

# DelphiGamekit

Make 2D Game in Delphi

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ALICEBLUE ( see page 257)	This is constant ALICEBLUE.
ANTIQUEWHITE ( see page 258)	This is constant ANTIQUEWHITE.
AQUA ( see page 258)	This is constant AQUA.
AQUAMARINE ( see page 258)	This is constant AQUAMARINE.
ARCEXT ( see page 258)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC ( see page 259)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN ( see page 259)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT ( see page 259)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP ( see page 259)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX ( see page 259)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING ( see page 260)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE ( see page 260)	This is constant AZURE.
BEIGE ( see page 260)	This is constant BEIGE.
BISQUE ( see page 260)	This is constant BISQUE.
BLACK ( see page 261)	This is constant BLACK.
BLANCHEDALMOND ( see page 261)	This is constant BLANCHEDALMOND.
BLANK ( see page 261)	This is constant BLANK.
BLUE ( see page 261)	This is constant BLUE.
BLUEVIOLET ( see page 261)	This is constant BLUEVIOLET.
BROWN ( see page 262)	This is constant BROWN.
BURLYWOOD ( see page 262)	This is constant BURLYWOOD.
BUTTON_LEFT ( see page 262)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE ( see page 262)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT ( see page 263)	This is constant BUTTON_RIGHT.
BUTTON_X1 ( see page 263)	This is constant BUTTON_X1.
BUTTON_X2 ( see page 263)	This is constant BUTTON_X2.
CADETBBLUE ( see page 263)	This is constant CADETBBLUE.
CHARTREUSE ( see page 263)	This is constant CHARTREUSE.
CHOCOLATE ( see page 264)	This is constant CHOCOLATE.
COLORKEY ( see page 264)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX ( see page 264)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY ( see page 264)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX ( see page 265)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY ( see page 265)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT ( see page 265)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT ( see page 265)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A ( see page 265)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B ( see page 266)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK ( see page 266)	This is constant CONTROLLER_BUTTON_BACK.



CONTROLLER_BUTTON_DPAD_DOWN ( see page 266)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT ( see page 266)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT ( see page 267)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP ( see page 267)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE ( see page 267)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER ( see page 267)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK ( see page 267)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 ( see page 268)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 ( see page 269)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER ( see page 269)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK ( see page 269)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START ( see page 269)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD ( see page 269)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X ( see page 270)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y ( see page 270)	This is constant CONTROLLER_BUTTON_Y.
CORAL ( see page 270)	This is constant CORAL.
CORNFLOWERBLUE ( see page 270)	This is constant CORNFLOWERBLUE.
CORNSILK ( see page 271)	This is constant CORNSILK.
CR ( see page 271)	This is constant CR.
CRIMSON ( see page 271)	This is constant CRIMSON.
CRLF ( see page 271)	This is constant CRLF.
CYAN ( see page 271)	This is constant CYAN.
DARKBLUE ( see page 272)	This is constant DARKBLUE.
DARKCYAN ( see page 272)	This is constant DARKCYAN.
DARKGOLDENROD ( see page 272)	This is constant DARKGOLDENROD.
DARKGRAY ( see page 272)	This is constant DARKGRAY.
DARKGREEN ( see page 273)	This is constant DARKGREEN.
DARKGREY ( see page 273)	This is constant DARKGREY.
DARKKHAKI ( see page 273)	This is constant DARKKHAKI.
DARKMAGENTA ( see page 273)	This is constant DARKMAGENTA.
DARKOLIVEGREEN ( see page 273)	This is constant DARKOLIVEGREEN.
DARKORANGE ( see page 274)	This is constant DARKORANGE.
DARKORCHID ( see page 274)	This is constant DARKORCHID.
DARKRED ( see page 274)	This is constant DARKRED.

DARKSALMON ( see page 274)	This is constant DARKSALMON.
DARKSEAGREEN ( see page 275)	This is constant DARKSEAGREEN.
DARKSLATEBLUE ( see page 275)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN ( see page 275)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY ( see page 275)	This is constant DARKSLATEGRAY.
DARKTURQUOISE ( see page 275)	This is constant DARKTURQUOISE.
DARKVIOLET ( see page 276)	This is constant DARKVIOLET.
DEEPPINK ( see page 276)	This is constant DEEPPINK.
DEEPSKYBLUE ( see page 276)	This is constant DEEPSKYBLUE.
DEGTORAD ( see page 276)	This is constant DEGTORAD.
DIMGRAY ( see page 277)	This is constant DIMGRAY.
DIMWHITE ( see page 277)	This is constant DIMWHITE.
DODGERBLUE ( see page 277)	This is constant DODGERBLUE.
EPSILON ( see page 277)	This is constant EPSILON.
FIREBRICK ( see page 277)	This is constant FIREBRICK.
FLORALWHITE ( see page 278)	This is constant FLORALWHITE.
FORESTGREEN ( see page 278)	This is constant FORESTGREEN.
FUCHSIA ( see page 278)	This is constant FUCHSIA.
GAINSBORO ( see page 278)	This is constant GAINSBORO.
GHOSTWHITE ( see page 279)	This is constant GHOSTWHITE.
GOLD ( see page 279)	This is constant GOLD.
GOLDENROD ( see page 279)	This is constant GOLDENROD.
GRAY ( see page 279)	This is constant GRAY.
GREEN ( see page 279)	This is constant GREEN.
GREENYELLOW ( see page 280)	This is constant GREENYELLOW.
GREY ( see page 280)	This is constant GREY.
HONEYDEW ( see page 280)	This is constant HONEYDEW.
HOTPINK ( see page 280)	This is constant HOTPINK.
INDIANRED ( see page 281)	This is constant INDIANRED.
INDIGO ( see page 281)	This is constant INDIGO.
INIEXT ( see page 281)	This is constant INIEXT.
IVORY ( see page 281)	This is constant IVORY.
KEY_0 ( see page 281)	This is constant KEY_0.
KEY_1 ( see page 282)	This is constant KEY_1.
KEY_2 ( see page 282)	This is constant KEY_2.
KEY_3 ( see page 282)	This is constant KEY_3.
KEY_4 ( see page 282)	This is constant KEY_4.
KEY_5 ( see page 283)	This is constant KEY_5.
KEY_6 ( see page 283)	This is constant KEY_6.
KEY_7 ( see page 283)	This is constant KEY_7.
KEY_8 ( see page 283)	This is constant KEY_8.
KEY_9 ( see page 283)	This is constant KEY_9.
KEY_A ( see page 284)	This is constant KEY_A.
KEY_AC_BACK ( see page 284)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS ( see page 284)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD ( see page 284)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME ( see page 285)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH ( see page 285)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH ( see page 285)	This is constant KEY_AC_SEARCH.

KEY_AC_STOP ( see page 285)	This is constant KEY_AC_STOP.
KEY_AGAIN ( see page 285)	This is constant KEY_AGAIN.
KEY_ALTERASE ( see page 286)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE ( see page 286)	This is constant KEY_APOSTROPHE.
KEY_APP1 ( see page 286)	This is constant KEY_APP1.
KEY_APP2 ( see page 286)	This is constant KEY_APP2.
KEY_APPLICATION ( see page 287)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD ( see page 287)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE ( see page 287)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT ( see page 287)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY ( see page 287)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV ( see page 288)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND ( see page 288)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP ( see page 288)	This is constant KEY_AUDIOSTOP.
KEY_B ( see page 288)	This is constant KEY_B.
KEY_BACKSLASH ( see page 289)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE ( see page 289)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN ( see page 289)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP ( see page 289)	This is constant KEY_BRIGHTNESSUP.
KEY_C ( see page 289)	This is constant KEY_C.
KEY_CALCULATOR ( see page 290)	This is constant KEY_CALCULATOR.
KEY_CALL ( see page 290)	This is constant KEY_CALL.
KEY_CANCEL ( see page 290)	This is constant KEY_CANCEL.
KEY_CAPSLOCK ( see page 290)	This is constant KEY_CAPSLOCK.
KEY_CLEAR ( see page 291)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN ( see page 291)	This is constant KEY_CLEARAGAIN.
KEY_COMMA ( see page 291)	This is constant KEY_COMMA.
KEY_COMPUTER ( see page 291)	This is constant KEY_COMPUTER.
KEY_COPY ( see page 291)	This is constant KEY_COPY.
KEY_CRSEL ( see page 292)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT ( see page 292)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT ( see page 292)	This is constant KEY_CURRENCYUNIT.
KEY_CUT ( see page 292)	This is constant KEY_CUT.
KEY_D ( see page 293)	This is constant KEY_D.
KEY_DECIMALSEPARATOR ( see page 293)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE ( see page 293)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH ( see page 293)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN ( see page 293)	This is constant KEY_DOWN.
KEY_E ( see page 294)	This is constant KEY_E.
KEY_EJECT ( see page 294)	This is constant KEY_EJECT.
KEY_END ( see page 294)	This is constant KEY_END.
KEY_ENDCALL ( see page 294)	This is constant KEY_ENDCALL.
KEY_EQUALS ( see page 295)	This is constant KEY_EQUALS.
KEY_ESCAPE ( see page 295)	This is constant KEY_ESCAPE.
KEY_EXECUTE ( see page 295)	This is constant KEY_EXECUTE.
KEY_F ( see page 295)	This is constant KEY_F.
KEY_F1 ( see page 295)	This is constant KEY_F1.
KEY_F10 ( see page 296)	This is constant KEY_F10.
KEY_F11 ( see page 296)	This is constant KEY_F11.

KEY_F12 ( see page 296)	This is constant KEY_F12.
KEY_F13 ( see page 296)	This is constant KEY_F13.
KEY_F14 ( see page 297)	This is constant KEY_F14.
KEY_F15 ( see page 297)	This is constant KEY_F15.
KEY_F16 ( see page 297)	This is constant KEY_F16.
KEY_F17 ( see page 297)	This is constant KEY_F17.
KEY_F18 ( see page 297)	This is constant KEY_F18.
KEY_F19 ( see page 298)	This is constant KEY_F19.
KEY_F2 ( see page 298)	This is constant KEY_F2.
KEY_F20 ( see page 298)	This is constant KEY_F20.
KEY_F21 ( see page 298)	This is constant KEY_F21.
KEY_F22 ( see page 299)	This is constant KEY_F22.
KEY_F23 ( see page 299)	This is constant KEY_F23.
KEY_F24 ( see page 299)	This is constant KEY_F24.
KEY_F3 ( see page 299)	This is constant KEY_F3.
KEY_F4 ( see page 299)	This is constant KEY_F4.
KEY_F5 ( see page 300)	This is constant KEY_F5.
KEY_F6 ( see page 300)	This is constant KEY_F6.
KEY_F7 ( see page 300)	This is constant KEY_F7.
KEY_F8 ( see page 300)	This is constant KEY_F8.
KEY_F9 ( see page 301)	This is constant KEY_F9.
KEY_FIND ( see page 301)	This is constant KEY_FIND.
KEY_G ( see page 301)	This is constant KEY_G.
KEY_GRAVE ( see page 301)	This is constant KEY_GRAVE.
KEY_H ( see page 301)	This is constant KEY_H.
KEY_HELP ( see page 302)	This is constant KEY_HELP.
KEY_HOME ( see page 302)	This is constant KEY_HOME.
KEY_I ( see page 302)	This is constant KEY_I.
KEY_INSERT ( see page 302)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 ( see page 303)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 ( see page 303)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 ( see page 303)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 ( see page 303)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 ( see page 303)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 ( see page 304)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 ( see page 304)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 ( see page 304)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 ( see page 304)	This is constant KEY_INTERNATIONAL9.
KEY_J ( see page 305)	This is constant KEY_J.
KEY_K ( see page 305)	This is constant KEY_K.
KEY_KBDILLUMDOWN ( see page 305)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE ( see page 305)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP ( see page 305)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 ( see page 306)	This is constant KEY_KP_0.
KEY_KP_00 ( see page 306)	This is constant KEY_KP_00.
KEY_KP_000 ( see page 306)	This is constant KEY_KP_000.
KEY_KP_1 ( see page 306)	This is constant KEY_KP_1.
KEY_KP_2 ( see page 307)	This is constant KEY_KP_2.
KEY_KP_3 ( see page 307)	This is constant KEY_KP_3.

KEY_KP_4 ( see page 307)	This is constant KEY_KP_4.
KEY_KP_5 ( see page 307)	This is constant KEY_KP_5.
KEY_KP_6 ( see page 307)	This is constant KEY_KP_6.
KEY_KP_7 ( see page 308)	This is constant KEY_KP_7.
KEY_KP_8 ( see page 308)	This is constant KEY_KP_8.
KEY_KP_9 ( see page 308)	This is constant KEY_KP_9.
KEY_KP_A ( see page 308)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND ( see page 309)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT ( see page 309)	This is constant KEY_KP_AT.
KEY_KP_B ( see page 309)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE ( see page 309)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY ( see page 309)	This is constant KEY_KP_BINARY.
KEY_KP_C ( see page 310)	This is constant KEY_KP_C.
KEY_KP_CLEAR ( see page 310)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY ( see page 310)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON ( see page 310)	This is constant KEY_KP_COLON.
KEY_KP_COMMA ( see page 311)	This is constant KEY_KP_COMMA.
KEY_KP_D ( see page 311)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND ( see page 311)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR ( see page 311)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL ( see page 311)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE ( see page 312)	This is constant KEY_KP_DIVIDE.
KEY_KP_E ( see page 312)	This is constant KEY_KP_E.
KEY_KP_ENTER ( see page 312)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS ( see page 312)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 ( see page 313)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM ( see page 313)	This is constant KEY_KP_EXCLAM.
KEY_KP_F ( see page 313)	This is constant KEY_KP_F.
KEY_KP_GREATER ( see page 313)	This is constant KEY_KP_GREATER.
KEY_KP_HASH ( see page 313)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECEMAL ( see page 314)	This is constant KEY_KP_HEXADECEMAL.
KEY_KP_LEFTBRACE ( see page 314)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN ( see page 314)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS ( see page 314)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD ( see page 315)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR ( see page 315)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE ( see page 315)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY ( see page 315)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL ( see page 315)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE ( see page 316)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT ( see page 316)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS ( see page 316)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY ( see page 316)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL ( see page 317)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT ( see page 317)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD ( see page 317)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS ( see page 317)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS ( see page 317)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER ( see page 318)	This is constant KEY_KP_POWER.

KEY_KP_RIGHTBRACE ( see page 318)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN ( see page 318)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE ( see page 318)	This is constant KEY_KP_SPACE.
KEY_KP_TAB ( see page 319)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR ( see page 319)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR ( see page 319)	This is constant KEY_KP_XOR.
KEY_L ( see page 319)	This is constant KEY_L.
KEY_LALT ( see page 319)	This is constant KEY_LALT.
KEY_LANG1 ( see page 320)	This is constant KEY_LANG1.
KEY_LANG2 ( see page 320)	This is constant KEY_LANG2.
KEY_LANG3 ( see page 320)	This is constant KEY_LANG3.
KEY_LANG4 ( see page 320)	This is constant KEY_LANG4.
KEY_LANG5 ( see page 321)	This is constant KEY_LANG5.
KEY_LANG6 ( see page 321)	This is constant KEY_LANG6.
KEY_LANG7 ( see page 321)	This is constant KEY_LANG7.
KEY_LANG8 ( see page 321)	This is constant KEY_LANG8.
KEY_LANG9 ( see page 321)	This is constant KEY_LANG9.
KEY_LCTRL ( see page 322)	This is constant KEY_LCTRL.
KEY_LEFT ( see page 322)	This is constant KEY_LEFT.
KEY_LEFTBRACKET ( see page 322)	This is constant KEY_LEFTBRACKET.
KEY_LGUI ( see page 322)	This is constant KEY_LGUI.
KEY_LSHIFT ( see page 323)	This is constant KEY_LSHIFT.
KEY_M ( see page 323)	This is constant KEY_M.
KEY_MAIL ( see page 323)	This is constant KEY_MAIL.
KEY_MEDIASELECT ( see page 323)	This is constant KEY_MEDIASELECT.
KEY_MENU ( see page 323)	This is constant KEY_MENU.
KEY_MINUS ( see page 324)	This is constant KEY_MINUS.
KEY_MODE ( see page 324)	This is constant KEY_MODE.
KEY_MUTE ( see page 324)	This is constant KEY_MUTE.
KEY_N ( see page 324)	This is constant KEY_N.
KEY_NONUSBACKSLASH ( see page 325)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH ( see page 325)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR ( see page 325)	This is constant KEY_NUMLOCKCLEAR.
KEY_O ( see page 325)	This is constant KEY_O.
KEY_OPER ( see page 325)	This is constant KEY_OPER.
KEY_OUT ( see page 326)	This is constant KEY_OUT.
KEY_P ( see page 326)	This is constant KEY_P.
KEY_PAGEDOWN ( see page 326)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP ( see page 326)	This is constant KEY_PAGEUP.
KEY_PASTE ( see page 327)	This is constant KEY_PASTE.
KEY_PAUSE ( see page 327)	This is constant KEY_PAUSE.
KEY_PERIOD ( see page 327)	This is constant KEY_PERIOD.
KEY_POWER ( see page 327)	This is constant KEY_POWER.
KEY_PRINTSCREEN ( see page 327)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR ( see page 328)	This is constant KEY_PRIOR.
KEY_Q ( see page 328)	This is constant KEY_Q.
KEY_R ( see page 328)	This is constant KEY_R.
KEY_RALT ( see page 328)	This is constant KEY_RALT.
KEY_RCTRL ( see page 329)	This is constant KEY_RCTRL.

KEY_RETURN ( see page 329)	This is constant KEY_RETURN.
KEY_RETURN2 ( see page 329)	This is constant KEY_RETURN2.
KEY_RGUI ( see page 329)	This is constant KEY_RGUI.
KEY_RIGHT ( see page 329)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET ( see page 330)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT ( see page 330)	This is constant KEY_RSHIFT.
KEY_S ( see page 330)	This is constant KEY_S.
KEY_SCROLLLOCK ( see page 330)	This is constant KEY_SCROLLLOCK.
KEY_SELECT ( see page 331)	This is constant KEY_SELECT.
KEY_SEMICOLON ( see page 331)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR ( see page 331)	This is constant KEY_SEPARATOR.
KEY_SLASH ( see page 331)	This is constant KEY_SLASH.
KEY_SLEEP ( see page 331)	This is constant KEY_SLEEP.
KEY_SOFTLEFT ( see page 332)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT ( see page 332)	This is constant KEY_SOFTRIGHT.
KEY_SPACE ( see page 332)	This is constant KEY_SPACE.
KEY_STOP ( see page 332)	This is constant KEY_STOP.
KEY_SYSREQ ( see page 333)	This is constant KEY_SYSREQ.
KEY_T ( see page 333)	This is constant KEY_T.
KEY_TAB ( see page 333)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR ( see page 333)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U ( see page 333)	This is constant KEY_U.
KEY_UNDO ( see page 334)	This is constant KEY_UNDO.
KEY_UP ( see page 334)	This is constant KEY_UP.
KEY_V ( see page 334)	This is constant KEY_V.
KEY_VOLUMEDOWN ( see page 334)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP ( see page 335)	This is constant KEY_VOLUMEUP.
KEY_W ( see page 335)	This is constant KEY_W.
KEY_WWW ( see page 335)	This is constant KEY_WWW.
KEY_X ( see page 335)	This is constant KEY_X.
KEY_Y ( see page 335)	This is constant KEY_Y.
KEY_Z ( see page 336)	This is constant KEY_Z.
KHAKI ( see page 336)	This is constant KHAKI.
LAVENDER ( see page 336)	This is constant LAVENDER.
LAVENDERBLUSH ( see page 336)	This is constant LAVENDERBLUSH.
LAWNGREEN ( see page 337)	This is constant LAWNGREEN.
LEMONCHIFFON ( see page 337)	This is constant LEMONCHIFFON.
LF ( see page 337)	This is constant LF.
LIGHTBLUE ( see page 337)	This is constant LIGHTBLUE.
LIGHTCORAL ( see page 337)	This is constant LIGHTCORAL.
LIGHTCYAN ( see page 338)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW ( see page 338)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY ( see page 338)	This is constant LIGHTGRAY.
LIGHTGREEN ( see page 338)	This is constant LIGHTGREEN.
LIGHTGREY ( see page 339)	This is constant LIGHTGREY.
LIGHTPINK ( see page 339)	This is constant LIGHTPINK.
LIGHTSALMON ( see page 339)	This is constant LIGHTSALMON.
LIGHTSEAGREEN ( see page 339)	This is constant LIGHTSEAGREEN.

LIGHTSKYBLUE ( see page 339)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY ( see page 340)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY ( see page 340)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE ( see page 340)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW ( see page 340)	This is constant LIGHTYELLOW.
LIME ( see page 341)	This is constant LIME.
LIMEGREEN ( see page 341)	This is constant LIMEGREEN.
LINEN ( see page 341)	This is constant LINEN.
LOGEXT ( see page 341)	This is constant LOGEXT.
LuSCANCODE_EXSEL ( see page 341)	This is constant LuSCANCODE_EXSEL.
MAGENTA ( see page 342)	This is constant MAGENTA.
MAROON ( see page 342)	This is constant MAROON.
MEDIUMAQUAMARINE ( see page 342)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE ( see page 342)	This is constant MEDIUMBLUE.
MEDIUMORCHID ( see page 343)	This is constant MEDIUMORCHID.
MEDIUMPURPLE ( see page 343)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN ( see page 343)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE ( see page 343)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN ( see page 343)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE ( see page 344)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED ( see page 344)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE ( see page 344)	This is constant MIDNIGHTBLUE.
MINTCREAM ( see page 344)	This is constant MINTCREAM.
MISTYROSE ( see page 345)	This is constant MISTYROSE.
MOCCASIN ( see page 345)	This is constant MOCCASIN.
MPGEXT ( see page 345)	This is constant MPGEXT.
NAN ( see page 345)	This is constant NAN.
NAVAJOWHITE ( see page 345)	This is constant NAVAJOWHITE.
NAVY ( see page 346)	This is constant NAVY.
OGGEXT ( see page 346)	This is constant OGGEXT.
OLDLACE ( see page 346)	This is constant OLDLACE.
OLIVE ( see page 346)	This is constant OLIVE.
OLIVEDRAB ( see page 347)	This is constant OLIVEDRAB.
ORANGE ( see page 347)	This is constant ORANGE.
ORANGERED ( see page 347)	This is constant ORANGERED.
ORCHID ( see page 347)	This is constant ORCHID.
OVERLAY1 ( see page 347)	This is constant OVERLAY1.
OVERLAY2 ( see page 348)	This is constant OVERLAY2.
PALEGOLDENROD ( see page 348)	This is constant PALEGOLDENROD.
PALEGREEN ( see page 348)	This is constant PALEGREEN.
PALETURQUOISE ( see page 348)	This is constant PALETURQUOISE.
PALEVIOLETRED ( see page 349)	This is constant PALEVIOLETRED.
PAPAYAWHIP ( see page 349)	This is constant PAPAYAWHIP.
PEACHPUFF ( see page 349)	This is constant PEACHPUFF.
PERU ( see page 349)	This is constant PERU.
PINK ( see page 349)	This is constant PINK.
PLUM ( see page 350)	This is constant PLUM.
PNGEXT ( see page 350)	This is constant PNGEXT.
POWDERBLUE ( see page 350)	This is constant POWDERBLUE.














PURPLE ( see page 350)	This is constant PURPLE.
RADTODEG ( see page 351)	This is constant RADTODEG.
REBECCAPURPLE ( see page 351)	This is constant REBECCAPURPLE.
RED ( see page 351)	This is constant RED.
RED2 ( see page 351)	This is constant RED2.
ROSYBROWN ( see page 351)	This is constant ROSYBROWN.
ROYALBLUE ( see page 352)	This is constant ROYALBLUE.
SADDLEBROWN ( see page 352)	This is constant SADDLEBROWN.
SALMON ( see page 352)	This is constant SALMON.
SANDYBROWN ( see page 352)	This is constant SANDYBROWN.
SEAGREEN ( see page 353)	This is constant SEAGREEN.
SEASHELL ( see page 353)	This is constant SEASHELL.
SIENNA ( see page 353)	This is constant SIENNA.
SILVER ( see page 353)	This is constant SILVER.
SKYBLUE ( see page 353)	This is constant SKYBLUE.
SLATEBLUE ( see page 354)	This is constant SLATEBLUE.
SLATEGRAY ( see page 354)	This is constant SLATEGRAY.
SLATEGREY ( see page 354)	This is constant SLATEGREY.
SNOW ( see page 354)	This is constant SNOW.
SPRINGGREEN ( see page 355)	This is constant SPRINGGREEN.
STEELBLUE ( see page 355)	This is constant STEELBLUE.
TAN ( see page 355)	This is constant TAN.
TEAL ( see page 355)	This is constant TEAL.
THISTLE ( see page 355)	This is constant THISTLE.
TIMER_FIXEDUPDATE_SPEED ( see page 356)	This is constant TIMER_FIXEDUPDATE_SPEED.
TIMER_UPDATE_SPEED ( see page 356)	This is constant TIMER_UPDATE_SPEED.
TOMATO ( see page 356)	This is constant TOMATO.
TURQUOISE ( see page 356)	This is constant TURQUOISE.
VERSION_MAJOR ( see page 357)	This is constant VERSION_MAJOR.
VERSION_MINOR ( see page 357)	This is constant VERSION_MINOR.
VERSION_PATCH ( see page 357)	This is constant VERSION_PATCH.
VIDEO_SAMPLEBUFFERSIZE ( see page 357)	This is constant VIDEO_SAMPLEBUFFERSIZE.
VIOLET ( see page 357)	This is constant VIOLET.
WHEAT ( see page 358)	This is constant WHEAT.
WHITE ( see page 358)	This is constant WHITE.
WHITE2 ( see page 358)	This is constant WHITE2.
WHITESMOKE ( see page 358)	This is constant WHITESMOKE.
WINDOW_HEIGHT ( see page 359)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH ( see page 359)	This is constant WINDOW_WIDTH.
YELLOW ( see page 359)	This is constant YELLOW.
YELLOWGREEN ( see page 359)	This is constant YELLOWGREEN.

## Files

DelphiGamekit.pas ( see page 360)	This is file DelphiGamekit.pas.
-----------------------------------	---------------------------------

## Structs, Records, Enums

	TActorMessage ( see page 240)	This is record TActorMessage.
	TAudioFading ( see page 240)	This is record TAudioFading.
	TBlendMode ( see page 240)	This is record TBlendMode.

	TEaseType ( see page 241)	This is record TEaseType.
	TFlipMode ( see page 241)	This is record TFlipMode.
	THAlign ( see page 241)	This is record THAlign.
	TLineIntersection ( see page 242)	This is record TLineIntersection.
	TSpeechVoiceAttribute ( see page 242)	This is record TSpeechVoiceAttribute.
	TTextureAccess ( see page 242)	This is record TTextureAccess.
	TVAlign ( see page 243)	This is record TVAlign.
	TVideoStatus ( see page 243)	This is record TVideoStatus.

















## Types

PActorMessage ( see page 244)	This is type PActorMessage.
PColor ( see page 244)	This is type PColor.
PPoint ( see page 244)	This is type PPoint.
PRange ( see page 244)	This is type PRange.
PRect ( see page 244)	This is type PRect.
PTransform ( see page 245)	This is type PTransform.
PVector ( see page 245)	This is type PVector.
PVideo ( see page 245)	This is type PVideo.
TActorAttributeSet ( see page 245)	This is type TActorAttributeSet.
TActorSceneEvent ( see page 246)	This is type TActorSceneEvent.
TAsyncProc ( see page 246)	This is type TAsyncProc.
TCaptureConsoleOutputEvent ( see page 246)	This is type TCaptureConsoleOutputEvent.
TGameClass ( see page 246)	This is type TGameClass.
TMusic ( see page 246)	This is type TMusic.
TSound ( see page 247)	This is type TSound.

## Variables

Game ( see page 247)	This is variable Game.
Marshaller ( see page 247)	This is variable Marshaller.

## Functions

	AddSelfToUserPath ( see page 220)	This is function AddSelfToUserPath.
	AngleCos ( see page 221)	This is function AngleCos.
	AngleDiff ( see page 221)	This is function AngleDiff.
	AngleRotatePos ( see page 221)	This is function AngleRotatePos.
	AngleSin ( see page 221)	This is function AngleSin.
	CaptureConsoleOutput ( see page 222)	This is function CaptureConsoleOutput.
	CircleInRectangle ( see page 222)	This is function CircleInRectangle.
	CirclesOverlap ( see page 222)	This is function CirclesOverlap.
	ClipVaLue ( see page 223)	This is function ClipVaLue.
	ClipVaLuef ( see page 223)	This is function ClipVaLuef.
	CreateDirsInPath ( see page 223)	This is function CreateDirsInPath.
	EasePosition ( see page 223)	This is function EasePosition.
	EaseValue ( see page 224)	This is function EaseValue.
	ExpandRelDirectory ( see page 224)	This is function ExpandRelDirectory.
	ExpandRelFilename ( see page 224)	This is function ExpandRelFilename.
	ExtractRelativeDirectory ( see page 225)	This is function ExtractRelativeDirectory.

✦	ExtractRelativeFilename ( see page 225)	This is function ExtractRelativeFilename.
✦	FreeNilObject ( see page 225)	This is function FreeNilObject.
✦	GetDirName ( see page 225)	This is function GetDirName.
✦	GetEnvVarValue ( see page 226)	This is function GetEnvVarValue.
✦	GetExeBasePath ( see page 226)	This is function GetExeBasePath.
✦	GetExePath ( see page 226)	This is function GetExePath.
✦	GetFileRWops ( see page 226)	This is function GetFileRWops.
✦	GetMemRWops ( see page 227)	This is function GetMemRWops.
✦	GetRandomSeed ( see page 227)	This is function GetRandomSeed.
✦	GetSemVerStr ( see page 227)	This is function GetSemVerStr.
✦	GetUUID ( see page 227)	This is function GetUUID.
✦	GetVersionInfo ( see page 228)	This is function GetVersionInfo.
✦	GetVersionInfo ( see page 228)	This is function GetVersionInfo.
✦	HasConsoleOutput ( see page 228)	This is function HasConsoleOutput.
✦	HttpGet ( see page 228)	This is function HttpGet.
✦	IsCurrentDir ( see page 229)	This is function IsCurrentDir.
✦	IsSingleInstance ( see page 229)	This is function IsSingleInstance.
✦	IsValidFilename ( see page 229)	This is function IsValidFilename.
✦	Lerp ( see page 229)	This is function Lerp.
✦	LineIntersection ( see page 230)	This is function LineIntersection.
✦	Pause ( see page 230)	This is function Pause.
✦	PointInCircle ( see page 230)	This is function PointInCircle.
✦	PointInRectangle ( see page 230)	This is function PointInRectangle.
✦	PointInTriangle ( see page 231)	This is function PointInTriangle.
✦	Print ( see page 231)	This is function Print.
✦	Print ( see page 231)	This is function Print.
✦	PrintLn ( see page 232)	This is function PrintLn.
✦	PrintLn ( see page 232)	This is function PrintLn.
✦	PrintLn ( see page 232)	This is function PrintLn.
✦	ProcessMessages ( see page 232)	This is function ProcessMessages.
✦	RadiusOverlap ( see page 233)	This is function RadiusOverlap.
✦	RandomBool ( see page 233)	This is function RandomBool.
✦	RandomRange ( see page 233)	This is function RandomRange.
✦	RandomRangef ( see page 233)	This is function RandomRangef.
✦	ReadStringFromStream ( see page 234)	This is function ReadStringFromStream.
✦	RectangleIntersection ( see page 234)	This is function RectangleIntersection.
✦	RectanglesOverlap ( see page 234)	This is function RectanglesOverlap.
✦	RemoveDuplicates ( see page 234)	This is function RemoveDuplicates.
✦	RemoveDuplicates2 ( see page 235)	This is function RemoveDuplicates2.
✦	RemoveQuotes ( see page 235)	This is function RemoveQuotes.
✦	RemoveSelfFromUserPath ( see page 235)	This is function RemoveSelfFromUserPath.
✦	ResourceExists ( see page 235)	This is function ResourceExists.
✦	RunGame ( see page 236)	This is function RunGame.
✦	SameSign ( see page 236)	This is function SameSign.
✦	SameSignf ( see page 236)	This is function SameSignf.

✦	SameVaLue ( see page 236)	This is function SameVaLue.
✦	SameVaLuef ( see page 237)	This is function SameVaLuef.
✦	SetEnvVarValue ( see page 237)	This is function SetEnvVarValue.
✦	SetGlobalEnvironment ( see page 237)	This is function SetGlobalEnvironment.
✦	SetRandomSeed ( see page 237)	This is function SetRandomSeed.
✦	ShellOpen ( see page 238)	This is function ShellOpen.
✦	SmoothMove ( see page 238)	This is function SmoothMove.
✦	UnitToScalarValue ( see page 238)	This is function UnitToScalarValue.
✦	WaitForAnyKey ( see page 239)	This is function WaitForAnyKey.
✦	WasRunFromConsole ( see page 239)	This is function WasRunFromConsole.
✦	WriteStringToStream ( see page 239)	This is function WriteStringToStream.





















## 1.1 Classes

The following table lists classes in this documentation.

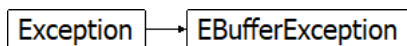
### Classes

✦	EBufferException ( see page 15)	This is class EBufferException.
✦	TAIActor ( see page 15)	This is class TAIActor.
✦	TAIEntityActor ( see page 17)	This is class TAIEntityActor.
✦	TAIState ( see page 19)	This is class TAIState.
✦	TAIStateMachine ( see page 22)	This is class TAIStateMachine.
✦	TAScreenshake ( see page 31)	This is class TAScreenshake.
✦	TActor ( see page 34)	This is class TActor.
✦	TActorList ( see page 41)	This is class TActorList.
✦	TActorScene ( see page 45)	This is class TActorScene.
✦	TArchive ( see page 49)	This is class TArchive.
✦	TArchiveFile ( see page 52)	This is class TArchiveFile.
✦	TAsyncThread ( see page 58)	This is class TAsyncThread.
✦	TBaseObject ( see page 67)	This is class TBaseObject.
✦	TBuffer ( see page 68)	This is class TBuffer.
✦	TCamera ( see page 71)	This is class TCamera.
✦	TCloudDb ( see page 75)	This is class TCloudDb.
✦	TConfigFile ( see page 90)	This is class TConfigFile.
✦	TEntity ( see page 98)	This is class TEntity.
✦	TEntityActor ( see page 115)	This is class TEntityActor.
✦	TFont ( see page 118)	This is class TFont.
✦	TGame ( see page 125)	This is class TGame.
✦	TGeometry ( see page 141)	This is class TGeometry.
✦	TPolyPoint ( see page 155)	This is class TPolyPoint.
✦	TPolygon ( see page 160)	This is class TPolygon.
✦	TSprite ( see page 180)	This is class TSprite.
✦	TTexture ( see page 187)	This is class TTexture.

**Records**

	TAsync ( see page 56)	This is class TAsync.
	TAudio ( see page 61)	This is class TAudio.
	TCmdLine ( see page 83)	This is class TCmdLine.
	TColor ( see page 87)	This is class TColor.
	TController ( see page 95)	This is class TController.
	THud ( see page 142)	This is class THud.
	TInput ( see page 145)	This is class TInput.
	TLog ( see page 149)	This is class TLog.
	TPoint ( see page 152)	This is class TPoint.
	TPolypointTrace ( see page 165)	This is class TPolypointTrace.
	TPrefs ( see page 167)	This is class TPrefs.
	TRange ( see page 169)	This is class TRange.
	TRect ( see page 171)	This is class TRect.
	TScreenshake ( see page 174)	This is class TScreenshake.
	TSpeech ( see page 176)	This is class TSpeech.
	TTimer ( see page 194)	This is class TTimer.
	TTransform ( see page 196)	This is class TTransform.
	TVector ( see page 201)	This is class TVector.
	TVideo ( see page 208)	This is class TVideo.
	TWindow ( see page 212)	This is class TWindow.

## 1.1.1 EBufferException

**Class Hierarchy**

**File:** DelphiGamekit.pas ( see page 360)

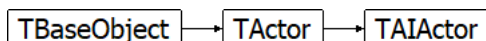
**Delphi**

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

**Description**

This is class EBufferException.

## 1.1.2 TAIActor

**Class Hierarchy**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is class TAIActor.

### 1.1.2.1 TAIActor Fields

The fields of the TAIActor class are listed here.

Fields

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

#### 1.1.2.1.1 TAIActor.FStateMachine

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FStateMachine: TAIStateMachine;
```





Description

This is FStateMachine, a member of class TAIActor.

### 1.1.2.2 TAIActor Methods

The methods of the TAIActor class are listed here.

Methods

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

#### 1.1.2.2.1 TAIActor.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIActor.

#### 1.1.2.2.2 TAIActor.Destroy

File: DelphiGamekit.pas ( see page 360)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIActor.

#### 1.1.2.2.3 TAIActor.OnRender

File: DelphiGamekit.pas ( see page 360)

Delphi

```
procedure OnRender; override;
```

**Description**

This is OnRender, a member of class TAIActor.

1.1.2.2.4 TAIActor.OnUpdate

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnUpdate, a member of class TAIActor.

1.1.2.3 TAIActor Properties

The properties of the TAIActor class are listed here.

**Properties**

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

1.1.2.3.1 TAIActor.StateMachine

File: DelphiGamekit.pas ( see page 360)

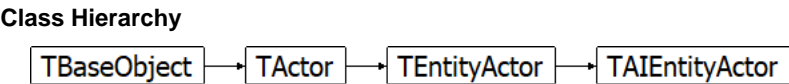
**Delphi**

```
property StateMachine: TAIStateMachine;
```

**Description**

This is StateMachine, a member of class TAIActor.

1.1.3 TAIEntityActor



File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is class TAIEntityActor.

1.1.3.1 TAIEntityActor Fields

The fields of the TAIEntityActor class are listed here.

**Fields**

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

### 1.1.3.1.1 TAIEntityActor.FStateMachine

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FStateMachine: TAIStateMachine;
```





#### Description

This is FStateMachine, a member of class TAIEntityActor.

## 1.1.3.2 TAIEntityActor Methods

The methods of the TAIEntityActor class are listed here.

#### Methods

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

### 1.1.3.2.1 TAIEntityActor.Create

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
constructor Create; override;
```

#### Description

This is Create, a member of class TAIEntityActor.

### 1.1.3.2.2 TAIEntityActor.Destroy

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
destructor Destroy; override;
```

#### Description

This is Destroy, a member of class TAIEntityActor.

### 1.1.3.2.3 TAIEntityActor.OnRender

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
procedure OnRender; override;
```

#### Description

This is OnRender, a member of class TAIEntityActor.

### 1.1.3.2.4 TAIEntityActor.OnUpdate

**File:** DelphiGamekit.pas ( see page 360)



Delphi

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

Description

This is OnUpdate, a member of class TAIEntityActor.

1.1.3.3 TAIEntityActor Properties

The properties of the TAIEntityActor class are listed here.

Properties

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

1.1.3.3.1 TAIEntityActor.StateMachine

File: DelphiGamekit.pas ( see page 360)

Delphi

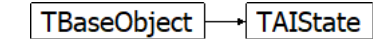
```
property StateMachine: TAIStateMachine;
```

Description

This is StateMachine, a member of class TAIEntityActor.

1.1.4 TAIState

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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




Description

This is class TAIState.

1.1.4.1 TAIState Fields

The fields of the TAIState class are listed here.

Fields

	FChildren ( see page 19)	This is FChildren, a member of class TAIState.
	FOwner ( see page 20)	This is FOwner, a member of class TAIState.
	FStateMachine ( see page 20)	This is FStateMachine, a member of class TAIState.

1.1.4.1.1 TAIState.FChildren

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FChildren: TActorList;
```

Description

This is FChildren, a member of class TAIState.

1.1.4.1.2 TAIState.FOwner

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FOwner: TObject;
```

Description

This is FOwner, a member of class TAIState.

1.1.4.1.3 TAIState.FStateMachine

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FStateMachine: TAIStateMachine;
```







Description

This is FStateMachine, a member of class TAIState.

1.1.4.2 TAIState Methods

The methods of the TAIState class are listed here.

Methods

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

1.1.4.2.1 TAIState.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TAIState.

1.1.4.2.2 TAIState.Destroy

File: DelphiGamekit.pas ( see page 360)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TAIState.

1.1.4.2.3 TAIState.OnEnter

File: DelphiGamekit.pas ( see page 360)

Delphi

```
procedure OnEnter; virtual;
```

Description

This is OnEnter, a member of class TAIState.

1.1.4.2.4 TAIState.OnExit

File: DelphiGamekit.pas ( see page 360)

Delphi

```
procedure OnExit; virtual;
```

Description

This is OnExit, a member of class TAIState.

1.1.4.2.5 TAIState.OnRender

File: DelphiGamekit.pas ( see page 360)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TAIState.

1.1.4.2.6 TAIState.OnUpdate

File: DelphiGamekit.pas ( see page 360)

Delphi

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




Description

This is OnUpdate, a member of class TAIState.

1.1.4.3 TAIState Properties

The properties of the TAIState class are listed here.

Properties

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

### 1.1.4.3.1 TAIState.Children

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Children: TActorList;
```

**Description**

This is Children, a member of class TAIState.

### 1.1.4.3.2 TAIState.Owner

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Owner: TObject;
```

**Description**

This is Owner, a member of class TAIState.

### 1.1.4.3.3 TAIState.StateMachine

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

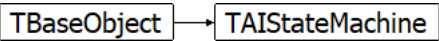
```
property StateMachine: TAIStateMachine;
```

**Description**

This is StateMachine, a member of class TAIState.

## 1.1.5 TAIStateMachine

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**




This is class TAIStateMachine.

### 1.1.5.1 TAIStateMachine Fields

The fields of the TAIStateMachine class are listed here.

**Fields**

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

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

### 1.1.5.1.1 TAIStateMachine.FCurrentState

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FCurrentState: TAIState;
```

#### Description

This is FCurrentState, a member of class TAIStateMachine.

### 1.1.5.1.2 TAIStateMachine.FGlobalState

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FGlobalState: TAIState;
```

#### Description

This is FGlobalState, a member of class TAIStateMachine.

### 1.1.5.1.3 TAIStateMachine.FOwner

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FOwner: TActor;
```

#### Description

This is FOwner, a member of class TAIStateMachine.

### 1.1.5.1.4 TAIStateMachine.FPreviousState

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FPreviousState: TAIState;
```

#### Description

This is FPreviousState, a member of class TAIStateMachine.

### 1.1.5.1.5 TAIStateMachine.FStateIndex

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FStateIndex: Integer;
```

#### Description

This is FStateIndex, a member of class TAIStateMachine.

### 1.1.5.1.6 TAIStateMachine.FStateList

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FStateList: TObjectList;
```

Description

This is FStateList, a member of class TAIStateMachine.

### 1.1.5.2 TAIStateMachine Methods

The methods of the TAIStateMachine class are listed here.

Methods

⇒	AddState ( see page 24)	This is AddState, a member of class TAIStateMachine.
⇒	ChangeState ( see page 25)	This is ChangeState, a member of class TAIStateMachine.
⇒	ChangeStateObj ( see page 25)	This is ChangeStateObj, a member of class TAIStateMachine.
⇒	ClearStates ( see page 25)	This is ClearStates, a member of class TAIStateMachine.
⇒	Create ( see page 25)	This is Create, a member of class TAIStateMachine.
⇒	Destroy ( see page 25)	This is Destroy, a member of class TAIStateMachine.
⇒	GetCurrentState ( see page 26)	This is GetCurrentState, a member of class TAIStateMachine.
⇒	GetGlobalState ( see page 26)	This is GetGlobalState, a member of class TAIStateMachine.
⇒	GetPreviousState ( see page 26)	This is GetPreviousState, a member of class TAIStateMachine.
⇒	GetStateCount ( see page 26)	This is GetStateCount, a member of class TAIStateMachine.
⇒	GetStateIndex ( see page 26)	This is GetStateIndex, a member of class TAIStateMachine.
⇒	GetStates ( see page 26)	This is GetStates, a member of class TAIStateMachine.
⇒	NextState ( see page 27)	This is NextState, a member of class TAIStateMachine.
⇒	PrevState ( see page 27)	This is PrevState, a member of class TAIStateMachine.
⇒	RemoveState ( see page 27)	This is RemoveState, a member of class TAIStateMachine.
⇒	RemoveStateObj ( see page 27)	This is RemoveStateObj, a member of class TAIStateMachine.
⇒	Render ( see page 28)	This is Render, a member of class TAIStateMachine.
⇒	RevertToPreviousState ( see page 28)	This is RevertToPreviousState, a member of class TAIStateMachine.
⇒	SetCurrentState ( see page 28)	This is SetCurrentState, a member of class TAIStateMachine.
⇒	SetCurrentStateObj ( see page 28)	This is SetCurrentStateObj, a member of class TAIStateMachine.
⇒	SetGlobalState ( see page 28)	This is SetGlobalState, a member of class TAIStateMachine.
⇒	SetGlobalStateObj ( see page 29)	This is SetGlobalStateObj, a member of class TAIStateMachine.
⇒	SetPreviousState ( see page 29)	This is SetPreviousState, a member of class TAIStateMachine.
⇒	SetPreviousStateObj ( see page 29)	This is SetPreviousStateObj, a member of class TAIStateMachine.
⇒	Update ( see page 29)	This is Update, a member of class TAIStateMachine.

#### 1.1.5.2.1 TAIStateMachine.AddState

File: DelphiGamekit.pas ( see page 360)

Delphi

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

**Description**

This is AddState, a member of class TAIStateMachine.

### 1.1.5.2.2 TAIStateMachine.ChangeState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ChangeState, a member of class TAIStateMachine.

### 1.1.5.2.3 TAIStateMachine.ChangeStateObj

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ChangeStateObj, a member of class TAIStateMachine.

### 1.1.5.2.4 TAIStateMachine.ClearStates

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure ClearStates;
```

**Description**

This is ClearStates, a member of class TAIStateMachine.

### 1.1.5.2.5 TAIStateMachine.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TAIStateMachine.

### 1.1.5.2.6 TAIStateMachine.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TAIStateMachine.

### 1.1.5.2.7 TAIStateMachine.GetCurrentState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetCurrentState: Integer;
```

**Description**

This is GetCurrentState, a member of class TAIStateMachine.

### 1.1.5.2.8 TAIStateMachine.GetGlobalState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetGlobalState: Integer;
```

**Description**

This is GetGlobalState, a member of class TAIStateMachine.

### 1.1.5.2.9 TAIStateMachine.GetPreviousState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetPreviousState: Integer;
```

**Description**

This is GetPreviousState, a member of class TAIStateMachine.

### 1.1.5.2.10 TAIStateMachine.GetStateCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetStateCount: Integer;
```

**Description**

This is GetStateCount, a member of class TAIStateMachine.

### 1.1.5.2.11 TAIStateMachine.GetStateIndex

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetStateIndex: Integer;
```

**Description**

This is GetStateIndex, a member of class TAIStateMachine.

### 1.1.5.2.12 TAIStateMachine.GetStates

**File:** DelphiGamekit.pas ( see page 360)



**Delphi**

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

**Description**

This is GetStates, a member of class TAIStateMachine.

### 1.1.5.2.13 TAIStateMachine.NextState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is NextState, a member of class TAIStateMachine.

### 1.1.5.2.14 TAIStateMachine.PrevState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is PrevState, a member of class TAIStateMachine.

### 1.1.5.2.15 TAIStateMachine.RemoveState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is RemoveState, a member of class TAIStateMachine.

### 1.1.5.2.16 TAIStateMachine.RemoveStateObj

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is RemoveStateObj, a member of class TAIStateMachine.

### 1.1.5.2.17 TAIStateMachine.Render

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Render;
```

**Description**

This is Render, a member of class TAIStateMachine.

### 1.1.5.2.18 TAIStateMachine.RevertToPreviousState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure RevertToPreviousState;
```

**Description**

This is RevertToPreviousState, a member of class TAIStateMachine.

### 1.1.5.2.19 TAIStateMachine.SetCurrentState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetCurrentState, a member of class TAIStateMachine.

### 1.1.5.2.20 TAIStateMachine.SetCurrentStateObj

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetCurrentStateObj, a member of class TAIStateMachine.

### 1.1.5.2.21 TAIStateMachine.SetGlobalState

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetGlobalState, a member of class TAIStateMachine.

### 1.1.5.2.22 TAIStateMachine.SetGlobalStateObj

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetGlobalStateObj, a member of class TAIStateMachine.

### 1.1.5.2.23 TAIStateMachine.SetPreviousState

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetPreviousState, a member of class TAIStateMachine.

### 1.1.5.2.24 TAIStateMachine.SetPreviousStateObj

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetPreviousStateObj, a member of class TAIStateMachine.

### 1.1.5.2.25 TAIStateMachine.Update

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description




This is Update, a member of class TAIStateMachine.

## 1.1.5.3 TAIStateMachine Properties

The properties of the TAIStateMachine class are listed here.

Properties

	CurrentState ( see page 30)	This is CurrentState, a member of class TAIStateMachine.
	GlobalState ( see page 30)	This is GlobalState, a member of class TAIStateMachine.
	Owner ( see page 30)	This is Owner, a member of class TAIStateMachine.

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

### 1.1.5.3.1 TAIStateMachine.CurrentState

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
property CurrentState: Integer;
```

#### Description

This is CurrentState, a member of class TAIStateMachine.

### 1.1.5.3.2 TAIStateMachine.GlobalState

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
property GlobalState: Integer;
```

#### Description

This is GlobalState, a member of class TAIStateMachine.

### 1.1.5.3.3 TAIStateMachine.Owner

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
property Owner: TActor;
```

#### Description

This is Owner, a member of class TAIStateMachine.

### 1.1.5.3.4 TAIStateMachine.PreviousState

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
property PreviousState: Integer;
```

#### Description

This is PreviousState, a member of class TAIStateMachine.

### 1.1.5.3.5 TAIStateMachine.StateCount

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
property StateCount: Integer;
```

#### Description

This is StateCount, a member of class TAIStateMachine.

### 1.1.5.3.6 TAIStateMachine.StateIndex

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property StateIndex: Integer;
```

**Description**

This is StateIndex, a member of class TAIStateMachine.

### 1.1.5.3.7 TAIStateMachine.States

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

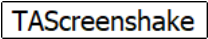
```
property States [aIndex: Integer]: TAIState;
```

**Description**

This is States, a member of class TAIStateMachine.

## 1.1.6 TAScreenshake

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TAScreenshake = class;
```

**Description**

This is class TAScreenshake.

### 1.1.6.1 TAScreenshake Fields

The fields of the TAScreenshake class are listed here.

**Fields**

	FActive ( see page 31)	This is FActive, a member of class TAScreenshake.
	FDuration ( see page 32)	This is FDuration, a member of class TAScreenshake.
	FMagnitude ( see page 32)	This is FMagnitude, a member of class TAScreenshake.
	FPos ( see page 32)	This is FPos, a member of class TAScreenshake.
	FTimer ( see page 32)	This is FTimer, a member of class TAScreenshake.

#### 1.1.6.1.1 TAScreenshake.FActive

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FActive: Boolean;
```

Description

This is FActive, a member of class TAScreenshake.

1.1.6.1.2 TAScreenshake.FDuration

File: DelphiGamekit.pas ( see page 360)

Delphi

`FDuration: Single;`

Description

This is FDuration, a member of class TAScreenshake.

1.1.6.1.3 TAScreenshake.FMagnitude

File: DelphiGamekit.pas ( see page 360)

Delphi

`FMagnitude: Single;`

Description

This is FMagnitude, a member of class TAScreenshake.

1.1.6.1.4 TAScreenshake.FPos

File: DelphiGamekit.pas ( see page 360)

Delphi

`FPos: TPoint;`

Description

This is FPos, a member of class TAScreenshake.

1.1.6.1.5 TAScreenshake.FTimer

File: DelphiGamekit.pas ( see page 360)

Delphi

`FTimer: Single;`




Description

This is FTimer, a member of class TAScreenshake.

1.1.6.2 TAScreenshake Methods

The methods of the TAScreenshake class are listed here.

Methods

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

### 1.1.6.2.1 TScreenshake.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Create, a member of class TScreenshake.

### 1.1.6.2.2 TScreenshake.Destroy

File: DelphiGamekit.pas ( see page 360)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TScreenshake.

### 1.1.6.2.3 TScreenshake.Process

File: DelphiGamekit.pas ( see page 360)

Delphi

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


Description

This is Process, a member of class TScreenshake.

## 1.1.6.3 TScreenshake Properties

The properties of the TScreenshake class are listed here.

Properties

	Active ( see page 33)	This is Active, a member of class TScreenshake.
-------------------------------------------------------------------------------------	-----------------------	-------------------------------------------------

### 1.1.6.3.1 TScreenshake.Active

File: DelphiGamekit.pas ( see page 360)

Delphi

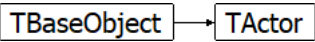
```
property Active: Boolean;
```

Description

This is Active, a member of class TScreenshake.

# 1.1.7 TActor

## Class Hierarchy



**File:** DelphiGamekit.pas ( see page 360)

## Delphi

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

## Description

This is class TActor.

## 1.1.7.1 TActor Fields

The fields of the TActor class are listed here.

### Fields

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

### 1.1.7.1.1 TActor.FActorList

**File:** DelphiGamekit.pas ( see page 360)

## Delphi

```
FActorList: TActorList;
```

## Description

This is FActorList, a member of class TActor.

### 1.1.7.1.2 TActor.FAttributes

**File:** DelphiGamekit.pas ( see page 360)

## Delphi

```
FAttributes: TActorAttributeSet;
```

## Description

This is FAttributes, a member of class TActor.

### 1.1.7.1.3 TActor.FCanCollide

**File:** DelphiGamekit.pas ( see page 360)



**Delphi**

```
FCanCollide: Boolean;
```

**Description**

This is FCanCollide, a member of class TActor.

### 1.1.7.1.4 TActor.FChildren

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FChildren: TActorList;
```

**Description**

This is FChildren, a member of class TActor.

### 1.1.7.1.5 TActor.FNext

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FNext: TActor;
```

**Description**

This is FNext, a member of class TActor.

### 1.1.7.1.6 TActor.FOwner

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FOwner: TActorList;
```

**Description**

This is FOwner, a member of class TActor.

### 1.1.7.1.7 TActor.FPrev

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FPrev: TActor;
```

**Description**

This is FPrev, a member of class TActor.

### 1.1.7.1.8 TActor.FTerminated

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FTerminated: Boolean;
```
















**Description**

This is FTerminated, a member of class TActor.

### 1.1.7.2 TActor Methods

The methods of the TActor class are listed here.

**Methods**

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

#### 1.1.7.2.1 TActor.AttributesAreSet

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AttributesAreSet, a member of class TActor.

#### 1.1.7.2.2 TActor.Collide

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Collide, a member of class TActor.

#### 1.1.7.2.3 TActor.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TActor.

### 1.1.7.2.4 TActor.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TActor.

### 1.1.7.2.5 TActor.GetAttribute

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetAttribute, a member of class TActor.

### 1.1.7.2.6 TActor.GetAttributes

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetAttributes: TActorAttributeSet;
```

**Description**

This is GetAttributes, a member of class TActor.

### 1.1.7.2.7 TActor.OnCollide

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnCollide, a member of class TActor.

### 1.1.7.2.8 TActor.OnMessage

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnMessage, a member of class TActor.

### 1.1.7.2.9 TActor.OnRender

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnRender; virtual;
```

**Description**

This is OnRender, a member of class TActor.

### 1.1.7.2.10 TActor.OnUpdate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnUpdate, a member of class TActor.

### 1.1.7.2.11 TActor.OnVisit

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnVisit, a member of class TActor.

### 1.1.7.2.12 TActor.Overlap

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Overlap, a member of class TActor.

### 1.1.7.2.13 TActor.Overlap

**File:** DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Overlap, a member of class TActor.

1.1.7.2.14 TActor.SetAttribute

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetAttribute, a member of class TActor.

1.1.7.2.15 TActor.SetAttributes

File: DelphiGamekit.pas ( see page 360)

Delphi

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










Description

This is SetAttributes, a member of class TActor.

1.1.7.3 TActor Properties

The properties of the TActor class are listed here.

Properties

	ActorList ( see page 39)	This is ActorList, a member of class TActor.
	Attribute ( see page 40)	This is Attribute, a member of class TActor.
	Attributes ( see page 40)	This is Attributes, a member of class TActor.
	CanCollide ( see page 40)	This is CanCollide, a member of class TActor.
	Children ( see page 40)	This is Children, a member of class TActor.
	Next ( see page 40)	This is Next, a member of class TActor.
	Owner ( see page 41)	This is Owner, a member of class TActor.
	Prev ( see page 41)	This is Prev, a member of class TActor.
	Terminated ( see page 41)	This is Terminated, a member of class TActor.

1.1.7.3.1 TActor.ActorList

File: DelphiGamekit.pas ( see page 360)

Delphi

```
property ActorList: TActorList;
```

**Description**

This is ActorList, a member of class TActor.

### 1.1.7.3.2 TActor.Attribute

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Attribute, a member of class TActor.

### 1.1.7.3.3 TActor.Attributes

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Attributes: TActorAttributeSet;
```

**Description**

This is Attributes, a member of class TActor.

### 1.1.7.3.4 TActor.CanCollide

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property CanCollide: Boolean;
```

**Description**

This is CanCollide, a member of class TActor.

### 1.1.7.3.5 TActor.Children

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Children: TActorList;
```

**Description**

This is Children, a member of class TActor.

### 1.1.7.3.6 TActor.Next

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Next: TActor;
```

**Description**

This is Next, a member of class TActor.

### 1.1.7.3.7 TActor.Owner

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Owner: TActorList;
```

**Description**

This is Owner, a member of class TActor.

### 1.1.7.3.8 TActor.Prev

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Prev: TActor;
```

**Description**

This is Prev, a member of class TActor.

### 1.1.7.3.9 TActor.Terminated

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

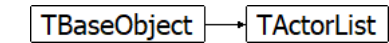
```
property Terminated: Boolean;
```

**Description**

This is Terminated, a member of class TActor.

## 1.1.8 TActorList

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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




**Description**

This is class TActorList.

### 1.1.8.1 TActorList Fields

The fields of the TActorList class are listed here.

**Fields**

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

### 1.1.8.1.1 TActorList.FCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`FCount: Integer;`

**Description**

This is FCount, a member of class TActorList.

### 1.1.8.1.2 TActorList.FHead

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`FHead: TActor;`

**Description**

This is FHead, a member of class TActorList.

### 1.1.8.1.3 TActorList.FTail

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`FTail: TActor;`














**Description**

This is FTail, a member of class TActorList.

## 1.1.8.2 TActorList Methods

The methods of the TActorList class are listed here.

**Methods**

	Add ( see page 42)	This is Add, a member of class TActorList.
	CheckCollision ( see page 43)	This is CheckCollision, a member of class TActorList.
	Clean ( see page 43)	This is Clean, a member of class TActorList.
	Clear ( see page 43)	This is Clear, a member of class TActorList.
 	Create ( see page 43)	This is Create, a member of class TActorList.
 	Destroy ( see page 43)	This is Destroy, a member of class TActorList.
	ForEach ( see page 44)	This is ForEach, a member of class TActorList.
	Remove ( see page 44)	This is Remove, a member of class TActorList.
	Render ( see page 44)	This is Render, a member of class TActorList.
	SendMessage ( see page 44)	This is SendMessage, a member of class TActorList.
	Update ( see page 45)	This is Update, a member of class TActorList.

### 1.1.8.2.1 TActorList.Add

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`procedure Add(`



```
    const aActor: TActor  
);
```

**Description**

This is Add, a member of class TActorList.

### 1.1.8.2.2 TActorList.CheckCollision

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is CheckCollision, a member of class TActorList.

### 1.1.8.2.3 TActorList.Clean

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Clean;
```

**Description**

This is Clean, a member of class TActorList.

### 1.1.8.2.4 TActorList.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Clear, a member of class TActorList.

### 1.1.8.2.5 TActorList.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TActorList.

### 1.1.8.2.6 TActorList.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TActorList.

## 1.1.8.2.7 TActorList.ForEach

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ForEach, a member of class TActorList.

## 1.1.8.2.8 TActorList.Remove

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Remove, a member of class TActorList.

## 1.1.8.2.9 TActorList.Render

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Render, a member of class TActorList.

## 1.1.8.2.10 TActorList.SendMessage

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SendMessage, a member of class TActorList.

### 1.1.8.2.11 TActorList.Update

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Update, a member of class TActorList.

### 1.1.8.3 TActorList Properties

The properties of the TActorList class are listed here.

Properties

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

#### 1.1.8.3.1 TActorList.Count

File: DelphiGamekit.pas ( see page 360)

Delphi

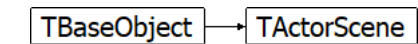
```
property Count: Integer;
```

Description

This is Count, a member of class TActorList.

## 1.1.9 TActorScene

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is class TActorScene.

### 1.1.9.1 TActorScene Fields

The fields of the TActorScene class are listed here.

Fields

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

### 1.1.9.1.1 TActorScene.FCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FCount: Integer;
```

**Description**

This is FCount, a member of class TActorScene.

### 1.1.9.1.2 TActorScene.FLists

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FLists, a member of class TActorScene.

## 1.1.9.2 TActorScene Methods

The methods of the TActorScene class are listed here.

**Methods**

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

### 1.1.9.2.1 TActorScene.Alloc

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Alloc, a member of class TActorScene.

### 1.1.9.2.2 TActorScene.Clean

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Clean, a member of class TActorScene.

### 1.1.9.2.3 TActorScene.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Clear, a member of class TActorScene.

### 1.1.9.2.4 TActorScene.ClearAll

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure ClearAll;
```

**Description**

This is ClearAll, a member of class TActorScene.

### 1.1.9.2.5 TActorScene.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TActorScene.

### 1.1.9.2.6 TActorScene.Dealloc

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Dealloc;
```

**Description**

This is Dealloc, a member of class TActorScene.

### 1.1.9.2.7 TActorScene.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TActorScene.

### 1.1.9.2.8 TActorScene.GetCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetCount: Integer;
```

**Description**

This is GetCount, a member of class TActorScene.

### 1.1.9.2.9 TActorScene.GetList

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetList, a member of class TActorScene.

### 1.1.9.2.10 TActorScene.Render

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Render, a member of class TActorScene.

### 1.1.9.2.11 TActorScene.SendMessage

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SendMessage, a member of class TActorScene.

### 1.1.9.2.12 TActorScene.Update

File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is Update, a member of class TActorScene.

### 1.1.9.3 TActorScene Properties

The properties of the TActorScene class are listed here.

Properties

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

#### 1.1.9.3.1 TActorScene.Count

File: DelphiGamekit.pas ( see page 360)

Delphi

```
property Count: Integer;
```

Description

This is Count, a member of class TActorScene.

#### 1.1.9.3.2 TActorScene.Lists

File: DelphiGamekit.pas ( see page 360)

Delphi

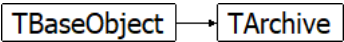
```
property Lists [aIndex: Integer]: TActorList;
```

Description

This is Lists, a member of class TActorScene.

### 1.1.10 TArchive

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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












**Description**

This is class TArchive.

1.1.10.1 TArchive Methods

The methods of the TArchive class are listed here.

Methods

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

1.1.10.1.1 TArchive.Build

**File:** DelphiGamekit.pas ( see page 360)

Delphi

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

**Description**

This is Build, a member of class TArchive.

1.1.10.1.2 TArchive.Close

**File:** DelphiGamekit.pas ( see page 360)

Delphi

```
procedure Close;
```

**Description**

This is Close, a member of class TArchive.

1.1.10.1.3 TArchive.Create

**File:** DelphiGamekit.pas ( see page 360)

Delphi

```
constructor Create; override;
```

**Description**

This is Create, a member of class TArchive.



### 1.1.10.1.4 TArchive.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TArchive.

### 1.1.10.1.5 TArchive.FileExist

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FileExist, a member of class TArchive.

### 1.1.10.1.6 TArchive.IsOpen

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function IsOpen: Boolean;
```

**Description**

This is IsOpen, a member of class TArchive.

### 1.1.10.1.7 TArchive.Open

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Open, a member of class TArchive.

### 1.1.10.1.8 TArchive.OpenFile

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OpenFile, a member of class TArchive.

### 1.1.10.1.9 TArchive.OpenFileBuffer

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is OpenFileBuffer, a member of class TArchive.

### 1.1.10.1.10 TArchive.OpenFileRWops

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is OpenFileRWops, a member of class TArchive.

### 1.1.10.1.11 TArchive.OpenRes

File: DelphiGamekit.pas ( see page 360)

#### Delphi

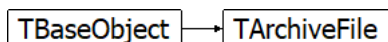
```
function OpenRes(  
    const aPassword: string;  
    const aResName: string  
): Boolean; overload;
```

#### Description

This is OpenRes, a member of class TArchive.

## 1.1.11 TArchiveFile

#### Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

#### Delphi

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















#### Description

This is class TArchiveFile.

### 1.1.11.1 TArchiveFile Methods

The methods of the TArchiveFile class are listed here.

Methods

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

1.1.11.1.1 TArchiveFile.Close

File: DelphiGamekit.pas ( see page 360)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TArchiveFile.

1.1.11.1.2 TArchiveFile.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TArchiveFile.

1.1.11.1.3 TArchiveFile.Destroy

File: DelphiGamekit.pas ( see page 360)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchiveFile.

1.1.11.1.4 TArchiveFile.GetPos

File: DelphiGamekit.pas ( see page 360)

Delphi

```
function GetPos: Int64;
```

**Description**

This is GetPos, a member of class TArchiveFile.

### 1.1.11.1.5 TArchiveFile.GetRWops

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRWops, a member of class TArchiveFile.

### 1.1.11.1.6 TArchiveFile.GetRWopsRes

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRWopsRes, a member of class TArchiveFile.

### 1.1.11.1.7 TArchiveFile.IsOpen

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function IsOpen: Boolean;
```

**Description**

This is IsOpen, a member of class TArchiveFile.

### 1.1.11.1.8 TArchiveFile.Open

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Open, a member of class TArchiveFile.

### 1.1.11.1.9 TArchiveFile.OpenRes

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OpenRes, a member of class TArchiveFile.

### 1.1.11.1.10 TArchiveFile.ReadData

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ReadData, a member of class TArchiveFile.

### 1.1.11.1.11 TArchiveFile.SaveToBuffer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function SaveToBuffer: TBuffer;
```

**Description**

This is SaveToBuffer, a member of class TArchiveFile.

### 1.1.11.1.12 TArchiveFile.SaveToFile

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SaveToFile, a member of class TArchiveFile.

### 1.1.11.1.13 TArchiveFile.SetPos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetPos, a member of class TArchiveFile.

### 1.1.11.1.14 TArchiveFile.Size

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Size: Int64;
```

**Description**

This is Size, a member of class TArchiveFile.

## 1.1.12 TAsync

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TAsync = record  
end;
```








**Description**

This is class TAsync.

### 1.1.12.1 TAsync Methods

The methods of the TAsync class are listed here.

**Methods**

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

#### 1.1.12.1.1 TAsync.Busy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Busy, a member of class TAsync.

#### 1.1.12.1.2 TAsync.Enter

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Enter, a member of class TAsync.

### 1.1.12.1.3 TAsync.Leave

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Leave, a member of class TAsync.

### 1.1.12.1.4 TAsync.Process

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Process, a member of class TAsync.

### 1.1.12.1.5 TAsync.Resume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Resume, a member of class TAsync.

### 1.1.12.1.6 TAsync.Run

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Run, a member of class TAsync.

### 1.1.12.1.7 TAsync.Suspend

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is Suspend, a member of class TAsync.

### 1.1.12.2 TAsync Operators

The operators of the TAsync class are listed here.

**Operators**

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

#### 1.1.12.2.1 TAsync.Finalize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Finalize, a member of class TAsync.

#### 1.1.12.2.2 TAsync.Initialize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

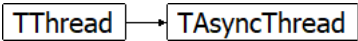
```
class operator Initialize(  
    out aDest: TAsync  
);
```

**Description**

This is Initialize, a member of class TAsync.

### 1.1.13 TAsyncThread

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**




This is class TAsyncThread.

#### 1.1.13.1 TAsyncThread Fields

The fields of the TAsyncThread class are listed here.



Fields

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

1.1.13.1.1 TAsyncThread.FFinished

File: DelphiGamekit.pas ( see page 360)

Delphi

**FFinished:** Boolean;

Description

This is FFinished, a member of class TAsyncThread.

1.1.13.1.2 TAsyncThread.FTask

File: DelphiGamekit.pas ( see page 360)

Delphi

**FTask:** TAsyncProc;

Description

This is FTask, a member of class TAsyncThread.

1.1.13.1.3 TAsyncThread.FWait

File: DelphiGamekit.pas ( see page 360)

Delphi

**FWait:** TAsyncProc;




Description

This is FWait, a member of class TAsyncThread.

1.1.13.2 TAsyncThread Methods

The methods of the TAsyncThread class are listed here.

Methods

	Create ( see page 59)	This is Create, a member of class TAsyncThread.
	Destroy ( see page 60)	This is Destroy, a member of class TAsyncThread.
	Execute ( see page 60)	This is Execute, a member of class TAsyncThread.

1.1.13.2.1 TAsyncThread.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

**constructor** Create; **virtual**;

Description

This is Create, a member of class TAsyncThread.

### 1.1.13.2 TAsyncThread.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TAsyncThread.

### 1.1.13.2.3 TAsyncThread.Execute

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Execute; override;
```




**Description**

This is Execute, a member of class TAsyncThread.

## 1.1.13.3 TAsyncThread Properties

The properties of the TAsyncThread class are listed here.

**Properties**

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

### 1.1.13.3.1 TAsyncThread.Finished

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Finished: Boolean;
```

**Description**

This is Finished, a member of class TAsyncThread.

### 1.1.13.3.2 TAsyncThread.TaskProc

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property TaskProc: TAsyncProc;
```

**Description**

This is TaskProc, a member of class TAsyncThread.

### 1.1.13.3.3 TAsyncThread.WaitProc

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property WaitProc: TAsyncProc;
```

**Description**

This is WaitProc, a member of class TAsyncThread.

## 1.1.14 TAudio

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TAudio = record
end;
```

**Description**

This is class TAudio.

### 1.1.14.1 TAudio Methods

The methods of the TAudio class are listed here.

**Methods**

AllocateSoundChannels ( see page 62)	This is AllocateSoundChannels, a member of class TAudio.
ExpireSound ( see page 62)	This is ExpireSound, a member of class TAudio.
FadeInSound ( see page 62)	This is FadeInSound, a member of class TAudio.
FadeOutSound ( see page 62)	This is FadeOutSound, a member of class TAudio.
FadingSound ( see page 62)	This is FadingSound, a member of class TAudio.
GetMusicVolume ( see page 63)	This is GetMusicVolume, a member of class TAudio.
GetSoundVolume ( see page 63)	This is GetSoundVolume, a member of class TAudio.
IsSoundPaused ( see page 63)	This is IsSoundPaused, a member of class TAudio.
IsSoundPlaying ( see page 63)	This is IsSoundPlaying, a member of class TAudio.
LoadMusic ( see page 64)	This is LoadMusic, a member of class TAudio.
LoadPlayMusic ( see page 64)	This is LoadPlayMusic, a member of class TAudio.
LoadSound ( see page 64)	This is LoadSound, a member of class TAudio.
PauseSound ( see page 64)	This is PauseSound, a member of class TAudio.
PlayMusic ( see page 64)	This is PlayMusic, a member of class TAudio.
PlaySound ( see page 65)	This is PlaySound, a member of class TAudio.
ReserveSoundChannels ( see page 65)	This is ReserveSoundChannels, a member of class TAudio.
ResumeSound ( see page 65)	This is ResumeSound, a member of class TAudio.
SetMusicVolume ( see page 65)	This is SetMusicVolume, a member of class TAudio.
SetSoundPosition ( see page 66)	This is SetSoundPosition, a member of class TAudio.
SetSoundVolume ( see page 66)	This is SetSoundVolume, a member of class TAudio.
StopSound ( see page 66)	This is StopSound, a member of class TAudio.
UnloadMusic ( see page 66)	This is UnloadMusic, a member of class TAudio.
UnloadSound ( see page 66)	This is UnloadSound, a member of class TAudio.

### 1.1.14.1.1 TAudio.AllocateSoundChannels

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AllocateSoundChannels, a member of class TAudio.

### 1.1.14.1.2 TAudio.ExpireSound

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ExpireSound, a member of class TAudio.

### 1.1.14.1.3 TAudio.FadeInSound

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FadeInSound, a member of class TAudio.

### 1.1.14.1.4 TAudio.FadeOutSound

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FadeOutSound, a member of class TAudio.

### 1.1.14.1.5 TAudio.FadingSound

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FadingSound, a member of class TAudio.

### 1.1.14.1.6 TAudio.GetMusicVolume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetMusicVolume, a member of class TAudio.

### 1.1.14.1.7 TAudio.GetSoundVolume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetSoundVolume, a member of class TAudio.

### 1.1.14.1.8 TAudio.IsSoundPaused

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is IsSoundPaused, a member of class TAudio.

### 1.1.14.1.9 TAudio.IsSoundPlaying

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is IsSoundPlaying, a member of class TAudio.

### 1.1.14.1.10 TAudio.LoadMusic

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is LoadMusic, a member of class TAudio.

### 1.1.14.1.11 TAudio.LoadPlayMusic

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is LoadPlayMusic, a member of class TAudio.

### 1.1.14.1.12 TAudio.LoadSound

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is LoadSound, a member of class TAudio.

### 1.1.14.1.13 TAudio.PauseSound

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is PauseSound, a member of class TAudio.

### 1.1.14.1.14 TAudio.PlayMusic

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is PlayMusic, a member of class TAudio.

### 1.1.14.1.15 TAudio.PlaySound

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is PlaySound, a member of class TAudio.

### 1.1.14.1.16 TAudio.ReserveSoundChannels

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ReserveSoundChannels, a member of class TAudio.

### 1.1.14.1.17 TAudio.ResumeSound

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ResumeSound, a member of class TAudio.

### 1.1.14.1.18 TAudio.SetMusicVolume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetMusicVolume, a member of class TAudio.

### 1.1.14.1.19 TAudio.SetSoundPosition

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetSoundPosition, a member of class TAudio.

### 1.1.14.1.20 TAudio.SetSoundVolume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetSoundVolume, a member of class TAudio.

### 1.1.14.1.21 TAudio.StopSound

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is StopSound, a member of class TAudio.

### 1.1.14.1.22 TAudio.UnloadMusic

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is UnloadMusic, a member of class TAudio.

### 1.1.14.1.23 TAudio.UnloadSound

**File:** DelphiGamekit.pas ( see page 360)



Delphi

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



Description

This is UnloadSound, a member of class TAudio.

### 1.1.14.2 TAudio Operators

The operators of the TAudio class are listed here.

Operators

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

#### 1.1.14.2.1 TAudio.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TAudio.

#### 1.1.14.2.2 TAudio.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TAudio.

### 1.1.15 TBaseObject

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

```
TBaseObject = class;
```



Description

This is class TBaseObject.

### 1.1.15.1 TBaseObject Methods

The methods of the TBaseObject class are listed here.

Methods

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

#### 1.1.15.1.1 TBaseObject.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

#### 1.1.15.1.2 TBaseObject.Destroy

File: DelphiGamekit.pas ( see page 360)

Delphi

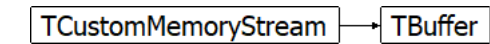
```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseObject.

### 1.1.16 TBuffer

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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


Description

This is class TBuffer.

#### 1.1.16.1 TBuffer Fields

The fields of the TBuffer class are listed here.

Fields

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

### 1.1.16.1.1 TBuffer.FHandle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FHandle: THandle;
```

**Description**

This is FHandle, a member of class TBuffer.

### 1.1.16.1.2 TBuffer.FName

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FName: string;
```








**Description**

This is FName, a member of class TBuffer.

## 1.1.16.2 TBuffer Methods

The methods of the TBuffer class are listed here.

**Methods**

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

### 1.1.16.2.1 TBuffer.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TBuffer.

### 1.1.16.2.2 TBuffer.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Create, a member of class TBuffer.

### 1.1.16.2.3 TBuffer.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TBuffer.

### 1.1.16.2.4 TBuffer.LoadFromFile

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is LoadFromFile, a member of class TBuffer.

### 1.1.16.2.5 TBuffer.SaveToFile

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SaveToFile, a member of class TBuffer.

### 1.1.16.2.6 TBuffer.Write

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Write, a member of class TBuffer.

### 1.1.16.2.7 TBuffer.Write

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Write, a member of class TBuffer.

### 1.1.16.3 TBuffer Properties

The properties of the TBuffer class are listed here.

**Properties**

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

#### 1.1.16.3.1 TBuffer.Name

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

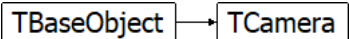
```
property Name: string;
```

**Description**

This is Name, a member of class TBuffer.

## 1.1.17 TCamera

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is class TCamera.

### 1.1.17.1 TCamera Constants

The constants of the TCamera class are listed here.

**Constants**

	ZOOM_MAX ( see page 71)	This is ZOOM_MAX, a member of class TCamera.
	ZOOM_MIN ( see page 72)	This is ZOOM_MIN, a member of class TCamera.

#### 1.1.17.1.1 TCamera.ZOOM\_MAX

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
const ZOOM_MAX = 10.0;
```

**Description**

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

### 1.1.17.1.2 TCamera.ZOOM\_MIN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
const ZOOM_MIN = 0.01;
```








**Description**

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

### 1.1.17.2 TCamera Methods

The methods of the TCamera class are listed here.

**Methods**

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

#### 1.1.17.2.1 TCamera.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TCamera.

#### 1.1.17.2.2 TCamera.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TCamera.

#### 1.1.17.2.3 TCamera.Init

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

```
);
```

**Description**

This is Init, a member of class TCamera.

### 1.1.17.2.4 TCamera.IsVisible

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is IsVisible, a member of class TCamera.

### 1.1.17.2.5 TCamera.SetBounds

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetBounds, a member of class TCamera.

### 1.1.17.2.6 TCamera.WorldToScreen

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is WorldToScreen, a member of class TCamera.

### 1.1.17.2.7 TCamera.WorldToScreen

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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







Description

This is WorldToScreen, a member of class TCamera.

1.1.17.3 TCamera Properties

The properties of the TCamera class are listed here.

Properties

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

1.1.17.3.1 TCamera.Active

File: DelphiGamekit.pas ( see page 360)

Delphi

```
property Active: Boolean;
```

Description

This is Active, a member of class TCamera.

1.1.17.3.2 TCamera.Angle

File: DelphiGamekit.pas ( see page 360)

Delphi

```
property Angle: Single;
```

Description

This is Angle, a member of class TCamera.

1.1.17.3.3 TCamera.Bounds

File: DelphiGamekit.pas ( see page 360)

Delphi

```
property Bounds: TRect;
```

Description

This is Bounds, a member of class TCamera.

1.1.17.3.4 TCamera.PosX

File: DelphiGamekit.pas ( see page 360)

Delphi

```
property PosX: Single;
```

Description

This is PosX, a member of class TCamera.



### 1.1.17.3.5 TCamera.PosY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property PosY: Single;
```

**Description**

This is PosY, a member of class TCamera.

### 1.1.17.3.6 TCamera.Zoom

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

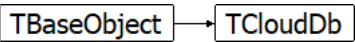
```
property Zoom: Single;
```

**Description**

This is Zoom, a member of class TCamera.

## 1.1.18 TCloudDb

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is class TCloudDb.

### 1.1.18.1 TCloudDb Constants

The constants of the TCloudDb class are listed here.

**Constants**

	cURL ( see page 75)	This is cURL, a member of class TCloudDb.
-------------------------------------------------------------------------------------	---------------------	-------------------------------------------

#### 1.1.18.1.1 TCloudDb.cURL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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













**Description**

This is cURL, a member of class TCloudDb.

## 1.1.18.2 TCloudDb Fields

The fields of the TCloudDb class are listed here.

### Fields

	FApiKey ( see page 76)	This is FApiKey, a member of class TCloudDb.
	FDatabase ( see page 76)	This is FDatabase, a member of class TCloudDb.
	FDataset ( see page 76)	This is FDataset, a member of class TCloudDb.
	FHttp ( see page 76)	This is FHttp, a member of class TCloudDb.
	FJSON ( see page 77)	This is FJSON, a member of class TCloudDb.
	FLastError ( see page 77)	This is FLastError, a member of class TCloudDb.
	FMacros ( see page 77)	This is FMacros, a member of class TCloudDb.
	FParams ( see page 77)	This is FParams, a member of class TCloudDb.
	FPreparedSQL ( see page 77)	This is FPreparedSQL, a member of class TCloudDb.
	FResponseText ( see page 78)	This is FResponseText, a member of class TCloudDb.
	FSQL ( see page 78)	This is FSQL, a member of class TCloudDb.
	FUrl ( see page 78)	This is FUrl, a member of class TCloudDb.

### 1.1.18.2.1 TCloudDb.FApiKey

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FApiKey: string;
```

#### Description

This is FApiKey, a member of class TCloudDb.

### 1.1.18.2.2 TCloudDb.FDatabase

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FDatabase: string;
```

#### Description

This is FDatabase, a member of class TCloudDb.

### 1.1.18.2.3 TCloudDb.FDataset

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FDataset: TJSONArray;
```

#### Description

This is FDataset, a member of class TCloudDb.

### 1.1.18.2.4 TCloudDb.FHttp

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FHttp: THTTPClient;
```

**Description**

This is FHttp, a member of class TCloudDb.

### 1.1.18.2.5 TCloudDb.FJSON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FJSON: TJSONObject;
```

**Description**

This is FJSON, a member of class TCloudDb.

### 1.1.18.2.6 TCloudDb.FLastError

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FLastError: string;
```

**Description**

This is FLastError, a member of class TCloudDb.

### 1.1.18.2.7 TCloudDb.FMacros

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FMacros, a member of class TCloudDb.

### 1.1.18.2.8 TCloudDb.FParams

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FParams, a member of class TCloudDb.

### 1.1.18.2.9 TCloudDb.FPreparedSQL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FPreparedSQL: string;
```

**Description**

This is FPreparedSQL, a member of class TCloudDb.

### 1.1.18.2.10 TCloudDb.FResponseText

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FResponseText: string;
```

**Description**

This is FResponseText, a member of class TCloudDb.

### 1.1.18.2.11 TCloudDb.FSQL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FSQL: TStringList;
```

**Description**

This is FSQL, a member of class TCloudDb.

### 1.1.18.2.12 TCloudDb.FUrl

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FUrl: string;
```


















**Description**






This is FUrl, a member of class TCloudDb.

## 1.1.18.3 TCloudDb Methods

The methods of the TCloudDb class are listed here.

**Methods**

	AddSQLText ( see page 79)	This is AddSQLText, a member of class TCloudDb.
	ClearSQLText ( see page 79)	This is ClearSQLText, a member of class TCloudDb.
	Create ( see page 79)	This is Create, a member of class TCloudDb.
	Destroy ( see page 79)	This is Destroy, a member of class TCloudDb.
	Execute ( see page 79)	This is Execute, a member of class TCloudDb.
	ExecuteSQL ( see page 80)	This is ExecuteSQL, a member of class TCloudDb.
	GetField ( see page 80)	This is GetField, a member of class TCloudDb.
	GetLastError ( see page 80)	This is GetLastError, a member of class TCloudDb.
	GetMacro ( see page 80)	This is GetMacro, a member of class TCloudDb.
	GetParam ( see page 80)	This is GetParam, a member of class TCloudDb.
	GetPreparedSQL ( see page 81)	This is GetPreparedSQL, a member of class TCloudDb.
	GetQueryURL ( see page 81)	This is GetQueryURL, a member of class TCloudDb.
	GetResponseText ( see page 81)	This is GetResponseText, a member of class TCloudDb.
	GetSQLText ( see page 81)	This is GetSQLText, a member of class TCloudDb.
	Prepair ( see page 81)	This is Prepair, a member of class TCloudDb.
	RecordCount ( see page 82)	This is RecordCount, a member of class TCloudDb.
	SetMacro ( see page 82)	This is SetMacro, a member of class TCloudDb.

	SetMacroValue ( see page 82)	This is SetMacroValue, a member of class TCloudDb.
	SetParam ( see page 82)	This is SetParam, a member of class TCloudDb.
	SetParamValue ( see page 82)	This is SetParamValue, a member of class TCloudDb.
	SetSQLText ( see page 83)	This is SetSQLText, a member of class TCloudDb.
	Setup ( see page 83)	This is Setup, a member of class TCloudDb.

### 1.1.18.3.1 TCloudDb.AddSQLText

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AddSQLText, a member of class TCloudDb.

### 1.1.18.3.2 TCloudDb.ClearSQLText

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure ClearSQLText;
```

**Description**

This is ClearSQLText, a member of class TCloudDb.

### 1.1.18.3.3 TCloudDb.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TCloudDb.

### 1.1.18.3.4 TCloudDb.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TCloudDb.

### 1.1.18.3.5 TCloudDb.Execute

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Execute: Boolean;
```

**Description**

This is Execute, a member of class TCloudDb.

### 1.1.18.3.6 TCloudDb.ExecuteSQL

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ExecuteSQL, a member of class TCloudDb.

### 1.1.18.3.7 TCloudDb.GetField

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetField, a member of class TCloudDb.

### 1.1.18.3.8 TCloudDb.GetLastError

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetLastError: string;
```

**Description**

This is GetLastError, a member of class TCloudDb.

### 1.1.18.3.9 TCloudDb.GetMacro

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetMacro, a member of class TCloudDb.

### 1.1.18.3.10 TCloudDb.GetParam

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

```
) : string;
```

**Description**

This is GetParam, a member of class TCloudDb.

### 1.1.18.3.11 TCloudDb.GetPreparedSQL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetPreparedSQL: string;
```

**Description**

This is GetPreparedSQL, a member of class TCloudDb.

### 1.1.18.3.12 TCloudDb.GetQueryURL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetQueryURL, a member of class TCloudDb.

### 1.1.18.3.13 TCloudDb.GetResponseText

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetResponseText: string;
```

**Description**

This is GetResponseText, a member of class TCloudDb.

### 1.1.18.3.14 TCloudDb.GetSQLText

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetSQLText: string;
```

**Description**

This is GetSQLText, a member of class TCloudDb.

### 1.1.18.3.15 TCloudDb.Prepare

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Prepare;
```

**Description**

This is Prepare, a member of class TCloudDb.

### 1.1.18.3.16 TCloudDb.RecordCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function RecordCount: Integer;
```

**Description**

This is RecordCount, a member of class TCloudDb.

### 1.1.18.3.17 TCloudDb.SetMacro

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetMacro, a member of class TCloudDb.

### 1.1.18.3.18 TCloudDb.SetMacroValue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetMacroValue, a member of class TCloudDb.

### 1.1.18.3.19 TCloudDb.SetParam

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetParam, a member of class TCloudDb.

### 1.1.18.3.20 TCloudDb.SetParamValue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



Description

This is SetParamValue, a member of class TCloudDb.

1.1.18.3.21 TCloudDb.SetSQLText

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetSQLText, a member of class TCloudDb.

1.1.18.3.22 TCloudDb.Setup

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Setup, a member of class TCloudDb.

1.1.19 TCmdLine

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TCmdLine = record
end;
```

Description






This is class TCmdLine.

1.1.19.1 TCmdLine Methods

The methods of the TCmdLine class are listed here.

Methods

➤	AddParam ( see page 84)	This is AddParam, a member of class TCmdLine.
➤	AddParams ( see page 84)	This is AddParams, a member of class TCmdLine.
➤	Clear ( see page 84)	This is Clear, a member of class TCmdLine.
➤	Count ( see page 84)	This is Count, a member of class TCmdLine.
➤	Count ( see page 84)	This is Count, a member of class TCmdLine.
➤	Param ( see page 85)	This is Param, a member of class TCmdLine.
➤	Param ( see page 85)	This is Param, a member of class TCmdLine.

	ParamExist ( see page 85)	This is ParamExist, a member of class TCmdLine.
	ParamIndex ( see page 85)	This is ParamIndex, a member of class TCmdLine.
	ParamValue ( see page 85)	This is ParamValue, a member of class TCmdLine.
	Reset ( see page 86)	This is Reset, a member of class TCmdLine.
	Str ( see page 86)	This is Str, a member of class TCmdLine.

### 1.1.19.1.1 TCmdLine.AddParam

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AddParam, a member of class TCmdLine.

### 1.1.19.1.2 TCmdLine.AddParams

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AddParams, a member of class TCmdLine.

### 1.1.19.1.3 TCmdLine.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Clear, a member of class TCmdLine.

### 1.1.19.1.4 TCmdLine.Count

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Count, a member of class TCmdLine.

### 1.1.19.1.5 TCmdLine.Count

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
class function Count(  

```

```
    const aName: string
  ): Integer; overload; static;
```

**Description**

This is Count, a member of class TCmdLine.

### 1.1.19.1.6 TCmdLine.Param

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Param, a member of class TCmdLine.

### 1.1.19.1.7 TCmdLine.Param

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Param, a member of class TCmdLine.

### 1.1.19.1.8 TCmdLine.ParamExist

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ParamExist, a member of class TCmdLine.

### 1.1.19.1.9 TCmdLine.ParamIndex

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ParamIndex, a member of class TCmdLine.

### 1.1.19.1.10 TCmdLine.ParamValue

**File:** DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is ParamValue, a member of class TCmdLine.

1.1.19.1.11 TCmdLine.Reset

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Reset, a member of class TCmdLine.

1.1.19.1.12 TCmdLine.Str

File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is Str, a member of class TCmdLine.

1.1.19.2 TCmdLine Operators

The operators of the TCmdLine class are listed here.

Operators

	Finalize ( see page 86)	This is Finalize, a member of class TCmdLine.
	Initialize ( see page 86)	This is Initialize, a member of class TCmdLine.

1.1.19.2.1 TCmdLine.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TCmdLine.

1.1.19.2.2 TCmdLine.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

);

Description

This is Initialize, a member of class TCmdLine.

# 1.1.20 TColor

File: DelphiGamekit.pas ( see page 360)

Delphi

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





Description

This is class TColor.

## 1.1.20.1 TColor Fields

The fields of the TColor class are listed here.

Fields

	Alpha ( see page 87)	This is Alpha, a member of class TColor.
	Blue ( see page 87)	This is Blue, a member of class TColor.
	Green ( see page 87)	This is Green, a member of class TColor.
	Red ( see page 88)	This is Red, a member of class TColor.

### 1.1.20.1.1 TColor.Alpha

File: DelphiGamekit.pas ( see page 360)

Delphi

```
Alpha: Byte;
```

Description

This is Alpha, a member of class TColor.

### 1.1.20.1.2 TColor.Blue

File: DelphiGamekit.pas ( see page 360)

Delphi

```
Blue: Byte;
```

Description

This is Blue, a member of class TColor.

### 1.1.20.1.3 TColor.Green

File: DelphiGamekit.pas ( see page 360)

Delphi

`Green: Byte;`

Description

This is Green, a member of class TColor.

1.1.20.1.4 TColor.Red

File: DelphiGamekit.pas ( see page 360)

Delphi

`Red: Byte;`

Description

This is Red, a member of class TColor.

1.1.20.2 TColor Methods

The methods of the TColor class are listed here.

Methods

✚	Clear ( see page 88)	This is Clear, a member of class TColor.
✚	Equal ( see page 88)	This is Equal, a member of class TColor.
✚	Fade ( see page 88)	This is Fade, a member of class TColor.
✚	Make ( see page 89)	This is Make, a member of class TColor.
✚	Makef ( see page 89)	This is Makef, a member of class TColor.

1.1.20.2.1 TColor.Clear

File: DelphiGamekit.pas ( see page 360)

Delphi

`procedure Clear;`

Description

This is Clear, a member of class TColor.

1.1.20.2.2 TColor.Equal

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Equal, a member of class TColor.

1.1.20.2.3 TColor.Fade

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Fade, a member of class TColor.

1.1.20.2.4 TColor.Make

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Make, a member of class TColor.

1.1.20.2.5 TColor.Makef

File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is Makef, a member of class TColor.

1.1.20.3 TColor Operators

The operators of the TColor class are listed here.

Operators

	Implicit ( see page 89)	This is Implicit, a member of class TColor.
	Implicit ( see page 90)	This is Implicit, a member of class TColor.

1.1.20.3.1 TColor.Implicit

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Implicit, a member of class TColor.

### 1.1.20.3.2 TColor.Implicit

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

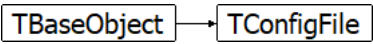
```
class operator Implicit(  
    aValue: TColor  
);
```

**Description**

This is Implicit, a member of class TColor.

## 1.1.21 TConfigFile

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is class TConfigFile.

### 1.1.21.1 TConfigFile Methods

The methods of the TConfigFile class are listed here.

**Methods**

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



	Update ( see page 95)	This is Update, a member of class TConfigFile.
-----------------------------------------------------------------------------------	-----------------------	------------------------------------------------

### 1.1.21.1.1 TConfigFile.Close

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
procedure Close;
```

#### Description

This is Close, a member of class TConfigFile.

### 1.1.21.1.2 TConfigFile.Create

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
constructor Create; override;
```

#### Description

This is Create, a member of class TConfigFile.

### 1.1.21.1.3 TConfigFile.Destroy

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
destructor Destroy; override;
```

#### Description

This is Destroy, a member of class TConfigFile.

### 1.1.21.1.4 TConfigFile.GetSectionValue

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is GetSectionValue, a member of class TConfigFile.

### 1.1.21.1.5 TConfigFile.GetSectionValue

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is GetSectionValue, a member of class TConfigFile.

### 1.1.21.1.6 TConfigFile.GetSectionValue

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

### 1.1.21.1.7 TConfigFile.GetSectionValues

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is GetSectionValues, a member of class TConfigFile.

### 1.1.21.1.8 TConfigFile.GetValue

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

### 1.1.21.1.9 TConfigFile.GetValue

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

### 1.1.21.1.10 TConfigFile.GetValue

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetValue, a member of class TConfigFile.

### 1.1.21.1.11 TConfigFile.GetValue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetValue, a member of class TConfigFile.

### 1.1.21.1.12 TConfigFile.Open

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Open, a member of class TConfigFile.

### 1.1.21.1.13 TConfigFile.Opened

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Opened: Boolean;
```

**Description**

This is Opened, a member of class TConfigFile.

### 1.1.21.1.14 TConfigFile.RemoveKey

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is RemoveKey, a member of class TConfigFile.

### 1.1.21.1.15 TConfigFile.RemoveSection

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is RemoveSection, a member of class TConfigFile.

### 1.1.21.1.16 TConfigFile.SetValue

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is SetValue, a member of class TConfigFile.

### 1.1.21.1.17 TConfigFile.SetValue

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is SetValue, a member of class TConfigFile.

### 1.1.21.1.18 TConfigFile.SetValue

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is SetValue, a member of class TConfigFile.

### 1.1.21.1.19 TConfigFile.SetValue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```

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

```

**Description**

This is SetValue, a member of class TConfigFile.

**1.1.21.1.20 TConfigFile.Update**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```

procedure Update;

```

**Description**

This is Update, a member of class TConfigFile.

**1.1.22 TController**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```

TController = record
end;

```











**Description**

This is class TController.

**1.1.22.1 TController Methods**

The methods of the TController class are listed here.

**Methods**

	ButtonDown ( see page 95)	This is ButtonDown, a member of class TController.
	ButtonPressed ( see page 96)	This is ButtonPressed, a member of class TController.
	ButtonReleased ( see page 96)	This is ButtonReleased, a member of class TController.
	Clear ( see page 96)	This is Clear, a member of class TController.
	Close ( see page 96)	This is Close, a member of class TController.
	GetAxis ( see page 96)	This is GetAxis, a member of class TController.
	Open ( see page 97)	This is Open, a member of class TController.
	Shutdown ( see page 97)	This is Shutdown, a member of class TController.
	Startup ( see page 97)	This is Startup, a member of class TController.
	Update ( see page 97)	This is Update, a member of class TController.

**1.1.22.1.1 TController.ButtonDown**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ButtonDown, a member of class TController.

## 1.1.22.1.2 TController.ButtonPressed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ButtonPressed, a member of class TController.

## 1.1.22.1.3 TController.ButtonReleased

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ButtonReleased, a member of class TController.

## 1.1.22.1.4 TController.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Clear, a member of class TController.

## 1.1.22.1.5 TController.Close

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Close, a member of class TController.

## 1.1.22.1.6 TController.GetAxis

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetAxis, a member of class TController.

### 1.1.22.1.7 TController.Open

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Open, a member of class TController.

### 1.1.22.1.8 TController.Shutdown

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Shutdown, a member of class TController.

### 1.1.22.1.9 TController.Startup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Startup, a member of class TController.

### 1.1.22.1.10 TController.Update

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

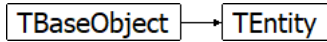
```
class procedure Update(  
    const aEvent: PSDL_Event  
); static;
```

**Description**

This is Update, a member of class TController.

## 1.1.23 TEntity

### Class Hierarchy



**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is class TEntity.

## 1.1.23.1 TEntity Fields

The fields of the TEntity class are listed here.

### Fields

	FAngle ( see page 98)	This is FAngle, a member of class TEntity.
	FAngleOffset ( see page 99)	This is FAngleOffset, a member of class TEntity.
	FBlendMode ( see page 99)	This is FBlendMode, a member of class TEntity.
	FColor ( see page 99)	This is FColor, a member of class TEntity.
	FDDir ( see page 99)	This is FDir, a member of class TEntity.
	FFirstFrame ( see page 99)	This is FFirstFrame, a member of class TEntity.
	FFlipMode ( see page 100)	This is FFlipMode, a member of class TEntity.
	FFrame ( see page 100)	This is FFrame, a member of class TEntity.
	FFrameFPS ( see page 100)	This is FFrameFPS, a member of class TEntity.
	FFrameTimer ( see page 100)	This is FFrameTimer, a member of class TEntity.
	FGroup ( see page 100)	This is FGroup, a member of class TEntity.
	FHeight ( see page 100)	This is FHeight, a member of class TEntity.
	FLastFrame ( see page 101)	This is FLastFrame, a member of class TEntity.
	FLoopFrame ( see page 101)	This is FLoopFrame, a member of class TEntity.
	FOrigin ( see page 101)	This is FOrigin, a member of class TEntity.
	FPos ( see page 101)	This is FPos, a member of class TEntity.
	FRadius ( see page 101)	This is FRadius, a member of class TEntity.
	FRenderPolyPoint ( see page 102)	This is FRenderPolyPoint, a member of class TEntity.
	FScale ( see page 102)	This is FScale, a member of class TEntity.
	FShrinkFactor ( see page 102)	This is FShrinkFactor, a member of class TEntity.
	FSprite ( see page 102)	This is FSprite, a member of class TEntity.
	FWidth ( see page 102)	This is FWidth, a member of class TEntity.

### 1.1.23.1.1 TEntity.FAngle

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

```
FAngle: Single;
```



**Description**

This is FAngle, a member of class TEntity.

### 1.1.23.1.2 TEntity.FAngleOffset

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FAngleOffset: Single;
```

**Description**

This is FAngleOffset, a member of class TEntity.

### 1.1.23.1.3 TEntity.FBlendMode

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FBlendMode: TBlendMode;
```

**Description**

This is FBlendMode, a member of class TEntity.

### 1.1.23.1.4 TEntity.FColor

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FColor: TColor;
```

**Description**

This is FColor, a member of class TEntity.

### 1.1.23.1.5 TEntity.FDir

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FDir: TVector;
```

**Description**

This is FDir, a member of class TEntity.

### 1.1.23.1.6 TEntity.FFirstFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FFirstFrame: Integer;
```

**Description**

This is FFirstFrame, a member of class TEntity.

### 1.1.23.1.7 TEntity.FFlipMode

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FFlipMode: TFlipMode;
```

**Description**

This is FFlipMode, a member of class TEntity.

### 1.1.23.1.8 TEntity.FFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FFrame: Integer;
```

**Description**

This is FFrame, a member of class TEntity.

### 1.1.23.1.9 TEntity.FFrameFPS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FFrameFPS: Single;
```

**Description**

This is FFrameFPS, a member of class TEntity.

### 1.1.23.1.10 TEntity.FFrameTimer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FFrameTimer: Single;
```

**Description**

This is FFrameTimer, a member of class TEntity.

### 1.1.23.1.11 TEntity.FGroup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FGroup: Integer;
```

**Description**

This is FGroup, a member of class TEntity.

### 1.1.23.1.12 TEntity.FHeight

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FHeight: Single;
```

**Description**

This is FHeight, a member of class TEntity.

### 1.1.23.1.13 TEntity.FLastFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FLastFrame: Integer;
```

**Description**

This is FLastFrame, a member of class TEntity.

### 1.1.23.1.14 TEntity.FLoopFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FLoopFrame: Boolean;
```

**Description**

This is FLoopFrame, a member of class TEntity.

### 1.1.23.1.15 TEntity.FOrigin

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FOrigin: TPoint;
```

**Description**

This is FOrigin, a member of class TEntity.

### 1.1.23.1.16 TEntity.FPos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FPos: TVector;
```

**Description**

This is FPos, a member of class TEntity.

### 1.1.23.1.17 TEntity.FRadius

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FRadius: Single;
```

**Description**

This is FRadius, a member of class TEntity.

### 1.1.23.1.18 TEntity.FRenderPolyPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FRenderPolyPoint: Boolean;
```

**Description**

This is FRenderPolyPoint, a member of class TEntity.

### 1.1.23.1.19 TEntity.FScale

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FScale: Single;
```

**Description**

This is FScale, a member of class TEntity.

### 1.1.23.1.20 TEntity.FShrinkFactor

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FShrinkFactor: Single;
```

**Description**

This is FShrinkFactor, a member of class TEntity.

### 1.1.23.1.21 TEntity.FSprite

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FSprite: TSprite;
```

**Description**

This is FSprite, a member of class TEntity.

### 1.1.23.1.22 TEntity.FWidth

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FWidth: Single;
```

**Description**









This is FWidth, a member of class TEntity.

## 1.1.23.2 TEntity Methods

The methods of the TEntity class are listed here.

**Methods**

◆	Angle ( see page 104)	This is Angle, a member of class TEntity.
◆	AngleOffset ( see page 104)	This is AngleOffset, a member of class TEntity.
◆	CollidePolyPoint ( see page 104)	This is CollidePolyPoint, a member of class TEntity.
◆	CollidePolyPointPoint ( see page 104)	This is CollidePolyPointPoint, a member of class TEntity.
◆	Color ( see page 105)	This is Color, a member of class TEntity.
◆ V	Create ( see page 105)	This is Create, a member of class TEntity.
◆	CreateEntity ( see page 105)	This is CreateEntity, a member of class TEntity.
◆ V	Destroy ( see page 105)	This is Destroy, a member of class TEntity.
◆	Dir ( see page 105)	This is Dir, a member of class TEntity.
◆	FirstFrame ( see page 105)	This is FirstFrame, a member of class TEntity.
◆	FlipMode ( see page 106)	This is FlipMode, a member of class TEntity.
◆	Frame ( see page 106)	This is Frame, a member of class TEntity.
◆	FrameFPS ( see page 106)	This is FrameFPS, a member of class TEntity.
◆	FullyVisible ( see page 106)	This is FullyVisible, a member of class TEntity.
◆	Group ( see page 106)	This is Group, a member of class TEntity.
◆	Height ( see page 107)	This is Height, a member of class TEntity.
◆	Init ( see page 107)	This is Init, a member of class TEntity.
◆	LastFrame ( see page 107)	This is LastFrame, a member of class TEntity.
◆	LoopFrame ( see page 107)	This is LoopFrame, a member of class TEntity.
◆	NextFrame ( see page 107)	This is NextFrame, a member of class TEntity.
◆	Overlap ( see page 108)	This is Overlap, a member of class TEntity.
◆	Overlap ( see page 108)	This is Overlap, a member of class TEntity.
◆	Pos ( see page 108)	This is Pos, a member of class TEntity.
◆	PrevFrame ( see page 108)	This is PrevFrame, a member of class TEntity.
◆	Radius ( see page 108)	This is Radius, a member of class TEntity.
◆	Render ( see page 109)	This is Render, a member of class TEntity.
◆	RenderAt ( see page 109)	This is RenderAt, a member of class TEntity.
◆	RotateAbs ( see page 109)	This is RotateAbs, a member of class TEntity.
◆	RotateRel ( see page 109)	This is RotateRel, a member of class TEntity.
◆	RotateToAngle ( see page 109)	This is RotateToAngle, a member of class TEntity.
◆	RotateToPos ( see page 110)	This is RotateToPos, a member of class TEntity.
◆	RotateToPosAt ( see page 110)	This is RotateToPosAt, a member of class TEntity.
◆	Scale ( see page 110)	This is Scale, a member of class TEntity.
◆	ScaleAbs ( see page 110)	This is ScaleAbs, a member of class TEntity.
◆	ScaleRel ( see page 111)	This is ScaleRel, a member of class TEntity.
◆	SetAngleOffset ( see page 111)	This is SetAngleOffset, a member of class TEntity.
◆	SetColor ( see page 111)	This is SetColor, a member of class TEntity.
◆	SetFlipMode ( see page 111)	This is SetFlipMode, a member of class TEntity.
◆	SetFrame ( see page 111)	This is SetFrame, a member of class TEntity.
◆	SetFrameFPS ( see page 112)	This is SetFrameFPS, a member of class TEntity.
◆	SetFrameRange ( see page 112)	This is SetFrameRange, a member of class TEntity.
◆	SetLoopFrame ( see page 112)	This is SetLoopFrame, a member of class TEntity.
◆	SetPosAbs ( see page 112)	This is SetPosAbs, a member of class TEntity.
◆	SetPosRel ( see page 112)	This is SetPosRel, a member of class TEntity.
◆	SetRenderPolyPoint ( see page 113)	This is SetRenderPolyPoint, a member of class TEntity.
◆	SetShrinkFactor ( see page 113)	This is SetShrinkFactor, a member of class TEntity.

	ShrinkFactor ( see page 113)	This is ShrinkFactor, a member of class TEntity.
	Sprite ( see page 113)	This is Sprite, a member of class TEntity.
	Thrust ( see page 113)	This is Thrust, a member of class TEntity.
	ThrustAngle ( see page 114)	This is ThrustAngle, a member of class TEntity.
	ThrustToPos ( see page 114)	This is ThrustToPos, a member of class TEntity.
	TracePolyPoint ( see page 114)	This is TracePolyPoint, a member of class TEntity.
	Visible ( see page 114)	This is Visible, a member of class TEntity.
	Width ( see page 115)	This is Width, a member of class TEntity.

### 1.1.23.2.1 TEntity.Angle

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
function Angle: Single;
```

#### Description

This is Angle, a member of class TEntity.

### 1.1.23.2.2 TEntity.AngleOffset

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
function AngleOffset: Single;
```

#### Description

This is AngleOffset, a member of class TEntity.

### 1.1.23.2.3 TEntity.CollidePolyPoint

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is CollidePolyPoint, a member of class TEntity.

### 1.1.23.2.4 TEntity.CollidePolyPointPoint

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is CollidePolyPointPoint, a member of class TEntity.

### 1.1.23.2.5 TEntity.Color

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Color: TColor;
```

**Description**

This is Color, a member of class TEntity.

### 1.1.23.2.6 TEntity.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TEntity.

### 1.1.23.2.7 TEntity.CreateEntity

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is CreateEntity, a member of class TEntity.

### 1.1.23.2.8 TEntity.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TEntity.

### 1.1.23.2.9 TEntity.Dir

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Dir: TVector;
```

**Description**

This is Dir, a member of class TEntity.

### 1.1.23.2.10 TEntity.FirstFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function FirstFrame: Integer;
```

**Description**

This is FirstFrame, a member of class TEntity.

### 1.1.23.2.11 TEntity.FlipMode

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function FlipMode: TFlipMode;
```

**Description**

This is FlipMode, a member of class TEntity.

### 1.1.23.2.12 TEntity.Frame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Frame: Integer;
```

**Description**

This is Frame, a member of class TEntity.

### 1.1.23.2.13 TEntity.FrameFPS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function FrameFPS: Single;
```

**Description**

This is FrameFPS, a member of class TEntity.

### 1.1.23.2.14 TEntity.FullyVisible

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FullyVisible, a member of class TEntity.

### 1.1.23.2.15 TEntity.Group

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Group: Integer;
```



**Description**

This is Group, a member of class TEntity.

### 1.1.23.2.16 TEntity.Height

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Height: Single;
```

**Description**

This is Height, a member of class TEntity.

### 1.1.23.2.17 TEntity.Init

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Init, a member of class TEntity.

### 1.1.23.2.18 TEntity.LastFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function LastFrame: Integer;
```

**Description**

This is LastFrame, a member of class TEntity.

### 1.1.23.2.19 TEntity.LoopFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function LoopFrame: Boolean;
```

**Description**

This is LoopFrame, a member of class TEntity.

### 1.1.23.2.20 TEntity.NextFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function NextFrame: Boolean;
```

**Description**

This is NextFrame, a member of class TEntity.

### 1.1.23.2.21 TEntity.Overlap

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Overlap, a member of class TEntity.

### 1.1.23.2.22 TEntity.Overlap

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Overlap, a member of class TEntity.

### 1.1.23.2.23 TEntity.Pos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Pos: TVector;
```

**Description**

This is Pos, a member of class TEntity.

### 1.1.23.2.24 TEntity.PrevFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function PrevFrame: Boolean;
```

**Description**

This is PrevFrame, a member of class TEntity.

### 1.1.23.2.25 TEntity.Radius

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Radius: Single;
```

**Description**

This is Radius, a member of class TEntity.

### 1.1.23.2.26 TEntity.Render

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Render, a member of class TEntity.

### 1.1.23.2.27 TEntity.RenderAt

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is RenderAt, a member of class TEntity.

### 1.1.23.2.28 TEntity.RotateAbs

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is RotateAbs, a member of class TEntity.

### 1.1.23.2.29 TEntity.RotateRel

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is RotateRel, a member of class TEntity.

### 1.1.23.2.30 TEntity.RotateToAngle

File: DelphiGamekit.pas ( see page 360)

Delphi

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

```
) : Boolean;
```

**Description**

This is RotateToAngle, a member of class TEntity.

### 1.1.23.2.31 TEntity.RotateToPos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is RotateToPos, a member of class TEntity.

### 1.1.23.2.32 TEntity.RotateToPosAt

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is RotateToPosAt, a member of class TEntity.

### 1.1.23.2.33 TEntity.Scale

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Scale: Single;
```

**Description**

This is Scale, a member of class TEntity.

### 1.1.23.2.34 TEntity.ScaleAbs

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ScaleAbs, a member of class TEntity.

### 1.1.23.2.35 TEntity.ScaleRel

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ScaleRel, a member of class TEntity.

### 1.1.23.2.36 TEntity.SetAngleOffset

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetAngleOffset, a member of class TEntity.

### 1.1.23.2.37 TEntity.SetColor

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetColor, a member of class TEntity.

### 1.1.23.2.38 TEntity.SetFlipMode

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetFlipMode, a member of class TEntity.

### 1.1.23.2.39 TEntity.SetFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is setFrame, a member of class TEntity.

### 1.1.23.2.40 TEntity.SetFrameFPS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetFrameFPS, a member of class TEntity.

### 1.1.23.2.41 TEntity.SetFrameRange

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetFrameRange, a member of class TEntity.

### 1.1.23.2.42 TEntity.SetLoopFrame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetLoopFrame, a member of class TEntity.

### 1.1.23.2.43 TEntity.SetPosAbs

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetPosAbs, a member of class TEntity.

### 1.1.23.2.44 TEntity.SetPosRel

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetPosRel, a member of class TEntity.

### 1.1.23.2.45 TEntity.SetRenderPolyPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetRenderPolyPoint, a member of class TEntity.

### 1.1.23.2.46 TEntity.SetShrinkFactor

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetShrinkFactor, a member of class TEntity.

### 1.1.23.2.47 TEntity.ShrinkFactor

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function ShrinkFactor: Single;
```

**Description**

This is ShrinkFactor, a member of class TEntity.

### 1.1.23.2.48 TEntity.Sprite

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Sprite: TSprite;
```

**Description**

This is Sprite, a member of class TEntity.

### 1.1.23.2.49 TEntity.Thrust

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Thrust, a member of class TEntity.

### 1.1.23.2.50 TEntity.ThrustAngle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ThrustAngle, a member of class TEntity.

### 1.1.23.2.51 TEntity.ThrustToPos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ThrustToPos, a member of class TEntity.

### 1.1.23.2.52 TEntity.TracePolyPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is TracePolyPoint, a member of class TEntity.

### 1.1.23.2.53 TEntity.Visible

**File:** DelphiGamekit.pas ( see page 360)



Delphi

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

Description

This is Visible, a member of class TEntity.

1.1.23.2.54 TEntity.Width

File: DelphiGamekit.pas ( see page 360)

Delphi

```
function Width: Single;
```

Description

This is Width, a member of class TEntity.

1.1.23.3 TEntity Properties

The properties of the TEntity class are listed here.

Properties

	BlendMode ( see page 115)	This is BlendMode, a member of class TEntity.
------------------------------------------------------------------------------------	---------------------------	-----------------------------------------------

1.1.23.3.1 TEntity.BlendMode

File: DelphiGamekit.pas ( see page 360)

Delphi

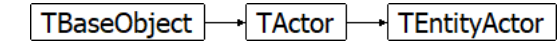
```
property BlendMode: TBlendMode;
```

Description

This is BlendMode, a member of class TEntity.

1.1.24 TEntityActor

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is class TEntityActor.

1.1.24.1 TEntityActor Fields

The fields of the TEntityActor class are listed here.

Fields

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

1.1.24.1.1 TEntityActor.FEntity

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FEntity: TEntity;
```








Description

This is FEntity, a member of class TEntityActor.

1.1.24.2 TEntityActor Methods

The methods of the TEntityActor class are listed here.

Methods

	Collide ( see page 116)	This is Collide, a member of class TEntityActor.
	Create ( see page 116)	This is Create, a member of class TEntityActor.
	Destroy ( see page 116)	This is Destroy, a member of class TEntityActor.
	Init ( see page 117)	This is Init, a member of class TEntityActor.
	OnRender ( see page 117)	This is OnRender, a member of class TEntityActor.
	Overlap ( see page 117)	This is Overlap, a member of class TEntityActor.
	Overlap ( see page 117)	This is Overlap, a member of class TEntityActor.

1.1.24.2.1 TEntityActor.Collide

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Collide, a member of class TEntityActor.

1.1.24.2.2 TEntityActor.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TEntityActor.

1.1.24.2.3 TEntityActor.Destroy

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TEntityActor.

### 1.1.24.2.4 TEntityActor.Init

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Init, a member of class TEntityActor.

### 1.1.24.2.5 TEntityActor.OnRender

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnRender; override;
```

**Description**

This is OnRender, a member of class TEntityActor.

### 1.1.24.2.6 TEntityActor.Overlap

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Overlap, a member of class TEntityActor.

### 1.1.24.2.7 TEntityActor.Overlap

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Overlap, a member of class TEntityActor.

### 1.1.24.3 TEntityActor Properties

The properties of the TEntityActor class are listed here.

Properties

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

#### 1.1.24.3.1 TEntityActor.Entity

File: DelphiGamekit.pas ( see page 360)

Delphi

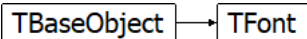
```
property Entity: TEntity;
```

Description

This is Entity, a member of class TEntityActor.

### 1.1.25 TFont

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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


Description

This is class TFont.

#### 1.1.25.1 TFont Records

The records of the TFont class are listed here.

Records

	TGlyph ( see page 118)	This is record TFont.TGlyph.
-------------------------------------------------------------------------------------	------------------------	------------------------------

##### 1.1.25.1.1 TFont.TGlyph

File: DelphiGamekit.pas ( see page 360)

Delphi

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


Description

This is record TFont.TGlyph.

## 1.1.25.2 TFont Constants

The constants of the TFont class are listed here.

### Constants

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

### 1.1.25.2.1 TFont.cDefaultGlyphs

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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







#### Description

This is cDefaultGlyphs, a member of class TFont.

## 1.1.25.3 TFont Fields

The fields of the TFont class are listed here.

### Fields

	FAtlas ( see page 119)	This is FAtlas, a member of class TFont.
	FAtlasSize ( see page 119)	This is FAtlasSize, a member of class TFont.
	FBaseLine ( see page 120)	This is FBaseLine, a member of class TFont.
	FGeometry ( see page 120)	This is FGeometry, a member of class TFont.
	FGlyph ( see page 120)	This is FGlyph, a member of class TFont.
	FUseVertexBuffer ( see page 120)	This is FUseVertexBuffer, a member of class TFont.
	FVertexBufferSize ( see page 120)	This is FVertexBufferSize, a member of class TFont.

### 1.1.25.3.1 TFont.FAtlas

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FAtlas: PSDL_Texture;
```

#### Description

This is FAtlas, a member of class TFont.

### 1.1.25.3.2 TFont.FAtlasSize

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FAtlasSize: Integer;
```

#### Description

This is FAtlasSize, a member of class TFont.

### 1.1.25.3.3 TFont.FBaseLine

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FBaseLine: Single;
```

**Description**

This is FBaseLine, a member of class TFont.

### 1.1.25.3.4 TFont.FGeometry

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FGeometry: TGeometry;
```

**Description**

This is FGeometry, a member of class TFont.

### 1.1.25.3.5 TFont.FGlyph

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FGlyph, a member of class TFont.

### 1.1.25.3.6 TFont.FUseVertexBuffer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FUseVertexBuffer: Boolean;
```

**Description**

This is FUseVertexBuffer, a member of class TFont.

### 1.1.25.3.7 TFont.FVertexBufferSize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FVertexBufferSize: UInt64;
```
















**Description**

This is FVertexBufferSize, a member of class TFont.

## 1.1.25.4 TFont Methods

The methods of the TFont class are listed here.

**Methods**

	Create ( see page 121)	This is Create, a member of class TFont.
	Destroy ( see page 121)	This is Destroy, a member of class TFont.
	DrawText ( see page 121)	This is DrawText, a member of class TFont.
	DrawText ( see page 122)	This is DrawText, a member of class TFont.
	GetUseVertexBuffer ( see page 122)	This is GetUseVertexBuffer, a member of class TFont.
	GetVertexBufferSize ( see page 122)	This is GetVertexBufferSize, a member of class TFont.
	Load ( see page 122)	This is Load, a member of class TFont.
	Load ( see page 122)	This is Load, a member of class TFont.
	LoadDefault ( see page 123)	This is LoadDefault, a member of class TFont.
	RenderVertices ( see page 123)	This is RenderVertices, a member of class TFont.
	SetUseVertexBuffer ( see page 123)	This is SetUseVertexBuffer, a member of class TFont.
	SetVertexBufferSize ( see page 123)	This is SetVertexBufferSize, a member of class TFont.
	TextHeight ( see page 124)	This is TextHeight, a member of class TFont.
	TextLength ( see page 124)	This is TextLength, a member of class TFont.
	Unload ( see page 124)	This is Unload, a member of class TFont.

**1.1.25.4.1 TFont.Create**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TFont.

**1.1.25.4.2 TFont.Destroy**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TFont.

**1.1.25.4.3 TFont.DrawText**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is DrawText, a member of class TFont.

### 1.1.25.4.4 TFont.DrawText

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is DrawText, a member of class TFont.

### 1.1.25.4.5 TFont.GetUseVertexBuffer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetUseVertexBuffer: Boolean;
```

**Description**

This is GetUseVertexBuffer, a member of class TFont.

### 1.1.25.4.6 TFont.GetVertexBufferSize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetVertexBufferSize: UInt64;
```

**Description**

This is GetVertexBufferSize, a member of class TFont.

### 1.1.25.4.7 TFont.Load

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Load, a member of class TFont.

### 1.1.25.4.8 TFont.Load

**File:** DelphiGamekit.pas ( see page 360)



**Delphi**

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

**Description**

This is Load, a member of class TFont.

### 1.1.25.4.9 TFont.LoadDefault

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is LoadDefault, a member of class TFont.

### 1.1.25.4.10 TFont.RenderVertices

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is RenderVertices, a member of class TFont.

### 1.1.25.4.11 TFont.SetUseVertexBuffer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetUseVertexBuffer, a member of class TFont.

### 1.1.25.4.12 TFont.SetVertexBufferSize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetVertexBufferSize, a member of class TFont.

### 1.1.25.4.13 TFont.TextHeight

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function TextHeight: Single;
```

**Description**

This is TextHeight, a member of class TFont.

### 1.1.25.4.14 TFont.TextLength

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is TextLength, a member of class TFont.

### 1.1.25.4.15 TFont.Unload

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Unload;
```



**Description**

This is Unload, a member of class TFont.

## 1.1.25.5 TFont Properties

The properties of the TFont class are listed here.

**Properties**

 <b>R</b>	Atlas ( see page 124)	This is Atlas, a member of class TFont.
 <b>R</b>	AtlasSize ( see page 124)	This is AtlasSize, a member of class TFont.

### 1.1.25.5.1 TFont.Atlas

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Atlas: PSDL_Texture;
```

**Description**

This is Atlas, a member of class TFont.

### 1.1.25.5.2 TFont.AtlasSize

**File:** DelphiGamekit.pas ( see page 360)

Delphi

```
property AtlasSize: Integer;
```


Description

This is AtlasSize, a member of class TFont.

1.1.25.6 TFont Nested Types

The nested types of the TFont class are listed here.

Nested Types

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

1.1.25.6.1 TFont.PGlyph

File: DelphiGamekit.pas ( see page 360)

Delphi

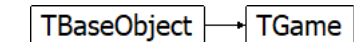
```
PGlyph = ^TGlyph;
```

Description

This is nested type TFont.PGlyph.

1.1.26 TGame

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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


Description

This is class TGame.

1.1.26.1 TGame Records

The records of the TGame class are listed here.

Records

	TSettings ( see page 125)	This is record TGame.TSettings.
-------------------------------------------------------------------------------------	---------------------------	---------------------------------

1.1.26.1.1 TGame.TSettings

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TSettings = record
  OrgName: string;
  AppName: string;
```

```

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

```






















### Description

This is record TGame.TSettings.

## 1.1.26.2 TGame Fields

The fields of the TGame class are listed here.

### Fields

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

### 1.1.26.2.1 TGame.FArchive

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FArchive: TArchive;
```

**Description**

This is FArchive, a member of class TGame.

### 1.1.26.2.2 TGame.FAsync

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FAsync: TAsync;
```

**Description**

This is FAsync, a member of class TGame.

### 1.1.26.2.3 TGame.FAudio

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FAudio: TAudio;
```

**Description**

This is FAudio, a member of class TGame.

### 1.1.26.2.4 TGame.FCmdLine

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FCmdLine: TCmdLine;
```

**Description**

This is FCmdLine, a member of class TGame.

### 1.1.26.2.5 TGame.FConfigFile

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FConfigFile: TConfigFile;
```

**Description**

This is FConfigFile, a member of class TGame.

### 1.1.26.2.6 TGame.FDefaultFont

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FDefaultFont: TFont;
```

**Description**

This is FDefaultFont, a member of class TGame.

### 1.1.26.2.7 TGame.FHud

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FHud: THud;
```

**Description**

This is FHud, a member of class TGame.

### 1.1.26.2.8 TGame.FInput

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FInput: TInput;
```

**Description**

This is FInput, a member of class TGame.

### 1.1.26.2.9 TGame.FLog

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FLog: TLog;
```

**Description**

This is FLog, a member of class TGame.

### 1.1.26.2.10 TGame.FMousePos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FMousePos: TPoint;
```

**Description**

This is FMousePos, a member of class TGame.

### 1.1.26.2.11 TGame.FPrefs

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FPrefs: TPrefs;
```

**Description**

This is FPrefs, a member of class TGame.

### 1.1.26.2.12 TGame.FReady

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FReady: Boolean;
```

**Description**

This is FReady, a member of class TGame.

### 1.1.26.2.13 TGame.FScene

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FScene: TActorScene;
```

**Description**

This is FScene, a member of class TGame.

### 1.1.26.2.14 TGame.FScreenshake

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FScreenshake: TScreenshake;
```

**Description**

This is FScreenshake, a member of class TGame.

### 1.1.26.2.15 TGame.FSettings

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FSettings: TSettings;
```

**Description**

This is FSettings, a member of class TGame.

### 1.1.26.2.16 TGame.FSpeech

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FSpeech: TSpeech;
```

**Description**

This is FSpeech, a member of class TGame.

### 1.1.26.2.17 TGame.FSprite

**File:** DelphiGamekit.pas ( see page 360)

Delphi

```
FSprite: TSprite;
```

Description

This is FSprite, a member of class TGame.

1.1.26.2.18 TGame.FTerminate

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FTerminate: Boolean;
```

Description

This is FTerminate, a member of class TGame.

1.1.26.2.19 TGame.FTimer

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FTimer: TTimer;
```

Description

This is FTimer, a member of class TGame.

1.1.26.2.20 TGame.FVideo

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FVideo: TVideo;
```

Description

This is FVideo, a member of class TGame.

1.1.26.2.21 TGame.FWindow

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FWindow: TWindow;
```



Description

This is FWindow, a member of class TGame.


























1.1.26.3 TGame Methods

The methods of the TGame class are listed here.

Methods

	Create ( see page 131)	This is Create, a member of class TGame.
	Destroy ( see page 131)	This is Destroy, a member of class TGame.



	OnAfterRenderScene ( see page 131)	This is OnAfterRenderScene, a member of class TGame.
	OnApplySettings ( see page 132)	This is OnApplySettings, a member of class TGame.
	OnBeforeRenderScene ( see page 132)	This is OnBeforeRenderScene, a member of class TGame.
	OnBuildArchiveProgress ( see page 132)	This is OnBuildArchiveProgress, a member of class TGame.
	OnClearWindow ( see page 132)	This is OnClearWindow, a member of class TGame.
	OnFixedUpdate ( see page 132)	This is OnFixedUpdate, a member of class TGame.
	OnLoadConfig ( see page 133)	This is OnLoadConfig, a member of class TGame.
	OnReady ( see page 133)	This is OnReady, a member of class TGame.
	OnRender ( see page 133)	This is OnRender, a member of class TGame.
	OnRenderHud ( see page 133)	This is OnRenderHud, a member of class TGame.
	OnSaveConfig ( see page 133)	This is OnSaveConfig, a member of class TGame.
	OnSetSettings ( see page 134)	This is OnSetSettings, a member of class TGame.
	OnShowWindow ( see page 134)	This is OnShowWindow, a member of class TGame.
	OnShutdown ( see page 134)	This is OnShutdown, a member of class TGame.
	OnSpeechWord ( see page 134)	This is OnSpeechWord, a member of class TGame.
	OnStartup ( see page 134)	This is OnStartup, a member of class TGame.
	OnUnapplySettings ( see page 135)	This is OnUnapplySettings, a member of class TGame.
	OnUpdate ( see page 135)	This is OnUpdate, a member of class TGame.
	OnVideoStatus ( see page 135)	This is OnVideoStatus, a member of class TGame.
	Process ( see page 135)	This is Process, a member of class TGame.
	Run ( see page 135)	This is Run, a member of class TGame.
	SDKVersion ( see page 136)	This is SDKVersion, a member of class TGame.
	Settings ( see page 136)	This is Settings, a member of class TGame.
	Shutdown ( see page 136)	This is Shutdown, a member of class TGame.
	Startup ( see page 136)	This is Startup, a member of class TGame.

### 1.1.26.3.1 TGame.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TGame.

### 1.1.26.3.2 TGame.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TGame.

### 1.1.26.3.3 TGame.OnAfterRenderScene

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnAfterRenderScene, a member of class TGame.

### 1.1.26.3.4 TGame.OnApplySettings

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnApplySettings, a member of class TGame.

### 1.1.26.3.5 TGame.OnBeforeRenderScene

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnBeforeRenderScene, a member of class TGame.

### 1.1.26.3.6 TGame.OnBuildArchiveProgress

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnBuildArchiveProgress, a member of class TGame.

### 1.1.26.3.7 TGame.OnClearWindow

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnClearWindow; virtual;
```

**Description**

This is OnClearWindow, a member of class TGame.

### 1.1.26.3.8 TGame.OnFixedUpdate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnFixedUpdate, a member of class TGame.

### 1.1.26.3.9 TGame.OnLoadConfig

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnLoadConfig; virtual;
```

**Description**

This is OnLoadConfig, a member of class TGame.

### 1.1.26.3.10 TGame.OnReady

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnReady, a member of class TGame.

### 1.1.26.3.11 TGame.OnRender

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnRender; virtual;
```

**Description**

This is OnRender, a member of class TGame.

### 1.1.26.3.12 TGame.OnRenderHud

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnRenderHud; virtual;
```

**Description**

This is OnRenderHud, a member of class TGame.

### 1.1.26.3.13 TGame.OnSaveConfig

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnSaveConfig; virtual;
```

**Description**

This is OnSaveConfig, a member of class TGame.

### 1.1.26.3.14 TGame.OnSetSettings

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnSetSettings; virtual;
```

**Description**

This is OnSetSettings, a member of class TGame.

### 1.1.26.3.15 TGame.OnShowWindow

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnShowWindow; virtual;
```

**Description**

This is OnShowWindow, a member of class TGame.

### 1.1.26.3.16 TGame.OnShutdown

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnShutdown; virtual;
```

**Description**

This is OnShutdown, a member of class TGame.

### 1.1.26.3.17 TGame.OnSpeechWord

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnSpeechWord, a member of class TGame.

### 1.1.26.3.18 TGame.OnStartup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnStartup; virtual;
```

**Description**

This is OnStartup, a member of class TGame.

### 1.1.26.3.19 TGame.OnUnapplySettings

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure OnUnapplySettings; virtual;
```

**Description**

This is OnUnapplySettings, a member of class TGame.

### 1.1.26.3.20 TGame.OnUpdate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnUpdate, a member of class TGame.

### 1.1.26.3.21 TGame.OnVideoStatus

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is OnVideoStatus, a member of class TGame.

### 1.1.26.3.22 TGame.Process

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Process; virtual;
```

**Description**

This is Process, a member of class TGame.

### 1.1.26.3.23 TGame.Run

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Run; virtual;
```

**Description**

This is Run, a member of class TGame.

### 1.1.26.3.24 TGame.SDKVersion

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function SDKVersion: string;
```

**Description**

This is SDKVersion, a member of class TGame.

### 1.1.26.3.25 TGame.Settings

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Settings, a member of class TGame.

### 1.1.26.3.26 TGame.Shutdown

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Shutdown; virtual;
```

**Description**

This is Shutdown, a member of class TGame.

### 1.1.26.3.27 TGame.Startup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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









**Description**












This is Startup, a member of class TGame.

## 1.1.26.4 TGame Properties

The properties of the TGame class are listed here.

**Properties**

	Archive ( see page 137)	This is Archive, a member of class TGame.
	Async ( see page 137)	This is Async, a member of class TGame.
	Audio ( see page 137)	This is Audio, a member of class TGame.
	CmdLine ( see page 137)	This is CmdLine, a member of class TGame.
	ConfigFile ( see page 138)	This is ConfigFile, a member of class TGame.
	DefaultFont ( see page 138)	This is DefaultFont, a member of class TGame.
	Hud ( see page 138)	This is Hud, a member of class TGame.
	Input ( see page 138)	This is Input, a member of class TGame.

	Log ( see page 138)	This is Log, a member of class TGame.
	MousePos ( see page 138)	This is MousePos, a member of class TGame.
	Prefs ( see page 139)	This is Prefs, a member of class TGame.
	Scene ( see page 139)	This is Scene, a member of class TGame.
	Screenshake ( see page 139)	This is Screenshake, a member of class TGame.
	Speech ( see page 139)	This is Speech, a member of class TGame.
	Sprite ( see page 139)	This is Sprite, a member of class TGame.
	Terminate ( see page 140)	This is Terminate, a member of class TGame.
	Timer ( see page 140)	This is Timer, a member of class TGame.
	Video ( see page 140)	This is Video, a member of class TGame.
	Window ( see page 140)	This is Window, a member of class TGame.

### 1.1.26.4.1 TGame.Archive

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Archive: TArchive;
```

**Description**

This is Archive, a member of class TGame.

### 1.1.26.4.2 TGame.Async

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Async: TAsync;
```

**Description**

This is Async, a member of class TGame.

### 1.1.26.4.3 TGame.Audio

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Audio: TAudio;
```

**Description**

This is Audio, a member of class TGame.

### 1.1.26.4.4 TGame.CmdLine

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property CmdLine: TCmdLine;
```

**Description**

This is CmdLine, a member of class TGame.

### 1.1.26.4.5 TGame.ConfigFile

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property ConfigFile: TConfigFile;
```

**Description**

This is ConfigFile, a member of class TGame.

### 1.1.26.4.6 TGame.DefaultFont

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property DefaultFont: TFont;
```

**Description**

This is DefaultFont, a member of class TGame.

### 1.1.26.4.7 TGame.Hud

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Hud: THud;
```

**Description**

This is Hud, a member of class TGame.

### 1.1.26.4.8 TGame.Input

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Input: TInput;
```

**Description**

This is Input, a member of class TGame.

### 1.1.26.4.9 TGame.Log

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Log: TLog;
```

**Description**

This is Log, a member of class TGame.

### 1.1.26.4.10 TGame.MousePos

**File:** DelphiGamekit.pas ( see page 360)



**Delphi**

```
property MousePos: TPoint;
```

**Description**

This is MousePos, a member of class TGame.

### 1.1.26.4.11 TGame.Prefs

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Prefs: TPrefs;
```

**Description**

This is Prefs, a member of class TGame.

### 1.1.26.4.12 TGame.Scene

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Scene: TActorScene;
```

**Description**

This is Scene, a member of class TGame.

### 1.1.26.4.13 TGame.Screenshake

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Screenshake: TScreenshake;
```

**Description**

This is Screenshake, a member of class TGame.

### 1.1.26.4.14 TGame.Speech

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Speech: TSpeech;
```

**Description**

This is Speech, a member of class TGame.

### 1.1.26.4.15 TGame.Sprite

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Sprite: TSprite;
```

**Description**

This is Sprite, a member of class TGame.

### 1.1.26.4.16 TGame.Terminate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Terminate: Boolean;
```

**Description**

This is Terminate, a member of class TGame.

### 1.1.26.4.17 TGame.Timer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Timer: TTimer;
```

**Description**

This is Timer, a member of class TGame.

### 1.1.26.4.18 TGame.Video

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Video: TVideo;
```

**Description**

This is Video, a member of class TGame.

### 1.1.26.4.19 TGame.Window

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Window: TWindow;
```

**Description**

This is Window, a member of class TGame.

## 1.1.26.5 TGame Nested Types

The nested types of the TGame class are listed here.

**Nested Types**

	PSettings ( see page 140)	This is nested type TGame.PSettings.
-------------------------------------------------------------------------------------	---------------------------	--------------------------------------

### 1.1.26.5.1 TGame.PSettings

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PSettings = ^TSettings;
```

**Description**

This is nested type TGame.PSettings.

# 1.1.27 TGeometry

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is class TGeometry.

## 1.1.27.1 TGeometry Methods

The methods of the TGeometry class are listed here.

**Methods**

	AddVertex ( see page 141)	This is AddVertex, a member of class TGeometry.
	Alloc ( see page 141)	This is Alloc, a member of class TGeometry.
	Create ( see page 142)	This is Create, a member of class TGeometry.
	Destroy ( see page 142)	This is Destroy, a member of class TGeometry.
	Render ( see page 142)	This is Render, a member of class TGeometry.
	Reset ( see page 142)	This is Reset, a member of class TGeometry.

### 1.1.27.1.1 TGeometry.AddVertex

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AddVertex, a member of class TGeometry.

### 1.1.27.1.2 TGeometry.Alloc

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Alloc, a member of class TGeometry.

### 1.1.27.1.3 TGeometry.Create

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TGeometry.

### 1.1.27.1.4 TGeometry.Destroy

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TGeometry.

### 1.1.27.1.5 TGeometry.Render

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Render, a member of class TGeometry.

### 1.1.27.1.6 TGeometry.Reset

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Reset;
```

**Description**

This is Reset, a member of class TGeometry.

## 1.1.28 THud

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
THud = record  
end;
```







Description

This is class THud.

1.1.28.1 THud Methods

The methods of the THud class are listed here.

Methods

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

1.1.28.1.1 THud.ResetPos

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is ResetPos, a member of class THud.

1.1.28.1.2 THud.SetLineSpace

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetLineSpace, a member of class THud.

1.1.28.1.3 THud.SetPos

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetPos, a member of class THud.

1.1.28.1.4 THud.SetTextItemPadWidth

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetTextItemPadWidth, a member of class THud.

1.1.28.1.5 THud.Text

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Text, a member of class THud.

1.1.28.1.6 THud.TextItem

File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is TextItem, a member of class THud.

1.1.28.2 THud Operators

The operators of the THud class are listed here.

Operators

	Finalize ( see page 144)	This is Finalize, a member of class THud.
	Initialize ( see page 145)	This is Initialize, a member of class THud.

1.1.28.2.1 THud.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class THud.

### 1.1.28.2 THud.Initialize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Initialize, a member of class THud.

## 1.1.29 TInput

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TInput = record
end;
```

















**Description**

This is class TInput.

### 1.1.29.1 TInput Methods

The methods of the TInput class are listed here.

**Methods**

	Clear ( see page 145)	This is Clear, a member of class TInput.
	Close ( see page 146)	This is Close, a member of class TInput.
	ControllerDown ( see page 146)	This is ControllerDown, a member of class TInput.
	ControllerPosition ( see page 146)	This is ControllerPosition, a member of class TInput.
	ControllerPressed ( see page 146)	This is ControllerPressed, a member of class TInput.
	ControllerReleased ( see page 146)	This is ControllerReleased, a member of class TInput.
	GetMouseInfo ( see page 147)	This is GetMouseInfo, a member of class TInput.
	KeyDown ( see page 147)	This is KeyDown, a member of class TInput.
	KeyPressed ( see page 147)	This is KeyPressed, a member of class TInput.
	KeyReleased ( see page 147)	This is KeyReleased, a member of class TInput.
	MouseDown ( see page 147)	This is MouseDown, a member of class TInput.
	MousePressed ( see page 148)	This is MousePressed, a member of class TInput.
	MouseReleased ( see page 148)	This is MouseReleased, a member of class TInput.
	Open ( see page 148)	This is Open, a member of class TInput.
	SetMousePos ( see page 148)	This is SetMousePos, a member of class TInput.
	Update ( see page 149)	This is Update, a member of class TInput.

#### 1.1.29.1.1 TInput.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Clear, a member of class TInput.

## 1.1.29.1.2 TInput.Close

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Close, a member of class TInput.

## 1.1.29.1.3 TInput.ControllerDown

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ControllerDown, a member of class TInput.

## 1.1.29.1.4 TInput.ControllerPosition

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ControllerPosition, a member of class TInput.

## 1.1.29.1.5 TInput.ControllerPressed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ControllerPressed, a member of class TInput.

## 1.1.29.1.6 TInput.ControllerReleased

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is ControllerReleased, a member of class TInput.

### 1.1.29.1.7 TInput.GetMouseInfo

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetMouseInfo, a member of class TInput.

### 1.1.29.1.8 TInput.KeyDown

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is KeyDown, a member of class TInput.

### 1.1.29.1.9 TInput.KeyPressed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is KeyPressed, a member of class TInput.

### 1.1.29.1.10 TInput.KeyReleased

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is KeyReleased, a member of class TInput.

### 1.1.29.1.11 TInput.MouseDown

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is MouseDown, a member of class TInput.

### 1.1.29.1.12 TInput.MousePressed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is MousePressed, a member of class TInput.

### 1.1.29.1.13 TInput.MouseReleased

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is MouseReleased, a member of class TInput.

### 1.1.29.1.14 TInput.Open

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Open, a member of class TInput.

### 1.1.29.1.15 TInput.SetMousePos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetMousePos, a member of class TInput.

### 1.1.29.1.16 TInput.Update

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is Update, a member of class TInput.

### 1.1.29.2 TInput Operators

The operators of the TInput class are listed here.

**Operators**

	Finalize ( see page 149)	This is Finalize, a member of class TInput.
	Initialize ( see page 149)	This is Initialize, a member of class TInput.

#### 1.1.29.2.1 TInput.Finalize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Finalize, a member of class TInput.

#### 1.1.29.2.2 TInput.Initialize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Initialize, a member of class TInput.

### 1.1.30 TLog

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TLog = record  
end;
```











**Description**

This is class TLog.

### 1.1.30.1 TLog Methods

The methods of the TLog class are listed here.

Methods

	Add ( see page 150)	This is Add, a member of class TLog.
	Close ( see page 150)	This is Close, a member of class TLog.
	Fatal ( see page 150)	This is Fatal, a member of class TLog.
	GetConsoleOutput ( see page 151)	This is GetConsoleOutput, a member of class TLog.
	GetFilename ( see page 151)	This is GetFilename, a member of class TLog.
	Open ( see page 151)	This is Open, a member of class TLog.
	Opened ( see page 151)	This is Opened, a member of class TLog.
	Reset ( see page 151)	This is Reset, a member of class TLog.
	SetConsoleOutput ( see page 151)	This is SetConsoleOutput, a member of class TLog.
	View ( see page 152)	This is View, a member of class TLog.

#### 1.1.30.1.1 TLog.Add

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Add, a member of class TLog.

#### 1.1.30.1.2 TLog.Close

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Close, a member of class TLog.

#### 1.1.30.1.3 TLog.Fatal

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Fatal, a member of class TLog.

### 1.1.30.1.4 TLog.GetConsoleOutput

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetConsoleOutput, a member of class TLog.

### 1.1.30.1.5 TLog.GetFilename

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetFilename, a member of class TLog.

### 1.1.30.1.6 TLog.Open

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Open, a member of class TLog.

### 1.1.30.1.7 TLog.Opened

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Opened, a member of class TLog.

### 1.1.30.1.8 TLog.Reset

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Reset, a member of class TLog.

### 1.1.30.1.9 TLog.SetConsoleOutput

**File:** DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetConsoleOutput, a member of class TLog.

1.1.30.1.10 TLog.View

File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is View, a member of class TLog.

1.1.30.2 TLog Operators

The operators of the TLog class are listed here.

Operators

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

1.1.30.2.1 TLog.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TLog.

1.1.30.2.2 TLog.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TLog.

1.1.31 TPoint

File: DelphiGamekit.pas ( see page 360)

Delphi

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




Description

This is class TPoint.

1.1.31.1 TPoint Fields

The fields of the TPoint class are listed here.

Fields

	X ( see page 153)	This is X, a member of class TPoint.
	Y ( see page 153)	This is Y, a member of class TPoint.
	Z ( see page 153)	This is Z, a member of class TPoint.

1.1.31.1.1 TPoint.X

File: DelphiGamekit.pas ( see page 360)

Delphi

```
x: Single;
```

Description

This is X, a member of class TPoint.

1.1.31.1.2 TPoint.Y

File: DelphiGamekit.pas ( see page 360)

Delphi

```
y: Single;
```

Description

This is Y, a member of class TPoint.

1.1.31.1.3 TPoint.Z

File: DelphiGamekit.pas ( see page 360)

Delphi

```
z: Single;
```

Description

This is Z, a member of class TPoint.

1.1.31.2 TPoint Methods

The methods of the TPoint class are listed here.

Methods

	Create ( see page 154)	This is Create, a member of class TPoint.
-----------------------------------------------------------------------------------	------------------------	-------------------------------------------

1.1.31.2.1 TPoint.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

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






Description

This is Create, a member of class TPoint.

1.1.31.3 TPoint Operators

The operators of the TPoint class are listed here.

Operators

	Implicit ( see page 154)	This is Implicit, a member of class TPoint.
	Implicit ( see page 154)	This is Implicit, a member of class TPoint.
	Implicit ( see page 154)	This is Implicit, a member of class TPoint.
	Implicit ( see page 155)	This is Implicit, a member of class TPoint.
	Initialize ( see page 155)	This is Initialize, a member of class TPoint.

1.1.31.3.1 TPoint.Implicit

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.31.3.2 TPoint.Implicit

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.31.3.3 TPoint.Implicit

File: DelphiGamekit.pas ( see page 360)



Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.31.3.4 TPoint.Implicit

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.31.3.5 TPoint.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TPoint.

1.1.32 TPolyPoint

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is class TPolyPoint.

1.1.32.1 TPolyPoint Fields

The fields of the TPolyPoint class are listed here.

Fields

	FCount ( see page 156)	This is FCount, a member of class TPolyPoint.
	FPolygon ( see page 156)	This is FPolygon, a member of class TPolyPoint.

### 1.1.32.1.1 TPolyPoint.FCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FCount: Integer;
```

**Description**

This is FCount, a member of class TPolyPoint.

### 1.1.32.1.2 TPolyPoint.FPolygon

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FPolygon, a member of class TPolyPoint.

## 1.1.32.2 TPolyPoint Methods

The methods of the TPolyPoint class are listed here.

**Methods**

➦	AddPoint ( see page 156)	This is AddPoint, a member of class TPolyPoint.
➦💡	Clear ( see page 157)	This is Clear, a member of class TPolyPoint.
➦	Collide ( see page 157)	This is Collide, a member of class TPolyPoint.
➦	CollidePoint ( see page 157)	This is CollidePoint, a member of class TPolyPoint.
➦	CopyFrom ( see page 158)	This is CopyFrom, a member of class TPolyPoint.
➦	Count ( see page 158)	This is Count, a member of class TPolyPoint.
➦📄	Create ( see page 158)	This is Create, a member of class TPolyPoint.
➦📄	Destroy ( see page 158)	This is Destroy, a member of class TPolyPoint.
➦	Load ( see page 158)	This is Load, a member of class TPolyPoint.
➦	Polygon ( see page 159)	This is Polygon, a member of class TPolyPoint.
➦	Render ( see page 159)	This is Render, a member of class TPolyPoint.
➦	Save ( see page 159)	This is Save, a member of class TPolyPoint.
➦	TraceFromSprite ( see page 159)	This is TraceFromSprite, a member of class TPolyPoint.
➦	TraceFromTexture ( see page 160)	This is TraceFromTexture, a member of class TPolyPoint.
➦	Valid ( see page 160)	This is Valid, a member of class TPolyPoint.

### 1.1.32.2.1 TPolyPoint.AddPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AddPoint, a member of class TPolyPoint.

### 1.1.32.2.2 TPolyPoint.Clear

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TPolyPoint.

### 1.1.32.2.3 TPolyPoint.Collide

File: DelphiGamekit.pas ( see page 360)

**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.

### 1.1.32.2.4 TPolyPoint.CollidePoint

File: DelphiGamekit.pas ( see page 360)

**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.

### 1.1.32.2.5 TPolyPoint.CopyFrom

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is CopyFrom, a member of class TPolyPoint.

### 1.1.32.2.6 TPolyPoint.Count

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Count: Integer;
```

**Description**

This is Count, a member of class TPolyPoint.

### 1.1.32.2.7 TPolyPoint.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TPolyPoint.

### 1.1.32.2.8 TPolyPoint.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TPolyPoint.

### 1.1.32.2.9 TPolyPoint.Load

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Load, a member of class TPolyPoint.

### 1.1.32.2.10 TPolyPoint.Polygon

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is Polygon, a member of class TPolyPoint.

### 1.1.32.2.11 TPolyPoint.Render

File: DelphiGamekit.pas ( see page 360)

#### 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.

### 1.1.32.2.12 TPolyPoint.Save

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is Save, a member of class TPolyPoint.

### 1.1.32.2.13 TPolyPoint.TraceFromSprite

File: DelphiGamekit.pas ( see page 360)

#### 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.

### 1.1.32.2.14 TPolyPoint.TraceFromTexture

File: DelphiGamekit.pas ( see page 360)

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.

### 1.1.32.2.15 TPolyPoint.Valid

File: DelphiGamekit.pas ( see page 360)

Delphi

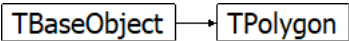
```
function Valid(  
    const aNum: Integer  
): Boolean;
```

Description

This is Valid, a member of class TPolyPoint.

## 1.1.33 TPolygon

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

```
TPolygon = class(TBaseObject);
```

Description

This is class TPolygon.

### 1.1.33.1 TPolygon Records

The records of the TPolygon class are listed here.

Records

	TSegment ( see page 160)	This is record TPolygon.TSegment.
-------------------------------------------------------------------------------------	--------------------------	-----------------------------------

#### 1.1.33.1.1 TPolygon.TSegment

File: DelphiGamekit.pas ( see page 360)

Delphi

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




Description

This is record TPolygon.TSegment.

1.1.33.2 TPolygon Fields

The fields of the TPolygon class are listed here.

Fields

	FItemCount ( see page 161)	This is FItemCount, a member of class TPolygon.
	FSegment ( see page 161)	This is FSegment, a member of class TPolygon.
	FWorldPoint ( see page 161)	This is FWorldPoint, a member of class TPolygon.

1.1.33.2.1 TPolygon.FItemCount

File: DelphiGamekit.pas ( see page 360)

Delphi

```
FItemCount: Integer;
```

Description

This is FItemCount, a member of class TPolygon.

1.1.33.2.2 TPolygon.FSegment

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is FSegment, a member of class TPolygon.

1.1.33.2.3 TPolygon.FWorldPoint

File: DelphiGamekit.pas ( see page 360)

Delphi

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















Description

This is FWorldPoint, a member of class TPolygon.

1.1.33.3 TPolygon Methods

The methods of the TPolygon class are listed here.

**Methods**

	AddLocalPoint ( see page 162)	This is AddLocalPoint, a member of class TPolygon.
	Clear ( see page 162)	This is Clear, a member of class TPolygon.
	CopyFrom ( see page 162)	This is CopyFrom, a member of class TPolygon.
	Create ( see page 163)	This is Create, a member of class TPolygon.
	Destroy ( see page 163)	This is Destroy, a member of class TPolygon.
	Load ( see page 163)	This is Load, a member of class TPolygon.
	LocalPoint ( see page 163)	This is LocalPoint, a member of class TPolygon.
	PointCount ( see page 163)	This is PointCount, a member of class TPolygon.
	Render ( see page 164)	This is Render, a member of class TPolygon.
	Save ( see page 164)	This is Save, a member of class TPolygon.
	SegmentVisible ( see page 164)	This is SegmentVisible, a member of class TPolygon.
	SetSegmentVisible ( see page 164)	This is SetSegmentVisible, a member of class TPolygon.
	Transform ( see page 164)	This is Transform, a member of class TPolygon.
	WorldPoint ( see page 165)	This is WorldPoint, a member of class TPolygon.

**1.1.33.3.1 TPolygon.AddLocalPoint**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```

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

```

**Description**

This is AddLocalPoint, a member of class TPolygon.

**1.1.33.3.2 TPolygon.Clear**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```

procedure Clear;

```

**Description**

This is Clear, a member of class TPolygon.

**1.1.33.3.3 TPolygon.CopyFrom**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```

procedure CopyFrom(
  const aPolygon: TPolygon
);

```

**Description**

This is CopyFrom, a member of class TPolygon.



### 1.1.33.3.4 TPolygon.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TPolygon.

### 1.1.33.3.5 TPolygon.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TPolygon.

### 1.1.33.3.6 TPolygon.Load

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Load, a member of class TPolygon.

### 1.1.33.3.7 TPolygon.LocalPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is LocalPoint, a member of class TPolygon.

### 1.1.33.3.8 TPolygon.PointCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function PointCount: Integer;
```

**Description**

This is PointCount, a member of class TPolygon.

### 1.1.33.3.9 TPolygon.Render

File: DelphiGamekit.pas ( see page 360)

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.

### 1.1.33.3.10 TPolygon.Save

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Save, a member of class TPolygon.

### 1.1.33.3.11 TPolygon.SegmentVisible

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SegmentVisible, a member of class TPolygon.

### 1.1.33.3.12 TPolygon.SetSegmentVisible

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetSegmentVisible, a member of class TPolygon.

### 1.1.33.3.13 TPolygon.Transform

File: DelphiGamekit.pas ( see page 360)

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.

1.1.33.3.14 TPolygon.WorldPoint

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is WorldPoint, a member of class TPolygon.

1.1.34 TPolypointTrace

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TPolypointTrace = record  
end;
```

Description

This is class TPolypointTrace.

1.1.34.1 TPolypointTrace Methods

The methods of the TPolypointTrace class are listed here.

Methods

➦	AddPoint ( see page 165)	This is AddPoint, a member of class TPolypointTrace.
➦	ApplyPolyPoint ( see page 166)	This is ApplyPolyPoint, a member of class TPolypointTrace.
➦	DelPoint ( see page 166)	This is DelPoint, a member of class TPolypointTrace.
➦	Done ( see page 166)	This is Done, a member of class TPolypointTrace.
➦	GetPointCount ( see page 166)	This is GetPointCount, a member of class TPolypointTrace.
➦	Init ( see page 167)	This is Init, a member of class TPolypointTrace.
➦	PrimaryTrace ( see page 167)	This is PrimaryTrace, a member of class TPolypointTrace.
➦	SimplifyPoly ( see page 167)	This is SimplifyPoly, a member of class TPolypointTrace.

1.1.34.1.1 TPolypointTrace.AddPoint

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AddPoint, a member of class TPolypointTrace.

### 1.1.34.1.2 TPolypointTrace.ApplyPolyPoint

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
class procedure ApplyPolyPoint(  
    aPolyPoint: TPolyPoint;  
    aNum: Integer;  
    aOrigin: PPoint  
); static;
```

**Description**

This is ApplyPolyPoint, a member of class TPolypointTrace.

### 1.1.34.1.3 TPolypointTrace.DelPoint

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is DelPoint, a member of class TPolypointTrace.

### 1.1.34.1.4 TPolypointTrace.Done

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Done, a member of class TPolypointTrace.

### 1.1.34.1.5 TPolypointTrace.GetPointCount

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetPointCount, a member of class TPolypointTrace.

### 1.1.34.1.6 TPolypointTrace.Init

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Init, a member of class TPolypointTrace.

### 1.1.34.1.7 TPolypointTrace.PrimaryTrace

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is PrimaryTrace, a member of class TPolypointTrace.

### 1.1.34.1.8 TPolypointTrace.SimplifyPoly

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SimplifyPoly, a member of class TPolypointTrace.

## 1.1.35 TPrefs

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TPrefs = record  
end;
```







Description

This is class TPrefs.

### 1.1.35.1 TPrefs Methods

The methods of the TPrefs class are listed here.

**Methods**

	GetAppName ( see page 168)	This is GetAppName, a member of class TPrefs.
	GetOrgName ( see page 168)	This is GetOrgName, a member of class TPrefs.
	GetPath ( see page 168)	This is GetPath, a member of class TPrefs.
	GotoPath ( see page 168)	This is GotoPath, a member of class TPrefs.
	SetAppName ( see page 168)	This is SetAppName, a member of class TPrefs.
	SetOrgName ( see page 169)	This is SetOrgName, a member of class TPrefs.

### 1.1.35.1.1 TPrefs.GetAppName

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetAppName, a member of class TPrefs.

### 1.1.35.1.2 TPrefs.GetOrgName

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetOrgName, a member of class TPrefs.

### 1.1.35.1.3 TPrefs.GetPath

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetPath, a member of class TPrefs.

### 1.1.35.1.4 TPrefs.GotoPath

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GotoPath, a member of class TPrefs.

### 1.1.35.1.5 TPrefs.SetAppName

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
class procedure SetAppName(  
    const aAppName: string
```

```
); static;
```

Description

This is SetAppName, a member of class TPrefs.

1.1.35.1.6 TPrefs.SetOrgName

File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is SetOrgName, a member of class TPrefs.

1.1.35.2 TPrefs Operators

The operators of the TPrefs class are listed here.

Operators

	Finalize ( see page 169)	This is Finalize, a member of class TPrefs.
	Initialize ( see page 169)	This is Initialize, a member of class TPrefs.

1.1.35.2.1 TPrefs.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TPrefs.

1.1.35.2.2 TPrefs.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TPrefs.

1.1.36 TRange

File: DelphiGamekit.pas ( see page 360)

Delphi

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





Description

This is class TRange.

1.1.36.1 TRange Fields

The fields of the TRange class are listed here.

Fields

	MaxX ( see page 170)	This is MaxX, a member of class TRange.
	MaxY ( see page 170)	This is MaxY, a member of class TRange.
	MinX ( see page 170)	This is MinX, a member of class TRange.
	MinY ( see page 170)	This is MinY, a member of class TRange.

1.1.36.1.1 TRange.MaxX

File: DelphiGamekit.pas ( see page 360)

Delphi

```
MaxX: Single;
```

Description

This is MaxX, a member of class TRange.

1.1.36.1.2 TRange.MaxY

File: DelphiGamekit.pas ( see page 360)

Delphi

```
MaxY: Single;
```

Description

This is MaxY, a member of class TRange.

1.1.36.1.3 TRange.MinX

File: DelphiGamekit.pas ( see page 360)

Delphi

```
MinX: Single;
```

Description

This is MinX, a member of class TRange.

1.1.36.1.4 TRange.MinY

File: DelphiGamekit.pas ( see page 360)



Delphi

`MinY: Single;`

Description

This is MinY, a member of class TRange.

1.1.36.2 TRange Operators

The operators of the TRange class are listed here.

Operators

	Initialize ( see page 171)	This is Initialize, a member of class TRange.
-----------------------------------------------------------------------------------	----------------------------	-----------------------------------------------

1.1.36.2.1 TRange.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TRange.

1.1.37 TRect

File: DelphiGamekit.pas ( see page 360)

Delphi

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





Description

This is class TRect.

1.1.37.1 TRect Fields

The fields of the TRect class are listed here.

Fields

	Height ( see page 172)	This is Height, a member of class TRect.
	Width ( see page 172)	This is Width, a member of class TRect.
	X ( see page 172)	This is X, a member of class TRect.
	Y ( see page 172)	This is Y, a member of class TRect.

### 1.1.37.1.1 TRect.Height

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
Height: Single;
```

**Description**

This is Height, a member of class TRect.

### 1.1.37.1.2 TRect.Width

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
Width: Single;
```

**Description**

This is Width, a member of class TRect.

### 1.1.37.1.3 TRect.X

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
X: Single;
```

**Description**

This is X, a member of class TRect.

### 1.1.37.1.4 TRect.Y

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
Y: Single;
```




**Description**

This is Y, a member of class TRect.

## 1.1.37.2 TRect Methods

The methods of the TRect class are listed here.

**Methods**

	Assign ( see page 172)	This is Assign, a member of class TRect.
	Create ( see page 173)	This is Create, a member of class TRect.
	Intersect ( see page 173)	This is Intersect, a member of class TRect.

### 1.1.37.2.1 TRect.Assign

**File:** DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Assign, a member of class TRect.

1.1.37.2.2 TRect.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Create, a member of class TRect.

1.1.37.2.3 TRect.Intersect

File: DelphiGamekit.pas ( see page 360)

Delphi

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





Description

This is Intersect, a member of class TRect.

1.1.37.3 TRect Operators

The operators of the TRect class are listed here.

Operators

	Implicit ( see page 173)	This is Implicit, a member of class TRect.
	Implicit ( see page 174)	This is Implicit, a member of class TRect.
	Implicit ( see page 174)	This is Implicit, a member of class TRect.
	Initialize ( see page 174)	This is Initialize, a member of class TRect.

1.1.37.3.1 TRect.Implicit

File: DelphiGamekit.pas ( see page 360)

Delphi

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

**Description**

This is Implicit, a member of class TRect.

### 1.1.37.3.2 TRect.Implicit

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Implicit, a member of class TRect.

### 1.1.37.3.3 TRect.Implicit

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Implicit, a member of class TRect.

### 1.1.37.3.4 TRect.Initialize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Initialize, a member of class TRect.

## 1.1.38 TScreenshake

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TScreenshake = record  
end ;
```





**Description**

This is class TScreenshake.

### 1.1.38.1 TScreenshake Methods

The methods of the TScreenshake class are listed here.

Methods

	Active ( see page 175)	This is Active, a member of class TScreenshake.
	Clear ( see page 175)	This is Clear, a member of class TScreenshake.
	Process ( see page 175)	This is Process, a member of class TScreenshake.
	Start ( see page 175)	This is Start, a member of class TScreenshake.

1.1.38.1.1 TScreenshake.Active

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Active, a member of class TScreenshake.

1.1.38.1.2 TScreenshake.Clear

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Clear, a member of class TScreenshake.

1.1.38.1.3 TScreenshake.Process

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Process, a member of class TScreenshake.

1.1.38.1.4 TScreenshake.Start

File: DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is Start, a member of class TScreenshake.

1.1.38.2 TScreenshake Operators

The operators of the TScreenshake class are listed here.

Operators

	Finalize ( see page 176)	This is Finalize, a member of class TScreenshake.
	Initialize ( see page 176)	This is Initialize, a member of class TScreenshake.

1.1.38.2.1 TScreenshake.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TScreenshake.

1.1.38.2.2 TScreenshake.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TScreenshake.

1.1.39 TSpeech

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TSpeech = record  
end ;
```









Description








This is class TSpeech.

1.1.39.1 TSpeech Methods

The methods of the TSpeech class are listed here.

Methods

	Active ( see page 177)	This is Active, a member of class TSpeech.
	ChangeVoice ( see page 177)	This is ChangeVoice, a member of class TSpeech.
	Clear ( see page 177)	This is Clear, a member of class TSpeech.
	GetRate ( see page 177)	This is GetRate, a member of class TSpeech.
	GetVoice ( see page 177)	This is GetVoice, a member of class TSpeech.
	GetVoiceAttribute ( see page 178)	This is GetVoiceAttribute, a member of class TSpeech.
	GetVoiceCount ( see page 178)	This is GetVoiceCount, a member of class TSpeech.
	GetVolume ( see page 178)	This is GetVolume, a member of class TSpeech.

	Pause ( see page 178)	This is Pause, a member of class TSpeech.
	Reset ( see page 178)	This is Reset, a member of class TSpeech.
	Resume ( see page 179)	This is Resume, a member of class TSpeech.
	Say ( see page 179)	This is Say, a member of class TSpeech.
	SetRate ( see page 179)	This is SetRate, a member of class TSpeech.
	SetVolume ( see page 179)	This is SetVolume, a member of class TSpeech.
	SubstituteWord ( see page 179)	This is SubstituteWord, a member of class TSpeech.

### 1.1.39.1.1 TSpeech.Active

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Active, a member of class TSpeech.

### 1.1.39.1.2 TSpeech.ChangeVoice

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ChangeVoice, a member of class TSpeech.

### 1.1.39.1.3 TSpeech.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Clear, a member of class TSpeech.

### 1.1.39.1.4 TSpeech.GetRate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRate, a member of class TSpeech.

### 1.1.39.1.5 TSpeech.GetVoice

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetVoice, a member of class TSpeech.

### 1.1.39.1.6 TSpeech.GetVoiceAttribute

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetVoiceAttribute, a member of class TSpeech.

### 1.1.39.1.7 TSpeech.GetVoiceCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetVoiceCount, a member of class TSpeech.

### 1.1.39.1.8 TSpeech.GetVolume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetVolume, a member of class TSpeech.

### 1.1.39.1.9 TSpeech.Pause

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Pause, a member of class TSpeech.

### 1.1.39.1.10 TSpeech.Reset

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is Reset, a member of class TSpeech.

### 1.1.39.1.11 TSpeech.Resume

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Resume, a member of class TSpeech.

### 1.1.39.1.12 TSpeech.Say

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Say, a member of class TSpeech.

### 1.1.39.1.13 TSpeech.SetRate

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetRate, a member of class TSpeech.

### 1.1.39.1.14 TSpeech.SetVolume

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetVolume, a member of class TSpeech.

### 1.1.39.1.15 TSpeech.SubstituteWord

File: DelphiGamekit.pas ( see page 360)

**Delphi**

```
class procedure SubstituteWord(  
    const aWord: string;
```

```
const aSubstituteWord: string
); static;
```



Description

This is SubstituteWord, a member of class TSpeech.

### 1.1.39.2 TSpeech Operators

The operators of the TSpeech class are listed here.

Operators

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

#### 1.1.39.2.1 TSpeech.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TSpeech.

#### 1.1.39.2.2 TSpeech.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

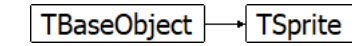
```
class operator Initialize(
out aDest: TSpeech
);
```

Description

This is Initialize, a member of class TSpeech.

### 1.1.40 TSprite

Class Hierarchy



File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is class TSprite.

### 1.1.40.1 TSprite Records

The records of the TSprite class are listed here.

**Records**

	TSpriteGroup ( see page 181)	This is record TSprite.TSpriteGroup.
	TSpriteImageRect ( see page 181)	This is record TSprite.TSpriteImageRect.

#### 1.1.40.1.1 TSprite.TSpriteGroup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is record TSprite.TSpriteGroup.

#### 1.1.40.1.2 TSprite.TSpriteImageRect

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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





**Description**

This is record TSprite.TSpriteImageRect.

### 1.1.40.2 TSprite Fields

The fields of the TSprite class are listed here.

**Fields**

	FGroup ( see page 181)	This is FGroup, a member of class TSprite.
	FGroupCount ( see page 182)	This is FGroupCount, a member of class TSprite.
	FPageCount ( see page 182)	This is FPageCount, a member of class TSprite.
	FTexture ( see page 182)	This is FTexture, a member of class TSprite.

#### 1.1.40.2.1 TSprite.FGroup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FGroup, a member of class TSprite.

### 1.1.40.2.2 TSprite.FGroupCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FGroupCount: Integer;
```

**Description**

This is FGroupCount, a member of class TSprite.

### 1.1.40.2.3 TSprite.FPageCount

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FPageCount: Integer;
```

**Description**

This is FPageCount, a member of class TSprite.

### 1.1.40.2.4 TSprite.FTexture

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**




This is FTexture, a member of class TSprite.

## 1.1.40.3 TSprite Methods

The methods of the TSprite class are listed here.

**Methods**

≡◆	AddGroup ( see page 183)	This is AddGroup, a member of class TSprite.
≡◆	AddImageFromGrid ( see page 183)	This is AddImageFromGrid, a member of class TSprite.
≡◆	AddImageFromRect ( see page 183)	This is AddImageFromRect, a member of class TSprite.
≡◆	Clear ( see page 183)	This is Clear, a member of class TSprite.
≡◆V	Create ( see page 183)	This is Create, a member of class TSprite.
≡◆V	Destroy ( see page 184)	This is Destroy, a member of class TSprite.
≡◆	GroupPolyPoint ( see page 184)	This is GroupPolyPoint, a member of class TSprite.
≡◆	GroupPolyPointCollide ( see page 184)	This is GroupPolyPointCollide, a member of class TSprite.
≡◆	GroupPolyPointCollidePoint ( see page 185)	This is GroupPolyPointCollidePoint, a member of class TSprite.
≡◆	GroupPolyPointTrace ( see page 185)	This is GroupPolyPointTrace, a member of class TSprite.
≡◆	ImageCount ( see page 185)	This is ImageCount, a member of class TSprite.
≡◆	ImageHeight ( see page 185)	This is ImageHeight, a member of class TSprite.
≡◆	ImageRect ( see page 186)	This is ImageRect, a member of class TSprite.
≡◆	ImageTexture ( see page 186)	This is ImageTexture, a member of class TSprite.

	ImageWidth ( see page 186)	This is ImageWidth, a member of class TSprite.
	LoadPage ( see page 186)	This is LoadPage, a member of class TSprite.
	RenderImage ( see page 187)	This is RenderImage, a member of class TSprite.

### 1.1.40.3.1 TSprite.AddGroup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function AddGroup: Integer;
```

**Description**

This is AddGroup, a member of class TSprite.

### 1.1.40.3.2 TSprite.AddImageFromGrid

**File:** DelphiGamekit.pas ( see page 360)

**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.

### 1.1.40.3.3 TSprite.AddImageFromRect

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is AddImageFromRect, a member of class TSprite.

### 1.1.40.3.4 TSprite.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TSprite.

### 1.1.40.3.5 TSprite.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
constructor Create; override;
```

**Description**

This is Create, a member of class TSprite.

### 1.1.40.3.6 TSprite.Destroy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
destructor Destroy; override;
```

**Description**

This is Destroy, a member of class TSprite.

### 1.1.40.3.7 TSprite.GroupPolyPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GroupPolyPoint, a member of class TSprite.

### 1.1.40.3.8 TSprite.GroupPolyPointCollide

**File:** DelphiGamekit.pas ( see page 360)

**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.

### 1.1.40.3.9 TSprite.GroupPolyPointCollidePoint

File: DelphiGamekit.pas ( see page 360)

#### 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.

### 1.1.40.3.10 TSprite.GroupPolyPointTrace

File: DelphiGamekit.pas ( see page 360)

#### 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.

### 1.1.40.3.11 TSprite.ImageCount

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is ImageCount, a member of class TSprite.

### 1.1.40.3.12 TSprite.ImageHeight

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

**Description**

This is ImageHeight, a member of class TSprite.

### 1.1.40.3.13 TSprite.ImageRect

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ImageRect, a member of class TSprite.

### 1.1.40.3.14 TSprite.ImageTexture

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ImageTexture, a member of class TSprite.

### 1.1.40.3.15 TSprite.ImageWidth

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is ImageWidth, a member of class TSprite.

### 1.1.40.3.16 TSprite.LoadPage

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is LoadPage, a member of class TSprite.



### 1.1.40.3.17 TSprite.RenderImage

**File:** DelphiGamekit.pas ( see page 360)

**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.

### 1.1.40.4 TSprite Nested Types

The nested types of the TSprite class are listed here.

**Nested Types**

🔔	PSpriteGroup ( see page 187)	This is nested type TSprite.PSpriteGroup.
🔔	PSpriteImageRect ( see page 187)	This is nested type TSprite.PSpriteImageRect.

#### 1.1.40.4.1 TSprite.PSpriteGroup

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PSpriteGroup = ^TSpriteGroup;
```

**Description**

This is nested type TSprite.PSpriteGroup.

#### 1.1.40.4.2 TSprite.PSpriteImageRect

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

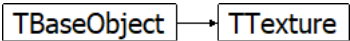
```
PSpriteImageRect = ^TSpriteImageRect;
```

**Description**

This is nested type TSprite.PSpriteImageRect.

## 1.1.41 TTexture

**Class Hierarchy**



**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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








#### Description

This is class TTexture.

## 1.1.41.1 TTexture Fields

The fields of the TTexture class are listed here.

#### Fields

	FHandle ( see page 188)	This is FHandle, a member of class TTexture.
	FHeight ( see page 188)	This is FHeight, a member of class TTexture.
	FLockRect ( see page 188)	This is FLockRect, a member of class TTexture.
	FPitch ( see page 188)	This is FPitch, a member of class TTexture.
	FPixelFormat ( see page 189)	This is FPixelFormat, a member of class TTexture.
	FPixels ( see page 189)	This is FPixels, a member of class TTexture.
	FWidth ( see page 189)	This is FWidth, a member of class TTexture.

### 1.1.41.1.1 TTexture.FHandle

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FHandle: PSDL_Texture;
```

#### Description

This is FHandle, a member of class TTexture.

### 1.1.41.1.2 TTexture.FHeight

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FHeight: Integer;
```

#### Description

This is FHeight, a member of class TTexture.

### 1.1.41.1.3 TTexture.FLockRect

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

```
FLockRect: SDL_FRect;
```

#### Description

This is FLockRect, a member of class TTexture.

### 1.1.41.1.4 TTexture.FPitch

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

**FPitch:** Integer;

**Description**

This is FPitch, a member of class TTexture.

**1.1.41.1.5 TTexture.FPixelFormat**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

**FPixelFormat:** PSDL\_PixelFormat;

**Description**

This is FPixelFormat, a member of class TTexture.

**1.1.41.1.6 TTexture.FPixels**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

**FPixels:** Pointer;

**Description**

This is FPixels, a member of class TTexture.

**1.1.41.1.7 TTexture.FWidth**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

**FWidth:** Integer;













**Description**





This is FWidth, a member of class TTexture.

**1.1.41.2 TTexture Methods**

The methods of the TTexture class are listed here.

**Methods**

	Alloc ( see page 190)	This is Alloc, a member of class TTexture.
	Create ( see page 190)	This is Create, a member of class TTexture.
	Destroy ( see page 190)	This is Destroy, a member of class TTexture.
	GetColor ( see page 190)	This is GetColor, a member of class TTexture.
	GetPixel ( see page 190)	This is GetPixel, a member of class TTexture.
	GetSize ( see page 191)	This is GetSize, a member of class TTexture.
	Load ( see page 191)	This is Load, a member of class TTexture.
	LoadTexture ( see page 191)	This is LoadTexture, a member of class TTexture.
	Lock ( see page 191)	This is Lock, a member of class TTexture.
	Render ( see page 192)	This is Render, a member of class TTexture.
	RenderTiled ( see page 192)	This is RenderTiled, a member of class TTexture.
	Save ( see page 192)	This is Save, a member of class TTexture.

	SetColor ( see page 192)	This is SetColor, a member of class TTexture.
	SetPixel ( see page 193)	This is SetPixel, a member of class TTexture.
	Unload ( see page 193)	This is Unload, a member of class TTexture.
	Unlock ( see page 193)	This is Unlock, a member of class TTexture.

1.1.41.2.1 TTexture.Alloc

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Alloc, a member of class TTexture.

1.1.41.2.2 TTexture.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TTexture.

1.1.41.2.3 TTexture.Destroy

File: DelphiGamekit.pas ( see page 360)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TTexture.

1.1.41.2.4 TTexture.GetColor

File: DelphiGamekit.pas ( see page 360)

Delphi

```
function GetColor: SDL_Color;
```

Description

This is GetColor, a member of class TTexture.

1.1.41.2.5 TTexture.GetPixel

File: DelphiGamekit.pas ( see page 360)

Delphi

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

```
) : SDL_Color;
```

**Description**

This is GetPixel, a member of class TTexture.

### 1.1.41.2.6 TTexture.GetSize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetSize, a member of class TTexture.

### 1.1.41.2.7 TTexture.Load

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Load, a member of class TTexture.

### 1.1.41.2.8 TTexture.LoadTexture

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is LoadTexture, a member of class TTexture.

### 1.1.41.2.9 TTexture.Lock

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Lock, a member of class TTexture.

### 1.1.41.2.10 TTexture.Render

File: DelphiGamekit.pas ( see page 360)

#### 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.

### 1.1.41.2.11 TTexture.RenderTiled

File: DelphiGamekit.pas ( see page 360)

#### 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.

### 1.1.41.2.12 TTexture.Save

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is Save, a member of class TTexture.

### 1.1.41.2.13 TTexture.SetColor

File: DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is SetColor, a member of class TTexture.

### 1.1.41.2.14 TTexture.SetPixel

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is SetPixel, a member of class TTexture.

### 1.1.41.2.15 TTexture.Unload

File: DelphiGamekit.pas ( see page 360)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TTexture.

### 1.1.41.2.16 TTexture.Unlock

File: DelphiGamekit.pas ( see page 360)

Delphi

```
procedure Unlock;
```




Description

This is Unlock, a member of class TTexture.

## 1.1.41.3 TTexture Properties

The properties of the TTexture class are listed here.

Properties

 R	Handle ( see page 193)	This is Handle, a member of class TTexture.
 R	Height ( see page 194)	This is Height, a member of class TTexture.
 R	Width ( see page 194)	This is Width, a member of class TTexture.

### 1.1.41.3.1 TTexture.Handle

File: DelphiGamekit.pas ( see page 360)

Delphi

```
property Handle: PSDL_Texture;
```

Description

This is Handle, a member of class TTexture.

### 1.1.41.3.2 TTexture.Height

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Height: Integer;
```

**Description**

This is Height, a member of class TTexture.

### 1.1.41.3.3 TTexture.Width

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
property Width: Integer;
```

**Description**

This is Width, a member of class TTexture.

## 1.1.42 TTimer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TTimer = record
end;
```

**Description**

This is class TTimer.

### 1.1.42.1 TTimer Methods

The methods of the TTimer class are listed here.

**Methods**

≡	Elapsed ( see page 194)	This is Elapsed, a member of class TTimer.
≡	FrameElapsed ( see page 195)	This is FrameElapsed, a member of class TTimer.
≡	FrameRate ( see page 195)	This is FrameRate, a member of class TTimer.
≡	FrameSpeed ( see page 195)	This is FrameSpeed, a member of class TTimer.
≡	Reset ( see page 195)	This is Reset, a member of class TTimer.
≡	Update ( see page 195)	This is Update, a member of class TTimer.

#### 1.1.42.1.1 TTimer.Elapsed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is Elapsed, a member of class TTimer.

### 1.1.42.1.2 TTimer.FrameElapsed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FrameElapsed, a member of class TTimer.

### 1.1.42.1.3 TTimer.FrameRate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FrameRate, a member of class TTimer.

### 1.1.42.1.4 TTimer.FrameSpeed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is FrameSpeed, a member of class TTimer.

### 1.1.42.1.5 TTimer.Reset

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Reset, a member of class TTimer.

### 1.1.42.1.6 TTimer.Update

**File:** DelphiGamekit.pas ( see page 360)

Delphi

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



Description

This is Update, a member of class TTimer.

### 1.1.42.2 TTimer Operators

The operators of the TTimer class are listed here.

Operators

	Finalize ( see page 196)	This is Finalize, a member of class TTimer.
	Initialize ( see page 196)	This is Initialize, a member of class TTimer.

#### 1.1.42.2.1 TTimer.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TTimer.

#### 1.1.42.2.2 TTimer.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TTimer.

### 1.1.43 TTransform

File: DelphiGamekit.pas ( see page 360)

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.

## 1.1.43.1 TTransform Fields

The fields of the TTransform class are listed here.

**Fields**

	Angle ( see page 197)	This is Angle, a member of class TTransform.
	Height ( see page 197)	This is Height, a member of class TTransform.
	Origin ( see page 197)	This is Origin, a member of class TTransform.
	Visible ( see page 197)	This is Visible, a member of class TTransform.
	Width ( see page 198)	This is Width, a member of class TTransform.
	X ( see page 198)	This is X, a member of class TTransform.
	Y ( see page 198)	This is Y, a member of class TTransform.
	Zoom ( see page 198)	This is Zoom, a member of class TTransform.

### 1.1.43.1.1 TTransform.Angle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
Angle: Single;
```

**Description**

This is Angle, a member of class TTransform.

### 1.1.43.1.2 TTransform.Height

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
Height: Single;
```

**Description**

This is Height, a member of class TTransform.

### 1.1.43.1.3 TTransform.Origin

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
Origin: TPoint;
```

**Description**

This is Origin, a member of class TTransform.

### 1.1.43.1.4 TTransform.Visible

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
Visible: Boolean;
```

**Description**

This is Visible, a member of class TTransform.

1.1.43.1.5 TTransform.Width

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
width: Single;
```

**Description**

This is Width, a member of class TTransform.

1.1.43.1.6 TTransform.X

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
x: Single;
```

**Description**

This is X, a member of class TTransform.

1.1.43.1.7 TTransform.Y

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
y: Single;
```

**Description**

This is Y, a member of class TTransform.

1.1.43.1.8 TTransform.Zoom

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
zoom: Single;
```






**Description**

This is Zoom, a member of class TTransform.

1.1.43.2 TTransform Methods

The methods of the TTransform class are listed here.

Methods

	Assign ( see page 199)	This is Assign, a member of class TTransform.
	Assign ( see page 199)	This is Assign, a member of class TTransform.
	Create ( see page 199)	This is Create, a member of class TTransform.
	Create ( see page 199)	This is Create, a member of class TTransform.
	Intersect ( see page 199)	This is Intersect, a member of class TTransform.

### 1.1.43.2.1 TTransform.Assign

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Assign, a member of class TTransform.

### 1.1.43.2.2 TTransform.Assign

File: DelphiGamekit.pas ( see page 360)

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.

### 1.1.43.2.3 TTransform.Create

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Create, a member of class TTransform.

### 1.1.43.2.4 TTransform.Create

File: DelphiGamekit.pas ( see page 360)

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.

### 1.1.43.2.5 TTransform.Intersect

File: DelphiGamekit.pas ( see page 360)

Delphi

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






Description

This is Intersect, a member of class TTransform.

1.1.43.3 TTransform Operators

The operators of the TTransform class are listed here.

Operators

	Finalize ( see page 200)	This is Finalize, a member of class TTransform.
	Implicit ( see page 200)	This is Implicit, a member of class TTransform.
	Implicit ( see page 200)	This is Implicit, a member of class TTransform.
	Implicit ( see page 201)	This is Implicit, a member of class TTransform.
	Initialize ( see page 201)	This is Initialize, a member of class TTransform.

1.1.43.3.1 TTransform.Finalize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TTransform.

1.1.43.3.2 TTransform.Implicit

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Implicit, a member of class TTransform.

1.1.43.3.3 TTransform.Implicit

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Implicit, a member of class TTransform.

### 1.1.43.3.4 TTransform.Implicit

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Implicit, a member of class TTransform.

### 1.1.43.3.5 TTransform.Initialize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Initialize, a member of class TTransform.

## 1.1.44 TVector

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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





**Description**

This is class TVector.

### 1.1.44.1 TVector Fields

The fields of the TVector class are listed here.

**Fields**

	W ( see page 201)	This is W, a member of class TVector.
	X ( see page 202)	This is X, a member of class TVector.
	Y ( see page 202)	This is Y, a member of class TVector.
	Z ( see page 202)	This is Z, a member of class TVector.

#### 1.1.44.1.1 TVector.W

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`W: Single;`

**Description**

This is W, a member of class TVector.

**1.1.44.1.2 TVector.X**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`X: Single;`

**Description**

This is X, a member of class TVector.

**1.1.44.1.3 TVector.Y**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`Y: Single;`

**Description**

This is Y, a member of class TVector.

**1.1.44.1.4 TVector.Z**

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

`Z: Single;`













**Description**

This is Z, a member of class TVector.

**1.1.44.2 TVector Methods**

The methods of the TVector class are listed here.

**Methods**

	Add ( see page 203)	This is Add, a member of class TVector.
	Angle ( see page 203)	This is Angle, a member of class TVector.
	Assign ( see page 203)	This is Assign, a member of class TVector.
	Assign ( see page 203)	This is Assign, a member of class TVector.
	Assign ( see page 204)	This is Assign, a member of class TVector.
	Assign ( see page 204)	This is Assign, a member of class TVector.
	Clear ( see page 204)	This is Clear, a member of class TVector.
	Create ( see page 204)	This is Create, a member of class TVector.
	Distance ( see page 204)	This is Distance, a member of class TVector.
	Divide ( see page 205)	This is Divide, a member of class TVector.
	DivideBy ( see page 205)	This is DivideBy, a member of class TVector.
	DotProduct ( see page 205)	This is DotProduct, a member of class TVector.



✦	Magnitude ( see page 205)	This is Magnitude, a member of class TVector.
✦	MagnitudeSquared ( see page 205)	This is MagnitudeSquared, a member of class TVector.
✦	MagnitudeTruncate ( see page 206)	This is MagnitudeTruncate, a member of class TVector.
✦	Multiply ( see page 206)	This is Multiply, a member of class TVector.
✦	Negate ( see page 206)	This is Negate, a member of class TVector.
✦	Normalize ( see page 206)	This is Normalize, a member of class TVector.
✦	Project ( see page 206)	This is Project, a member of class TVector.
✦	Scale ( see page 207)	This is Scale, a member of class TVector.
✦	Subtract ( see page 207)	This is Subtract, a member of class TVector.
✦	Thrust ( see page 207)	This is Thrust, a member of class TVector.

### 1.1.44.2.1 TVector.Add

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Add, a member of class TVector.

### 1.1.44.2.2 TVector.Angle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Angle, a member of class TVector.

### 1.1.44.2.3 TVector.Assign

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Assign, a member of class TVector.

### 1.1.44.2.4 TVector.Assign

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

```
); overload;
```

**Description**

This is Assign, a member of class TVector.

### 1.1.44.2.5 TVector.Assign

**File:** DelphiGamekit.pas ( see page 360)

**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.

### 1.1.44.2.6 TVector.Assign

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Assign, a member of class TVector.

### 1.1.44.2.7 TVector.Clear

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Clear;
```

**Description**

This is Clear, a member of class TVector.

### 1.1.44.2.8 TVector.Create

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Create, a member of class TVector.

### 1.1.44.2.9 TVector.Distance

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Distance, a member of class TVector.

### 1.1.44.2.10 TVector.Divide

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Divide, a member of class TVector.

### 1.1.44.2.11 TVector.DivideBy

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is DivideBy, a member of class TVector.

### 1.1.44.2.12 TVector.DotProduct

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is DotProduct, a member of class TVector.

### 1.1.44.2.13 TVector.Magnitude

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Magnitude: Single;
```

**Description**

This is Magnitude, a member of class TVector.

### 1.1.44.2.14 TVector.MagnitudeSquared

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function MagnitudeSquared: Single;
```

**Description**

This is MagnitudeSquared, a member of class TVector.

### 1.1.44.2.15 TVector.MagnitudeTruncate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is MagnitudeTruncate, a member of class TVector.

### 1.1.44.2.16 TVector.Multiply

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Multiply, a member of class TVector.

### 1.1.44.2.17 TVector.Negate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Negate;
```

**Description**

This is Negate, a member of class TVector.

### 1.1.44.2.18 TVector.Normalize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure Normalize;
```

**Description**

This is Normalize, a member of class TVector.

### 1.1.44.2.19 TVector.Project

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function Project(  

```

```
    aVector: TVector
): TVector;
```

**Description**

This is Project, a member of class TVector.

1.1.44.2.20 TVector.Scale

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Scale, a member of class TVector.

1.1.44.2.21 TVector.Subtract

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Subtract, a member of class TVector.

1.1.44.2.22 TVector.Thrust

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Thrust, a member of class TVector.

1.1.44.3 TVector Operators

The operators of the TVector class are listed here.

Operators

	Initialize ( see page 207)	This is Initialize, a member of class TVector.
-------------------------------------------------------------------------------------	----------------------------	------------------------------------------------

1.1.44.3.1 TVector.Initialize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

);

Description

This is Initialize, a member of class TVector.

1.1.45 TVideo

File: DelphiGamekit.pas ( see page 360)

Delphi

TVideo = record  
end;

Description

This is class TVideo.

1.1.45.1 TVideo Methods

The methods of the TVideo class are listed here.

Methods

≡	Draw ( see page 208)	This is Draw, a member of class TVideo.
≡	GetFrameRate ( see page 209)	This is GetFrameRate, a member of class TVideo.
≡	GetHeight ( see page 209)	This is GetHeight, a member of class TVideo.
≡	GetStatus ( see page 209)	This is GetStatus, a member of class TVideo.
≡	GetVolume ( see page 209)	This is GetVolume, a member of class TVideo.
≡	GetWidth ( see page 209)	This is GetWidth, a member of class TVideo.
≡	Load ( see page 209)	This is Load, a member of class TVideo.
≡	LoadPlay ( see page 210)	This is LoadPlay, a member of class TVideo.
≡	Pause ( see page 210)	This is Pause, a member of class TVideo.
≡	Play ( see page 210)	This is Play, a member of class TVideo.
≡	Rewind ( see page 210)	This is Rewind, a member of class TVideo.
≡	SetVolume ( see page 211)	This is SetVolume, a member of class TVideo.
≡	Stop ( see page 211)	This is Stop, a member of class TVideo.
≡	Unload ( see page 211)	This is Unload, a member of class TVideo.
≡	Update ( see page 211)	This is Update, a member of class TVideo.

1.1.45.1.1 TVideo.Draw

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Draw, a member of class TVideo.

### 1.1.45.1.2 TVideo.GetFrameRate

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetFrameRate, a member of class TVideo.

### 1.1.45.1.3 TVideo.GetHeight

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetHeight, a member of class TVideo.

### 1.1.45.1.4 TVideo.GetStatus

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetStatus, a member of class TVideo.

### 1.1.45.1.5 TVideo.GetVolume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetVolume, a member of class TVideo.

### 1.1.45.1.6 TVideo.GetWidth

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetWidth, a member of class TVideo.

### 1.1.45.1.7 TVideo.Load

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Load, a member of class TVideo.

### 1.1.45.1.8 TVideo.LoadPlay

File: DelphiGamekit.pas ( see page 360)

**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.

### 1.1.45.1.9 TVideo.Pause

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Pause, a member of class TVideo.

### 1.1.45.1.10 TVideo.Play

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Play, a member of class TVideo.

### 1.1.45.1.11 TVideo.Rewind

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Rewind, a member of class TVideo.



### 1.1.45.1.12 TVideo.SetVolume

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetVolume, a member of class TVideo.

### 1.1.45.1.13 TVideo.Stop

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Stop, a member of class TVideo.

### 1.1.45.1.14 TVideo.Unload

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Unload, a member of class TVideo.

### 1.1.45.1.15 TVideo.Update

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is Update, a member of class TVideo.

## 1.1.45.2 TVideo Operators

The operators of the TVideo class are listed here.

**Operators**

	Finalize ( see page 211)	This is Finalize, a member of class TVideo.
	Initialize ( see page 212)	This is Initialize, a member of class TVideo.

### 1.1.45.2.1 TVideo.Finalize

**File:** DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Finalize, a member of class TVideo.

1.1.45.2.2 TVideo.Initialize

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is Initialize, a member of class TVideo.

1.1.46 TWindow

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TWindow = record  
end ;
```

Description

This is class TWindow.

1.1.46.1 TWindow Methods

The methods of the TWindow class are listed here.

Methods

≡	Clear ( see page 213)	This is Clear, a member of class TWindow.
≡	Close ( see page 213)	This is Close, a member of class TWindow.
≡	DrawFilledRect ( see page 213)	This is DrawFilledRect, a member of class TWindow.
≡	DrawLine ( see page 213)	This is DrawLine, a member of class TWindow.
≡	DrawPoint ( see page 214)	This is DrawPoint, a member of class TWindow.
≡	DrawRect ( see page 214)	This is DrawRect, a member of class TWindow.
≡	GetDDPI ( see page 214)	This is GetDDPI, a member of class TWindow.
≡	GetHDPI ( see page 214)	This is GetHDPI, a member of class TWindow.
≡	GetRenderBufferPos ( see page 215)	This is GetRenderBufferPos, a member of class TWindow.
≡	GetRendererHandle ( see page 215)	This is GetRendererHandle, a member of class TWindow.
≡	GetRendererInfo ( see page 215)	This is GetRendererInfo, a member of class TWindow.
≡	GetRendererScale ( see page 215)	This is GetRendererScale, a member of class TWindow.
≡	GetRendererSize ( see page 215)	This is GetRendererSize, a member of class TWindow.
≡	GetTitle ( see page 216)	This is GetTitle, a member of class TWindow.

✚	GetVDPI ( see page 216)	This is GetVDPI, a member of class TWindow.
✚	GetViewport ( see page 216)	This is GetViewport, a member of class TWindow.
✚	GetWindowHandle ( see page 216)	This is GetWindowHandle, a member of class TWindow.
✚	GetWindowSize ( see page 216)	This is GetWindowSize, a member of class TWindow.
✚	IsOpen ( see page 216)	This is IsOpen, a member of class TWindow.
✚	Open ( see page 217)	This is Open, a member of class TWindow.
✚	Save ( see page 217)	This is Save, a member of class TWindow.
✚	SetRenderBufferPos ( see page 217)	This is SetRenderBufferPos, a member of class TWindow.
✚	SetTitle ( see page 217)	This is SetTitle, a member of class TWindow.
✚	Show ( see page 218)	This is Show, a member of class TWindow.
✚	ShowRenderBuffer ( see page 218)	This is ShowRenderBuffer, a member of class TWindow.

### 1.1.46.1.1 TWindow.Clear

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is Clear, a member of class TWindow.

### 1.1.46.1.2 TWindow.Close

**File:** DelphiGamekit.pas ( see page 360)

#### Delphi

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

#### Description

This is Close, a member of class TWindow.

### 1.1.46.1.3 TWindow.DrawFilledRect

**File:** DelphiGamekit.pas ( see page 360)

#### 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.

### 1.1.46.1.4 TWindow.DrawLine

**File:** DelphiGamekit.pas ( see page 360)

**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.

### 1.1.46.1.5 TWindow.DrawPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is DrawPoint, a member of class TWindow.

### 1.1.46.1.6 TWindow.DrawRect

**File:** DelphiGamekit.pas ( see page 360)

**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.

### 1.1.46.1.7 TWindow.GetDDPI

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetDDPI, a member of class TWindow.

### 1.1.46.1.8 TWindow.GetHDPI

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetHDPI, a member of class TWindow.

### 1.1.46.1.9 TWindow.GetRenderBufferPos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRenderBufferPos, a member of class TWindow.

### 1.1.46.1.10 TWindow.GetRendererHandle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRendererHandle, a member of class TWindow.

### 1.1.46.1.11 TWindow.GetRendererInfo

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRendererInfo, a member of class TWindow.

### 1.1.46.1.12 TWindow.GetRendererScale

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRendererScale, a member of class TWindow.

### 1.1.46.1.13 TWindow.GetRendererSize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetRendererSize, a member of class TWindow.

### 1.1.46.1.14 TWindow.GetTitle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetTitle, a member of class TWindow.

### 1.1.46.1.15 TWindow.GetVDPI

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetVDPI, a member of class TWindow.

### 1.1.46.1.16 TWindow.GetViewport

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetViewport, a member of class TWindow.

### 1.1.46.1.17 TWindow.GetWindowHandle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetWindowHandle, a member of class TWindow.

### 1.1.46.1.18 TWindow.GetWindowSize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is GetWindowSize, a member of class TWindow.

### 1.1.46.1.19 TWindow.IsOpen

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is IsOpen, a member of class TWindow.

### 1.1.46.1.20 TWindow.Open

**File:** DelphiGamekit.pas ( see page 360)

**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.

### 1.1.46.1.21 TWindow.Save

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Save, a member of class TWindow.

### 1.1.46.1.22 TWindow.SetRenderBufferPos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetRenderBufferPos, a member of class TWindow.

### 1.1.46.1.23 TWindow.SetTitle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is SetTitle, a member of class TWindow.

### 1.1.46.1.24 TWindow.Show

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Show, a member of class TWindow.

### 1.1.46.1.25 TWindow.ShowRenderBuffer

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is ShowRenderBuffer, a member of class TWindow.

## 1.1.46.2 TWindow Operators

The operators of the TWindow class are listed here.

**Operators**

	Finalize ( see page 218)	This is Finalize, a member of class TWindow.
	Initialize ( see page 218)	This is Initialize, a member of class TWindow.

### 1.1.46.2.1 TWindow.Finalize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Finalize, a member of class TWindow.

### 1.1.46.2.2 TWindow.Initialize

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is Initialize, a member of class TWindow.



## 1.2 Functions

The following table lists functions in this documentation.

### Functions

◆	AddSelfToUserPath ( see page 220)	This is function AddSelfToUserPath.
◆	AngleCos ( see page 221)	This is function AngleCos.
◆	AngleDiff ( see page 221)	This is function AngleDiff.
◆	AngleRotatePos ( see page 221)	This is function AngleRotatePos.
◆	AngleSin ( see page 221)	This is function AngleSin.
◆	CaptureConsoleOutput ( see page 222)	This is function CaptureConsoleOutput.
◆	CircleInRectangle ( see page 222)	This is function CircleInRectangle.
◆	CirclesOverlap ( see page 222)	This is function CirclesOverlap.
◆	ClipVaLue ( see page 223)	This is function ClipVaLue.
◆	ClipVaLuef ( see page 223)	This is function ClipVaLuef.
◆	CreateDirsInPath ( see page 223)	This is function CreateDirsInPath.
◆	EasePosition ( see page 223)	This is function EasePosition.
◆	EaseValue ( see page 224)	This is function EaseValue.
◆	ExpandRelDirectory ( see page 224)	This is function ExpandRelDirectory.
◆	ExpandRelFilename ( see page 224)	This is function ExpandRelFilename.
◆	ExtractRelativeDirectory ( see page 225)	This is function ExtractRelativeDirectory.
◆	ExtractRelativeFilename ( see page 225)	This is function ExtractRelativeFilename.
◆	FreeNilObject ( see page 225)	This is function FreeNilObject.
◆	GetDirName ( see page 225)	This is function GetDirName.
◆	GetEnvVarValue ( see page 226)	This is function GetEnvVarValue.
◆	GetExeBasePath ( see page 226)	This is function GetExeBasePath.
◆	GetExePath ( see page 226)	This is function GetExePath.
◆	GetFileRWops ( see page 226)	This is function GetFileRWops.
◆	GetMemRWops ( see page 227)	This is function GetMemRWops.
◆	GetRandomSeed ( see page 227)	This is function GetRandomSeed.
◆	GetSemVerStr ( see page 227)	This is function GetSemVerStr.
◆	GetUUID ( see page 227)	This is function GetUUID.
◆	GetVersionInfo ( see page 228)	This is function GetVersionInfo.
◆	GetVersionInfo ( see page 228)	This is function GetVersionInfo.
◆	HasConsoleOutput ( see page 228)	This is function HasConsoleOutput.
◆	HttpGet ( see page 228)	This is function HttpGet.
◆	IsCurrentDir ( see page 229)	This is function IsCurrentDir.
◆	IsSingleInstance ( see page 229)	This is function IsSingleInstance.
◆	IsValidFilename ( see page 229)	This is function IsValidFilename.
◆	Lerp ( see page 229)	This is function Lerp.
◆	LineIntersection ( see page 230)	This is function LineIntersection.
◆	Pause ( see page 230)	This is function Pause.
◆	PointInCircle ( see page 230)	This is function PointInCircle.

◆	PointInRectangle ( see page 230)	This is function PointInRectangle.
◆	PointInTriangle ( see page 231)	This is function PointInTriangle.
◆	Print ( see page 231)	This is function Print.
◆	Print ( see page 231)	This is function Print.
◆	PrintLn ( see page 232)	This is function PrintLn.
◆	PrintLn ( see page 232)	This is function PrintLn.
◆	PrintLn ( see page 232)	This is function PrintLn.
◆	ProcessMessages ( see page 232)	This is function ProcessMessages.
◆	RadiusOverlap ( see page 233)	This is function RadiusOverlap.
◆	RandomBool ( see page 233)	This is function RandomBool.
◆	RandomRange ( see page 233)	This is function RandomRange.
◆	RandomRangeF ( see page 233)	This is function RandomRangeF.
◆	ReadStringFromStream ( see page 234)	This is function ReadStringFromStream.
◆	RectangleIntersection ( see page 234)	This is function RectangleIntersection.
◆	RectanglesOverlap ( see page 234)	This is function RectanglesOverlap.
◆	RemoveDuplicates ( see page 234)	This is function RemoveDuplicates.
◆	RemoveDuplicates2 ( see page 235)	This is function RemoveDuplicates2.
◆	RemoveQuotes ( see page 235)	This is function RemoveQuotes.
◆	RemoveSelfFromUserPath ( see page 235)	This is function RemoveSelfFromUserPath.
◆	ResourceExists ( see page 235)	This is function ResourceExists.
◆	RunGame ( see page 236)	This is function RunGame.
◆	SameSign ( see page 236)	This is function SameSign.
◆	SameSignf ( see page 236)	This is function SameSignf.
◆	SameVaLue ( see page 236)	This is function SameVaLue.
◆	SameVaLuef ( see page 237)	This is function SameVaLuef.
◆	SetEnvVarValue ( see page 237)	This is function SetEnvVarValue.
◆	SetGlobalEnvironment ( see page 237)	This is function SetGlobalEnvironment.
◆	SetRandomSeed ( see page 237)	This is function SetRandomSeed.
◆	ShellOpen ( see page 238)	This is function ShellOpen.
◆	SmoothMove ( see page 238)	This is function SmoothMove.
◆	UnitToScalarValue ( see page 238)	This is function UnitToScalarValue.
◆	WaitForAnyKey ( see page 239)	This is function WaitForAnyKey.
◆	WasRunFromConsole ( see page 239)	This is function WasRunFromConsole.
◆	WriteStringToStream ( see page 239)	This is function WriteStringToStream.

## 1.2.1 AddSelfToUserPath

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function AddSelfToUserPath.

## 1.2.2 AngleCos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function AngleCos.

## 1.2.3 AngleDiff

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function AngleDiff.

## 1.2.4 AngleRotatePos

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function AngleRotatePos.

## 1.2.5 AngleSin

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

```
) : Single;
```

**Description**

This is function AngleSin.

## 1.2.6 CaptureConsoleOutput

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function CaptureConsoleOutput.

## 1.2.7 CircleInRectangle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function CircleInRectangle.

## 1.2.8 CirclesOverlap

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function CirclesOverlap.

## 1.2.9 ClipVaLue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ClipVaLue.

## 1.2.10 ClipVaLuef

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ClipVaLuef.

## 1.2.11 CreateDirsInPath

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function CreateDirsInPath.

## 1.2.12 EasePosition

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function EasePosition(  
    aStartPos: Double;  
    aEndPos: Double;
```

```
    aCurrentPos: Double;  
    aEaseType: TEaseType  
): Double;
```

**Description**

This is function EasePosition.

## 1.2.13 EaseValue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function EaseValue.

## 1.2.14 ExpandRelDirectory

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ExpandRelDirectory.

## 1.2.15 ExpandRelFilename

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ExpandRelFilename.

## 1.2.16 ExtractRelativeDirectory

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ExtractRelativeDirectory.

## 1.2.17 ExtractRelativeFilename

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ExtractRelativeFilename.

## 1.2.18 FreeNilObject

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function FreeNilObject.

## 1.2.19 GetDirName

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function GetDirName.

## 1.2.20 GetEnvVarValue

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function GetEnvVarValue.

## 1.2.21 GetExeBasePath

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function GetExeBasePath.

## 1.2.22 GetExePath

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

```
function GetExePath: string;
```

### Description

This is function GetExePath.

## 1.2.23 GetFileRWops

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function GetFileRWops.



## 1.2.24 GetMemRWops

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function GetMemRWops.

## 1.2.25 GetRandomSeed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function GetRandomSeed: Integer;
```

**Description**

This is function GetRandomSeed.

## 1.2.26 GetSemVerStr

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function GetSemVerStr.

## 1.2.27 GetUUID

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function GetUUID.

## 1.2.28 GetVersionInfo

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function GetVersionInfo.

## 1.2.29 GetVersionInfo

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function GetVersionInfo.

## 1.2.30 HasConsoleOutput

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function HasConsoleOutput: Boolean;
```

**Description**

This is function HasConsoleOutput.

## 1.2.31 HttpGet

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function HttpGet.

## 1.2.32 IsCurrentDir

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function IsCurrentDir.

## 1.2.33 IsSingleInstance

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function IsSingleInstance.

## 1.2.34 IsValidFilename

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function IsValidFilename.

## 1.2.35 Lerp

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function Lerp.

## 1.2.36 LineIntersection

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function LineIntersection(  
    aX1: Integer;  
    aY1: Integer;  
    aX2: Integer;  
    aY2: Integer;  
    aX3: Integer;  
    aY3: Integer;  
    aX4: Integer;  
    aY4: Integer;  
    var aX: Integer;  
    var aY: Integer  
): TLineIntersection;
```

**Description**

This is function LineIntersection.

## 1.2.37 Pause

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function Pause.

## 1.2.38 PointInCircle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function PointInCircle.

## 1.2.39 PointInRectangle

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function PointInRectangle.

## 1.2.40 PointInTriangle

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function PointInTriangle.

## 1.2.41 Print

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function Print.

## 1.2.42 Print

File: DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function Print.

## 1.2.43 PrintLn

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure PrintLn; overload;
```

**Description**

This is function PrintLn.

## 1.2.44 PrintLn

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function PrintLn.

## 1.2.45 PrintLn

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function PrintLn.

## 1.2.46 ProcessMessages

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure ProcessMessages;
```

**Description**

This is function ProcessMessages.

## 1.2.47 RadiusOverlap

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function RadiusOverlap.

## 1.2.48 RandomBool

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

```
function RandomBool: Boolean;
```

### Description

This is function RandomBool.

## 1.2.49 RandomRange

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is function RandomRange.

## 1.2.50 RandomRangef

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

**Description**

This is function RandomRangeF.

## 1.2.51 ReadStringFromStream

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ReadStringFromStream.

## 1.2.52 RectangleIntersection

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function RectangleIntersection.

## 1.2.53 RectanglesOverlap

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function RectanglesOverlap.

## 1.2.54 RemoveDuplicates

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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



**Description**

This is function RemoveDuplicates.

## 1.2.55 RemoveDuplicates2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function RemoveDuplicates2.

## 1.2.56 RemoveQuotes

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function RemoveQuotes.

## 1.2.57 RemoveSelfFromUserPath

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function RemoveSelfFromUserPath.

## 1.2.58 ResourceExists

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ResourceExists.

## 1.2.59 RunGame

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function RunGame.

## 1.2.60 SameSign

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function SameSign.

## 1.2.61 SameSignf

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function SameSignf.

## 1.2.62 SameVaLue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function SameVaLue(  
    const aA: Double;  
    const aB: Double;
```

```
    const aEpsilon: Double = 0
  ): Boolean;
```

**Description**

This is function SameVaLue.

## 1.2.63 SameVaLuef

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function SameVaLuef.

## 1.2.64 SetEnvVarValue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function SetEnvVarValue.

## 1.2.65 SetGlobalEnvironment

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function SetGlobalEnvironment.

## 1.2.66 SetRandomSeed

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function SetRandomSeed.

## 1.2.67 ShellOpen

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function ShellOpen.

## 1.2.68 SmoothMove

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function SmoothMove.

## 1.2.69 UnitToScalarValue

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is function UnitToScalarValue.

# 1.2.70 WaitForAnyKey

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
procedure WaitForAnyKey;
```

**Description**

This is function WaitForAnyKey.

# 1.2.71 WasRunFromConsole

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
function WasRunFromConsole: Boolean;
```

**Description**

This is function WasRunFromConsole.

# 1.2.72 WriteStringToStream

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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








**Description**




This is function WriteStringToStream.

# 1.3 Structs, Records, Enums

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

**Enumerations**

	TAudioFading ( see page 240)	This is record TAudioFading.
	TBlendMode ( see page 240)	This is record TBlendMode.
	TEaseType ( see page 241)	This is record TEaseType.
	TFlipMode ( see page 241)	This is record TFlipMode.
	THAlign ( see page 241)	This is record THAlign.
	TLineIntersection ( see page 242)	This is record TLineIntersection.
	TSpeechVoiceAttribute ( see page 242)	This is record TSpeechVoiceAttribute.

	TTextureAccess ( see page 242)	This is record TTextureAccess.
	TVAlign ( see page 243)	This is record TVAlign.
	TVideoStatus ( see page 243)	This is record TVideoStatus.

Records

	TActorMessage ( see page 240)	This is record TActorMessage.
-----------------------------------------------------------------------------------	-------------------------------	-------------------------------

# 1.3.1 TActorMessage

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TActorMessage = record
  Id: Integer;
  Data: Pointer;
  DataSize: Cardinal;
end;
```

Description

This is record TActorMessage.

# 1.3.2 TAudioFading

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is record TAudioFading.

# 1.3.3 TBlendMode

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is record TBlendMode.

## 1.3.4 TEaseType

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

```
TEaseType = (  
    etLinearTween,  
    etInQuad,  
    etOutQuad,  
    etInOutQuad,  
    etInCubic,  
    etOutCubic,  
    etInOutCubic,  
    etInQuart,  
    etOutQuart,  
    etInOutQuart,  
    etInQuint,  
    etOutQuint,  
    etInOutQuint,  
    etInSine,  
    etOutSine,  
    etInOutSine,  
    etInExpo,  
    etOutExpo,  
    etInOutExpo,  
    etInCircle,  
    etOutCircle,  
    etInOutCircle  
);
```

### Description

This is record TEaseType.

## 1.3.5 TFlipMode

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is record TFlipMode.

## 1.3.6 THAlign

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

```
);
```

**Description**

This is record THAlign.

## 1.3.7 TLineIntersection

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is record TLineIntersection.

## 1.3.8 TSpeechVoiceAttribute

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is record TSpeechVoiceAttribute.

## 1.3.9 TTextureAccess

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is record TTextureAccess.



### 1.3.10 TVAlign

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is record TVAlign.

### 1.3.11 TVideoStatus

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is record TVideoStatus.

## 1.4 Types

The following table lists types in this documentation.

**Types**

PActorMessage ( see page 244)	This is type PActorMessage.
PColor ( see page 244)	This is type PColor.
PPoint ( see page 244)	This is type PPoint.
PRange ( see page 244)	This is type PRange.
PRect ( see page 244)	This is type PRect.
PTransform ( see page 245)	This is type PTransform.
PVector ( see page 245)	This is type PVector.
PVideo ( see page 245)	This is type PVideo.
TActorAttributeSet ( see page 245)	This is type TActorAttributeSet.
TActorSceneEvent ( see page 246)	This is type TActorSceneEvent.
TAsyncProc ( see page 246)	This is type TAsyncProc.
TCaptureConsoleOutputEvent ( see page 246)	This is type TCaptureConsoleOutputEvent.
TGameClass ( see page 246)	This is type TGameClass.
TMusic ( see page 246)	This is type TMusic.
TSound ( see page 247)	This is type TSound.

## 1.4.1 PActorMessage

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PActorMessage = ^TActorMessage;
```

**Description**

This is type PActorMessage.

## 1.4.2 PColor

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PColor = ^TColor;
```

**Description**

This is type PColor.

## 1.4.3 PPoint

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PPoint = ^TPoint;
```

**Description**

This is type PPoint.

## 1.4.4 PRange

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PRange = ^TRange;
```

**Description**

This is type PRange.

## 1.4.5 PRect

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PRect = ^TRect;
```

**Description**

This is type PRect.

## 1.4.6 PTransform

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PTransform = ^TTransform;
```

**Description**

This is type PTransform.

## 1.4.7 PVector

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PVector = ^TVector;
```

**Description**

This is type PVector.

## 1.4.8 PVideo

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PVideo = ^TVideo;
```

**Description**

This is type PVideo.

## 1.4.9 TActorAttributeSet

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is type TActorAttributeSet.

## 1.4.10 TActorSceneEvent

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is type TActorSceneEvent.

## 1.4.11 TAsyncProc

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is type TAsyncProc.

## 1.4.12 TCaptureConsoleOutputEvent

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is type TCaptureConsoleOutputEvent.

## 1.4.13 TGameClass

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is type TGameClass.

## 1.4.14 TMusic

**File:** DelphiGamekit.pas ( see page 360)

Delphi

```
TMusic = PMix_Music;
```

Description

This is type TMusic.

1.4.15 TSound

File: DelphiGamekit.pas ( see page 360)

Delphi

```
TSound = PMix_Chunk;
```

Description

This is type TSound.

1.5 Variables

The following table lists variables in this documentation.

Variables

Game ( see page 247)	This is variable Game.
Marshaller ( see page 247)	This is variable Marshaller.

1.5.1 Game

File: DelphiGamekit.pas ( see page 360)

Delphi

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

Description

This is variable Game.

1.5.2 Marshaller

File: DelphiGamekit.pas ( see page 360)

Delphi

```
Marshaller: TMarshaller;
```

Description

This is variable Marshaller.

## 1.6 Constants

The following table lists constants in this documentation.

### Constants

ALICEBLUE ( see page 257)	This is constant ALICEBLUE.
ANTIQUEWHITE ( see page 258)	This is constant ANTIQUEWHITE.
AQUA ( see page 258)	This is constant AQUA.
AQUAMARINE ( see page 258)	This is constant AQUAMARINE.
ARCEXT ( see page 258)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC ( see page 259)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN ( see page 259)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT ( see page 259)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP ( see page 259)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX ( see page 259)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING ( see page 260)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE ( see page 260)	This is constant AZURE.
BEIGE ( see page 260)	This is constant BEIGE.
BISQUE ( see page 260)	This is constant BISQUE.
BLACK ( see page 261)	This is constant BLACK.
BLANCHEDALMOND ( see page 261)	This is constant BLANCHEDALMOND.
BLANK ( see page 261)	This is constant BLANK.
BLUE ( see page 261)	This is constant BLUE.
BLUEVIOLET ( see page 261)	This is constant BLUEVIOLET.
BROWN ( see page 262)	This is constant BROWN.
BURLYWOOD ( see page 262)	This is constant BURLYWOOD.
BUTTON_LEFT ( see page 262)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE ( see page 262)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT ( see page 263)	This is constant BUTTON_RIGHT.
BUTTON_X1 ( see page 263)	This is constant BUTTON_X1.
BUTTON_X2 ( see page 263)	This is constant BUTTON_X2.
CADETBBLUE ( see page 263)	This is constant CADETBBLUE.
CHARTREUSE ( see page 263)	This is constant CHARTREUSE.
CHOCOLATE ( see page 264)	This is constant CHOCOLATE.
COLORKEY ( see page 264)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX ( see page 264)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY ( see page 264)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX ( see page 265)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY ( see page 265)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT ( see page 265)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT ( see page 265)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A ( see page 265)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B ( see page 266)	This is constant CONTROLLER_BUTTON_B.

CONTROLLER_BUTTON_BACK ( see page 266)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN ( see page 266)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT ( see page 266)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT ( see page 267)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP ( see page 267)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE ( see page 267)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER ( see page 267)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK ( see page 267)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 ( see page 268)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 ( see page 269)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER ( see page 269)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK ( see page 269)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START ( see page 269)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD ( see page 269)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X ( see page 270)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y ( see page 270)	This is constant CONTROLLER_BUTTON_Y.
CORAL ( see page 270)	This is constant CORAL.
CORNFLOWERBLUE ( see page 270)	This is constant CORNFLOWERBLUE.
CORNSILK ( see page 271)	This is constant CORNSILK.
CR ( see page 271)	This is constant CR.
CRIMSON ( see page 271)	This is constant CRIMSON.
CRLF ( see page 271)	This is constant CRLF.
CYAN ( see page 271)	This is constant CYAN.
DARKBLUE ( see page 272)	This is constant DARKBLUE.
DARKCYAN ( see page 272)	This is constant DARKCYAN.
DARKGOLDENROD ( see page 272)	This is constant DARKGOLDENROD.
DARKGRAY ( see page 272)	This is constant DARKGRAY.
DARKGREEN ( see page 273)	This is constant DARKGREEN.
DARKGREY ( see page 273)	This is constant DARKGREY.
DARKKHAKI ( see page 273)	This is constant DARKKHAKI.
DARKMAGENTA ( see page 273)	This is constant DARKMAGENTA.
DARKOLIVEGREEN ( see page 273)	This is constant DARKOLIVEGREEN.
DARKORANGE ( see page 274)	This is constant DARKORANGE.

DARKORCHID ( see page 274)	This is constant DARKORCHID.
DARKRED ( see page 274)	This is constant DARKRED.
DARKSALMON ( see page 274)	This is constant DARKSALMON.
DARKSEAGREEN ( see page 275)	This is constant DARKSEAGREEN.
DARKSLATEBLUE ( see page 275)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN ( see page 275)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY ( see page 275)	This is constant DARKSLATEGRAY.
DARKTURQUOISE ( see page 275)	This is constant DARKTURQUOISE.
DARKVIOLET ( see page 276)	This is constant DARKVIOLET.
DEEPPINK ( see page 276)	This is constant DEEPPINK.
DEEPSKYBLUE ( see page 276)	This is constant DEEPSKYBLUE.
DEGTORAD ( see page 276)	This is constant DEGTORAD.
DIMGRAY ( see page 277)	This is constant DIMGRAY.
DIMWHITE ( see page 277)	This is constant DIMWHITE.
DODGERBLUE ( see page 277)	This is constant DODGERBLUE.
EPSILON ( see page 277)	This is constant EPSILON.
FIREBRICK ( see page 277)	This is constant FIREBRICK.
FLORALWHITE ( see page 278)	This is constant FLORALWHITE.
FORESTGREEN ( see page 278)	This is constant FORESTGREEN.
FUCHSIA ( see page 278)	This is constant FUCHSIA.
GAINSBORO ( see page 278)	This is constant GAINSBORO.
GHOSTWHITE ( see page 279)	This is constant GHOSTWHITE.
GOLD ( see page 279)	This is constant GOLD.
GOLDENROD ( see page 279)	This is constant GOLDENROD.
GRAY ( see page 279)	This is constant GRAY.
GREEN ( see page 279)	This is constant GREEN.
GREENYELLOW ( see page 280)	This is constant GREENYELLOW.
GREY ( see page 280)	This is constant GREY.
HONEYDEW ( see page 280)	This is constant HONEYDEW.
HOTPINK ( see page 280)	This is constant HOTPINK.
INDIANRED ( see page 281)	This is constant INDIANRED.
INDIGO ( see page 281)	This is constant INDIGO.
INIEXT ( see page 281)	This is constant INIEXT.
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KEY_1 ( see page 282)	This is constant KEY_1.
KEY_2 ( see page 282)	This is constant KEY_2.
KEY_3 ( see page 282)	This is constant KEY_3.
KEY_4 ( see page 282)	This is constant KEY_4.
KEY_5 ( see page 283)	This is constant KEY_5.
KEY_6 ( see page 283)	This is constant KEY_6.
KEY_7 ( see page 283)	This is constant KEY_7.
KEY_8 ( see page 283)	This is constant KEY_8.
KEY_9 ( see page 283)	This is constant KEY_9.
KEY_A ( see page 284)	This is constant KEY_A.
KEY_AC_BACK ( see page 284)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS ( see page 284)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD ( see page 284)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME ( see page 285)	This is constant KEY_AC_HOME.



KEY_AC_REFRESH ( see page 285)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH ( see page 285)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP ( see page 285)	This is constant KEY_AC_STOP.
KEY_AGAIN ( see page 285)	This is constant KEY_AGAIN.
KEY_ALTERASE ( see page 286)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE ( see page 286)	This is constant KEY_APOSTROPHE.
KEY_APP1 ( see page 286)	This is constant KEY_APP1.
KEY_APP2 ( see page 286)	This is constant KEY_APP2.
KEY_APPLICATION ( see page 287)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD ( see page 287)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE ( see page 287)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT ( see page 287)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY ( see page 287)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV ( see page 288)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND ( see page 288)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP ( see page 288)	This is constant KEY_AUDIOSTOP.
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KEY_BACKSLASH ( see page 289)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE ( see page 289)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN ( see page 289)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP ( see page 289)	This is constant KEY_BRIGHTNESSUP.
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KEY_CALCULATOR ( see page 290)	This is constant KEY_CALCULATOR.
KEY_CALL ( see page 290)	This is constant KEY_CALL.
KEY_CANCEL ( see page 290)	This is constant KEY_CANCEL.
KEY_CAPSLOCK ( see page 290)	This is constant KEY_CAPSLOCK.
KEY_CLEAR ( see page 291)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN ( see page 291)	This is constant KEY_CLEARAGAIN.
KEY_COMMA ( see page 291)	This is constant KEY_COMMA.
KEY_COMPUTER ( see page 291)	This is constant KEY_COMPUTER.
KEY_COPY ( see page 291)	This is constant KEY_COPY.
KEY_CRSEL ( see page 292)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT ( see page 292)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT ( see page 292)	This is constant KEY_CURRENCYUNIT.
KEY_CUT ( see page 292)	This is constant KEY_CUT.
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KEY_DECIMALSEPARATOR ( see page 293)	This is constant KEY_DECIMALSEPARATOR.
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KEY_DISPLAYSWITCH ( see page 293)	This is constant KEY_DISPLAYSWITCH.
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KEY_END ( see page 294)	This is constant KEY_END.
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KEY_ESCAPE ( see page 295)	This is constant KEY_ESCAPE.
KEY_EXECUTE ( see page 295)	This is constant KEY_EXECUTE.
KEY_F ( see page 295)	This is constant KEY_F.
KEY_F1 ( see page 295)	This is constant KEY_F1.

KEY_F10 ( see page 296)	This is constant KEY_F10.
KEY_F11 ( see page 296)	This is constant KEY_F11.
KEY_F12 ( see page 296)	This is constant KEY_F12.
KEY_F13 ( see page 296)	This is constant KEY_F13.
KEY_F14 ( see page 297)	This is constant KEY_F14.
KEY_F15 ( see page 297)	This is constant KEY_F15.
KEY_F16 ( see page 297)	This is constant KEY_F16.
KEY_F17 ( see page 297)	This is constant KEY_F17.
KEY_F18 ( see page 297)	This is constant KEY_F18.
KEY_F19 ( see page 298)	This is constant KEY_F19.
KEY_F2 ( see page 298)	This is constant KEY_F2.
KEY_F20 ( see page 298)	This is constant KEY_F20.
KEY_F21 ( see page 298)	This is constant KEY_F21.
KEY_F22 ( see page 299)	This is constant KEY_F22.
KEY_F23 ( see page 299)	This is constant KEY_F23.
KEY_F24 ( see page 299)	This is constant KEY_F24.
KEY_F3 ( see page 299)	This is constant KEY_F3.
KEY_F4 ( see page 299)	This is constant KEY_F4.
KEY_F5 ( see page 300)	This is constant KEY_F5.
KEY_F6 ( see page 300)	This is constant KEY_F6.
KEY_F7 ( see page 300)	This is constant KEY_F7.
KEY_F8 ( see page 300)	This is constant KEY_F8.
KEY_F9 ( see page 301)	This is constant KEY_F9.
KEY_FIND ( see page 301)	This is constant KEY_FIND.
KEY_G ( see page 301)	This is constant KEY_G.
KEY_GRAVE ( see page 301)	This is constant KEY_GRAVE.
KEY_H ( see page 301)	This is constant KEY_H.
KEY_HELP ( see page 302)	This is constant KEY_HELP.
KEY_HOME ( see page 302)	This is constant KEY_HOME.
KEY_I ( see page 302)	This is constant KEY_I.
KEY_INSERT ( see page 302)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 ( see page 303)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 ( see page 303)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 ( see page 303)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 ( see page 303)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 ( see page 303)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 ( see page 304)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 ( see page 304)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 ( see page 304)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 ( see page 304)	This is constant KEY_INTERNATIONAL9.
KEY_J ( see page 305)	This is constant KEY_J.
KEY_K ( see page 305)	This is constant KEY_K.
KEY_KBDILLUMDOWN ( see page 305)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE ( see page 305)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP ( see page 305)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 ( see page 306)	This is constant KEY_KP_0.
KEY_KP_00 ( see page 306)	This is constant KEY_KP_00.
KEY_KP_000 ( see page 306)	This is constant KEY_KP_000.
KEY_KP_1 ( see page 306)	This is constant KEY_KP_1.

KEY_KP_2 ( see page 307)	This is constant KEY_KP_2.
KEY_KP_3 ( see page 307)	This is constant KEY_KP_3.
KEY_KP_4 ( see page 307)	This is constant KEY_KP_4.
KEY_KP_5 ( see page 307)	This is constant KEY_KP_5.
KEY_KP_6 ( see page 307)	This is constant KEY_KP_6.
KEY_KP_7 ( see page 308)	This is constant KEY_KP_7.
KEY_KP_8 ( see page 308)	This is constant KEY_KP_8.
KEY_KP_9 ( see page 308)	This is constant KEY_KP_9.
KEY_KP_A ( see page 308)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND ( see page 309)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT ( see page 309)	This is constant KEY_KP_AT.
KEY_KP_B ( see page 309)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE ( see page 309)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY ( see page 309)	This is constant KEY_KP_BINARY.
KEY_KP_C ( see page 310)	This is constant KEY_KP_C.
KEY_KP_CLEAR ( see page 310)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY ( see page 310)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON ( see page 310)	This is constant KEY_KP_COLON.
KEY_KP_COMMA ( see page 311)	This is constant KEY_KP_COMMA.
KEY_KP_D ( see page 311)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND ( see page 311)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR ( see page 311)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL ( see page 311)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE ( see page 312)	This is constant KEY_KP_DIVIDE.
KEY_KP_E ( see page 312)	This is constant KEY_KP_E.
KEY_KP_ENTER ( see page 312)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS ( see page 312)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 ( see page 313)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM ( see page 313)	This is constant KEY_KP_EXCLAM.
KEY_KP_F ( see page 313)	This is constant KEY_KP_F.
KEY_KP_GREATER ( see page 313)	This is constant KEY_KP_GREATER.
KEY_KP_HASH ( see page 313)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECEIMAL ( see page 314)	This is constant KEY_KP_HEXADECEIMAL.
KEY_KP_LEFTBRACE ( see page 314)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN ( see page 314)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS ( see page 314)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD ( see page 315)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR ( see page 315)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE ( see page 315)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY ( see page 315)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL ( see page 315)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE ( see page 316)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT ( see page 316)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS ( see page 316)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY ( see page 316)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL ( see page 317)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT ( see page 317)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD ( see page 317)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS ( see page 317)	This is constant KEY_KP_PLUS.

KEY_KP_PLUSMINUS ( see page 317)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER ( see page 318)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE ( see page 318)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN ( see page 318)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE ( see page 318)	This is constant KEY_KP_SPACE.
KEY_KP_TAB ( see page 319)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR ( see page 319)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR ( see page 319)	This is constant KEY_KP_XOR.
KEY_L ( see page 319)	This is constant KEY_L.
KEY_LALT ( see page 319)	This is constant KEY_LALT.
KEY_LANG1 ( see page 320)	This is constant KEY_LANG1.
KEY_LANG2 ( see page 320)	This is constant KEY_LANG2.
KEY_LANG3 ( see page 320)	This is constant KEY_LANG3.
KEY_LANG4 ( see page 320)	This is constant KEY_LANG4.
KEY_LANG5 ( see page 321)	This is constant KEY_LANG5.
KEY_LANG6 ( see page 321)	This is constant KEY_LANG6.
KEY_LANG7 ( see page 321)	This is constant KEY_LANG7.
KEY_LANG8 ( see page 321)	This is constant KEY_LANG8.
KEY_LANG9 ( see page 321)	This is constant KEY_LANG9.
KEY_LCTRL ( see page 322)	This is constant KEY_LCTRL.
KEY_LEFT ( see page 322)	This is constant KEY_LEFT.
KEY_LEFTBRACKET ( see page 322)	This is constant KEY_LEFTBRACKET.
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KEY_LSHIFT ( see page 323)	This is constant KEY_LSHIFT.
KEY_M ( see page 323)	This is constant KEY_M.
KEY_MAIL ( see page 323)	This is constant KEY_MAIL.
KEY_MEDIASELECT ( see page 323)	This is constant KEY_MEDIASELECT.
KEY_MENU ( see page 323)	This is constant KEY_MENU.
KEY_MINUS ( see page 324)	This is constant KEY_MINUS.
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KEY_MUTE ( see page 324)	This is constant KEY_MUTE.
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KEY_NONUSHASH ( see page 325)	This is constant KEY_NONUSHASH.
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KEY_OPER ( see page 325)	This is constant KEY_OPER.
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KEY_PASTE ( see page 327)	This is constant KEY_PASTE.
KEY_PAUSE ( see page 327)	This is constant KEY_PAUSE.
KEY_PERIOD ( see page 327)	This is constant KEY_PERIOD.
KEY_POWER ( see page 327)	This is constant KEY_POWER.
KEY_PRINTSCREEN ( see page 327)	This is constant KEY_PRINTSCREEN.
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KEY_Q ( see page 328)	This is constant KEY_Q.
KEY_R ( see page 328)	This is constant KEY_R.

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KEY_RCTRL ( see page 329)	This is constant KEY_RCTRL.
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KEY_RGUI ( see page 329)	This is constant KEY_RGUI.
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KEY_RIGHTBRACKET ( see page 330)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT ( see page 330)	This is constant KEY_RSHIFT.
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KEY_SOFTRIGHT ( see page 332)	This is constant KEY_SOFTRIGHT.
KEY_SPACE ( see page 332)	This is constant KEY_SPACE.
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KEY_WWW ( see page 335)	This is constant KEY_WWW.
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LIGHTSKYBLUE ( see page 339)	This is constant LIGHTSKYBLUE.
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LIGHTSLATEGREY ( see page 340)	This is constant LIGHTSLATEGREY.
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MEDIUMSPRINGGREEN ( see page 343)	This is constant MEDIUMSPRINGGREEN.
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WHITE ( see page 358)	This is constant WHITE.
WHITE2 ( see page 358)	This is constant WHITE2.
WHITESMOKE ( see page 358)	This is constant WHITESMOKE.
WINDOW_HEIGHT ( see page 359)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH ( see page 359)	This is constant WINDOW_WIDTH.
YELLOW ( see page 359)	This is constant YELLOW.
YELLOWGREEN ( see page 359)	This is constant YELLOWGREEN.

## 1.6.1 ALICEBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant ALICEBLUE.

## 1.6.2 ANTIQUEWHITE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant ANTIQUEWHITE.

## 1.6.3 AQUA

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant AQUA.

## 1.6.4 AQUAMARINE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant AQUAMARINE.

## 1.6.5 ARCEXT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant ARCEXT.



## 1.6.6 AUDIO\_CHANNEL\_DYNAMIC

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
AUDIO_CHANNEL_DYNAMIC = -1;
```

**Description**

This is constant AUDIO\_CHANNEL\_DYNAMIC.

## 1.6.7 AUDIO\_CHANNEL\_FADINGIN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
AUDIO_CHANNEL_FADINGIN = 2;
```

**Description**

This is constant AUDIO\_CHANNEL\_FADINGIN.

## 1.6.8 AUDIO\_CHANNEL\_FADINGOUT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
AUDIO_CHANNEL_FADINGOUT = 1;
```

**Description**

This is constant AUDIO\_CHANNEL\_FADINGOUT.

## 1.6.9 AUDIO\_CHANNEL\_LOOP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
AUDIO_CHANNEL_LOOP = -1;
```

**Description**

This is constant AUDIO\_CHANNEL\_LOOP.

## 1.6.10 AUDIO\_CHANNEL\_MAX

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
AUDIO_CHANNEL_MAX = 16;
```

**Description**

This is constant AUDIO\_CHANNEL\_MAX.

## 1.6.11 AUDIO\_CHANNEL\_NOFADING

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
AUDIO_CHANNEL_NOFADING = 0;
```

**Description**

This is constant AUDIO\_CHANNEL\_NOFADING.

## 1.6.12 AZURE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant AZURE.

## 1.6.13 BEIGE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BEIGE.

## 1.6.14 BISQUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BISQUE.

## 1.6.15 BLACK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BLACK.

## 1.6.16 BLANCHEDALMOND

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BLANCHEDALMOND.

## 1.6.17 BLANK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BLANK.

## 1.6.18 BLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BLUE.

## 1.6.19 BLUEVIOLET

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BLUEVIOLET.

## 1.6.20 BROWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BROWN.

## 1.6.21 BURLYWOOD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant BURLYWOOD.

## 1.6.22 BUTTON\_LEFT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
BUTTON_LEFT = 1;
```

**Description**

This is constant BUTTON\_LEFT.

## 1.6.23 BUTTON\_MIDDLE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
BUTTON_MIDDLE = 2;
```

**Description**

This is constant BUTTON\_MIDDLE.

## 1.6.24 BUTTON\_RIGHT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
BUTTON_RIGHT = 3;
```

**Description**

This is constant BUTTON\_RIGHT.

## 1.6.25 BUTTON\_X1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
BUTTON_X1 = 4;
```

**Description**

This is constant BUTTON\_X1.

## 1.6.26 BUTTON\_X2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
BUTTON_X2 = 5;
```

**Description**

This is constant BUTTON\_X2.

## 1.6.27 CADETBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant CADETBLUE.

## 1.6.28 CHARTREUSE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CHARTREUSE: TColor = (Red:$7F; Green:$FF; BLue:$00; Alpha:$FF);
```

**Description**

This is constant CHARTREUSE.

## 1.6.29 CHOCOLATE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant CHOCOLATE.

## 1.6.30 COLORKEY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant COLORKEY.

## 1.6.31 CONTROLLER\_AXIS\_LEFTX

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_AXIS_LEFTX = 0;
```

**Description**

This is constant CONTROLLER\_AXIS\_LEFTX.

## 1.6.32 CONTROLLER\_AXIS\_LEFTY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_AXIS_LEFTY = 1;
```

**Description**

This is constant CONTROLLER\_AXIS\_LEFTY.

## 1.6.33 CONTROLLER\_AXIS\_RIGHTX

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_AXIS_RIGHTX = 2;
```

**Description**

This is constant CONTROLLER\_AXIS\_RIGHTX.

## 1.6.34 CONTROLLER\_AXIS\_RIGHTY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_AXIS_RIGHTY = 3;
```

**Description**

This is constant CONTROLLER\_AXIS\_RIGHTY.

## 1.6.35 CONTROLLER\_AXIS\_TRIGGERLEFT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_AXIS_TRIGGERLEFT = 4;
```

**Description**

This is constant CONTROLLER\_AXIS\_TRIGGERLEFT.

## 1.6.36 CONTROLLER\_AXIS\_TRIGGERRIGHT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_AXIS_TRIGGERRIGHT = 5;
```

**Description**

This is constant CONTROLLER\_AXIS\_TRIGGERRIGHT.

## 1.6.37 CONTROLLER\_BUTTON\_A

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_A = 0;
```

**Description**

This is constant CONTROLLER\_BUTTON\_A.

## 1.6.38 CONTROLLER\_BUTTON\_B

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_B = 1;
```

**Description**

This is constant CONTROLLER\_BUTTON\_B.

## 1.6.39 CONTROLLER\_BUTTON\_BACK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_BACK = 4;
```

**Description**

This is constant CONTROLLER\_BUTTON\_BACK.

## 1.6.40 CONTROLLER\_BUTTON\_DPAD\_DOWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_DOWN = 12;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_DOWN.

## 1.6.41 CONTROLLER\_BUTTON\_DPAD\_LEFT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_LEFT = 13;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_LEFT.



## 1.6.42 CONTROLLER\_BUTTON\_DPAD\_RIGHT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_RIGHT = 14;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_RIGHT.

## 1.6.43 CONTROLLER\_BUTTON\_DPAD\_UP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_DPAD_UP = 11;
```

**Description**

This is constant CONTROLLER\_BUTTON\_DPAD\_UP.

## 1.6.44 CONTROLLER\_BUTTON\_GUIDE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_GUIDE = 5;
```

**Description**

This is constant CONTROLLER\_BUTTON\_GUIDE.

## 1.6.45 CONTROLLER\_BUTTON\_LEFTSHOULDER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_LEFTSHOULDER = 9;
```

**Description**

This is constant CONTROLLER\_BUTTON\_LEFTSHOULDER.

## 1.6.46 CONTROLLER\_BUTTON\_LEFTSTICK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_LEFTSTICK = 7;
```

**Description**

This is constant CONTROLLER\_BUTTON\_LEFTSTICK.

## 1.6.47 CONTROLLER\_BUTTON\_MISC1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_MISC1 = 15;
```

**Description**

This is constant CONTROLLER\_BUTTON\_MISC1.

## 1.6.48 CONTROLLER\_BUTTON\_PADDLE1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE1 = 16;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE1.

## 1.6.49 CONTROLLER\_BUTTON\_PADDLE2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE2 = 17;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE2.

## 1.6.50 CONTROLLER\_BUTTON\_PADDLE3

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE3 = 18;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE3.

## 1.6.51 CONTROLLER\_BUTTON\_PADDLE4

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_PADDLE4 = 19;
```

**Description**

This is constant CONTROLLER\_BUTTON\_PADDLE4.

## 1.6.52 CONTROLLER\_BUTTON\_RIGHTSHOULDER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_RIGHTSHOULDER = 10;
```

**Description**

This is constant CONTROLLER\_BUTTON\_RIGHTSHOULDER.

## 1.6.53 CONTROLLER\_BUTTON\_RIGHTSTICK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_RIGHTSTICK = 8;
```

**Description**

This is constant CONTROLLER\_BUTTON\_RIGHTSTICK.

## 1.6.54 CONTROLLER\_BUTTON\_START

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_START = 6;
```

**Description**

This is constant CONTROLLER\_BUTTON\_START.

## 1.6.55 CONTROLLER\_BUTTON\_TOUCHPAD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_TOUCHPAD = 20;
```

**Description**

This is constant CONTROLLER\_BUTTON\_TOUCHPAD.

## 1.6.56 CONTROLLER\_BUTTON\_X

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_X = 2;
```

**Description**

This is constant CONTROLLER\_BUTTON\_X.

## 1.6.57 CONTROLLER\_BUTTON\_Y

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CONTROLLER_BUTTON_Y = 3;
```

**Description**

This is constant CONTROLLER\_BUTTON\_Y.

## 1.6.58 CORAL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CORAL: TColor = (Red:$FF; Green:$7F; BLue:$50; Alpha:$FF);
```

**Description**

This is constant CORAL.

## 1.6.59 CORNFLOWERBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant CORNFLOWERBLUE.

## 1.6.60 CORNSILK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant CORNSILK.

## 1.6.61 CR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
CR = #10;
```

**Description**

This is constant CR.

## 1.6.62 CRIMSON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant CRIMSON.

## 1.6.63 CRLF

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant CRLF.

## 1.6.64 CYAN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant CYAN.

## 1.6.65 DARKBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DARKBLUE.

## 1.6.66 DARKCYAN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DARKCYAN.

## 1.6.67 DARKGOLDENROD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DARKGOLDENROD.

## 1.6.68 DARKGRAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DARKGRAY.

## 1.6.69 DARKGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKGREEN: TColor = (Red:$00; Green:$64; BBlue:$00; Alpha:$FF);
```

**Description**

This is constant DARKGREEN.

## 1.6.70 DARKGREY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKGREY: TColor = (Red:$A9; Green:$A9; BBlue:$A9; Alpha:$FF);
```

**Description**

This is constant DARKGREY.

## 1.6.71 DARKKHAKI

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DARKKHAKI.

## 1.6.72 DARKMAGENTA

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DARKMAGENTA.

## 1.6.73 DARKOLIVEGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKOLIVEGREEN: TColor = (Red:$55; Green:$6B; BLue:$2F; Alpha:$FF);
```

**Description**

This is constant DARKOLIVEGREEN.

## 1.6.74 DARKORANGE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKORANGE: TColor = (Red:$FF; Green:$8C; BLue:$00; Alpha:$FF);
```

**Description**

This is constant DARKORANGE.

## 1.6.75 DARKORCHID

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKORCHID: TColor = (Red:$99; Green:$32; BLue:$CC; Alpha:$FF);
```

**Description**

This is constant DARKORCHID.

## 1.6.76 DARKRED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DARKRED.

## 1.6.77 DARKSALMON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKSALMON: TColor = (Red:$E9; Green:$96; BLue:$7A; Alpha:$FF);
```

**Description**

This is constant DARKSALMON.



## 1.6.78 DARKSEAGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKSEAGREEN: TColor = (Red:$8F; Green:$BC; BLue:$8F; Alpha:$FF);
```

**Description**

This is constant DARKSEAGREEN.

## 1.6.79 DARKSLATEBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKSLATEBLUE: TColor = (Red:$48; Green:$3D; BLue:$8B; Alpha:$FF);
```

**Description**

This is constant DARKSLATEBLUE.

## 1.6.80 DARKSLATEBROWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKSLATEBROWN: TColor = (Red:30; Green:31; BLue:30; Alpha:1);
```

**Description**

This is constant DARKSLATEBROWN.

## 1.6.81 DARKSLATEGRAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKSLATEGRAY: TColor = (Red:$2F; Green:$4F; BLue:$4F; Alpha:$FF);
```

**Description**

This is constant DARKSLATEGRAY.

## 1.6.82 DARKTURQUOISE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKTURQUOISE: TColor = (Red:$00; Green:$CE; BLue:$D1; Alpha:$FF);
```

**Description**

This is constant DARKTURQUOISE.

## 1.6.83 DARKVIOLET

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DARKVIOLET: TColor = (Red:$94; Green:$00; BLue:$D3; Alpha:$FF);
```

**Description**

This is constant DARKVIOLET.

## 1.6.84 DEEPPINK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DEEPPINK: TColor = (Red:$FF; Green:$14; BLue:$93; Alpha:$FF);
```

**Description**

This is constant DEEPPINK.

## 1.6.85 DEEPSKYBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DEEPSKYBLUE.

## 1.6.86 DEGTORAD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
DEGTORAD = PI / 180.0;
```

**Description**

This is constant DEGTORAD.

## 1.6.87 DIMGRAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DIMGRAY.

## 1.6.88 DIMWHITE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DIMWHITE.

## 1.6.89 DODGERBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant DODGERBLUE.

## 1.6.90 EPSILON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
EPSILON = 0.00001;
```

**Description**

This is constant EPSILON.

## 1.6.91 FIREBRICK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FIREBRICK: TColor = (Red:$B2; Green:$22; BLue:$22; Alpha:$FF);
```

**Description**

This is constant FIREBRICK.

## 1.6.92 FLORALWHITE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant FLORALWHITE.

## 1.6.93 FORESTGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
FORESTGREEN: TColor = (Red:$22; Green:$8B; BLue:$22; Alpha:$FF);
```

**Description**

This is constant FORESTGREEN.

## 1.6.94 FUCHSIA

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant FUCHSIA.

## 1.6.95 GAINSBORO

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant GAINSBORO.

## 1.6.96 GHOSTWHITE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant GHOSTWHITE.

## 1.6.97 GOLD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant GOLD.

## 1.6.98 GOLDENROD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant GOLDENROD.

## 1.6.99 GRAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant GRAY.

## 1.6.100 GREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant GREEN.

## 1.6.101 GREENYELLOW

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
GREENYELLOW: TColor = (Red:$AD; Green:$FF; BLue:$2F; Alpha:$FF);
```

**Description**

This is constant GREENYELLOW.

## 1.6.102 GREY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant GREY.

## 1.6.103 HONEYDEW

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant HONEYDEW.

## 1.6.104 HOTPINK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
HOTPINK: TColor = (Red:$FF; Green:$69; BLue:$B4; Alpha:$FF);
```

**Description**

This is constant HOTPINK.

## 1.6.105 INDIANRED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
INDIANRED: TColor = (Red:$CD; Green:$5C; BLue:$5C; Alpha:$FF);
```

**Description**

This is constant INDIANRED.

## 1.6.106 INDIGO

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
INDIGO: TColor = (Red:$4B; Green:$00; BLue:$82; Alpha:$FF);
```

**Description**

This is constant INDIGO.

## 1.6.107 INIEXT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
INIEXT = 'ini';
```

**Description**

This is constant INIEXT.

## 1.6.108 IVORY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant IVORY.

## 1.6.109 KEY\_0

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_0 = 39;
```

**Description**

This is constant KEY\_0.

## 1.6.110 KEY\_1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_1 = 30;
```

**Description**

This is constant KEY\_1.

## 1.6.111 KEY\_2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_2 = 31;
```

**Description**

This is constant KEY\_2.

## 1.6.112 KEY\_3

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_3 = 32;
```

**Description**

This is constant KEY\_3.

## 1.6.113 KEY\_4

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_4 = 33;
```

**Description**

This is constant KEY\_4.



## 1.6.114 KEY\_5

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_5 = 34;
```

**Description**

This is constant KEY\_5.

## 1.6.115 KEY\_6

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_6 = 35;
```

**Description**

This is constant KEY\_6.

## 1.6.116 KEY\_7

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_7 = 36;
```

**Description**

This is constant KEY\_7.

## 1.6.117 KEY\_8

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_8 = 37;
```

**Description**

This is constant KEY\_8.

## 1.6.118 KEY\_9

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_9 = 38;
```

**Description**

This is constant KEY\_9.

## 1.6.119 KEY\_A

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_A = 4;
```

**Description**

This is constant KEY\_A.

## 1.6.120 KEY\_AC\_BACK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AC_BACK = 270;
```

**Description**

This is constant KEY\_AC\_BACK.

## 1.6.121 KEY\_AC\_BOOKMARKS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AC_BOOKMARKS = 274;
```

**Description**

This is constant KEY\_AC\_BOOKMARKS.

## 1.6.122 KEY\_AC\_FORWARD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AC_FORWARD = 271;
```

**Description**

This is constant KEY\_AC\_FORWARD.

## 1.6.123 KEY\_AC\_HOME

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AC_HOME = 269;
```

**Description**

This is constant KEY\_AC\_HOME.

## 1.6.124 KEY\_AC\_REFRESH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AC_REFRESH = 273;
```

**Description**

This is constant KEY\_AC\_REFRESH.

## 1.6.125 KEY\_AC\_SEARCH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AC_SEARCH = 268;
```

**Description**

This is constant KEY\_AC\_SEARCH.

## 1.6.126 KEY\_AC\_STOP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AC_STOP = 272;
```

**Description**

This is constant KEY\_AC\_STOP.

## 1.6.127 KEY\_AGAIN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AGAIN = 121;
```

**Description**

This is constant KEY\_AGAIN.

## 1.6.128 KEY\_ALTERASE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_ALTERASE = 153;
```

**Description**

This is constant KEY\_ALTERASE.

## 1.6.129 KEY\_APOSTROPHE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_APOSTROPHE = 52;
```

**Description**

This is constant KEY\_APOSTROPHE.

## 1.6.130 KEY\_APP1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_APP1 = 283;
```

**Description**

This is constant KEY\_APP1.

## 1.6.131 KEY\_APP2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_APP2 = 284;
```

**Description**

This is constant KEY\_APP2.

## 1.6.132 KEY\_APPLICATION

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_APPLICATION = 101;
```

**Description**

This is constant KEY\_APPLICATION.

## 1.6.133 KEY\_AUDIOFASTFORWARD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AUDIOFASTFORWARD = 286;
```

**Description**

This is constant KEY\_AUDIOFASTFORWARD.

## 1.6.134 KEY\_AUDIOMUTE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AUDIOMUTE = 262;
```

**Description**

This is constant KEY\_AUDIOMUTE.

## 1.6.135 KEY\_AUDIONEXT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AUDIONEXT = 258;
```

**Description**

This is constant KEY\_AUDIONEXT.

## 1.6.136 KEY\_AUDIOPLAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AUDIOPLAY = 261;
```

**Description**

This is constant KEY\_AUDIOPLAY.

## 1.6.137 KEY\_AUDIOPREV

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AUDIOPREV = 259;
```

**Description**

This is constant KEY\_AUDIOPREV.

## 1.6.138 KEY\_AUDIOREWIND

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AUDIOREWIND = 285;
```

**Description**

This is constant KEY\_AUDIOREWIND.

## 1.6.139 KEY\_AUDIOSTOP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_AUDIOSTOP = 260;
```

**Description**

This is constant KEY\_AUDIOSTOP.

## 1.6.140 KEY\_B

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_B = 5;
```

**Description**

This is constant KEY\_B.

## 1.6.141 KEY\_BACKSLASH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_BACKSLASH = 49;
```

**Description**

This is constant KEY\_BACKSLASH.

## 1.6.142 KEY\_BACKSPACE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_BACKSPACE = 42;
```

**Description**

This is constant KEY\_BACKSPACE.

## 1.6.143 KEY\_BRIGHTNESSDOWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_BRIGHTNESSDOWN = 275;
```

**Description**

This is constant KEY\_BRIGHTNESSDOWN.

## 1.6.144 KEY\_BRIGHTNESSUP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_BRIGHTNESSUP = 276;
```

**Description**

This is constant KEY\_BRIGHTNESSUP.

## 1.6.145 KEY\_C

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_C = 6;
```

**Description**

This is constant KEY\_C.

## 1.6.146 KEY\_CALCULATOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CALCULATOR = 266;
```

**Description**

This is constant KEY\_CALCULATOR.

## 1.6.147 KEY\_CALL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CALL = 289;
```

**Description**

This is constant KEY\_CALL.

## 1.6.148 KEY\_CANCEL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CANCEL = 155;
```

**Description**

This is constant KEY\_CANCEL.

## 1.6.149 KEY\_CAPSLOCK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CAPSLOCK = 57;
```

**Description**

This is constant KEY\_CAPSLOCK.



## 1.6.150 KEY\_CLEAR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CLEAR = 156;
```

**Description**

This is constant KEY\_CLEAR.

## 1.6.151 KEY\_CLEARAGAIN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CLEARAGAIN = 162;
```

**Description**

This is constant KEY\_CLEARAGAIN.

## 1.6.152 KEY\_COMMA

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_COMMA = 54;
```

**Description**

This is constant KEY\_COMMA.

## 1.6.153 KEY\_COMPUTER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_COMPUTER = 267;
```

**Description**

This is constant KEY\_COMPUTER.

## 1.6.154 KEY\_COPY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_COPY = 124;
```

**Description**

This is constant KEY\_COPY.

## 1.6.155 KEY\_CRSEL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CRSEL = 163;
```

**Description**

This is constant KEY\_CRSEL.

## 1.6.156 KEY\_CURRENCYSUBUNIT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CURRENCYSUBUNIT = 181;
```

**Description**

This is constant KEY\_CURRENCYSUBUNIT.

## 1.6.157 KEY\_CURRENCYUNIT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CURRENCYUNIT = 180;
```

**Description**

This is constant KEY\_CURRENCYUNIT.

## 1.6.158 KEY\_CUT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_CUT = 123;
```

**Description**

This is constant KEY\_CUT.

## 1.6.159 KEY\_D

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_D = 7;
```

**Description**

This is constant KEY\_D.

## 1.6.160 KEY\_DECIMALSEPARATOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_DECIMALSEPARATOR = 179;
```

**Description**

This is constant KEY\_DECIMALSEPARATOR.

## 1.6.161 KEY\_DELETE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_DELETE = 76;
```

**Description**

This is constant KEY\_DELETE.

## 1.6.162 KEY\_DISPLAYSWITCH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_DISPLAYSWITCH = 277;
```

**Description**

This is constant KEY\_DISPLAYSWITCH.

## 1.6.163 KEY\_DOWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_DOWN = 81;
```

**Description**

This is constant KEY\_DOWN.

## 1.6.164 KEY\_E

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_E = 8;
```

**Description**

This is constant KEY\_E.

## 1.6.165 KEY\_EJECT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_EJECT = 281;
```

**Description**

This is constant KEY\_EJECT.

## 1.6.166 KEY\_END

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_END = 77;
```

**Description**

This is constant KEY\_END.

## 1.6.167 KEY\_ENDCALL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_ENDCALL = 290;
```

**Description**

This is constant KEY\_ENDCALL.

## 1.6.168 KEY\_EQUALS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_EQUALS = 46;
```

**Description**

This is constant KEY\_EQUALS.

## 1.6.169 KEY\_ESCAPE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_ESCAPE = 41;
```

**Description**

This is constant KEY\_ESCAPE.

## 1.6.170 KEY\_EXECUTE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_EXECUTE = 116;
```

**Description**

This is constant KEY\_EXECUTE.

## 1.6.171 KEY\_F

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F = 9;
```

**Description**

This is constant KEY\_F.

## 1.6.172 KEY\_F1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F1 = 58;
```

**Description**

This is constant KEY\_F1.

## 1.6.173 KEY\_F10

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F10 = 67;
```

**Description**

This is constant KEY\_F10.

## 1.6.174 KEY\_F11

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F11 = 68;
```

**Description**

This is constant KEY\_F11.

## 1.6.175 KEY\_F12

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F12 = 69;
```

**Description**

This is constant KEY\_F12.

## 1.6.176 KEY\_F13

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F13 = 104;
```

**Description**

This is constant KEY\_F13.

## 1.6.177 KEY\_F14

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F14 = 105;
```

**Description**

This is constant KEY\_F14.

## 1.6.178 KEY\_F15

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F15 = 106;
```

**Description**

This is constant KEY\_F15.

## 1.6.179 KEY\_F16

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F16 = 107;
```

**Description**

This is constant KEY\_F16.

## 1.6.180 KEY\_F17

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F17 = 108;
```

**Description**

This is constant KEY\_F17.

## 1.6.181 KEY\_F18

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F18 = 109;
```

**Description**

This is constant KEY\_F18.

## 1.6.182 KEY\_F19

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F19 = 110;
```

**Description**

This is constant KEY\_F19.

## 1.6.183 KEY\_F2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F2 = 59;
```

**Description**

This is constant KEY\_F2.

## 1.6.184 KEY\_F20

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F20 = 111;
```

**Description**

This is constant KEY\_F20.

## 1.6.185 KEY\_F21

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F21 = 112;
```

**Description**

This is constant KEY\_F21.



## 1.6.186 KEY\_F22

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F22 = 113;
```

**Description**

This is constant KEY\_F22.

## 1.6.187 KEY\_F23

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F23 = 114;
```

**Description**

This is constant KEY\_F23.

## 1.6.188 KEY\_F24

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F24 = 115;
```

**Description**

This is constant KEY\_F24.

## 1.6.189 KEY\_F3

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F3 = 60;
```

**Description**

This is constant KEY\_F3.

## 1.6.190 KEY\_F4

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F4 = 61;
```

**Description**

This is constant KEY\_F4.

## 1.6.191 KEY\_F5

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F5 = 62;
```

**Description**

This is constant KEY\_F5.

## 1.6.192 KEY\_F6

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F6 = 63;
```

**Description**

This is constant KEY\_F6.

## 1.6.193 KEY\_F7

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F7 = 64;
```

**Description**

This is constant KEY\_F7.

## 1.6.194 KEY\_F8

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F8 = 65;
```

**Description**

This is constant KEY\_F8.

## 1.6.195 KEY\_F9

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_F9 = 66;
```

**Description**

This is constant KEY\_F9.

## 1.6.196 KEY\_FIND

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_FIND = 126;
```

**Description**

This is constant KEY\_FIND.

## 1.6.197 KEY\_G

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_G = 10;
```

**Description**

This is constant KEY\_G.

## 1.6.198 KEY\_GRAVE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_GRAVE = 53;
```

**Description**

This is constant KEY\_GRAVE.

## 1.6.199 KEY\_H

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_H = 11;
```

**Description**

This is constant KEY\_H.

## 1.6.200 KEY\_HELP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_HELP = 117;
```

**Description**

This is constant KEY\_HELP.

## 1.6.201 KEY\_HOME

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_HOME = 74;
```

**Description**

This is constant KEY\_HOME.

## 1.6.202 KEY\_I

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_I = 12;
```

**Description**

This is constant KEY\_I.

## 1.6.203 KEY\_INSERT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INSERT = 73;
```

**Description**

This is constant KEY\_INSERT.

## 1.6.204 KEY\_INTERNATIONAL1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL1 = 135;
```

**Description**

This is constant KEY\_INTERNATIONAL1.

## 1.6.205 KEY\_INTERNATIONAL2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL2 = 136;
```

**Description**

This is constant KEY\_INTERNATIONAL2.

## 1.6.206 KEY\_INTERNATIONAL3

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL3 = 137;
```

**Description**

This is constant KEY\_INTERNATIONAL3.

## 1.6.207 KEY\_INTERNATIONAL4

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL4 = 138;
```

**Description**

This is constant KEY\_INTERNATIONAL4.

## 1.6.208 KEY\_INTERNATIONAL5

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL5 = 139;
```

**Description**

This is constant KEY\_INTERNATIONAL5.

## 1.6.209 KEY\_INTERNATIONAL6

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL6 = 140;
```

**Description**

This is constant KEY\_INTERNATIONAL6.

## 1.6.210 KEY\_INTERNATIONAL7

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL7 = 141;
```

**Description**

This is constant KEY\_INTERNATIONAL7.

## 1.6.211 KEY\_INTERNATIONAL8

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL8 = 142;
```

**Description**

This is constant KEY\_INTERNATIONAL8.

## 1.6.212 KEY\_INTERNATIONAL9

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_INTERNATIONAL9 = 143;
```

**Description**

This is constant KEY\_INTERNATIONAL9.

## 1.6.213 KEY\_J

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_J = 13;
```

**Description**

This is constant KEY\_J.

## 1.6.214 KEY\_K

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_K = 14;
```

**Description**

This is constant KEY\_K.

## 1.6.215 KEY\_KBDILLUMDOWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KBDILLUMDOWN = 279;
```

**Description**

This is constant KEY\_KBDILLUMDOWN.

## 1.6.216 KEY\_KBDILLUMTOGGLE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KBDILLUMTOGGLE = 278;
```

**Description**

This is constant KEY\_KBDILLUMTOGGLE.

## 1.6.217 KEY\_KBDILLUMUP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KBDILLUMUP = 280;
```

**Description**

This is constant KEY\_KBDILLUMUP.

## 1.6.218 KEY\_KP\_0

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_0 = 98;
```

**Description**

This is constant KEY\_KP\_0.

## 1.6.219 KEY\_KP\_00

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_00 = 176;
```

**Description**

This is constant KEY\_KP\_00.

## 1.6.220 KEY\_KP\_000

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_000 = 177;
```

**Description**

This is constant KEY\_KP\_000.

## 1.6.221 KEY\_KP\_1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_1 = 89;
```

**Description**

This is constant KEY\_KP\_1.



## 1.6.222 KEY\_KP\_2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_2 = 90;
```

**Description**

This is constant KEY\_KP\_2.

## 1.6.223 KEY\_KP\_3

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_3 = 91;
```

**Description**

This is constant KEY\_KP\_3.

## 1.6.224 KEY\_KP\_4

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_4 = 92;
```

**Description**

This is constant KEY\_KP\_4.

## 1.6.225 KEY\_KP\_5

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_5 = 93;
```

**Description**

This is constant KEY\_KP\_5.

## 1.6.226 KEY\_KP\_6

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_6 = 94;
```

**Description**

This is constant KEY\_KP\_6.

## 1.6.227 KEY\_KP\_7

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_7 = 95;
```

**Description**

This is constant KEY\_KP\_7.

## 1.6.228 KEY\_KP\_8

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_8 = 96;
```

**Description**

This is constant KEY\_KP\_8.

## 1.6.229 KEY\_KP\_9

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_9 = 97;
```

**Description**

This is constant KEY\_KP\_9.

## 1.6.230 KEY\_KP\_A

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_A = 188;
```

**Description**

This is constant KEY\_KP\_A.

## 1.6.231 KEY\_KP\_AMPERSAND

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_AMPERSAND = 199;
```

**Description**

This is constant KEY\_KP\_AMPERSAND.

## 1.6.232 KEY\_KP\_AT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_AT = 206;
```

**Description**

This is constant KEY\_KP\_AT.

## 1.6.233 KEY\_KP\_B

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_B = 189;
```

**Description**

This is constant KEY\_KP\_B.

## 1.6.234 KEY\_KP\_BACKSPACE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_BACKSPACE = 187;
```

**Description**

This is constant KEY\_KP\_BACKSPACE.

## 1.6.235 KEY\_KP\_BINARY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_BINARY = 218;
```

**Description**

This is constant KEY\_KP\_BINARY.

## 1.6.236 KEY\_KP\_C

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_C = 190;
```

**Description**

This is constant KEY\_KP\_C.

## 1.6.237 KEY\_KP\_CLEAR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_CLEAR = 216;
```

**Description**

This is constant KEY\_KP\_CLEAR.

## 1.6.238 KEY\_KP\_CLEARENTRY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_CLEARENTRY = 217;
```

**Description**

This is constant KEY\_KP\_CLEARENTRY.

## 1.6.239 KEY\_KP\_COLON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_COLON = 203;
```

**Description**

This is constant KEY\_KP\_COLON.

## 1.6.240 KEY\_KP\_COMMA

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_COMMA = 133;
```

**Description**

This is constant KEY\_KP\_COMMA.

## 1.6.241 KEY\_KP\_D

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_D = 191;
```

**Description**

This is constant KEY\_KP\_D.

## 1.6.242 KEY\_KP\_DBLAMPERSAND

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_DBLAMPERSAND = 200;
```

**Description**

This is constant KEY\_KP\_DBLAMPERSAND.

## 1.6.243 KEY\_KP\_DBLVERTICALBAR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_DBLVERTICALBAR = 202;
```

**Description**

This is constant KEY\_KP\_DBLVERTICALBAR.

## 1.6.244 KEY\_KP\_DECIMAL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_DECIMAL = 220;
```

**Description**

This is constant KEY\_KP\_DECIMAL.

## 1.6.245 KEY\_KP\_DIVIDE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_DIVIDE = 84;
```

**Description**

This is constant KEY\_KP\_DIVIDE.

## 1.6.246 KEY\_KP\_E

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_E = 192;
```

**Description**

This is constant KEY\_KP\_E.

## 1.6.247 KEY\_KP\_ENTER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_ENTER = 88;
```

**Description**

This is constant KEY\_KP\_ENTER.

## 1.6.248 KEY\_KP\_EQUALS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_EQUALS = 103;
```

**Description**

This is constant KEY\_KP\_EQUALS.

## 1.6.249 KEY\_KP\_EQUALSAS400

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_EQUALSAS400 = 134;
```

**Description**

This is constant KEY\_KP\_EQUALSAS400.

## 1.6.250 KEY\_KP\_EXCLAM

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_EXCLAM = 207;
```

**Description**

This is constant KEY\_KP\_EXCLAM.

## 1.6.251 KEY\_KP\_F

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_F = 193;
```

**Description**

This is constant KEY\_KP\_F.

## 1.6.252 KEY\_KP\_GREATER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_GREATER = 198;
```

**Description**

This is constant KEY\_KP\_GREATER.

## 1.6.253 KEY\_KP\_HASH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_HASH = 204;
```

**Description**

This is constant KEY\_KP\_HASH.

## 1.6.254 KEY\_KP\_HEXADECIMAL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_HEXADECIMAL = 221;
```

**Description**

This is constant KEY\_KP\_HEXADECIMAL.

## 1.6.255 KEY\_KP\_LEFTBRACE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_LEFTBRACE = 184;
```

**Description**

This is constant KEY\_KP\_LEFTBRACE.

## 1.6.256 KEY\_KP\_LEFTPAREN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_LEFTPAREN = 182;
```

**Description**

This is constant KEY\_KP\_LEFTPAREN.

## 1.6.257 KEY\_KP\_LESS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_LESS = 197;
```

**Description**

This is constant KEY\_KP\_LESS.



## 1.6.258 KEY\_KP\_MEMADD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MEMADD = 211;
```

**Description**

This is constant KEY\_KP\_MEMADD.

## 1.6.259 KEY\_KP\_MEMCLEAR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MEMCLEAR = 210;
```

**Description**

This is constant KEY\_KP\_MEMCLEAR.

## 1.6.260 KEY\_KP\_MEMDIVIDE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MEMDIVIDE = 214;
```

**Description**

This is constant KEY\_KP\_MEMDIVIDE.

## 1.6.261 KEY\_KP\_MEMMULTIPLY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MEMMULTIPLY = 213;
```

**Description**

This is constant KEY\_KP\_MEMMULTIPLY.

## 1.6.262 KEY\_KP\_MEMRECALL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MEMRECALL = 209;
```

**Description**

This is constant KEY\_KP\_MEMRECALL.

## 1.6.263 KEY\_KP\_MEMSTORE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MEMSTORE = 208;
```

**Description**

This is constant KEY\_KP\_MEMSTORE.

## 1.6.264 KEY\_KP\_MEMSUBTRACT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MEMSUBTRACT = 212;
```

**Description**

This is constant KEY\_KP\_MEMSUBTRACT.

## 1.6.265 KEY\_KP\_MINUS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MINUS = 86;
```

**Description**

This is constant KEY\_KP\_MINUS.

## 1.6.266 KEY\_KP\_MULTIPLY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_MULTIPLY = 85;
```

**Description**

This is constant KEY\_KP\_MULTIPLY.

## 1.6.267 KEY\_KP\_OCTAL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_OCTAL = 219;
```

**Description**

This is constant KEY\_KP\_OCTAL.

## 1.6.268 KEY\_KP\_PERCENT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_PERCENT = 196;
```

**Description**

This is constant KEY\_KP\_PERCENT.

## 1.6.269 KEY\_KP\_PERIOD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_PERIOD = 99;
```

**Description**

This is constant KEY\_KP\_PERIOD.

## 1.6.270 KEY\_KP\_PLUS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_PLUS = 87;
```

**Description**

This is constant KEY\_KP\_PLUS.

## 1.6.271 KEY\_KP\_PLUSMINUS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_PLUSMINUS = 215;
```

**Description**

This is constant KEY\_KP\_PLUSMINUS.

## 1.6.272 KEY\_KP\_POWER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_POWER = 195;
```

**Description**

This is constant KEY\_KP\_POWER.

## 1.6.273 KEY\_KP\_RIGHTBRACE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_RIGHTBRACE = 185;
```

**Description**

This is constant KEY\_KP\_RIGHTBRACE.

## 1.6.274 KEY\_KP\_RIGHTPAREN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_RIGHTPAREN = 183;
```

**Description**

This is constant KEY\_KP\_RIGHTPAREN.

## 1.6.275 KEY\_KP\_SPACE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_SPACE = 205;
```

**Description**

This is constant KEY\_KP\_SPACE.

## 1.6.276 KEY\_KP\_TAB

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_TAB = 186;
```

**Description**

This is constant KEY\_KP\_TAB.

## 1.6.277 KEY\_KP\_VERTICALBAR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_VERTICALBAR = 201;
```

**Description**

This is constant KEY\_KP\_VERTICALBAR.

## 1.6.278 KEY\_KP\_XOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_KP_XOR = 194;
```

**Description**

This is constant KEY\_KP\_XOR.

## 1.6.279 KEY\_L

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_L = 15;
```

**Description**

This is constant KEY\_L.

## 1.6.280 KEY\_LALT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LALT = 226;
```

**Description**

This is constant KEY\_LALT.

## 1.6.281 KEY\_LANG1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG1 = 144;
```

**Description**

This is constant KEY\_LANG1.

## 1.6.282 KEY\_LANG2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG2 = 145;
```

**Description**

This is constant KEY\_LANG2.

## 1.6.283 KEY\_LANG3

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG3 = 146;
```

**Description**

This is constant KEY\_LANG3.

## 1.6.284 KEY\_LANG4

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG4 = 147;
```

**Description**

This is constant KEY\_LANG4.

## 1.6.285 KEY\_LANG5

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG5 = 148;
```

**Description**

This is constant KEY\_LANG5.

## 1.6.286 KEY\_LANG6

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG6 = 149;
```

**Description**

This is constant KEY\_LANG6.

## 1.6.287 KEY\_LANG7

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG7 = 150;
```

**Description**

This is constant KEY\_LANG7.

## 1.6.288 KEY\_LANG8

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG8 = 151;
```

**Description**

This is constant KEY\_LANG8.

## 1.6.289 KEY\_LANG9

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LANG9 = 152;
```

**Description**

This is constant KEY\_LANG9.

## 1.6.290 KEY\_LCTRL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LCTRL = 224;
```

**Description**

This is constant KEY\_LCTRL.

## 1.6.291 KEY\_LEFT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LEFT = 80;
```

**Description**

This is constant KEY\_LEFT.

## 1.6.292 KEY\_LEFTBRACKET

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LEFTBRACKET = 47;
```

**Description**

This is constant KEY\_LEFTBRACKET.

## 1.6.293 KEY\_LGUI

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LGUI = 227;
```

**Description**

This is constant KEY\_LGUI.



## 1.6.294 KEY\_LSHIFT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_LSHIFT = 225;
```

**Description**

This is constant KEY\_LSHIFT.

## 1.6.295 KEY\_M

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_M = 16;
```

**Description**

This is constant KEY\_M.

## 1.6.296 KEY\_MAIL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_MAIL = 265;
```

**Description**

This is constant KEY\_MAIL.

## 1.6.297 KEY\_MEDIASELECT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_MEDIASELECT = 263;
```

**Description**

This is constant KEY\_MEDIASELECT.

## 1.6.298 KEY\_MENU

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_MENU = 118;
```

**Description**

This is constant KEY\_MENU.

## 1.6.299 KEY\_MINUS

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_MINUS = 45;
```

**Description**

This is constant KEY\_MINUS.

## 1.6.300 KEY\_MODE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_MODE = 257;
```

**Description**

This is constant KEY\_MODE.

## 1.6.301 KEY\_MUTE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_MUTE = 127;
```

**Description**

This is constant KEY\_MUTE.

## 1.6.302 KEY\_N

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_N = 17;
```

**Description**

This is constant KEY\_N.

## 1.6.303 KEY\_NONUSBACKSLASH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_NONUSBACKSLASH = 100;
```

**Description**

This is constant KEY\_NONUSBACKSLASH.

## 1.6.304 KEY\_NONUSHASH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_NONUSHASH = 50;
```

**Description**

This is constant KEY\_NONUSHASH.

## 1.6.305 KEY\_NUMLOCKCLEAR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_NUMLOCKCLEAR = 83;
```

**Description**

This is constant KEY\_NUMLOCKCLEAR.

## 1.6.306 KEY\_O

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_O = 18;
```

**Description**

This is constant KEY\_O.

## 1.6.307 KEY\_OPER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_OPER = 161;
```

**Description**

This is constant KEY\_OPER.

## 1.6.308 KEY\_OUT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_OUT = 160;
```

**Description**

This is constant KEY\_OUT.

## 1.6.309 KEY\_P

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_P = 19;
```

**Description**

This is constant KEY\_P.

## 1.6.310 KEY\_PAGEDOWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_PAGEDOWN = 78;
```

**Description**

This is constant KEY\_PAGEDOWN.

## 1.6.311 KEY\_PAGEUP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_PAGEUP = 75;
```

**Description**

This is constant KEY\_PAGEUP.

## 1.6.312 KEY\_PASTE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_PASTE = 125;
```

**Description**

This is constant KEY\_PASTE.

## 1.6.313 KEY\_PAUSE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_PAUSE = 72;
```

**Description**

This is constant KEY\_PAUSE.

## 1.6.314 KEY\_PERIOD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_PERIOD = 55;
```

**Description**

This is constant KEY\_PERIOD.

## 1.6.315 KEY\_POWER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_POWER = 102;
```

**Description**

This is constant KEY\_POWER.

## 1.6.316 KEY\_PRINTSCREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_PRINTSCREEN = 70;
```

**Description**

This is constant KEY\_PRINTSCREEN.

## 1.6.317 KEY\_PRIOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_PRIOR = 157;
```

**Description**

This is constant KEY\_PRIOR.

## 1.6.318 KEY\_Q

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_Q = 20;
```

**Description**

This is constant KEY\_Q.

## 1.6.319 KEY\_R

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_R = 21;
```

**Description**

This is constant KEY\_R.

## 1.6.320 KEY\_RALT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RALT = 230;
```

**Description**

This is constant KEY\_RALT.

## 1.6.321 KEY\_RCTRL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RCTRL = 228;
```

**Description**

This is constant KEY\_RCTRL.

## 1.6.322 KEY\_RETURN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RETURN = 40;
```

**Description**

This is constant KEY\_RETURN.

## 1.6.323 KEY\_RETURN2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RETURN2 = 158;
```

**Description**

This is constant KEY\_RETURN2.

## 1.6.324 KEY\_RGUI

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RGUI = 231;
```

**Description**

This is constant KEY\_RGUI.

## 1.6.325 KEY\_RIGHT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RIGHT = 79;
```

**Description**

This is constant KEY\_RIGHT.

## 1.6.326 KEY\_RIGHTBRACKET

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RIGHTBRACKET = 48;
```

**Description**

This is constant KEY\_RIGHTBRACKET.

## 1.6.327 KEY\_RSHIFT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_RSHIFT = 229;
```

**Description**

This is constant KEY\_RSHIFT.

## 1.6.328 KEY\_S

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_S = 22;
```

**Description**

This is constant KEY\_S.

## 1.6.329 KEY\_SCROLLLOCK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SCROLLLOCK = 71;
```

**Description**

This is constant KEY\_SCROLLLOCK.



## 1.6.330 KEY\_SELECT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SELECT = 119;
```

**Description**

This is constant KEY\_SELECT.

## 1.6.331 KEY\_SEMICOLON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SEMICOLON = 51;
```

**Description**

This is constant KEY\_SEMICOLON.

## 1.6.332 KEY\_SEPARATOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SEPARATOR = 159;
```

**Description**

This is constant KEY\_SEPARATOR.

## 1.6.333 KEY\_SLASH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SLASH = 56;
```

**Description**

This is constant KEY\_SLASH.

## 1.6.334 KEY\_SLEEP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SLEEP = 282;
```

**Description**

This is constant KEY\_SLEEP.

## 1.6.335 KEY\_SOFTLEFT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SOFTLEFT = 287;
```

**Description**

This is constant KEY\_SOFTLEFT.

## 1.6.336 KEY\_SOFTRIGHT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SOFTRIGHT = 288;
```

**Description**

This is constant KEY\_SOFTRIGHT.

## 1.6.337 KEY\_SPACE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SPACE = 44;
```

**Description**

This is constant KEY\_SPACE.

## 1.6.338 KEY\_STOP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_STOP = 120;
```

**Description**

This is constant KEY\_STOP.

## 1.6.339 KEY\_SYSREQ

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_SYSREQ = 154;
```

**Description**

This is constant KEY\_SYSREQ.

## 1.6.340 KEY\_T

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_T = 23;
```

**Description**

This is constant KEY\_T.

## 1.6.341 KEY\_TAB

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_TAB = 43;
```

**Description**

This is constant KEY\_TAB.

## 1.6.342 KEY\_THOUSANDSSEPARATOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_THOUSANDSSEPARATOR = 178;
```

**Description**

This is constant KEY\_THOUSANDSSEPARATOR.

## 1.6.343 KEY\_U

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_U = 24;
```

**Description**

This is constant KEY\_U.

## 1.6.344 KEY\_UNDO

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_UNDO = 122;
```

**Description**

This is constant KEY\_UNDO.

## 1.6.345 KEY\_UP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_UP = 82;
```

**Description**

This is constant KEY\_UP.

## 1.6.346 KEY\_V

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_V = 25;
```

**Description**

This is constant KEY\_V.

## 1.6.347 KEY\_VOLUMEDOWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_VOLUMEDOWN = 129;
```

**Description**

This is constant KEY\_VOLUMEDOWN.

## 1.6.348 KEY\_VOLUMEUP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_VOLUMEUP = 128;
```

**Description**

This is constant KEY\_VOLUMEUP.

## 1.6.349 KEY\_W

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_W = 26;
```

**Description**

This is constant KEY\_W.

## 1.6.350 KEY\_WWW

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_WWW = 264;
```

**Description**

This is constant KEY\_WWW.

## 1.6.351 KEY\_X

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_X = 27;
```

**Description**

This is constant KEY\_X.

## 1.6.352 KEY\_Y

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_Y = 28;
```

**Description**

This is constant KEY\_Y.

## 1.6.353 KEY\_Z

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KEY_Z = 29;
```

**Description**

This is constant KEY\_Z.

## 1.6.354 KHAKI

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
KHAKI: TColor = (Red:$F0; Green:$E6; BLue:$8C; Alpha:$FF);
```

**Description**

This is constant KHAKI.

## 1.6.355 LAVENDER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LAVENDER: TColor = (Red:$E6; Green:$E6; BLue:$FA; Alpha:$FF);
```

**Description**

This is constant LAVENDER.

## 1.6.356 LAVENDERBLUSH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LAVENDERBLUSH: TColor = (Red:$FF; Green:$F0; BLue:$F5; Alpha:$FF);
```

**Description**

This is constant LAVENDERBLUSH.

## 1.6.357 LAWNGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LAWNGREEN.

## 1.6.358 LEMONCHIFFON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LEMONCHIFFON.

## 1.6.359 LF

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LF = #13;
```

**Description**

This is constant LF.

## 1.6.360 LIGHTBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTBLUE.

## 1.6.361 LIGHTCORAL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTCORAL.

## 1.6.362 LIGHTCYAN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTCYAN.

## 1.6.363 LIGHTGOLDENRODYELLOW

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTGOLDENRODYELLOW.

## 1.6.364 LIGHTGRAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTGRAY.

## 1.6.365 LIGHTGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTGREEN.



## 1.6.366 LIGHTGREY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTGREY.

## 1.6.367 LIGHTPINK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTPINK.

## 1.6.368 LIGHTSALMON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTSALMON.

## 1.6.369 LIGHTSEAGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTSEAGREEN.

## 1.6.370 LIGHTSKYBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LIGHTSKYBLUE: TColor = (Red:$87; Green:$CE; BLue:$FA; Alpha:$FF);
```

**Description**

This is constant LIGHTSKYBLUE.

## 1.6.371 LIGHTSLATEGRAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LIGHTSLATEGRAY: TColor = (Red:$77; Green:$88; BLue:$99; Alpha:$FF);
```

**Description**

This is constant LIGHTSLATEGRAY.

## 1.6.372 LIGHTSLATEGREY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LIGHTSLATEGREY: TColor = (Red:$77; Green:$88; BLue:$99; Alpha:$FF);
```

**Description**

This is constant LIGHTSLATEGREY.

## 1.6.373 LIGHTSTEELBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LIGHTSTEELBLUE: TColor = (Red:$B0; Green:$C4; BLue:$DE; Alpha:$FF);
```

**Description**

This is constant LIGHTSTEELBLUE.

## 1.6.374 LIGHTYELLOW

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant LIGHTYELLOW.

## 1.6.375 LIME

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is constant LIME.

## 1.6.376 LIMEGREEN

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is constant LIMEGREEN.

## 1.6.377 LINEN

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is constant LINEN.

## 1.6.378 LOGEXT

**File:** DelphiGamekit.pas ( see page 360)

### Delphi

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

### Description

This is constant LOGEXT.

## 1.6.379 LuSCANCODE\_EXSEL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
LuSCANCODE_EXSEL = 164;
```

**Description**

This is constant LuSCANCODE\_EXSEL.

## 1.6.380 MAGENTA

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant MAGENTA.

## 1.6.381 MAROON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MAROON: TColor = (Red:$80; Green:$00; BLue:$00; Alpha:$FF);
```

**Description**

This is constant MAROON.

## 1.6.382 MEDIUMAQUAMARINE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMAQUAMARINE: TColor = (Red:$66; Green:$CD; BLue:$AA; Alpha:$FF);
```

**Description**

This is constant MEDIUMAQUAMARINE.

## 1.6.383 MEDIUMBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant MEDIUMBLUE.

## 1.6.384 MEDIUMORCHID

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMORCHID: TColor = (Red:$BA; Green:$55; BLue:$D3; Alpha:$FF);
```

**Description**

This is constant MEDIUMORCHID.

## 1.6.385 MEDIUMPURPLE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMPURPLE: TColor = (Red:$93; Green:$70; BLue:$DB; Alpha:$FF);
```

**Description**

This is constant MEDIUMPURPLE.

## 1.6.386 MEDIUMSEAGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMSEAGREEN: TColor = (Red:$3C; Green:$B3; BLue:$71; Alpha:$FF);
```

**Description**

This is constant MEDIUMSEAGREEN.

## 1.6.387 MEDIUMSLATEBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMSLATEBLUE: TColor = (Red:$7B; Green:$68; BLue:$EE; Alpha:$FF);
```

**Description**

This is constant MEDIUMSLATEBLUE.

## 1.6.388 MEDIUMSPRINGGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMSPRINGGREEN: TColor = (Red:$00; Green:$FA; BLue:$9A; Alpha:$FF);
```

**Description**

This is constant MEDIUMSPRINGGREEN.

## 1.6.389 MEDIUMTURQUOISE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMTURQUOISE: TColor = (Red:$48; Green:$D1; BLue:$CC; Alpha:$FF);
```

**Description**

This is constant MEDIUMTURQUOISE.

## 1.6.390 MEDIUMVIOLETRED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MEDIUMVIOLETRED: TColor = (Red:$C7; Green:$15; BLue:$85; Alpha:$FF);
```

**Description**

This is constant MEDIUMVIOLETRED.

## 1.6.391 MIDNIGHTBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MIDNIGHTBLUE: TColor = (Red:$19; Green:$19; BLue:$70; Alpha:$FF);
```

**Description**

This is constant MIDNIGHTBLUE.

## 1.6.392 MINTCREAM

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
MINTCREAM: TColor = (Red:$F5; Green:$FF; BLue:$FA; Alpha:$FF);
```

**Description**

This is constant MINTCREAM.

## 1.6.393 MISTYROSE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant MISTYROSE.

## 1.6.394 MOCCASIN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant MOCCASIN.

## 1.6.395 MPGEXT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant MPGEXT.

## 1.6.396 NAN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant NAN.

## 1.6.397 NAVAJOWHITE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
NAVAJOWHITE: TColor = (Red:$FF; Green:$DE; BLue:$AD; Alpha:$FF);
```

**Description**

This is constant NAVAJOWHITE.

## 1.6.398 NAVY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
NAVY: TColor = (Red:$00; Green:$00; BLue:$80; Alpha:$FF);
```

**Description**

This is constant NAVY.

## 1.6.399 OGGEXT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
OGGEXT = 'ogg';
```

**Description**

This is constant OGGEXT.

## 1.6.400 OLDLACE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
OLDLACE: TColor = (Red:$FD; Green:$F5; BLue:$E6; Alpha:$FF);
```

**Description**

This is constant OLDLACE.

## 1.6.401 OLIVE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant OLIVE.



## 1.6.402 OLIVEDRAB

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant OLIVEDRAB.

## 1.6.403 ORANGE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant ORANGE.

## 1.6.404 ORANGERED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant ORANGERED.

## 1.6.405 ORCHID

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
ORCHID: TColor = (Red:$DA; Green:$70; BLue:$D6; Alpha:$FF);
```

**Description**

This is constant ORCHID.

## 1.6.406 OVERLAY1

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
OVERLAY1: TColor = (Red:$00; Green:$20; BLue:$29; Alpha:$B4);
```

**Description**

This is constant OVERLAY1.

## 1.6.407 OVERLAY2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
OVERLAY2: TColor = (Red:$01; Green:$1B; BLue:$01; Alpha:255);
```

**Description**

This is constant OVERLAY2.

## 1.6.408 PALEGOLDENROD

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PALEGOLDENROD: TColor = (Red:$EE; Green:$E8; BLue:$AA; Alpha:$FF);
```

**Description**

This is constant PALEGOLDENROD.

## 1.6.409 PALEGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PALEGREEN: TColor = (Red:$98; Green:$FB; BLue:$98; Alpha:$FF);
```

**Description**

This is constant PALEGREEN.

## 1.6.410 PALETURQUOISE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PALETURQUOISE: TColor = (Red:$AF; Green:$EE; BLue:$EE; Alpha:$FF);
```

**Description**

This is constant PALETURQUOISE.

## 1.6.411 PALEVIOLETRED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PALEVIOLETRED: TColor = (Red:$DB; Green:$70; BLue:$93; Alpha:$FF);
```

**Description**

This is constant PALEVIOLETRED.

## 1.6.412 PAPAYAWHIP

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PAPAYAWHIP: TColor = (Red:$FF; Green:$EF; BLue:$D5; Alpha:$FF);
```

**Description**

This is constant PAPAYAWHIP.

## 1.6.413 PEACHPUFF

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PEACHPUFF: TColor = (Red:$FF; Green:$DA; BLue:$B9; Alpha:$FF);
```

**Description**

This is constant PEACHPUFF.

## 1.6.414 PERU

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PERU: TColor = (Red:$CD; Green:$85; BLue:$3F; Alpha:$FF);
```

**Description**

This is constant PERU.

## 1.6.415 PINK

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant PINK.

## 1.6.416 PLUM

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PLUM: TColor = (Red:$DD; Green:$A0; BBlue:$DD; Alpha:$FF);
```

**Description**

This is constant PLUM.

## 1.6.417 PNGEXT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PNGEXT = 'png';
```

**Description**

This is constant PNGEXT.

## 1.6.418 POWDERBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant POWDERBLUE.

## 1.6.419 PURPLE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
PURPLE: TColor = (Red:$80; Green:$00; BBlue:$80; Alpha:$FF);
```

**Description**

This is constant PURPLE.

## 1.6.420 RADTODEG

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant RADTODEG.

## 1.6.421 REBECCAPURPLE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
REBECCAPURPLE: TColor = (Red:$66; Green:$33; BLue:$99; Alpha:$FF);
```

**Description**

This is constant REBECCAPURPLE.

## 1.6.422 RED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant RED.

## 1.6.423 RED2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
RED2: TColor = (Red:$7E; Green:$32; BLue:$3F; Alpha:255);
```

**Description**

This is constant RED2.

## 1.6.424 ROSYBROWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
ROSYBROWN: TColor = (Red:$BC; Green:$8F; BLue:$8F; Alpha:$FF);
```

**Description**

This is constant ROSYBROWN.

## 1.6.425 ROYALBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
ROYALBLUE: TColor = (Red:$41; Green:$69; BLue:$E1; Alpha:$FF);
```

**Description**

This is constant ROYALBLUE.

## 1.6.426 SADDLEBROWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
SADDLEBROWN: TColor = (Red:$8B; Green:$45; BLue:$13; Alpha:$FF);
```

**Description**

This is constant SADDLEBROWN.

## 1.6.427 SALMON

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
SALMON: TColor = (Red:$FA; Green:$80; BLue:$72; Alpha:$FF);
```

**Description**

This is constant SALMON.

## 1.6.428 SANDYBROWN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
SANDYBROWN: TColor = (Red:$F4; Green:$A4; BLue:$60; Alpha:$FF);
```

**Description**

This is constant SANDYBROWN.

## 1.6.429 SEAGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant SEAGREEN.

## 1.6.430 SEASHELL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
SEASHELL: TColor = (Red:$FF; Green:$F5; BBlue:$EE; Alpha:$FF);
```

**Description**

This is constant SEASHELL.

## 1.6.431 SIENNA

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant SIENNA.

## 1.6.432 SILVER

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
SILVER: TColor = (Red:$C0; Green:$C0; BBlue:$C0; Alpha:$FF);
```

**Description**

This is constant SILVER.

## 1.6.433 SKYBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant SKYBLUE.

## 1.6.434 SLATEBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant SLATEBLUE.

## 1.6.435 SLATEGRAY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant SLATEGRAY.

## 1.6.436 SLATEGREY

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant SLATEGREY.

## 1.6.437 SNOW

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
SNOW: TColor = (Red:$FF; Green:$FA; BBlue:$FA; Alpha:$FF);
```

**Description**

This is constant SNOW.



## 1.6.438 SPRINGGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
SPRINGGREEN: TColor = (Red:$00; Green:$FF; BLue:$7F; Alpha:$FF);
```

**Description**

This is constant SPRINGGREEN.

## 1.6.439 STEELBLUE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
STEELBLUE: TColor = (Red:$46; Green:$82; BLue:$B4; Alpha:$FF);
```

**Description**

This is constant STEELBLUE.

## 1.6.440 TAN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TAN: TColor = (Red:$D2; Green:$B4; BLue:$8C; Alpha:$FF);
```

**Description**

This is constant TAN.

## 1.6.441 TEAL

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TEAL: TColor = (Red:$00; Green:$80; BLue:$80; Alpha:$FF);
```

**Description**

This is constant TEAL.

## 1.6.442 THISTLE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant THISTLE.

## 1.6.443 TIMER\_FIXEDUPDATE\_SPEED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TIMER_FIXEDUPDATE_SPEED = 60.0;
```

**Description**

This is constant TIMER\_FIXEDUPDATE\_SPEED.

## 1.6.444 TIMER\_UPDATE\_SPEED

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
TIMER_UPDATE_SPEED = 60.0;
```

**Description**

This is constant TIMER\_UPDATE\_SPEED.

## 1.6.445 TOMATO

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant TOMATO.

## 1.6.446 TURQUOISE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant TURQUOISE.

## 1.6.447 VERSION\_MAJOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
VERSION_MAJOR = '0';
```

**Description**

This is constant VERSION\_MAJOR.

## 1.6.448 VERSION\_MINOR

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
VERSION_MINOR = '1';
```

**Description**

This is constant VERSION\_MINOR.

## 1.6.449 VERSION\_PATCH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
VERSION_PATCH = '0';
```

**Description**

This is constant VERSION\_PATCH.

## 1.6.450 VIDEO\_SAMPLEBUFFERSIZE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
VIDEO_SAMPLEBUFFERSIZE = 2304;
```

**Description**

This is constant VIDEO\_SAMPLEBUFFERSIZE.

## 1.6.451 VIOLET

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
VIOLET: TColor = (Red:$EE; Green:$82; BLue:$EE; Alpha:$FF);
```

**Description**

This is constant VIOLET.

## 1.6.452 WHEAT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
WHEAT: TColor = (Red:$F5; Green:$DE; BLue:$B3; Alpha:$FF);
```

**Description**

This is constant WHEAT.

## 1.6.453 WHITE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant WHITE.

## 1.6.454 WHITE2

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
WHITE2: TColor = (Red:$F5; Green:$F5; BLue:$F5; Alpha:$FF);
```

**Description**

This is constant WHITE2.

## 1.6.455 WHITESMOKE

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant WHITESMOKE.

## 1.6.456 WINDOW\_HEIGHT

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
WINDOW_HEIGHT = 1080 div 2;
```

**Description**

This is constant WINDOW\_HEIGHT.

## 1.6.457 WINDOW\_WIDTH

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

```
WINDOW_WIDTH = 1920 div 2;
```

**Description**

This is constant WINDOW\_WIDTH.

## 1.6.458 YELLOW

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant YELLOW.

## 1.6.459 YELLOWGREEN

**File:** DelphiGamekit.pas ( see page 360)

**Delphi**

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

**Description**

This is constant YELLOWGREEN.

# 1.7 Files

The following table lists files in this documentation.

**Units**

DelphiGamekit.pas ( see page 360)	This is file DelphiGamekit.pas.
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## 1.7.1 DelphiGamekit.pas

This is file DelphiGamekit.pas.

**Classes**

	EBufferException ( see page 15)	This is class EBufferException.
	TAIActor ( see page 15)	This is class TIAActor.
	TAIAEntityActor ( see page 17)	This is class TIAEntityActor.
	TAIState ( see page 19)	This is class TAIState.
	TAIStateMachine ( see page 22)	This is class TAIStateMachine.
	TAScreenshake ( see page 31)	This is class TAScreenshake.
	TActor ( see page 34)	This is class TActor.
	TActorList ( see page 41)	This is class TActorList.
	TActorScene ( see page 45)	This is class TActorScene.
	TArchive ( see page 49)	This is class TArchive.
	TArchiveFile ( see page 52)	This is class TArchiveFile.
	TAsyncThread ( see page 58)	This is class TAsyncThread.
	TBaseObject ( see page 67)	This is class TBaseObject.
	TBuffer ( see page 68)	This is class TBuffer.
	TCamera ( see page 71)	This is class TCamera.
	TCloudDb ( see page 75)	This is class TCloudDb.
	TConfigFile ( see page 90)	This is class TConfigFile.
	TEntity ( see page 98)	This is class TEntity.
	TEntityActor ( see page 115)	This is class TEntityActor.
	TFont ( see page 118)	This is class TFont.
	TGame ( see page 125)	This is class TGame.
	TGeometry ( see page 141)	This is class TGeometry.
	TPolyPoint ( see page 155)	This is class TPolyPoint.
	TPolygon ( see page 160)	This is class TPolygon.
	TSprite ( see page 180)	This is class TSprite.
	TTexture ( see page 187)	This is class TTexture.

**Constants**

ALICEBLUE ( see page 257)	This is constant ALICEBLUE.
ANTIQUEWHITE ( see page 258)	This is constant ANTIQUEWHITE.
AQUA ( see page 258)	This is constant AQUA.
AQUAMARINE ( see page 258)	This is constant AQUAMARINE.
ARCEXT ( see page 258)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC ( see page 259)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN ( see page 259)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT ( see page 259)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP ( see page 259)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX ( see page 259)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING ( see page 260)	This is constant AUDIO_CHANNEL_NOFADING.

AZURE ( see page 260)	This is constant AZURE.
BEIGE ( see page 260)	This is constant BEIGE.
BISQUE ( see page 260)	This is constant BISQUE.
BLACK ( see page 261)	This is constant BLACK.
BLANCHEDALMOND ( see page 261)	This is constant BLANCHEDALMOND.
BLANK ( see page 261)	This is constant BLANK.
BLUE ( see page 261)	This is constant BLUE.
BLUEVIOLET ( see page 261)	This is constant BLUEVIOLET.
BROWN ( see page 262)	This is constant BROWN.
BURLYWOOD ( see page 262)	This is constant BURLYWOOD.
BUTTON_LEFT ( see page 262)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE ( see page 262)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT ( see page 263)	This is constant BUTTON_RIGHT.
BUTTON_X1 ( see page 263)	This is constant BUTTON_X1.
BUTTON_X2 ( see page 263)	This is constant BUTTON_X2.
CADETBBLUE ( see page 263)	This is constant CADETBBLUE.
CHARTREUSE ( see page 263)	This is constant CHARTREUSE.
CHOCOLATE ( see page 264)	This is constant CHOCOLATE.
COLORKEY ( see page 264)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX ( see page 264)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY ( see page 264)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX ( see page 265)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY ( see page 265)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT ( see page 265)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT ( see page 265)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A ( see page 265)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B ( see page 266)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK ( see page 266)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN ( see page 266)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT ( see page 266)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT ( see page 267)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP ( see page 267)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE ( see page 267)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER ( see page 267)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK ( see page 267)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 ( see page 268)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE2.

CONTROLLER_BUTTON_PADDLE3 ( see page 268)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 ( see page 269)	This is constant CONTROLLER_BUTTON_PADDLE4.
CONTROLLER_BUTTON_RIGHTSHOULDER ( see page 269)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK ( see page 269)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START ( see page 269)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD ( see page 269)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X ( see page 270)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y ( see page 270)	This is constant CONTROLLER_BUTTON_Y.
CORAL ( see page 270)	This is constant CORAL.
CORNFLOWERBLUE ( see page 270)	This is constant CORNFLOWERBLUE.
CORNSILK ( see page 271)	This is constant CORNSILK.
CR ( see page 271)	This is constant CR.
CRIMSON ( see page 271)	This is constant CRIMSON.
CRLF ( see page 271)	This is constant CRLF.
CYAN ( see page 271)	This is constant CYAN.
DARKBLUE ( see page 272)	This is constant DARKBLUE.
DARKCYAN ( see page 272)	This is constant DARKCYAN.
DARKGOLDENROD ( see page 272)	This is constant DARKGOLDENROD.
DARKGRAY ( see page 272)	This is constant DARKGRAY.
DARKGREEN ( see page 273)	This is constant DARKGREEN.
DARKGREY ( see page 273)	This is constant DARKGREY.
DARKKHAKI ( see page 273)	This is constant DARKKHAKI.
DARKMAGENTA ( see page 273)	This is constant DARKMAGENTA.
DARKLIVEGREEN ( see page 273)	This is constant DARKLIVEGREEN.
DARKORANGE ( see page 274)	This is constant DARKORANGE.
DARKORCHID ( see page 274)	This is constant DARKORCHID.
DARKRED ( see page 274)	This is constant DARKRED.
DARKSALMON ( see page 274)	This is constant DARKSALMON.
DARKSEAGREEN ( see page 275)	This is constant DARKSEAGREEN.
DARKSLATEBLUE ( see page 275)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN ( see page 275)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY ( see page 275)	This is constant DARKSLATEGRAY.
DARKTURQUOISE ( see page 275)	This is constant DARKTURQUOISE.
DARKVIOLET ( see page 276)	This is constant DARKVIOLET.
DEEPPINK ( see page 276)	This is constant DEEPPINK.
DEEPSKYBLUE ( see page 276)	This is constant DEEPSKYBLUE.
DEGTORAD ( see page 276)	This is constant DEGTORAD.
DIMGRAY ( see page 277)	This is constant DIMGRAY.
DIMWHITE ( see page 277)	This is constant DIMWHITE.
DODGERBLUE ( see page 277)	This is constant DODGERBLUE.
EPSILON ( see page 277)	This is constant EPSILON.
FIREBRICK ( see page 277)	This is constant FIREBRICK.
FLORALWHITE ( see page 278)	This is constant FLORALWHITE.
FORESTGREEN ( see page 278)	This is constant FORESTGREEN.



FUCHSIA ( see page 278)	This is constant FUCHSIA.
GAINSBORO ( see page 278)	This is constant GAINSBORO.
GHOSTWHITE ( see page 279)	This is constant GHOSTWHITE.
GOLD ( see page 279)	This is constant GOLD.
GOLDENROD ( see page 279)	This is constant GOLDENROD.
GRAY ( see page 279)	This is constant GRAY.
GREEN ( see page 279)	This is constant GREEN.
GREENYELLOW ( see page 280)	This is constant GREENYELLOW.
GREY ( see page 280)	This is constant GREY.
HONEYDEW ( see page 280)	This is constant HONEYDEW.
HOTPINK ( see page 280)	This is constant HOTPINK.
INDIANRED ( see page 281)	This is constant INDIANRED.
INDIGO ( see page 281)	This is constant INDIGO.
INIEXT ( see page 281)	This is constant INIEXT.
IVORY ( see page 281)	This is constant IVORY.
KEY_0 ( see page 281)	This is constant KEY_0.
KEY_1 ( see page 282)	This is constant KEY_1.
KEY_2 ( see page 282)	This is constant KEY_2.
KEY_3 ( see page 282)	This is constant KEY_3.
KEY_4 ( see page 282)	This is constant KEY_4.
KEY_5 ( see page 283)	This is constant KEY_5.
KEY_6 ( see page 283)	This is constant KEY_6.
KEY_7 ( see page 283)	This is constant KEY_7.
KEY_8 ( see page 283)	This is constant KEY_8.
KEY_9 ( see page 283)	This is constant KEY_9.
KEY_A ( see page 284)	This is constant KEY_A.
KEY_AC_BACK ( see page 284)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS ( see page 284)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD ( see page 284)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME ( see page 285)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH ( see page 285)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH ( see page 285)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP ( see page 285)	This is constant KEY_AC_STOP.
KEY_AGAIN ( see page 285)	This is constant KEY_AGAIN.
KEY_ALTERASE ( see page 286)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE ( see page 286)	This is constant KEY_APOSTROPHE.
KEY_APP1 ( see page 286)	This is constant KEY_APP1.
KEY_APP2 ( see page 286)	This is constant KEY_APP2.
KEY_APPLICATION ( see page 287)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD ( see page 287)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE ( see page 287)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT ( see page 287)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY ( see page 287)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV ( see page 288)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND ( see page 288)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP ( see page 288)	This is constant KEY_AUDIOSTOP.
KEY_B ( see page 288)	This is constant KEY_B.
KEY_BACKSLASH ( see page 289)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE ( see page 289)	This is constant KEY_BACKSPACE.

KEY_BRIGHTNESSDOWN ( see page 289)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP ( see page 289)	This is constant KEY_BRIGHTNESSUP.
KEY_C ( see page 289)	This is constant KEY_C.
KEY_CALCULATOR ( see page 290)	This is constant KEY_CALCULATOR.
KEY_CALL ( see page 290)	This is constant KEY_CALL.
KEY_CANCEL ( see page 290)	This is constant KEY_CANCEL.
KEY_CAPSLOCK ( see page 290)	This is constant KEY_CAPSLOCK.
KEY_CLEAR ( see page 291)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN ( see page 291)	This is constant KEY_CLEARAGAIN.
KEY_COMMA ( see page 291)	This is constant KEY_COMMA.
KEY_COMPUTER ( see page 291)	This is constant KEY_COMPUTER.
KEY_COPY ( see page 291)	This is constant KEY_COPY.
KEY_CRSEL ( see page 292)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT ( see page 292)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT ( see page 292)	This is constant KEY_CURRENCYUNIT.
KEY_CUT ( see page 292)	This is constant KEY_CUT.
KEY_D ( see page 293)	This is constant KEY_D.
KEY_DECIMALSEPARATOR ( see page 293)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE ( see page 293)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH ( see page 293)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN ( see page 293)	This is constant KEY_DOWN.
KEY_E ( see page 294)	This is constant KEY_E.
KEY_EJECT ( see page 294)	This is constant KEY_EJECT.
KEY_END ( see page 294)	This is constant KEY_END.
KEY_ENDCALL ( see page 294)	This is constant KEY_ENDCALL.
KEY_EQUALS ( see page 295)	This is constant KEY_EQUALS.
KEY_ESCAPE ( see page 295)	This is constant KEY_ESCAPE.
KEY_EXECUTE ( see page 295)	This is constant KEY_EXECUTE.
KEY_F ( see page 295)	This is constant KEY_F.
KEY_F1 ( see page 295)	This is constant KEY_F1.
KEY_F10 ( see page 296)	This is constant KEY_F10.
KEY_F11 ( see page 296)	This is constant KEY_F11.
KEY_F12 ( see page 296)	This is constant KEY_F12.
KEY_F13 ( see page 296)	This is constant KEY_F13.
KEY_F14 ( see page 297)	This is constant KEY_F14.
KEY_F15 ( see page 297)	This is constant KEY_F15.
KEY_F16 ( see page 297)	This is constant KEY_F16.
KEY_F17 ( see page 297)	This is constant KEY_F17.
KEY_F18 ( see page 297)	This is constant KEY_F18.
KEY_F19 ( see page 298)	This is constant KEY_F19.
KEY_F2 ( see page 298)	This is constant KEY_F2.
KEY_F20 ( see page 298)	This is constant KEY_F20.
KEY_F21 ( see page 298)	This is constant KEY_F21.
KEY_F22 ( see page 299)	This is constant KEY_F22.
KEY_F23 ( see page 299)	This is constant KEY_F23.
KEY_F24 ( see page 299)	This is constant KEY_F24.
KEY_F3 ( see page 299)	This is constant KEY_F3.
KEY_F4 ( see page 299)	This is constant KEY_F4.
KEY_F5 ( see page 300)	This is constant KEY_F5.

KEY_F6 ( see page 300)	This is constant KEY_F6.
KEY_F7 ( see page 300)	This is constant KEY_F7.
KEY_F8 ( see page 300)	This is constant KEY_F8.
KEY_F9 ( see page 301)	This is constant KEY_F9.
KEY_FIND ( see page 301)	This is constant KEY_FIND.
KEY_G ( see page 301)	This is constant KEY_G.
KEY_GRAVE ( see page 301)	This is constant KEY_GRAVE.
KEY_H ( see page 301)	This is constant KEY_H.
KEY_HELP ( see page 302)	This is constant KEY_HELP.
KEY_HOME ( see page 302)	This is constant KEY_HOME.
KEY_I ( see page 302)	This is constant KEY_I.
KEY_INSERT ( see page 302)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 ( see page 303)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 ( see page 303)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 ( see page 303)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 ( see page 303)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 ( see page 303)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 ( see page 304)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 ( see page 304)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 ( see page 304)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 ( see page 304)	This is constant KEY_INTERNATIONAL9.
KEY_J ( see page 305)	This is constant KEY_J.
KEY_K ( see page 305)	This is constant KEY_K.
KEY_KBDILLUMDOWN ( see page 305)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE ( see page 305)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP ( see page 305)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 ( see page 306)	This is constant KEY_KP_0.
KEY_KP_00 ( see page 306)	This is constant KEY_KP_00.
KEY_KP_000 ( see page 306)	This is constant KEY_KP_000.
KEY_KP_1 ( see page 306)	This is constant KEY_KP_1.
KEY_KP_2 ( see page 307)	This is constant KEY_KP_2.
KEY_KP_3 ( see page 307)	This is constant KEY_KP_3.
KEY_KP_4 ( see page 307)	This is constant KEY_KP_4.
KEY_KP_5 ( see page 307)	This is constant KEY_KP_5.
KEY_KP_6 ( see page 307)	This is constant KEY_KP_6.
KEY_KP_7 ( see page 308)	This is constant KEY_KP_7.
KEY_KP_8 ( see page 308)	This is constant KEY_KP_8.
KEY_KP_9 ( see page 308)	This is constant KEY_KP_9.
KEY_KP_A ( see page 308)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND ( see page 309)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT ( see page 309)	This is constant KEY_KP_AT.
KEY_KP_B ( see page 309)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE ( see page 309)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY ( see page 309)	This is constant KEY_KP_BINARY.
KEY_KP_C ( see page 310)	This is constant KEY_KP_C.
KEY_KP_CLEAR ( see page 310)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY ( see page 310)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON ( see page 310)	This is constant KEY_KP_COLON.
KEY_KP_COMMA ( see page 311)	This is constant KEY_KP_COMMA.

KEY_KP_D ( see page 311)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND ( see page 311)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR ( see page 311)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL ( see page 311)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE ( see page 312)	This is constant KEY_KP_DIVIDE.
KEY_KP_E ( see page 312)	This is constant KEY_KP_E.
KEY_KP_ENTER ( see page 312)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS ( see page 312)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 ( see page 313)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM ( see page 313)	This is constant KEY_KP_EXCLAM.
KEY_KP_F ( see page 313)	This is constant KEY_KP_F.
KEY_KP_GREATER ( see page 313)	This is constant KEY_KP_GREATER.
KEY_KP_HASH ( see page 313)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECIMAL ( see page 314)	This is constant KEY_KP_HEXADECIMAL.
KEY_KP_LEFTBRACE ( see page 314)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN ( see page 314)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS ( see page 314)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD ( see page 315)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR ( see page 315)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE ( see page 315)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY ( see page 315)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL ( see page 315)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE ( see page 316)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT ( see page 316)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS ( see page 316)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY ( see page 316)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL ( see page 317)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT ( see page 317)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD ( see page 317)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS ( see page 317)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS ( see page 317)	This is constant KEY_KP_PLUSMINUS.
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












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















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