DelphiGamekit

Make 2D Game in Delphi

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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. |

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

Exception ⟶ EBufferException
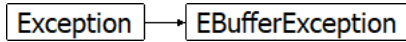
File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is class EBufferException.

1.1.2 **ELuaException**

Class Hierarchy

Exception ⟶ ELuaException
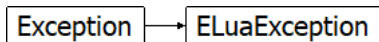
File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is class ELuaException.

1.1.3 **ELuaRuntimeException**

Class Hierarchy

Exception ⟶ ELuaRuntimeException
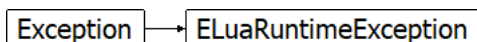
File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is class ELuaRuntimeException.

1.1.4 **ELuaSyntaxError**

Class Hierarchy

Exception ⟶ ELuaSyntaxError
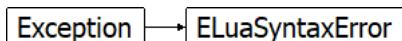
File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is class ELuaSyntaxError.

1.1.5 TAIActor

Class Hierarchy
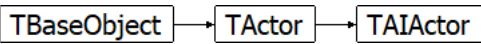
File: DelphiGamekit.pas (see page 397)

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

⇒♦ⱱ	Create (see page 17)	This is Create, a member of class TAIActor.
⇒♦ⱱ	Destroy (see page 18)	This is Destroy, a member of class TAIActor.
⇒♦ⱱ	OnRender (see page 18)	This is OnRender, a member of class TAIActor.
⇒♦ⱱ	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
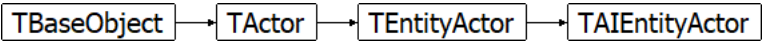
File: DelphiGamekit.pas (see page 397)

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
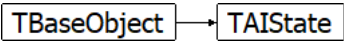
File: DelphiGamekit.pas (see page 397)

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

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

```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

```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

```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

```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

```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

```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

```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

```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**

Class Hierarchy
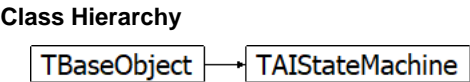
File: DelphiGamekit.pas (see page 397)

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

R	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

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

Description

This is Active, a member of class TAScreenshake.

1.1.10 **TActor**

Class Hierarchy
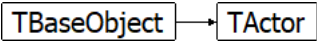
File: DelphiGamekit.pas (see page 397)

Delphi

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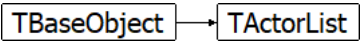
File: DelphiGamekit.pas (see page 397)

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

```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

```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

```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

```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

```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

```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

```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

```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

🖼️ℝ	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

```delphi
property Count: Integer;
```

Description

This is Count, a member of class TActorList.

1.1.12 **TActorScene**

Class Hierarchy
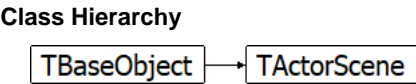
File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is class TActorScene.

1.1.12.1 **TActorScene Fields**

The fields of the TActorScene class are listed here.

Fields

♦	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.
⇒◆ 𝕍	Create (see page 49)	This is Create, a member of class TActorScene.
⇒◆	Dealloc (see page 49)	This is Dealloc, a member of class TActorScene.
⇒◆ 𝕍	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

```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

```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

```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

📝R	Count (see page 50)	This is Count, a member of class TActorScene.
📝R	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
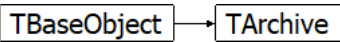
File: DelphiGamekit.pas (see page 397)

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.
	Create (see page 52)	This is Create, a member of class TArchive.
	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.
⇒◆ 𝓥		Create (see page 55)	This is Create, a member of class TArchiveFile.
⇒◆ 𝓥		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
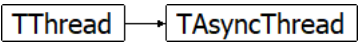
File: DelphiGamekit.pas (see page 397)

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

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

📝ℝ	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
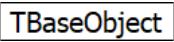
TBaseObject

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
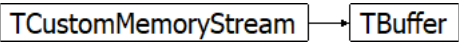
File: DelphiGamekit.pas (see page 397)

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.
⇒◆ 𝕍	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.
⇒◆ 𝕍	Write (see page 72)	This is Write, a member of class TBuffer.
⇒◆ 𝕍	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

```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

```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

```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

```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

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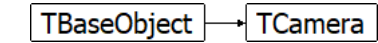
File: DelphiGamekit.pas (see page 397)

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

TBaseObject → TCloudDb
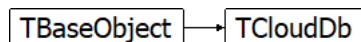
File: DelphiGamekit.pas (see page 397)

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.
●	FPrepairedSQL (see page 79)	This is FPrepairedSQL, 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.FPrepairedSQL**

File: DelphiGamekit.pas (see page 397)

Delphi

```
FPrepairedSQL: string;
```

Description

This is FPrepairedSQL, 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.
⇒◆	𝕍	Create (see page 81)	This is Create, a member of class TCloudDb.
⇒◆	𝕍	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.
⇒◆		GetPrepairedSQL (see page 83)	This is GetPrepairedSQL, 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.GetPrepairedSQL**

File: DelphiGamekit.pas (see page 397)

Delphi

```
function GetPrepairedSQL: string;
```

Description

This is GetPrepairedSQL, 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.Prepair**

File: DelphiGamekit.pas (see page 397)

Delphi

```
procedure Prepair;
```

Description

This is Prepair, 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.

1.1.22.2.2 **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
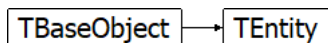
File: DelphiGamekit.pas (see page 397)

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.
	Create (see page 107)	This is Create, a member of class TEntity.
	CreateEntity (see page 107)	This is CreateEntity, a member of class TEntity.
	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

```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

```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

```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

```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

```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

```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

```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

```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

```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

```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

```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

```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

```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

```delphi
property BlendMode: TBlendMode;
```

Description

This is BlendMode, a member of class TEntity.

1.1.27 **TEntityActor**

Class Hierarchy
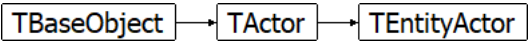
File: DelphiGamekit.pas (see page 397)

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**

Class Hierarchy
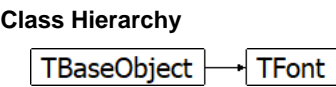
File: DelphiGamekit.pas (see page 397)

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

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

```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

```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

```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

```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

```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

```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

```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

```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

📄R	Atlas (see page 127)	This is Atlas, a member of class TFont.
📄R	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

📝ℝ	Archive (see page 139)	This is Archive, a member of class TGame.
📝ℝ	Async (see page 140)	This is Async, a member of class TGame.
📝ℝ	Audio (see page 140)	This is Audio, a member of class TGame.
📝ℝ	CmdLine (see page 140)	This is CmdLine, a member of class TGame.
📝ℝ	ConfigFile (see page 140)	This is ConfigFile, a member of class TGame.
📝ℝ	DefaultFont (see page 140)	This is DefaultFont, a member of class TGame.
📝ℝ	Hud (see page 141)	This is Hud, a member of class TGame.
📝ℝ	Input (see page 141)	This is Input, a member of class TGame.
📝ℝ	Log (see page 141)	This is Log, a member of class TGame.
📝ℝ	MousePos (see page 141)	This is MousePos, a member of class TGame.
📝ℝ	Prefs (see page 141)	This is Prefs, a member of class TGame.
📝ℝ	Scene (see page 141)	This is Scene, a member of class TGame.
📝ℝ	Screenshake (see page 142)	This is Screenshake, a member of class TGame.
📝ℝ	Speech (see page 142)	This is Speech, a member of class TGame.
📝ℝ	Sprite (see page 142)	This is Sprite, a member of class TGame.
📝	Terminate (see page 142)	This is Terminate, a member of class TGame.
📝ℝ	Timer (see page 142)	This is Timer, a member of class TGame.
📝ℝ	Video (see page 143)	This is Video, a member of class TGame.
📝ℝ	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
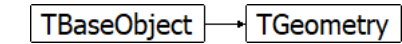
File: DelphiGamekit.pas (see page 397)

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.
⇒◆	𝕎	Create (see page 144)	This is Create, a member of class TGeometry.
⇒◆	𝕎	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.
♦ V	Create (see page 154)	This is Create, a member of class TInputMap.
♦ V	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.
⇒◆ Ⴒ	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

```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

```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

```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

```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

```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

```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

```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

```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

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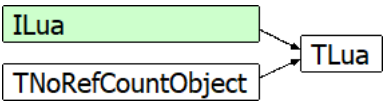
File: DelphiGamekit.pas (see page 397)

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

```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

```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

```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

```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.PrepCall**

File: DelphiGamekit.pas (see page 397)

Delphi

```
function PrepCall(
    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

```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

```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

```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

```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

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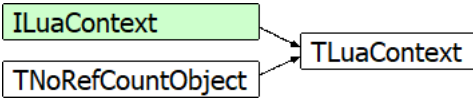
File: DelphiGamekit.pas (see page 397)

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

```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

```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

```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

```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;
```
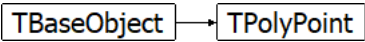
Description

This is Valid, a member of class TPolyPoint.

1.1.40 TPolygon

Class Hierarchy
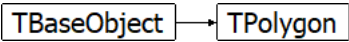
File: DelphiGamekit.pas (see page 397)

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

```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

```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

```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

```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

```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.

1.1.42.2.2 **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

```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

```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

```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

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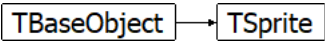
File: DelphiGamekit.pas (see page 397)

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

```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

```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

```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

```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

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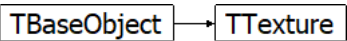
File: DelphiGamekit.pas (see page 397)

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.
⇒◆ 𝕍	Create (see page 217)	This is Create, a member of class TTexture.
⇒◆ 𝕍	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

☞ℝ	Handle (see page 221)	This is Handle, a member of class TTexture.
☞ℝ	Height (see page 221)	This is Height, a member of class TTexture.
☞ℝ	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

```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

```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

```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

```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

```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

```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

```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

```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

```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

```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.
⇒◆	GetRendererHandle (see page 242)	This is GetRendererHandle, a member of class TWindow.
⇒◆	GetRendererInfo (see page 242)	This is GetRendererInfo, a member of class TWindow.
⇒◆	GetRendererScale (see page 243)	This is GetRendererScale, a member of class TWindow.
⇒◆	GetRendererSize (see page 243)	This is GetRendererSize, 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

```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

```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

```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

```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

```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 GetRendererScale: TPoint; static;
```

Description

This is GetRendererScale, a member of class TWindow.

1.1.53.1.13 **TWindow.GetRendererSize**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is GetRendererSize, 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

```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

ILua

File: DelphiGamekit.pas (see page 397)

Delphi

```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.PrepCall**

File: DelphiGamekit.pas (see page 397)

Delphi

```
function PrepCall(
    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

```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

```delphi
function VariableExist(
    const aName: string
): Boolean;
```
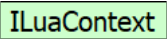
Description

This is VariableExist, a member of class ILua.

1.2.2 **ILuaContext**

Class Hierarchy

ILuaContext

File: DelphiGamekit.pas (see page 397)

Delphi

```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

```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

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

Description

This is function AngleSin.

1.3.6 **CaptureConsoleOutput**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is function CaptureConsoleOutput.

1.3.7 **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

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

Description

This is function CreateDirsInPath.

1.3.12 EasePosition

File: DelphiGamekit.pas (see page 397)

Delphi

```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

```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

```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

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

Description

This is function FreeNilObject.

1.3.19 GetDirName

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is function GetDirName.

1.3.20 GetEnvVarValue

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is function GetEnvVarValue.

1.3.21 GetExeBasePath

File: DelphiGamekit.pas (see page 397)

Delphi

```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

```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

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

Description

This is function IsCurrentDir.

1.3.33 IsSingleInstance

File: DelphiGamekit.pas (see page 397)

Delphi

```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

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

Description

This is function IsValidFilename.

1.3.35 Lerp

File: DelphiGamekit.pas (see page 397)

Delphi

```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

```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

```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 RandomRangef

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is function RandomRangef.

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

```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

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

Description

This is function RunGame.

1.3.60 **SameSign**

File: DelphiGamekit.pas (see page 397)

Delphi

```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

```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

```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

```delphi
procedure WaitForAnyKey;
```

Description

This is function WaitForAnyKey.

1.3.71 **WasRunFromConsole**

File: DelphiGamekit.pas (see page 397)

Delphi

```delphi
function WasRunFromConsole: Boolean;
```

Description

This is function WasRunFromConsole.

1.3.72 **WriteStringToStream**

File: DelphiGamekit.pas (see page 397)

Delphi

```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.
CADETBLUE (see page 300)	This is constant CADETBLUE.
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; BLue:$FF; Alpha:$FF);
```

Description

This is constant ALICEBLUE.

1.7.2 **ANTIQUEWHITE**

File: DelphiGamekit.pas (see page 397)

Delphi

```
ANTIQUEWHITE: 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; BLue:$FF; Alpha:$FF);
```

Description

This is constant AZURE.

1.7.13 **BEIGE**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant BEIGE.

1.7.14 **BISQUE**

File: DelphiGamekit.pas (see page 397)

Delphi

```
BISQUE: TColor = (Red:$FF; Green:$E4; BLue:$C4; Alpha:$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; BLue:$2A; Alpha:$FF);
```

Description

This is constant BROWN.

1.7.21 **BURLYWOOD**

File: DelphiGamekit.pas (see page 397)

Delphi

```
BURLYWOOD: TColor = (Red:$DE; Green:$B8; BLue:$87; Alpha:$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:$9E; BLue:$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; BLue:$00; Alpha:$FF);
```
Description

This is constant CHARTREUSE.

1.7.29 **CHOCOLATE**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant CHOCOLATE.

1.7.30 **COLORKEY**

File: DelphiGamekit.pas (see page 397)

Delphi

```
COLORKEY: TColor = (Red:$FF; Green:$00; BLue:$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; BLue:$50; Alpha:$FF);
```

Description

This is constant CORAL.

1.7.59 **CORNFLOWERBLUE**

File: DelphiGamekit.pas (see page 397)

Delphi

```
CORNFLOWERBLUE: TColor = (Red:$64; Green:$95; BLue:$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; BLue:$8B; Alpha:$FF);
```

Description

This is constant DARKBLUE.

1.7.66 **DARKCYAN**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant DARKCYAN.

1.7.67 **DARKGOLDENROD**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant DARKGOLDENROD.

1.7.68 **DARKGRAY**

File: DelphiGamekit.pas (see page 397)

Delphi

```
DARKGRAY: TColor = (Red:$A9; Green:$A9; BLue:$A9; Alpha:$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; BLue:$69; Alpha:$FF);
```

Description

This is constant DIMGRAY.

1.7.88 **DIMWHITE**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant DIMWHITE.

1.7.89 **DODGERBLUE**

File: DelphiGamekit.pas (see page 397)

Delphi

```
DODGERBLUE: TColor = (Red:$1E; Green:$90; BLue:$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; BLue:$22; Alpha:$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; BLue:$FF; Alpha:$FF);
```

Description

This is constant GHOSTWHITE.

1.7.97 GOLD

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant GOLD.

1.7.98 GOLDENROD

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant GOLDENROD.

1.7.99 GRAY

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant GRAY.

1.7.100 GREEN

File: DelphiGamekit.pas (see page 397)

Delphi

```
GREEN: TColor = (Red:$00; Green:$80; BLue:$00; Alpha:$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; BLue:$5C; Alpha:$FF);
```

Description

This is constant INDIANRED.

1.7.106 **INDIGO**

File: DelphiGamekit.pas (see page 397)

Delphi

```
INDIGO: TColor = (Red:$4B; Green:$00; BLue:$82; Alpha:$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; BLue:$F0; Alpha:$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_INTERNATIONAL6**

File: DelphiGamekit.pas (see page 397)

Delphi

```
KEY_INTERNATIONAL6 = 140;
```

Description

This is constant KEY_INTERNATIONAL6.

1.7.210 **KEY_INTERNATIONAL7**

File: DelphiGamekit.pas (see page 397)

Delphi

```
KEY_INTERNATIONAL7 = 141;
```

Description

This is constant KEY_INTERNATIONAL7.

1.7.211 **KEY_INTERNATIONAL8**

File: DelphiGamekit.pas (see page 397)

Delphi

```
KEY_INTERNATIONAL8 = 142;
```

Description

This is constant KEY_INTERNATIONAL8.

1.7.212 **KEY_INTERNATIONAL9**

File: DelphiGamekit.pas (see page 397)

Delphi

```
KEY_INTERNATIONAL9 = 143;
```

Description

This is constant KEY_INTERNATIONAL9.

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; BLue:$FF; Alpha:$FF);
```

Description

This is constant LIGHTCYAN.

1.7.363 **LIGHTGOLDENRODYELLOW**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant LIGHTGOLDENRODYELLOW.

1.7.364 **LIGHTGRAY**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant LIGHTGRAY.

1.7.365 **LIGHTGREEN**

File: DelphiGamekit.pas (see page 397)

Delphi

```
LIGHTGREEN: TColor = (Red:$90; Green:$EE; BLue:$90; Alpha:$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; BLue:$00; Alpha:$FF);
```

Description

This is constant LIME.

1.7.376 **LIMEGREEN**

File: DelphiGamekit.pas (see page 397)

Delphi

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

Description

This is constant LIMEGREEN.

1.7.377 **LINEN**

File: DelphiGamekit.pas (see page 397)

Delphi

```
LINEN: TColor = (Red:$FA; Green:$F0; BLue:$E6; Alpha:$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:$00; BLue:$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; BLue:$00; Alpha:$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; BLue:$E6; Alpha:$FF);
```
Description

This is constant OLDLACE.

1.7.403 **OLIVE**

File: DelphiGamekit.pas (see page 397)

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

This is constant OLIVE.

1.7.404 **OLIVEDRAB**

File: DelphiGamekit.pas (see page 397)

Delphi
```
OLIVEDRAB: TColor = (Red:$6B; Green:$8E; BLue:$23; Alpha:$FF);
```
Description

This is constant OLIVEDRAB.

1.7.405 **ORANGE**

File: DelphiGamekit.pas (see page 397)

Delphi
```
ORANGE: TColor = (Red:$FF; Green:$A5; BLue:$00; Alpha:$FF);
```
Description

This is constant ORANGE.

1.7.406 **ORANGERED**

File: DelphiGamekit.pas (see page 397)

Delphi
```
ORANGERED: TColor = (Red:$FF; Green:$45; BLue:$00; Alpha:$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; BLue:$47; Alpha:$FF);
```
Description

This is constant TOMATO.

1.7.448 TURQUOISE

File: DelphiGamekit.pas (see page 397)

Delphi
```
TURQUOISE: TColor = (Red:$40; Green:$E0; BLue:$D0; Alpha:$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.

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 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.

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.
CADETBLUE (see page 300)	This is constant CADETBLUE.
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.
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