see page 155)	This is NewAction, a member of class TInputMap.
	Pressed ( see page 155)	This is Pressed, a member of class TInputMap.
	Released ( see page 155)	This is Released, a member of class TInputMap.

	Remove ( see page 155)	This is Remove, a member of class TInputMap.
	Remove ( see page 156)	This is Remove, a member of class TInputMap.
	Save ( see page 156)	This is Save, a member of class TInputMap.
	SetupDefaults ( see page 156)	This is SetupDefaults, a member of class TInputMap.

### 1.1.33.3.1 TInputMap.Add

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Add, a member of class TInputMap.

### 1.1.33.3.2 TInputMap.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TInputMap.

### 1.1.33.3.3 TInputMap.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TInputMap.

### 1.1.33.3.4 TInputMap.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TInputMap.

### 1.1.33.3.5 TInputMap.Down

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Down, a member of class TInputMap.

### 1.1.33.3.6 TInputMap.Load

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Load, a member of class TInputMap.

### 1.1.33.3.7 TInputMap.NewAction

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is NewAction, a member of class TInputMap.

### 1.1.33.3.8 TInputMap.Pressed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Pressed, a member of class TInputMap.

### 1.1.33.3.9 TInputMap.Released

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Released, a member of class TInputMap.

### 1.1.33.3.10 TInputMap.Remove

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Remove(  
    const aAction: string  
): Boolean; overload;
```

**Description**

This is Remove, a member of class TInputMap.

### 1.1.33.3.11 TInputMap.Remove

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Remove, a member of class TInputMap.

### 1.1.33.3.12 TInputMap.Save

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Save, a member of class TInputMap.

### 1.1.33.3.13 TInputMap.SetupDefaults

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure SetupDefaults; virtual;
```

**Description**

This is SetupDefaults, a member of class TInputMap.

## 1.1.34 TLog

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TLog = record  
end;
```











**Description**

This is class TLog.

### 1.1.34.1 TLog Methods

The methods of the TLog class are listed here.

Methods

	Add ( see page 157)	This is Add, a member of class TLog.
	Close ( see page 157)	This is Close, a member of class TLog.
	Fatal ( see page 157)	This is Fatal, a member of class TLog.
	GetConsoleOutput ( see page 158)	This is GetConsoleOutput, a member of class TLog.
	GetFilename ( see page 158)	This is GetFilename, a member of class TLog.
	Open ( see page 158)	This is Open, a member of class TLog.
	Opened ( see page 158)	This is Opened, a member of class TLog.
	Reset ( see page 158)	This is Reset, a member of class TLog.
	SetConsoleOutput ( see page 158)	This is SetConsoleOutput, a member of class TLog.
	View ( see page 159)	This is View, a member of class TLog.

#### 1.1.34.1.1 TLog.Add

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Add, a member of class TLog.

#### 1.1.34.1.2 TLog.Close

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Close, a member of class TLog.

#### 1.1.34.1.3 TLog.Fatal

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Fatal, a member of class TLog.

### 1.1.34.1.4 TLog.GetConsoleOutput

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetConsoleOutput, a member of class TLog.

### 1.1.34.1.5 TLog.GetFilename

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetFilename, a member of class TLog.

### 1.1.34.1.6 TLog.Open

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Open, a member of class TLog.

### 1.1.34.1.7 TLog.Opened

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Opened, a member of class TLog.

### 1.1.34.1.8 TLog.Reset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Reset, a member of class TLog.

### 1.1.34.1.9 TLog.SetConsoleOutput

**File:** DelphiGamekit.pas ( see page 397)



Delphi

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

Description

This is SetConsoleOutput, a member of class TLog.

1.1.34.1.10 TLog.View

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is View, a member of class TLog.

1.1.34.2 TLog Operators

The operators of the TLog class are listed here.

Operators

	Finalize ( see page 159)	This is Finalize, a member of class TLog.
	Initialize ( see page 159)	This is Initialize, a member of class TLog.

1.1.34.2.1 TLog.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Finalize, a member of class TLog.

1.1.34.2.2 TLog.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

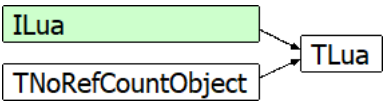
```
class operator Initialize(  
    out aDest: TLog  
);
```

Description

This is Initialize, a member of class TLog.

# 1.1.35 TLua

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
TLua = class(TNoRefCountObject, ILua);
```

## Description

This is class TLua.

## 1.1.35.1 TLua Fields

The fields of the TLua class are listed here.

### Fields

	FContext ( see page 160)	This is FContext, a member of class TLua.
	FGCStep ( see page 160)	This is FGCStep, a member of class TLua.
	FState ( see page 160)	This is FState, a member of class TLua.

### 1.1.35.1.1 TLua.FContext

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FContext: TLuaContext;
```

## Description

This is FContext, a member of class TLua.

### 1.1.35.1.2 TLua.FGCStep

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FGCStep: Integer;
```

## Description

This is FGCStep, a member of class TLua.

### 1.1.35.1.3 TLua.FState

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FState: Pointer;
```

**Description**




This is FState, a member of class TLua.

**1.1.35.2 TLua Methods**

The methods of the TLua class are listed here.

**Methods**

≡🔗	Bundle ( see page 162)	This is Bundle, a member of class TLua.
≡🔗	Call ( see page 162)	This is Call, a member of class TLua.
≡🔗	Call ( see page 162)	This is Call, a member of class TLua.
≡🔗	CallFunction ( see page 162)	This is CallFunction, a member of class TLua.
≡🔗	CheckLuaError ( see page 162)	This is CheckLuaError, a member of class TLua.
≡🔗	CleanStack ( see page 163)	This is CleanStack, a member of class TLua.
≡🔗	Close ( see page 163)	This is Close, a member of class TLua.
≡🔗	CollectGarbage ( see page 163)	This is CollectGarbage, a member of class TLua.
≡🔗	CompileToStream ( see page 163)	This is CompileToStream, a member of class TLua.
≡🔗	Create ( see page 163)	This is Create, a member of class TLua.
≡🔗	Destroy ( see page 164)	This is Destroy, a member of class TLua.
≡🔗	DoCall ( see page 164)	This is DoCall, a member of class TLua.
≡🔗	DoCall ( see page 164)	This is DoCall, a member of class TLua.
≡🔗	GetGCMemoryUsed ( see page 164)	This is GetGCMemoryUsed, a member of class TLua.
≡🔗	GetGCStepSize ( see page 164)	This is GetGCStepSize, a member of class TLua.
≡🔗	GetLuaValue ( see page 165)	This is GetLuaValue, a member of class TLua.
≡🔗	GetVariable ( see page 165)	This is GetVariable, a member of class TLua.
≡🔗	LoadBuffer ( see page 165)	This is LoadBuffer, a member of class TLua.
≡🔗	LoadByteCode ( see page 165)	This is LoadByteCode, a member of class TLua.
≡🔗	LoadFile ( see page 166)	This is LoadFile, a member of class TLua.
≡🔗	LoadStream ( see page 166)	This is LoadStream, a member of class TLua.
≡🔗	LoadString ( see page 166)	This is LoadString, a member of class TLua.
≡🔗	Open ( see page 166)	This is Open, a member of class TLua.
≡🔗	PrepCall ( see page 166)	This is PrepCall, a member of class TLua.
≡🔗	PushGlobalTableForGet ( see page 167)	This is PushGlobalTableForGet, a member of class TLua.
≡🔗	PushGlobalTableForSet ( see page 167)	This is PushGlobalTableForSet, a member of class TLua.
≡🔗	PushLuaValue ( see page 167)	This is PushLuaValue, a member of class TLua.
≡🔗	PushTValue ( see page 167)	This is PushTValue, a member of class TLua.
≡🔗	RegisterRoutine ( see page 167)	This is RegisterRoutine, a member of class TLua.
≡🔗	RegisterRoutine ( see page 168)	This is RegisterRoutine, a member of class TLua.
≡🔗	RegisterRoutines ( see page 168)	This is RegisterRoutines, a member of class TLua.
≡🔗	RegisterRoutines ( see page 168)	This is RegisterRoutines, a member of class TLua.
≡🔗	RegisterRoutines ( see page 168)	This is RegisterRoutines, a member of class TLua.
≡🔗	RegisterRoutines ( see page 169)	This is RegisterRoutines, a member of class TLua.
≡🔗	Reset ( see page 169)	This is Reset, a member of class TLua.
≡🔗	RoutineExist ( see page 169)	This is RoutineExist, a member of class TLua.
≡🔗	Run ( see page 169)	This is Run, a member of class TLua.
≡🔗	SaveByteCode ( see page 169)	This is SaveByteCode, a member of class TLua.

	SetGCStepSize ( see page 170)	This is SetGCStepSize, a member of class TLua.
	SetVariable ( see page 170)	This is SetVariable, a member of class TLua.
	VariableExist ( see page 170)	This is VariableExist, a member of class TLua.

### 1.1.35.2.1 TLua.Bundle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Bundle(  
    aInFilename: string;  
    aOutFilename: string  
);
```

**Description**

This is Bundle, a member of class TLua.

### 1.1.35.2.2 TLua.Call

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Call(  
    aParamCount: Integer  
): TLuaValue; overload;
```

**Description**

This is Call, a member of class TLua.

### 1.1.35.2.3 TLua.Call

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Call(  
    const aName: string;  
    const aParams: array of TLuaValue  
): TLuaValue; overload;
```

**Description**

This is Call, a member of class TLua.

### 1.1.35.2.4 TLua.CallFunction

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function CallFunction(  
    const aParams: array of TValue  
): TValue;
```

**Description**

This is CallFunction, a member of class TLua.

### 1.1.35.2.5 TLua.CheckLuaError

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure CheckLuaError(  
    const aError: Integer  
);
```

**Description**

This is CheckLuaError, a member of class TLua.

### 1.1.35.2.6 TLua.CleanStack

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure CleanStack;
```

**Description**

This is CleanStack, a member of class TLua.

### 1.1.35.2.7 TLua.Close

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Close;
```

**Description**

This is Close, a member of class TLua.

### 1.1.35.2.8 TLua.CollectGarbage

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure CollectGarbage;
```

**Description**

This is CollectGarbage, a member of class TLua.

### 1.1.35.2.9 TLua.CompileToStream

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure CompileToStream(  
    aFilename: string;  
    aStream: TStream;  
    aCleanOutput: Boolean  
);
```

**Description**

This is CompileToStream, a member of class TLua.

### 1.1.35.2.10 TLua.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; virtual;
```

**Description**

This is Create, a member of class TLua.

### 1.1.35.2.11 TLua.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TLua.

### 1.1.35.2.12 TLua.DoCall

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function DoCall(  
    aParamCount: Integer  
): TLuaValue; overload;
```

**Description**

This is DoCall, a member of class TLua.

### 1.1.35.2.13 TLua.DoCall

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function DoCall(  
    const aParams: array of TLuaValue  
): TLuaValue; overload;
```

**Description**

This is DoCall, a member of class TLua.

### 1.1.35.2.14 TLua.GetGCMemoryUsed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetGCMemoryUsed: Integer;
```

**Description**

This is GetGCMemoryUsed, a member of class TLua.

### 1.1.35.2.15 TLua.GetGCStepSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetGCStepSize: Integer;
```

**Description**

This is GetGCStepSize, a member of class TLua.

## 1.1.35.2.16 TLua.GetLuaValue

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetLuaValue(  
    aIndex: Integer  
): TLuaValue;
```

**Description**

This is GetLuaValue, a member of class TLua.

## 1.1.35.2.17 TLua.GetVariable

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetVariable(  
    const aName: string;  
    aType: TLuaValueType  
): TLuaValue;
```

**Description**

This is GetVariable, a member of class TLua.

## 1.1.35.2.18 TLua.LoadBuffer

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure LoadBuffer(  
    aData: Pointer;  
    aSize: NativeUInt;  
    aAutoRun: Boolean = True  
);
```

**Description**

This is LoadBuffer, a member of class TLua.

## 1.1.35.2.19 TLua.LoadByteCode

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure LoadByteCode(  
    aStream: TStream;  
    aName: string;  
    aAutoRun: Boolean = True  
);
```

**Description**

This is LoadByteCode, a member of class TLua.

### 1.1.35.2.20 TLua.LoadFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function LoadFile(  
    const aFilename: string;  
    aAutoRun: Boolean = True  
): Boolean;
```

**Description**

This is LoadFile, a member of class TLua.

### 1.1.35.2.21 TLua.LoadStream

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure LoadStream(  
    aStream: TStream;  
    aSize: NativeUInt = 0;  
    aAutoRun: Boolean = True  
);
```

**Description**

This is LoadStream, a member of class TLua.

### 1.1.35.2.22 TLua.LoadString

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure LoadString(  
    const aData: string;  
    aAutoRun: Boolean = True  
);
```

**Description**

This is LoadString, a member of class TLua.

### 1.1.35.2.23 TLua.Open

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Open;
```

**Description**

This is Open, a member of class TLua.

### 1.1.35.2.24 TLua.PrepareCall

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is PrepCall, a member of class TLua.

### 1.1.35.2.25 TLua.PushGlobalTableForGet

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function PushGlobalTableForGet(  
    aName: array of string;  
    var aIndex: Integer  
): Boolean;
```

**Description**

This is PushGlobalTableForGet, a member of class TLua.

### 1.1.35.2.26 TLua.PushGlobalTableForSet

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function PushGlobalTableForSet(  
    aName: array of string;  
    var aIndex: Integer  
): Boolean;
```

**Description**

This is PushGlobalTableForSet, a member of class TLua.

### 1.1.35.2.27 TLua.PushLuaValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure PushLuaValue(  
    aValue: TLuaValue  
);
```

**Description**

This is PushLuaValue, a member of class TLua.

### 1.1.35.2.28 TLua.PushTValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure PushTValue(  
    aValue: TValue  
);
```

**Description**

This is PushTValue, a member of class TLua.

### 1.1.35.2.29 TLua.RegisterRoutine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutine(  
    const aName: string;  
    aData: Pointer;  
    aCode: Pointer  
); overload;
```

**Description**

This is RegisterRoutine, a member of class TLua.

### 1.1.35.2.30 TLua.RegisterRoutine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutine(  
    const aName: string;  
    aRoutine: TLuaFunction  
); overload;
```

**Description**

This is RegisterRoutine, a member of class TLua.

### 1.1.35.2.31 TLua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    aClass: TClass  
); overload;
```

**Description**

This is RegisterRoutines, a member of class TLua.

### 1.1.35.2.32 TLua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    aObject: TObject  
); overload;
```

**Description**

This is RegisterRoutines, a member of class TLua.

### 1.1.35.2.33 TLua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    const aTables: string;  
    aClass: TClass;  
    const aTableName: string = ''  
); overload;
```

**Description**

This is RegisterRoutines, a member of class TLua.

## 1.1.35.2.34 TLua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    const aTables: string;  
    aObject: TObject;  
    const aTableName: string = ''  
); overload;
```

**Description**

This is RegisterRoutines, a member of class TLua.

## 1.1.35.2.35 TLua.Reset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Reset;
```

**Description**

This is Reset, a member of class TLua.

## 1.1.35.2.36 TLua.RoutineExist

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RoutineExist, a member of class TLua.

## 1.1.35.2.37 TLua.Run

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Run;
```

**Description**

This is Run, a member of class TLua.

## 1.1.35.2.38 TLua.SaveByteCode

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure SaveByteCode(  
    aStream: TStream  
);
```

Description

This is SaveByteCode, a member of class TLua.

1.1.35.2.39 TLua.SetGCStepSize

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure SetGCStepSize(  
    aStep: Integer  
);
```

Description

This is SetGCStepSize, a member of class TLua.

1.1.35.2.40 TLua.SetVariable

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure SetVariable(  
    const aName: string;  
    aValue: TLuaValue  
);
```

Description

This is SetVariable, a member of class TLua.

1.1.35.2.41 TLua.VariableExist

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is VariableExist, a member of class TLua.

1.1.35.3 TLua Properties

The properties of the TLua class are listed here.

Properties

	Context ( see page 170)	This is Context, a member of class TLua.
	State ( see page 171)	This is State, a member of class TLua.

1.1.35.3.1 TLua.Context

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Context: TLuaContext;
```

**Description**

This is Context, a member of class TLua.

1.1.35.3.2 TLua.State

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

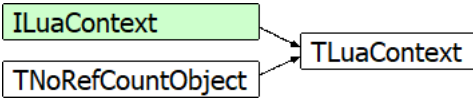
```
property State: Pointer;
```

**Description**

This is State, a member of class TLua.

1.1.36 TLuaContext

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TLuaContext = class(TNoRefCountObject, ILuaContext);
```




**Description**

This is class TLuaContext.

1.1.36.1 TLuaContext Fields

The fields of the TLuaContext class are listed here.

**Fields**

	FLua ( see page 171)	This is FLua, a member of class TLuaContext.
	FPushCount ( see page 171)	This is FPushCount, a member of class TLuaContext.
	FPushFlag ( see page 172)	This is FPushFlag, a member of class TLuaContext.

1.1.36.1.1 TLuaContext.FLua

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FLua: TLua;
```

**Description**

This is FLua, a member of class TLuaContext.

1.1.36.1.2 TLuaContext.FPushCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPushCount: Integer;
```

**Description**

This is FPushCount, a member of class TLuaContext.

**1.1.36.1.3 TLuaContext.FPushFlag**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPushFlag: Boolean;
```




















**Description**

This is FPushFlag, a member of class TLuaContext.

**1.1.36.2 TLuaContext Methods**

The methods of the TLuaContext class are listed here.

**Methods**

	ArgCount ( see page 172)	This is ArgCount, a member of class TLuaContext.
	Check ( see page 173)	This is Check, a member of class TLuaContext.
	Cleanup ( see page 173)	This is Cleanup, a member of class TLuaContext.
	ClearStack ( see page 173)	This is ClearStack, a member of class TLuaContext.
	Create ( see page 173)	This is Create, a member of class TLuaContext.
	Destroy ( see page 173)	This is Destroy, a member of class TLuaContext.
	GetStackType ( see page 173)	This is GetStackType, a member of class TLuaContext.
	GetTableFieldValue ( see page 174)	This is GetTableFieldValue, a member of class TLuaContext.
	GetTableIndexValue ( see page 174)	This is GetTableIndexValue, a member of class TLuaContext.
	GetValue ( see page 174)	This is GetValue, a member of class TLuaContext.
	IncStackPushCount ( see page 174)	This is IncStackPushCount, a member of class TLuaContext.
	PopStack ( see page 175)	This is PopStack, a member of class TLuaContext.
	PushCount ( see page 175)	This is PushCount, a member of class TLuaContext.
	PushTableForGet ( see page 175)	This is PushTableForGet, a member of class TLuaContext.
	PushTableForSet ( see page 175)	This is PushTableForSet, a member of class TLuaContext.
	PushValue ( see page 175)	This is PushValue, a member of class TLuaContext.
	SetTableFieldValue ( see page 176)	This is SetTableFieldValue, a member of class TLuaContext.
	SetTableIndexValue ( see page 176)	This is SetTableIndexValue, a member of class TLuaContext.
	Setup ( see page 176)	This is Setup, a member of class TLuaContext.

**1.1.36.2.1 TLuaContext.ArgCount**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function ArgCount: Integer;
```

**Description**

This is ArgCount, a member of class TLuaContext.

### 1.1.36.2.2 TLuaContext.Check

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Check;
```

**Description**

This is Check, a member of class TLuaContext.

### 1.1.36.2.3 TLuaContext.Cleanup

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Cleanup;
```

**Description**

This is Cleanup, a member of class TLuaContext.

### 1.1.36.2.4 TLuaContext.ClearStack

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure ClearStack;
```

**Description**

This is ClearStack, a member of class TLuaContext.

### 1.1.36.2.5 TLuaContext.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create(  
    aLua: TLua  
);
```

**Description**

This is Create, a member of class TLuaContext.

### 1.1.36.2.6 TLuaContext.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TLuaContext.

### 1.1.36.2.7 TLuaContext.GetStackType

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetStackType(  
    aIndex: Integer  
): TLuaType;
```

**Description**

This is GetStackType, a member of class TLuaContext.

### 1.1.36.2.8 TLuaContext.GetTableFieldValue

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetTableFieldValue(  
    const aName: string;  
    aType: TLuaValueType;  
    aIndex: Integer  
): TLuaValue; overload;
```

**Description**

This is GetTableFieldValue, a member of class TLuaContext.

### 1.1.36.2.9 TLuaContext.GetTableIndexValue

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetTableIndexValue(  
    const aName: string;  
    aType: TLuaValueType;  
    aIndex: Integer;  
    aKey: Integer  
): TLuaValue;
```

**Description**

This is GetTableIndexValue, a member of class TLuaContext.

### 1.1.36.2.10 TLuaContext.GetValue

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetValue(  
    aType: TLuaValueType;  
    aIndex: Integer  
): TLuaValue; overload;
```

**Description**

This is GetValue, a member of class TLuaContext.

### 1.1.36.2.11 TLuaContext.IncStackPushCount

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure IncStackPushCount;
```

**Description**

This is IncStackPushCount, a member of class TLuaContext.



### 1.1.36.2.12 TLuaContext.PopStack

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure PopStack(  
    aCount: Integer  
);
```

#### Description

This is PopStack, a member of class TLuaContext.

### 1.1.36.2.13 TLuaContext.PushCount

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
function PushCount: Integer;
```

#### Description

This is PushCount, a member of class TLuaContext.

### 1.1.36.2.14 TLuaContext.PushTableForGet

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
function PushTableForGet(  
    aName: array of string;  
    aIndex: Integer;  
    var aStackIndex: Integer;  
    var aFieldNameIndex: Integer  
): Boolean;
```

#### Description

This is PushTableForGet, a member of class TLuaContext.

### 1.1.36.2.15 TLuaContext.PushTableForSet

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
function PushTableForSet(  
    aName: array of string;  
    aIndex: Integer;  
    var aStackIndex: Integer;  
    var aFieldNameIndex: Integer  
): Boolean;
```

#### Description

This is PushTableForSet, a member of class TLuaContext.

### 1.1.36.2.16 TLuaContext.PushValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure PushValue(  

```

```
    aValue: TLuaValue  
); overload;
```

#### Description

This is PushValue, a member of class TLuaContext.

### 1.1.36.2.17 TLuaContext.SetTableFieldValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure SetTableFieldValue(  
    const aName: string;  
    aValue: TLuaValue;  
    aIndex: Integer  
); overload;
```

#### Description

This is SetTableFieldValue, a member of class TLuaContext.

### 1.1.36.2.18 TLuaContext.SetTableIndexValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure SetTableIndexValue(  
    const aName: string;  
    aValue: TLuaValue;  
    aIndex: Integer;  
    aKey: Integer  
);
```

#### Description

This is SetTableIndexValue, a member of class TLuaContext.

### 1.1.36.2.19 TLuaContext.Setup

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure Setup;
```

#### Description

This is Setup, a member of class TLuaContext.

## 1.1.37 TLuaValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
TLuaValue = record  
    AsType: TLuaValueType;  
    case Integer of  
        0: (AsInteger: Integer);  
        1: (AsNumber: Double);  
        2: (AsString: System.PChar);  
        3: (AsTable: TLuaTable);  
        4: (AsPointer: Pointer);
```

```
5: (AsBoolean: Boolean);  
end;
```








Description

This is class TLuaValue.

1.1.37.1 TLuaValue Fields

The fields of the TLuaValue class are listed here.

Fields

	AsBoolean ( see page 177)	This is AsBoolean, a member of class TLuaValue.
	AsInteger ( see page 177)	This is AsInteger, a member of class TLuaValue.
	AsNumber ( see page 177)	This is AsNumber, a member of class TLuaValue.
	AsPointer ( see page 177)	This is AsPointer, a member of class TLuaValue.
	AsString ( see page 178)	This is AsString, a member of class TLuaValue.
	AsTable ( see page 178)	This is AsTable, a member of class TLuaValue.
	AsType ( see page 178)	This is AsType, a member of class TLuaValue.

1.1.37.1.1 TLuaValue.AsBoolean

File: DelphiGamekit.pas ( see page 397)

Delphi

```
AsBoolean: Boolean;
```

Description

This is AsBoolean, a member of class TLuaValue.

1.1.37.1.2 TLuaValue.AsInteger

File: DelphiGamekit.pas ( see page 397)

Delphi

```
AsInteger: Integer;
```

Description

This is AsInteger, a member of class TLuaValue.

1.1.37.1.3 TLuaValue.AsNumber

File: DelphiGamekit.pas ( see page 397)

Delphi

```
AsNumber: Double;
```

Description

This is AsNumber, a member of class TLuaValue.

1.1.37.1.4 TLuaValue.AsPointer

File: DelphiGamekit.pas ( see page 397)

Delphi

```
AsPointer: Pointer;
```

Description

This is AsPointer, a member of class TLuaValue.

1.1.37.1.5 TLuaValue.AsString

File: DelphiGamekit.pas ( see page 397)

Delphi

AsString: System.PChar;

Description

This is AsString, a member of class TLuaValue.

1.1.37.1.6 TLuaValue.AsTable

File: DelphiGamekit.pas ( see page 397)

Delphi

AsTable: TLuaTable;

Description

This is AsTable, a member of class TLuaValue.

1.1.37.1.7 TLuaValue.AsType

File: DelphiGamekit.pas ( see page 397)

Delphi

AsType: TLuaValueType;








Description

This is AsType, a member of class TLuaValue.

1.1.37.2 TLuaValue Operators

The operators of the TLuaValue class are listed here.

Operators

	Implicit ( see page 178)	This is Implicit, a member of class TLuaValue.
	Implicit ( see page 179)	This is Implicit, a member of class TLuaValue.
	Implicit ( see page 179)	This is Implicit, a member of class TLuaValue.
	Implicit ( see page 179)	This is Implicit, a member of class TLuaValue.
	Implicit ( see page 179)	This is Implicit, a member of class TLuaValue.
	Implicit ( see page 179)	This is Implicit, a member of class TLuaValue.
	Implicit ( see page 180)	This is Implicit, a member of class TLuaValue.

1.1.37.2.1 TLuaValue.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

class operator Implicit(  
    aValue: Boolean  
);

**Description**

This is Implicit, a member of class TLuaValue.

### 1.1.37.2.2 TLuaValue.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TLuaValue.

### 1.1.37.2.3 TLuaValue.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TLuaValue.

### 1.1.37.2.4 TLuaValue.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TLuaValue.

### 1.1.37.2.5 TLuaValue.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TLuaValue.

### 1.1.37.2.6 TLuaValue.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
class operator Implicit(  

```

```
    aValue: TLuaTable
);
```

Description

This is Implicit, a member of class TLuaValue.

1.1.37.2.7 TLuaValue.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Implicit, a member of class TLuaValue.

1.1.38 TPoint

File: DelphiGamekit.pas ( see page 397)

Delphi

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




Description

This is class TPoint.

1.1.38.1 TPoint Fields

The fields of the TPoint class are listed here.

Fields

	X ( see page 180)	This is X, a member of class TPoint.
	Y ( see page 180)	This is Y, a member of class TPoint.
	Z ( see page 181)	This is Z, a member of class TPoint.

1.1.38.1.1 TPoint.X

File: DelphiGamekit.pas ( see page 397)

Delphi

```
x: Single;
```

Description

This is X, a member of class TPoint.

1.1.38.1.2 TPoint.Y

File: DelphiGamekit.pas ( see page 397)

Delphi

Y: Single;

Description

This is Y, a member of class TPoint.

1.1.38.1.3 TPoint.Z

File: DelphiGamekit.pas ( see page 397)

Delphi

Z: Single;

Description

This is Z, a member of class TPoint.

1.1.38.2 TPoint Methods

The methods of the TPoint class are listed here.

Methods

	Create ( see page 181)	This is Create, a member of class TPoint.
---	------------------------	---

1.1.38.2.1 TPoint.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

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






Description

This is Create, a member of class TPoint.

1.1.38.3 TPoint Operators

The operators of the TPoint class are listed here.

Operators

	Implicit ( see page 181)	This is Implicit, a member of class TPoint.
	Implicit ( see page 182)	This is Implicit, a member of class TPoint.
	Implicit ( see page 182)	This is Implicit, a member of class TPoint.
	Implicit ( see page 182)	This is Implicit, a member of class TPoint.
	Initialize ( see page 182)	This is Initialize, a member of class TPoint.

1.1.38.3.1 TPoint.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

```
class operator Implicit(  

```

```
    aValue: SDL_FPoint  
);
```

**Description**

This is Implicit, a member of class TPoint.

### 1.1.38.3.2 TPoint.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TPoint.

### 1.1.38.3.3 TPoint.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TPoint.

### 1.1.38.3.4 TPoint.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TPoint.

### 1.1.38.3.5 TPoint.Initialize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

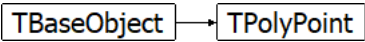
**Description**

This is Initialize, a member of class TPoint.



# 1.1.39 TPolyPoint

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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



## Description

This is class TPolyPoint.

## 1.1.39.1 TPolyPoint Fields

The fields of the TPolyPoint class are listed here.

### Fields

	FCount ( see page 183)	This is FCount, a member of class TPolyPoint.
	FPolygon ( see page 183)	This is FPolygon, a member of class TPolyPoint.

### 1.1.39.1.1 TPolyPoint.FCount

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FCount: Integer;
```

## Description

This is FCount, a member of class TPolyPoint.

### 1.1.39.1.2 TPolyPoint.FPolygon

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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





## Description












This is FPolygon, a member of class TPolyPoint.

## 1.1.39.2 TPolyPoint Methods

The methods of the TPolyPoint class are listed here.

### Methods

	AddPoint ( see page 184)	This is AddPoint, a member of class TPolyPoint.
	Clear ( see page 184)	This is Clear, a member of class TPolyPoint.
	Collide ( see page 184)	This is Collide, a member of class TPolyPoint.
	CollidePoint ( see page 185)	This is CollidePoint, a member of class TPolyPoint.

	CopyFrom ( see page 185)	This is CopyFrom, a member of class TPolyPoint.
	Count ( see page 185)	This is Count, a member of class TPolyPoint.
	Create ( see page 185)	This is Create, a member of class TPolyPoint.
	Destroy ( see page 186)	This is Destroy, a member of class TPolyPoint.
	Load ( see page 186)	This is Load, a member of class TPolyPoint.
	Polygon ( see page 186)	This is Polygon, a member of class TPolyPoint.
	Render ( see page 186)	This is Render, a member of class TPolyPoint.
	Save ( see page 186)	This is Save, a member of class TPolyPoint.
	TraceFromSprite ( see page 187)	This is TraceFromSprite, a member of class TPolyPoint.
	TraceFromTexture ( see page 187)	This is TraceFromTexture, a member of class TPolyPoint.
	Valid ( see page 187)	This is Valid, a member of class TPolyPoint.

### 1.1.39.2.1 TPolyPoint.AddPoint

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is AddPoint, a member of class TPolyPoint.

### 1.1.39.2.2 TPolyPoint.Clear

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TPolyPoint.

### 1.1.39.2.3 TPolyPoint.Collide

File: DelphiGamekit.pas ( see page 397)

Delphi

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

```
    const aOrigin2: PPoint;  
    var aHitPos: TPoint  
): Boolean;
```

**Description**

This is Collide, a member of class TPolyPoint.

### 1.1.39.2.4 TPolyPoint.CollidePoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is CollidePoint, a member of class TPolyPoint.

### 1.1.39.2.5 TPolyPoint.CopyFrom

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is CopyFrom, a member of class TPolyPoint.

### 1.1.39.2.6 TPolyPoint.Count

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Count: Integer;
```

**Description**

This is Count, a member of class TPolyPoint.

### 1.1.39.2.7 TPolyPoint.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TPolyPoint.

### 1.1.39.2.8 TPolyPoint.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TPolyPoint.

### 1.1.39.2.9 TPolyPoint.Load

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Load, a member of class TPolyPoint.

### 1.1.39.2.10 TPolyPoint.Polygon

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Polygon, a member of class TPolyPoint.

### 1.1.39.2.11 TPolyPoint.Render

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Render, a member of class TPolyPoint.

### 1.1.39.2.12 TPolyPoint.Save

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Save, a member of class TPolyPoint.

### 1.1.39.2.13 TPolyPoint.TraceFromSprite

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is TraceFromSprite, a member of class TPolyPoint.

### 1.1.39.2.14 TPolyPoint.TraceFromTexture

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function TraceFromTexture(  
    const aTexture: TTexture;  
    const aMju: Single;  
    const aMaxStepBack: Integer;  
    const aAlphaThreshold: Integer;  
    const aOrigin: PPoint  
): Integer;
```

**Description**

This is TraceFromTexture, a member of class TPolyPoint.

### 1.1.39.2.15 TPolyPoint.Valid

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

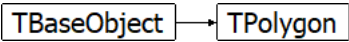
```
function Valid(  
    const aNum: Integer  
): Boolean;
```

**Description**

This is Valid, a member of class TPolyPoint.

# 1.1.40 TPolygon

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
TPolygon = class(TBaseObject);
```

## Description

This is class TPolygon.

## 1.1.40.1 TPolygon Records

The records of the TPolygon class are listed here.

### Records

	TSegment ( see page 188)	This is record TPolygon.TSegment.
---	--------------------------	-----------------------------------

### 1.1.40.1.1 TPolygon.TSegment

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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




## Description

This is record TPolygon.TSegment.

## 1.1.40.2 TPolygon Fields

The fields of the TPolygon class are listed here.

### Fields

	FItemCount ( see page 188)	This is FItemCount, a member of class TPolygon.
	FSegment ( see page 189)	This is FSegment, a member of class TPolygon.
	FWorldPoint ( see page 189)	This is FWorldPoint, a member of class TPolygon.

### 1.1.40.2.1 TPolygon.FItemCount

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

```
FItemCount: Integer;
```

## Description

This is FItemCount, a member of class TPolygon.

### 1.1.40.2.2 TPolygon.FSegment

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is FSegment, a member of class TPolygon.

### 1.1.40.2.3 TPolygon.FWorldPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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















**Description**

This is FWorldPoint, a member of class TPolygon.

## 1.1.40.3 TPolygon Methods

The methods of the TPolygon class are listed here.

**Methods**

	AddLocalPoint ( see page 189)	This is AddLocalPoint, a member of class TPolygon.
	Clear ( see page 190)	This is Clear, a member of class TPolygon.
	CopyFrom ( see page 190)	This is CopyFrom, a member of class TPolygon.
	Create ( see page 190)	This is Create, a member of class TPolygon.
	Destroy ( see page 190)	This is Destroy, a member of class TPolygon.
	Load ( see page 190)	This is Load, a member of class TPolygon.
	LocalPoint ( see page 191)	This is LocalPoint, a member of class TPolygon.
	PointCount ( see page 191)	This is PointCount, a member of class TPolygon.
	Render ( see page 191)	This is Render, a member of class TPolygon.
	Save ( see page 191)	This is Save, a member of class TPolygon.
	SegmentVisible ( see page 191)	This is SegmentVisible, a member of class TPolygon.
	SetSegmentVisible ( see page 192)	This is SetSegmentVisible, a member of class TPolygon.
	Transform ( see page 192)	This is Transform, a member of class TPolygon.
	WorldPoint ( see page 192)	This is WorldPoint, a member of class TPolygon.

### 1.1.40.3.1 TPolygon.AddLocalPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is AddLocalPoint, a member of class TPolygon.

### 1.1.40.3.2 TPolygon.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TPolygon.

### 1.1.40.3.3 TPolygon.CopyFrom

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is CopyFrom, a member of class TPolygon.

### 1.1.40.3.4 TPolygon.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TPolygon.

### 1.1.40.3.5 TPolygon.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TPolygon.

### 1.1.40.3.6 TPolygon.Load

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Load, a member of class TPolygon.



### 1.1.40.3.7 TPolygon.LocalPoint

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is LocalPoint, a member of class TPolygon.

### 1.1.40.3.8 TPolygon.PointCount

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
function PointCount: Integer;
```

#### Description

This is PointCount, a member of class TPolygon.

### 1.1.40.3.9 TPolygon.Render

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Render, a member of class TPolygon.

### 1.1.40.3.10 TPolygon.Save

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Save, a member of class TPolygon.

### 1.1.40.3.11 TPolygon.SegmentVisible

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SegmentVisible, a member of class TPolygon.

### 1.1.40.3.12 TPolygon.SetSegmentVisible

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetSegmentVisible, a member of class TPolygon.

### 1.1.40.3.13 TPolygon.Transform

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Transform, a member of class TPolygon.

### 1.1.40.3.14 TPolygon.WorldPoint

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is WorldPoint, a member of class TPolygon.

## 1.1.41 TPolypointTrace

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
TPolypointTrace = record  
end;
```









**Description**

This is class TPolypointTrace.

### 1.1.41.1 TPolypointTrace Methods

The methods of the TPolypointTrace class are listed here.

**Methods**

	AddPoint ( see page 193)	This is AddPoint, a member of class TPolypointTrace.
	ApplyPolyPoint ( see page 193)	This is ApplyPolyPoint, a member of class TPolypointTrace.
	DelPoint ( see page 193)	This is DelPoint, a member of class TPolypointTrace.
	Done ( see page 194)	This is Done, a member of class TPolypointTrace.
	GetPointCount ( see page 194)	This is GetPointCount, a member of class TPolypointTrace.
	Init ( see page 194)	This is Init, a member of class TPolypointTrace.
	PrimaryTrace ( see page 194)	This is PrimaryTrace, a member of class TPolypointTrace.
	SimplifyPoly ( see page 194)	This is SimplifyPoly, a member of class TPolypointTrace.

#### 1.1.41.1.1 TPolypointTrace.AddPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is AddPoint, a member of class TPolypointTrace.

#### 1.1.41.1.2 TPolypointTrace.ApplyPolyPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
class procedure ApplyPolyPoint(  
    aPolyPoint: TPolypoint;  
    aNum: Integer;  
    aOrigin: PPoint  
); static;
```

**Description**

This is ApplyPolyPoint, a member of class TPolypointTrace.

#### 1.1.41.1.3 TPolypointTrace.DelPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is DelPoint, a member of class TPolypointTrace.

### 1.1.41.1.4 TPolypointTrace.Done

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Done, a member of class TPolypointTrace.

### 1.1.41.1.5 TPolypointTrace.GetPointCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetPointCount, a member of class TPolypointTrace.

### 1.1.41.1.6 TPolypointTrace.Init

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Init, a member of class TPolypointTrace.

### 1.1.41.1.7 TPolypointTrace.PrimaryTrace

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is PrimaryTrace, a member of class TPolypointTrace.

### 1.1.41.1.8 TPolypointTrace.SimplifyPoly

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SimplifyPoly, a member of class TPolypointTrace.

# 1.1.42 TPrefs

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TPrefs = record
end;
```







**Description**

This is class TPrefs.

## 1.1.42.1 TPrefs Methods

The methods of the TPrefs class are listed here.

**Methods**

	GetAppName ( see page 195)	This is GetAppName, a member of class TPrefs.
	GetOrgName ( see page 195)	This is GetOrgName, a member of class TPrefs.
	GetPath ( see page 195)	This is GetPath, a member of class TPrefs.
	GotoPath ( see page 196)	This is GotoPath, a member of class TPrefs.
	SetAppName ( see page 196)	This is SetAppName, a member of class TPrefs.
	SetOrgName ( see page 196)	This is SetOrgName, a member of class TPrefs.

### 1.1.42.1.1 TPrefs.GetAppName

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetAppName, a member of class TPrefs.

### 1.1.42.1.2 TPrefs.GetOrgName

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetOrgName, a member of class TPrefs.

### 1.1.42.1.3 TPrefs.GetPath

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetPath, a member of class TPrefs.

### 1.1.42.1.4 TPrefs.GotoPath

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GotoPath, a member of class TPrefs.

### 1.1.42.1.5 TPrefs.SetAppName

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetAppName, a member of class TPrefs.

### 1.1.42.1.6 TPrefs.SetOrgName

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is SetOrgName, a member of class TPrefs.

## 1.1.42.2 TPrefs Operators

The operators of the TPrefs class are listed here.

**Operators**

	Finalize ( see page 196)	This is Finalize, a member of class TPrefs.
	Initialize ( see page 197)	This is Initialize, a member of class TPrefs.

### 1.1.42.2.1 TPrefs.Finalize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Finalize, a member of class TPrefs.

### 1.1.42.2 TPrefs.Initialize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Initialize, a member of class TPrefs.

## 1.1.43 TRange

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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





**Description**

This is class TRange.

### 1.1.43.1 TRange Fields

The fields of the TRange class are listed here.

**Fields**

	MaxX ( see page 197)	This is MaxX, a member of class TRange.
	MaxY ( see page 197)	This is MaxY, a member of class TRange.
	MinX ( see page 198)	This is MinX, a member of class TRange.
	MinY ( see page 198)	This is MinY, a member of class TRange.

#### 1.1.43.1.1 TRange.MaxX

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
MaxX: Single;
```

**Description**

This is MaxX, a member of class TRange.

#### 1.1.43.1.2 TRange.MaxY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
MaxY: Single;
```

**Description**

This is MaxY, a member of class TRange.

### 1.1.43.1.3 TRange.MinX

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
MinX: Single;
```

**Description**

This is MinX, a member of class TRange.

### 1.1.43.1.4 TRange.MinY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
MinY: Single;
```

**Description**

This is MinY, a member of class TRange.

## 1.1.43.2 TRange Operators

The operators of the TRange class are listed here.

**Operators**

Initialize ( see page 198)

This is Initialize, a member of class TRange.

### 1.1.43.2.1 TRange.Initialize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Initialize, a member of class TRange.

## 1.1.44 TRect

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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







**Description**

This is class TRect.

1.1.44.1 TRect Fields

The fields of the TRect class are listed here.

Fields

	Height ( see page 199)	This is Height, a member of class TRect.
	Width ( see page 199)	This is Width, a member of class TRect.
	X ( see page 199)	This is X, a member of class TRect.
	Y ( see page 199)	This is Y, a member of class TRect.

1.1.44.1.1 TRect.Height

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Height: Single;
```

**Description**

This is Height, a member of class TRect.

1.1.44.1.2 TRect.Width

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
width: Single;
```

**Description**

This is Width, a member of class TRect.

1.1.44.1.3 TRect.X

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
x: Single;
```

**Description**

This is X, a member of class TRect.

1.1.44.1.4 TRect.Y

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
y: Single;
```




**Description**

This is Y, a member of class TRect.

## 1.1.44.2 TRect Methods

The methods of the TRect class are listed here.

### Methods

	Assign ( see page 200)	This is Assign, a member of class TRect.
	Create ( see page 200)	This is Create, a member of class TRect.
	Intersect ( see page 200)	This is Intersect, a member of class TRect.

### 1.1.44.2.1 TRect.Assign

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Assign, a member of class TRect.

### 1.1.44.2.2 TRect.Create

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Create, a member of class TRect.

### 1.1.44.2.3 TRect.Intersect

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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





#### Description

This is Intersect, a member of class TRect.

## 1.1.44.3 TRect Operators

The operators of the TRect class are listed here.

Operators

	Implicit ( see page 201)	This is Implicit, a member of class TRect.
	Implicit ( see page 201)	This is Implicit, a member of class TRect.
	Implicit ( see page 201)	This is Implicit, a member of class TRect.
	Initialize ( see page 201)	This is Initialize, a member of class TRect.

1.1.44.3.1 TRect.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.44.3.2 TRect.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.44.3.3 TRect.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.44.3.4 TRect.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Initialize, a member of class TRect.

# 1.1.45 TScreenshake

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TScreenshake = record
end;
```





**Description**

This is class TScreenshake.

## 1.1.45.1 TScreenshake Methods

The methods of the TScreenshake class are listed here.

**Methods**

	Active ( see page 202)	This is Active, a member of class TScreenshake.
	Clear ( see page 202)	This is Clear, a member of class TScreenshake.
	Process ( see page 202)	This is Process, a member of class TScreenshake.
	Start ( see page 203)	This is Start, a member of class TScreenshake.

### 1.1.45.1.1 TScreenshake.Active

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Active, a member of class TScreenshake.

### 1.1.45.1.2 TScreenshake.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Clear, a member of class TScreenshake.

### 1.1.45.1.3 TScreenshake.Process

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Process, a member of class TScreenshake.

### 1.1.45.1.4 TScreenshake.Start

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is Start, a member of class TScreenshake.

### 1.1.45.2 TScreenshake Operators

The operators of the TScreenshake class are listed here.

Operators

	Finalize ( see page 203)	This is Finalize, a member of class TScreenshake.
	Initialize ( see page 203)	This is Initialize, a member of class TScreenshake.

#### 1.1.45.2.1 TScreenshake.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Finalize, a member of class TScreenshake.

#### 1.1.45.2.2 TScreenshake.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Initialize, a member of class TScreenshake.

### 1.1.46 TSpeech

File: DelphiGamekit.pas ( see page 397)

Delphi

```
TSpeech = record  
end;
```

**Description**

This is class TSpeech.

## 1.1.46.1 TSpeech Methods

The methods of the TSpeech class are listed here.

**Methods**

◆	Active ( see page 204)	This is Active, a member of class TSpeech.
◆	ChangeVoice ( see page 204)	This is ChangeVoice, a member of class TSpeech.
◆	Clear ( see page 204)	This is Clear, a member of class TSpeech.
◆	GetRate ( see page 205)	This is GetRate, a member of class TSpeech.
◆	GetVoice ( see page 205)	This is GetVoice, a member of class TSpeech.
◆	GetVoiceAttribute ( see page 205)	This is GetVoiceAttribute, a member of class TSpeech.
◆	GetVoiceCount ( see page 205)	This is GetVoiceCount, a member of class TSpeech.
◆	GetVolume ( see page 205)	This is GetVolume, a member of class TSpeech.
◆	Pause ( see page 206)	This is Pause, a member of class TSpeech.
◆	Reset ( see page 206)	This is Reset, a member of class TSpeech.
◆	Resume ( see page 206)	This is Resume, a member of class TSpeech.
◆	Say ( see page 206)	This is Say, a member of class TSpeech.
◆	SetRate ( see page 206)	This is SetRate, a member of class TSpeech.
◆	SetVolume ( see page 207)	This is SetVolume, a member of class TSpeech.
◆	SubstituteWord ( see page 207)	This is SubstituteWord, a member of class TSpeech.

### 1.1.46.1.1 TSpeech.Active

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Active, a member of class TSpeech.

### 1.1.46.1.2 TSpeech.ChangeVoice

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ChangeVoice, a member of class TSpeech.

### 1.1.46.1.3 TSpeech.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Clear, a member of class TSpeech.

### 1.1.46.1.4 TSpeech.GetRate

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetRate, a member of class TSpeech.

### 1.1.46.1.5 TSpeech.GetVoice

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetVoice, a member of class TSpeech.

### 1.1.46.1.6 TSpeech.GetVoiceAttribute

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetVoiceAttribute, a member of class TSpeech.

### 1.1.46.1.7 TSpeech.GetVoiceCount

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetVoiceCount, a member of class TSpeech.

### 1.1.46.1.8 TSpeech.GetVolume

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetVolume, a member of class TSpeech.

### 1.1.46.1.9 TSpeech.Pause

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Pause, a member of class TSpeech.

### 1.1.46.1.10 TSpeech.Reset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Reset, a member of class TSpeech.

### 1.1.46.1.11 TSpeech.Resume

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Resume, a member of class TSpeech.

### 1.1.46.1.12 TSpeech.Say

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Say, a member of class TSpeech.

### 1.1.46.1.13 TSpeech.SetRate

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetRate, a member of class TSpeech.



### 1.1.46.1.14 TSpeech.SetVolume

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetVolume, a member of class TSpeech.

### 1.1.46.1.15 TSpeech.SubstituteWord

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is SubstituteWord, a member of class TSpeech.

## 1.1.46.2 TSpeech Operators

The operators of the TSpeech class are listed here.

**Operators**

	Finalize ( see page 207)	This is Finalize, a member of class TSpeech.
	Initialize ( see page 207)	This is Initialize, a member of class TSpeech.

### 1.1.46.2.1 TSpeech.Finalize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Finalize, a member of class TSpeech.

### 1.1.46.2.2 TSpeech.Initialize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

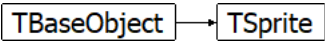
```
class operator Initialize(  
    out aDest: TSpeech  
);
```

**Description**

This is Initialize, a member of class TSpeech.

# 1.1.47 TSprite

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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



## Description

This is class TSprite.

## 1.1.47.1 TSprite Records

The records of the TSprite class are listed here.

### Records

	TSpriteGroup ( see page 208)	This is record TSprite.TSpriteGroup.
	TSpriteImageRect ( see page 208)	This is record TSprite.TSpriteImageRect.

### 1.1.47.1.1 TSprite.TSpriteGroup

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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

## Description

This is record TSprite.TSpriteGroup.

### 1.1.47.1.2 TSprite.TSpriteImageRect

**File:** DelphiGamekit.pas ( see page 397)

## Delphi

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





## Description

This is record TSprite.TSpriteImageRect.

## 1.1.47.2 TSprite Fields

The fields of the TSprite class are listed here.

Fields

	FGroup ( see page 209)	This is FGroup, a member of class TSprite.
	FGroupCount ( see page 209)	This is FGroupCount, a member of class TSprite.
	FPageCount ( see page 209)	This is FPageCount, a member of class TSprite.
	FTexture ( see page 209)	This is FTexture, a member of class TSprite.

1.1.47.2.1 TSprite.FGroup

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is FGroup, a member of class TSprite.

1.1.47.2.2 TSprite.FGroupCount

File: DelphiGamekit.pas ( see page 397)

Delphi

**FGroupCount:** `Integer;`

Description

This is FGroupCount, a member of class TSprite.

1.1.47.2.3 TSprite.FPageCount

File: DelphiGamekit.pas ( see page 397)

Delphi

**FPageCount:** `Integer;`

Description

This is FPageCount, a member of class TSprite.

1.1.47.2.4 TSprite.FTexture

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description
















This is FTexture, a member of class TSprite.

1.1.47.3 TSprite Methods

The methods of the TSprite class are listed here.

Methods

	AddGroup ( see page 210)	This is AddGroup, a member of class TSprite.
	AddImageFromGrid ( see page 210)	This is AddImageFromGrid, a member of class TSprite.

	AddImageFromRect ( see page 210)	This is AddImageFromRect, a member of class TSprite.
	Clear ( see page 211)	This is Clear, a member of class TSprite.
	Create ( see page 211)	This is Create, a member of class TSprite.
	Destroy ( see page 211)	This is Destroy, a member of class TSprite.
	GroupPolyPoint ( see page 211)	This is GroupPolyPoint, a member of class TSprite.
	GroupPolyPointCollide ( see page 211)	This is GroupPolyPointCollide, a member of class TSprite.
	GroupPolyPointCollidePoint ( see page 212)	This is GroupPolyPointCollidePoint, a member of class TSprite.
	GroupPolyPointTrace ( see page 212)	This is GroupPolyPointTrace, a member of class TSprite.
	ImageCount ( see page 212)	This is ImageCount, a member of class TSprite.
	ImageHeight ( see page 213)	This is ImageHeight, a member of class TSprite.
	ImageRect ( see page 213)	This is ImageRect, a member of class TSprite.
	ImageTexture ( see page 213)	This is ImageTexture, a member of class TSprite.
	ImageWidth ( see page 213)	This is ImageWidth, a member of class TSprite.
	LoadPage ( see page 214)	This is LoadPage, a member of class TSprite.
	RenderImage ( see page 214)	This is RenderImage, a member of class TSprite.

### 1.1.47.3.1 TSprite.AddGroup

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function AddGroup: Integer;
```

**Description**

This is AddGroup, a member of class TSprite.

### 1.1.47.3.2 TSprite.AddImageFromGrid

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is AddImageFromGrid, a member of class TSprite.

### 1.1.47.3.3 TSprite.AddImageFromRect

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is AddImageFromRect, a member of class TSprite.

### 1.1.47.3.4 TSprite.Clear

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TSprite.

### 1.1.47.3.5 TSprite.Create

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TSprite.

### 1.1.47.3.6 TSprite.Destroy

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TSprite.

### 1.1.47.3.7 TSprite.GroupPolyPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GroupPolyPoint, a member of class TSprite.

### 1.1.47.3.8 TSprite.GroupPolyPointCollide

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GroupPolyPointCollide(  
    const aNum1: Integer;  
    const aGroup1: Integer;  
    const aX1: Single;  
    const aY1: Single;  
    const aScale1: Single;  
    const aAngle1: Single;
```

```

    const aFlipMode1: TFlipMode;
    const aOrigin1: PPoint;
    const aSprite2: TSprite;
    const aNum2: Integer;
    const aGroup2: Integer;
    const aX2: Single;
    const aY2: Single;
    const aScale2: Single;
    const aAngle2: Single;
    const aFlipMode2: TFlipMode;
    const aOrigin2: PPoint;
    const aShrinkFactor: Single;
    var aHitPos: TPoint
  ): Boolean;

```

#### Description

This is GroupPolyPointCollide, a member of class TSprite.

### 1.1.47.3.9 TSprite.GroupPolyPointCollidePoint

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```

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

```

#### Description

This is GroupPolyPointCollidePoint, a member of class TSprite.

### 1.1.47.3.10 TSprite.GroupPolyPointTrace

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```

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

```

#### Description

This is GroupPolyPointTrace, a member of class TSprite.

### 1.1.47.3.11 TSprite.ImageCount

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```

function ImageCount(
  const aGroup: Integer
): Integer;

```

**Description**

This is ImageCount, a member of class TSprite.

### 1.1.47.3.12 TSprite.ImageHeight

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ImageHeight, a member of class TSprite.

### 1.1.47.3.13 TSprite.ImageRect

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ImageRect, a member of class TSprite.

### 1.1.47.3.14 TSprite.ImageTexture

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ImageTexture, a member of class TSprite.

### 1.1.47.3.15 TSprite.ImageWidth

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is ImageWidth, a member of class TSprite.

### 1.1.47.3.16 TSprite.LoadPage

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is LoadPage, a member of class TSprite.

### 1.1.47.3.17 TSprite.RenderImage

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is RenderImage, a member of class TSprite.

## 1.1.47.4 TSprite Nested Types

The nested types of the TSprite class are listed here.

Nested Types

🔔	PSpriteGroup ( see page 214)	This is nested type TSprite.PSpriteGroup.
🔔	PSpriteImageRect ( see page 214)	This is nested type TSprite.PSpriteImageRect.

### 1.1.47.4.1 TSprite.PSpriteGroup

File: DelphiGamekit.pas ( see page 397)

Delphi

```
PSpriteGroup = ^TSpriteGroup;
```

Description

This is nested type TSprite.PSpriteGroup.

### 1.1.47.4.2 TSprite.PSpriteImageRect

File: DelphiGamekit.pas ( see page 397)



Delphi

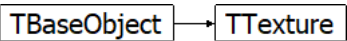
```
PSpriteImageRect = ^TSpriteImageRect;
```

Description

This is nested type TSprite.PSpriteImageRect.

# 1.1.48 TTexture

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is class TTexture.

## 1.1.48.1 TTexture Fields

The fields of the TTexture class are listed here.

Fields

	FHandle ( see page 215)	This is FHandle, a member of class TTexture.
	FHeight ( see page 215)	This is FHeight, a member of class TTexture.
	FLockRect ( see page 216)	This is FLockRect, a member of class TTexture.
	FPitch ( see page 216)	This is FPitch, a member of class TTexture.
	FPixelFormat ( see page 216)	This is FPixelFormat, a member of class TTexture.
	FPixels ( see page 216)	This is FPixels, a member of class TTexture.
	FWidth ( see page 216)	This is FWidth, a member of class TTexture.

### 1.1.48.1.1 TTexture.FHandle

File: DelphiGamekit.pas ( see page 397)

Delphi

```
FHandle: PSDL_Texture;
```

Description

This is FHandle, a member of class TTexture.

### 1.1.48.1.2 TTexture.FHeight

File: DelphiGamekit.pas ( see page 397)

Delphi

```
FHeight: Integer;
```

Description

This is FHeight, a member of class TTexture.

### 1.1.48.1.3 TTexture.FLockRect

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FLockRect: SDL_FRect;
```

**Description**

This is FLockRect, a member of class TTexture.

### 1.1.48.1.4 TTexture.FPitch

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPitch: Integer;
```

**Description**

This is FPitch, a member of class TTexture.

### 1.1.48.1.5 TTexture.FPixelFormat

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPixelFormat: PSDL_PixelFormat;
```

**Description**

This is FPixelFormat, a member of class TTexture.

### 1.1.48.1.6 TTexture.FPixels

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FPixels: Pointer;
```

**Description**

This is FPixels, a member of class TTexture.

### 1.1.48.1.7 TTexture.FWidth

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
FWidth: Integer;
```

















**Description**

This is FWidth, a member of class TTexture.

## 1.1.48.2 TTexture Methods

The methods of the TTexture class are listed here.

Methods

	Alloc ( see page 217)	This is Alloc, a member of class TTexture.
	Create ( see page 217)	This is Create, a member of class TTexture.
	Destroy ( see page 217)	This is Destroy, a member of class TTexture.
	GetColor ( see page 218)	This is GetColor, a member of class TTexture.
	GetPixel ( see page 218)	This is GetPixel, a member of class TTexture.
	GetSize ( see page 218)	This is GetSize, a member of class TTexture.
	Load ( see page 218)	This is Load, a member of class TTexture.
	LoadTexture ( see page 218)	This is LoadTexture, a member of class TTexture.
	Lock ( see page 219)	This is Lock, a member of class TTexture.
	Render ( see page 219)	This is Render, a member of class TTexture.
	RenderTiled ( see page 219)	This is RenderTiled, a member of class TTexture.
	Save ( see page 219)	This is Save, a member of class TTexture.
	SetColor ( see page 220)	This is SetColor, a member of class TTexture.
	SetPixel ( see page 220)	This is SetPixel, a member of class TTexture.
	Unload ( see page 220)	This is Unload, a member of class TTexture.
	Unlock ( see page 220)	This is Unlock, a member of class TTexture.

1.1.48.2.1 TTexture.Alloc

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Alloc, a member of class TTexture.

1.1.48.2.2 TTexture.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TTexture.

1.1.48.2.3 TTexture.Destroy

File: DelphiGamekit.pas ( see page 397)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TTexture.

### 1.1.48.2.4 TTexture.GetColor

File: DelphiGamekit.pas ( see page 397)

Delphi

```
function GetColor: SDL_Color;
```

Description

This is GetColor, a member of class TTexture.

### 1.1.48.2.5 TTexture.GetPixel

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetPixel, a member of class TTexture.

### 1.1.48.2.6 TTexture.GetSize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetSize, a member of class TTexture.

### 1.1.48.2.7 TTexture.Load

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Load, a member of class TTexture.

### 1.1.48.2.8 TTexture.LoadTexture

File: DelphiGamekit.pas ( see page 397)

Delphi

```
class function LoadTexture(  
    const aArchive: TArchive;  
    const aFilename: string;
```

```
    const aColorKey: PColor  
): TTexture;
```

#### Description

This is LoadTexture, a member of class TTexture.

### 1.1.48.2.9 TTexture.Lock

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Lock, a member of class TTexture.

### 1.1.48.2.10 TTexture.Render

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is Render, a member of class TTexture.

### 1.1.48.2.11 TTexture.RenderTiled

File: DelphiGamekit.pas ( see page 397)

#### 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.

### 1.1.48.2.12 TTexture.Save

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
function Save(  
    const aFilename: string
```

```
) : Boolean;
```

**Description**

This is Save, a member of class TTexture.

### 1.1.48.2.13 TTexture.SetColor

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetColor, a member of class TTexture.

### 1.1.48.2.14 TTexture.SetPixel

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetPixel, a member of class TTexture.

### 1.1.48.2.15 TTexture.Unload

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Unload;
```

**Description**

This is Unload, a member of class TTexture.

### 1.1.48.2.16 TTexture.Unlock

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Unlock;
```




**Description**

This is Unlock, a member of class TTexture.

## 1.1.48.3 TTexture Properties

The properties of the TTexture class are listed here.

Properties

 <b>R</b>	Handle ( see page 221)	This is Handle, a member of class TTexture.
 <b>R</b>	Height ( see page 221)	This is Height, a member of class TTexture.
 <b>R</b>	Width ( see page 221)	This is Width, a member of class TTexture.

1.1.48.3.1 TTexture.Handle

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Handle: PSDL_Texture;
```

Description

This is Handle, a member of class TTexture.

1.1.48.3.2 TTexture.Height

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Height: Integer;
```

Description

This is Height, a member of class TTexture.

1.1.48.3.3 TTexture.Width

File: DelphiGamekit.pas ( see page 397)

Delphi

```
property Width: Integer;
```

Description

This is Width, a member of class TTexture.

1.1.49 TTimer

File: DelphiGamekit.pas ( see page 397)

Delphi

```
TTimer = record
end;
```







Description

This is class TTimer.

1.1.49.1 TTimer Methods

The methods of the TTimer class are listed here.

Methods

	Elapsed ( see page 222)	This is Elapsed, a member of class TTimer.
	FrameElapsed ( see page 222)	This is FrameElapsed, a member of class TTimer.
	FrameRate ( see page 222)	This is FrameRate, a member of class TTimer.
	FrameSpeed ( see page 222)	This is FrameSpeed, a member of class TTimer.
	Reset ( see page 223)	This is Reset, a member of class TTimer.
	Update ( see page 223)	This is Update, a member of class TTimer.

1.1.49.1.1 TTimer.Elapsed

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Elapsed, a member of class TTimer.

1.1.49.1.2 TTimer.FrameElapsed

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is FrameElapsed, a member of class TTimer.

1.1.49.1.3 TTimer.FrameRate

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is FrameRate, a member of class TTimer.

1.1.49.1.4 TTimer.FrameSpeed

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is FrameSpeed, a member of class TTimer.



### 1.1.49.1.5 TTimer.Reset

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Reset, a member of class TTimer.

### 1.1.49.1.6 TTimer.Update

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is Update, a member of class TTimer.

## 1.1.49.2 TTimer Operators

The operators of the TTimer class are listed here.

Operators

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

### 1.1.49.2.1 TTimer.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Finalize, a member of class TTimer.

### 1.1.49.2.2 TTimer.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Initialize, a member of class TTimer.

# 1.1.50 TTransform

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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









**Description**

This is class TTransform.

## 1.1.50.1 TTransform Fields

The fields of the TTransform class are listed here.

**Fields**

	Angle ( see page 224)	This is Angle, a member of class TTransform.
	Height ( see page 224)	This is Height, a member of class TTransform.
	Origin ( see page 225)	This is Origin, a member of class TTransform.
	Visible ( see page 225)	This is Visible, a member of class TTransform.
	Width ( see page 225)	This is Width, a member of class TTransform.
	X ( see page 225)	This is X, a member of class TTransform.
	Y ( see page 225)	This is Y, a member of class TTransform.
	Zoom ( see page 225)	This is Zoom, a member of class TTransform.

### 1.1.50.1.1 TTransform.Angle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Angle: Single;
```

**Description**

This is Angle, a member of class TTransform.

### 1.1.50.1.2 TTransform.Height

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Height: Single;
```

**Description**

This is Height, a member of class TTransform.

### 1.1.50.1.3 TTransform.Origin

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Origin: TPoint;
```

**Description**

This is Origin, a member of class TTransform.

### 1.1.50.1.4 TTransform.Visible

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Visible: Boolean;
```

**Description**

This is Visible, a member of class TTransform.

### 1.1.50.1.5 TTransform.Width

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Width: Single;
```

**Description**

This is Width, a member of class TTransform.

### 1.1.50.1.6 TTransform.X

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
X: Single;
```

**Description**

This is X, a member of class TTransform.

### 1.1.50.1.7 TTransform.Y

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Y: Single;
```

**Description**

This is Y, a member of class TTransform.

### 1.1.50.1.8 TTransform.Zoom

**File:** DelphiGamekit.pas ( see page 397)

Delphi

Zoom: Single;






Description

This is Zoom, a member of class TTransform.

1.1.50.2 TTransform Methods

The methods of the TTransform class are listed here.

Methods

	Assign ( see page 226)	This is Assign, a member of class TTransform.
	Assign ( see page 226)	This is Assign, a member of class TTransform.
	Create ( see page 226)	This is Create, a member of class TTransform.
	Create ( see page 227)	This is Create, a member of class TTransform.
	Intersect ( see page 227)	This is Intersect, a member of class TTransform.

1.1.50.2.1 TTransform.Assign

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Assign, a member of class TTransform.

1.1.50.2.2 TTransform.Assign

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Assign, a member of class TTransform.

1.1.50.2.3 TTransform.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Create, a member of class TTransform.

### 1.1.50.2.4 TTransform.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Create, a member of class TTransform.

### 1.1.50.2.5 TTransform.Intersect

File: DelphiGamekit.pas ( see page 397)

Delphi

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






Description

This is Intersect, a member of class TTransform.

## 1.1.50.3 TTransform Operators

The operators of the TTransform class are listed here.

Operators

	Finalize ( see page 227)	This is Finalize, a member of class TTransform.
	Implicit ( see page 227)	This is Implicit, a member of class TTransform.
	Implicit ( see page 228)	This is Implicit, a member of class TTransform.
	Implicit ( see page 228)	This is Implicit, a member of class TTransform.
	Initialize ( see page 228)	This is Initialize, a member of class TTransform.

### 1.1.50.3.1 TTransform.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Finalize, a member of class TTransform.

### 1.1.50.3.2 TTransform.Implicit

File: DelphiGamekit.pas ( see page 397)

Delphi

```
class operator Implicit(  

```

```
    aValue: SDL_FRect  
);
```

**Description**

This is Implicit, a member of class TTransform.

### 1.1.50.3.3 TTransform.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TTransform.

### 1.1.50.3.4 TTransform.Implicit

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Implicit, a member of class TTransform.

### 1.1.50.3.5 TTransform.Initialize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Initialize, a member of class TTransform.

## 1.1.51 TVector

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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





**Description**

This is class TVector.

### 1.1.51.1 TVector Fields

The fields of the TVector class are listed here.

**Fields**

	W ( see page 229)	This is W, a member of class TVector.
	X ( see page 229)	This is X, a member of class TVector.
	Y ( see page 229)	This is Y, a member of class TVector.
	Z ( see page 229)	This is Z, a member of class TVector.

#### 1.1.51.1.1 TVector.W

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
w: Single;
```

**Description**

This is W, a member of class TVector.

#### 1.1.51.1.2 TVector.X

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
x: Single;
```

**Description**

This is X, a member of class TVector.

#### 1.1.51.1.3 TVector.Y

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
y: Single;
```

**Description**

This is Y, a member of class TVector.

#### 1.1.51.1.4 TVector.Z

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
z: Single;
```

**Description**

This is Z, a member of class TVector.

### 1.1.51.2 TVector Methods

The methods of the TVector class are listed here.

**Methods**

➤	Add ( see page 230)	This is Add, a member of class TVector.
➤	Angle ( see page 230)	This is Angle, a member of class TVector.
➤	Assign ( see page 230)	This is Assign, a member of class TVector.
➤	Assign ( see page 231)	This is Assign, a member of class TVector.
➤	Assign ( see page 231)	This is Assign, a member of class TVector.
➤	Assign ( see page 231)	This is Assign, a member of class TVector.
➤	Clear ( see page 231)	This is Clear, a member of class TVector.
➤	Create ( see page 232)	This is Create, a member of class TVector.
➤	Distance ( see page 232)	This is Distance, a member of class TVector.
➤	Divide ( see page 232)	This is Divide, a member of class TVector.
➤	DivideBy ( see page 232)	This is DivideBy, a member of class TVector.
➤	DotProduct ( see page 232)	This is DotProduct, a member of class TVector.
➤	Magnitude ( see page 233)	This is Magnitude, a member of class TVector.
➤	MagnitudeSquared ( see page 233)	This is MagnitudeSquared, a member of class TVector.
➤	MagnitudeTruncate ( see page 233)	This is MagnitudeTruncate, a member of class TVector.
➤	Multiply ( see page 233)	This is Multiply, a member of class TVector.
➤	Negate ( see page 233)	This is Negate, a member of class TVector.
➤	Normalize ( see page 234)	This is Normalize, a member of class TVector.
➤	Project ( see page 234)	This is Project, a member of class TVector.
➤	Scale ( see page 234)	This is Scale, a member of class TVector.
➤	Subtract ( see page 234)	This is Subtract, a member of class TVector.
➤	Thrust ( see page 234)	This is Thrust, a member of class TVector.

**1.1.51.2.1 TVector.Add**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Add, a member of class TVector.

**1.1.51.2.2 TVector.Angle**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Angle, a member of class TVector.

**1.1.51.2.3 TVector.Assign**

**File:** DelphiGamekit.pas ( see page 397)



**Delphi**

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

**Description**

This is Assign, a member of class TVector.

### 1.1.51.2.4 TVector.Assign

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Assign, a member of class TVector.

### 1.1.51.2.5 TVector.Assign

File: DelphiGamekit.pas ( see page 397)

**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.

### 1.1.51.2.6 TVector.Assign

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Assign, a member of class TVector.

### 1.1.51.2.7 TVector.Clear

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TVector.

### 1.1.51.2.8 TVector.Create

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Create, a member of class TVector.

### 1.1.51.2.9 TVector.Distance

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Distance, a member of class TVector.

### 1.1.51.2.10 TVector.Divide

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Divide, a member of class TVector.

### 1.1.51.2.11 TVector.DivideBy

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is DivideBy, a member of class TVector.

### 1.1.51.2.12 TVector.DotProduct

File: DelphiGamekit.pas ( see page 397)

Delphi

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

**Description**

This is DotProduct, a member of class TVector.

### 1.1.51.2.13 TVector.Magnitude

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function Magnitude: Single;
```

**Description**

This is Magnitude, a member of class TVector.

### 1.1.51.2.14 TVector.MagnitudeSquared

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function MagnitudeSquared: Single;
```

**Description**

This is MagnitudeSquared, a member of class TVector.

### 1.1.51.2.15 TVector.MagnitudeTruncate

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is MagnitudeTruncate, a member of class TVector.

### 1.1.51.2.16 TVector.Multiply

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Multiply, a member of class TVector.

### 1.1.51.2.17 TVector.Negate

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Negate;
```

**Description**

This is Negate, a member of class TVector.

### 1.1.51.2.18 TVector.Normalize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Normalize;
```

**Description**

This is Normalize, a member of class TVector.

### 1.1.51.2.19 TVector.Project

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Project, a member of class TVector.

### 1.1.51.2.20 TVector.Scale

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Scale, a member of class TVector.

### 1.1.51.2.21 TVector.Subtract

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Subtract, a member of class TVector.

### 1.1.51.2.22 TVector.Thrust

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Thrust, a member of class TVector.

### 1.1.51.3 TVector Operators

The operators of the TVector class are listed here.

Operators

	Initialize ( see page 235)	This is Initialize, a member of class TVector.
---	----------------------------	--

#### 1.1.51.3.1 TVector.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Initialize, a member of class TVector.

### 1.1.52 TVideo

File: DelphiGamekit.pas ( see page 397)

Delphi

```
TVideo = record  
end;
```
















Description

This is class TVideo.

#### 1.1.52.1 TVideo Methods

The methods of the TVideo class are listed here.

Methods

	Draw ( see page 236)	This is Draw, a member of class TVideo.
	GetFrameRate ( see page 236)	This is GetFrameRate, a member of class TVideo.
	GetHeight ( see page 236)	This is GetHeight, a member of class TVideo.
	GetStatus ( see page 236)	This is GetStatus, a member of class TVideo.
	GetVolume ( see page 236)	This is GetVolume, a member of class TVideo.
	GetWidth ( see page 237)	This is GetWidth, a member of class TVideo.
	Load ( see page 237)	This is Load, a member of class TVideo.
	LoadPlay ( see page 237)	This is LoadPlay, a member of class TVideo.
	Pause ( see page 237)	This is Pause, a member of class TVideo.
	Play ( see page 237)	This is Play, a member of class TVideo.
	Rewind ( see page 238)	This is Rewind, a member of class TVideo.
	SetVolume ( see page 238)	This is SetVolume, a member of class TVideo.
	Stop ( see page 238)	This is Stop, a member of class TVideo.
	Unload ( see page 238)	This is Unload, a member of class TVideo.
	Update ( see page 238)	This is Update, a member of class TVideo.

### 1.1.52.1.1 TVideo.Draw

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Draw, a member of class TVideo.

### 1.1.52.1.2 TVideo.GetFrameRate

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetFrameRate, a member of class TVideo.

### 1.1.52.1.3 TVideo.GetHeight

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetHeight, a member of class TVideo.

### 1.1.52.1.4 TVideo.GetStatus

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetStatus, a member of class TVideo.

### 1.1.52.1.5 TVideo.GetVolume

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is GetVolume, a member of class TVideo.

### 1.1.52.1.6 TVideo.GetWidth

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetWidth, a member of class TVideo.

### 1.1.52.1.7 TVideo.Load

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Load, a member of class TVideo.

### 1.1.52.1.8 TVideo.LoadPlay

**File:** DelphiGamekit.pas ( see page 397)

**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.

### 1.1.52.1.9 TVideo.Pause

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Pause, a member of class TVideo.

### 1.1.52.1.10 TVideo.Play

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

```
); static;
```

**Description**

This is Play, a member of class TVideo.

### 1.1.52.1.11 TVideo.Rewind

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Rewind, a member of class TVideo.

### 1.1.52.1.12 TVideo.SetVolume

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is SetVolume, a member of class TVideo.

### 1.1.52.1.13 TVideo.Stop

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Stop, a member of class TVideo.

### 1.1.52.1.14 TVideo.Unload

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Unload, a member of class TVideo.

### 1.1.52.1.15 TVideo.Update

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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





**Description**

This is Update, a member of class TVideo.

## 1.1.52.2 TVideo Operators

The operators of the TVideo class are listed here.

**Operators**

	Finalize ( see page 239)	This is Finalize, a member of class TVideo.
	Initialize ( see page 239)	This is Initialize, a member of class TVideo.

### 1.1.52.2.1 TVideo.Finalize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Finalize, a member of class TVideo.

### 1.1.52.2.2 TVideo.Initialize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Initialize, a member of class TVideo.

## 1.1.53 TWindow

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TWindow = record  
end;
```

**Description**

This is class TWindow.

### 1.1.53.1 TWindow Methods

The methods of the TWindow class are listed here.

**Methods**

✦	Clear ( see page 240)	This is Clear, a member of class TWindow.
✦	Close ( see page 240)	This is Close, a member of class TWindow.
✦	DrawFilledRect ( see page 241)	This is DrawFilledRect, a member of class TWindow.
✦	DrawLine ( see page 241)	This is DrawLine, a member of class TWindow.
✦	DrawPoint ( see page 241)	This is DrawPoint, a member of class TWindow.
✦	DrawRect ( see page 241)	This is DrawRect, a member of class TWindow.
✦	GetDDPI ( see page 242)	This is GetDDPI, a member of class TWindow.
✦	GetHDPI ( see page 242)	This is GetHDPI, a member of class TWindow.
✦	GetRenderBufferPos ( see page 242)	This is GetRenderBufferPos, a member of class TWindow.
✦	GetRenderHandle ( see page 242)	This is GetRenderHandle, a member of class TWindow.
✦	GetRenderInfo ( see page 242)	This is GetRenderInfo, a member of class TWindow.
✦	GetRenderScale ( see page 243)	This is GetRenderScale, a member of class TWindow.
✦	GetRenderSize ( see page 243)	This is GetRenderSize, a member of class TWindow.
✦	GetTitle ( see page 243)	This is GetTitle, a member of class TWindow.
✦	GetVDPI ( see page 243)	This is GetVDPI, a member of class TWindow.
✦	GetViewport ( see page 243)	This is GetViewport, a member of class TWindow.
✦	GetWindowHandle ( see page 243)	This is GetWindowHandle, a member of class TWindow.
✦	GetWindowSize ( see page 244)	This is GetWindowSize, a member of class TWindow.
✦	IsOpen ( see page 244)	This is IsOpen, a member of class TWindow.
✦	Open ( see page 244)	This is Open, a member of class TWindow.
✦	Save ( see page 244)	This is Save, a member of class TWindow.
✦	SetRenderBufferPos ( see page 244)	This is SetRenderBufferPos, a member of class TWindow.
✦	SetTitle ( see page 245)	This is SetTitle, a member of class TWindow.
✦	Show ( see page 245)	This is Show, a member of class TWindow.
✦	ShowRenderBuffer ( see page 245)	This is ShowRenderBuffer, a member of class TWindow.

**1.1.53.1.1 TWindow.Clear**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Clear, a member of class TWindow.

**1.1.53.1.2 TWindow.Close**

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Close, a member of class TWindow.

### 1.1.53.1.3 TWindow.DrawFilledRect

File: DelphiGamekit.pas ( see page 397)

#### 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.

### 1.1.53.1.4 TWindow.DrawLine

File: DelphiGamekit.pas ( see page 397)

#### 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.

### 1.1.53.1.5 TWindow.DrawPoint

File: DelphiGamekit.pas ( see page 397)

#### Delphi

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

#### Description

This is DrawPoint, a member of class TWindow.

### 1.1.53.1.6 TWindow.DrawRect

File: DelphiGamekit.pas ( see page 397)

#### 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.

### 1.1.53.1.7 TWindow.GetDDPI

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetDDPI, a member of class TWindow.

### 1.1.53.1.8 TWindow.GetHDPI

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetHDPI, a member of class TWindow.

### 1.1.53.1.9 TWindow.GetRenderBufferPos

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetRenderBufferPos, a member of class TWindow.

### 1.1.53.1.10 TWindow.GetRendererHandle

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetRendererHandle, a member of class TWindow.

### 1.1.53.1.11 TWindow.GetRendererInfo

File: DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetRendererInfo, a member of class TWindow.

### 1.1.53.1.12 TWindow.GetRendererScale

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
class function GetRenderersScale: TPoint; static;
```

**Description**

This is GetRenderersScale, a member of class TWindow.

### 1.1.53.1.13 TWindow.GetRendererSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
class function GetRenderersSize: TPoint; static;
```

**Description**

This is GetRenderersSize, a member of class TWindow.

### 1.1.53.1.14 TWindow.GetTitle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetTitle, a member of class TWindow.

### 1.1.53.1.15 TWindow.GetVDPI

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetVDPI, a member of class TWindow.

### 1.1.53.1.16 TWindow.GetViewport

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetViewport, a member of class TWindow.

### 1.1.53.1.17 TWindow.GetWindowHandle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetWindowHandle, a member of class TWindow.

### 1.1.53.1.18 TWindow.GetWindowSize

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is GetWindowSize, a member of class TWindow.

### 1.1.53.1.19 TWindow.IsOpen

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is IsOpen, a member of class TWindow.

### 1.1.53.1.20 TWindow.Open

**File:** DelphiGamekit.pas ( see page 397)

**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.

### 1.1.53.1.21 TWindow.Save

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is Save, a member of class TWindow.

### 1.1.53.1.22 TWindow.SetRenderBufferPos

**File:** DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is SetRenderBufferPos, a member of class TWindow.

1.1.53.1.23 TWindow.SetTitle

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is SetTitle, a member of class TWindow.

1.1.53.1.24 TWindow.Show

File: DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is Show, a member of class TWindow.

1.1.53.1.25 TWindow.ShowRenderBuffer

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is ShowRenderBuffer, a member of class TWindow.

1.1.53.2 TWindow Operators

The operators of the TWindow class are listed here.

Operators

	Finalize ( see page 245)	This is Finalize, a member of class TWindow.
	Initialize ( see page 246)	This is Initialize, a member of class TWindow.

1.1.53.2.1 TWindow.Finalize

File: DelphiGamekit.pas ( see page 397)

Delphi

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

);

Description

This is Finalize, a member of class TWindow.

1.1.53.2.2 TWindow.Initialize

File: DelphiGamekit.pas ( see page 397)

Delphi

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



Description

This is Initialize, a member of class TWindow.

1.2 Interfaces

The following table lists interfaces in this documentation.

Interfaces

	ILua ( see page 246)	This is class ILua.
	ILuaContext ( see page 251)	This is class ILuaContext.

1.2.1 ILua

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

```
ILua = interface;
```







Description

This is class ILua.

1.2.1.1 ILua Methods

The methods of the ILua class are listed here.

Methods

	Call ( see page 247)	This is Call, a member of class ILua.
	Call ( see page 247)	This is Call, a member of class ILua.
	GetVariable ( see page 247)	This is GetVariable, a member of class ILua.
	LoadBuffer ( see page 247)	This is LoadBuffer, a member of class ILua.
	LoadFile ( see page 248)	This is LoadFile, a member of class ILua.
	LoadStream ( see page 248)	This is LoadStream, a member of class ILua.



◆	LoadString ( see page 248)	This is LoadString, a member of class ILua.
◆	PrepCall ( see page 248)	This is PrepCall, a member of class ILua.
◆	RegisterRoutine ( see page 249)	This is RegisterRoutine, a member of class ILua.
◆	RegisterRoutine ( see page 249)	This is RegisterRoutine, a member of class ILua.
◆	RegisterRoutines ( see page 249)	This is RegisterRoutines, a member of class ILua.
◆	RegisterRoutines ( see page 249)	This is RegisterRoutines, a member of class ILua.
◆	RegisterRoutines ( see page 249)	This is RegisterRoutines, a member of class ILua.
◆	RegisterRoutines ( see page 250)	This is RegisterRoutines, a member of class ILua.
◆	Reset ( see page 250)	This is Reset, a member of class ILua.
◆	RoutineExist ( see page 250)	This is RoutineExist, a member of class ILua.
◆	Run ( see page 250)	This is Run, a member of class ILua.
◆	SetVariable ( see page 251)	This is SetVariable, a member of class ILua.
◆	VariableExist ( see page 251)	This is VariableExist, a member of class ILua.

### 1.2.1.1.1 ILua.Call

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
function Call(
    aParamCount: Integer
): TLuaValue; overload;
```

#### Description

This is Call, a member of class ILua.

### 1.2.1.1.2 ILua.Call

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
function Call(
    const aName: string;
    const aParams: array of TLuaValue
): TLuaValue; overload;
```

#### Description

This is Call, a member of class ILua.

### 1.2.1.1.3 ILua.GetVariable

**File:** DelphiGamekit.pas ( see page 397)

#### Delphi

```
function GetVariable(
    const aName: string;
    aType: TLuaValueType
): TLuaValue;
```

#### Description

This is GetVariable, a member of class ILua.

### 1.2.1.1.4 ILua.LoadBuffer

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure LoadBuffer(  
    aData: Pointer;  
    aSize: NativeUInt;  
    aAutoRun: Boolean = True  
);
```

**Description**

This is LoadBuffer, a member of class ILua.

### 1.2.1.1.5 ILua.LoadFile

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function LoadFile(  
    const aFilename: string;  
    aAutoRun: Boolean = True  
): Boolean;
```

**Description**

This is LoadFile, a member of class ILua.

### 1.2.1.1.6 ILua.LoadStream

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure LoadStream(  
    aStream: TStream;  
    aSize: NativeUInt = 0;  
    aAutoRun: Boolean = True  
);
```

**Description**

This is LoadStream, a member of class ILua.

### 1.2.1.1.7 ILua.LoadString

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure LoadString(  
    const aData: string;  
    aAutoRun: Boolean = True  
);
```

**Description**

This is LoadString, a member of class ILua.

### 1.2.1.1.8 ILua.PrepareCall

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is PrepCall, a member of class ILua.

### 1.2.1.1.9 ILua.RegisterRoutine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutine(  
    const aName: string;  
    aData: Pointer;  
    aCode: Pointer  
); overload;
```

**Description**

This is RegisterRoutine, a member of class ILua.

### 1.2.1.1.10 ILua.RegisterRoutine

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutine(  
    const aName: string;  
    aRoutine: TLuaFunction  
); overload;
```

**Description**

This is RegisterRoutine, a member of class ILua.

### 1.2.1.1.11 ILua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    aClass: TClass  
); overload;
```

**Description**

This is RegisterRoutines, a member of class ILua.

### 1.2.1.1.12 ILua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    aObject: TObject  
); overload;
```

**Description**

This is RegisterRoutines, a member of class ILua.

### 1.2.1.1.13 ILua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    const aTables: string;  
    aClass: TClass;  
    const aTableName: string = ''  
); overload;
```

**Description**

This is RegisterRoutines, a member of class ILua.

### 1.2.1.1.14 ILua.RegisterRoutines

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure RegisterRoutines(  
    const aTables: string;  
    aObject: TObject;  
    const aTableName: string = ''  
); overload;
```

**Description**

This is RegisterRoutines, a member of class ILua.

### 1.2.1.1.15 ILua.Reset

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Reset;
```

**Description**

This is Reset, a member of class ILua.

### 1.2.1.1.16 ILua.RoutineExist

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is RoutineExist, a member of class ILua.

### 1.2.1.1.17 ILua.Run

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure Run;
```

**Description**

This is Run, a member of class ILua.

### 1.2.1.1.18 ILua.SetVariable

File: DelphiGamekit.pas ( see page 397)

Delphi

```
procedure SetVariable(  
    const aName: string;  
    aValue: TLuaValue  
);
```

Description

This is SetVariable, a member of class ILua.

### 1.2.1.1.19 ILua.VariableExist

File: DelphiGamekit.pas ( see page 397)

Delphi

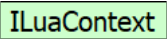
```
function VariableExist(  
    const aName: string  
): Boolean;
```

Description

This is VariableExist, a member of class ILua.

## 1.2.2 ILuaContext

Class Hierarchy



File: DelphiGamekit.pas ( see page 397)

Delphi

```
ILuaContext = interface;
```

Description




This is class ILuaContext.

### 1.2.2.1 ILuaContext Methods

The methods of the ILuaContext class are listed here.

Methods

	ArgCount ( see page 252)	This is ArgCount, a member of class ILuaContext.
	ClearStack ( see page 252)	This is ClearStack, a member of class ILuaContext.
	GetStackType ( see page 252)	This is GetStackType, a member of class ILuaContext.
	GetTableFieldValue ( see page 252)	This is GetTableFieldValue, a member of class ILuaContext.
	GetTableIndexValue ( see page 252)	This is GetTableIndexValue, a member of class ILuaContext.
	GetValue ( see page 253)	This is GetValue, a member of class ILuaContext.
	PopStack ( see page 253)	This is PopStack, a member of class ILuaContext.
	PushCount ( see page 253)	This is PushCount, a member of class ILuaContext.

	PushValue ( see page 253)	This is PushValue, a member of class ILuaContext.
	SetTableFieldValue ( see page 254)	This is SetTableFieldValue, a member of class ILuaContext.
	SetTableIndexValue ( see page 254)	This is SetTableIndexValue, a member of class ILuaContext.

### 1.2.2.1.1 ILuaContext.ArgCount

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function ArgCount: Integer;
```

**Description**

This is ArgCount, a member of class ILuaContext.

### 1.2.2.1.2 ILuaContext.ClearStack

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure ClearStack;
```

**Description**

This is ClearStack, a member of class ILuaContext.

### 1.2.2.1.3 ILuaContext.GetStackType

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetStackType(  
    aIndex: Integer  
): TLuaType;
```

**Description**

This is GetStackType, a member of class ILuaContext.

### 1.2.2.1.4 ILuaContext.GetTableFieldValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetTableFieldValue(  
    const aName: string;  
    aType: TLuaValueType;  
    aIndex: Integer  
): TLuaValue; overload;
```

**Description**

This is GetTableFieldValue, a member of class ILuaContext.

### 1.2.2.1.5 ILuaContext.GetTableIndexValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetTableIndexValue(  

```

```
const aName: string;  
aType: TLuaValueType;  
aIndex: Integer;  
aKey: Integer  
): TLuaValue;
```

**Description**

This is GetTableIndexValue, a member of class ILuaContext.

### 1.2.2.1.6 ILuaContext.GetValue

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetValue(  
    aType: TLuaValueType;  
    aIndex: Integer  
): TLuaValue;
```

**Description**

This is GetValue, a member of class ILuaContext.

### 1.2.2.1.7 ILuaContext.PopStack

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure PopStack(  
    aCount: Integer  
);
```

**Description**

This is PopStack, a member of class ILuaContext.

### 1.2.2.1.8 ILuaContext.PushCount

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
function PushCount: Integer;
```

**Description**

This is PushCount, a member of class ILuaContext.

### 1.2.2.1.9 ILuaContext.PushValue

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure PushValue(  
    aValue: TLuaValue  
);
```

**Description**

This is PushValue, a member of class ILuaContext.

### 1.2.2.1.10 ILuaContext.SetTableFieldValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure SetTableFieldValue(
  const aName: string;
  aValue: TLuaValue;
  aIndex: Integer
); overload;
```

#### Description

This is SetTableFieldValue, a member of class ILuaContext.

### 1.2.2.1.11 ILuaContext.SetTableIndexValue

File: DelphiGamekit.pas ( see page 397)

#### Delphi

```
procedure SetTableIndexValue(
  const aName: string;
  aValue: TLuaValue;
  aIndex: Integer;
  aKey: Integer
);
```

#### Description

This is SetTableIndexValue, a member of class ILuaContext.

## 1.3 Functions

The following table lists functions in this documentation.

#### Functions

≡	AddSelfToUserPath ( see page 256)	This is function AddSelfToUserPath.
≡	AngleCos ( see page 256)	This is function AngleCos.
≡	AngleDiff ( see page 256)	This is function AngleDiff.
≡	AngleRotatePos ( see page 257)	This is function AngleRotatePos.
≡	AngleSin ( see page 257)	This is function AngleSin.
≡	CaptureConsoleOutput ( see page 257)	This is function CaptureConsoleOutput.
≡	CircleInRectangle ( see page 257)	This is function CircleInRectangle.
≡	CirclesOverlap ( see page 258)	This is function CirclesOverlap.
≡	ClipVaLue ( see page 258)	This is function ClipVaLue.
≡	ClipVaLuef ( see page 258)	This is function ClipVaLuef.
≡	CreateDirsInPath ( see page 259)	This is function CreateDirsInPath.
≡	EasePosition ( see page 259)	This is function EasePosition.
≡	EaseValue ( see page 259)	This is function EaseValue.
≡	ExpandRelDirectory ( see page 259)	This is function ExpandRelDirectory.
≡	ExpandRelFilename ( see page 260)	This is function ExpandRelFilename.



✦	ExtractRelativeDirectory ( see page 260)	This is function ExtractRelativeDirectory.
✦	ExtractRelativeFilename ( see page 260)	This is function ExtractRelativeFilename.
✦	FreeNilObject ( see page 260)	This is function FreeNilObject.
✦	GetDirName ( see page 261)	This is function GetDirName.
✦	GetEnvVarValue ( see page 261)	This is function GetEnvVarValue.
✦	GetExeBasePath ( see page 261)	This is function GetExeBasePath.
✦	GetExePath ( see page 261)	This is function GetExePath.
✦	GetFileRWops ( see page 262)	This is function GetFileRWops.
✦	GetMemRWops ( see page 262)	This is function GetMemRWops.
✦	GetRandomSeed ( see page 262)	This is function GetRandomSeed.
✦	GetSemVerStr ( see page 262)	This is function GetSemVerStr.
✦	GetUUID ( see page 263)	This is function GetUUID.
✦	GetVersionInfo ( see page 263)	This is function GetVersionInfo.
✦	GetVersionInfo ( see page 263)	This is function GetVersionInfo.
✦	HasConsoleOutput ( see page 263)	This is function HasConsoleOutput.
✦	HttpGet ( see page 264)	This is function HttpGet.
✦	IsCurrentDir ( see page 264)	This is function IsCurrentDir.
✦	IsSingleInstance ( see page 264)	This is function IsSingleInstance.
✦	IsValidFilename ( see page 264)	This is function IsValidFilename.
✦	Lerp ( see page 265)	This is function Lerp.
✦	LineIntersection ( see page 265)	This is function LineIntersection.
✦	Pause ( see page 265)	This is function Pause.
✦	PointInCircle ( see page 266)	This is function PointInCircle.
✦	PointInRectangle ( see page 266)	This is function PointInRectangle.
✦	PointInTriangle ( see page 266)	This is function PointInTriangle.
✦	Print ( see page 266)	This is function Print.
✦	Print ( see page 267)	This is function Print.
✦	PrintLn ( see page 267)	This is function PrintLn.
✦	PrintLn ( see page 267)	This is function PrintLn.
✦	PrintLn ( see page 267)	This is function PrintLn.
✦	ProcessMessages ( see page 268)	This is function ProcessMessages.
✦	RadiusOverlap ( see page 268)	This is function RadiusOverlap.
✦	RandomBool ( see page 268)	This is function RandomBool.
✦	RandomRange ( see page 268)	This is function RandomRange.
✦	RandomRangeF ( see page 269)	This is function RandomRangeF.
✦	ReadStringFromStream ( see page 269)	This is function ReadStringFromStream.
✦	RectangleIntersection ( see page 269)	This is function RectangleIntersection.
✦	RectanglesOverlap ( see page 269)	This is function RectanglesOverlap.
✦	RemoveDuplicates ( see page 270)	This is function RemoveDuplicates.
✦	RemoveDuplicates2 ( see page 270)	This is function RemoveDuplicates2.
✦	RemoveQuotes ( see page 270)	This is function RemoveQuotes.
✦	RemoveSelfFromUserPath ( see page 270)	This is function RemoveSelfFromUserPath.
✦	ResourceExists ( see page 271)	This is function ResourceExists.
✦	RunGame ( see page 271)	This is function RunGame.

✦	SameSign ( see page 271)	This is function SameSign.
✦	SameSignf ( see page 271)	This is function SameSignf.
✦	SameVaLue ( see page 272)	This is function SameVaLue.
✦	SameVaLuef ( see page 272)	This is function SameVaLuef.
✦	SetEnvVarValue ( see page 272)	This is function SetEnvVarValue.
✦	SetGlobalEnvironment ( see page 272)	This is function SetGlobalEnvironment.
✦	SetRandomSeed ( see page 273)	This is function SetRandomSeed.
✦	ShellOpen ( see page 273)	This is function ShellOpen.
✦	SmoothMove ( see page 273)	This is function SmoothMove.
✦	UnitToScalarValue ( see page 274)	This is function UnitToScalarValue.
✦	WaitForAnyKey ( see page 274)	This is function WaitForAnyKey.
✦	WasRunFromConsole ( see page 274)	This is function WasRunFromConsole.
✦	WriteStringToStream ( see page 274)	This is function WriteStringToStream.

## 1.3.1 AddSelfToUserPath

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is function AddSelfToUserPath.

## 1.3.2 AngleCos

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is function AngleCos.

## 1.3.3 AngleDiff

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

**Description**

This is function AngleDiff.

## 1.3.4 AngleRotatePos

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function AngleRotatePos.

## 1.3.5 AngleSin

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function AngleSin.

## 1.3.6 CaptureConsoleOutput

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function CaptureConsoleOutput.

## 1.3.7 CircleInRectangle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function CircleInRectangle.

## 1.3.8 CirclesOverlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function CirclesOverlap.

## 1.3.9 ClipVaLue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ClipVaLue.

## 1.3.10 ClipVaLuef

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ClipVaLuef.

## 1.3.11 CreateDirsInPath

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is function CreateDirsInPath.

## 1.3.12 EasePosition

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is function EasePosition.

## 1.3.13 EaseValue

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is function EaseValue.

## 1.3.14 ExpandRelDirectory

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

```
    const aRelDir: string  
  ): string;
```

**Description**

This is function ExpandRelDirectory.

## 1.3.15 ExpandRelFilename

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ExpandRelFilename.

## 1.3.16 ExtractRelativeDirectory

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ExtractRelativeDirectory.

## 1.3.17 ExtractRelativeFilename

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ExtractRelativeFilename.

## 1.3.18 FreeNilObject

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function FreeNilObject.

## 1.3.19 GetDirName

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetDirName.

## 1.3.20 GetEnvVarValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetEnvVarValue.

## 1.3.21 GetExeBasePath

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetExeBasePath.

## 1.3.22 GetExePath

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetExePath: string;
```

**Description**

This is function GetExePath.

## 1.3.23 GetFileRWops

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetFileRWops.

## 1.3.24 GetMemRWops

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetMemRWops.

## 1.3.25 GetRandomSeed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function GetRandomSeed: Integer;
```

**Description**

This is function GetRandomSeed.

## 1.3.26 GetSemVerStr

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is function GetSemVerStr.

## 1.3.27 GetUUID

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetUUID.

## 1.3.28 GetVersionInfo

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetVersionInfo.

## 1.3.29 GetVersionInfo

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function GetVersionInfo.

## 1.3.30 HasConsoleOutput

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function HasConsoleOutput: Boolean;
```

**Description**

This is function HasConsoleOutput.

## 1.3.31 HttpGet

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function HttpGet.

## 1.3.32 IsCurrentDir

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function IsCurrentDir.

## 1.3.33 IsSingleInstance

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function IsSingleInstance.

## 1.3.34 IsValidFilename

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function IsValidFilename.

## 1.3.35 Lerp

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function Lerp.

## 1.3.36 LineIntersection

**File:** DelphiGamekit.pas ( see page 397)

**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.

## 1.3.37 Pause

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function Pause.

## 1.3.38 PointInCircle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function PointInCircle.

## 1.3.39 PointInRectangle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function PointInRectangle.

## 1.3.40 PointInTriangle

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function PointInTriangle.

## 1.3.41 Print

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function Print.

## 1.3.42 Print

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function Print.

## 1.3.43 PrintLn

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure PrintLn; overload;
```

**Description**

This is function PrintLn.

## 1.3.44 PrintLn

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function PrintLn.

## 1.3.45 PrintLn

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function PrintLn.

## 1.3.46 ProcessMessages

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure ProcessMessages;
```

**Description**

This is function ProcessMessages.

## 1.3.47 RadiusOverlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function RadiusOverlap.

## 1.3.48 RandomBool

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function RandomBool: Boolean;
```

**Description**

This is function RandomBool.

## 1.3.49 RandomRange

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

```
) : Integer;
```

**Description**

This is function RandomRange.

## 1.3.50 RandomRange

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function RandomRange.

## 1.3.51 ReadStringFromStream

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ReadStringFromStream.

## 1.3.52 RectangleIntersection

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function RectangleIntersection.

## 1.3.53 RectanglesOverlap

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function RectanglesOverlap(  
    aRect1: TRect;
```

```
    aRect2: TRect  
): Boolean;
```

**Description**

This is function RectanglesOverlap.

## 1.3.54 RemoveDuplicates

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function RemoveDuplicates.

## 1.3.55 RemoveDuplicates2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function RemoveDuplicates2.

## 1.3.56 RemoveQuotes

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function RemoveQuotes.

## 1.3.57 RemoveSelfFromUserPath

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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



**Description**

This is function RemoveSelfFromUserPath.

## 1.3.58 ResourceExists

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ResourceExists.

## 1.3.59 RunGame

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function RunGame.

## 1.3.60 SameSign

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function SameSign.

## 1.3.61 SameSignf

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

```
) : Boolean;
```

**Description**

This is function SameSignf.

## 1.3.62 SameVaLue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function SameVaLue.

## 1.3.63 SameVaLuef

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function SameVaLuef.

## 1.3.64 SetEnvVarValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function SetEnvVarValue.

## 1.3.65 SetGlobalEnvironment

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function SetGlobalEnvironment.

## 1.3.66 SetRandomSeed

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function SetRandomSeed.

## 1.3.67 ShellOpen

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function ShellOpen.

## 1.3.68 SmoothMove

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function SmoothMove.

## 1.3.69 UnitToScalarValue

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is function UnitToScalarValue.

## 1.3.70 WaitForAnyKey

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
procedure WaitForAnyKey;
```

**Description**

This is function WaitForAnyKey.

## 1.3.71 WasRunFromConsole

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
function WasRunFromConsole: Boolean;
```

**Description**

This is function WasRunFromConsole.

## 1.3.72 WriteStringToStream

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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















**Description**

This is function WriteStringToStream.


# 1.4 Structs, Records, Enums

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

## Enumerations

	TAudioFading ( see page 275)	This is record TAudioFading.
	TBlendMode ( see page 276)	This is record TBlendMode.
	TEaseType ( see page 276)	This is record TEaseType.
	TFlipMode ( see page 277)	This is record TFlipMode.
	THAlign ( see page 277)	This is record THAlign.
	TInputDevice ( see page 277)	This is record TInputDevice.
	TLineIntersection ( see page 277)	This is record TLineIntersection.
	TLuaTable ( see page 278)	This is record TLuaTable.
	TLuaType ( see page 278)	This is record TLuaType.
	TLuaValueType ( see page 278)	This is record TLuaValueType.
	TSpeechVoiceAttribute ( see page 279)	This is record TSpeechVoiceAttribute.
	TTextureAccess ( see page 279)	This is record TTextureAccess.
	TVAlign ( see page 279)	This is record TVAlign.
	TVideoStatus ( see page 279)	This is record TVideoStatus.

## Records

	TActorMessage ( see page 275)	This is record TActorMessage.
---	-------------------------------	-------------------------------

## 1.4.1 TActorMessage

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is record TActorMessage.

## 1.4.2 TAudioFading

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

**Description**

This is record TAudioFading.

## 1.4.3 TBlendMode

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is record TBlendMode.

## 1.4.4 TEaseType

**File:** DelphiGamekit.pas ( see page 397)

**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.

## 1.4.5 TFlipMode

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is record TFlipMode.

## 1.4.6 THAlign

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is record THAlign.

## 1.4.7 TInputDevice

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is record TInputDevice.

## 1.4.8 TLineIntersection

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

```
    liParallel  
);
```

**Description**

This is record TLineIntersection.

## 1.4.9 TLuaTable

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is record TLuaTable.

## 1.4.10 TLuaType

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
    TLuaType = (  
        ltNone = -1,  
        ltNil = 0,  
        ltBoolean = 1,  
        ltLightUserData = 2,  
        ltNumber = 3,  
        ltString = 4,  
        ltTable = 5,  
        ltFunction = 6,  
        ltUserData = 7,  
        ltThread = 8  
    );
```

**Description**

This is record TLuaType.

## 1.4.11 TLuaValueType

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is record TLuaValueType.



## 1.4.12 TSpeechVoiceAttribute

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is record TSpeechVoiceAttribute.

## 1.4.13 TTextureAccess

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is record TTextureAccess.

## 1.4.14 TVAlign

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is record TVAlign.

## 1.4.15 TVideoStatus

**File:** DelphiGamekit.pas ( see page 397)

Delphi

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

Description

This is record TVideoStatus.

# 1.5 Types

The following table lists types in this documentation.

Types

PActorMessage ( see page 280)	This is type PActorMessage.
PColor ( see page 280)	This is type PColor.
PPoint ( see page 281)	This is type PPoint.
PRange ( see page 281)	This is type PRange.
PRect ( see page 281)	This is type PRect.
PTransform ( see page 281)	This is type PTransform.
PVector ( see page 282)	This is type PVector.
PVideo ( see page 282)	This is type PVideo.
TActorAttributeSet ( see page 282)	This is type TActorAttributeSet.
TActorSceneEvent ( see page 282)	This is type TActorSceneEvent.
TAsyncProc ( see page 282)	This is type TAsyncProc.
TCaptureConsoleOutputEvent ( see page 283)	This is type TCaptureConsoleOutputEvent.
TGameClass ( see page 283)	This is type TGameClass.
TLuaFunction ( see page 283)	This is type TLuaFunction.
TMusic ( see page 283)	This is type TMusic.
TSound ( see page 284)	This is type TSound.

## 1.5.1 PActorMessage

File: DelphiGamekit.pas ( see page 397)

Delphi

```
PActorMessage = ^TActorMessage;
```

Description

This is type PActorMessage.

## 1.5.2 PColor

File: DelphiGamekit.pas ( see page 397)

**Delphi**

```
PColor = ^TColor;
```

**Description**

This is type PColor.

## 1.5.3 PPoint

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PPoint = ^TPoint;
```

**Description**

This is type PPoint.

## 1.5.4 PRange

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PRange = ^TRange;
```

**Description**

This is type PRange.

## 1.5.5 PRect

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PRect = ^TRect;
```

**Description**

This is type PRect.

## 1.5.6 PTransform

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PTransform = ^TTransform;
```

**Description**

This is type PTransform.

## 1.5.7 PVector

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PVector = ^TVector;
```

**Description**

This is type PVector.

## 1.5.8 PVideo

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PVideo = ^TVideo;
```

**Description**

This is type PVideo.

## 1.5.9 TActorAttributeSet

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is type TActorAttributeSet.

## 1.5.10 TActorSceneEvent

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is type TActorSceneEvent.

## 1.5.11 TAsyncProc

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is type TAsyncProc.

## 1.5.12 TCaptureConsoleOutputEvent

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is type TCaptureConsoleOutputEvent.

## 1.5.13 TGameClass

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is type TGameClass.

## 1.5.14 TLuaFunction

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TLuaFunction = procedure (aLua: ILuaContext) of object;
```

**Description**

This is type TLuaFunction.

## 1.5.15 TMusic

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TMusic = PMix_Music;
```

**Description**

This is type TMusic.

# 1.5.16 TSound

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TSound = PMix_Chunk;
```

**Description**

This is type TSound.

# 1.6 Variables

The following table lists variables in this documentation.

**Variables**

Game ( see page 284)	This is variable Game.
Marshaller ( see page 284)	This is variable Marshaller.

## 1.6.1 Game

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is variable Game.

## 1.6.2 Marshaller

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
Marshaller: TMarshaller;
```

**Description**

This is variable Marshaller.

# 1.7 Constants

The following table lists constants in this documentation.

**Constants**

ALICEBLUE ( see page 294)	This is constant ALICEBLUE.
ANTIQUEWHITE ( see page 295)	This is constant ANTIQUEWHITE.
AQUA ( see page 295)	This is constant AQUA.
AQUAMARINE ( see page 295)	This is constant AQUAMARINE.
ARCEXT ( see page 295)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC ( see page 295)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN ( see page 296)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT ( see page 296)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP ( see page 296)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX ( see page 296)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING ( see page 297)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE ( see page 297)	This is constant AZURE.
BEIGE ( see page 297)	This is constant BEIGE.
BISQUE ( see page 297)	This is constant BISQUE.
BLACK ( see page 297)	This is constant BLACK.
BLANCHEDALMOND ( see page 298)	This is constant BLANCHEDALMOND.
BLANK ( see page 298)	This is constant BLANK.
BLUE ( see page 298)	This is constant BLUE.
BLUEVIOLET ( see page 298)	This is constant BLUEVIOLET.
BROWN ( see page 299)	This is constant BROWN.
BURLYWOOD ( see page 299)	This is constant BURLYWOOD.
BUTTON_LEFT ( see page 299)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE ( see page 299)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT ( see page 299)	This is constant BUTTON_RIGHT.
BUTTON_X1 ( see page 300)	This is constant BUTTON_X1.
BUTTON_X2 ( see page 300)	This is constant BUTTON_X2.
CADETBBLUE ( see page 300)	This is constant CADETBBLUE.
CHARTREUSE ( see page 300)	This is constant CHARTREUSE.
CHOCOLATE ( see page 301)	This is constant CHOCOLATE.
COLORKEY ( see page 301)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX ( see page 301)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY ( see page 301)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX ( see page 301)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY ( see page 302)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT ( see page 302)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT ( see page 302)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A ( see page 302)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B ( see page 303)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK ( see page 303)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN ( see page 303)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT ( see page 303)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT ( see page 303)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.

CONTROLLER_BUTTON_DPAD_UP ( see page 304)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE ( see page 304)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER ( see page 304)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK ( see page 304)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 ( see page 305)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER ( see page 306)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK ( see page 306)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START ( see page 306)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD ( see page 306)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X ( see page 307)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y ( see page 307)	This is constant CONTROLLER_BUTTON_Y.
CORAL ( see page 307)	This is constant CORAL.
CORNFLOWERBLUE ( see page 307)	This is constant CORNFLOWERBLUE.
CORNSILK ( see page 307)	This is constant CORNSILK.
CR ( see page 308)	This is constant CR.
CRIMSON ( see page 308)	This is constant CRIMSON.
CRLF ( see page 308)	This is constant CRLF.
CYAN ( see page 308)	This is constant CYAN.
DARKBLUE ( see page 309)	This is constant DARKBLUE.
DARKCYAN ( see page 309)	This is constant DARKCYAN.
DARKGOLDENROD ( see page 309)	This is constant DARKGOLDENROD.
DARKGRAY ( see page 309)	This is constant DARKGRAY.
DARKGREEN ( see page 309)	This is constant DARKGREEN.
DARKGREY ( see page 310)	This is constant DARKGREY.
DARKKHAKI ( see page 310)	This is constant DARKKHAKI.
DARKMAGENTA ( see page 310)	This is constant DARKMAGENTA.
DARKOLIVEGREEN ( see page 310)	This is constant DARKOLIVEGREEN.
DARKORANGE ( see page 311)	This is constant DARKORANGE.
DARKORCHID ( see page 311)	This is constant DARKORCHID.
DARKRED ( see page 311)	This is constant DARKRED.
DARKSALMON ( see page 311)	This is constant DARKSALMON.
DARKSEAGREEN ( see page 311)	This is constant DARKSEAGREEN.
DARKSLATEBLUE ( see page 312)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN ( see page 312)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY ( see page 312)	This is constant DARKSLATEGRAY.



DARKTURQUOISE ( see page 312)	This is constant DARKTURQUOISE.
DARKVIOLET ( see page 313)	This is constant DARKVIOLET.
DEEPPINK ( see page 313)	This is constant DEEPPINK.
DEEPSKYBLUE ( see page 313)	This is constant DEEPSKYBLUE.
DEGTORAD ( see page 313)	This is constant DEGTORAD.
DIMGRAY ( see page 313)	This is constant DIMGRAY.
DIMWHITE ( see page 314)	This is constant DIMWHITE.
DODGERBLUE ( see page 314)	This is constant DODGERBLUE.
EPSILON ( see page 314)	This is constant EPSILON.
FIREBRICK ( see page 314)	This is constant FIREBRICK.
FLORALWHITE ( see page 315)	This is constant FLORALWHITE.
FORESTGREEN ( see page 315)	This is constant FORESTGREEN.
FUCHSIA ( see page 315)	This is constant FUCHSIA.
GAINSBORO ( see page 315)	This is constant GAINSBORO.
GHOSTWHITE ( see page 315)	This is constant GHOSTWHITE.
GOLD ( see page 316)	This is constant GOLD.
GOLDENROD ( see page 316)	This is constant GOLDENROD.
GRAY ( see page 316)	This is constant GRAY.
GREEN ( see page 316)	This is constant GREEN.
GREENYELLOW ( see page 317)	This is constant GREENYELLOW.
GREY ( see page 317)	This is constant GREY.
HONEYDEW ( see page 317)	This is constant HONEYDEW.
HOTPINK ( see page 317)	This is constant HOTPINK.
INDIANRED ( see page 317)	This is constant INDIANRED.
INDIGO ( see page 318)	This is constant INDIGO.
INIEXT ( see page 318)	This is constant INIEXT.
IVORY ( see page 318)	This is constant IVORY.
KEY_0 ( see page 318)	This is constant KEY_0.
KEY_1 ( see page 319)	This is constant KEY_1.
KEY_2 ( see page 319)	This is constant KEY_2.
KEY_3 ( see page 319)	This is constant KEY_3.
KEY_4 ( see page 319)	This is constant KEY_4.
KEY_5 ( see page 319)	This is constant KEY_5.
KEY_6 ( see page 320)	This is constant KEY_6.
KEY_7 ( see page 320)	This is constant KEY_7.
KEY_8 ( see page 320)	This is constant KEY_8.
KEY_9 ( see page 320)	This is constant KEY_9.
KEY_A ( see page 321)	This is constant KEY_A.
KEY_AC_BACK ( see page 321)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS ( see page 321)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD ( see page 321)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME ( see page 321)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH ( see page 322)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH ( see page 322)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP ( see page 322)	This is constant KEY_AC_STOP.
KEY_AGAIN ( see page 322)	This is constant KEY_AGAIN.
KEY_ALTERASE ( see page 323)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE ( see page 323)	This is constant KEY_APOSTROPHE.
KEY_APP1 ( see page 323)	This is constant KEY_APP1.

KEY_APP2 ( see page 323)	This is constant KEY_APP2.
KEY_APPLICATION ( see page 323)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD ( see page 324)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE ( see page 324)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT ( see page 324)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY ( see page 324)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV ( see page 325)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND ( see page 325)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP ( see page 325)	This is constant KEY_AUDIOSTOP.
KEY_B ( see page 325)	This is constant KEY_B.
KEY_BACKSLASH ( see page 325)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE ( see page 326)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN ( see page 326)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP ( see page 326)	This is constant KEY_BRIGHTNESSUP.
KEY_C ( see page 326)	This is constant KEY_C.
KEY_CALCULATOR ( see page 327)	This is constant KEY_CALCULATOR.
KEY_CALL ( see page 327)	This is constant KEY_CALL.
KEY_CANCEL ( see page 327)	This is constant KEY_CANCEL.
KEY_CAPSLOCK ( see page 327)	This is constant KEY_CAPSLOCK.
KEY_CLEAR ( see page 327)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN ( see page 328)	This is constant KEY_CLEARAGAIN.
KEY_COMMA ( see page 328)	This is constant KEY_COMMA.
KEY_COMPUTER ( see page 328)	This is constant KEY_COMPUTER.
KEY_COPY ( see page 328)	This is constant KEY_COPY.
KEY_CRSEL ( see page 329)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT ( see page 329)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT ( see page 329)	This is constant KEY_CURRENCYUNIT.
KEY_CUT ( see page 329)	This is constant KEY_CUT.
KEY_D ( see page 329)	This is constant KEY_D.
KEY_DECIMALSEPARATOR ( see page 330)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE ( see page 330)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH ( see page 330)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN ( see page 330)	This is constant KEY_DOWN.
KEY_E ( see page 331)	This is constant KEY_E.
KEY_EJECT ( see page 331)	This is constant KEY_EJECT.
KEY_END ( see page 331)	This is constant KEY_END.
KEY_ENDCALL ( see page 331)	This is constant KEY_ENDCALL.
KEY_EQUALS ( see page 331)	This is constant KEY_EQUALS.
KEY_ESCAPE ( see page 332)	This is constant KEY_ESCAPE.
KEY_EXECUTE ( see page 332)	This is constant KEY_EXECUTE.
KEY_F ( see page 332)	This is constant KEY_F.
KEY_F1 ( see page 332)	This is constant KEY_F1.
KEY_F10 ( see page 333)	This is constant KEY_F10.
KEY_F11 ( see page 333)	This is constant KEY_F11.
KEY_F12 ( see page 333)	This is constant KEY_F12.
KEY_F13 ( see page 333)	This is constant KEY_F13.
KEY_F14 ( see page 333)	This is constant KEY_F14.
KEY_F15 ( see page 334)	This is constant KEY_F15.
KEY_F16 ( see page 334)	This is constant KEY_F16.

KEY_F17 ( see page 334)	This is constant KEY_F17.
KEY_F18 ( see page 334)	This is constant KEY_F18.
KEY_F19 ( see page 335)	This is constant KEY_F19.
KEY_F2 ( see page 335)	This is constant KEY_F2.
KEY_F20 ( see page 335)	This is constant KEY_F20.
KEY_F21 ( see page 335)	This is constant KEY_F21.
KEY_F22 ( see page 335)	This is constant KEY_F22.
KEY_F23 ( see page 336)	This is constant KEY_F23.
KEY_F24 ( see page 336)	This is constant KEY_F24.
KEY_F3 ( see page 336)	This is constant KEY_F3.
KEY_F4 ( see page 336)	This is constant KEY_F4.
KEY_F5 ( see page 337)	This is constant KEY_F5.
KEY_F6 ( see page 337)	This is constant KEY_F6.
KEY_F7 ( see page 337)	This is constant KEY_F7.
KEY_F8 ( see page 337)	This is constant KEY_F8.
KEY_F9 ( see page 337)	This is constant KEY_F9.
KEY_FIND ( see page 338)	This is constant KEY_FIND.
KEY_G ( see page 338)	This is constant KEY_G.
KEY_GRAVE ( see page 338)	This is constant KEY_GRAVE.
KEY_H ( see page 338)	This is constant KEY_H.
KEY_HELP ( see page 339)	This is constant KEY_HELP.
KEY_HOME ( see page 339)	This is constant KEY_HOME.
KEY_I ( see page 339)	This is constant KEY_I.
KEY_INSERT ( see page 339)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 ( see page 339)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 ( see page 340)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 ( see page 340)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 ( see page 340)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 ( see page 340)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 ( see page 341)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 ( see page 341)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 ( see page 341)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 ( see page 341)	This is constant KEY_INTERNATIONAL9.
KEY_J ( see page 341)	This is constant KEY_J.
KEY_K ( see page 342)	This is constant KEY_K.
KEY_KBDILLUMDOWN ( see page 342)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE ( see page 342)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP ( see page 342)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 ( see page 343)	This is constant KEY_KP_0.
KEY_KP_00 ( see page 343)	This is constant KEY_KP_00.
KEY_KP_000 ( see page 343)	This is constant KEY_KP_000.
KEY_KP_1 ( see page 343)	This is constant KEY_KP_1.
KEY_KP_2 ( see page 343)	This is constant KEY_KP_2.
KEY_KP_3 ( see page 344)	This is constant KEY_KP_3.
KEY_KP_4 ( see page 344)	This is constant KEY_KP_4.
KEY_KP_5 ( see page 344)	This is constant KEY_KP_5.
KEY_KP_6 ( see page 344)	This is constant KEY_KP_6.
KEY_KP_7 ( see page 345)	This is constant KEY_KP_7.
KEY_KP_8 ( see page 345)	This is constant KEY_KP_8.

KEY_KP_9 ( see page 345)	This is constant KEY_KP_9.
KEY_KP_A ( see page 345)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND ( see page 345)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT ( see page 346)	This is constant KEY_KP_AT.
KEY_KP_B ( see page 346)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE ( see page 346)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY ( see page 346)	This is constant KEY_KP_BINARY.
KEY_KP_C ( see page 347)	This is constant KEY_KP_C.
KEY_KP_CLEAR ( see page 347)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY ( see page 347)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON ( see page 347)	This is constant KEY_KP_COLON.
KEY_KP_COMMA ( see page 347)	This is constant KEY_KP_COMMA.
KEY_KP_D ( see page 348)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND ( see page 348)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR ( see page 348)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL ( see page 348)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE ( see page 349)	This is constant KEY_KP_DIVIDE.
KEY_KP_E ( see page 349)	This is constant KEY_KP_E.
KEY_KP_ENTER ( see page 349)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS ( see page 349)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 ( see page 349)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM ( see page 350)	This is constant KEY_KP_EXCLAM.
KEY_KP_F ( see page 350)	This is constant KEY_KP_F.
KEY_KP_GREATER ( see page 350)	This is constant KEY_KP_GREATER.
KEY_KP_HASH ( see page 350)	This is constant KEY_KP_HASH.
KEY_KP_HEXADecimal ( see page 351)	This is constant KEY_KP_HEXADecimal.
KEY_KP_LEFTBRACE ( see page 351)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN ( see page 351)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS ( see page 351)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD ( see page 351)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR ( see page 352)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE ( see page 352)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY ( see page 352)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL ( see page 352)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE ( see page 353)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT ( see page 353)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS ( see page 353)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY ( see page 353)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL ( see page 353)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT ( see page 354)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD ( see page 354)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS ( see page 354)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS ( see page 354)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER ( see page 355)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE ( see page 355)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN ( see page 355)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE ( see page 355)	This is constant KEY_KP_SPACE.
KEY_KP_TAB ( see page 355)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR ( see page 356)	This is constant KEY_KP_VERTICALBAR.

KEY_KP_XOR ( see page 356)	This is constant KEY_KP_XOR.
KEY_L ( see page 356)	This is constant KEY_L.
KEY_LALT ( see page 356)	This is constant KEY_LALT.
KEY_LANG1 ( see page 357)	This is constant KEY_LANG1.
KEY_LANG2 ( see page 357)	This is constant KEY_LANG2.
KEY_LANG3 ( see page 357)	This is constant KEY_LANG3.
KEY_LANG4 ( see page 357)	This is constant KEY_LANG4.
KEY_LANG5 ( see page 357)	This is constant KEY_LANG5.
KEY_LANG6 ( see page 358)	This is constant KEY_LANG6.
KEY_LANG7 ( see page 358)	This is constant KEY_LANG7.
KEY_LANG8 ( see page 358)	This is constant KEY_LANG8.
KEY_LANG9 ( see page 358)	This is constant KEY_LANG9.
KEY_LCTRL ( see page 359)	This is constant KEY_LCTRL.
KEY_LEFT ( see page 359)	This is constant KEY_LEFT.
KEY_LEFTBRACKET ( see page 359)	This is constant KEY_LEFTBRACKET.
KEY_LGUI ( see page 359)	This is constant KEY_LGUI.
KEY_LSHIFT ( see page 359)	This is constant KEY_LSHIFT.
KEY_M ( see page 360)	This is constant KEY_M.
KEY_MAIL ( see page 360)	This is constant KEY_MAIL.
KEY_MEDIASELECT ( see page 360)	This is constant KEY_MEDIASELECT.
KEY_MENU ( see page 360)	This is constant KEY_MENU.
KEY_MINUS ( see page 361)	This is constant KEY_MINUS.
KEY_MODE ( see page 361)	This is constant KEY_MODE.
KEY_MUTE ( see page 361)	This is constant KEY_MUTE.
KEY_N ( see page 361)	This is constant KEY_N.
KEY_NONUSBACKSLASH ( see page 361)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH ( see page 362)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR ( see page 362)	This is constant KEY_NUMLOCKCLEAR.
KEY_O ( see page 362)	This is constant KEY_O.
KEY_OPER ( see page 362)	This is constant KEY_OPER.
KEY_OUT ( see page 363)	This is constant KEY_OUT.
KEY_P ( see page 363)	This is constant KEY_P.
KEY_PAGEDOWN ( see page 363)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP ( see page 363)	This is constant KEY_PAGEUP.
KEY_PASTE ( see page 363)	This is constant KEY_PASTE.
KEY_PAUSE ( see page 364)	This is constant KEY_PAUSE.
KEY_PERIOD ( see page 364)	This is constant KEY_PERIOD.
KEY_POWER ( see page 364)	This is constant KEY_POWER.
KEY_PRINTSCREEN ( see page 364)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR ( see page 365)	This is constant KEY_PRIOR.
KEY_Q ( see page 365)	This is constant KEY_Q.
KEY_R ( see page 365)	This is constant KEY_R.
KEY_RALT ( see page 365)	This is constant KEY_RALT.
KEY_RCTRL ( see page 365)	This is constant KEY_RCTRL.
KEY_RETURN ( see page 366)	This is constant KEY_RETURN.
KEY_RETURN2 ( see page 366)	This is constant KEY_RETURN2.
KEY_RGUI ( see page 366)	This is constant KEY_RGUI.
KEY_RIGHT ( see page 366)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET ( see page 367)	This is constant KEY_RIGHTBRACKET.

KEY_RSHIFT ( see page 367)	This is constant KEY_RSHIFT.
KEY_S ( see page 367)	This is constant KEY_S.
KEY_SCROLLLOCK ( see page 367)	This is constant KEY_SCROLLLOCK.
KEY_SELECT ( see page 367)	This is constant KEY_SELECT.
KEY_SEMICOLON ( see page 368)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR ( see page 368)	This is constant KEY_SEPARATOR.
KEY_SLASH ( see page 368)	This is constant KEY_SLASH.
KEY_SLEEP ( see page 368)	This is constant KEY_SLEEP.
KEY_SOFTLEFT ( see page 369)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT ( see page 369)	This is constant KEY_SOFTRIGHT.
KEY_SPACE ( see page 369)	This is constant KEY_SPACE.
KEY_STOP ( see page 369)	This is constant KEY_STOP.
KEY_SYSREQ ( see page 369)	This is constant KEY_SYSREQ.
KEY_T ( see page 370)	This is constant KEY_T.
KEY_TAB ( see page 370)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR ( see page 370)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U ( see page 370)	This is constant KEY_U.
KEY_UNDO ( see page 371)	This is constant KEY_UNDO.
KEY_UP ( see page 371)	This is constant KEY_UP.
KEY_V ( see page 371)	This is constant KEY_V.
KEY_VOLUMEDOWN ( see page 371)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP ( see page 371)	This is constant KEY_VOLUMEUP.
KEY_W ( see page 372)	This is constant KEY_W.
KEY_WWW ( see page 372)	This is constant KEY_WWW.
KEY_X ( see page 372)	This is constant KEY_X.
KEY_Y ( see page 372)	This is constant KEY_Y.
KEY_Z ( see page 373)	This is constant KEY_Z.
KHAKI ( see page 373)	This is constant KHAKI.
LAVENDER ( see page 373)	This is constant LAVENDER.
LAVENDERBLUSH ( see page 373)	This is constant LAVENDERBLUSH.
LAWNGREEN ( see page 373)	This is constant LAWNGREEN.
LEMONCHIFFON ( see page 374)	This is constant LEMONCHIFFON.
LF ( see page 374)	This is constant LF.
LIGHTBLUE ( see page 374)	This is constant LIGHTBLUE.
LIGHTCORAL ( see page 374)	This is constant LIGHTCORAL.
LIGHTCYAN ( see page 375)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW ( see page 375)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY ( see page 375)	This is constant LIGHTGRAY.
LIGHTGREEN ( see page 375)	This is constant LIGHTGREEN.
LIGHTGREY ( see page 375)	This is constant LIGHTGREY.
LIGHTPINK ( see page 376)	This is constant LIGHTPINK.
LIGHTSALMON ( see page 376)	This is constant LIGHTSALMON.
LIGHTSEAGREEN ( see page 376)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE ( see page 376)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY ( see page 377)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY ( see page 377)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE ( see page 377)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW ( see page 377)	This is constant LIGHTYELLOW.

LIME ( see page 377)	This is constant LIME.
LIMEGREEN ( see page 378)	This is constant LIMEGREEN.
LINEN ( see page 378)	This is constant LINEN.
LOGEXT ( see page 378)	This is constant LOGEXT.
LUACEXT ( see page 378)	This is constant LUACEXT.
LUAEXT ( see page 379)	This is constant LUAEXT.
LuSCANCODE_EXSEL ( see page 379)	This is constant LuSCANCODE_EXSEL.
MAGENTA ( see page 379)	This is constant MAGENTA.
MAROON ( see page 379)	This is constant MAROON.
MEDIUMAQUAMARINE ( see page 379)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE ( see page 380)	This is constant MEDIUMBLUE.
MEDIUMORCHID ( see page 380)	This is constant MEDIUMORCHID.
MEDIUMPURPLE ( see page 380)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN ( see page 380)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE ( see page 381)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN ( see page 381)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE ( see page 381)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED ( see page 381)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE ( see page 381)	This is constant MIDNIGHTBLUE.
MINTCREAM ( see page 382)	This is constant MINTCREAM.
MISTYROSE ( see page 382)	This is constant MISTYROSE.
MOCCASIN ( see page 382)	This is constant MOCCASIN.
MPGEXT ( see page 382)	This is constant MPGEXT.
NAN ( see page 383)	This is constant NAN.
NAVAJOWHITE ( see page 383)	This is constant NAVAJOWHITE.
NAVY ( see page 383)	This is constant NAVY.
OGGEXT ( see page 383)	This is constant OGGEXT.
OLDLACE ( see page 383)	This is constant OLDLACE.
OLIVE ( see page 384)	This is constant OLIVE.
OLIVEDRAB ( see page 384)	This is constant OLIVEDRAB.
ORANGE ( see page 384)	This is constant ORANGE.
ORANGERED ( see page 384)	This is constant ORANGERED.
ORCHID ( see page 385)	This is constant ORCHID.
OVERLAY1 ( see page 385)	This is constant OVERLAY1.
OVERLAY2 ( see page 385)	This is constant OVERLAY2.
PALEGOLDENROD ( see page 385)	This is constant PALEGOLDENROD.
PALEGREEN ( see page 385)	This is constant PALEGREEN.
PALETURQUOISE ( see page 386)	This is constant PALETURQUOISE.
PALEVIOLETRED ( see page 386)	This is constant PALEVIOLETRED.
PAPAYAWHIP ( see page 386)	This is constant PAPAYAWHIP.
PEACHPUFF ( see page 386)	This is constant PEACHPUFF.
PERU ( see page 387)	This is constant PERU.
PINK ( see page 387)	This is constant PINK.
PLUM ( see page 387)	This is constant PLUM.
PNGEXT ( see page 387)	This is constant PNGEXT.
POWDERBLUE ( see page 387)	This is constant POWDERBLUE.
PURPLE ( see page 388)	This is constant PURPLE.
RADTODEG ( see page 388)	This is constant RADTODEG.
REBECCAPURPLE ( see page 388)	This is constant REBECCAPURPLE.

RED ( see page 388)	This is constant RED.
RED2 ( see page 389)	This is constant RED2.
ROSYBROWN ( see page 389)	This is constant ROSYBROWN.
ROYALBLUE ( see page 389)	This is constant ROYALBLUE.
SADDLEBROWN ( see page 389)	This is constant SADDLEBROWN.
SALMON ( see page 389)	This is constant SALMON.
SANDYBROWN ( see page 390)	This is constant SANDYBROWN.
SEAGREEN ( see page 390)	This is constant SEAGREEN.
SEASHELL ( see page 390)	This is constant SEASHELL.
SIENNA ( see page 390)	This is constant SIENNA.
SILVER ( see page 391)	This is constant SILVER.
SKYBLUE ( see page 391)	This is constant SKYBLUE.
SLATEBLUE ( see page 391)	This is constant SLATEBLUE.
SLATEGRAY ( see page 391)	This is constant SLATEGRAY.
SLATEGREY ( see page 391)	This is constant SLATEGREY.
SNOW ( see page 392)	This is constant SNOW.
SPRINGGREEN ( see page 392)	This is constant SPRINGGREEN.
STEELBLUE ( see page 392)	This is constant STEELBLUE.
TAN ( see page 392)	This is constant TAN.
TEAL ( see page 393)	This is constant TEAL.
THISTLE ( see page 393)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED ( see page 393)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED ( see page 393)	This is constant TIMER_UPDATE_SPEED.
TOMATO ( see page 393)	This is constant TOMATO.
TURQUOISE ( see page 394)	This is constant TURQUOISE.
VERSION_MAJOR ( see page 394)	This is constant VERSION_MAJOR.
VERSION_MINOR ( see page 394)	This is constant VERSION_MINOR.
VERSION_PATCH ( see page 394)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE ( see page 395)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET ( see page 395)	This is constant VIOLET.
WHEAT ( see page 395)	This is constant WHEAT.
WHITE ( see page 395)	This is constant WHITE.
WHITE2 ( see page 395)	This is constant WHITE2.
WHITESMOKE ( see page 396)	This is constant WHITESMOKE.
WINDOW_HEIGHT ( see page 396)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH ( see page 396)	This is constant WINDOW_WIDTH.
YELLOW ( see page 396)	This is constant YELLOW.
YELLOWGREEN ( see page 397)	This is constant YELLOWGREEN.

## 1.7.1 ALICEBLUE

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is constant ALICEBLUE.



## 1.7.2 ANTIQUEWHITE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant ANTIQUEWHITE.

## 1.7.3 AQUA

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant AQUA.

## 1.7.4 AQUAMARINE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant AQUAMARINE.

## 1.7.5 ARCEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant ARCEXT.

## 1.7.6 AUDIO\_CHANNEL\_DYNAMIC

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
AUDIO_CHANNEL_DYNAMIC = -1;
```

**Description**

This is constant AUDIO\_CHANNEL\_DYNAMIC.

## 1.7.7 AUDIO\_CHANNEL\_FADINGIN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
AUDIO_CHANNEL_FADINGIN = 2;
```

**Description**

This is constant AUDIO\_CHANNEL\_FADINGIN.

## 1.7.8 AUDIO\_CHANNEL\_FADINGOUT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
AUDIO_CHANNEL_FADINGOUT = 1;
```

**Description**

This is constant AUDIO\_CHANNEL\_FADINGOUT.

## 1.7.9 AUDIO\_CHANNEL\_LOOP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
AUDIO_CHANNEL_LOOP = -1;
```

**Description**

This is constant AUDIO\_CHANNEL\_LOOP.

## 1.7.10 AUDIO\_CHANNEL\_MAX

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
AUDIO_CHANNEL_MAX = 16;
```

**Description**

This is constant AUDIO\_CHANNEL\_MAX.

## 1.7.11 AUDIO\_CHANNEL\_NOFADING

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
AUDIO_CHANNEL_NOFADING = 0;
```

**Description**

This is constant AUDIO\_CHANNEL\_NOFADING.

## 1.7.12 AZURE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant AZURE.

## 1.7.13 BEIGE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BEIGE.

## 1.7.14 BISQUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BISQUE.

## 1.7.15 BLACK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BLACK.

## 1.7.16 BLANCHEDALMOND

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BLANCHEDALMOND.

## 1.7.17 BLANK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BLANK.

## 1.7.18 BLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BLUE.

## 1.7.19 BLUEVIOLET

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BLUEVIOLET.

## 1.7.20 BROWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BROWN.

## 1.7.21 BURLYWOOD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant BURLYWOOD.

## 1.7.22 BUTTON\_LEFT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
BUTTON_LEFT = 1;
```

**Description**

This is constant BUTTON\_LEFT.

## 1.7.23 BUTTON\_MIDDLE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
BUTTON_MIDDLE = 2;
```

**Description**

This is constant BUTTON\_MIDDLE.

## 1.7.24 BUTTON\_RIGHT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
BUTTON_RIGHT = 3;
```

**Description**

This is constant BUTTON\_RIGHT.

## 1.7.25 BUTTON\_X1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
BUTTON_X1 = 4;
```

**Description**

This is constant BUTTON\_X1.

## 1.7.26 BUTTON\_X2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
BUTTON_X2 = 5;
```

**Description**

This is constant BUTTON\_X2.

## 1.7.27 CADETBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CADETBLUE.

## 1.7.28 CHARTREUSE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CHARTREUSE.

## 1.7.29 CHOCOLATE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CHOCOLATE.

## 1.7.30 COLORKEY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant COLORKEY.

## 1.7.31 CONTROLLER\_AXIS\_LEFTX

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_AXIS_LEFTX = 0;
```

**Description**

This is constant CONTROLLER\_AXIS\_LEFTX.

## 1.7.32 CONTROLLER\_AXIS\_LEFTY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_AXIS_LEFTY = 1;
```

**Description**

This is constant CONTROLLER\_AXIS\_LEFTY.

## 1.7.33 CONTROLLER\_AXIS\_RIGHTX

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_AXIS_RIGHTX = 2;
```

**Description**

This is constant CONTROLLER\_AXIS\_RIGHTX.

## 1.7.34 CONTROLLER\_AXIS\_RIGHTY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_AXIS_RIGHTY = 3;
```

**Description**

This is constant CONTROLLER\_AXIS\_RIGHTY.

## 1.7.35 CONTROLLER\_AXIS\_TRIGGERLEFT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_AXIS_TRIGGERLEFT = 4;
```

**Description**

This is constant CONTROLLER\_AXIS\_TRIGGERLEFT.

## 1.7.36 CONTROLLER\_AXIS\_TRIGGERRIGHT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_AXIS_TRIGGERRIGHT = 5;
```

**Description**

This is constant CONTROLLER\_AXIS\_TRIGGERRIGHT.

## 1.7.37 CONTROLLER\_BUTTON\_A

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_A = 0;
```

**Description**

This is constant CONTROLLER\_BUTTON\_A.



## 1.7.38 CONTROLLER\_BUTTON\_B

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_B = 1;
```

**Description**

This is constant CONTROLLER\_BUTTON\_B.

## 1.7.39 CONTROLLER\_BUTTON\_BACK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_BACK = 4;
```

**Description**

This is constant CONTROLLER\_BUTTON\_BACK.

## 1.7.40 CONTROLLER\_BUTTON\_DPAD\_DOWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_DOWN = 12;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_DOWN.

## 1.7.41 CONTROLLER\_BUTTON\_DPAD\_LEFT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_LEFT = 13;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_LEFT.

## 1.7.42 CONTROLLER\_BUTTON\_DPAD\_RIGHT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_RIGHT = 14;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_RIGHT.

## 1.7.43 CONTROLLER\_BUTTON\_DPAD\_UP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_UP = 11;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_UP.

## 1.7.44 CONTROLLER\_BUTTON\_GUIDE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_GUIDE = 5;
```

**Description**

This is constant CONTROLLER\_BUTTON\_GUIDE.

## 1.7.45 CONTROLLER\_BUTTON\_LEFTSHOULDER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_LEFTSHOULDER = 9;
```

**Description**

This is constant CONTROLLER\_BUTTON\_LEFTSHOULDER.

## 1.7.46 CONTROLLER\_BUTTON\_LEFTSTICK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_LEFTSTICK = 7;
```

**Description**

This is constant CONTROLLER\_BUTTON\_LEFTSTICK.

## 1.7.47 CONTROLLER\_BUTTON\_MISC1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_MISC1 = 15;
```

**Description**

This is constant CONTROLLER\_BUTTON\_MISC1.

## 1.7.48 CONTROLLER\_BUTTON\_PADDLE1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE1 = 16;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE1.

## 1.7.49 CONTROLLER\_BUTTON\_PADDLE2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE2 = 17;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE2.

## 1.7.50 CONTROLLER\_BUTTON\_PADDLE3

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE3 = 18;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE3.

## 1.7.51 CONTROLLER\_BUTTON\_PADDLE4

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE4 = 19;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE4.

## 1.7.52 CONTROLLER\_BUTTON\_RIGHTSHOULDER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_RIGHTSHOULDER = 10;
```

**Description**

This is constant CONTROLLER\_BUTTON\_RIGHTSHOULDER.

## 1.7.53 CONTROLLER\_BUTTON\_RIGHTSTICK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_RIGHTSTICK = 8;
```

**Description**

This is constant CONTROLLER\_BUTTON\_RIGHTSTICK.

## 1.7.54 CONTROLLER\_BUTTON\_START

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_START = 6;
```

**Description**

This is constant CONTROLLER\_BUTTON\_START.

## 1.7.55 CONTROLLER\_BUTTON\_TOUCHPAD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_TOUCHPAD = 20;
```

**Description**

This is constant CONTROLLER\_BUTTON\_TOUCHPAD.

## 1.7.56 CONTROLLER\_BUTTON\_X

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_X = 2;
```

**Description**

This is constant CONTROLLER\_BUTTON\_X.

## 1.7.57 CONTROLLER\_BUTTON\_Y

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CONTROLLER_BUTTON_Y = 3;
```

**Description**

This is constant CONTROLLER\_BUTTON\_Y.

## 1.7.58 CORAL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CORAL.

## 1.7.59 CORNFLOWERBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CORNFLOWERBLUE.

## 1.7.60 CORNSILK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CORNSILK.

## 1.7.61 CR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
CR = #10;
```

**Description**

This is constant CR.

## 1.7.62 CRIMSON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CRIMSON.

## 1.7.63 CRLF

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CRLF.

## 1.7.64 CYAN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant CYAN.

## 1.7.65 DARKBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKBLUE.

## 1.7.66 DARKCYAN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKCYAN.

## 1.7.67 DARKGOLDENROD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKGOLDENROD.

## 1.7.68 DARKGRAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKGRAY.

## 1.7.69 DARKGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKGREEN.

## 1.7.70 DARKGREY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKGREY.

## 1.7.71 DARKKHAKI

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKKHAKI.

## 1.7.72 DARKMAGENTA

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKMAGENTA.

## 1.7.73 DARKOLIVEGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKOLIVEGREEN.



## 1.7.74 DARKORANGE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKORANGE.

## 1.7.75 DARKORCHID

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKORCHID.

## 1.7.76 DARKRED

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKRED.

## 1.7.77 DARKSALMON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKSALMON.

## 1.7.78 DARKSEAGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKSEAGREEN.

## 1.7.79 DARKSLATEBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKSLATEBLUE.

## 1.7.80 DARKSLATEBROWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
DARKSLATEBROWN: TColor = (Red:30; Green:31; BLue:30; Alpha:1);
```

**Description**

This is constant DARKSLATEBROWN.

## 1.7.81 DARKSLATEGRAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DARKSLATEGRAY.

## 1.7.82 DARKTURQUOISE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
DARKTURQUOISE: TColor = (Red:$00; Green:$CE; BLue:$D1; Alpha:$FF);
```

**Description**

This is constant DARKTURQUOISE.

## 1.7.83 DARKVIOLET

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
DARKVIOLET: TColor = (Red:$94; Green:$00; BLue:$D3; Alpha:$FF);
```

**Description**

This is constant DARKVIOLET.

## 1.7.84 DEEPPINK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
DEEPPINK: TColor = (Red:$FF; Green:$14; BLue:$93; Alpha:$FF);
```

**Description**

This is constant DEEPPINK.

## 1.7.85 DEEPSKYBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DEEPSKYBLUE.

## 1.7.86 DEGTORAD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
DEGTORAD = PI / 180.0;
```

**Description**

This is constant DEGTORAD.

## 1.7.87 DIMGRAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DIMGRAY.

## 1.7.88 DIMWHITE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DIMWHITE.

## 1.7.89 DODGERBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant DODGERBLUE.

## 1.7.90 EPSILON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
EPSILON = 0.00001;
```

**Description**

This is constant EPSILON.

## 1.7.91 FIREBRICK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant FIREBRICK.

## 1.7.92 FLORALWHITE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant FLORALWHITE.

## 1.7.93 FORESTGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant FORESTGREEN.

## 1.7.94 FUCHSIA

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant FUCHSIA.

## 1.7.95 GAINSBORO

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GAINSBORO.

## 1.7.96 GHOSTWHITE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GHOSTWHITE.

## 1.7.97 GOLD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GOLD.

## 1.7.98 GOLDENROD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GOLDENROD.

## 1.7.99 GRAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GRAY.

## 1.7.100 GREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GREEN.

## 1.7.101 GREENYELLOW

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GREENYELLOW.

## 1.7.102 GREY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant GREY.

## 1.7.103 HONEYDEW

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant HONEYDEW.

## 1.7.104 HOTPINK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant HOTPINK.

## 1.7.105 INDIANRED

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant INDIANRED.

## 1.7.106 INDIGO

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant INDIGO.

## 1.7.107 INIEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
INIEXT = 'ini';
```

**Description**

This is constant INIEXT.

## 1.7.108 IVORY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant IVORY.

## 1.7.109 KEY\_0

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_0 = 39;
```

**Description**

This is constant KEY\_0.



## 1.7.110 KEY\_1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_1 = 30;
```

**Description**

This is constant KEY\_1.

## 1.7.111 KEY\_2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_2 = 31;
```

**Description**

This is constant KEY\_2.

## 1.7.112 KEY\_3

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_3 = 32;
```

**Description**

This is constant KEY\_3.

## 1.7.113 KEY\_4

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_4 = 33;
```

**Description**

This is constant KEY\_4.

## 1.7.114 KEY\_5

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_5 = 34;
```

**Description**

This is constant KEY\_5.

## 1.7.115 KEY\_6

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_6 = 35;
```

**Description**

This is constant KEY\_6.

## 1.7.116 KEY\_7

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_7 = 36;
```

**Description**

This is constant KEY\_7.

## 1.7.117 KEY\_8

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_8 = 37;
```

**Description**

This is constant KEY\_8.

## 1.7.118 KEY\_9

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_9 = 38;
```

**Description**

This is constant KEY\_9.

## 1.7.119 KEY\_A

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_A = 4;
```

**Description**

This is constant KEY\_A.

## 1.7.120 KEY\_AC\_BACK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AC_BACK = 270;
```

**Description**

This is constant KEY\_AC\_BACK.

## 1.7.121 KEY\_AC\_BOOKMARKS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AC_BOOKMARKS = 274;
```

**Description**

This is constant KEY\_AC\_BOOKMARKS.

## 1.7.122 KEY\_AC\_FORWARD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AC_FORWARD = 271;
```

**Description**

This is constant KEY\_AC\_FORWARD.

## 1.7.123 KEY\_AC\_HOME

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AC_HOME = 269;
```

**Description**

This is constant KEY\_AC\_HOME.

## 1.7.124 KEY\_AC\_REFRESH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AC_REFRESH = 273;
```

**Description**

This is constant KEY\_AC\_REFRESH.

## 1.7.125 KEY\_AC\_SEARCH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AC_SEARCH = 268;
```

**Description**

This is constant KEY\_AC\_SEARCH.

## 1.7.126 KEY\_AC\_STOP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AC_STOP = 272;
```

**Description**

This is constant KEY\_AC\_STOP.

## 1.7.127 KEY\_AGAIN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AGAIN = 121;
```

**Description**

This is constant KEY\_AGAIN.

## 1.7.128 KEY\_ALTERASE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_ALTERASE = 153;
```

**Description**

This is constant KEY\_ALTERASE.

## 1.7.129 KEY\_APOSTROPHE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_APOSTROPHE = 52;
```

**Description**

This is constant KEY\_APOSTROPHE.

## 1.7.130 KEY\_APP1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_APP1 = 283;
```

**Description**

This is constant KEY\_APP1.

## 1.7.131 KEY\_APP2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_APP2 = 284;
```

**Description**

This is constant KEY\_APP2.

## 1.7.132 KEY\_APPLICATION

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_APPLICATION = 101;
```

**Description**

This is constant KEY\_APPLICATION.

## 1.7.133 KEY\_AUDIOFASTFORWARD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AUDIOFASTFORWARD = 286;
```

**Description**

This is constant KEY\_AUDIOFASTFORWARD.

## 1.7.134 KEY\_AUDIOMUTE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AUDIOMUTE = 262;
```

**Description**

This is constant KEY\_AUDIOMUTE.

## 1.7.135 KEY\_AUDIONEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AUDIONEXT = 258;
```

**Description**

This is constant KEY\_AUDIONEXT.

## 1.7.136 KEY\_AUDIOPLAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AUDIOPLAY = 261;
```

**Description**

This is constant KEY\_AUDIOPLAY.

## 1.7.137 KEY\_AUDIOPREV

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AUDIOPREV = 259;
```

**Description**

This is constant KEY\_AUDIOPREV.

## 1.7.138 KEY\_AUDIOREWIND

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AUDIOREWIND = 285;
```

**Description**

This is constant KEY\_AUDIOREWIND.

## 1.7.139 KEY\_AUDIOSTOP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_AUDIOSTOP = 260;
```

**Description**

This is constant KEY\_AUDIOSTOP.

## 1.7.140 KEY\_B

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_B = 5;
```

**Description**

This is constant KEY\_B.

## 1.7.141 KEY\_BACKSLASH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_BACKSLASH = 49;
```

**Description**

This is constant KEY\_BACKSLASH.

## 1.7.142 KEY\_BACKSPACE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_BACKSPACE = 42;
```

**Description**

This is constant KEY\_BACKSPACE.

## 1.7.143 KEY\_BRIGHTNESSDOWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_BRIGHTNESSDOWN = 275;
```

**Description**

This is constant KEY\_BRIGHTNESSDOWN.

## 1.7.144 KEY\_BRIGHTNESSUP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_BRIGHTNESSUP = 276;
```

**Description**

This is constant KEY\_BRIGHTNESSUP.

## 1.7.145 KEY\_C

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_C = 6;
```

**Description**

This is constant KEY\_C.



## 1.7.146 KEY\_CALCULATOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CALCULATOR = 266;
```

**Description**

This is constant KEY\_CALCULATOR.

## 1.7.147 KEY\_CALL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CALL = 289;
```

**Description**

This is constant KEY\_CALL.

## 1.7.148 KEY\_CANCEL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CANCEL = 155;
```

**Description**

This is constant KEY\_CANCEL.

## 1.7.149 KEY\_CAPSLOCK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CAPSLOCK = 57;
```

**Description**

This is constant KEY\_CAPSLOCK.

## 1.7.150 KEY\_CLEAR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CLEAR = 156;
```

**Description**

This is constant KEY\_CLEAR.

## 1.7.151 KEY\_CLEARAGAIN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CLEARAGAIN = 162;
```

**Description**

This is constant KEY\_CLEARAGAIN.

## 1.7.152 KEY\_COMMA

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_COMMA = 54;
```

**Description**

This is constant KEY\_COMMA.

## 1.7.153 KEY\_COMPUTER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_COMPUTER = 267;
```

**Description**

This is constant KEY\_COMPUTER.

## 1.7.154 KEY\_COPY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_COPY = 124;
```

**Description**

This is constant KEY\_COPY.

## 1.7.155 KEY\_CRSEL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CRSEL = 163;
```

**Description**

This is constant KEY\_CRSEL.

## 1.7.156 KEY\_CURRENCYSUBUNIT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CURRENCYSUBUNIT = 181;
```

**Description**

This is constant KEY\_CURRENCYSUBUNIT.

## 1.7.157 KEY\_CURRENCYUNIT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CURRENCYUNIT = 180;
```

**Description**

This is constant KEY\_CURRENCYUNIT.

## 1.7.158 KEY\_CUT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_CUT = 123;
```

**Description**

This is constant KEY\_CUT.

## 1.7.159 KEY\_D

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_D = 7;
```

**Description**

This is constant KEY\_D.

## 1.7.160 KEY\_DECIMALSEPARATOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_DECIMALSEPARATOR = 179;
```

**Description**

This is constant KEY\_DECIMALSEPARATOR.

## 1.7.161 KEY\_DELETE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_DELETE = 76;
```

**Description**

This is constant KEY\_DELETE.

## 1.7.162 KEY\_DISPLAYSWITCH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_DISPLAYSWITCH = 277;
```

**Description**

This is constant KEY\_DISPLAYSWITCH.

## 1.7.163 KEY\_DOWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_DOWN = 81;
```

**Description**

This is constant KEY\_DOWN.

## 1.7.164 KEY\_E

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_E = 8;
```

**Description**

This is constant KEY\_E.

## 1.7.165 KEY\_EJECT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_EJECT = 281;
```

**Description**

This is constant KEY\_EJECT.

## 1.7.166 KEY\_END

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_END = 77;
```

**Description**

This is constant KEY\_END.

## 1.7.167 KEY\_ENDCALL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_ENDCALL = 290;
```

**Description**

This is constant KEY\_ENDCALL.

## 1.7.168 KEY\_EQUALS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_EQUALS = 46;
```

**Description**

This is constant KEY\_EQUALS.

## 1.7.169 KEY\_ESCAPE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_ESCAPE = 41;
```

**Description**

This is constant KEY\_ESCAPE.

## 1.7.170 KEY\_EXECUTE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_EXECUTE = 116;
```

**Description**

This is constant KEY\_EXECUTE.

## 1.7.171 KEY\_F

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F = 9;
```

**Description**

This is constant KEY\_F.

## 1.7.172 KEY\_F1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F1 = 58;
```

**Description**

This is constant KEY\_F1.

## 1.7.173 KEY\_F10

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F10 = 67;
```

**Description**

This is constant KEY\_F10.

## 1.7.174 KEY\_F11

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F11 = 68;
```

**Description**

This is constant KEY\_F11.

## 1.7.175 KEY\_F12

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F12 = 69;
```

**Description**

This is constant KEY\_F12.

## 1.7.176 KEY\_F13

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F13 = 104;
```

**Description**

This is constant KEY\_F13.

## 1.7.177 KEY\_F14

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F14 = 105;
```

**Description**

This is constant KEY\_F14.

## 1.7.178 KEY\_F15

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F15 = 106;
```

**Description**

This is constant KEY\_F15.

## 1.7.179 KEY\_F16

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F16 = 107;
```

**Description**

This is constant KEY\_F16.

## 1.7.180 KEY\_F17

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F17 = 108;
```

**Description**

This is constant KEY\_F17.

## 1.7.181 KEY\_F18

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F18 = 109;
```

**Description**

This is constant KEY\_F18.



## 1.7.182 KEY\_F19

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F19 = 110;
```

**Description**

This is constant KEY\_F19.

## 1.7.183 KEY\_F2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F2 = 59;
```

**Description**

This is constant KEY\_F2.

## 1.7.184 KEY\_F20

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F20 = 111;
```

**Description**

This is constant KEY\_F20.

## 1.7.185 KEY\_F21

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F21 = 112;
```

**Description**

This is constant KEY\_F21.

## 1.7.186 KEY\_F22

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F22 = 113;
```

**Description**

This is constant KEY\_F22.

## 1.7.187 KEY\_F23

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F23 = 114;
```

**Description**

This is constant KEY\_F23.

## 1.7.188 KEY\_F24

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F24 = 115;
```

**Description**

This is constant KEY\_F24.

## 1.7.189 KEY\_F3

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F3 = 60;
```

**Description**

This is constant KEY\_F3.

## 1.7.190 KEY\_F4

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F4 = 61;
```

**Description**

This is constant KEY\_F4.

## 1.7.191 KEY\_F5

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F5 = 62;
```

**Description**

This is constant KEY\_F5.

## 1.7.192 KEY\_F6

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F6 = 63;
```

**Description**

This is constant KEY\_F6.

## 1.7.193 KEY\_F7

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F7 = 64;
```

**Description**

This is constant KEY\_F7.

## 1.7.194 KEY\_F8

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F8 = 65;
```

**Description**

This is constant KEY\_F8.

## 1.7.195 KEY\_F9

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_F9 = 66;
```

**Description**

This is constant KEY\_F9.

## 1.7.196 KEY\_FIND

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_FIND = 126;
```

**Description**

This is constant KEY\_FIND.

## 1.7.197 KEY\_G

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_G = 10;
```

**Description**

This is constant KEY\_G.

## 1.7.198 KEY\_GRAVE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_GRAVE = 53;
```

**Description**

This is constant KEY\_GRAVE.

## 1.7.199 KEY\_H

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_H = 11;
```

**Description**

This is constant KEY\_H.

## 1.7.200 KEY\_HELP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_HELP = 117;
```

**Description**

This is constant KEY\_HELP.

## 1.7.201 KEY\_HOME

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_HOME = 74;
```

**Description**

This is constant KEY\_HOME.

## 1.7.202 KEY\_I

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_I = 12;
```

**Description**

This is constant KEY\_I.

## 1.7.203 KEY\_INSERT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INSERT = 73;
```

**Description**

This is constant KEY\_INSERT.

## 1.7.204 KEY\_INTERNATIONAL1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERNATIONAL1 = 135;
```

**Description**

This is constant KEY\_INTERNATIONAL1.

## 1.7.205 KEY\_INTERNATIONAL2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERNATIONAL2 = 136;
```

**Description**

This is constant KEY\_INTERNATIONAL2.

## 1.7.206 KEY\_INTERNATIONAL3

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERNATIONAL3 = 137;
```

**Description**

This is constant KEY\_INTERNATIONAL3.

## 1.7.207 KEY\_INTERNATIONAL4

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERNATIONAL4 = 138;
```

**Description**

This is constant KEY\_INTERNATIONAL4.

## 1.7.208 KEY\_INTERNATIONAL5

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERNATIONAL5 = 139;
```

**Description**

This is constant KEY\_INTERNATIONAL5.

## 1.7.209 KEY\_INTERATIONAL6

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERATIONAL6 = 140;
```

**Description**

This is constant KEY\_INTERATIONAL6.

## 1.7.210 KEY\_INTERATIONAL7

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERATIONAL7 = 141;
```

**Description**

This is constant KEY\_INTERATIONAL7.

## 1.7.211 KEY\_INTERATIONAL8

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERATIONAL8 = 142;
```

**Description**

This is constant KEY\_INTERATIONAL8.

## 1.7.212 KEY\_INTERATIONAL9

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_INTERATIONAL9 = 143;
```

**Description**

This is constant KEY\_INTERATIONAL9.

## 1.7.213 KEY\_J

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_J = 13;
```

**Description**

This is constant KEY\_J.

## 1.7.214 KEY\_K

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_K = 14;
```

**Description**

This is constant KEY\_K.

## 1.7.215 KEY\_KBDILLUMDOWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KBDILLUMDOWN = 279;
```

**Description**

This is constant KEY\_KBDILLUMDOWN.

## 1.7.216 KEY\_KBDILLUMTOGGLE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KBDILLUMTOGGLE = 278;
```

**Description**

This is constant KEY\_KBDILLUMTOGGLE.

## 1.7.217 KEY\_KBDILLUMUP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KBDILLUMUP = 280;
```

**Description**

This is constant KEY\_KBDILLUMUP.



## 1.7.218 KEY\_KP\_0

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_0 = 98;
```

**Description**

This is constant KEY\_KP\_0.

## 1.7.219 KEY\_KP\_00

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_00 = 176;
```

**Description**

This is constant KEY\_KP\_00.

## 1.7.220 KEY\_KP\_000

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_000 = 177;
```

**Description**

This is constant KEY\_KP\_000.

## 1.7.221 KEY\_KP\_1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_1 = 89;
```

**Description**

This is constant KEY\_KP\_1.

## 1.7.222 KEY\_KP\_2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_2 = 90;
```

**Description**

This is constant KEY\_KP\_2.

## 1.7.223 KEY\_KP\_3

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_3 = 91;
```

**Description**

This is constant KEY\_KP\_3.

## 1.7.224 KEY\_KP\_4

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_4 = 92;
```

**Description**

This is constant KEY\_KP\_4.

## 1.7.225 KEY\_KP\_5

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_5 = 93;
```

**Description**

This is constant KEY\_KP\_5.

## 1.7.226 KEY\_KP\_6

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_6 = 94;
```

**Description**

This is constant KEY\_KP\_6.

## 1.7.227 KEY\_KP\_7

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_7 = 95;
```

**Description**

This is constant KEY\_KP\_7.

## 1.7.228 KEY\_KP\_8

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_8 = 96;
```

**Description**

This is constant KEY\_KP\_8.

## 1.7.229 KEY\_KP\_9

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_9 = 97;
```

**Description**

This is constant KEY\_KP\_9.

## 1.7.230 KEY\_KP\_A

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_A = 188;
```

**Description**

This is constant KEY\_KP\_A.

## 1.7.231 KEY\_KP\_AMPERSAND

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_AMPERSAND = 199;
```

**Description**

This is constant KEY\_KP\_AMPERSAND.

## 1.7.232 KEY\_KP\_AT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_AT = 206;
```

**Description**

This is constant KEY\_KP\_AT.

## 1.7.233 KEY\_KP\_B

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_B = 189;
```

**Description**

This is constant KEY\_KP\_B.

## 1.7.234 KEY\_KP\_BACKSPACE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_BACKSPACE = 187;
```

**Description**

This is constant KEY\_KP\_BACKSPACE.

## 1.7.235 KEY\_KP\_BINARY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_BINARY = 218;
```

**Description**

This is constant KEY\_KP\_BINARY.

## 1.7.236 KEY\_KP\_C

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_C = 190;
```

**Description**

This is constant KEY\_KP\_C.

## 1.7.237 KEY\_KP\_CLEAR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_CLEAR = 216;
```

**Description**

This is constant KEY\_KP\_CLEAR.

## 1.7.238 KEY\_KP\_CLEARENTRY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_CLEARENTRY = 217;
```

**Description**

This is constant KEY\_KP\_CLEARENTRY.

## 1.7.239 KEY\_KP\_COLON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_COLON = 203;
```

**Description**

This is constant KEY\_KP\_COLON.

## 1.7.240 KEY\_KP\_COMMA

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_COMMA = 133;
```

**Description**

This is constant KEY\_KP\_COMMA.

## 1.7.241 KEY\_KP\_D

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_D = 191;
```

**Description**

This is constant KEY\_KP\_D.

## 1.7.242 KEY\_KP\_DBLAMPERSAND

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_DBLAMPERSAND = 200;
```

**Description**

This is constant KEY\_KP\_DBLAMPERSAND.

## 1.7.243 KEY\_KP\_DBLVERTICALBAR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_DBLVERTICALBAR = 202;
```

**Description**

This is constant KEY\_KP\_DBLVERTICALBAR.

## 1.7.244 KEY\_KP\_DECIMAL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_DECIMAL = 220;
```

**Description**

This is constant KEY\_KP\_DECIMAL.

## 1.7.245 KEY\_KP\_DIVIDE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_DIVIDE = 84;
```

**Description**

This is constant KEY\_KP\_DIVIDE.

## 1.7.246 KEY\_KP\_E

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_E = 192;
```

**Description**

This is constant KEY\_KP\_E.

## 1.7.247 KEY\_KP\_ENTER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_ENTER = 88;
```

**Description**

This is constant KEY\_KP\_ENTER.

## 1.7.248 KEY\_KP\_EQUALS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_EQUALS = 103;
```

**Description**

This is constant KEY\_KP\_EQUALS.

## 1.7.249 KEY\_KP\_EQUALSAS400

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_EQUALSAS400 = 134;
```

**Description**

This is constant KEY\_KP\_EQUALSAS400.

## 1.7.250 KEY\_KP\_EXCLAM

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_EXCLAM = 207;
```

**Description**

This is constant KEY\_KP\_EXCLAM.

## 1.7.251 KEY\_KP\_F

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_F = 193;
```

**Description**

This is constant KEY\_KP\_F.

## 1.7.252 KEY\_KP\_GREATER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_GREATER = 198;
```

**Description**

This is constant KEY\_KP\_GREATER.

## 1.7.253 KEY\_KP\_HASH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_HASH = 204;
```

**Description**

This is constant KEY\_KP\_HASH.



## 1.7.254 KEY\_KP\_HEXADECIMAL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_HEXADECIMAL = 221;
```

**Description**

This is constant KEY\_KP\_HEXADECIMAL.

## 1.7.255 KEY\_KP\_LEFTBRACE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_LEFTBRACE = 184;
```

**Description**

This is constant KEY\_KP\_LEFTBRACE.

## 1.7.256 KEY\_KP\_LEFTPAREN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_LEFTPAREN = 182;
```

**Description**

This is constant KEY\_KP\_LEFTPAREN.

## 1.7.257 KEY\_KP\_LESS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_LESS = 197;
```

**Description**

This is constant KEY\_KP\_LESS.

## 1.7.258 KEY\_KP\_MEMADD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MEMADD = 211;
```

**Description**

This is constant KEY\_KP\_MEMADD.

## 1.7.259 KEY\_KP\_MEMCLEAR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MEMCLEAR = 210;
```

**Description**

This is constant KEY\_KP\_MEMCLEAR.

## 1.7.260 KEY\_KP\_MEMDIVIDE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MEMDIVIDE = 214;
```

**Description**

This is constant KEY\_KP\_MEMDIVIDE.

## 1.7.261 KEY\_KP\_MEMMULTIPLY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MEMMULTIPLY = 213;
```

**Description**

This is constant KEY\_KP\_MEMMULTIPLY.

## 1.7.262 KEY\_KP\_MEMRECALL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MEMRECALL = 209;
```

**Description**

This is constant KEY\_KP\_MEMRECALL.

## 1.7.263 KEY\_KP\_MEMSTORE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MEMSTORE = 208;
```

**Description**

This is constant KEY\_KP\_MEMSTORE.

## 1.7.264 KEY\_KP\_MEMSUBTRACT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MEMSUBTRACT = 212;
```

**Description**

This is constant KEY\_KP\_MEMSUBTRACT.

## 1.7.265 KEY\_KP\_MINUS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MINUS = 86;
```

**Description**

This is constant KEY\_KP\_MINUS.

## 1.7.266 KEY\_KP\_MULTIPLY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_MULTIPLY = 85;
```

**Description**

This is constant KEY\_KP\_MULTIPLY.

## 1.7.267 KEY\_KP\_OCTAL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_OCTAL = 219;
```

**Description**

This is constant KEY\_KP\_OCTAL.

## 1.7.268 KEY\_KP\_PERCENT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_PERCENT = 196;
```

**Description**

This is constant KEY\_KP\_PERCENT.

## 1.7.269 KEY\_KP\_PERIOD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_PERIOD = 99;
```

**Description**

This is constant KEY\_KP\_PERIOD.

## 1.7.270 KEY\_KP\_PLUS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_PLUS = 87;
```

**Description**

This is constant KEY\_KP\_PLUS.

## 1.7.271 KEY\_KP\_PLUSMINUS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_PLUSMINUS = 215;
```

**Description**

This is constant KEY\_KP\_PLUSMINUS.

## 1.7.272 KEY\_KP\_POWER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_POWER = 195;
```

**Description**

This is constant KEY\_KP\_POWER.

## 1.7.273 KEY\_KP\_RIGHTBRACE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_RIGHTBRACE = 185;
```

**Description**

This is constant KEY\_KP\_RIGHTBRACE.

## 1.7.274 KEY\_KP\_RIGHTPAREN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_RIGHTPAREN = 183;
```

**Description**

This is constant KEY\_KP\_RIGHTPAREN.

## 1.7.275 KEY\_KP\_SPACE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_SPACE = 205;
```

**Description**

This is constant KEY\_KP\_SPACE.

## 1.7.276 KEY\_KP\_TAB

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_TAB = 186;
```

**Description**

This is constant KEY\_KP\_TAB.

## 1.7.277 KEY\_KP\_VERTICALBAR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_VERTICALBAR = 201;
```

**Description**

This is constant KEY\_KP\_VERTICALBAR.

## 1.7.278 KEY\_KP\_XOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_KP_XOR = 194;
```

**Description**

This is constant KEY\_KP\_XOR.

## 1.7.279 KEY\_L

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_L = 15;
```

**Description**

This is constant KEY\_L.

## 1.7.280 KEY\_LALT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LALT = 226;
```

**Description**

This is constant KEY\_LALT.

## 1.7.281 KEY\_LANG1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG1 = 144;
```

**Description**

This is constant KEY\_LANG1.

## 1.7.282 KEY\_LANG2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG2 = 145;
```

**Description**

This is constant KEY\_LANG2.

## 1.7.283 KEY\_LANG3

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG3 = 146;
```

**Description**

This is constant KEY\_LANG3.

## 1.7.284 KEY\_LANG4

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG4 = 147;
```

**Description**

This is constant KEY\_LANG4.

## 1.7.285 KEY\_LANG5

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG5 = 148;
```

**Description**

This is constant KEY\_LANG5.

## 1.7.286 KEY\_LANG6

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG6 = 149;
```

**Description**

This is constant KEY\_LANG6.

## 1.7.287 KEY\_LANG7

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG7 = 150;
```

**Description**

This is constant KEY\_LANG7.

## 1.7.288 KEY\_LANG8

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG8 = 151;
```

**Description**

This is constant KEY\_LANG8.

## 1.7.289 KEY\_LANG9

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LANG9 = 152;
```

**Description**

This is constant KEY\_LANG9.



## 1.7.290 KEY\_LCTRL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LCTRL = 224;
```

**Description**

This is constant KEY\_LCTRL.

## 1.7.291 KEY\_LEFT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LEFT = 80;
```

**Description**

This is constant KEY\_LEFT.

## 1.7.292 KEY\_LEFTBRACKET

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LEFTBRACKET = 47;
```

**Description**

This is constant KEY\_LEFTBRACKET.

## 1.7.293 KEY\_LGUI

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LGUI = 227;
```

**Description**

This is constant KEY\_LGUI.

## 1.7.294 KEY\_LSHIFT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_LSHIFT = 225;
```

**Description**

This is constant KEY\_LSHIFT.

## 1.7.295 KEY\_M

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_M = 16;
```

**Description**

This is constant KEY\_M.

## 1.7.296 KEY\_MAIL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_MAIL = 265;
```

**Description**

This is constant KEY\_MAIL.

## 1.7.297 KEY\_MEDIASELECT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_MEDIASELECT = 263;
```

**Description**

This is constant KEY\_MEDIASELECT.

## 1.7.298 KEY\_MENU

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_MENU = 118;
```

**Description**

This is constant KEY\_MENU.

## 1.7.299 KEY\_MINUS

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_MINUS = 45;
```

**Description**

This is constant KEY\_MINUS.

## 1.7.300 KEY\_MODE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_MODE = 257;
```

**Description**

This is constant KEY\_MODE.

## 1.7.301 KEY\_MUTE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_MUTE = 127;
```

**Description**

This is constant KEY\_MUTE.

## 1.7.302 KEY\_N

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_N = 17;
```

**Description**

This is constant KEY\_N.

## 1.7.303 KEY\_NONUSBACKSLASH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_NONUSBACKSLASH = 100;
```

**Description**

This is constant KEY\_NONUSBACKSLASH.

## 1.7.304 KEY\_NONUSHASH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_NONUSHASH = 50;
```

**Description**

This is constant KEY\_NONUSHASH.

## 1.7.305 KEY\_NUMLOCKCLEAR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_NUMLOCKCLEAR = 83;
```

**Description**

This is constant KEY\_NUMLOCKCLEAR.

## 1.7.306 KEY\_O

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_O = 18;
```

**Description**

This is constant KEY\_O.

## 1.7.307 KEY\_OPER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_OPER = 161;
```

**Description**

This is constant KEY\_OPER.

## 1.7.308 KEY\_OUT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_OUT = 160;
```

**Description**

This is constant KEY\_OUT.

## 1.7.309 KEY\_P

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_P = 19;
```

**Description**

This is constant KEY\_P.

## 1.7.310 KEY\_PAGEDOWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_PAGEDOWN = 78;
```

**Description**

This is constant KEY\_PAGEDOWN.

## 1.7.311 KEY\_PAGEUP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_PAGEUP = 75;
```

**Description**

This is constant KEY\_PAGEUP.

## 1.7.312 KEY\_PASTE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_PASTE = 125;
```

**Description**

This is constant KEY\_PASTE.

## 1.7.313 KEY\_PAUSE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_PAUSE = 72;
```

**Description**

This is constant KEY\_PAUSE.

## 1.7.314 KEY\_PERIOD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_PERIOD = 55;
```

**Description**

This is constant KEY\_PERIOD.

## 1.7.315 KEY\_POWER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_POWER = 102;
```

**Description**

This is constant KEY\_POWER.

## 1.7.316 KEY\_PRINTSCREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_PRINTSCREEN = 70;
```

**Description**

This is constant KEY\_PRINTSCREEN.

## 1.7.317 KEY\_PRIOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_PRIOR = 157;
```

**Description**

This is constant KEY\_PRIOR.

## 1.7.318 KEY\_Q

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_Q = 20;
```

**Description**

This is constant KEY\_Q.

## 1.7.319 KEY\_R

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_R = 21;
```

**Description**

This is constant KEY\_R.

## 1.7.320 KEY\_RALT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RALT = 230;
```

**Description**

This is constant KEY\_RALT.

## 1.7.321 KEY\_RCTRL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RCTRL = 228;
```

**Description**

This is constant KEY\_RCTRL.

## 1.7.322 KEY\_RETURN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RETURN = 40;
```

**Description**

This is constant KEY\_RETURN.

## 1.7.323 KEY\_RETURN2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RETURN2 = 158;
```

**Description**

This is constant KEY\_RETURN2.

## 1.7.324 KEY\_RGUI

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RGUI = 231;
```

**Description**

This is constant KEY\_RGUI.

## 1.7.325 KEY\_RIGHT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RIGHT = 79;
```

**Description**

This is constant KEY\_RIGHT.



## 1.7.326 KEY\_RIGHTBRACKET

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RIGHTBRACKET = 48;
```

**Description**

This is constant KEY\_RIGHTBRACKET.

## 1.7.327 KEY\_RSHIFT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_RSHIFT = 229;
```

**Description**

This is constant KEY\_RSHIFT.

## 1.7.328 KEY\_S

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_S = 22;
```

**Description**

This is constant KEY\_S.

## 1.7.329 KEY\_SCROLLLOCK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SCROLLLOCK = 71;
```

**Description**

This is constant KEY\_SCROLLLOCK.

## 1.7.330 KEY\_SELECT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SELECT = 119;
```

**Description**

This is constant KEY\_SELECT.

## 1.7.331 KEY\_SEMICOLON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SEMICOLON = 51;
```

**Description**

This is constant KEY\_SEMICOLON.

## 1.7.332 KEY\_SEPARATOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SEPARATOR = 159;
```

**Description**

This is constant KEY\_SEPARATOR.

## 1.7.333 KEY\_SLASH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SLASH = 56;
```

**Description**

This is constant KEY\_SLASH.

## 1.7.334 KEY\_SLEEP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SLEEP = 282;
```

**Description**

This is constant KEY\_SLEEP.

## 1.7.335 KEY\_SOFTLEFT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SOFTLEFT = 287;
```

**Description**

This is constant KEY\_SOFTLEFT.

## 1.7.336 KEY\_SOFTRIGHT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SOFTRIGHT = 288;
```

**Description**

This is constant KEY\_SOFTRIGHT.

## 1.7.337 KEY\_SPACE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SPACE = 44;
```

**Description**

This is constant KEY\_SPACE.

## 1.7.338 KEY\_STOP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_STOP = 120;
```

**Description**

This is constant KEY\_STOP.

## 1.7.339 KEY\_SYSREQ

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_SYSREQ = 154;
```

**Description**

This is constant KEY\_SYSREQ.

## 1.7.340 KEY\_T

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_T = 23;
```

**Description**

This is constant KEY\_T.

## 1.7.341 KEY\_TAB

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_TAB = 43;
```

**Description**

This is constant KEY\_TAB.

## 1.7.342 KEY\_THOUSANDSSEPARATOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_THOUSANDSSEPARATOR = 178;
```

**Description**

This is constant KEY\_THOUSANDSSEPARATOR.

## 1.7.343 KEY\_U

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_U = 24;
```

**Description**

This is constant KEY\_U.

## 1.7.344 KEY\_UNDO

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_UNDO = 122;
```

**Description**

This is constant KEY\_UNDO.

## 1.7.345 KEY\_UP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_UP = 82;
```

**Description**

This is constant KEY\_UP.

## 1.7.346 KEY\_V

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_V = 25;
```

**Description**

This is constant KEY\_V.

## 1.7.347 KEY\_VOLUMEDOWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_VOLUMEDOWN = 129;
```

**Description**

This is constant KEY\_VOLUMEDOWN.

## 1.7.348 KEY\_VOLUMEUP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_VOLUMEUP = 128;
```

**Description**

This is constant KEY\_VOLUMEUP.

## 1.7.349 KEY\_W

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_W = 26;
```

**Description**

This is constant KEY\_W.

## 1.7.350 KEY\_WWW

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_WWW = 264;
```

**Description**

This is constant KEY\_WWW.

## 1.7.351 KEY\_X

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_X = 27;
```

**Description**

This is constant KEY\_X.

## 1.7.352 KEY\_Y

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_Y = 28;
```

**Description**

This is constant KEY\_Y.

## 1.7.353 KEY\_Z

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
KEY_Z = 29;
```

**Description**

This is constant KEY\_Z.

## 1.7.354 KHAKI

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant KHAKI.

## 1.7.355 LAVENDER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LAVENDER.

## 1.7.356 LAVENDERBLUSH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LAVENDERBLUSH.

## 1.7.357 LAWNGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LAWNGREEN.

## 1.7.358 LEMONCHIFFON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LEMONCHIFFON.

## 1.7.359 LF

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
LF = #13;
```

**Description**

This is constant LF.

## 1.7.360 LIGHTBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTBLUE.

## 1.7.361 LIGHTCORAL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTCORAL.



## 1.7.362 LIGHTCYAN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTCYAN.

## 1.7.363 LIGHTGOLDENRODYELLOW

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTGOLDENRODYELLOW.

## 1.7.364 LIGHTGRAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTGRAY.

## 1.7.365 LIGHTGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTGREEN.

## 1.7.366 LIGHTGREY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTGREY.

## 1.7.367 LIGHTPINK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTPINK.

## 1.7.368 LIGHTSALMON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTSALMON.

## 1.7.369 LIGHTSEAGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTSEAGREEN.

## 1.7.370 LIGHTSKYBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTSKYBLUE.

## 1.7.371 LIGHTSLATEGRAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTSLATEGRAY.

## 1.7.372 LIGHTSLATEGREY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTSLATEGREY.

## 1.7.373 LIGHTSTEELBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTSTEELBLUE.

## 1.7.374 LIGHTYELLOW

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIGHTYELLOW.

## 1.7.375 LIME

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIME.

## 1.7.376 LIMEGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LIMEGREEN.

## 1.7.377 LINEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LINEN.

## 1.7.378 LOGEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant LOGEXT.

## 1.7.379 LUACEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
LUACEXT = 'luac';
```

**Description**

This is constant LUACEXT.

## 1.7.380 LUAEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
LUAEXT = 'lua';
```

**Description**

This is constant LUAEXT.

## 1.7.381 LuSCANCODE\_EXSEL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
LuSCANCODE_EXSEL = 164;
```

**Description**

This is constant LuSCANCODE\_EXSEL.

## 1.7.382 MAGENTA

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MAGENTA.

## 1.7.383 MAROON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MAROON.

## 1.7.384 MEDIUMAQUAMARINE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MEDIUMAQUAMARINE.

## 1.7.385 MEDIUMBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MEDIUMBLUE.

## 1.7.386 MEDIUMORCHID

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MEDIUMORCHID.

## 1.7.387 MEDIUMPURPLE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MEDIUMPURPLE.

## 1.7.388 MEDIUMSEAGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MEDIUMSEAGREEN.

## 1.7.389 MEDIUMSLATEBLUE

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is constant MEDIUMSLATEBLUE.

## 1.7.390 MEDIUMSPRINGGREEN

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is constant MEDIUMSPRINGGREEN.

## 1.7.391 MEDIUMTURQUOISE

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is constant MEDIUMTURQUOISE.

## 1.7.392 MEDIUMVIOLETRED

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is constant MEDIUMVIOLETRED.

## 1.7.393 MIDNIGHTBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MIDNIGHTBLUE.

## 1.7.394 MINTCREAM

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MINTCREAM.

## 1.7.395 MISTYROSE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MISTYROSE.

## 1.7.396 MOCCASIN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MOCCASIN.

## 1.7.397 MPGEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant MPGEXT.



## 1.7.398 NAN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant NAN.

## 1.7.399 NAVAJOWHITE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant NAVAJOWHITE.

## 1.7.400 NAVY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant NAVY.

## 1.7.401 OGGEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
OGGEXT = 'ogg';
```

**Description**

This is constant OGGEXT.

## 1.7.402 OLDLACE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant OLDLACE.

## 1.7.403 OLIVE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant OLIVE.

## 1.7.404 OLIVEDRAB

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant OLIVEDRAB.

## 1.7.405 ORANGE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant ORANGE.

## 1.7.406 ORANGERED

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant ORANGERED.

## 1.7.407 ORCHID

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant ORCHID.

## 1.7.408 OVERLAY1

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant OVERLAY1.

## 1.7.409 OVERLAY2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant OVERLAY2.

## 1.7.410 PALEGOLDENROD

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PALEGOLDENROD.

## 1.7.411 PALEGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PALEGREEN.

## 1.7.412 PALETURQUOISE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PALETURQUOISE.

## 1.7.413 PALEVIOLETRED

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PALEVIOLETRED.

## 1.7.414 PAPAYAWHIP

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PAPAYAWHIP.

## 1.7.415 PEACHPUFF

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PEACHPUFF: TColor = (Red:$FF; Green:$DA; BLue:$B9; Alpha:$FF);
```

**Description**

This is constant PEACHPUFF.

## 1.7.416 PERU

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PERU: TColor = (Red:$CD; Green:$85; BLue:$3F; Alpha:$FF);
```

**Description**

This is constant PERU.

## 1.7.417 PINK

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PINK.

## 1.7.418 PLUM

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PLUM.

## 1.7.419 PNGEXT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
PNGEXT = 'png';
```

**Description**

This is constant PNGEXT.

## 1.7.420 POWDERBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant POWDERBLUE.

## 1.7.421 PURPLE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant PURPLE.

## 1.7.422 RADTODEG

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant RADTODEG.

## 1.7.423 REBECCAPURPLE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant REBECCAPURPLE.

## 1.7.424 RED

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant RED.

## 1.7.425 RED2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant RED2.

## 1.7.426 ROSYBROWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant ROSYBROWN.

## 1.7.427 ROYALBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant ROYALBLUE.

## 1.7.428 SADDLEBROWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SADDLEBROWN.

## 1.7.429 SALMON

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SALMON.

## 1.7.430 SANDYBROWN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SANDYBROWN.

## 1.7.431 SEAGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SEAGREEN.

## 1.7.432 SEASHELL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SEASHELL.

## 1.7.433 SIENNA

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SIENNA.



## 1.7.434 SILVER

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SILVER.

## 1.7.435 SKYBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SKYBLUE.

## 1.7.436 SLATEBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SLATEBLUE.

## 1.7.437 SLATEGRAY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SLATEGRAY.

## 1.7.438 SLATEGREY

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SLATEGREY.

## 1.7.439 SNOW

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SNOW.

## 1.7.440 SPRINGGREEN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant SPRINGGREEN.

## 1.7.441 STEELBLUE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant STEELBLUE.

## 1.7.442 TAN

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant TAN.

## 1.7.443 TEAL

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant TEAL.

## 1.7.444 THISTLE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant THISTLE.

## 1.7.445 TIMER\_FIXEDUPDATE\_SPEED

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TIMER_FIXEDUPDATE_SPEED = 60.0;
```

**Description**

This is constant TIMER\_FIXEDUPDATE\_SPEED.

## 1.7.446 TIMER\_UPDATE\_SPEED

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
TIMER_UPDATE_SPEED = 60.0;
```

**Description**

This is constant TIMER\_UPDATE\_SPEED.

## 1.7.447 TOMATO

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant TOMATO.

## 1.7.448 TURQUOISE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant TURQUOISE.

## 1.7.449 VERSION\_MAJOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
VERSION_MAJOR = '0';
```

**Description**

This is constant VERSION\_MAJOR.

## 1.7.450 VERSION\_MINOR

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
VERSION_MINOR = '1';
```

**Description**

This is constant VERSION\_MINOR.

## 1.7.451 VERSION\_PATCH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
VERSION_PATCH = '0';
```

**Description**

This is constant VERSION\_PATCH.

## 1.7.452 VIDEO\_SAMPLEBUFFERSIZE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
VIDEO_SAMPLEBUFFERSIZE = 2304;
```

**Description**

This is constant VIDEO\_SAMPLEBUFFERSIZE.

## 1.7.453 VIOLET

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant VIOLET.

## 1.7.454 WHEAT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant WHEAT.

## 1.7.455 WHITE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant WHITE.

## 1.7.456 WHITE2

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant WHITE2.

## 1.7.457 WHITESMOKE

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant WHITESMOKE.

## 1.7.458 WINDOW\_HEIGHT

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
WINDOW_HEIGHT = 1080 div 2;
```

**Description**

This is constant WINDOW\_HEIGHT.

## 1.7.459 WINDOW\_WIDTH

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

```
WINDOW_WIDTH = 1920 div 2;
```

**Description**

This is constant WINDOW\_WIDTH.

## 1.7.460 YELLOW

**File:** DelphiGamekit.pas ( see page 397)

**Delphi**

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

**Description**

This is constant YELLOW.

## 1.7.461 YELLOWGREEN

**File:** DelphiGamekit.pas ( see page 397)

### Delphi

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

### Description

This is constant YELLOWGREEN.

## 1.8 Files

The following table lists files in this documentation.























### Units











DelphiGamekit.pas ( see page 397)	This is file DelphiGamekit.pas.
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### 1.8.1 DelphiGamekit.pas

This is file DelphiGamekit.pas.

### Classes

	EBufferException ( see page 16)	This is class EBufferException.
	ELuaException ( see page 16)	This is class ELuaException.
	ELuaRuntimeException ( see page 16)	This is class ELuaRuntimeException.
	ELuaSyntaxError ( see page 16)	This is class ELuaSyntaxError.
	TAIActor ( see page 17)	This is class TIAActor.
	TAIEntityActor ( see page 19)	This is class TAIEntityActor.
	TAIState ( see page 21)	This is class TAIState.
	TAIStateMachine ( see page 24)	This is class TAIStateMachine.
	TAScreenshake ( see page 32)	This is class TAScreenshake.
	TActor ( see page 35)	This is class TActor.
	TActorList ( see page 43)	This is class TActorList.
	TActorScene ( see page 47)	This is class TActorScene.
	TArchive ( see page 51)	This is class TArchive.
	TArchiveFile ( see page 54)	This is class TArchiveFile.
	TAsyncThread ( see page 60)	This is class TAsyncThread.
	TBaseObject ( see page 69)	This is class TBaseObject.
	TBuffer ( see page 70)	This is class TBuffer.
	TCamera ( see page 73)	This is class TCamera.
	TCloudDb ( see page 77)	This is class TCloudDb.
	TConfigFile ( see page 92)	This is class TConfigFile.
	TEntity ( see page 100)	This is class TEntity.
	TEntityActor ( see page 118)	This is class TEntityActor.

	TFont ( see page 120)	This is class TFont.
	TGame ( see page 127)	This is class TGame.
	TGeometry ( see page 143)	This is class TGeometry.
	TInputMap ( see page 152)	This is class TInputMap.
	TLua ( see page 160)	This is class TLua.
	TLuaContext ( see page 171)	This is class TLuaContext.
	TPolyPoint ( see page 183)	This is class TPolyPoint.
	TPolygon ( see page 188)	This is class TPolygon.
	TSprite ( see page 208)	This is class TSprite.
	TTexture ( see page 215)	This is class TTexture.

## Constants

ALICEBLUE ( see page 294)	This is constant ALICEBLUE.
ANTIQUEWHITE ( see page 295)	This is constant ANTIQUEWHITE.
AQUA ( see page 295)	This is constant AQUA.
AQUAMARINE ( see page 295)	This is constant AQUAMARINE.
ARCEXT ( see page 295)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC ( see page 295)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN ( see page 296)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT ( see page 296)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP ( see page 296)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX ( see page 296)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING ( see page 297)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE ( see page 297)	This is constant AZURE.
BEIGE ( see page 297)	This is constant BEIGE.
BISQUE ( see page 297)	This is constant BISQUE.
BLACK ( see page 297)	This is constant BLACK.
BLANCHEDALMOND ( see page 298)	This is constant BLANCHEDALMOND.
BLANK ( see page 298)	This is constant BLANK.
BLUE ( see page 298)	This is constant BLUE.
BLUEVIOLET ( see page 298)	This is constant BLUEVIOLET.
BROWN ( see page 299)	This is constant BROWN.
BURLYWOOD ( see page 299)	This is constant BURLYWOOD.
BUTTON_LEFT ( see page 299)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE ( see page 299)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT ( see page 299)	This is constant BUTTON_RIGHT.
BUTTON_X1 ( see page 300)	This is constant BUTTON_X1.
BUTTON_X2 ( see page 300)	This is constant BUTTON_X2.
CADETBBLUE ( see page 300)	This is constant CADETBBLUE.
CHARTREUSE ( see page 300)	This is constant CHARTREUSE.
CHOCOLATE ( see page 301)	This is constant CHOCOLATE.
COLORKEY ( see page 301)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX ( see page 301)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY ( see page 301)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX ( see page 301)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY ( see page 302)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT ( see page 302)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.



CONTROLLER_AXIS_TRIGGERRIGHT ( see page 302)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A ( see page 302)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B ( see page 303)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK ( see page 303)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN ( see page 303)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT ( see page 303)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT ( see page 303)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP ( see page 304)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE ( see page 304)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER ( see page 304)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK ( see page 304)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 ( see page 305)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 ( see page 305)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER ( see page 306)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK ( see page 306)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START ( see page 306)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD ( see page 306)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X ( see page 307)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y ( see page 307)	This is constant CONTROLLER_BUTTON_Y.
CORAL ( see page 307)	This is constant CORAL.
CORNFLOWERBLUE ( see page 307)	This is constant CORNFLOWERBLUE.
CORNSILK ( see page 307)	This is constant CORNSILK.
CR ( see page 308)	This is constant CR.
CRIMSON ( see page 308)	This is constant CRIMSON.
CRLF ( see page 308)	This is constant CRLF.
CYAN ( see page 308)	This is constant CYAN.
DARKBLUE ( see page 309)	This is constant DARKBLUE.
DARKCYAN ( see page 309)	This is constant DARKCYAN.
DARKGOLDENROD ( see page 309)	This is constant DARKGOLDENROD.
DARKGRAY ( see page 309)	This is constant DARKGRAY.
DARKGREEN ( see page 309)	This is constant DARKGREEN.
DARKGREY ( see page 310)	This is constant DARKGREY.

DARKKHAKI ( see page 310)	This is constant DARKKHAKI.
DARKMAGENTA ( see page 310)	This is constant DARKMAGENTA.
DARKOLIVEGREEN ( see page 310)	This is constant DARKOLIVEGREEN.
DARKORANGE ( see page 311)	This is constant DARKORANGE.
DARKORCHID ( see page 311)	This is constant DARKORCHID.
DARKRED ( see page 311)	This is constant DARKRED.
DARKSALMON ( see page 311)	This is constant DARKSALMON.
DARKSEAGREEN ( see page 311)	This is constant DARKSEAGREEN.
DARKSLATEBLUE ( see page 312)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN ( see page 312)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY ( see page 312)	This is constant DARKSLATEGRAY.
DARKTURQUOISE ( see page 312)	This is constant DARKTURQUOISE.
DARKVIOLET ( see page 313)	This is constant DARKVIOLET.
DEEPPINK ( see page 313)	This is constant DEEPPINK.
DEEPSKYBLUE ( see page 313)	This is constant DEEPSKYBLUE.
DEGTORAD ( see page 313)	This is constant DEGTORAD.
DIMGRAY ( see page 313)	This is constant DIMGRAY.
DIMWHITE ( see page 314)	This is constant DIMWHITE.
DODGERBLUE ( see page 314)	This is constant DODGERBLUE.
EPSILON ( see page 314)	This is constant EPSILON.
FIREBRICK ( see page 314)	This is constant FIREBRICK.
FLORALWHITE ( see page 315)	This is constant FLORALWHITE.
FORESTGREEN ( see page 315)	This is constant FORESTGREEN.
FUCHSIA ( see page 315)	This is constant FUCHSIA.
GAINSBORO ( see page 315)	This is constant GAINSBORO.
GHOSTWHITE ( see page 315)	This is constant GHOSTWHITE.
GOLD ( see page 316)	This is constant GOLD.
GOLDENROD ( see page 316)	This is constant GOLDENROD.
GRAY ( see page 316)	This is constant GRAY.
GREEN ( see page 316)	This is constant GREEN.
GREENYELLOW ( see page 317)	This is constant GREENYELLOW.
GREY ( see page 317)	This is constant GREY.
HONEYDEW ( see page 317)	This is constant HONEYDEW.
HOTPINK ( see page 317)	This is constant HOTPINK.
INDIANRED ( see page 317)	This is constant INDIANRED.
INDIGO ( see page 318)	This is constant INDIGO.
INIEXT ( see page 318)	This is constant INIEXT.
IVORY ( see page 318)	This is constant IVORY.
KEY_0 ( see page 318)	This is constant KEY_0.
KEY_1 ( see page 319)	This is constant KEY_1.
KEY_2 ( see page 319)	This is constant KEY_2.
KEY_3 ( see page 319)	This is constant KEY_3.
KEY_4 ( see page 319)	This is constant KEY_4.
KEY_5 ( see page 319)	This is constant KEY_5.
KEY_6 ( see page 320)	This is constant KEY_6.
KEY_7 ( see page 320)	This is constant KEY_7.
KEY_8 ( see page 320)	This is constant KEY_8.
KEY_9 ( see page 320)	This is constant KEY_9.
KEY_A ( see page 321)	This is constant KEY_A.

KEY_AC_BACK ( see page 321)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS ( see page 321)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD ( see page 321)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME ( see page 321)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH ( see page 322)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH ( see page 322)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP ( see page 322)	This is constant KEY_AC_STOP.
KEY_AGAIN ( see page 322)	This is constant KEY_AGAIN.
KEY_ALTERASE ( see page 323)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE ( see page 323)	This is constant KEY_APOSTROPHE.
KEY_APP1 ( see page 323)	This is constant KEY_APP1.
KEY_APP2 ( see page 323)	This is constant KEY_APP2.
KEY_APPLICATION ( see page 323)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD ( see page 324)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE ( see page 324)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT ( see page 324)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY ( see page 324)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV ( see page 325)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND ( see page 325)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP ( see page 325)	This is constant KEY_AUDIOSTOP.
KEY_B ( see page 325)	This is constant KEY_B.
KEY_BACKSLASH ( see page 325)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE ( see page 326)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN ( see page 326)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP ( see page 326)	This is constant KEY_BRIGHTNESSUP.
KEY_C ( see page 326)	This is constant KEY_C.
KEY_CALCULATOR ( see page 327)	This is constant KEY_CALCULATOR.
KEY_CALL ( see page 327)	This is constant KEY_CALL.
KEY_CANCEL ( see page 327)	This is constant KEY_CANCEL.
KEY_CAPSLOCK ( see page 327)	This is constant KEY_CAPSLOCK.
KEY_CLEAR ( see page 327)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN ( see page 328)	This is constant KEY_CLEARAGAIN.
KEY_COMMA ( see page 328)	This is constant KEY_COMMA.
KEY_COMPUTER ( see page 328)	This is constant KEY_COMPUTER.
KEY_COPY ( see page 328)	This is constant KEY_COPY.
KEY_CRSEL ( see page 329)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT ( see page 329)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT ( see page 329)	This is constant KEY_CURRENCYUNIT.
KEY_CUT ( see page 329)	This is constant KEY_CUT.
KEY_D ( see page 329)	This is constant KEY_D.
KEY_DECIMALSEPARATOR ( see page 330)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE ( see page 330)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH ( see page 330)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN ( see page 330)	This is constant KEY_DOWN.
KEY_E ( see page 331)	This is constant KEY_E.
KEY_EJECT ( see page 331)	This is constant KEY_EJECT.
KEY_END ( see page 331)	This is constant KEY_END.
KEY_ENDCALL ( see page 331)	This is constant KEY_ENDCALL.
KEY_EQUALS ( see page 331)	This is constant KEY_EQUALS.

KEY_ESCAPE ( see page 332)	This is constant KEY_ESCAPE.
KEY_EXECUTE ( see page 332)	This is constant KEY_EXECUTE.
KEY_F ( see page 332)	This is constant KEY_F.
KEY_F1 ( see page 332)	This is constant KEY_F1.
KEY_F10 ( see page 333)	This is constant KEY_F10.
KEY_F11 ( see page 333)	This is constant KEY_F11.
KEY_F12 ( see page 333)	This is constant KEY_F12.
KEY_F13 ( see page 333)	This is constant KEY_F13.
KEY_F14 ( see page 333)	This is constant KEY_F14.
KEY_F15 ( see page 334)	This is constant KEY_F15.
KEY_F16 ( see page 334)	This is constant KEY_F16.
KEY_F17 ( see page 334)	This is constant KEY_F17.
KEY_F18 ( see page 334)	This is constant KEY_F18.
KEY_F19 ( see page 335)	This is constant KEY_F19.
KEY_F2 ( see page 335)	This is constant KEY_F2.
KEY_F20 ( see page 335)	This is constant KEY_F20.
KEY_F21 ( see page 335)	This is constant KEY_F21.
KEY_F22 ( see page 335)	This is constant KEY_F22.
KEY_F23 ( see page 336)	This is constant KEY_F23.
KEY_F24 ( see page 336)	This is constant KEY_F24.
KEY_F3 ( see page 336)	This is constant KEY_F3.
KEY_F4 ( see page 336)	This is constant KEY_F4.
KEY_F5 ( see page 337)	This is constant KEY_F5.
KEY_F6 ( see page 337)	This is constant KEY_F6.
KEY_F7 ( see page 337)	This is constant KEY_F7.
KEY_F8 ( see page 337)	This is constant KEY_F8.
KEY_F9 ( see page 337)	This is constant KEY_F9.
KEY_FIND ( see page 338)	This is constant KEY_FIND.
KEY_G ( see page 338)	This is constant KEY_G.
KEY_GRAVE ( see page 338)	This is constant KEY_GRAVE.
KEY_H ( see page 338)	This is constant KEY_H.
KEY_HELP ( see page 339)	This is constant KEY_HELP.
KEY_HOME ( see page 339)	This is constant KEY_HOME.
KEY_I ( see page 339)	This is constant KEY_I.
KEY_INSERT ( see page 339)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 ( see page 339)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 ( see page 340)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 ( see page 340)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 ( see page 340)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 ( see page 340)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 ( see page 341)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 ( see page 341)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 ( see page 341)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 ( see page 341)	This is constant KEY_INTERNATIONAL9.
KEY_J ( see page 341)	This is constant KEY_J.
KEY_K ( see page 342)	This is constant KEY_K.
KEY_KBDILLUMDOWN ( see page 342)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE ( see page 342)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP ( see page 342)	This is constant KEY_KBDILLUMUP.

KEY_KP_0 ( see page 343)	This is constant KEY_KP_0.
KEY_KP_00 ( see page 343)	This is constant KEY_KP_00.
KEY_KP_000 ( see page 343)	This is constant KEY_KP_000.
KEY_KP_1 ( see page 343)	This is constant KEY_KP_1.
KEY_KP_2 ( see page 343)	This is constant KEY_KP_2.
KEY_KP_3 ( see page 344)	This is constant KEY_KP_3.
KEY_KP_4 ( see page 344)	This is constant KEY_KP_4.
KEY_KP_5 ( see page 344)	This is constant KEY_KP_5.
KEY_KP_6 ( see page 344)	This is constant KEY_KP_6.
KEY_KP_7 ( see page 345)	This is constant KEY_KP_7.
KEY_KP_8 ( see page 345)	This is constant KEY_KP_8.
KEY_KP_9 ( see page 345)	This is constant KEY_KP_9.
KEY_KP_A ( see page 345)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND ( see page 345)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT ( see page 346)	This is constant KEY_KP_AT.
KEY_KP_B ( see page 346)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE ( see page 346)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY ( see page 346)	This is constant KEY_KP_BINARY.
KEY_KP_C ( see page 347)	This is constant KEY_KP_C.
KEY_KP_CLEAR ( see page 347)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY ( see page 347)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON ( see page 347)	This is constant KEY_KP_COLON.
KEY_KP_COMMA ( see page 347)	This is constant KEY_KP_COMMA.
KEY_KP_D ( see page 348)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND ( see page 348)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR ( see page 348)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL ( see page 348)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE ( see page 349)	This is constant KEY_KP_DIVIDE.
KEY_KP_E ( see page 349)	This is constant KEY_KP_E.
KEY_KP_ENTER ( see page 349)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS ( see page 349)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 ( see page 349)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM ( see page 350)	This is constant KEY_KP_EXCLAM.
KEY_KP_F ( see page 350)	This is constant KEY_KP_F.
KEY_KP_GREATER ( see page 350)	This is constant KEY_KP_GREATER.
KEY_KP_HASH ( see page 350)	This is constant KEY_KP_HASH.
KEY_KP_HEXADecimal ( see page 351)	This is constant KEY_KP_HEXADecimal.
KEY_KP_LEFTBRACE ( see page 351)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN ( see page 351)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS ( see page 351)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD ( see page 351)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR ( see page 352)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE ( see page 352)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY ( see page 352)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL ( see page 352)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE ( see page 353)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT ( see page 353)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS ( see page 353)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY ( see page 353)	This is constant KEY_KP_MULTIPLY.

KEY_KP_OCTAL ( see page 353)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT ( see page 354)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD ( see page 354)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS ( see page 354)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS ( see page 354)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER ( see page 355)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE ( see page 355)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN ( see page 355)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE ( see page 355)	This is constant KEY_KP_SPACE.
KEY_KP_TAB ( see page 355)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR ( see page 356)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR ( see page 356)	This is constant KEY_KP_XOR.
KEY_L ( see page 356)	This is constant KEY_L.
KEY_LALT ( see page 356)	This is constant KEY_LALT.
KEY_LANG1 ( see page 357)	This is constant KEY_LANG1.
KEY_LANG2 ( see page 357)	This is constant KEY_LANG2.
KEY_LANG3 ( see page 357)	This is constant KEY_LANG3.
KEY_LANG4 ( see page 357)	This is constant KEY_LANG4.
KEY_LANG5 ( see page 357)	This is constant KEY_LANG5.
KEY_LANG6 ( see page 358)	This is constant KEY_LANG6.
KEY_LANG7 ( see page 358)	This is constant KEY_LANG7.
KEY_LANG8 ( see page 358)	This is constant KEY_LANG8.
KEY_LANG9 ( see page 358)	This is constant KEY_LANG9.
KEY_LCTRL ( see page 359)	This is constant KEY_LCTRL.
KEY_LEFT ( see page 359)	This is constant KEY_LEFT.
KEY_LEFTBRACKET ( see page 359)	This is constant KEY_LEFTBRACKET.
KEY_LGUI ( see page 359)	This is constant KEY_LGUI.
KEY_LSHIFT ( see page 359)	This is constant KEY_LSHIFT.
KEY_M ( see page 360)	This is constant KEY_M.
KEY_MAIL ( see page 360)	This is constant KEY_MAIL.
KEY_MEDIASELECT ( see page 360)	This is constant KEY_MEDIASELECT.
KEY_MENU ( see page 360)	This is constant KEY_MENU.
KEY_MINUS ( see page 361)	This is constant KEY_MINUS.
KEY_MODE ( see page 361)	This is constant KEY_MODE.
KEY_MUTE ( see page 361)	This is constant KEY_MUTE.
KEY_N ( see page 361)	This is constant KEY_N.
KEY_NONUSBACKSLASH ( see page 361)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH ( see page 362)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR ( see page 362)	This is constant KEY_NUMLOCKCLEAR.
KEY_O ( see page 362)	This is constant KEY_O.
KEY_OPER ( see page 362)	This is constant KEY_OPER.
KEY_OUT ( see page 363)	This is constant KEY_OUT.
KEY_P ( see page 363)	This is constant KEY_P.
KEY_PAGEDOWN ( see page 363)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP ( see page 363)	This is constant KEY_PAGEUP.
KEY_PASTE ( see page 363)	This is constant KEY_PASTE.
KEY_PAUSE ( see page 364)	This is constant KEY_PAUSE.
KEY_PERIOD ( see page 364)	This is constant KEY_PERIOD.
KEY_POWER ( see page 364)	This is constant KEY_POWER.

KEY_PRINTSCREEN ( see page 364)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR ( see page 365)	This is constant KEY_PRIOR.
KEY_Q ( see page 365)	This is constant KEY_Q.
KEY_R ( see page 365)	This is constant KEY_R.
KEY_RALT ( see page 365)	This is constant KEY_RALT.
KEY_RCTRL ( see page 365)	This is constant KEY_RCTRL.
KEY_RETURN ( see page 366)	This is constant KEY_RETURN.
KEY_RETURN2 ( see page 366)	This is constant KEY_RETURN2.
KEY_RGUI ( see page 366)	This is constant KEY_RGUI.
KEY_RIGHT ( see page 366)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET ( see page 367)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT ( see page 367)	This is constant KEY_RSHIFT.
KEY_S ( see page 367)	This is constant KEY_S.
KEY_SCROLLLOCK ( see page 367)	This is constant KEY_SCROLLLOCK.
KEY_SELECT ( see page 367)	This is constant KEY_SELECT.
KEY_SEMICOLON ( see page 368)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR ( see page 368)	This is constant KEY_SEPARATOR.
KEY_SLASH ( see page 368)	This is constant KEY_SLASH.
KEY_SLEEP ( see page 368)	This is constant KEY_SLEEP.
KEY_SOFTLEFT ( see page 369)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT ( see page 369)	This is constant KEY_SOFTRIGHT.
KEY_SPACE ( see page 369)	This is constant KEY_SPACE.
KEY_STOP ( see page 369)	This is constant KEY_STOP.
KEY_SYSREQ ( see page 369)	This is constant KEY_SYSREQ.
KEY_T ( see page 370)	This is constant KEY_T.
KEY_TAB ( see page 370)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR ( see page 370)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U ( see page 370)	This is constant KEY_U.
KEY_UNDO ( see page 371)	This is constant KEY_UNDO.
KEY_UP ( see page 371)	This is constant KEY_UP.
KEY_V ( see page 371)	This is constant KEY_V.
KEY_VOLUMEDOWN ( see page 371)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP ( see page 371)	This is constant KEY_VOLUMEUP.
KEY_W ( see page 372)	This is constant KEY_W.
KEY_WWW ( see page 372)	This is constant KEY_WWW.
KEY_X ( see page 372)	This is constant KEY_X.
KEY_Y ( see page 372)	This is constant KEY_Y.
KEY_Z ( see page 373)	This is constant KEY_Z.
KHAKI ( see page 373)	This is constant KHAKI.
LAVENDER ( see page 373)	This is constant LAVENDER.
LAVENDERBLUSH ( see page 373)	This is constant LAVENDERBLUSH.
LAWNGREEN ( see page 373)	This is constant LAWNGREEN.
LEMONCHIFFON ( see page 374)	This is constant LEMONCHIFFON.
LF ( see page 374)	This is constant LF.
LIGHTBLUE ( see page 374)	This is constant LIGHTBLUE.
LIGHTCORAL ( see page 374)	This is constant LIGHTCORAL.
LIGHTCYAN ( see page 375)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW ( see page 375)	This is constant LIGHTGOLDENRODYELLOW.















LIGHTGRAY ( see page 375)	This is constant LIGHTGRAY.
LIGHTGREEN ( see page 375)	This is constant LIGHTGREEN.
LIGHTGREY ( see page 375)	This is constant LIGHTGREY.
LIGHTPINK ( see page 376)	This is constant LIGHTPINK.
LIGHTSALMON ( see page 376)	This is constant LIGHTSALMON.
LIGHTSEAGREEN ( see page 376)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE ( see page 376)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY ( see page 377)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY ( see page 377)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE ( see page 377)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW ( see page 377)	This is constant LIGHTYELLOW.
LIME ( see page 377)	This is constant LIME.
LIMEGREEN ( see page 378)	This is constant LIMEGREEN.
LINEN ( see page 378)	This is constant LINEN.
LOGEXT ( see page 378)	This is constant LOGEXT.
LUACEXT ( see page 378)	This is constant LUACEXT.
LUAEXT ( see page 379)	This is constant LUAEXT.
LuSCANCODE_EXSEL ( see page 379)	This is constant LuSCANCODE_EXSEL.
MAGENTA ( see page 379)	This is constant MAGENTA.
MAROON ( see page 379)	This is constant MAROON.
MEDIUMAQUAMARINE ( see page 379)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE ( see page 380)	This is constant MEDIUMBLUE.
MEDIUMORCHID ( see page 380)	This is constant MEDIUMORCHID.
MEDIUMPURPLE ( see page 380)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN ( see page 380)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE ( see page 381)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN ( see page 381)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE ( see page 381)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED ( see page 381)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE ( see page 381)	This is constant MIDNIGHTBLUE.
MINTCREAM ( see page 382)	This is constant MINTCREAM.
MISTYROSE ( see page 382)	This is constant MISTYROSE.
MOCCASIN ( see page 382)	This is constant MOCCASIN.
MPGEXT ( see page 382)	This is constant MPGEXT.
NAN ( see page 383)	This is constant NAN.
NAVAJOWHITE ( see page 383)	This is constant NAVAJOWHITE.
NAVY ( see page 383)	This is constant NAVY.
OGGEXT ( see page 383)	This is constant OGGEXT.
OLDLACE ( see page 383)	This is constant OLDLACE.
OLIVE ( see page 384)	This is constant OLIVE.
OLIVEDRAB ( see page 384)	This is constant OLIVEDRAB.
ORANGE ( see page 384)	This is constant ORANGE.
ORANGERED ( see page 384)	This is constant ORANGERED.
ORCHID ( see page 385)	This is constant ORCHID.
OVERLAY1 ( see page 385)	This is constant OVERLAY1.
OVERLAY2 ( see page 385)	This is constant OVERLAY2.
PALEGOLDENROD ( see page 385)	This is constant PALEGOLDENROD.
PALEGREEN ( see page 385)	This is constant PALEGREEN.
PALETURQUOISE ( see page 386)	This is constant PALETURQUOISE.




PALEVIOLETRED ( see page 386)	This is constant PALEVIOLETRED.
PAPAYAWHIP ( see page 386)	This is constant PAPAYAWHIP.
PEACHPUFF ( see page 386)	This is constant PEACHPUFF.
PERU ( see page 387)	This is constant PERU.
PINK ( see page 387)	This is constant PINK.
PLUM ( see page 387)	This is constant PLUM.
PNGEXT ( see page 387)	This is constant PNGEXT.
POWDERBLUE ( see page 387)	This is constant POWDERBLUE.
PURPLE ( see page 388)	This is constant PURPLE.
RADTODEG ( see page 388)	This is constant RADTODEG.
REBECCAPURPLE ( see page 388)	This is constant REBECCAPURPLE.
RED ( see page 388)	This is constant RED.
RED2 ( see page 389)	This is constant RED2.
ROSYBROWN ( see page 389)	This is constant ROSYBROWN.
ROYALBLUE ( see page 389)	This is constant ROYALBLUE.
SADDLEBROWN ( see page 389)	This is constant SADDLEBROWN.
SALMON ( see page 389)	This is constant SALMON.
SANDYBROWN ( see page 390)	This is constant SANDYBROWN.
SEAGREEN ( see page 390)	This is constant SEAGREEN.
SEASHELL ( see page 390)	This is constant SEASHELL.
SIENNA ( see page 390)	This is constant SIENNA.
SILVER ( see page 391)	This is constant SILVER.
SKYBLUE ( see page 391)	This is constant SKYBLUE.
SLATEBLUE ( see page 391)	This is constant SLATEBLUE.
SLATEGRAY ( see page 391)	This is constant SLATEGRAY.
SLATEGREY ( see page 391)	This is constant SLATEGREY.
SNOW ( see page 392)	This is constant SNOW.
SPRINGGREEN ( see page 392)	This is constant SPRINGGREEN.
STEELBLUE ( see page 392)	This is constant STEELBLUE.
TAN ( see page 392)	This is constant TAN.
TEAL ( see page 393)	This is constant TEAL.
THISTLE ( see page 393)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED ( see page 393)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED ( see page 393)	This is constant TIMER_UPDATE_SPEED.
TOMATO ( see page 393)	This is constant TOMATO.
TURQUOISE ( see page 394)	This is constant TURQUOISE.
VERSION_MAJOR ( see page 394)	This is constant VERSION_MAJOR.
VERSION_MINOR ( see page 394)	This is constant VERSION_MINOR.
VERSION_PATCH ( see page 394)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE ( see page 395)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET ( see page 395)	This is constant VIOLET.
WHEAT ( see page 395)	This is constant WHEAT.
WHITE ( see page 395)	This is constant WHITE.
WHITE2 ( see page 395)	This is constant WHITE2.
WHITESMOKE ( see page 396)	This is constant WHITESMOKE.
WINDOW_HEIGHT ( see page 396)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH ( see page 396)	This is constant WINDOW_WIDTH.
YELLOW ( see page 396)	This is constant YELLOW.

YELLOWGREEN ( see page 397)	This is constant YELLOWGREEN.
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## Enumerations

	TAudioFading ( see page 275)	This is record TAudioFading.
	TBlendMode ( see page 276)	This is record TBlendMode.
	TEaseType ( see page 276)	This is record TEaseType.
	TFlipMode ( see page 277)	This is record TFlipMode.
	THAlign ( see page 277)	This is record THAlign.
	TInputDevice ( see page 277)	This is record TInputDevice.
	TLineIntersection ( see page 277)	This is record TLineIntersection.
	TLuaTable ( see page 278)	This is record TLuaTable.
	TLuaType ( see page 278)	This is record TLuaType.
	TLuaValueType ( see page 278)	This is record TLuaValueType.
	TSpeechVoiceAttribute ( see page 279)	This is record TSpeechVoiceAttribute.
	TTextureAccess ( see page 279)	This is record TTextureAccess.
	TVAlign ( see page 279)	This is record TVAlign.
	TVideoStatus ( see page 279)	This is record TVideoStatus.



## Functions

	AddSelfToUserPath ( see page 256)	This is function AddSelfToUserPath.
	AngleCos ( see page 256)	This is function AngleCos.
	AngleDiff ( see page 256)	This is function AngleDiff.
	AngleRotatePos ( see page 257)	This is function AngleRotatePos.
	AngleSin ( see page 257)	This is function AngleSin.
	CaptureConsoleOutput ( see page 257)	This is function CaptureConsoleOutput.
	CircleInRectangle ( see page 257)	This is function CircleInRectangle.
	CirclesOverlap ( see page 258)	This is function CirclesOverlap.
	ClipVaLue ( see page 258)	This is function ClipVaLue.
	ClipVaLuef ( see page 258)	This is function ClipVaLuef.
	CreateDirsInPath ( see page 259)	This is function CreateDirsInPath.
	EasePosition ( see page 259)	This is function EasePosition.
	EaseValue ( see page 259)	This is function EaseValue.
	ExpandRelDirectory ( see page 259)	This is function ExpandRelDirectory.
	ExpandRelFilename ( see page 260)	This is function ExpandRelFilename.
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












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	TCmdLine ( see page 85)	This is class TCmdLine.
	TColor ( see page 89)	This is class TColor.
	TController ( see page 97)	This is class TController.
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	TInput ( see page 147)	This is class TInput.
	TLog ( see page 156)	This is class TLog.
	TLuaValue ( see page 176)	This is class TLuaValue.
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	TPrefs ( see page 195)	This is class TPrefs.
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PRect ( see page 281)	This is type PRect.
PTransform ( see page 281)	This is type PTransform.
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TActorAttributeSet ( see page 282)	This is type TActorAttributeSet.
TActorSceneEvent ( see page 282)	This is type TActorSceneEvent.
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TLuaFunction ( see page 283)	This is type TLuaFunction.
TMusic ( see page 283)	This is type TMusic.
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