

DelphiGamekit

Make 2D Game in Delphi

Table of Contents

DelphiGamekit	1
Classes	13
EBufferException Class	14
TArchive Class	14
Methods	15
TArchive.Build Method	15
TArchive.Close Method	15
TArchive.Create Constructor	15
TArchive.Destroy Destructor	15
TArchive.FileExist Method	16
TArchive.IsOpen Method	16
TArchive.Open Method	16
TArchive.OpenFile Method	16
TArchive.OpenFileBuffer Method	16
TArchive.OpenFileRWops Method	17
TArchive.OpenRes Method	17
TArchiveFile Class	17
Methods	17
TArchiveFile.Close Method	18
TArchiveFile.Create Constructor	18
TArchiveFile.Destroy Destructor	18
TArchiveFile.GetPos Method	18
TArchiveFile.GetRWops Method	19
TArchiveFile.GetRWopsRes Method	19
TArchiveFile.IsOpen Method	19
TArchiveFile.Open Method	19
TArchiveFile.OpenRes Method	19
TArchiveFile.ReadData Method	20
TArchiveFile.SaveToBuffer Method	20
TArchiveFile.SaveToFile Method	20
TArchiveFile.SetPos Method	20
TArchiveFile.Size Method	20
TAudio Record	21
Methods	21
TAudio.AllocateSoundChannels Method	22
TAudio.ExpireSound Method	22
TAudio.FadeInSound Method	22
TAudio.FadeOutSound Method	22

TAudio.FadingSound Method	22
TAudio.GetMusicVolume Method	23
TAudio.GetSoundVolume Method	23
TAudio.IsSoundPaused Method	23
TAudio.IsSoundPlaying Method	23
TAudio.LoadMusic Method	24
TAudio.LoadPlayMusic Method	24
TAudio.LoadSound Method	24
TAudio.PauseSound Method	24
TAudio.PlayMusic Method	24
TAudio.PlaySound Method	25
TAudio.ReserveSoundChannels Method	25
TAudio.ResumeSound Method	25
TAudio.SetMusicVolume Method	25
TAudio.SetSoundPosition Method	26
TAudio.SetSoundVolume Method	26
TAudio.StopSound Method	26
TAudio.UnloadMusic Method	26
TAudio.UnloadSound Method	26
Operators	27
TAudio.Finalize Operator	27
TAudio.Initialize Operator	27
TBaseObject Class	27
Methods	28
TBaseObject.Create Constructor	28
TBaseObject.Destroy Destructor	28
TBuffer Class	28
Fields	28
TBuffer.FHandle Field	29
TBuffer.FName Field	29
Methods	29
TBuffer.Clear Method	29
TBuffer.Create Constructor	29
TBuffer.Destroy Destructor	30
TBuffer.LoadFromFile Method	30
TBuffer.SaveToFile Method	30
TBuffer.Write Method (, Longint)	30
TBuffer.Write Method (TBytes, Longint, Longint)	30
Properties	31
TBuffer.Name Property	31
TCmdLine Record	31
Methods	31

TCmdLine.AddParam Method	32
TCmdLine.AddParams Method	32
TCmdLine.Clear Method	32
TCmdLine.Count Method ()	32
TCmdLine.Count Method (string)	32
TCmdLine.Param Method (Integer)	33
TCmdLine.Param Method (string, Integer)	33
TCmdLine.ParamExist Method	33
TCmdLine.ParamIndex Method	33
TCmdLine.ParamValue Method	33
TCmdLine.Reset Method	34
TCmdLine.Str Method	34
Operators	34
TCmdLine.Finalize Operator	34
TCmdLine.Initialize Operator	34
TColor Record	35
Fields	35
TColor.Alpha Field	35
TColor.Blue Field	35
TColor.Green Field	35
TColor.Red Field	36
Methods	36
TColor.Clear Method	36
TColor.Equal Method	36
TColor.Fade Method	36
TColor.Make Method	37
TColor.Makef Method	37
Operators	37
TColor.Implicit Operator (SDL_Color)	37
TColor.Implicit Operator (TColor)	37
TConfigFile Class	38
Methods	38
TConfigFile.Close Method	39
TConfigFile.Create Constructor	39
TConfigFile.Destroy Destructor	39
TConfigFile.GetSectionValue Method (Integer, Boolean)	39
TConfigFile.GetSectionValue Method (Integer, Integer)	39
TConfigFile.GetSectionValue Method (Integer, string)	40
TConfigFile.GetSectionValues Method	40
TConfigFile.GetValue Method (string, string, Boolean)	40
TConfigFile.GetValue Method (string, string, Integer)	40
TConfigFile.GetValue Method (string, string, Pointer, Cardinal)	40

TConfigFile.GetValue Method (string, string, string)	41
TConfigFile.Open Method	41
TConfigFile.Opened Method	41
TConfigFile.RemoveKey Method	41
TConfigFile.RemoveSection Method	42
TConfigFile.SetValue Method (string, string, Boolean)	42
TConfigFile.SetValue Method (string, string, Integer)	42
TConfigFile.SetValue Method (string, string, Pointer, Cardinal)	42
TConfigFile.SetValue Method (string, string, string)	42
TConfigFile.Update Method	43
TController Record	43
Methods	43
TController.ButtonDown Method	43
TController.ButtonPressed Method	44
TController.ButtonReleased Method	44
TController.Clear Method	44
TController.Close Method	44
TController.GetAxis Method	44
TController.Open Method	45
TController.Shutdown Method	45
TController.Startup Method	45
TController.Update Method	45
TFont Class	46
Records	46
TFont.TGlyph Record	46
Constants	46
TFont.cDefaultGlyphs Constant	46
Fields	47
TFont.FAtlas Field	47
TFont.FAtlasSize Field	47
TFont.FBaseLine Field	47
TFont.FGeometry Field	47
TFont.FGlyph Field	48
TFont.FUseVertexBuffer Field	48
TFont.FVertexBufferSize Field	48
Methods	48
TFont.Create Constructor	49
TFont.Destroy Destructor	49
TFont.DrawText Method (Single, Single, Single, TColor, THAlign, string, array of const)	49
TFont.DrawText Method (Single, Single, TColor, THAlign, string, array of const)	49
TFont.GetUseVertexBuffer Method	49
TFont.GetVertexBufferSize Method	50

TFont.Load Method (PSDL_RWops, Cardinal, string)	50
TFont.Load Method (TArchive, string, Cardinal, string)	50
TFont.LoadDefault Method	50
TFont.RenderVertices Method	51
TFont.SetUseVertexBuffer Method	51
TFont.SetVertexBufferSize Method	51
TFont.TextHeight Method	51
TFont.TextLength Method	51
TFont.Unload Method	52
Properties	52
TFont.Atlas Property	52
TFont.AtlasSize Property	52
Nested Types	52
TFont.PGlyph Nested Type	52
TGame Class	53
Records	53
TGame.TSettings Record	53
Fields	54
TGame.FArchive Field	54
TGame.FAudio Field	54
TGame.FCmdLine Field	54
TGame.FConfigFile Field	55
TGame.FDefaultFont Field	55
TGame.FHud Field	55
TGame.FInput Field	55
TGame.FLog Field	55
TGame.FPrefs Field	55
TGame.FReady Field	56
TGame.FSettings Field	56
TGame.FSpeech Field	56
TGame.FTerminate Field	56
TGame.FTimer Field	56
TGame.FVideo Field	57
TGame.FWindow Field	57
Methods	57
TGame.Create Constructor	58
TGame.Destroy Destructor	58
TGame.OnApplySettings Method	58
TGame.OnBuildArchiveProgress Method	58
TGame.OnClearWindow Method	58
TGame.OnFixedUpdate Method	59
TGame.OnLoadConfig Method	59

TGame.OnReady Method	59
TGame.OnRender Method	59
TGame.OnRenderHud Method	59
TGame.OnSaveConfig Method	60
TGame.OnSetSettings Method	60
TGame.OnShowWindow Method	60
TGame.OnShutdown Method	60
TGame.OnSpeechWord Method	60
TGame.OnStartup Method	60
TGame.OnUnapplySettings Method	61
TGame.OnUpdate Method	61
TGame.OnVideoStatus Method	61
TGame.Process Method	61
TGame.Run Method	61
TGame.SDKVersion Method	62
TGame.Settings Method	62
TGame.Shutdown Method	62
TGame.Startup Method	62
Properties	62
TGame.Archive Property	63
TGame.Audio Property	63
TGame.CmdLine Property	63
TGame.ConfigFile Property	63
TGame.DefaultFont Property	64
TGame.Hud Property	64
TGame.Input Property	64
TGame.Log Property	64
TGame.Prefs Property	64
TGame.Speech Property	64
TGame.Terminate Property	65
TGame.Timer Property	65
TGame.Video Property	65
TGame.Window Property	65
Nested Types	65
TGame.PSettings Nested Type	66
TGeometry Class	66
Methods	66
TGeometry.AddVertex Method	66
TGeometry.Alloc Method	67
TGeometry.Create Constructor	67
TGeometry.Destroy Destructor	67
TGeometry.Render Method	67

TGeometry.Reset Method	67
THud Record	68
Methods	68
THud.ResetPos Method	68
THud.SetLineSpace Method	68
THud.SetPos Method	68
THud.SetTextItemPadWidth Method	69
THud.Text Method	69
THud.TextItem Method	69
Operators	69
THud.Finalize Operator	70
THud.Initialize Operator	70
TInput Record	70
Methods	70
TInput.Clear Method	71
TInput.Close Method	71
TInput.ControllerDown Method	71
TInput.ControllerPosition Method	71
TInput.ControllerPressed Method	71
TInput.ControllerReleased Method	72
TInput.GetMouseInfo Method	72
TInput.KeyDown Method	72
TInput.KeyPressed Method	72
TInput.KeyReleased Method	72
TInput.MouseDown Method	73
TInput.MousePressed Method	73
TInput.MouseReleased Method	73
TInput.Open Method	73
TInput.SetMousePos Method	73
TInput.Update Method	74
Operators	74
TInput.Finalize Operator	74
TInput.Initialize Operator	74
TLog Record	75
Methods	75
TLog.Add Method	75
TLog.Close Method	75
TLog.Fatal Method	76
TLog.GetConsoleOutput Method	76
TLog.GetFilename Method	76
TLog.Open Method	76
TLog.Opened Method	76

TLog.Reset Method	76
TLog.SetConsoleOutput Method	77
TLog.View Method	77
Operators	77
TLog.Finalize Operator	77
TLog.Initialize Operator	77
TPoint Record	78
Fields	78
TPoint.X Field	78
TPoint.Y Field	78
TPoint.Z Field	78
Methods	79
TPoint.Create Constructor	79
Operators	79
TPoint.Implicit Operator (SDL_FPoint)	79
TPoint.Implicit Operator (SDL_Point)	79
TPoint.Implicit Operator (TPoint)	80
TPoint.Initialize Operator	80
TPrefs Record	80
Methods	80
TPrefs.GetAppName Method	81
TPrefs.GetOrgName Method	81
TPrefs.GetPath Method	81
TPrefs.GotoPath Method	81
TPrefs.SetAppName Method	81
TPrefs.SetOrgName Method	81
Operators	82
TPrefs.Finalize Operator	82
TPrefs.Initialize Operator	82
TRect Record	82
Fields	83
TRect.Height Field	83
TRect.Width Field	83
TRect.X Field	83
TRect.Y Field	83
Methods	83
TRect.Assign Method	84
TRect.Create Constructor	84
TRect.Intersect Method	84
Operators	84
TRect.Implicit Operator (SDL_FRect)	85
TRect.Implicit Operator (SDL_Rect)	85

TRect.Implicit Operator (TRect)	85
TRect.Initialize Operator	85
TSpeech Record	85
Methods	86
TSpeech.Active Method	86
TSpeech.ChangeVoice Method	86
TSpeech.Clear Method	86
TSpeech.GetRate Method	87
TSpeech.GetVoice Method	87
TSpeech.GetVoiceAttribute Method	87
TSpeech.GetVoiceCount Method	87
TSpeech.GetVolume Method	87
TSpeech.Pause Method	88
TSpeech.Reset Method	88
TSpeech.Resume Method	88
TSpeech.Say Method	88
TSpeech.SetRate Method	88
TSpeech.SetVolume Method	89
TSpeech.SubstituteWord Method	89
Operators	89
TSpeech.Finalize Operator	89
TSpeech.Initialize Operator	89
TTexture Class	90
Fields	90
TTexture.FHandle Field	90
TTexture.FHeight Field	90
TTexture.FLockRect Field	90
TTexture.FPitch Field	91
TTexture.FPixelFormat Field	91
TTexture.FPixels Field	91
TTexture.FWidth Field	91
Methods	91
TTexture.Alloc Method	92
TTexture.Create Constructor	92
TTexture.Destroy Destructor	92
TTexture.GetColor Method	92
TTexture.GetPixel Method	93
TTexture.GetSize Method	93
TTexture.Load Method	93
TTexture.LoadTexture Method	93
TTexture.Lock Method	94
TTexture.Render Method	94

TTexture.RenderTiled Method	94
TTexture.Save Method	94
TTexture.SetColor Method	95
TTexture.SetPixel Method	95
TTexture.Unload Method	95
TTexture.Unlock Method	95
Properties	95
TTexture.Handle Property	96
TTexture.Height Property	96
TTexture.Width Property	96
TTimer Record	96
Methods	96
TTimer.Elapsed Method	97
TTimer.FrameElapsed Method	97
TTimer.FrameRate Method	97
TTimer.FrameSpeed Method	97
TTimer.Reset Method	97
TTimer.Update Method	98
Operators	98
TTimer.Finalize Operator	98
TTimer.Initialize Operator	98
TVector Record	98
Fields	99
TVector.W Field	99
TVector.X Field	99
TVector.Y Field	99
TVector.Z Field	99
Methods	100
TVector.Add Method	100
TVector.Angle Method	100
TVector.Assign Method (Single, Single)	101
TVector.Assign Method (Single, Single, Single)	101
TVector.Assign Method (Single, Single, Single, Single)	101
TVector.Assign Method (TVector)	101
TVector.Clear Method	101
TVector.Create Constructor	102
TVector.Distance Method	102
TVector.Divide Method	102
TVector.DivideBy Method	102
TVector.DotProduct Method	103
TVector.Magnitude Method	103
TVector.MagnitudeSquared Method	103

TVector.MagnitudeTruncate Method	103
TVector.Multiply Method	103
TVector.Negate Method	104
TVector.Normalize Method	104
TVector.Project Method	104
TVector.Scale Method	104
TVector.Subtract Method	104
TVector.Thrust Method	105
Operators	105
TVector.Initialize Operator	105
TVideo Record	105
Methods	105
TVideo.Draw Method	106
TVideo.GetFrameRate Method	106
TVideo.GetHeight Method	106
TVideo.GetStatus Method	106
TVideo.GetVolume Method	107
TVideo.GetWidth Method	107
TVideo.Load Method	107
TVideo.LoadPlay Method	107
TVideo.Pause Method	107
TVideo.Play Method	108
TVideo.Rewind Method	108
TVideo.SetVolume Method	108
TVideo.Stop Method	108
TVideo.Unload Method	108
TVideo.Update Method	109
Operators	109
TVideo.Finalize Operator	109
TVideo.Initialize Operator	109
TWindow Record	109
Methods	110
TWindow.Clear Method	110
TWindow.Close Method	110
TWindow.DrawFilledRect Method	111
TWindow.DrawLine Method	111
TWindow.DrawPoint Method	111
TWindow.DrawRect Method	111
TWindow.GetDDPI Method	112
TWindow.GetHDPI Method	112
TWindow.GetRendererHandle Method	112
TWindow.GetRendererInfo Method	112

TWindow.GetRendererScale Method	112
TWindow.GetRendererSize Method	113
TWindow.GetTitle Method	113
TWindow.GetVDPI Method	113
TWindow.GetViewport Method	113
TWindow.GetWindowHandle Method	113
TWindow.GetWindowSize Method	113
TWindow.IsOpen Method	114
TWindow.Open Method	114
TWindow.Save Method	114
TWindow.SetTitle Method	114
TWindow.Show Method	115
TWindow.ShowRenderTarget Method	115
Operators	115
TWindow.Finalize Operator	115
TWindow.Initialize Operator	115
Functions	116
AddSelfToUserPath Function	117
AngleCos Function	118
AngleDiff Function	118
AngleRotatePos Function	118
AngleSin Function	118
CaptureConsoleOutput Function	119
CircleInRectangle Function	119
CirclesOverlap Function	119
ClipVaLue Function	120
ClipVaLuef Function	120
CreateDirsInPath Function	120
EasePosition Function	120
EaseValue Function	121
ExpandRelDirectory Function	121
ExpandRelFilename Function	121
ExtractRelativeDirectory Function	122
ExtractRelativeFilename Function	122
FreeNilObject Function	122
GetDirName Function	122
GetEnvVarValue Function	123
GetExeBasePath Function	123
GetExePath Function	123
GetFileRWops Function	123
GetMemRWops Function	124
GetRandomSeed Function	124

GetSemVerStr Function	124
GetUUID Function	124
GetVersionInfo Function	125
GetVersionInfo Function	125
HasConsoleOutput Function	125
IsCurrentDir Function	125
IsSingleInstance Function	126
IsValidFilename Function	126
Lerp Function	126
LineIntersection Function	126
Pause Function	127
PointInCircle Function	127
PointInRectangle Function	127
PointInTriangle Function	128
Print Function	128
Print Function	128
PrintLn Function	128
PrintLn Function	129
PrintLn Function	129
ProcessMessages Function	129
RadiusOverlap Function	129
RandomBool Function	130
RandomRange Function	130
RandomRangeF Function	130
ReadStringFromStream Function	130
RectangleIntersection Function	131
RectanglesOverlap Function	131
RemoveDuplicates Function	131
RemoveDuplicates2 Function	131
RemoveQuotes Function	132
RemoveSelfFromUserPath Function	132
ResourceExists Function	132
RunGame Function	132
SameSign Function	133
SameSignf Function	133
SameVaLue Function	133
SameVaLuef Function	133
SetEnvVarValue Function	134
SetGlobalEnvironment Function	134
SetRandomSeed Function	134
ShellOpen Function	134
SmoothMove Function	135

UnitToScalarValue Function	135
WaitForAnyKey Function	135
WasRunFromConsole Function	135
WriteStringToStream Function	136
Structs, Records, Enums	136
TAudioFading Enumeration	136
TBlendMode Enumeration	137
TEaseType Enumeration	137
TFlipMode Enumeration	137
THAlign Enumeration	138
TLineIntersection Enumeration	138
TSpeechVoiceAttribute Enumeration	138
TTextureAccess Enumeration	139
TVAlign Enumeration	139
TVideoStatus Enumeration	139
Types	139
PColor Type	140
PPoint Type	140
PRect Type	140
PVector Type	140
PVideo Type	141
TCaptureConsoleOutputEvent Type	141
TGameClass Type	141
TMusic Type	141
TSound Type	142
Variables	142
Game Variable	142
Marshaller Variable	142
Constants	142
ALICEBLUE Constant	152
ANTIQUWHITE Constant	153
AQUA Constant	153
AQUAMARINE Constant	153
ARCEXT Constant	153
AUDIO_CHANNEL_DYNAMIC Constant	153
AUDIO_CHANNEL_FADINGIN Constant	154
AUDIO_CHANNEL_FADINGOUT Constant	154
AUDIO_CHANNEL_LOOP Constant	154
AUDIO_CHANNEL_MAX Constant	154
AUDIO_CHANNEL_NOFADING Constant	155
AZURE Constant	155

BEIGE Constant	155
BISQUE Constant	155
BLACK Constant	155
BLANCHEDALMOND Constant	156
BLANK Constant	156
BLUE Constant	156
BLUEVIOLET Constant	156
BROWN Constant	157
BURLYWOOD Constant	157
BUTTON_LEFT Constant	157
BUTTON_MIDDLE Constant	157
BUTTON_RIGHT Constant	157
BUTTON_X1 Constant	158
BUTTON_X2 Constant	158
CADETBBLUE Constant	158
CHARTREUSE Constant	158
CHOCOLATE Constant	159
COLORKEY Constant	159
CONTROLLER_AXIS_LEFTX Constant	159
CONTROLLER_AXIS_LEFTY Constant	159
CONTROLLER_AXIS_RIGHTX Constant	159
CONTROLLER_AXIS_RIGHTY Constant	160
CONTROLLER_AXIS_TRIGGERLEFT Constant	160
CONTROLLER_AXIS_TRIGGERRIGHT Constant	160
CONTROLLER_BUTTON_A Constant	160
CONTROLLER_BUTTON_B Constant	161
CONTROLLER_BUTTON_BACK Constant	161
CONTROLLER_BUTTON_DPAD_DOWN Constant	161
CONTROLLER_BUTTON_DPAD_LEFT Constant	161
CONTROLLER_BUTTON_DPAD_RIGHT Constant	161
CONTROLLER_BUTTON_DPAD_UP Constant	162
CONTROLLER_BUTTON_GUIDE Constant	162
CONTROLLER_BUTTON_LEFTSHOULDER Constant	162
CONTROLLER_BUTTON_LEFTSTICK Constant	162
CONTROLLER_BUTTON_MISC1 Constant	163
CONTROLLER_BUTTON_PADDLE1 Constant	163
CONTROLLER_BUTTON_PADDLE2 Constant	163
CONTROLLER_BUTTON_PADDLE3 Constant	163
CONTROLLER_BUTTON_PADDLE4 Constant	163
CONTROLLER_BUTTON_RIGHTSHOULDER Constant	164
CONTROLLER_BUTTON_RIGHTSTICK Constant	164
CONTROLLER_BUTTON_START Constant	164

CONTROLLER_BUTTON_TOUCHPAD Constant	164
CONTROLLER_BUTTON_X Constant	165
CONTROLLER_BUTTON_Y Constant	165
CORAL Constant	165
CORNFLOWERBLUE Constant	165
CORNSILK Constant	165
CR Constant	166
CRIMSON Constant	166
CRLF Constant	166
CYAN Constant	166
DARKBLUE Constant	167
DARKCYAN Constant	167
DARKGOLDENROD Constant	167
DARKGRAY Constant	167
DARKGREEN Constant	167
DARKGREY Constant	168
DARKKHAKI Constant	168
DARKMAGENTA Constant	168
DARKOLIVEGREEN Constant	168
DARKORANGE Constant	169
DARKORCHID Constant	169
DARKRED Constant	169
DARKSALMON Constant	169
DARKSEAGREEN Constant	169
DARKSLATEBLUE Constant	170
DARKSLATEBROWN Constant	170
DARKSLATEGRAY Constant	170
DARKTURQUOISE Constant	170
DARKVIOLET Constant	171
DEEPPINK Constant	171
DEEPSKYBLUE Constant	171
DEGTORAD Constant	171
DIMGRAY Constant	171
DIMWHITE Constant	172
DODGERBLUE Constant	172
EPSILON Constant	172
FIREBRICK Constant	172
FLORALWHITE Constant	173
FORESTGREEN Constant	173
FUCHSIA Constant	173
GAINSBORO Constant	173
GHOSTWHITE Constant	173

GOLD Constant	174
GOLDENROD Constant	174
GRAY Constant	174
GREEN Constant	174
GREENYELLOW Constant	175
GREY Constant	175
HONEYDEW Constant	175
HOTPINK Constant	175
INDIANRED Constant	175
INDIGO Constant	176
INIEXT Constant	176
IVORY Constant	176
KEY_0 Constant	176
KEY_1 Constant	177
KEY_2 Constant	177
KEY_3 Constant	177
KEY_4 Constant	177
KEY_5 Constant	177
KEY_6 Constant	178
KEY_7 Constant	178
KEY_8 Constant	178
KEY_9 Constant	178
KEY_A Constant	179
KEY_AC_BACK Constant	179
KEY_AC_BOOKMARKS Constant	179
KEY_AC_FORWARD Constant	179
KEY_AC_HOME Constant	179
KEY_AC_REFRESH Constant	180
KEY_AC_SEARCH Constant	180
KEY_AC_STOP Constant	180
KEY_AGAIN Constant	180
KEY_ALTERASE Constant	181
KEY_APOSTROPHE Constant	181
KEY_APP1 Constant	181
KEY_APP2 Constant	181
KEY_APPLICATION Constant	181
KEY_AUDIOFASTFORWARD Constant	182
KEY_AUDIOMUTE Constant	182
KEY_AUDIONEXT Constant	182
KEY_AUDIOPLAY Constant	182
KEY_AUDIOPREV Constant	183
KEY_AUDIOREWIND Constant	183

KEY_AUDIOSTOP Constant	183
KEY_B Constant	183
KEY_BACKSLASH Constant	183
KEY_BACKSPACE Constant	184
KEY_BRIGHTNESSDOWN Constant	184
KEY_BRIGHTNESSUP Constant	184
KEY_C Constant	184
KEY_CALCULATOR Constant	185
KEY_CALL Constant	185
KEY_CANCEL Constant	185
KEY_CAPSLOCK Constant	185
KEY_CLEAR Constant	185
KEY_CLEARAGAIN Constant	186
KEY_COMMA Constant	186
KEY_COMPUTER Constant	186
KEY_COPY Constant	186
KEY_CRSEL Constant	187
KEY_CURRENCYSUBUNIT Constant	187
KEY_CURRENCYUNIT Constant	187
KEY_CUT Constant	187
KEY_D Constant	187
KEY_DECIMALSEPARATOR Constant	188
KEY_DELETE Constant	188
KEY_DISPLAYSWITCH Constant	188
KEY_DOWN Constant	188
KEY_E Constant	189
KEY_EJECT Constant	189
KEY_END Constant	189
KEY_ENDCALL Constant	189
KEY_EQUALS Constant	189
KEY_ESCAPE Constant	190
KEY_EXECUTE Constant	190
KEY_F Constant	190
KEY_F1 Constant	190
KEY_F10 Constant	191
KEY_F11 Constant	191
KEY_F12 Constant	191
KEY_F13 Constant	191
KEY_F14 Constant	191
KEY_F15 Constant	192
KEY_F16 Constant	192
KEY_F17 Constant	192

KEY_F18 Constant	192
KEY_F19 Constant	193
KEY_F2 Constant	193
KEY_F20 Constant	193
KEY_F21 Constant	193
KEY_F22 Constant	193
KEY_F23 Constant	194
KEY_F24 Constant	194
KEY_F3 Constant	194
KEY_F4 Constant	194
KEY_F5 Constant	195
KEY_F6 Constant	195
KEY_F7 Constant	195
KEY_F8 Constant	195
KEY_F9 Constant	195
KEY_FIND Constant	196
KEY_G Constant	196
KEY_GRAVE Constant	196
KEY_H Constant	196
KEY_HELP Constant	197
KEY_HOME Constant	197
KEY_I Constant	197
KEY_INSERT Constant	197
KEY_INTERNATIONAL1 Constant	197
KEY_INTERNATIONAL2 Constant	198
KEY_INTERNATIONAL3 Constant	198
KEY_INTERNATIONAL4 Constant	198
KEY_INTERNATIONAL5 Constant	198
KEY_INTERNATIONAL6 Constant	199
KEY_INTERNATIONAL7 Constant	199
KEY_INTERNATIONAL8 Constant	199
KEY_INTERNATIONAL9 Constant	199
KEY_J Constant	199
KEY_K Constant	200
KEY_KBDILLUMDOWN Constant	200
KEY_KBDILLUMTOGGLE Constant	200
KEY_KBDILLUMUP Constant	200
KEY_KP_0 Constant	201
KEY_KP_00 Constant	201
KEY_KP_000 Constant	201
KEY_KP_1 Constant	201
KEY_KP_2 Constant	201

KEY_KP_3 Constant	202
KEY_KP_4 Constant	202
KEY_KP_5 Constant	202
KEY_KP_6 Constant	202
KEY_KP_7 Constant	203
KEY_KP_8 Constant	203
KEY_KP_9 Constant	203
KEY_KP_A Constant	203
KEY_KP_AMPERSAND Constant	203
KEY_KP_AT Constant	204
KEY_KP_B Constant	204
KEY_KP_BACKSPACE Constant	204
KEY_KP_BINARY Constant	204
KEY_KP_C Constant	205
KEY_KP_CLEAR Constant	205
KEY_KP_CLEARENTRY Constant	205
KEY_KP_COLON Constant	205
KEY_KP_COMMA Constant	205
KEY_KP_D Constant	206
KEY_KP_DBLAMPERSAND Constant	206
KEY_KP_DBLVERTICALBAR Constant	206
KEY_KP_DECIMAL Constant	206
KEY_KP_DIVIDE Constant	207
KEY_KP_E Constant	207
KEY_KP_ENTER Constant	207
KEY_KP_EQUALS Constant	207
KEY_KP_EQUALSAS400 Constant	207
KEY_KP_EXCLAM Constant	208
KEY_KP_F Constant	208
KEY_KP_GREATER Constant	208
KEY_KP_HASH Constant	208
KEY_KP_HEXADECIMAL Constant	209
KEY_KP_LEFTBRACE Constant	209
KEY_KP_LEFTPAREN Constant	209
KEY_KP_LESS Constant	209
KEY_KP_MEMADD Constant	209
KEY_KP_MEMCLEAR Constant	210
KEY_KP_MEMDIVIDE Constant	210
KEY_KP_MEMMULTIPLY Constant	210
KEY_KP_MEMRECALL Constant	210
KEY_KP_MEMSTORE Constant	211
KEY_KP_MEMSUBTRACT Constant	211

KEY_KP_MINUS Constant	211
KEY_KP_MULTIPLY Constant	211
KEY_KP_OCTAL Constant	211
KEY_KP_PERCENT Constant	212
KEY_KP_PERIOD Constant	212
KEY_KP_PLUS Constant	212
KEY_KP_PLUSMINUS Constant	212
KEY_KP_POWER Constant	213
KEY_KP_RIGHTBRACE Constant	213
KEY_KP_RIGHTPAREN Constant	213
KEY_KP_SPACE Constant	213
KEY_KP_TAB Constant	213
KEY_KP_VERTICALBAR Constant	214
KEY_KP_XOR Constant	214
KEY_L Constant	214
KEY_LALT Constant	214
KEY_LANG1 Constant	215
KEY_LANG2 Constant	215
KEY_LANG3 Constant	215
KEY_LANG4 Constant	215
KEY_LANG5 Constant	215
KEY_LANG6 Constant	216
KEY_LANG7 Constant	216
KEY_LANG8 Constant	216
KEY_LANG9 Constant	216
KEY_LCTRL Constant	217
KEY_LEFT Constant	217
KEY_LEFTBRACKET Constant	217
KEY_LGUI Constant	217
KEY_LSHIFT Constant	217
KEY_M Constant	218
KEY_MAIL Constant	218
KEY_MEDIASELECT Constant	218
KEY_MENU Constant	218
KEY_MINUS Constant	219
KEY_MODE Constant	219
KEY_MUTE Constant	219
KEY_N Constant	219
KEY_NONUSBACKSLASH Constant	219
KEY_NONUSHASH Constant	220
KEY_NUMLOCKCLEAR Constant	220
KEY_O Constant	220

KEY_OPER Constant	220
KEY_OUT Constant	221
KEY_P Constant	221
KEY_PAGEDOWN Constant	221
KEY_PAGEUP Constant	221
KEY_PASTE Constant	221
KEY_PAUSE Constant	222
KEY_PERIOD Constant	222
KEY_POWER Constant	222
KEY_PRINTSCREEN Constant	222
KEY_PRIOR Constant	223
KEY_Q Constant	223
KEY_R Constant	223
KEY_RALT Constant	223
KEY_RCTRL Constant	223
KEY_RETURN Constant	224
KEY_RETURN2 Constant	224
KEY_RGUI Constant	224
KEY_RIGHT Constant	224
KEY_RIGHTBRACKET Constant	225
KEY_RSHIFT Constant	225
KEY_S Constant	225
KEY_SCROLLLOCK Constant	225
KEY_SELECT Constant	225
KEY_SEMICOLON Constant	226
KEY_SEPARATOR Constant	226
KEY_SLASH Constant	226
KEY_SLEEP Constant	226
KEY_SOFTLEFT Constant	227
KEY_SOFTRIGHT Constant	227
KEY_SPACE Constant	227
KEY_STOP Constant	227
KEY_SYSREQ Constant	227
KEY_T Constant	228
KEY_TAB Constant	228
KEY_THOUSANDSSEPARATOR Constant	228
KEY_U Constant	228
KEY_UNDO Constant	229
KEY_UP Constant	229
KEY_V Constant	229
KEY_VOLUMEDOWN Constant	229
KEY_VOLUMEUP Constant	229

KEY_W Constant	230
KEY_WWW Constant	230
KEY_X Constant	230
KEY_Y Constant	230
KEY_Z Constant	231
KHAKI Constant	231
LAVENDER Constant	231
LAVENDERBLUSH Constant	231
LAWNGREEN Constant	231
LEMONCHIFFON Constant	232
LF Constant	232
LIGHTBLUE Constant	232
LIGHTCORAL Constant	232
LIGHTCYAN Constant	233
LIGHTGOLDENRODYELLOW Constant	233
LIGHTGRAY Constant	233
LIGHTGREEN Constant	233
LIGHTGREY Constant	233
LIGHTPINK Constant	234
LIGHTSALMON Constant	234
LIGHTSEAGREEN Constant	234
LIGHTSKYBLUE Constant	234
LIGHTSLATEGRAY Constant	235
LIGHTSLATEGREY Constant	235
LIGHTSTEELBLUE Constant	235
LIGHTYELLOW Constant	235
LIME Constant	235
LIMEGREEN Constant	236
LINEN Constant	236
LOGEXT Constant	236
LuSCANCODE_EXSEL Constant	236
MAGENTA Constant	237
MAROON Constant	237
MEDIUMAQUAMARINE Constant	237
MEDIUMBLUE Constant	237
MEDIUMORCHID Constant	237
MEDIUMPURPLE Constant	238
MEDIUMSEAGREEN Constant	238
MEDIUMSLATEBLUE Constant	238
MEDIUMSPRINGGREEN Constant	238
MEDIUMTURQUOISE Constant	239
MEDIUMVIOLETRED Constant	239

MIDNIGHTBLUE Constant	239
MINTCREAM Constant	239
MISTYROSE Constant	239
MOCCASIN Constant	240
MPGEXT Constant	240
NAN Constant	240
NAVAJOWHITE Constant	240
NAVY Constant	241
OGGEXT Constant	241
OLDLACE Constant	241
OLIVE Constant	241
OLIVEDRAB Constant	241
ORANGE Constant	242
ORANGERED Constant	242
ORCHID Constant	242
OVERLAY1 Constant	242
OVERLAY2 Constant	243
PALEGOLDENROD Constant	243
PALEGREEN Constant	243
PALETURQUOISE Constant	243
PALEVIOLETRED Constant	243
PAPAYAWHIP Constant	244
PEACHPUFF Constant	244
PERU Constant	244
PINK Constant	244
PLUM Constant	245
PNGEXT Constant	245
POWDERBLUE Constant	245
PURPLE Constant	245
RADTODEG Constant	245
REBECCAPURPLE Constant	246
RED Constant	246
RED2 Constant	246
ROSYBROWN Constant	246
ROYALBLUE Constant	247
SADDLEBROWN Constant	247
SALMON Constant	247
SANDYBROWN Constant	247
SEAGREEN Constant	247
SEASHELL Constant	248
SIENNA Constant	248
SILVER Constant	248

SKYBLUE Constant	248
SLATEBLUE Constant	249
SLATEGRAY Constant	249
SLATEGREY Constant	249
SNOW Constant	249
SPRINGGREEN Constant	249
STEELBLUE Constant	250
TAN Constant	250
TEAL Constant	250
THISTLE Constant	250
TIMER_FIXEDUPDATE_SPEED Constant	251
TIMER_UPDATE_SPEED Constant	251
TOMATO Constant	251
TURQUOISE Constant	251
VERSION_MAJOR Constant	251
VERSION_MINOR Constant	252
VERSION_PATCH Constant	252
VIDEO_SAMPLEBUFFERSIZE Constant	252
VIOLET Constant	252
WHEAT Constant	253
WHITE Constant	253
WHITE2 Constant	253
WHITESMOKE Constant	253
WINDOW_HEIGHT Constant	253
WINDOW_WIDTH Constant	254
YELLOW Constant	254
YELLOWGREEN Constant	254
Files	254
DelphiGamekit.pas	255

Index

a

1 Symbol Reference

Classes

	EBufferException (see page 14)	This is class EBufferException.
	TArchive (see page 14)	This is class TArchive.
	TArchiveFile (see page 17)	This is class TArchiveFile.
	TAudio (see page 21)	This is class TAudio.
	TBaseObject (see page 27)	This is class TBaseObject.
	TBuffer (see page 28)	This is class TBuffer.
	TCmdLine (see page 31)	This is class TCmdLine.
	TColor (see page 35)	This is class TColor.
	TConfigFile (see page 38)	This is class TConfigFile.
	TController (see page 43)	This is class TController.
	TFont (see page 46)	This is class TFont.
	TGame (see page 53)	This is class TGame.
	TGeometry (see page 66)	This is class TGeometry.
	THud (see page 68)	This is class THud.
	TInput (see page 70)	This is class TInput.
	TLog (see page 75)	This is class TLog.
	TPoint (see page 78)	This is class TPoint.
	TPrefs (see page 80)	This is class TPrefs.
	TRect (see page 82)	This is class TRect.
	TSpeech (see page 85)	This is class TSpeech.
	TTexture (see page 90)	This is class TTexture.
	TTimer (see page 96)	This is class TTimer.
	TVector (see page 98)	This is class TVector.
	TVideo (see page 105)	This is class TVideo.
	TWindow (see page 109)	This is class TWindow.

Constants

ALICEBLUE (see page 152)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 153)	This is constant ANTIQUEWHITE.
AQUA (see page 153)	This is constant AQUA.
AQUAMARINE (see page 153)	This is constant AQUAMARINE.
ARCEXT (see page 153)	This is constant ARCEXT.
AUDIO_CHANNEL_DYNAMIC (see page 153)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_CHANNEL_FADINGIN (see page 154)	This is constant AUDIO_CHANNEL_FADINGIN.
AUDIO_CHANNEL_FADINGOUT (see page 154)	This is constant AUDIO_CHANNEL_FADINGOUT.
AUDIO_CHANNEL_LOOP (see page 154)	This is constant AUDIO_CHANNEL_LOOP.
AUDIO_CHANNEL_MAX (see page 154)	This is constant AUDIO_CHANNEL_MAX.
AUDIO_CHANNEL_NOFADING (see page 155)	This is constant AUDIO_CHANNEL_NOFADING.
AZURE (see page 155)	This is constant AZURE.
BEIGE (see page 155)	This is constant BEIGE.
BISQUE (see page 155)	This is constant BISQUE.

BLACK (see page 155)	This is constant BLACK.
BLANCHEDALMOND (see page 156)	This is constant BLANCHEDALMOND.
BLANK (see page 156)	This is constant BLANK.
BLUE (see page 156)	This is constant BLUE.
BLUEVIOLET (see page 156)	This is constant BLUEVIOLET.
BROWN (see page 157)	This is constant BROWN.
BURLYWOOD (see page 157)	This is constant BURLYWOOD.
BUTTON_LEFT (see page 157)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE (see page 157)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT (see page 157)	This is constant BUTTON_RIGHT.
BUTTON_X1 (see page 158)	This is constant BUTTON_X1.
BUTTON_X2 (see page 158)	This is constant BUTTON_X2.
CADETBBLUE (see page 158)	This is constant CADETBBLUE.
CHARTREUSE (see page 158)	This is constant CHARTREUSE.
CHOCOLATE (see page 159)	This is constant CHOCOLATE.
COLORKEY (see page 159)	This is constant COLORKEY.
CONTROLLER_AXIS_LEFTX (see page 159)	This is constant CONTROLLER_AXIS_LEFTX.
CONTROLLER_AXIS_LEFTY (see page 159)	This is constant CONTROLLER_AXIS_LEFTY.
CONTROLLER_AXIS_RIGHTX (see page 159)	This is constant CONTROLLER_AXIS_RIGHTX.
CONTROLLER_AXIS_RIGHTY (see page 160)	This is constant CONTROLLER_AXIS_RIGHTY.
CONTROLLER_AXIS_TRIGGERLEFT (see page 160)	This is constant CONTROLLER_AXIS_TRIGGERLEFT.
CONTROLLER_AXIS_TRIGGERRIGHT (see page 160)	This is constant CONTROLLER_AXIS_TRIGGERRIGHT.
CONTROLLER_BUTTON_A (see page 160)	This is constant CONTROLLER_BUTTON_A.
CONTROLLER_BUTTON_B (see page 161)	This is constant CONTROLLER_BUTTON_B.
CONTROLLER_BUTTON_BACK (see page 161)	This is constant CONTROLLER_BUTTON_BACK.
CONTROLLER_BUTTON_DPAD_DOWN (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_DOWN.
CONTROLLER_BUTTON_DPAD_LEFT (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_LEFT.
CONTROLLER_BUTTON_DPAD_RIGHT (see page 161)	This is constant CONTROLLER_BUTTON_DPAD_RIGHT.
CONTROLLER_BUTTON_DPAD_UP (see page 162)	This is constant CONTROLLER_BUTTON_DPAD_UP.
CONTROLLER_BUTTON_GUIDE (see page 162)	This is constant CONTROLLER_BUTTON_GUIDE.
CONTROLLER_BUTTON_LEFTSHOULDER (see page 162)	This is constant CONTROLLER_BUTTON_LEFTSHOULDER.
CONTROLLER_BUTTON_LEFTSTICK (see page 162)	This is constant CONTROLLER_BUTTON_LEFTSTICK.
CONTROLLER_BUTTON_MISC1 (see page 163)	This is constant CONTROLLER_BUTTON_MISC1.
CONTROLLER_BUTTON_PADDLE1 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE1.
CONTROLLER_BUTTON_PADDLE2 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE2.
CONTROLLER_BUTTON_PADDLE3 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE3.
CONTROLLER_BUTTON_PADDLE4 (see page 163)	This is constant CONTROLLER_BUTTON_PADDLE4.

CONTROLLER_BUTTON_RIGHTSHOULDER (see page 164)	This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.
CONTROLLER_BUTTON_RIGHTSTICK (see page 164)	This is constant CONTROLLER_BUTTON_RIGHTSTICK.
CONTROLLER_BUTTON_START (see page 164)	This is constant CONTROLLER_BUTTON_START.
CONTROLLER_BUTTON_TOUCHPAD (see page 164)	This is constant CONTROLLER_BUTTON_TOUCHPAD.
CONTROLLER_BUTTON_X (see page 165)	This is constant CONTROLLER_BUTTON_X.
CONTROLLER_BUTTON_Y (see page 165)	This is constant CONTROLLER_BUTTON_Y.
CORAL (see page 165)	This is constant CORAL.
CORNFLOWERBLUE (see page 165)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 165)	This is constant CORNSILK.
CR (see page 166)	This is constant CR.
CRIMSON (see page 166)	This is constant CRIMSON.
CRLF (see page 166)	This is constant CRLF.
CYAN (see page 166)	This is constant CYAN.
DARKBLUE (see page 167)	This is constant DARKBLUE.
DARKCYAN (see page 167)	This is constant DARKCYAN.
DARKGOLDENROD (see page 167)	This is constant DARKGOLDENROD.
DARKGRAY (see page 167)	This is constant DARKGRAY.
DARKGREEN (see page 167)	This is constant DARKGREEN.
DARKGREY (see page 168)	This is constant DARKGREY.
DARKKHAKI (see page 168)	This is constant DARKKHAKI.
DARKMAGENTA (see page 168)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 168)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 169)	This is constant DARKORANGE.
DARKORCHID (see page 169)	This is constant DARKORCHID.
DARKRED (see page 169)	This is constant DARKRED.
DARKSALMON (see page 169)	This is constant Darksalmon.
DARKSEAGREEN (see page 169)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 170)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 170)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 170)	This is constant DARKSLATEGRAY.
DARKTURQUOISE (see page 170)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 171)	This is constant DARKVIOLET.
DEEPPINK (see page 171)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 171)	This is constant DEEPSKYBLUE.
DEGTORAD (see page 171)	This is constant DEGTORAD.
DIMGRAY (see page 171)	This is constant DIMGRAY.
DIMWHITE (see page 172)	This is constant DIMWHITE.
DODGERBLUE (see page 172)	This is constant DODGERBLUE.
EPSILON (see page 172)	This is constant EPSILON.
FIREBRICK (see page 172)	This is constant FIREBRICK.
FLORALWHITE (see page 173)	This is constant FLORALWHITE.
FORESTGREEN (see page 173)	This is constant FORESTGREEN.
FUCHSIA (see page 173)	This is constant FUCHSIA.
GAINSBORO (see page 173)	This is constant GAINSBORO.
GHOSTWHITE (see page 173)	This is constant GHOSTWHITE.
GOLD (see page 174)	This is constant GOLD.

GOLDENROD (see page 174)	This is constant GOLDENROD.
GRAY (see page 174)	This is constant GRAY.
GREEN (see page 174)	This is constant GREEN.
GREENYELLOW (see page 175)	This is constant GREENYELLOW.
GREY (see page 175)	This is constant GREY.
HONEYDEW (see page 175)	This is constant HONEYDEW.
HOTPINK (see page 175)	This is constant HOTPINK.
INDIANRED (see page 175)	This is constant INDIANRED.
INDIGO (see page 176)	This is constant INDIGO.
INIEXT (see page 176)	This is constant INIEXT.
IVORY (see page 176)	This is constant IVORY.
KEY_0 (see page 176)	This is constant KEY_0.
KEY_1 (see page 177)	This is constant KEY_1.
KEY_2 (see page 177)	This is constant KEY_2.
KEY_3 (see page 177)	This is constant KEY_3.
KEY_4 (see page 177)	This is constant KEY_4.
KEY_5 (see page 177)	This is constant KEY_5.
KEY_6 (see page 178)	This is constant KEY_6.
KEY_7 (see page 178)	This is constant KEY_7.
KEY_8 (see page 178)	This is constant KEY_8.
KEY_9 (see page 178)	This is constant KEY_9.
KEY_A (see page 179)	This is constant KEY_A.
KEY_AC_BACK (see page 179)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS (see page 179)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD (see page 179)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME (see page 179)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH (see page 180)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH (see page 180)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP (see page 180)	This is constant KEY_AC_STOP.
KEY_AGAIN (see page 180)	This is constant KEY_AGAIN.
KEY_ALTERASE (see page 181)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE (see page 181)	This is constant KEY_APOSTROPHE.
KEY_APP1 (see page 181)	This is constant KEY_APP1.
KEY_APP2 (see page 181)	This is constant KEY_APP2.
KEY_APPLICATION (see page 181)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD (see page 182)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE (see page 182)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT (see page 182)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY (see page 182)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV (see page 183)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND (see page 183)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP (see page 183)	This is constant KEY_AUDIOSTOP.
KEY_B (see page 183)	This is constant KEY_B.
KEY_BACKSLASH (see page 183)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 184)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN (see page 184)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP (see page 184)	This is constant KEY_BRIGHTNESSUP.
KEY_C (see page 184)	This is constant KEY_C.
KEY_CALCULATOR (see page 185)	This is constant KEY_CALCULATOR.

KEY_CALL (see page 185)	This is constant KEY_CALL.
KEY_CANCEL (see page 185)	This is constant KEY_CANCEL.
KEY_CAPSLOCK (see page 185)	This is constant KEY_CAPSLOCK.
KEY_CLEAR (see page 185)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN (see page 186)	This is constant KEY_CLEARAGAIN.
KEY_COMMA (see page 186)	This is constant KEY_COMMA.
KEY_COMPUTER (see page 186)	This is constant KEY_COMPUTER.
KEY_COPY (see page 186)	This is constant KEY_COPY.
KEY_CRSEL (see page 187)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT (see page 187)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT (see page 187)	This is constant KEY_CURRENCYUNIT.
KEY_CUT (see page 187)	This is constant KEY_CUT.
KEY_D (see page 187)	This is constant KEY_D.
KEY_DECIMALSEPARATOR (see page 188)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE (see page 188)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH (see page 188)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN (see page 188)	This is constant KEY_DOWN.
KEY_E (see page 189)	This is constant KEY_E.
KEY_EJECT (see page 189)	This is constant KEY_EJECT.
KEY_END (see page 189)	This is constant KEY_END.
KEY_ENDCALL (see page 189)	This is constant KEY_ENDCALL.
KEY_EQUALS (see page 189)	This is constant KEY_EQUALS.
KEY_ESCAPE (see page 190)	This is constant KEY_ESCAPE.
KEY_EXECUTE (see page 190)	This is constant KEY_EXECUTE.
KEY_F (see page 190)	This is constant KEY_F.
KEY_F1 (see page 190)	This is constant KEY_F1.
KEY_F10 (see page 191)	This is constant KEY_F10.
KEY_F11 (see page 191)	This is constant KEY_F11.
KEY_F12 (see page 191)	This is constant KEY_F12.
KEY_F13 (see page 191)	This is constant KEY_F13.
KEY_F14 (see page 191)	This is constant KEY_F14.
KEY_F15 (see page 192)	This is constant KEY_F15.
KEY_F16 (see page 192)	This is constant KEY_F16.
KEY_F17 (see page 192)	This is constant KEY_F17.
KEY_F18 (see page 192)	This is constant KEY_F18.
KEY_F19 (see page 193)	This is constant KEY_F19.
KEY_F2 (see page 193)	This is constant KEY_F2.
KEY_F20 (see page 193)	This is constant KEY_F20.
KEY_F21 (see page 193)	This is constant KEY_F21.
KEY_F22 (see page 193)	This is constant KEY_F22.
KEY_F23 (see page 194)	This is constant KEY_F23.
KEY_F24 (see page 194)	This is constant KEY_F24.
KEY_F3 (see page 194)	This is constant KEY_F3.
KEY_F4 (see page 194)	This is constant KEY_F4.
KEY_F5 (see page 195)	This is constant KEY_F5.
KEY_F6 (see page 195)	This is constant KEY_F6.
KEY_F7 (see page 195)	This is constant KEY_F7.
KEY_F8 (see page 195)	This is constant KEY_F8.
KEY_F9 (see page 195)	This is constant KEY_F9.

KEY_FIND (see page 196)	This is constant KEY_FIND.
KEY_G (see page 196)	This is constant KEY_G.
KEY_GRAVE (see page 196)	This is constant KEY_GRAVE.
KEY_H (see page 196)	This is constant KEY_H.
KEY_HELP (see page 197)	This is constant KEY_HELP.
KEY_HOME (see page 197)	This is constant KEY_HOME.
KEY_I (see page 197)	This is constant KEY_I.
KEY_INSERT (see page 197)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 (see page 197)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 (see page 198)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 (see page 198)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 (see page 198)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 (see page 198)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 (see page 199)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 (see page 199)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 (see page 199)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 (see page 199)	This is constant KEY_INTERNATIONAL9.
KEY_J (see page 199)	This is constant KEY_J.
KEY_K (see page 200)	This is constant KEY_K.
KEY_KBDILLUMDOWN (see page 200)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE (see page 200)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP (see page 200)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 (see page 201)	This is constant KEY_KP_0.
KEY_KP_00 (see page 201)	This is constant KEY_KP_00.
KEY_KP_000 (see page 201)	This is constant KEY_KP_000.
KEY_KP_1 (see page 201)	This is constant KEY_KP_1.
KEY_KP_2 (see page 201)	This is constant KEY_KP_2.
KEY_KP_3 (see page 202)	This is constant KEY_KP_3.
KEY_KP_4 (see page 202)	This is constant KEY_KP_4.
KEY_KP_5 (see page 202)	This is constant KEY_KP_5.
KEY_KP_6 (see page 202)	This is constant KEY_KP_6.
KEY_KP_7 (see page 203)	This is constant KEY_KP_7.
KEY_KP_8 (see page 203)	This is constant KEY_KP_8.
KEY_KP_9 (see page 203)	This is constant KEY_KP_9.
KEY_KP_A (see page 203)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND (see page 203)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT (see page 204)	This is constant KEY_KP_AT.
KEY_KP_B (see page 204)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE (see page 204)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY (see page 204)	This is constant KEY_KP_BINARY.
KEY_KP_C (see page 205)	This is constant KEY_KP_C.
KEY_KP_CLEAR (see page 205)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY (see page 205)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON (see page 205)	This is constant KEY_KP_COLON.
KEY_KP_COMMA (see page 205)	This is constant KEY_KP_COMMA.
KEY_KP_D (see page 206)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND (see page 206)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR (see page 206)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL (see page 206)	This is constant KEY_KP_DECIMAL.

KEY_KP_DIVIDE (see page 207)	This is constant KEY_KP_DIVIDE.
KEY_KP_E (see page 207)	This is constant KEY_KP_E.
KEY_KP_ENTER (see page 207)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS (see page 207)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 (see page 207)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM (see page 208)	This is constant KEY_KP_EXCLAM.
KEY_KP_F (see page 208)	This is constant KEY_KP_F.
KEY_KP_GREATER (see page 208)	This is constant KEY_KP_GREATER.
KEY_KP_HASH (see page 208)	This is constant KEY_KP_HASH.
KEY_KP_HEXADecimal (see page 209)	This is constant KEY_KP_HEXADecimal.
KEY_KP_LEFTBRACE (see page 209)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN (see page 209)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS (see page 209)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD (see page 209)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR (see page 210)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE (see page 210)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY (see page 210)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL (see page 210)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE (see page 211)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT (see page 211)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS (see page 211)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY (see page 211)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL (see page 211)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT (see page 212)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD (see page 212)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS (see page 212)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS (see page 212)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER (see page 213)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE (see page 213)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN (see page 213)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE (see page 213)	This is constant KEY_KP_SPACE.
KEY_KP_TAB (see page 213)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR (see page 214)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR (see page 214)	This is constant KEY_KP_XOR.
KEY_L (see page 214)	This is constant KEY_L.
KEY_LALT (see page 214)	This is constant KEY_LALT.
KEY_LANG1 (see page 215)	This is constant KEY_LANG1.
KEY_LANG2 (see page 215)	This is constant KEY_LANG2.
KEY_LANG3 (see page 215)	This is constant KEY_LANG3.
KEY_LANG4 (see page 215)	This is constant KEY_LANG4.
KEY_LANG5 (see page 215)	This is constant KEY_LANG5.
KEY_LANG6 (see page 216)	This is constant KEY_LANG6.
KEY_LANG7 (see page 216)	This is constant KEY_LANG7.
KEY_LANG8 (see page 216)	This is constant KEY_LANG8.
KEY_LANG9 (see page 216)	This is constant KEY_LANG9.
KEY_LCTRL (see page 217)	This is constant KEY_LCTRL.
KEY_LEFT (see page 217)	This is constant KEY_LEFT.
KEY_LEFTBRACKET (see page 217)	This is constant KEY_LEFTBRACKET.
KEY_LGUI (see page 217)	This is constant KEY_LGUI.

KEY_LSHIFT (see page 217)	This is constant KEY_LSHIFT.
KEY_M (see page 218)	This is constant KEY_M.
KEY_MAIL (see page 218)	This is constant KEY_MAIL.
KEY_MEDIASELECT (see page 218)	This is constant KEY_MEDIASELECT.
KEY_MENU (see page 218)	This is constant KEY_MENU.
KEY_MINUS (see page 219)	This is constant KEY_MINUS.
KEY_MODE (see page 219)	This is constant KEY_MODE.
KEY_MUTE (see page 219)	This is constant KEY_MUTE.
KEY_N (see page 219)	This is constant KEY_N.
KEY_NONUSBACKSLASH (see page 219)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH (see page 220)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR (see page 220)	This is constant KEY_NUMLOCKCLEAR.
KEY_O (see page 220)	This is constant KEY_O.
KEY_OPER (see page 220)	This is constant KEY_OPER.
KEY_OUT (see page 221)	This is constant KEY_OUT.
KEY_P (see page 221)	This is constant KEY_P.
KEY_PAGEDOWN (see page 221)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP (see page 221)	This is constant KEY_PAGEUP.
KEY_PASTE (see page 221)	This is constant KEY_PASTE.
KEY_PAUSE (see page 222)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 222)	This is constant KEY_PERIOD.
KEY_POWER (see page 222)	This is constant KEY_POWER.
KEY_PRINTSCREEN (see page 222)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR (see page 223)	This is constant KEY_PRIOR.
KEY_Q (see page 223)	This is constant KEY_Q.
KEY_R (see page 223)	This is constant KEY_R.
KEY_RALT (see page 223)	This is constant KEY_RALT.
KEY_RCTRL (see page 223)	This is constant KEY_RCTRL.
KEY_RETURN (see page 224)	This is constant KEY_RETURN.
KEY_RETURN2 (see page 224)	This is constant KEY_RETURN2.
KEY_RGUI (see page 224)	This is constant KEY_RGUI.
KEY_RIGHT (see page 224)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET (see page 225)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT (see page 225)	This is constant KEY_RSHIFT.
KEY_S (see page 225)	This is constant KEY_S.
KEY_SCROLLLOCK (see page 225)	This is constant KEY_SCROLLLOCK.
KEY_SELECT (see page 225)	This is constant KEY_SELECT.
KEY_SEMICOLON (see page 226)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR (see page 226)	This is constant KEY_SEPARATOR.
KEY_SLASH (see page 226)	This is constant KEY_SLASH.
KEY_SLEEP (see page 226)	This is constant KEY_SLEEP.
KEY_SOFTLEFT (see page 227)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT (see page 227)	This is constant KEY_SOFTRIGHT.
KEY_SPACE (see page 227)	This is constant KEY_SPACE.
KEY_STOP (see page 227)	This is constant KEY_STOP.
KEY_SYSREQ (see page 227)	This is constant KEY_SYSREQ.
KEY_T (see page 228)	This is constant KEY_T.
KEY_TAB (see page 228)	This is constant KEY_TAB.

KEY_THOUSANDSSEPARATOR (see page 228)	This is constant KEY_THOUSANDSSEPARATOR.
KEY_U (see page 228)	This is constant KEY_U.
KEY_UNDO (see page 229)	This is constant KEY_UNDO.
KEY_UP (see page 229)	This is constant KEY_UP.
KEY_V (see page 229)	This is constant KEY_V.
KEY_VOLUMEDOWN (see page 229)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP (see page 229)	This is constant KEY_VOLUMEUP.
KEY_W (see page 230)	This is constant KEY_W.
KEY_WWW (see page 230)	This is constant KEY_WWW.
KEY_X (see page 230)	This is constant KEY_X.
KEY_Y (see page 230)	This is constant KEY_Y.
KEY_Z (see page 231)	This is constant KEY_Z.
KHAKI (see page 231)	This is constant KHAKI.
LAVENDER (see page 231)	This is constant LAVENDER.
LAVENDERBLUSH (see page 231)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 231)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 232)	This is constant LEMONCHIFFON.
LF (see page 232)	This is constant LF.
LIGHTBLUE (see page 232)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 232)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 233)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 233)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 233)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 233)	This is constant LIGHTGREEN.
LIGHTGREY (see page 233)	This is constant LIGHTGREY.
LIGHTPINK (see page 234)	This is constant LIGHTPINK.
LIGHTSALMON (see page 234)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 234)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 234)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 235)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 235)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 235)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 235)	This is constant LIGHTYELLOW.
LIME (see page 235)	This is constant LIME.
LIMEGREEN (see page 236)	This is constant LIMEGREEN.
LINEN (see page 236)	This is constant LINEN.
LOGEXT (see page 236)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 236)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 237)	This is constant MAGENTA.
MAROON (see page 237)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 237)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 237)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 237)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 238)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 238)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 238)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 238)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 239)	This is constant MEDIUMTURQUOISE.











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

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

Files

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

Structs, Records, Enums

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

Types

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

Variables

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

Functions

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





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

1.1 Classes
















The following table lists classes in this documentation.

Classes

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

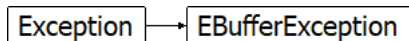
	TFont (see page 46)	This is class TFont.
	TGame (see page 53)	This is class TGame.
	TGeometry (see page 66)	This is class TGeometry.
	TTexture (see page 90)	This is class TTexture.

Records

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

1.1.1 EBufferException

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

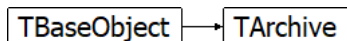
```
EBufferException = class(Exception);
```

Description

This is class EBufferException.

1.1.2 TArchive

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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












Description

This is class TArchive.

1.1.2.1 TArchive Methods

The methods of the TArchive class are listed here.

Methods

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

1.1.2.1.1 TArchive.Build

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Build, a member of class TArchive.

1.1.2.1.2 TArchive.Close

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TArchive.

1.1.2.1.3 TArchive.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TArchive.

1.1.2.1.4 TArchive.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchive.

1.1.2.1.5 TArchive.FileExist

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FileExist, a member of class TArchive.

1.1.2.1.6 TArchive.IsOpen

File: DelphiGamekit.pas (see page 255)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TArchive.

1.1.2.1.7 TArchive.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TArchive.

1.1.2.1.8 TArchive.OpenFile

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenFile, a member of class TArchive.

1.1.2.1.9 TArchive.OpenFileBuffer

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenFileBuffer, a member of class TArchive.

1.1.2.1.10 TArchive.OpenFileRWops

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenFileRWops, a member of class TArchive.

1.1.2.1.11 TArchive.OpenRes

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OpenRes, a member of class TArchive.

1.1.3 TArchiveFile

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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

Description













This is class TArchiveFile.

1.1.3.1 TArchiveFile Methods

The methods of the TArchiveFile class are listed here.

Methods

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

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

1.1.3.1.1 TArchiveFile.Close

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TArchiveFile.

1.1.3.1.2 TArchiveFile.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TArchiveFile.

1.1.3.1.3 TArchiveFile.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TArchiveFile.

1.1.3.1.4 TArchiveFile.GetPos

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetPos: Int64;
```

Description

This is GetPos, a member of class TArchiveFile.

1.1.3.1.5 TArchiveFile.GetRWops

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRWops, a member of class TArchiveFile.

1.1.3.1.6 TArchiveFile.GetRWopsRes

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRWopsRes, a member of class TArchiveFile.

1.1.3.1.7 TArchiveFile.IsOpen

File: DelphiGamekit.pas (see page 255)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TArchiveFile.

1.1.3.1.8 TArchiveFile.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TArchiveFile.

1.1.3.1.9 TArchiveFile.OpenRes

File: DelphiGamekit.pas (see page 255)

Delphi

```
function OpenRes(  

```

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

Description

This is OpenRes, a member of class TArchiveFile.

1.1.3.1.10 TArchiveFile.ReadData

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ReadData, a member of class TArchiveFile.

1.1.3.1.11 TArchiveFile.SaveToBuffer

File: DelphiGamekit.pas (see page 255)

Delphi

```
function SaveToBuffer: TBuffer;
```

Description

This is SaveToBuffer, a member of class TArchiveFile.

1.1.3.1.12 TArchiveFile.SaveToFile

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SaveToFile, a member of class TArchiveFile.

1.1.3.1.13 TArchiveFile.SetPos

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetPos, a member of class TArchiveFile.

1.1.3.1.14 TArchiveFile.Size

File: DelphiGamekit.pas (see page 255)

Delphi

```
function Size: Int64;
```

Description

This is Size, a member of class TArchiveFile.

1.1.4 TAudio

File: DelphiGamekit.pas (see page 255)

Delphi

```
TAudio = record
end;
```
























Description

This is class TAudio.

1.1.4.1 TAudio Methods

The methods of the TAudio class are listed here.

Methods

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

1.1.4.1.1 TAudio.AllocateSoundChannels

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is AllocateSoundChannels, a member of class TAudio.

1.1.4.1.2 TAudio.ExpireSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ExpireSound, a member of class TAudio.

1.1.4.1.3 TAudio.FadeInSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FadeInSound, a member of class TAudio.

1.1.4.1.4 TAudio.FadeOutSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FadeOutSound, a member of class TAudio.

1.1.4.1.5 TAudio.FadingSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FadingSound, a member of class TAudio.

1.1.4.1.6 TAudio.GetMusicVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetMusicVolume, a member of class TAudio.

1.1.4.1.7 TAudio.GetSoundVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSoundVolume, a member of class TAudio.

1.1.4.1.8 TAudio.IsSoundPaused

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is IsSoundPaused, a member of class TAudio.

1.1.4.1.9 TAudio.IsSoundPlaying

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is IsSoundPlaying, a member of class TAudio.

1.1.4.1.10 TAudio.LoadMusic

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadMusic, a member of class TAudio.

1.1.4.1.11 TAudio.LoadPlayMusic

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadPlayMusic, a member of class TAudio.

1.1.4.1.12 TAudio.LoadSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadSound, a member of class TAudio.

1.1.4.1.13 TAudio.PauseSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is PauseSound, a member of class TAudio.

1.1.4.1.14 TAudio.PlayMusic

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is PlayMusic, a member of class TAudio.

1.1.4.1.15 TAudio.PlaySound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is PlaySound, a member of class TAudio.

1.1.4.1.16 TAudio.ReserveSoundChannels

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ReserveSoundChannels, a member of class TAudio.

1.1.4.1.17 TAudio.ResumeSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ResumeSound, a member of class TAudio.

1.1.4.1.18 TAudio.SetMusicVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetMusicVolume, a member of class TAudio.

1.1.4.1.19 TAudio.SetSoundPosition

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetSoundPosition, a member of class TAudio.

1.1.4.1.20 TAudio.SetSoundVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetSoundVolume, a member of class TAudio.

1.1.4.1.21 TAudio.StopSound

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is StopSound, a member of class TAudio.

1.1.4.1.22 TAudio.UnloadMusic

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is UnloadMusic, a member of class TAudio.

1.1.4.1.23 TAudio.UnloadSound

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is UnloadSound, a member of class TAudio.

1.1.4.2 TAudio Operators

The operators of the TAudio class are listed here.

Operators

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

1.1.4.2.1 TAudio.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TAudio.

1.1.4.2.2 TAudio.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TAudio.

1.1.5 TBaseObject

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

```
TBaseObject = class;
```



Description

This is class TBaseObject.

1.1.5.1 TBaseObject Methods

The methods of the TBaseObject class are listed here.

Methods

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

1.1.5.1.1 TBaseObject.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TBaseObject.

1.1.5.1.2 TBaseObject.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

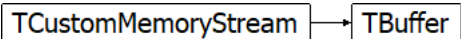
```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBaseObject.

1.1.6 TBuffer

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is class TBuffer.

1.1.6.1 TBuffer Fields

The fields of the TBuffer class are listed here.

Fields

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

1.1.6.1.1 TBuffer.FHandle

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHandle: THandle;
```

Description

This is FHandle, a member of class TBuffer.

1.1.6.1.2 TBuffer.FName

File: DelphiGamekit.pas (see page 255)

Delphi

```
FName: string;
```








Description

This is FName, a member of class TBuffer.

1.1.6.2 TBuffer Methods

The methods of the TBuffer class are listed here.

Methods

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

1.1.6.2.1 TBuffer.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TBuffer.

1.1.6.2.2 TBuffer.Create

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TBuffer.

1.1.6.2.3 TBuffer.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TBuffer.

1.1.6.2.4 TBuffer.LoadFromFile

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadFromFile, a member of class TBuffer.

1.1.6.2.5 TBuffer.SaveToFile

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SaveToFile, a member of class TBuffer.

1.1.6.2.6 TBuffer.Write

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Write, a member of class TBuffer.

1.1.6.2.7 TBuffer.Write

File: DelphiGamekit.pas (see page 255)

Delphi

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


Description

This is Write, a member of class TBuffer.

1.1.6.3 TBuffer Properties

The properties of the TBuffer class are listed here.

Properties

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

1.1.6.3.1 TBuffer.Name

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Name: string;
```

Description

This is Name, a member of class TBuffer.

1.1.7 TCmdLine

File: DelphiGamekit.pas (see page 255)

Delphi

```
TCmdLine = record
end;
```













Description

This is class TCmdLine.

1.1.7.1 TCmdLine Methods

The methods of the TCmdLine class are listed here.

Methods

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

1.1.7.1.1 TCmdLine.AddParam

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is AddParam, a member of class TCmdLine.

1.1.7.1.2 TCmdLine.AddParams

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is AddParams, a member of class TCmdLine.

1.1.7.1.3 TCmdLine.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TCmdLine.

1.1.7.1.4 TCmdLine.Count

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Count, a member of class TCmdLine.

1.1.7.1.5 TCmdLine.Count

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Count, a member of class TCmdLine.

1.1.7.1.6 TCmdLine.Param

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Param, a member of class TCmdLine.

1.1.7.1.7 TCmdLine.Param

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Param, a member of class TCmdLine.

1.1.7.1.8 TCmdLine.ParamExist

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ParamExist, a member of class TCmdLine.

1.1.7.1.9 TCmdLine.ParamIndex

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ParamIndex, a member of class TCmdLine.

1.1.7.1.10 TCmdLine.ParamValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ParamValue, a member of class TCmdLine.

1.1.7.1.11 TCmdLine.Reset

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TCmdLine.

1.1.7.1.12 TCmdLine.Str

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is Str, a member of class TCmdLine.

1.1.7.2 TCmdLine Operators

The operators of the TCmdLine class are listed here.

Operators

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

1.1.7.2.1 TCmdLine.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TCmdLine.

1.1.7.2.2 TCmdLine.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TCmdLine.

1.1.8 TColor

File: DelphiGamekit.pas (see page 255)

Delphi

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





Description

This is class TColor.

1.1.8.1 TColor Fields

The fields of the TColor class are listed here.

Fields

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

1.1.8.1.1 TColor.Alpha

File: DelphiGamekit.pas (see page 255)

Delphi

```
Alpha: Byte;
```

Description

This is Alpha, a member of class TColor.

1.1.8.1.2 TColor.Blue

File: DelphiGamekit.pas (see page 255)

Delphi

```
Blue: Byte;
```

Description

This is Blue, a member of class TColor.

1.1.8.1.3 TColor.Green

File: DelphiGamekit.pas (see page 255)

Delphi

```
Green: Byte;
```

Description

This is Green, a member of class TColor.

1.1.8.1.4 TColor.Red

File: DelphiGamekit.pas (see page 255)

Delphi

```
Red: Byte;
```






Description

This is Red, a member of class TColor.

1.1.8.2 TColor Methods

The methods of the TColor class are listed here.

Methods

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

1.1.8.2.1 TColor.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TColor.

1.1.8.2.2 TColor.Equal

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Equal, a member of class TColor.

1.1.8.2.3 TColor.Fade

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Fade, a member of class TColor.

1.1.8.2.4 TColor.Make

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Make, a member of class TColor.

1.1.8.2.5 TColor.Makef

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is Makef, a member of class TColor.

1.1.8.3 TColor Operators

The operators of the TColor class are listed here.

Operators

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

1.1.8.3.1 TColor.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TColor.

1.1.8.3.2 TColor.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TColor.

1.1.9 TConfigFile

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TConfigFile.

1.1.9.1 TConfigFile Methods

The methods of the TConfigFile class are listed here.

Methods

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

1.1.9.1.1 TConfigFile.Close

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TConfigFile.

1.1.9.1.2 TConfigFile.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TConfigFile.

1.1.9.1.3 TConfigFile.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TConfigFile.

1.1.9.1.4 TConfigFile.GetSectionValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.9.1.5 TConfigFile.GetSectionValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.9.1.6 TConfigFile.GetSectionValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValue, a member of class TConfigFile.

1.1.9.1.7 TConfigFile.GetSectionValues

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSectionValues, a member of class TConfigFile.

1.1.9.1.8 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.9 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.10 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.11 TConfigFile.GetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetValue, a member of class TConfigFile.

1.1.9.1.12 TConfigFile.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TConfigFile.

1.1.9.1.13 TConfigFile.Opened

File: DelphiGamekit.pas (see page 255)

Delphi

```
function Opened: Boolean;
```

Description

This is Opened, a member of class TConfigFile.

1.1.9.1.14 TConfigFile.RemoveKey

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is RemoveKey, a member of class TConfigFile.

1.1.9.1.15 TConfigFile.RemoveSection

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is RemoveSection, a member of class TConfigFile.

1.1.9.1.16 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.17 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.18 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.19 TConfigFile.SetValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetValue, a member of class TConfigFile.

1.1.9.1.20 TConfigFile.Update

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class TConfigFile.

1.1.10 TController

File: DelphiGamekit.pas (see page 255)

Delphi

```
TController = record  
end;
```

Description

This is class TController.

1.1.10.1 TController Methods

The methods of the TController class are listed here.

Methods

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

1.1.10.1.1 TController.ButtonDown

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ButtonDown, a member of class TController.

1.1.10.1.2 TController.ButtonPressed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ButtonPressed, a member of class TController.

1.1.10.1.3 TController.ButtonReleased

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ButtonReleased, a member of class TController.

1.1.10.1.4 TController.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TController.

1.1.10.1.5 TController.Close

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Close, a member of class TController.

1.1.10.1.6 TController.GetAxis

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetAxis, a member of class TController.

1.1.10.1.7 TController.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TController.

1.1.10.1.8 TController.Shutdown

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Shutdown, a member of class TController.

1.1.10.1.9 TController.Startup

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Startup, a member of class TController.

1.1.10.1.10 TController.Update

File: DelphiGamekit.pas (see page 255)

Delphi

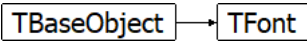
```
class procedure Update(  
    const aEvent: PSDL_Event  
); static;
```

Description

This is Update, a member of class TController.

1.1.11 TFont

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TFont.

1.1.11.1 TFont Records

The records of the TFont class are listed here.

Records

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

1.1.11.1.1 TFont.TGlyph

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TFont.TGlyph.

1.1.11.2 TFont Constants

The constants of the TFont class are listed here.

Constants

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

1.1.11.2.1 TFont.cDefaultGlyphs

File: DelphiGamekit.pas (see page 255)

Delphi

```
const cDefaultGlyphs = '
! " # $ % & ' ( ) * + , - . / 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.

1.1.11.3 TFont Fields

The fields of the TFont class are listed here.

Fields

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

1.1.11.3.1 TFont.FAtlas

File: DelphiGamekit.pas (see page 255)

Delphi

```
FAtlas: PSDL_Texture;
```

Description

This is FAtlas, a member of class TFont.

1.1.11.3.2 TFont.FAtlasSize

File: DelphiGamekit.pas (see page 255)

Delphi

```
FAtlasSize: Integer;
```

Description

This is FAtlasSize, a member of class TFont.

1.1.11.3.3 TFont.FBaseLine

File: DelphiGamekit.pas (see page 255)

Delphi

```
FBaseLine: Single;
```

Description

This is FBaseLine, a member of class TFont.

1.1.11.3.4 TFont.FGeometry

File: DelphiGamekit.pas (see page 255)

Delphi

```
FGeometry: TGeometry;
```

Description

This is FGeometry, a member of class TFont.

1.1.11.3.5 TFont.FGlyph

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FGlyph, a member of class TFont.

1.1.11.3.6 TFont.FUseVertexBuffer

File: DelphiGamekit.pas (see page 255)

Delphi

```
FUseVertexBuffer: Boolean;
```

Description

This is FUseVertexBuffer, a member of class TFont.

1.1.11.3.7 TFont.FVertexBufferSize

File: DelphiGamekit.pas (see page 255)

Delphi

```
FVertexBufferSize: UInt64;
```
















Description

This is FVertexBufferSize, a member of class TFont.

1.1.11.4 TFont Methods

The methods of the TFont class are listed here.

Methods

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

1.1.11.4.1 TFont.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TFont.

1.1.11.4.2 TFont.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TFont.

1.1.11.4.3 TFont.DrawText

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DrawText, a member of class TFont.

1.1.11.4.4 TFont.DrawText

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DrawText, a member of class TFont.

1.1.11.4.5 TFont.GetUseVertexBuffer

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetUseVertexBuffer: Boolean;
```

Description

This is GetUseVertexBuffer, a member of class TFont.

1.1.11.4.6 TFont.GetVertexBufferSize

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetVertexBufferSize: UInt64;
```

Description

This is GetVertexBufferSize, a member of class TFont.

1.1.11.4.7 TFont.Load

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Load, a member of class TFont.

1.1.11.4.8 TFont.Load

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Load, a member of class TFont.

1.1.11.4.9 TFont.LoadDefault

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadDefault, a member of class TFont.

1.1.11.4.10 TFont.RenderVertices

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is RenderVertices, a member of class TFont.

1.1.11.4.11 TFont.SetUseVertexBuffer

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetUseVertexBuffer, a member of class TFont.

1.1.11.4.12 TFont.SetVertexBufferSize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetVertexBufferSize, a member of class TFont.

1.1.11.4.13 TFont.TextHeight

File: DelphiGamekit.pas (see page 255)

Delphi

```
function TextHeight: Single;
```

Description

This is TextHeight, a member of class TFont.

1.1.11.4.14 TFont.TextLength

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is TextLength, a member of class TFont.

1.1.11.4.15 TFont.Unload

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Unload;
```



Description

This is Unload, a member of class TFont.

1.1.11.5 TFont Properties

The properties of the TFont class are listed here.

Properties

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

1.1.11.5.1 TFont.Atlas

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Atlas: PSDL_Texture;
```

Description

This is Atlas, a member of class TFont.

1.1.11.5.2 TFont.AtlasSize

File: DelphiGamekit.pas (see page 255)

Delphi

```
property AtlasSize: Integer;
```

Description

This is AtlasSize, a member of class TFont.

1.1.11.6 TFont Nested Types

The nested types of the TFont class are listed here.

Nested Types

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

1.1.11.6.1 TFont.PGlyph

File: DelphiGamekit.pas (see page 255)

Delphi

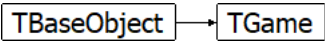
```
PGlyph = ^TGlyph;
```

Description

This is nested type TFont.PGlyph.

1.1.12 TGame

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TGame.

1.1.12.1 TGame Records

The records of the TGame class are listed here.

Records

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

1.1.12.1.1 TGame.TSettings

File: DelphiGamekit.pas (see page 255)

Delphi

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

















Description

This is record TGame.TSettings.

1.1.12.2 TGame Fields

The fields of the TGame class are listed here.

Fields

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

1.1.12.2.1 TGame.FArchive

File: DelphiGamekit.pas (see page 255)

Delphi

```
FArchive: TArchive;
```

Description

This is FArchive, a member of class TGame.

1.1.12.2.2 TGame.FAudio

File: DelphiGamekit.pas (see page 255)

Delphi

```
FAudio: TAudio;
```

Description

This is FAudio, a member of class TGame.

1.1.12.2.3 TGame.FCmdLine

File: DelphiGamekit.pas (see page 255)

Delphi

```
FCmdLine: TCmdLine;
```

Description

This is FCmdLine, a member of class TGame.

1.1.12.2.4 TGame.FConfigFile

File: DelphiGamekit.pas (see page 255)

Delphi

```
FConfigFile: TConfigFile;
```

Description

This is FConfigFile, a member of class TGame.

1.1.12.2.5 TGame.FDefaultFont

File: DelphiGamekit.pas (see page 255)

Delphi

```
FDefaultFont: TFont;
```

Description

This is FDefaultFont, a member of class TGame.

1.1.12.2.6 TGame.FHud

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHud: THud;
```

Description

This is FHud, a member of class TGame.

1.1.12.2.7 TGame.FInput

File: DelphiGamekit.pas (see page 255)

Delphi

```
FInput: TInput;
```

Description

This is FInput, a member of class TGame.

1.1.12.2.8 TGame.FLog

File: DelphiGamekit.pas (see page 255)

Delphi

```
FLog: TLog;
```

Description

This is FLog, a member of class TGame.

1.1.12.2.9 TGame.FPrefs

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPrefs: TPrefs;
```

Description

This is FPrefs, a member of class TGame.

1.1.12.2.10 TGame.FReady

File: DelphiGamekit.pas (see page 255)

Delphi

```
FReady: Boolean;
```

Description

This is FReady, a member of class TGame.

1.1.12.2.11 TGame.FSettings

File: DelphiGamekit.pas (see page 255)

Delphi

```
FSettings: TSettings;
```

Description

This is FSettings, a member of class TGame.

1.1.12.2.12 TGame.FSpeech

File: DelphiGamekit.pas (see page 255)

Delphi

```
FSpeech: TSpeech;
```

Description

This is FSpeech, a member of class TGame.

1.1.12.2.13 TGame.FTerminate

File: DelphiGamekit.pas (see page 255)

Delphi

```
FTerminate: Boolean;
```

Description

This is FTerminate, a member of class TGame.

1.1.12.2.14 TGame.FTimer

File: DelphiGamekit.pas (see page 255)

Delphi

```
FTimer: TTimer;
```

Description

This is FTimer, a member of class TGame.

1.1.12.2.15 TGame.FVideo

File: DelphiGamekit.pas (see page 255)

Delphi

```
FVideo: TVideo;
```

Description

This is FVideo, a member of class TGame.

1.1.12.2.16 TGame.FWindow

File: DelphiGamekit.pas (see page 255)

Delphi

```
FWindow: TWindow;
```


























Description

This is FWindow, a member of class TGame.

1.1.12.3 TGame Methods

The methods of the TGame class are listed here.

Methods

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

1.1.12.3.1 TGame.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGame.

1.1.12.3.2 TGame.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGame.

1.1.12.3.3 TGame.OnApplySettings

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnApplySettings, a member of class TGame.

1.1.12.3.4 TGame.OnBuildArchiveProgress

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnBuildArchiveProgress, a member of class TGame.

1.1.12.3.5 TGame.OnClearWindow

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnClearWindow; virtual;
```

Description

This is OnClearWindow, a member of class TGame.

1.1.12.3.6 TGame.OnFixedUpdate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnFixedUpdate, a member of class TGame.

1.1.12.3.7 TGame.OnLoadConfig

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnLoadConfig; virtual;
```

Description

This is OnLoadConfig, a member of class TGame.

1.1.12.3.8 TGame.OnReady

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnReady, a member of class TGame.

1.1.12.3.9 TGame.OnRender

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TGame.

1.1.12.3.10 TGame.OnRenderHud

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnRenderHud; virtual;
```

Description

This is OnRenderHud, a member of class TGame.

1.1.12.3.11 TGame.OnSaveConfig

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnSaveConfig; virtual;
```

Description

This is OnSaveConfig, a member of class TGame.

1.1.12.3.12 TGame.OnSetSettings

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnSetSettings; virtual;
```

Description

This is OnSetSettings, a member of class TGame.

1.1.12.3.13 TGame.OnShowWindow

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnShowWindow; virtual;
```

Description

This is OnShowWindow, a member of class TGame.

1.1.12.3.14 TGame.OnShutdown

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnShutdown; virtual;
```

Description

This is OnShutdown, a member of class TGame.

1.1.12.3.15 TGame.OnSpeechWord

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnSpeechWord, a member of class TGame.

1.1.12.3.16 TGame.OnStartup

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnStartup; virtual;
```

Description

This is OnStartup, a member of class TGame.

1.1.12.3.17 TGame.OnUnapplySettings

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure OnUnapplySettings; virtual;
```

Description

This is OnUnapplySettings, a member of class TGame.

1.1.12.3.18 TGame.OnUpdate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnUpdate, a member of class TGame.

1.1.12.3.19 TGame.OnVideoStatus

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is OnVideoStatus, a member of class TGame.

1.1.12.3.20 TGame.Process

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Process; virtual;
```

Description

This is Process, a member of class TGame.

1.1.12.3.21 TGame.Run

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Run; virtual;
```

Description

This is Run, a member of class TGame.

1.1.12.3.22 TGame.SDKVersion

File: DelphiGamekit.pas (see page 255)

Delphi

```
function SDKVersion: string;
```

Description

This is SDKVersion, a member of class TGame.

1.1.12.3.23 TGame.Settings

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Settings, a member of class TGame.

1.1.12.3.24 TGame.Shutdown

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Shutdown; virtual;
```

Description

This is Shutdown, a member of class TGame.

1.1.12.3.25 TGame.Startup

File: DelphiGamekit.pas (see page 255)

Delphi

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




Description












This is Startup, a member of class TGame.

1.1.12.4 TGame Properties

The properties of the TGame class are listed here.

Properties

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

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

1.1.12.4.1 TGame.Archive

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Archive: TArchive;
```

Description

This is Archive, a member of class TGame.

1.1.12.4.2 TGame.Audio

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Audio: TAudio;
```

Description

This is Audio, a member of class TGame.

1.1.12.4.3 TGame.CmdLine

File: DelphiGamekit.pas (see page 255)

Delphi

```
property CmdLine: TCmdLine;
```

Description

This is CmdLine, a member of class TGame.

1.1.12.4.4 TGame.ConfigFile

File: DelphiGamekit.pas (see page 255)

Delphi

```
property ConfigFile: TConfigFile;
```

Description

This is ConfigFile, a member of class TGame.

1.1.12.4.5 TGame.DefaultFont

File: DelphiGamekit.pas (see page 255)

Delphi

```
property DefaultFont: TFont;
```

Description

This is DefaultFont, a member of class TGame.

1.1.12.4.6 TGame.Hud

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Hud: THud;
```

Description

This is Hud, a member of class TGame.

1.1.12.4.7 TGame.Input

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Input: TInput;
```

Description

This is Input, a member of class TGame.

1.1.12.4.8 TGame.Log

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Log: TLog;
```

Description

This is Log, a member of class TGame.

1.1.12.4.9 TGame.Prefs

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Prefs: TPrefs;
```

Description

This is Prefs, a member of class TGame.

1.1.12.4.10 TGame.Speech

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Speech: TSpeech;
```

Description

This is Speech, a member of class TGame.

1.1.12.4.11 TGame.Terminate

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Terminate: Boolean;
```

Description

This is Terminate, a member of class TGame.

1.1.12.4.12 TGame.Timer

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Timer: TTimer;
```

Description

This is Timer, a member of class TGame.

1.1.12.4.13 TGame.Video

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Video: TVideo;
```

Description

This is Video, a member of class TGame.

1.1.12.4.14 TGame.Window

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Window: TWindow;
```

Description

This is Window, a member of class TGame.

1.1.12.5 TGame Nested Types

The nested types of the TGame class are listed here.

Nested Types

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

1.1.12.5.1 TGame.PSettings

File: DelphiGamekit.pas (see page 255)

Delphi

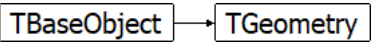
```
PSettings = ^TSettings;
```

Description

This is nested type TGame.PSettings.

1.1.13 TGeometry

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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









Description

This is class TGeometry.

1.1.13.1 TGeometry Methods

The methods of the TGeometry class are listed here.

Methods

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

1.1.13.1.1 TGeometry.AddVertex

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is AddVertex, a member of class TGeometry.

1.1.13.1.2 TGeometry.Alloc

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Alloc, a member of class TGeometry.

1.1.13.1.3 TGeometry.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TGeometry.

1.1.13.1.4 TGeometry.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TGeometry.

1.1.13.1.5 TGeometry.Render

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Render, a member of class TGeometry.

1.1.13.1.6 TGeometry.Reset

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TGeometry.

1.1.14 THud

File: DelphiGamekit.pas (see page 255)

Delphi

```
THud = record
end;
```







Description

This is class THud.

1.1.14.1 THud Methods

The methods of the THud class are listed here.

Methods

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

1.1.14.1.1 THud.ResetPos

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ResetPos, a member of class THud.

1.1.14.1.2 THud.SetLineSpace

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetLineSpace, a member of class THud.

1.1.14.1.3 THud.SetPos

File: DelphiGamekit.pas (see page 255)

Delphi

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

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

Description

This is SetPos, a member of class THud.

1.1.14.1.4 THud.SetTextItemPadWidth

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetTextItemPadWidth, a member of class THud.

1.1.14.1.5 THud.Text

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Text, a member of class THud.

1.1.14.1.6 THud.TextItem

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is TextItem, a member of class THud.

1.1.14.2 THud Operators

The operators of the THud class are listed here.

Operators

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

1.1.14.2.1 THud.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class THud.

1.1.14.2.2 THud.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class THud.

1.1.15 TInput

File: DelphiGamekit.pas (see page 255)

Delphi

```
TInput = record  
end ;
```













Description





This is class TInput.

1.1.15.1 TInput Methods

The methods of the TInput class are listed here.

Methods

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

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

1.1.15.1.1 TInput.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TInput.

1.1.15.1.2 TInput.Close

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Close, a member of class TInput.

1.1.15.1.3 TInput.ControllerDown

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerDown, a member of class TInput.

1.1.15.1.4 TInput.ControllerPosition

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerPosition, a member of class TInput.

1.1.15.1.5 TInput.ControllerPressed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerPressed, a member of class TInput.

1.1.15.1.6 TInput.ControllerReleased

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ControllerReleased, a member of class TInput.

1.1.15.1.7 TInput.GetMouseInfo

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetMouseInfo, a member of class TInput.

1.1.15.1.8 TInput.KeyDown

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is KeyDown, a member of class TInput.

1.1.15.1.9 TInput.KeyPressed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is KeyPressed, a member of class TInput.

1.1.15.1.10 TInput.KeyReleased

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is KeyReleased, a member of class TInput.

1.1.15.1.11 TInput.MouseDown

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MouseDown, a member of class TInput.

1.1.15.1.12 TInput.MousePressed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MousePressed, a member of class TInput.

1.1.15.1.13 TInput.MouseReleased

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MouseReleased, a member of class TInput.

1.1.15.1.14 TInput.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TInput.

1.1.15.1.15 TInput.SetMousePos

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetMousePos, a member of class TInput.

1.1.15.1.16 TInput.Update

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is Update, a member of class TInput.

1.1.15.2 TInput Operators

The operators of the TInput class are listed here.

Operators

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

1.1.15.2.1 TInput.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TInput.

1.1.15.2.2 TInput.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TInput.

1.1.16 TLog

File: DelphiGamekit.pas (see page 255)

Delphi

```
TLog = record
end;
```











Description

This is class TLog.

1.1.16.1 TLog Methods

The methods of the TLog class are listed here.

Methods

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

1.1.16.1.1 TLog.Add

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Add, a member of class TLog.

1.1.16.1.2 TLog.Close

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Close, a member of class TLog.

1.1.16.1.3 TLog.Fatal

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Fatal, a member of class TLog.

1.1.16.1.4 TLog.GetConsoleOutput

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetConsoleOutput, a member of class TLog.

1.1.16.1.5 TLog.GetFilename

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetFilename, a member of class TLog.

1.1.16.1.6 TLog.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TLog.

1.1.16.1.7 TLog.Opened

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Opened, a member of class TLog.

1.1.16.1.8 TLog.Reset

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TLog.

1.1.16.1.9 TLog.SetConsoleOutput

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetConsoleOutput, a member of class TLog.

1.1.16.1.10 TLog.View

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is View, a member of class TLog.

1.1.16.2 TLog Operators

The operators of the TLog class are listed here.

Operators

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

1.1.16.2.1 TLog.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TLog.

1.1.16.2.2 TLog.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TLog.

1.1.17 TPoint

File: DelphiGamekit.pas (see page 255)

Delphi




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

Description

This is class TPoint.

1.1.17.1 TPoint Fields

The fields of the TPoint class are listed here.

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

1.1.17.1.1 TPoint.X

File: DelphiGamekit.pas (see page 255)

Delphi

```
x: Single;
```

Description

This is X, a member of class TPoint.

1.1.17.1.2 TPoint.Y

File: DelphiGamekit.pas (see page 255)

Delphi

```
y: Single;
```

Description

This is Y, a member of class TPoint.

1.1.17.1.3 TPoint.Z

File: DelphiGamekit.pas (see page 255)

Delphi

```
z: Single;
```


Description

This is Z, a member of class TPoint.

1.1.17.2 TPoint Methods

The methods of the TPoint class are listed here.

Methods

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

1.1.17.2.1 TPoint.Create

File: DelphiGamekit.pas (see page 255)

Delphi

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





Description

This is Create, a member of class TPoint.

1.1.17.3 TPoint Operators

The operators of the TPoint class are listed here.

Operators

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

1.1.17.3.1 TPoint.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.17.3.2 TPoint.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.17.3.3 TPoint.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TPoint.

1.1.17.3.4 TPoint.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TPoint.

1.1.18 TPrefs

File: DelphiGamekit.pas (see page 255)

Delphi

```
TPrefs = record  
end;
```






Description

This is class TPrefs.

1.1.18.1 TPrefs Methods

The methods of the TPrefs class are listed here.

Methods

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

1.1.18.1.1 TPrefs.GetAppName

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetAppName, a member of class TPrefs.

1.1.18.1.2 TPrefs.GetOrgName

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetOrgName, a member of class TPrefs.

1.1.18.1.3 TPrefs.GetPath

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetPath, a member of class TPrefs.

1.1.18.1.4 TPrefs.GotoPath

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GotoPath, a member of class TPrefs.

1.1.18.1.5 TPrefs.SetAppName

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetAppName, a member of class TPrefs.

1.1.18.1.6 TPrefs.SetOrgName

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is SetOrgName, a member of class TPrefs.

1.1.18.2 TPrefs Operators

The operators of the TPrefs class are listed here.

Operators

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

1.1.18.2.1 TPrefs.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TPrefs.

1.1.18.2.2 TPrefs.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TPrefs.

1.1.19 TRect

File: DelphiGamekit.pas (see page 255)

Delphi

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





Description

This is class TRect.

1.1.19.1 TRect Fields

The fields of the TRect class are listed here.

Fields

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

1.1.19.1.1 TRect.Height

File: DelphiGamekit.pas (see page 255)

Delphi

```
Height: Single;
```

Description

This is Height, a member of class TRect.

1.1.19.1.2 TRect.Width

File: DelphiGamekit.pas (see page 255)

Delphi

```
Width: Single;
```

Description

This is Width, a member of class TRect.

1.1.19.1.3 TRect.X

File: DelphiGamekit.pas (see page 255)

Delphi

```
X: Single;
```

Description

This is X, a member of class TRect.

1.1.19.1.4 TRect.Y

File: DelphiGamekit.pas (see page 255)

Delphi

```
Y: Single;
```




Description

This is Y, a member of class TRect.

1.1.19.2 TRect Methods

The methods of the TRect class are listed here.

Methods

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

1.1.19.2.1 TRect.Assign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TRect.

1.1.19.2.2 TRect.Create

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TRect.

1.1.19.2.3 TRect.Intersect

File: DelphiGamekit.pas (see page 255)

Delphi

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





Description

This is Intersect, a member of class TRect.

1.1.19.3 TRect Operators

The operators of the TRect class are listed here.

Operators

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

1.1.19.3.1 TRect.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.19.3.2 TRect.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.19.3.3 TRect.Implicit

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Implicit, a member of class TRect.

1.1.19.3.4 TRect.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TRect.

1.1.20 TSpeech

File: DelphiGamekit.pas (see page 255)

Delphi

```
TSpeech = record  
end;
```

Description

This is class TSpeech.

1.1.20.1 TSpeech Methods

The methods of the TSpeech class are listed here.

Methods

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

1.1.20.1.1 TSpeech.Active

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Active, a member of class TSpeech.

1.1.20.1.2 TSpeech.ChangeVoice

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is ChangeVoice, a member of class TSpeech.

1.1.20.1.3 TSpeech.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

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


Description

This is Clear, a member of class TSpeech.

1.1.20.1.4 TSpeech.GetRate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRate, a member of class TSpeech.

1.1.20.1.5 TSpeech.GetVoice

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVoice, a member of class TSpeech.

1.1.20.1.6 TSpeech.GetVoiceAttribute

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVoiceAttribute, a member of class TSpeech.

1.1.20.1.7 TSpeech.GetVoiceCount

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVoiceCount, a member of class TSpeech.

1.1.20.1.8 TSpeech.GetVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVolume, a member of class TSpeech.

1.1.20.1.9 TSpeech.Pause

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Pause, a member of class TSpeech.

1.1.20.1.10 TSpeech.Reset

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TSpeech.

1.1.20.1.11 TSpeech.Resume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Resume, a member of class TSpeech.

1.1.20.1.12 TSpeech.Say

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Say, a member of class TSpeech.

1.1.20.1.13 TSpeech.SetRate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetRate, a member of class TSpeech.

1.1.20.1.14 TSpeech.SetVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetVolume, a member of class TSpeech.

1.1.20.1.15 TSpeech.SubstituteWord

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is SubstituteWord, a member of class TSpeech.

1.1.20.2 TSpeech Operators

The operators of the TSpeech class are listed here.

Operators

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

1.1.20.2.1 TSpeech.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TSpeech.

1.1.20.2.2 TSpeech.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

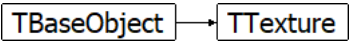
```
class operator Initialize(  
    out aDest: TSpeech  
);
```

Description

This is Initialize, a member of class TSpeech.

1.1.21 TTexture

Class Hierarchy



File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is class TTexture.

1.1.21.1 TTexture Fields

The fields of the TTexture class are listed here.

Fields

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

1.1.21.1.1 TTexture.FHandle

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHandle: PSDL_Texture;
```

Description

This is FHandle, a member of class TTexture.

1.1.21.1.2 TTexture.FHeight

File: DelphiGamekit.pas (see page 255)

Delphi

```
FHeight: Integer;
```

Description

This is FHeight, a member of class TTexture.

1.1.21.1.3 TTexture.FLockRect

File: DelphiGamekit.pas (see page 255)

Delphi

```
FLockRect: SDL_FRect;
```

Description

This is FLockRect, a member of class TTexture.

1.1.21.1.4 TTexture.FPitch

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPitch: Integer;
```

Description

This is FPitch, a member of class TTexture.

1.1.21.1.5 TTexture.FPixelFormat

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPixelFormat: PSDL_PixelFormat;
```

Description

This is FPixelFormat, a member of class TTexture.

1.1.21.1.6 TTexture.FPixels

File: DelphiGamekit.pas (see page 255)

Delphi

```
FPixels: Pointer;
```

Description

This is FPixels, a member of class TTexture.

1.1.21.1.7 TTexture.FWidth

File: DelphiGamekit.pas (see page 255)

Delphi

```
FWidth: Integer;
```




Description

This is FWidth, a member of class TTexture.

1.1.21.2 TTexture Methods

The methods of the TTexture class are listed here.

Methods

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

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

1.1.21.2.1 TTexture.Alloc

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Alloc, a member of class TTexture.

1.1.21.2.2 TTexture.Create

File: DelphiGamekit.pas (see page 255)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TTexture.

1.1.21.2.3 TTexture.Destroy

File: DelphiGamekit.pas (see page 255)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TTexture.

1.1.21.2.4 TTexture.GetColor

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetColor: SDL_Color;
```

Description

This is GetColor, a member of class TTexture.

1.1.21.2.5 TTexture.GetPixel

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetPixel, a member of class TTexture.

1.1.21.2.6 TTexture.GetSize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetSize, a member of class TTexture.

1.1.21.2.7 TTexture.Load

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Load, a member of class TTexture.

1.1.21.2.8 TTexture.LoadTexture

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadTexture, a member of class TTexture.

1.1.21.2.9 TTexture.Lock

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Lock, a member of class TTexture.

1.1.21.2.10 TTexture.Render

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Render, a member of class TTexture.

1.1.21.2.11 TTexture.RenderTiled

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is RenderTiled, a member of class TTexture.

1.1.21.2.12 TTexture.Save

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Save, a member of class TTexture.

1.1.21.2.13 TTexture.SetColor

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetColor, a member of class TTexture.

1.1.21.2.14 TTexture.SetPixel

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetPixel, a member of class TTexture.

1.1.21.2.15 TTexture.Unload

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TTexture.

1.1.21.2.16 TTexture.Unlock

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Unlock;
```




Description

This is Unlock, a member of class TTexture.

1.1.21.3 TTexture Properties

The properties of the TTexture class are listed here.

Properties

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

1.1.21.3.1 TTexture.Handle

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Handle: PSDL_Texture;
```

Description

This is Handle, a member of class TTexture.

1.1.21.3.2 TTexture.Height

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Height: Integer;
```

Description

This is Height, a member of class TTexture.

1.1.21.3.3 TTexture.Width

File: DelphiGamekit.pas (see page 255)

Delphi

```
property Width: Integer;
```

Description

This is Width, a member of class TTexture.

1.1.22 TTimer

File: DelphiGamekit.pas (see page 255)

Delphi

```
TTimer = record
end;
```

Description

This is class TTimer.

1.1.22.1 TTimer Methods

The methods of the TTimer class are listed here.

Methods

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

1.1.22.1.1 TTimer.Elapsed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Elapsed, a member of class TTimer.

1.1.22.1.2 TTimer.FrameElapsed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FrameElapsed, a member of class TTimer.

1.1.22.1.3 TTimer.FrameRate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FrameRate, a member of class TTimer.

1.1.22.1.4 TTimer.FrameSpeed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is FrameSpeed, a member of class TTimer.

1.1.22.1.5 TTimer.Reset

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Reset, a member of class TTimer.

1.1.22.1.6 TTimer.Update

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is Update, a member of class TTimer.

1.1.22.2 TTimer Operators

The operators of the TTimer class are listed here.

Operators

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

1.1.22.2.1 TTimer.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TTimer.

1.1.22.2.2 TTimer.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TTimer.

1.1.23 TVector

File: DelphiGamekit.pas (see page 255)

Delphi

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





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

Description
This is class TVector.

1.1.23.1 TVector Fields

The fields of the TVector class are listed here.

Fields

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

1.1.23.1.1 TVector.W

File: DelphiGamekit.pas (see page 255)

Delphi

```
W: Single;
```

Description
This is W, a member of class TVector.

1.1.23.1.2 TVector.X

File: DelphiGamekit.pas (see page 255)

Delphi

```
X: Single;
```

Description
This is X, a member of class TVector.

1.1.23.1.3 TVector.Y

File: DelphiGamekit.pas (see page 255)

Delphi

```
Y: Single;
```

Description
This is Y, a member of class TVector.

1.1.23.1.4 TVector.Z

File: DelphiGamekit.pas (see page 255)

Delphi

```
Z: Single;
```

Description
This is Z, a member of class TVector.

1.1.23.2 TVector Methods

The methods of the TVector class are listed here.

Methods

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

1.1.23.2.1 TVector.Add

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Add, a member of class TVector.

1.1.23.2.2 TVector.Angle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Angle, a member of class TVector.

1.1.23.2.3 TVector.Assign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.23.2.4 TVector.Assign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.23.2.5 TVector.Assign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.23.2.6 TVector.Assign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Assign, a member of class TVector.

1.1.23.2.7 TVector.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TVector.

1.1.23.2.8 TVector.Create

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Create, a member of class TVector.

1.1.23.2.9 TVector.Distance

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Distance, a member of class TVector.

1.1.23.2.10 TVector.Divide

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Divide, a member of class TVector.

1.1.23.2.11 TVector.DivideBy

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DivideBy, a member of class TVector.

1.1.23.2.12 TVector.DotProduct

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DotProduct, a member of class TVector.

1.1.23.2.13 TVector.Magnitude

File: DelphiGamekit.pas (see page 255)

Delphi

```
function Magnitude: Single;
```

Description

This is Magnitude, a member of class TVector.

1.1.23.2.14 TVector.MagnitudeSquared

File: DelphiGamekit.pas (see page 255)

Delphi

```
function MagnitudeSquared: Single;
```

Description

This is MagnitudeSquared, a member of class TVector.

1.1.23.2.15 TVector.MagnitudeTruncate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is MagnitudeTruncate, a member of class TVector.

1.1.23.2.16 TVector.Multiply

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Multiply, a member of class TVector.

1.1.23.2.17 TVector.Negate

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Negate;
```

Description

This is Negate, a member of class TVector.

1.1.23.2.18 TVector.Normalize

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure Normalize;
```

Description

This is Normalize, a member of class TVector.

1.1.23.2.19 TVector.Project

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Project, a member of class TVector.

1.1.23.2.20 TVector.Scale

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Scale, a member of class TVector.

1.1.23.2.21 TVector.Subtract

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Subtract, a member of class TVector.

1.1.23.2.22 TVector.Thrust

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Thrust, a member of class TVector.

1.1.23.3 TVector Operators

The operators of the TVector class are listed here.

Operators

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

1.1.23.3.1 TVector.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TVector.

1.1.24 TVideo

File: DelphiGamekit.pas (see page 255)

Delphi

```
TVideo = record  
end;
```





Description

This is class TVideo.

1.1.24.1 TVideo Methods

The methods of the TVideo class are listed here.

Methods

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

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

1.1.24.1.1 TVideo.Draw

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Draw, a member of class TVideo.

1.1.24.1.2 TVideo.GetFrameRate

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetFrameRate, a member of class TVideo.

1.1.24.1.3 TVideo.GetHeight

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetHeight, a member of class TVideo.

1.1.24.1.4 TVideo.GetStatus

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetStatus, a member of class TVideo.

1.1.24.1.5 TVideo.GetVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVolume, a member of class TVideo.

1.1.24.1.6 TVideo.GetWidth

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetWidth, a member of class TVideo.

1.1.24.1.7 TVideo.Load

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Load, a member of class TVideo.

1.1.24.1.8 TVideo.LoadPlay

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is LoadPlay, a member of class TVideo.

1.1.24.1.9 TVideo.Pause

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Pause, a member of class TVideo.

1.1.24.1.10 TVideo.Play

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Play, a member of class TVideo.

1.1.24.1.11 TVideo.Rewind

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Rewind, a member of class TVideo.

1.1.24.1.12 TVideo.SetVolume

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetVolume, a member of class TVideo.

1.1.24.1.13 TVideo.Stop

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Stop, a member of class TVideo.

1.1.24.1.14 TVideo.Unload

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Unload, a member of class TVideo.

1.1.24.1.15 TVideo.Update

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is Update, a member of class TVideo.

1.1.24.2 TVideo Operators

The operators of the TVideo class are listed here.

Operators

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

1.1.24.2.1 TVideo.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TVideo.

1.1.24.2.2 TVideo.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TVideo.

1.1.25 TWindow

File: DelphiGamekit.pas (see page 255)

Delphi

```
TWindow = record
```

`end;`

Description

This is class TWindow.

1.1.25.1 TWindow Methods

The methods of the TWindow class are listed here.

Methods

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

1.1.25.1.1 TWindow.Clear

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Clear, a member of class TWindow.

1.1.25.1.2 TWindow.Close

File: DelphiGamekit.pas (see page 255)

Delphi

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


Description

This is Close, a member of class TWindow.

1.1.25.1.3 TWindow.DrawFilledRect

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DrawFilledRect, a member of class TWindow.

1.1.25.1.4 TWindow.DrawLine

File: DelphiGamekit.pas (see page 255)

Delphi

```
class procedure DrawLine(  
    const aX1: Single;  
    const aY1: Single;  
    const aX2: Single;  
    const aY2: Single;  
    const aColor: TColor  
); static;
```

Description

This is DrawLine, a member of class TWindow.

1.1.25.1.5 TWindow.DrawPoint

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is DrawPoint, a member of class TWindow.

1.1.25.1.6 TWindow.DrawRect

File: DelphiGamekit.pas (see page 255)

Delphi

```
class procedure DrawRect(  
    const aX: Single;  
    const aY: Single;  
    const aWidth: Single;  
    const aHeight: Single;
```

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

Description

This is DrawRect, a member of class TWindow.

1.1.25.1.7 TWindow.GetDDPI

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetDDPI, a member of class TWindow.

1.1.25.1.8 TWindow.GetHDPI

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetHDPI, a member of class TWindow.

1.1.25.1.9 TWindow.GetRendererHandle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRendererHandle, a member of class TWindow.

1.1.25.1.10 TWindow.GetRendererInfo

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRendererInfo, a member of class TWindow.

1.1.25.1.11 TWindow.GetRendererScale

File: DelphiGamekit.pas (see page 255)

Delphi

```
class function GetRenderersScale: TPoint; static;
```

Description

This is GetRendererScale, a member of class TWindow.

1.1.25.1.12 TWindow.GetRendererSize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetRendererSize, a member of class TWindow.

1.1.25.1.13 TWindow.GetTitle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetTitle, a member of class TWindow.

1.1.25.1.14 TWindow.GetVDPI

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetVDPI, a member of class TWindow.

1.1.25.1.15 TWindow.GetViewport

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetViewport, a member of class TWindow.

1.1.25.1.16 TWindow.GetWindowHandle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetWindowHandle, a member of class TWindow.

1.1.25.1.17 TWindow.GetWindowSize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is GetWindowSize, a member of class TWindow.

1.1.25.1.18 TWindow.IsOpen

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is IsOpen, a member of class TWindow.

1.1.25.1.19 TWindow.Open

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Open, a member of class TWindow.

1.1.25.1.20 TWindow.Save

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Save, a member of class TWindow.

1.1.25.1.21 TWindow.SetTitle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is SetTitle, a member of class TWindow.

1.1.25.1.22 TWindow.Show

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Show, a member of class TWindow.

1.1.25.1.23 TWindow.ShowRenderTarget

File: DelphiGamekit.pas (see page 255)

Delphi

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



Description

This is ShowRenderTarget, a member of class TWindow.

1.1.25.2 TWindow Operators

The operators of the TWindow class are listed here.

Operators

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

1.1.25.2.1 TWindow.Finalize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Finalize, a member of class TWindow.

1.1.25.2.2 TWindow.Initialize

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is Initialize, a member of class TWindow.

1.2 Functions

The following table lists functions in this documentation.

Functions

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

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

1.2.1 AddSelfToUserPath

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function AddSelfToUserPath.

1.2.2 AngleCos

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function AngleCos.

1.2.3 AngleDiff

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function AngleDiff.

1.2.4 AngleRotatePos

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function AngleRotatePos.

1.2.5 AngleSin

File: DelphiGamekit.pas (see page 255)

Delphi

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



```
) : Single;
```

Description

This is function AngleSin.

1.2.6 CaptureConsoleOutput

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function CaptureConsoleOutput.

1.2.7 CircleInRectangle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function CircleInRectangle.

1.2.8 CirclesOverlap

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function CirclesOverlap.

1.2.9 ClipVaLue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ClipVaLue.

1.2.10 ClipVaLuef

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ClipVaLuef.

1.2.11 CreateDirsInPath

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function CreateDirsInPath.

1.2.12 EasePosition

File: DelphiGamekit.pas (see page 255)

Delphi

```
function EasePosition(  
    aStartPos: Double;  
    aEndPos: Double;
```

```
    aCurrentPos: Double;  
    aEaseType: TEaseType  
): Double;
```

Description

This is function EasePosition.

1.2.13 EaseValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function EaseValue.

1.2.14 ExpandRelDirectory

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ExpandRelDirectory.

1.2.15 ExpandRelFilename

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ExpandRelFilename.

1.2.16 ExtractRelativeDirectory

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ExtractRelativeDirectory.

1.2.17 ExtractRelativeFilename

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ExtractRelativeFilename.

1.2.18 FreeNilObject

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function FreeNilObject.

1.2.19 GetDirName

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetDirName.

1.2.20 GetEnvVarValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetEnvVarValue.

1.2.21 GetExeBasePath

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetExeBasePath.

1.2.22 GetExePath

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetExePath: string;
```

Description

This is function GetExePath.

1.2.23 GetFileRWops

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetFileRWops.

1.2.24 GetMemRWops

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetMemRWops.

1.2.25 GetRandomSeed

File: DelphiGamekit.pas (see page 255)

Delphi

```
function GetRandomSeed: Integer;
```

Description

This is function GetRandomSeed.

1.2.26 GetSemVerStr

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetSemVerStr.

1.2.27 GetUUID

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetUUID.

1.2.28 GetVersionInfo

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetVersionInfo.

1.2.29 GetVersionInfo

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function GetVersionInfo.

1.2.30 HasConsoleOutput

File: DelphiGamekit.pas (see page 255)

Delphi

```
function HasConsoleOutput: Boolean;
```

Description

This is function HasConsoleOutput.

1.2.31 IsCurrentDir

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function IsCurrentDir.

1.2.32 IsSingleInstance

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function IsSingleInstance.

1.2.33 IsValidFilename

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function IsValidFilename.

1.2.34 Lerp

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Lerp.

1.2.35 LineIntersection

File: DelphiGamekit.pas (see page 255)

Delphi

```
function LineIntersection(  
    aX1: Integer;  
    aY1: Integer;  
    aX2: Integer;  
    aY2: Integer;  
    aX3: Integer;
```



```
    aY3: Integer;  
    aX4: Integer;  
    aY4: Integer;  
    var aX: Integer;  
    var aY: Integer  
): TLineIntersection;
```

Description

This is function LineIntersection.

1.2.36 Pause

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Pause.

1.2.37 PointInCircle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PointInCircle.

1.2.38 PointInRectangle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PointInRectangle.

1.2.39 PointInTriangle

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PointInTriangle.

1.2.40 Print

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Print.

1.2.41 Print

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function Print.

1.2.42 PrintLn

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure PrintLn; overload;
```

Description

This is function PrintLn.

1.2.43 PrintLn

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PrintLn.

1.2.44 PrintLn

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function PrintLn.

1.2.45 ProcessMessages

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure ProcessMessages;
```

Description

This is function ProcessMessages.

1.2.46 RadiusOverlap

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RadiusOverlap.

1.2.47 RandomBool

File: DelphiGamekit.pas (see page 255)

Delphi

```
function RandomBool: Boolean;
```

Description

This is function RandomBool.

1.2.48 RandomRange

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RandomRange.

1.2.49 RandomRangef

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RandomRangef.

1.2.50 ReadStringFromStream

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ReadStringFromStream.

1.2.51 RectangleIntersection

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RectangleIntersection.

1.2.52 RectanglesOverlap

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RectanglesOverlap.

1.2.53 RemoveDuplicates

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveDuplicates.

1.2.54 RemoveDuplicates2

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveDuplicates2.

1.2.55 RemoveQuotes

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveQuotes.

1.2.56 RemoveSelfFromUserPath

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RemoveSelfFromUserPath.

1.2.57 ResourceExists

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ResourceExists.

1.2.58 RunGame

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function RunGame.

1.2.59 SameSign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SameSign.

1.2.60 SameSignf

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SameSignf.

1.2.61 SameVaLue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SameVaLue.

1.2.62 SameVaLuef

File: DelphiGamekit.pas (see page 255)

Delphi

```
function SameVaLuef(  

```

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

Description

This is function SameVaLuef.

1.2.63 SetEnvVarValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SetEnvVarValue.

1.2.64 SetGlobalEnvironment

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SetGlobalEnvironment.

1.2.65 SetRandomSeed

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SetRandomSeed.

1.2.66 ShellOpen

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function ShellOpen.

1.2.67 SmoothMove

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function SmoothMove.

1.2.68 UnitToScalarValue

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is function UnitToScalarValue.

1.2.69 WaitForAnyKey

File: DelphiGamekit.pas (see page 255)

Delphi

```
procedure WaitForAnyKey;
```

Description

This is function WaitForAnyKey.

1.2.70 WasRunFromConsole

File: DelphiGamekit.pas (see page 255)

Delphi

```
function WasRunFromConsole: Boolean;
```

Description

This is function WasRunFromConsole.

1.2.71 WriteStringToStream

File: DelphiGamekit.pas (see page 255)

Delphi

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











Description

This is function WriteStringToStream.

1.3 Structs, Records, Enums

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

Enumerations

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

1.3.1 TAudioFading

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TAudioFading.

1.3.2 TBlendMode

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TBlendMode.

1.3.3 TEaseType

File: DelphiGamekit.pas (see page 255)

Delphi

```
TEaseType = (  
    etLinearTween,  
    etInQuad,  
    etOutQuad,  
    etInOutQuad,  
    etInCubic,  
    etOutCubic,  
    etInOutCubic,  
    etInQuart,  
    etOutQuart,  
    etInOutQuart,  
    etInQuint,  
    etOutQuint,  
    etInOutQuint,  
    etInSine,  
    etOutSine,  
    etInOutSine,  
    etInExpo,  
    etOutExpo,  
    etInOutExpo,  
    etInCircle,  
    etOutCircle,  
    etInOutCircle  
);
```

Description

This is record TEaseType.

1.3.4 TFlipMode

File: DelphiGamekit.pas (see page 255)

Delphi

```
TFlipMode = (  

```

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

Description

This is record TFlipMode.

1.3.5 THAlign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record THAlign.

1.3.6 TLineIntersection

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TLineIntersection.

1.3.7 TSpeechVoiceAttribute

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TSpeechVoiceAttribute.

1.3.8 TTextureAccess

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TTextureAccess.

1.3.9 TVAlign

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TVAlign.

1.3.10 TVideoStatus

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is record TVideoStatus.

1.4 Types

The following table lists types in this documentation.

Types

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

1.4.1 PColor

File: DelphiGamekit.pas (see page 255)

Delphi

```
PColor = ^TColor;
```

Description

This is type PColor.

1.4.2 PPoint

File: DelphiGamekit.pas (see page 255)

Delphi

```
PPoint = ^TPoint;
```

Description

This is type PPoint.

1.4.3 PRect

File: DelphiGamekit.pas (see page 255)

Delphi

```
PRect = ^TRect;
```

Description

This is type PRect.

1.4.4 PVector

File: DelphiGamekit.pas (see page 255)

Delphi

```
PVector = ^TVector;
```

Description

This is type PVector.

1.4.5 PVideo

File: DelphiGamekit.pas (see page 255)

Delphi

```
PVideo = ^TVideo;
```

Description

This is type PVideo.

1.4.6 TCaptureConsoleOutputEvent

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is type TCaptureConsoleOutputEvent.

1.4.7 TGameClass

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is type TGameClass.

1.4.8 TMusic

File: DelphiGamekit.pas (see page 255)

Delphi

```
TMusic = PMix_Music;
```

Description

This is type TMusic.

1.4.9 TSound

File: DelphiGamekit.pas (see page 255)

Delphi

```
TSound = PMix_Chunk;
```

Description

This is type TSound.

1.5 Variables

The following table lists variables in this documentation.

Variables

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

1.5.1 Game

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is variable Game.

1.5.2 Marshaller

File: DelphiGamekit.pas (see page 255)

Delphi

```
Marshaller: TMarshaller;
```

Description

This is variable Marshaller.

1.6 Constants

The following table lists constants in this documentation.

Constants

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

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

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

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

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

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

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

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

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

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

1.6.1 ALICEBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant ALICEBLUE.

1.6.2 ANTIQUEWHITE

File: DelphiGamekit.pas (see page 255)

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 255)

Delphi

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

Description

This is constant AQUA.

1.6.4 AQUAMARINE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant AQUAMARINE.

1.6.5 ARCEXT

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant ARCEXT.

1.6.6 AUDIO_CHANNEL_DYNAMIC

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_DYNAMIC = -1;
```

Description

This is constant AUDIO_CHANNEL_DYNAMIC.

1.6.7 AUDIO_CHANNEL_FADINGIN

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_FADINGIN = 2;
```

Description

This is constant AUDIO_CHANNEL_FADINGIN.

1.6.8 AUDIO_CHANNEL_FADINGOUT

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_FADINGOUT = 1;
```

Description

This is constant AUDIO_CHANNEL_FADINGOUT.

1.6.9 AUDIO_CHANNEL_LOOP

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_LOOP = -1;
```

Description

This is constant AUDIO_CHANNEL_LOOP.

1.6.10 AUDIO_CHANNEL_MAX

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_MAX = 16;
```

Description

This is constant AUDIO_CHANNEL_MAX.

1.6.11 AUDIO_CHANNEL_NOFADING

File: DelphiGamekit.pas (see page 255)

Delphi

```
AUDIO_CHANNEL_NOFADING = 0;
```

Description

This is constant AUDIO_CHANNEL_NOFADING.

1.6.12 AZURE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant AZURE.

1.6.13 BEIGE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BEIGE.

1.6.14 BISQUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BISQUE.

1.6.15 BLACK

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLACK.

1.6.16 BLANCHEDALMOND

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLANCHEDALMOND.

1.6.17 BLANK

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLANK.

1.6.18 BLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLUE.

1.6.19 BLUEVIOLET

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BLUEVIOLET.

1.6.20 BROWN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BROWN.

1.6.21 BURLYWOOD

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant BURLYWOOD.

1.6.22 BUTTON_LEFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_LEFT = 1;
```

Description

This is constant BUTTON_LEFT.

1.6.23 BUTTON_MIDDLE

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_MIDDLE = 2;
```

Description

This is constant BUTTON_MIDDLE.

1.6.24 BUTTON_RIGHT

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_RIGHT = 3;
```

Description

This is constant BUTTON_RIGHT.

1.6.25 BUTTON_X1

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_X1 = 4;
```

Description

This is constant BUTTON_X1.

1.6.26 BUTTON_X2

File: DelphiGamekit.pas (see page 255)

Delphi

```
BUTTON_X2 = 5;
```

Description

This is constant BUTTON_X2.

1.6.27 CADETBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CADETBLUE.

1.6.28 CHARTREUSE

File: DelphiGamekit.pas (see page 255)

Delphi

```
CHARTREUSE: TColor = (Red:$7F; Green:$FF; BBlue:$00; Alpha:$FF);
```

Description

This is constant CHARTREUSE.

1.6.29 CHOCOLATE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CHOCOLATE.

1.6.30 COLORKEY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant COLORKEY.

1.6.31 CONTROLLER_AXIS_LEFTX

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_LEFTX = 0;
```

Description

This is constant CONTROLLER_AXIS_LEFTX.

1.6.32 CONTROLLER_AXIS_LEFTY

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_LEFTY = 1;
```

Description

This is constant CONTROLLER_AXIS_LEFTY.

1.6.33 CONTROLLER_AXIS_RIGHTX

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_RIGHTX = 2;
```

Description

This is constant CONTROLLER_AXIS_RIGHTX.

1.6.34 CONTROLLER_AXIS_RIGHTY

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_RIGHTY = 3;
```

Description

This is constant CONTROLLER_AXIS_RIGHTY.

1.6.35 CONTROLLER_AXIS_TRIGGERLEFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_TRIGGERLEFT = 4;
```

Description

This is constant CONTROLLER_AXIS_TRIGGERLEFT.

1.6.36 CONTROLLER_AXIS_TRIGGERRIGHT

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_AXIS_TRIGGERRIGHT = 5;
```

Description

This is constant CONTROLLER_AXIS_TRIGGERRIGHT.

1.6.37 CONTROLLER_BUTTON_A

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_A = 0;
```

Description

This is constant CONTROLLER_BUTTON_A.

1.6.38 CONTROLLER_BUTTON_B

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_B = 1;
```

Description

This is constant CONTROLLER_BUTTON_B.

1.6.39 CONTROLLER_BUTTON_BACK

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_BACK = 4;
```

Description

This is constant CONTROLLER_BUTTON_BACK.

1.6.40 CONTROLLER_BUTTON_DPAD_DOWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_DPAD_DOWN = 12;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_DOWN.

1.6.41 CONTROLLER_BUTTON_DPAD_LEFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_DPAD_LEFT = 13;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_LEFT.

1.6.42 CONTROLLER_BUTTON_DPAD_RIGHT

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_DPAD_RIGHT = 14;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_RIGHT.

1.6.43 CONTROLLER_BUTTON_DPAD_UP

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_DPAD_UP = 11;
```

Description

This is constant CONTROLLER_BUTTON_DPAD_UP.

1.6.44 CONTROLLER_BUTTON_GUIDE

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_GUIDE = 5;
```

Description

This is constant CONTROLLER_BUTTON_GUIDE.

1.6.45 CONTROLLER_BUTTON_LEFTSHOULDER

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_LEFTSHOULDER = 9;
```

Description

This is constant CONTROLLER_BUTTON_LEFTSHOULDER.

1.6.46 CONTROLLER_BUTTON_LEFTSTICK

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_LEFTSTICK = 7;
```

Description

This is constant CONTROLLER_BUTTON_LEFTSTICK.

1.6.47 CONTROLLER_BUTTON_MISC1

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_MISC1 = 15;
```

Description

This is constant CONTROLLER_BUTTON_MISC1.

1.6.48 CONTROLLER_BUTTON_PADDLE1

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE1 = 16;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE1.

1.6.49 CONTROLLER_BUTTON_PADDLE2

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE2 = 17;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE2.

1.6.50 CONTROLLER_BUTTON_PADDLE3

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE3 = 18;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE3.

1.6.51 CONTROLLER_BUTTON_PADDLE4

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_PADDLE4 = 19;
```

Description

This is constant CONTROLLER_BUTTON_PADDLE4.

1.6.52 CONTROLLER_BUTTON_RIGHTSHOULDER

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_RIGHTSHOULDER = 10;
```

Description

This is constant CONTROLLER_BUTTON_RIGHTSHOULDER.

1.6.53 CONTROLLER_BUTTON_RIGHTSTICK

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_RIGHTSTICK = 8;
```

Description

This is constant CONTROLLER_BUTTON_RIGHTSTICK.

1.6.54 CONTROLLER_BUTTON_START

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_START = 6;
```

Description

This is constant CONTROLLER_BUTTON_START.

1.6.55 CONTROLLER_BUTTON_TOUCHPAD

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_TOUCHPAD = 20;
```

Description

This is constant CONTROLLER_BUTTON_TOUCHPAD.

1.6.56 CONTROLLER_BUTTON_X

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_X = 2;
```

Description

This is constant CONTROLLER_BUTTON_X.

1.6.57 CONTROLLER_BUTTON_Y

File: DelphiGamekit.pas (see page 255)

Delphi

```
CONTROLLER_BUTTON_Y = 3;
```

Description

This is constant CONTROLLER_BUTTON_Y.

1.6.58 CORAL

File: DelphiGamekit.pas (see page 255)

Delphi

```
CORAL: TColor = (Red:$FF; Green:$7F; BBlue:$50; Alpha:$FF);
```

Description

This is constant CORAL.

1.6.59 CORNFLOWERBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
CORNFLOWERBLUE: TColor = (Red:$64; Green:$95; BBlue:$ED; Alpha:$FF);
```

Description

This is constant CORNFLOWERBLUE.

1.6.60 CORNSILK

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CORNSILK.

1.6.61 CR

File: DelphiGamekit.pas (see page 255)

Delphi

```
CR = #10;
```

Description

This is constant CR.

1.6.62 CRIMSON

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CRIMSON.

1.6.63 CRLF

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CRLF.

1.6.64 CYAN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant CYAN.

1.6.65 DARKBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKBLUE: TColor = (Red:$00; Green:$00; BBlue:$8B; Alpha:$FF);
```

Description

This is constant DARKBLUE.

1.6.66 DARKCYAN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKCYAN.

1.6.67 DARKGOLDENROD

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKGOLDENROD.

1.6.68 DARKGRAY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKGRAY.

1.6.69 DARKGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKGREEN.

1.6.70 DARKGREY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKGREY.

1.6.71 DARKKHAKI

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKKHAKI.

1.6.72 DARKMAGENTA

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKMAGENTA.

1.6.73 DARKOLIVEGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKOLIVEGREEN: TColor = (Red:$55; Green:$6B; BLue:$2F; Alpha:$FF);
```

Description

This is constant DARKOLIVEGREEN.

1.6.74 DARKORANGE

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKORANGE: TColor = (Red:$FF; Green:$8C; BLue:$00; Alpha:$FF);
```

Description

This is constant DARKORANGE.

1.6.75 DARKORCHID

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKORCHID: TColor = (Red:$99; Green:$32; BLue:$CC; Alpha:$FF);
```

Description

This is constant DARKORCHID.

1.6.76 DARKRED

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DARKRED.

1.6.77 DARKSALMON

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKSALMON: TColor = (Red:$E9; Green:$96; BLue:$7A; Alpha:$FF);
```

Description

This is constant DARKSALMON.

1.6.78 DARKSEAGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKSEAGREEN: TColor = (Red:$8F; Green:$BC; BLue:$8F; Alpha:$FF);
```

Description

This is constant DARKSEAGREEN.

1.6.79 DARKSLATEBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKSLATEBLUE: TColor = (Red:$48; Green:$3D; BLue:$8B; Alpha:$FF);
```

Description

This is constant DARKSLATEBLUE.

1.6.80 DARKSLATEBROWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKSLATEBROWN: TColor = (Red:30; Green:31; BLue:30; Alpha:1);
```

Description

This is constant DARKSLATEBROWN.

1.6.81 DARKSLATEGRAY

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKSLATEGRAY: TColor = (Red:$2F; Green:$4F; BLue:$4F; Alpha:$FF);
```

Description

This is constant DARKSLATEGRAY.

1.6.82 DARKTURQUOISE

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKTURQUOISE: TColor = (Red:$00; Green:$CE; BLue:$D1; Alpha:$FF);
```

Description

This is constant DARKTURQUOISE.

1.6.83 DARKVIOLET

File: DelphiGamekit.pas (see page 255)

Delphi

```
DARKVIOLET: TColor = (Red:$94; Green:$00; BLue:$D3; Alpha:$FF);
```

Description

This is constant DARKVIOLET.

1.6.84 DEEPPINK

File: DelphiGamekit.pas (see page 255)

Delphi

```
DEEPPINK: TColor = (Red:$FF; Green:$14; BLue:$93; Alpha:$FF);
```

Description

This is constant DEEPPINK.

1.6.85 DEEPSKYBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DEEPSKYBLUE.

1.6.86 DEGTORAD

File: DelphiGamekit.pas (see page 255)

Delphi

```
DEGTORAD = PI / 180.0;
```

Description

This is constant DEGTORAD.

1.6.87 DIMGRAY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DIMGRAY.

1.6.88 DIMWHITE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DIMWHITE.

1.6.89 DODGERBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant DODGERBLUE.

1.6.90 EPSILON

File: DelphiGamekit.pas (see page 255)

Delphi

```
EPSILON = 0.00001;
```

Description

This is constant EPSILON.

1.6.91 FIREBRICK

File: DelphiGamekit.pas (see page 255)

Delphi

```
FIREBRICK: TColor = (Red:$B2; Green:$22; BBlue:$22; Alpha:$FF);
```

Description

This is constant FIREBRICK.

1.6.92 FLORALWHITE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant FLORALWHITE.

1.6.93 FORESTGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
FORESTGREEN: TColor = (Red:$22; Green:$8B; BLue:$22; Alpha:$FF);
```

Description

This is constant FORESTGREEN.

1.6.94 FUCHSIA

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant FUCHSIA.

1.6.95 GAINSBORO

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant GAINSBORO.

1.6.96 GHOSTWHITE

File: DelphiGamekit.pas (see page 255)

Delphi

```
GHOSTWHITE: TColor = (Red:$F8; Green:$F8; BBlue:$FF; Alpha:$FF);
```

Description

This is constant GHOSTWHITE.

1.6.97 GOLD

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant GOLD.

1.6.98 GOLDENROD

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant GOLDENROD.

1.6.99 GRAY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant GRAY.

1.6.100 GREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
GREEN: TColor = (Red:$00; Green:$80; BBlue:$00; Alpha:$FF);
```

Description

This is constant GREEN.

1.6.101 GREENYELLOW

File: DelphiGamekit.pas (see page 255)

Delphi

```
GREENYELLOW: TColor = (Red:$AD; Green:$FF; BLue:$2F; Alpha:$FF);
```

Description

This is constant GREENYELLOW.

1.6.102 GREY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant GREY.

1.6.103 HONEYDEW

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant HONEYDEW.

1.6.104 HOTPINK

File: DelphiGamekit.pas (see page 255)

Delphi

```
HOTPINK: TColor = (Red:$FF; Green:$69; BLue:$B4; Alpha:$FF);
```

Description

This is constant HOTPINK.

1.6.105 INDIANRED

File: DelphiGamekit.pas (see page 255)

Delphi

```
INDIANRED: TColor = (Red:$CD; Green:$5C; BBlue:$5C; Alpha:$FF);
```

Description

This is constant INDIANRED.

1.6.106 INDIGO

File: DelphiGamekit.pas (see page 255)

Delphi

```
INDIGO: TColor = (Red:$4B; Green:$00; BBlue:$82; Alpha:$FF);
```

Description

This is constant INDIGO.

1.6.107 INIEXT

File: DelphiGamekit.pas (see page 255)

Delphi

```
INIEXT = 'ini';
```

Description

This is constant INIEXT.

1.6.108 IVORY

File: DelphiGamekit.pas (see page 255)

Delphi

```
IVORY: TColor = (Red:$FF; Green:$FF; BBlue:$F0; Alpha:$FF);
```

Description

This is constant IVORY.

1.6.109 KEY_0

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_0 = 39;
```

Description

This is constant KEY_0.

1.6.110 KEY_1

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_1 = 30;
```

Description

This is constant KEY_1.

1.6.111 KEY_2

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_2 = 31;
```

Description

This is constant KEY_2.

1.6.112 KEY_3

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_3 = 32;
```

Description

This is constant KEY_3.

1.6.113 KEY_4

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_4 = 33;
```

Description

This is constant KEY_4.

1.6.114 KEY_5

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_5 = 34;
```

Description

This is constant KEY_5.

1.6.115 KEY_6

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_6 = 35;
```

Description

This is constant KEY_6.

1.6.116 KEY_7

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_7 = 36;
```

Description

This is constant KEY_7.

1.6.117 KEY_8

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_8 = 37;
```

Description

This is constant KEY_8.

1.6.118 KEY_9

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_9 = 38;
```

Description

This is constant KEY_9.

1.6.119 KEY_A

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_A = 4;
```

Description

This is constant KEY_A.

1.6.120 KEY_AC_BACK

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_BACK = 270;
```

Description

This is constant KEY_AC_BACK.

1.6.121 KEY_AC_BOOKMARKS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_BOOKMARKS = 274;
```

Description

This is constant KEY_AC_BOOKMARKS.

1.6.122 KEY_AC_FORWARD

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_FORWARD = 271;
```

Description

This is constant KEY_AC_FORWARD.

1.6.123 KEY_AC_HOME

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_HOME = 269;
```

Description

This is constant KEY_AC_HOME.

1.6.124 KEY_AC_REFRESH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_REFRESH = 273;
```

Description

This is constant KEY_AC_REFRESH.

1.6.125 KEY_AC_SEARCH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_SEARCH = 268;
```

Description

This is constant KEY_AC_SEARCH.

1.6.126 KEY_AC_STOP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AC_STOP = 272;
```

Description

This is constant KEY_AC_STOP.

1.6.127 KEY_AGAIN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AGAIN = 121;
```

Description

This is constant KEY_AGAIN.

1.6.128 KEY_ALTERASE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_ALTERASE = 153;
```

Description

This is constant KEY_ALTERASE.

1.6.129 KEY_APOSTROPHE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_APOSTROPHE = 52;
```

Description

This is constant KEY_APOSTROPHE.

1.6.130 KEY_APP1

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_APP1 = 283;
```

Description

This is constant KEY_APP1.

1.6.131 KEY_APP2

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_APP2 = 284;
```

Description

This is constant KEY_APP2.

1.6.132 KEY_APPLICATION

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_APPLICATION = 101;
```

Description

This is constant KEY_APPLICATION.

1.6.133 KEY_AUDIOFASTFORWARD

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOFASTFORWARD = 286;
```

Description

This is constant KEY_AUDIOFASTFORWARD.

1.6.134 KEY_AUDIOMUTE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOMUTE = 262;
```

Description

This is constant KEY_AUDIOMUTE.

1.6.135 KEY_AUDIONEXT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIONEXT = 258;
```

Description

This is constant KEY_AUDIONEXT.

1.6.136 KEY_AUDIOPLAY

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOPLAY = 261;
```

Description

This is constant KEY_AUDIOPLAY.

1.6.137 KEY_AUDIOPREV

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOPREV = 259;
```

Description

This is constant KEY_AUDIOPREV.

1.6.138 KEY_AUDIOREWIND

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOREWIND = 285;
```

Description

This is constant KEY_AUDIOREWIND.

1.6.139 KEY_AUDIOSTOP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_AUDIOSTOP = 260;
```

Description

This is constant KEY_AUDIOSTOP.

1.6.140 KEY_B

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_B = 5;
```

Description

This is constant KEY_B.

1.6.141 KEY_BACKSLASH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_BACKSLASH = 49;
```

Description

This is constant KEY_BACKSLASH.

1.6.142 KEY_BACKSPACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_BACKSPACE = 42;
```

Description

This is constant KEY_BACKSPACE.

1.6.143 KEY_BRIGHTNESSDOWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_BRIGHTNESSDOWN = 275;
```

Description

This is constant KEY_BRIGHTNESSDOWN.

1.6.144 KEY_BRIGHTNESSUP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_BRIGHTNESSUP = 276;
```

Description

This is constant KEY_BRIGHTNESSUP.

1.6.145 KEY_C

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_C = 6;
```

Description

This is constant KEY_C.

1.6.146 KEY_CALCULATOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CALCULATOR = 266;
```

Description

This is constant KEY_CALCULATOR.

1.6.147 KEY_CALL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CALL = 289;
```

Description

This is constant KEY_CALL.

1.6.148 KEY_CANCEL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CANCEL = 155;
```

Description

This is constant KEY_CANCEL.

1.6.149 KEY_CAPSLOCK

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CAPSLOCK = 57;
```

Description

This is constant KEY_CAPSLOCK.

1.6.150 KEY_CLEAR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CLEAR = 156;
```

Description

This is constant KEY_CLEAR.

1.6.151 KEY_CLEARAGAIN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CLEARAGAIN = 162;
```

Description

This is constant KEY_CLEARAGAIN.

1.6.152 KEY_COMMA

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_COMMA = 54;
```

Description

This is constant KEY_COMMA.

1.6.153 KEY_COMPUTER

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_COMPUTER = 267;
```

Description

This is constant KEY_COMPUTER.

1.6.154 KEY_COPY

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_COPY = 124;
```

Description

This is constant KEY_COPY.

1.6.155 KEY_CRSEL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CRSEL = 163;
```

Description

This is constant KEY_CRSEL.

1.6.156 KEY_CURRENCYSUBUNIT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CURRENCYSUBUNIT = 181;
```

Description

This is constant KEY_CURRENCYSUBUNIT.

1.6.157 KEY_CURRENCYUNIT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CURRENCYUNIT = 180;
```

Description

This is constant KEY_CURRENCYUNIT.

1.6.158 KEY_CUT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_CUT = 123;
```

Description

This is constant KEY_CUT.

1.6.159 KEY_D

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_D = 7;
```

Description

This is constant KEY_D.

1.6.160 KEY_DECIMALSEPARATOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DECIMALSEPARATOR = 179;
```

Description

This is constant KEY_DECIMALSEPARATOR.

1.6.161 KEY_DELETE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DELETE = 76;
```

Description

This is constant KEY_DELETE.

1.6.162 KEY_DISPLAYSWITCH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DISPLAYSWITCH = 277;
```

Description

This is constant KEY_DISPLAYSWITCH.

1.6.163 KEY_DOWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_DOWN = 81;
```

Description

This is constant KEY_DOWN.

1.6.164 KEY_E

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_E = 8;
```

Description

This is constant KEY_E.

1.6.165 KEY_EJECT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_EJECT = 281;
```

Description

This is constant KEY_EJECT.

1.6.166 KEY_END

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_END = 77;
```

Description

This is constant KEY_END.

1.6.167 KEY_ENDCALL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_ENDCALL = 290;
```

Description

This is constant KEY_ENDCALL.

1.6.168 KEY_EQUALS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_EQUALS = 46;
```

Description

This is constant KEY_EQUALS.

1.6.169 KEY_ESCAPE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_ESCAPE = 41;
```

Description

This is constant KEY_ESCAPE.

1.6.170 KEY_EXECUTE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_EXECUTE = 116;
```

Description

This is constant KEY_EXECUTE.

1.6.171 KEY_F

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F = 9;
```

Description

This is constant KEY_F.

1.6.172 KEY_F1

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F1 = 58;
```

Description

This is constant KEY_F1.

1.6.173 KEY_F10

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F10 = 67;
```

Description

This is constant KEY_F10.

1.6.174 KEY_F11

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F11 = 68;
```

Description

This is constant KEY_F11.

1.6.175 KEY_F12

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F12 = 69;
```

Description

This is constant KEY_F12.

1.6.176 KEY_F13

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F13 = 104;
```

Description

This is constant KEY_F13.

1.6.177 KEY_F14

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F14 = 105;
```

Description

This is constant KEY_F14.

1.6.178 KEY_F15

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F15 = 106;
```

Description

This is constant KEY_F15.

1.6.179 KEY_F16

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F16 = 107;
```

Description

This is constant KEY_F16.

1.6.180 KEY_F17

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F17 = 108;
```

Description

This is constant KEY_F17.

1.6.181 KEY_F18

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F18 = 109;
```

Description

This is constant KEY_F18.

1.6.182 KEY_F19

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F19 = 110;
```

Description

This is constant KEY_F19.

1.6.183 KEY_F2

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F2 = 59;
```

Description

This is constant KEY_F2.

1.6.184 KEY_F20

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F20 = 111;
```

Description

This is constant KEY_F20.

1.6.185 KEY_F21

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F21 = 112;
```

Description

This is constant KEY_F21.

1.6.186 KEY_F22

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F22 = 113;
```

Description

This is constant KEY_F22.

1.6.187 KEY_F23

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F23 = 114;
```

Description

This is constant KEY_F23.

1.6.188 KEY_F24

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F24 = 115;
```

Description

This is constant KEY_F24.

1.6.189 KEY_F3

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F3 = 60;
```

Description

This is constant KEY_F3.

1.6.190 KEY_F4

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F4 = 61;
```

Description

This is constant KEY_F4.

1.6.191 KEY_F5

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F5 = 62;
```

Description

This is constant KEY_F5.

1.6.192 KEY_F6

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F6 = 63;
```

Description

This is constant KEY_F6.

1.6.193 KEY_F7

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F7 = 64;
```

Description

This is constant KEY_F7.

1.6.194 KEY_F8

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F8 = 65;
```

Description

This is constant KEY_F8.

1.6.195 KEY_F9

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_F9 = 66;
```

Description

This is constant KEY_F9.

1.6.196 KEY_FIND

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_FIND = 126;
```

Description

This is constant KEY_FIND.

1.6.197 KEY_G

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_G = 10;
```

Description

This is constant KEY_G.

1.6.198 KEY_GRAVE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_GRAVE = 53;
```

Description

This is constant KEY_GRAVE.

1.6.199 KEY_H

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_H = 11;
```

Description

This is constant KEY_H.

1.6.200 KEY_HELP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_HELP = 117;
```

Description

This is constant KEY_HELP.

1.6.201 KEY_HOME

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_HOME = 74;
```

Description

This is constant KEY_HOME.

1.6.202 KEY_I

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_I = 12;
```

Description

This is constant KEY_I.

1.6.203 KEY_INSERT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INSERT = 73;
```

Description

This is constant KEY_INSERT.

1.6.204 KEY_INTERNATIONAL1

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL1 = 135;
```

Description

This is constant KEY_INTERNATIONAL1.

1.6.205 KEY_INTERNATIONAL2

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL2 = 136;
```

Description

This is constant KEY_INTERNATIONAL2.

1.6.206 KEY_INTERNATIONAL3

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL3 = 137;
```

Description

This is constant KEY_INTERNATIONAL3.

1.6.207 KEY_INTERNATIONAL4

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL4 = 138;
```

Description

This is constant KEY_INTERNATIONAL4.

1.6.208 KEY_INTERNATIONAL5

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERNATIONAL5 = 139;
```

Description

This is constant KEY_INTERNATIONAL5.

1.6.209 KEY_INTERATIONAL6

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERATIONAL6 = 140;
```

Description

This is constant KEY_INTERATIONAL6.

1.6.210 KEY_INTERATIONAL7

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERATIONAL7 = 141;
```

Description

This is constant KEY_INTERATIONAL7.

1.6.211 KEY_INTERATIONAL8

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERATIONAL8 = 142;
```

Description

This is constant KEY_INTERATIONAL8.

1.6.212 KEY_INTERATIONAL9

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_INTERATIONAL9 = 143;
```

Description

This is constant KEY_INTERATIONAL9.

1.6.213 KEY_J

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_J = 13;
```

Description

This is constant KEY_J.

1.6.214 KEY_K

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_K = 14;
```

Description

This is constant KEY_K.

1.6.215 KEY_KBDILLUMDOWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KBDILLUMDOWN = 279;
```

Description

This is constant KEY_KBDILLUMDOWN.

1.6.216 KEY_KBDILLUMTOGGLE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KBDILLUMTOGGLE = 278;
```

Description

This is constant KEY_KBDILLUMTOGGLE.

1.6.217 KEY_KBDILLUMUP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KBDILLUMUP = 280;
```

Description

This is constant KEY_KBDILLUMUP.

1.6.218 KEY_KP_0

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_0 = 98;
```

Description

This is constant KEY_KP_0.

1.6.219 KEY_KP_00

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_00 = 176;
```

Description

This is constant KEY_KP_00.

1.6.220 KEY_KP_000

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_000 = 177;
```

Description

This is constant KEY_KP_000.

1.6.221 KEY_KP_1

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_1 = 89;
```

Description

This is constant KEY_KP_1.

1.6.222 KEY_KP_2

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_2 = 90;
```

Description

This is constant KEY_KP_2.

1.6.223 KEY_KP_3

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_3 = 91;
```

Description

This is constant KEY_KP_3.

1.6.224 KEY_KP_4

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_4 = 92;
```

Description

This is constant KEY_KP_4.

1.6.225 KEY_KP_5

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_5 = 93;
```

Description

This is constant KEY_KP_5.

1.6.226 KEY_KP_6

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_6 = 94;
```

Description

This is constant KEY_KP_6.

1.6.227 KEY_KP_7

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_7 = 95;
```

Description

This is constant KEY_KP_7.

1.6.228 KEY_KP_8

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_8 = 96;
```

Description

This is constant KEY_KP_8.

1.6.229 KEY_KP_9

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_9 = 97;
```

Description

This is constant KEY_KP_9.

1.6.230 KEY_KP_A

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_A = 188;
```

Description

This is constant KEY_KP_A.

1.6.231 KEY_KP_AMPERSAND

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_AMPERSAND = 199;
```

Description

This is constant KEY_KP_AMPERSAND.

1.6.232 KEY_KP_AT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_AT = 206;
```

Description

This is constant KEY_KP_AT.

1.6.233 KEY_KP_B

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_B = 189;
```

Description

This is constant KEY_KP_B.

1.6.234 KEY_KP_BACKSPACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_BACKSPACE = 187;
```

Description

This is constant KEY_KP_BACKSPACE.

1.6.235 KEY_KP_BINARY

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_BINARY = 218;
```

Description

This is constant KEY_KP_BINARY.

1.6.236 KEY_KP_C

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_C = 190;
```

Description

This is constant KEY_KP_C.

1.6.237 KEY_KP_CLEAR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_CLEAR = 216;
```

Description

This is constant KEY_KP_CLEAR.

1.6.238 KEY_KP_CLEARENTRY

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_CLEARENTRY = 217;
```

Description

This is constant KEY_KP_CLEARENTRY.

1.6.239 KEY_KP_COLON

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_COLON = 203;
```

Description

This is constant KEY_KP_COLON.

1.6.240 KEY_KP_COMMA

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_COMMA = 133;
```

Description

This is constant KEY_KP_COMMA.

1.6.241 KEY_KP_D

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_D = 191;
```

Description

This is constant KEY_KP_D.

1.6.242 KEY_KP_DBLAMPERSAND

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DBLAMPERSAND = 200;
```

Description

This is constant KEY_KP_DBLAMPERSAND.

1.6.243 KEY_KP_DBLVERTICALBAR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DBLVERTICALBAR = 202;
```

Description

This is constant KEY_KP_DBLVERTICALBAR.

1.6.244 KEY_KP_DECIMAL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DECIMAL = 220;
```

Description

This is constant KEY_KP_DECIMAL.

1.6.245 KEY_KP_DIVIDE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_DIVIDE = 84;
```

Description

This is constant KEY_KP_DIVIDE.

1.6.246 KEY_KP_E

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_E = 192;
```

Description

This is constant KEY_KP_E.

1.6.247 KEY_KP_ENTER

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_ENTER = 88;
```

Description

This is constant KEY_KP_ENTER.

1.6.248 KEY_KP_EQUALS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_EQUALS = 103;
```

Description

This is constant KEY_KP_EQUALS.

1.6.249 KEY_KP_EQUALSAS400

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_EQUALSAS400 = 134;
```

Description

This is constant KEY_KP_EQUALSAS400.

1.6.250 KEY_KP_EXCLAM

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_EXCLAM = 207;
```

Description

This is constant KEY_KP_EXCLAM.

1.6.251 KEY_KP_F

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_F = 193;
```

Description

This is constant KEY_KP_F.

1.6.252 KEY_KP_GREATER

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_GREATER = 198;
```

Description

This is constant KEY_KP_GREATER.

1.6.253 KEY_KP_HASH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_HASH = 204;
```

Description

This is constant KEY_KP_HASH.

1.6.254 KEY_KP_HEXADECIMAL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_HEXADECIMAL = 221;
```

Description

This is constant KEY_KP_HEXADECIMAL.

1.6.255 KEY_KP_LEFTBRACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_LEFTBRACE = 184;
```

Description

This is constant KEY_KP_LEFTBRACE.

1.6.256 KEY_KP_LEFTPAREN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_LEFTPAREN = 182;
```

Description

This is constant KEY_KP_LEFTPAREN.

1.6.257 KEY_KP_LESS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_LESS = 197;
```

Description

This is constant KEY_KP_LESS.

1.6.258 KEY_KP_MEMADD

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMADD = 211;
```

Description

This is constant KEY_KP_MEMADD.

1.6.259 KEY_KP_MEMCLEAR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMCLEAR = 210;
```

Description

This is constant KEY_KP_MEMCLEAR.

1.6.260 KEY_KP_MEMDIVIDE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMDIVIDE = 214;
```

Description

This is constant KEY_KP_MEMDIVIDE.

1.6.261 KEY_KP_MEMMULTIPLY

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMMULTIPLY = 213;
```

Description

This is constant KEY_KP_MEMMULTIPLY.

1.6.262 KEY_KP_MEMRECALL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMRECALL = 209;
```

Description

This is constant KEY_KP_MEMRECALL.

1.6.263 KEY_KP_MEMSTORE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMSTORE = 208;
```

Description

This is constant KEY_KP_MEMSTORE.

1.6.264 KEY_KP_MEMSUBTRACT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MEMSUBTRACT = 212;
```

Description

This is constant KEY_KP_MEMSUBTRACT.

1.6.265 KEY_KP_MINUS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MINUS = 86;
```

Description

This is constant KEY_KP_MINUS.

1.6.266 KEY_KP_MULTIPLY

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_MULTIPLY = 85;
```

Description

This is constant KEY_KP_MULTIPLY.

1.6.267 KEY_KP_OCTAL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_OCTAL = 219;
```

Description

This is constant KEY_KP_OCTAL.

1.6.268 KEY_KP_PERCENT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PERCENT = 196;
```

Description

This is constant KEY_KP_PERCENT.

1.6.269 KEY_KP_PERIOD

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PERIOD = 99;
```

Description

This is constant KEY_KP_PERIOD.

1.6.270 KEY_KP_PLUS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PLUS = 87;
```

Description

This is constant KEY_KP_PLUS.

1.6.271 KEY_KP_PLUSMINUS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_PLUSMINUS = 215;
```

Description

This is constant KEY_KP_PLUSMINUS.

1.6.272 KEY_KP_POWER

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_POWER = 195;
```

Description

This is constant KEY_KP_POWER.

1.6.273 KEY_KP_RIGHTBRACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_RIGHTBRACE = 185;
```

Description

This is constant KEY_KP_RIGHTBRACE.

1.6.274 KEY_KP_RIGHTPAREN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_RIGHTPAREN = 183;
```

Description

This is constant KEY_KP_RIGHTPAREN.

1.6.275 KEY_KP_SPACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_SPACE = 205;
```

Description

This is constant KEY_KP_SPACE.

1.6.276 KEY_KP_TAB

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_TAB = 186;
```

Description

This is constant KEY_KP_TAB.

1.6.277 KEY_KP_VERTICALBAR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_VERTICALBAR = 201;
```

Description

This is constant KEY_KP_VERTICALBAR.

1.6.278 KEY_KP_XOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_KP_XOR = 194;
```

Description

This is constant KEY_KP_XOR.

1.6.279 KEY_L

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_L = 15;
```

Description

This is constant KEY_L.

1.6.280 KEY_LALT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LALT = 226;
```

Description

This is constant KEY_LALT.

1.6.281 KEY_LANG1

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG1 = 144;
```

Description

This is constant KEY_LANG1.

1.6.282 KEY_LANG2

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG2 = 145;
```

Description

This is constant KEY_LANG2.

1.6.283 KEY_LANG3

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG3 = 146;
```

Description

This is constant KEY_LANG3.

1.6.284 KEY_LANG4

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG4 = 147;
```

Description

This is constant KEY_LANG4.

1.6.285 KEY_LANG5

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG5 = 148;
```

Description

This is constant KEY_LANG5.

1.6.286 KEY_LANG6

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG6 = 149;
```

Description

This is constant KEY_LANG6.

1.6.287 KEY_LANG7

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG7 = 150;
```

Description

This is constant KEY_LANG7.

1.6.288 KEY_LANG8

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG8 = 151;
```

Description

This is constant KEY_LANG8.

1.6.289 KEY_LANG9

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LANG9 = 152;
```

Description

This is constant KEY_LANG9.

1.6.290 KEY_LCTRL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LCTRL = 224;
```

Description

This is constant KEY_LCTRL.

1.6.291 KEY_LEFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LEFT = 80;
```

Description

This is constant KEY_LEFT.

1.6.292 KEY_LEFTBRACKET

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LEFTBRACKET = 47;
```

Description

This is constant KEY_LEFTBRACKET.

1.6.293 KEY_LGUI

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LGUI = 227;
```

Description

This is constant KEY_LGUI.

1.6.294 KEY_LSHIFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_LSHIFT = 225;
```

Description

This is constant KEY_LSHIFT.

1.6.295 KEY_M

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_M = 16;
```

Description

This is constant KEY_M.

1.6.296 KEY_MAIL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MAIL = 265;
```

Description

This is constant KEY_MAIL.

1.6.297 KEY_MEDIASELECT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MEDIASELECT = 263;
```

Description

This is constant KEY_MEDIASELECT.

1.6.298 KEY_MENU

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MENU = 118;
```

Description

This is constant KEY_MENU.

1.6.299 KEY_MINUS

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MINUS = 45;
```

Description

This is constant KEY_MINUS.

1.6.300 KEY_MODE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MODE = 257;
```

Description

This is constant KEY_MODE.

1.6.301 KEY_MUTE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_MUTE = 127;
```

Description

This is constant KEY_MUTE.

1.6.302 KEY_N

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_N = 17;
```

Description

This is constant KEY_N.

1.6.303 KEY_NONUSBACKSLASH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_NONUSBACKSLASH = 100;
```

Description

This is constant KEY_NONUSBACKSLASH.

1.6.304 KEY_NONUSHASH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_NONUSHASH = 50;
```

Description

This is constant KEY_NONUSHASH.

1.6.305 KEY_NUMLOCKCLEAR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_NUMLOCKCLEAR = 83;
```

Description

This is constant KEY_NUMLOCKCLEAR.

1.6.306 KEY_O

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_O = 18;
```

Description

This is constant KEY_O.

1.6.307 KEY_OPER

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_OPER = 161;
```

Description

This is constant KEY_OPER.

1.6.308 KEY_OUT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_OUT = 160;
```

Description

This is constant KEY_OUT.

1.6.309 KEY_P

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_P = 19;
```

Description

This is constant KEY_P.

1.6.310 KEY_PAGEDOWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PAGEDOWN = 78;
```

Description

This is constant KEY_PAGEDOWN.

1.6.311 KEY_PAGEUP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PAGEUP = 75;
```

Description

This is constant KEY_PAGEUP.

1.6.312 KEY_PASTE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PASTE = 125;
```

Description

This is constant KEY_PASTE.

1.6.313 KEY_PAUSE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PAUSE = 72;
```

Description

This is constant KEY_PAUSE.

1.6.314 KEY_PERIOD

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PERIOD = 55;
```

Description

This is constant KEY_PERIOD.

1.6.315 KEY_POWER

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_POWER = 102;
```

Description

This is constant KEY_POWER.

1.6.316 KEY_PRINTSCREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PRINTSCREEN = 70;
```

Description

This is constant KEY_PRINTSCREEN.

1.6.317 KEY_PRIOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_PRIOR = 157;
```

Description

This is constant KEY_PRIOR.

1.6.318 KEY_Q

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_Q = 20;
```

Description

This is constant KEY_Q.

1.6.319 KEY_R

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_R = 21;
```

Description

This is constant KEY_R.

1.6.320 KEY_RALT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RALT = 230;
```

Description

This is constant KEY_RALT.

1.6.321 KEY_RCTRL

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RCTRL = 228;
```

Description

This is constant KEY_RCTRL.

1.6.322 KEY_RETURN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RETURN = 40;
```

Description

This is constant KEY_RETURN.

1.6.323 KEY_RETURN2

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RETURN2 = 158;
```

Description

This is constant KEY_RETURN2.

1.6.324 KEY_RGUI

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RGUI = 231;
```

Description

This is constant KEY_RGUI.

1.6.325 KEY_RIGHT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RIGHT = 79;
```

Description

This is constant KEY_RIGHT.

1.6.326 KEY_RIGHTBRACKET

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RIGHTBRACKET = 48;
```

Description

This is constant KEY_RIGHTBRACKET.

1.6.327 KEY_RSHIFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_RSHIFT = 229;
```

Description

This is constant KEY_RSHIFT.

1.6.328 KEY_S

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_S = 22;
```

Description

This is constant KEY_S.

1.6.329 KEY_SCROLLLOCK

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SCROLLLOCK = 71;
```

Description

This is constant KEY_SCROLLLOCK.

1.6.330 KEY_SELECT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SELECT = 119;
```

Description

This is constant KEY_SELECT.

1.6.331 KEY_SEMICOLON

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SEMICOLON = 51;
```

Description

This is constant KEY_SEMICOLON.

1.6.332 KEY_SEPARATOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SEPARATOR = 159;
```

Description

This is constant KEY_SEPARATOR.

1.6.333 KEY_SLASH

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SLASH = 56;
```

Description

This is constant KEY_SLASH.

1.6.334 KEY_SLEEP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SLEEP = 282;
```

Description

This is constant KEY_SLEEP.

1.6.335 KEY_SOFTLEFT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SOFTLEFT = 287;
```

Description

This is constant KEY_SOFTLEFT.

1.6.336 KEY_SOFTRIGHT

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SOFTRIGHT = 288;
```

Description

This is constant KEY_SOFTRIGHT.

1.6.337 KEY_SPACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SPACE = 44;
```

Description

This is constant KEY_SPACE.

1.6.338 KEY_STOP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_STOP = 120;
```

Description

This is constant KEY_STOP.

1.6.339 KEY_SYSREQ

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_SYSREQ = 154;
```

Description

This is constant KEY_SYSREQ.

1.6.340 KEY_T

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_T = 23;
```

Description

This is constant KEY_T.

1.6.341 KEY_TAB

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_TAB = 43;
```

Description

This is constant KEY_TAB.

1.6.342 KEY_THOUSANDSSEPARATOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_THOUSANDSSEPARATOR = 178;
```

Description

This is constant KEY_THOUSANDSSEPARATOR.

1.6.343 KEY_U

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_U = 24;
```

Description

This is constant KEY_U.

1.6.344 KEY_UNDO

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_UNDO = 122;
```

Description

This is constant KEY_UNDO.

1.6.345 KEY_UP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_UP = 82;
```

Description

This is constant KEY_UP.

1.6.346 KEY_V

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_V = 25;
```

Description

This is constant KEY_V.

1.6.347 KEY_VOLUMEDOWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_VOLUMEDOWN = 129;
```

Description

This is constant KEY_VOLUMEDOWN.

1.6.348 KEY_VOLUMEUP

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_VOLUMEUP = 128;
```

Description

This is constant KEY_VOLUMEUP.

1.6.349 KEY_W

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_W = 26;
```

Description

This is constant KEY_W.

1.6.350 KEY_WWW

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_WWW = 264;
```

Description

This is constant KEY_WWW.

1.6.351 KEY_X

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_X = 27;
```

Description

This is constant KEY_X.

1.6.352 KEY_Y

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_Y = 28;
```

Description

This is constant KEY_Y.

1.6.353 KEY_Z

File: DelphiGamekit.pas (see page 255)

Delphi

```
KEY_Z = 29;
```

Description

This is constant KEY_Z.

1.6.354 KHAKI

File: DelphiGamekit.pas (see page 255)

Delphi

```
KHAKI: TColor = (Red:$F0; Green:$E6; BLue:$8C; Alpha:$FF);
```

Description

This is constant KHAKI.

1.6.355 LAVENDER

File: DelphiGamekit.pas (see page 255)

Delphi

```
LAVENDER: TColor = (Red:$E6; Green:$E6; BLue:$FA; Alpha:$FF);
```

Description

This is constant LAVENDER.

1.6.356 LAVENDERBLUSH

File: DelphiGamekit.pas (see page 255)

Delphi

```
LAVENDERBLUSH: TColor = (Red:$FF; Green:$F0; BLue:$F5; Alpha:$FF);
```

Description

This is constant LAVENDERBLUSH.

1.6.357 LAWNGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LAWNGREEN.

1.6.358 LEMONCHIFFON

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LEMONCHIFFON.

1.6.359 LF

File: DelphiGamekit.pas (see page 255)

Delphi

```
LF = #13;
```

Description

This is constant LF.

1.6.360 LIGHTBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTBLUE.

1.6.361 LIGHTCORAL

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTCORAL.

1.6.362 LIGHTCYAN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTCYAN.

1.6.363 LIGHTGOLDENRODYELLOW

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTGOLDENRODYELLOW.

1.6.364 LIGHTGRAY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTGRAY.

1.6.365 LIGHTGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTGREEN.

1.6.366 LIGHTGREY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTGREY.

1.6.367 LIGHTPINK

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTPINK.

1.6.368 LIGHTSALMON

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTSALMON.

1.6.369 LIGHTSEAGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTSEAGREEN.

1.6.370 LIGHTSKYBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
LIGHTSKYBLUE: TColor = (Red:$87; Green:$CE; BLue:$FA; Alpha:$FF);
```

Description

This is constant LIGHTSKYBLUE.

1.6.371 LIGHTSLATEGRAY

File: DelphiGamekit.pas (see page 255)

Delphi

```
LIGHTSLATEGRAY: TColor = (Red:$77; Green:$88; BLue:$99; Alpha:$FF);
```

Description

This is constant LIGHTSLATEGRAY.

1.6.372 LIGHTSLATEGREY

File: DelphiGamekit.pas (see page 255)

Delphi

```
LIGHTSLATEGREY: TColor = (Red:$77; Green:$88; BLue:$99; Alpha:$FF);
```

Description

This is constant LIGHTSLATEGREY.

1.6.373 LIGHTSTEELBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
LIGHTSTEELBLUE: TColor = (Red:$B0; Green:$C4; BLue:$DE; Alpha:$FF);
```

Description

This is constant LIGHTSTEELBLUE.

1.6.374 LIGHTYELLOW

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIGHTYELLOW.

1.6.375 LIME

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIME.

1.6.376 LIMEGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LIMEGREEN.

1.6.377 LINEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LINEN.

1.6.378 LOGEXT

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant LOGEXT.

1.6.379 LuSCANCODE_EXSEL

File: DelphiGamekit.pas (see page 255)

Delphi

```
LuSCANCODE_EXSEL = 164;
```

Description

This is constant LuSCANCODE_EXSEL.

1.6.380 MAGENTA

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant MAGENTA.

1.6.381 MAROON

File: DelphiGamekit.pas (see page 255)

Delphi

```
MAROON: TColor = (Red:$80; Green:$00; BBlue:$00; Alpha:$FF);
```

Description

This is constant MAROON.

1.6.382 MEDIUMAQUAMARINE

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMAQUAMARINE: TColor = (Red:$66; Green:$CD; BBlue:$AA; Alpha:$FF);
```

Description

This is constant MEDIUMAQUAMARINE.

1.6.383 MEDIUMBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant MEDIUMBLUE.

1.6.384 MEDIUMORCHID

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMORCHID: TColor = (Red:$BA; Green:$55; BLue:$D3; Alpha:$FF);
```

Description

This is constant MEDIUMORCHID.

1.6.385 MEDIUMPURPLE

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMPURPLE: TColor = (Red:$93; Green:$70; BLue:$DB; Alpha:$FF);
```

Description

This is constant MEDIUMPURPLE.

1.6.386 MEDIUMSEAGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMSEAGREEN: TColor = (Red:$3C; Green:$B3; BLue:$71; Alpha:$FF);
```

Description

This is constant MEDIUMSEAGREEN.

1.6.387 MEDIUMSLATEBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMSLATEBLUE: TColor = (Red:$7B; Green:$68; BLue:$EE; Alpha:$FF);
```

Description

This is constant MEDIUMSLATEBLUE.

1.6.388 MEDIUMSPRINGGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMSPRINGGREEN: TColor = (Red:$00; Green:$FA; BLue:$9A; Alpha:$FF);
```

Description

This is constant MEDIUMSPRINGGREEN.

1.6.389 MEDIUMTURQUOISE

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMTURQUOISE: TColor = (Red:$48; Green:$D1; BLue:$CC; Alpha:$FF);
```

Description

This is constant MEDIUMTURQUOISE.

1.6.390 MEDIUMVIOLETRED

File: DelphiGamekit.pas (see page 255)

Delphi

```
MEDIUMVIOLETRED: TColor = (Red:$C7; Green:$15; BLue:$85; Alpha:$FF);
```

Description

This is constant MEDIUMVIOLETRED.

1.6.391 MIDNIGHTBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
MIDNIGHTBLUE: TColor = (Red:$19; Green:$19; BLue:$70; Alpha:$FF);
```

Description

This is constant MIDNIGHTBLUE.

1.6.392 MINTCREAM

File: DelphiGamekit.pas (see page 255)

Delphi

```
MINTCREAM: TColor = (Red:$F5; Green:$FF; BLue:$FA; Alpha:$FF);
```

Description

This is constant MINTCREAM.

1.6.393 MISTYROSE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant MISTYROSE.

1.6.394 MOCCASIN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant MOCCASIN.

1.6.395 MPGEXT

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant MPGEXT.

1.6.396 NAN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant NAN.

1.6.397 NAVAJOWHITE

File: DelphiGamekit.pas (see page 255)

Delphi

```
NAVAJOWHITE: TColor = (Red:$FF; Green:$DE; BBlue:$AD; Alpha:$FF);
```

Description

This is constant NAVAJOWHITE.

1.6.398 NAVY

File: DelphiGamekit.pas (see page 255)

Delphi

```
NAVY: TColor = (Red:$00; Green:$00; BLue:$80; Alpha:$FF);
```

Description

This is constant NAVY.

1.6.399 OGGEXT

File: DelphiGamekit.pas (see page 255)

Delphi

```
OGGEXT = 'ogg';
```

Description

This is constant OGGEXT.

1.6.400 OLDLACE

File: DelphiGamekit.pas (see page 255)

Delphi

```
OLDLACE: TColor = (Red:$FD; Green:$F5; BLue:$E6; Alpha:$FF);
```

Description

This is constant OLDLACE.

1.6.401 OLIVE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant OLIVE.

1.6.402 OLIVEDRAB

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant OLIVEDRAB.

1.6.403 ORANGE

File: DelphiGamekit.pas (see page 255)

Delphi

```
ORANGE: TColor = (Red:$FF; Green:$A5; BBlue:$00; Alpha:$FF);
```

Description

This is constant ORANGE.

1.6.404 ORANGERED

File: DelphiGamekit.pas (see page 255)

Delphi

```
ORANGERED: TColor = (Red:$FF; Green:$45; BBlue:$00; Alpha:$FF);
```

Description

This is constant ORANGERED.

1.6.405 ORCHID

File: DelphiGamekit.pas (see page 255)

Delphi

```
ORCHID: TColor = (Red:$DA; Green:$70; BBlue:$D6; Alpha:$FF);
```

Description

This is constant ORCHID.

1.6.406 OVERLAY1

File: DelphiGamekit.pas (see page 255)

Delphi

```
OVERLAY1: TColor = (Red:$00; Green:$20; BBlue:$29; Alpha:$B4);
```

Description

This is constant OVERLAY1.

1.6.407 OVERLAY2

File: DelphiGamekit.pas (see page 255)

Delphi

```
OVERLAY2: TColor = (Red:$01; Green:$1B; BLue:$01; Alpha:255);
```

Description

This is constant OVERLAY2.

1.6.408 PALEGOLDENROD

File: DelphiGamekit.pas (see page 255)

Delphi

```
PALEGOLDENROD: TColor = (Red:$EE; Green:$E8; BLue:$AA; Alpha:$FF);
```

Description

This is constant PALEGOLDENROD.

1.6.409 PALEGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
PALEGREEN: TColor = (Red:$98; Green:$FB; BLue:$98; Alpha:$FF);
```

Description

This is constant PALEGREEN.

1.6.410 PALETURQUOISE

File: DelphiGamekit.pas (see page 255)

Delphi

```
PALETURQUOISE: TColor = (Red:$AF; Green:$EE; BLue:$EE; Alpha:$FF);
```

Description

This is constant PALETURQUOISE.

1.6.411 PALEVIOLETRED

File: DelphiGamekit.pas (see page 255)

Delphi

```
PALEVIOLETRED: TColor = (Red:$DB; Green:$70; BLue:$93; Alpha:$FF);
```

Description

This is constant PALEVIOLETRED.

1.6.412 PAPAYAWHIP

File: DelphiGamekit.pas (see page 255)

Delphi

```
PAPAYAWHIP: TColor = (Red:$FF; Green:$EF; BLue:$D5; Alpha:$FF);
```

Description

This is constant PAPAYAWHIP.

1.6.413 PEACHPUFF

File: DelphiGamekit.pas (see page 255)

Delphi

```
PEACHPUFF: TColor = (Red:$FF; Green:$DA; BLue:$B9; Alpha:$FF);
```

Description

This is constant PEACHPUFF.

1.6.414 PERU

File: DelphiGamekit.pas (see page 255)

Delphi

```
PERU: TColor = (Red:$CD; Green:$85; BLue:$3F; Alpha:$FF);
```

Description

This is constant PERU.

1.6.415 PINK

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant PINK.

1.6.416 PLUM

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant PLUM.

1.6.417 PNGEXT

File: DelphiGamekit.pas (see page 255)

Delphi

```
PNGEXT = 'png';
```

Description

This is constant PNGEXT.

1.6.418 POWDERBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant POWDERBLUE.

1.6.419 PURPLE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant PURPLE.

1.6.420 RADTODEG

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant RADTODEG.

1.6.421 REBECCAPURPLE

File: DelphiGamekit.pas (see page 255)

Delphi

```
REBECCAPURPLE: TColor = (Red:$66; Green:$33; BLue:$99; Alpha:$FF);
```

Description

This is constant REBECCAPURPLE.

1.6.422 RED

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant RED.

1.6.423 RED2

File: DelphiGamekit.pas (see page 255)

Delphi

```
RED2: TColor = (Red:$7E; Green:$32; BLue:$3F; Alpha:255);
```

Description

This is constant RED2.

1.6.424 ROSYBROWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
ROSYBROWN: TColor = (Red:$BC; Green:$8F; BLue:$8F; Alpha:$FF);
```

Description

This is constant ROSYBROWN.

1.6.425 ROYALBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
ROYALBLUE: TColor = (Red:$41; Green:$69; BLue:$E1; Alpha:$FF);
```

Description

This is constant ROYALBLUE.

1.6.426 SADDLEBROWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
SADDLEBROWN: TColor = (Red:$8B; Green:$45; BLue:$13; Alpha:$FF);
```

Description

This is constant SADDLEBROWN.

1.6.427 SALMON

File: DelphiGamekit.pas (see page 255)

Delphi

```
SALMON: TColor = (Red:$FA; Green:$80; BLue:$72; Alpha:$FF);
```

Description

This is constant SALMON.

1.6.428 SANDYBROWN

File: DelphiGamekit.pas (see page 255)

Delphi

```
SANDYBROWN: TColor = (Red:$F4; Green:$A4; BLue:$60; Alpha:$FF);
```

Description

This is constant SANDYBROWN.

1.6.429 SEAGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant SEAGREEN.

1.6.430 SEASHELL

File: DelphiGamekit.pas (see page 255)

Delphi

```
SEASHELL: TColor = (Red:$FF; Green:$F5; BBlue:$EE; Alpha:$FF);
```

Description

This is constant SEASHELL.

1.6.431 SIENNA

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant SIENNA.

1.6.432 SILVER

File: DelphiGamekit.pas (see page 255)

Delphi

```
SILVER: TColor = (Red:$C0; Green:$C0; BBlue:$C0; Alpha:$FF);
```

Description

This is constant SILVER.

1.6.433 SKYBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant SKYBLUE.

1.6.434 SLATEBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant SLATEBLUE.

1.6.435 SLATEGRAY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant SLATEGRAY.

1.6.436 SLATEGREY

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant SLATEGREY.

1.6.437 SNOW

File: DelphiGamekit.pas (see page 255)

Delphi

```
SNOW: TColor = (Red:$FF; Green:$FA; BBlue:$FA; Alpha:$FF);
```

Description

This is constant SNOW.

1.6.438 SPRINGGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

```
SPRINGGREEN: TColor = (Red:$00; Green:$FF; BLue:$7F; Alpha:$FF);
```

Description

This is constant SPRINGGREEN.

1.6.439 STEELBLUE

File: DelphiGamekit.pas (see page 255)

Delphi

```
STEELBLUE: TColor = (Red:$46; Green:$82; BLue:$B4; Alpha:$FF);
```

Description

This is constant STEELBLUE.

1.6.440 TAN

File: DelphiGamekit.pas (see page 255)

Delphi

```
TAN: TColor = (Red:$D2; Green:$B4; BLue:$8C; Alpha:$FF);
```

Description

This is constant TAN.

1.6.441 TEAL

File: DelphiGamekit.pas (see page 255)

Delphi

```
TEAL: TColor = (Red:$00; Green:$80; BLue:$80; Alpha:$FF);
```

Description

This is constant TEAL.

1.6.442 THISTLE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant THISTLE.

1.6.443 TIMER_FIXEDUPDATE_SPEED

File: DelphiGamekit.pas (see page 255)

Delphi

```
TIMER_FIXEDUPDATE_SPEED = 60.0;
```

Description

This is constant TIMER_FIXEDUPDATE_SPEED.

1.6.444 TIMER_UPDATE_SPEED

File: DelphiGamekit.pas (see page 255)

Delphi

```
TIMER_UPDATE_SPEED = 60.0;
```

Description

This is constant TIMER_UPDATE_SPEED.

1.6.445 TOMATO

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant TOMATO.

1.6.446 TURQUOISE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant TURQUOISE.

1.6.447 VERSION_MAJOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
VERSION_MAJOR = '0';
```

Description

This is constant VERSION_MAJOR.

1.6.448 VERSION_MINOR

File: DelphiGamekit.pas (see page 255)

Delphi

```
VERSION_MINOR = '1';
```

Description

This is constant VERSION_MINOR.

1.6.449 VERSION_PATCH

File: DelphiGamekit.pas (see page 255)

Delphi

```
VERSION_PATCH = '0';
```

Description

This is constant VERSION_PATCH.

1.6.450 VIDEO_SAMPLEBUFFERSIZE

File: DelphiGamekit.pas (see page 255)

Delphi

```
VIDEO_SAMPLEBUFFERSIZE = 2304;
```

Description

This is constant VIDEO_SAMPLEBUFFERSIZE.

1.6.451 VIOLET

File: DelphiGamekit.pas (see page 255)

Delphi

```
VIOLET: TColor = (Red:$EE; Green:$82; BBlue:$EE; Alpha:$FF);
```

Description

This is constant VIOLET.

1.6.452 WHEAT

File: DelphiGamekit.pas (see page 255)

Delphi

```
WHEAT: TColor = (Red:$F5; Green:$DE; BLue:$B3; Alpha:$FF);
```

Description

This is constant WHEAT.

1.6.453 WHITE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant WHITE.

1.6.454 WHITE2

File: DelphiGamekit.pas (see page 255)

Delphi

```
WHITE2: TColor = (Red:$F5; Green:$F5; BLue:$F5; Alpha:$FF);
```

Description

This is constant WHITE2.

1.6.455 WHITESMOKE

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant WHITESMOKE.

1.6.456 WINDOW_HEIGHT

File: DelphiGamekit.pas (see page 255)

Delphi

`WINDOW_HEIGHT = 1080 div 2;`

Description

This is constant WINDOW_HEIGHT.

1.6.457 WINDOW_WIDTH

File: DelphiGamekit.pas (see page 255)

Delphi

`WINDOW_WIDTH = 1920 div 2;`

Description

This is constant WINDOW_WIDTH.

1.6.458 YELLOW

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant YELLOW.

1.6.459 YELLOWGREEN

File: DelphiGamekit.pas (see page 255)

Delphi

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

Description

This is constant YELLOWGREEN.

1.7 Files

The following table lists files in this documentation.











Units

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

1.7.1 DelphiGamekit.pas

This is file DelphiGamekit.pas.

Classes

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

Constants

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

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

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

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

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

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

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











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

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

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

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

Enumerations
















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

Functions

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

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

Records

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

Types

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

Variables

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

Index

A

- ALICEBLUE 152
- ALICEBLUE constant 152
- ANTIQUEWHITE 153
- ANTIQUEWHITE constant 153
- AQUA 153
- AQUA constant 153
- AQUAMARINE 153
- AQUAMARINE constant 153
- ARCEXT 153
- ARCEXT constant 153
- AUDIO_CHANNEL_DYNAMIC 153
- AUDIO_CHANNEL_DYNAMIC constant 153
- AUDIO_CHANNEL_FADINGIN 154
- AUDIO_CHANNEL_FADINGIN constant 154
- AUDIO_CHANNEL_FADINGOUT 154
- AUDIO_CHANNEL_FADINGOUT constant 154
- AUDIO_CHANNEL_LOOP 154
- AUDIO_CHANNEL_LOOP constant 154
- AUDIO_CHANNEL_MAX 154
- AUDIO_CHANNEL_MAX constant 154
- AUDIO_CHANNEL_NOFADING 155
- AUDIO_CHANNEL_NOFADING constant 155
- AZURE 155
- AZURE constant 155
- AddSelfToUserPath 117
- AddSelfToUserPath function 117
- AngleCos 118
- AngleCos function 118
- AngleDiff 118
- AngleDiff function 118
- AngleRotatePos 118
- AngleRotatePos function 118
- AngleSin 118
- AngleSin function 118
- BEIGE 155
- BEIGE constant 155
- BISQUE 155
- BISQUE constant 155
- BLACK 155
- BLACK constant 155
- BLANCHEDALMOND 156
- BLANCHEDALMOND constant 156
- BLANK 156
- BLANK constant 156
- BLUE 156
- BLUE constant 156
- BLUEVIOLET 156
- BLUEVIOLET constant 156
- BROWN 157
- BROWN constant 157
- BURLYWOOD 157
- BURLYWOOD constant 157
- BUTTON_LEFT 157
- BUTTON_LEFT constant 157
- BUTTON_MIDDLE 157
- BUTTON_MIDDLE constant 157
- BUTTON_RIGHT 157
- BUTTON_RIGHT constant 157
- BUTTON_X1 158
- BUTTON_X1 constant 158
- BUTTON_X2 158
- BUTTON_X2 constant 158
- CADETBBLUE 158
- CADETBBLUE constant 158
- CHARTREUSE 158
- CHARTREUSE constant 158
- CHOCOLATE 159
- CHOCOLATE constant 159
- COLORKEY 159
- COLORKEY constant 159
- CONTROLLER_AXIS_LEFTX 159
- CONTROLLER_AXIS_LEFTX constant 159
- CONTROLLER_AXIS_LEFTY 159
- CONTROLLER_AXIS_LEFTY constant 159
- CONTROLLER_AXIS_RIGHTX 159
- CONTROLLER_AXIS_RIGHTX constant 159
- CONTROLLER_AXIS_RIGHTY 160
- CONTROLLER_AXIS_RIGHTY constant 160
- CONTROLLER_AXIS_TRIGGERLEFT 160
- CONTROLLER_AXIS_TRIGGERLEFT constant 160

CONTROLLER_AXIS_TRIGGERRIGHT 160	CONTROLLER_BUTTON_Y 165
CONTROLLER_AXIS_TRIGGERRIGHT constant 160	CONTROLLER_BUTTON_Y constant 165
CONTROLLER_BUTTON_A 160	CORAL 165
CONTROLLER_BUTTON_A constant 160	CORAL constant 165
CONTROLLER_BUTTON_B 161	CORNFLOWERBLUE 165
CONTROLLER_BUTTON_B constant 161	CORNFLOWERBLUE constant 165
CONTROLLER_BUTTON_BACK 161	CORNSILK 165
CONTROLLER_BUTTON_BACK constant 161	CORNSILK constant 165
CONTROLLER_BUTTON_DPAD_DOWN 161	CR 166
CONTROLLER_BUTTON_DPAD_DOWN constant 161	CR constant 166
CONTROLLER_BUTTON_DPAD_LEFT 161	CRIMSON 166
CONTROLLER_BUTTON_DPAD_LEFT constant 161	CRIMSON constant 166
CONTROLLER_BUTTON_DPAD_RIGHT 161	CRLF 166
CONTROLLER_BUTTON_DPAD_RIGHT constant 161	CRLF constant 166
CONTROLLER_BUTTON_DPAD_UP 162	CYAN 166
CONTROLLER_BUTTON_DPAD_UP constant 162	CYAN constant 166
CONTROLLER_BUTTON_GUIDE 162	CaptureConsoleOutput 119
CONTROLLER_BUTTON_GUIDE constant 162	CaptureConsoleOutput function 119
CONTROLLER_BUTTON_LEFTSHOULDER 162	CircleInRectangle 119
CONTROLLER_BUTTON_LEFTSHOULDER constant 162	CircleInRectangle function 119
CONTROLLER_BUTTON_LEFTSTICK 162	CirclesOverlap 119
CONTROLLER_BUTTON_LEFTSTICK constant 162	CirclesOverlap function 119
CONTROLLER_BUTTON_MISC1 163	Classes 13
CONTROLLER_BUTTON_MISC1 constant 163	ClipVaLue 120
CONTROLLER_BUTTON_PADDLE1 163	ClipVaLue function 120
CONTROLLER_BUTTON_PADDLE1 constant 163	ClipVaLuef 120
CONTROLLER_BUTTON_PADDLE2 163	ClipVaLuef function 120
CONTROLLER_BUTTON_PADDLE2 constant 163	Constants 142
CONTROLLER_BUTTON_PADDLE3 163	CreateDirsInPath 120
CONTROLLER_BUTTON_PADDLE3 constant 163	CreateDirsInPath function 120
CONTROLLER_BUTTON_PADDLE4 163	DARKBLUE 167
CONTROLLER_BUTTON_PADDLE4 constant 163	DARKBLUE constant 167
CONTROLLER_BUTTON_RIGHTSHOULDER 164	DARKCYAN 167
CONTROLLER_BUTTON_RIGHTSHOULDER constant 164	DARKCYAN constant 167
CONTROLLER_BUTTON_RIGHTSTICK 164	DARKGOLDENROD 167
CONTROLLER_BUTTON_RIGHTSTICK constant 164	DARKGOLDENROD constant 167
CONTROLLER_BUTTON_START 164	DARKGRAY 167
CONTROLLER_BUTTON_START constant 164	DARKGRAY constant 167
CONTROLLER_BUTTON_TOUCHPAD 164	DARKGREEN 167
CONTROLLER_BUTTON_TOUCHPAD constant 164	DARKGREEN constant 167
CONTROLLER_BUTTON_X 165	DARKGREY 168
CONTROLLER_BUTTON_X constant 165	DARKGREY constant 168

DARKKHAKI 168	EPSILON 172
DARKKHAKI constant 168	EPSILON constant 172
DARKMAGENTA 168	EasePosition 120
DARKMAGENTA constant 168	EasePosition function 120
DARKOLIVEGREEN 168	EaseValue 121
DARKOLIVEGREEN constant 168	EaseValue function 121
DARKORANGE 169	ExpandRelDirectory 121
DARKORANGE constant 169	ExpandRelDirectory function 121
DARKORCHID 169	ExpandRelFilename 121
DARKORCHID constant 169	ExpandRelFilename function 121
DARKRED 169	ExtractRelativeDirectory 122
DARKRED constant 169	ExtractRelativeDirectory function 122
DARKSALMON 169	ExtractRelativeFilename 122
DARKSALMON constant 169	ExtractRelativeFilename function 122
DARKSEAGREEN 169	FIREBRICK 172
DARKSEAGREEN constant 169	FIREBRICK constant 172
DARKSLATEBLUE 170	FLORALWHITE 173
DARKSLATEBLUE constant 170	FLORALWHITE constant 173
DARKSLATEBROWN 170	FORESTGREEN 173
DARKSLATEBROWN constant 170	FORESTGREEN constant 173
DARKSLATEGRAY 170	FUCHSIA 173
DARKSLATEGRAY constant 170	FUCHSIA constant 173
DARKTURQUOISE 170	Files 254
DARKTURQUOISE constant 170	FreeNilObject 122
DARKVIOLET 171	FreeNilObject function 122
DARKVIOLET constant 171	Functions 116
DEEPPINK 171	GAINSBORO 173
DEEPPINK constant 171	GAINSBORO constant 173
DEEPSKYBLUE 171	GHOSTWHITE 173
DEEPSKYBLUE constant 171	GHOSTWHITE constant 173
DEGTORAD 171	GOLD 174
DEGTORAD constant 171	GOLD constant 174
DIMGRAY 171	GOLDENROD 174
DIMGRAY constant 171	GOLDENROD constant 174
DIMWHITE 172	GRAY 174
DIMWHITE constant 172	GRAY constant 174
DODGERBLUE 172	GREEN 174
DODGERBLUE constant 172	GREEN constant 174
DelphiGamekit.pas 255	GREENYELLOW 175
EBufferException 14	GREENYELLOW constant 175
EBufferException class 14	GREY 175
about EBufferException class 14	GREY constant 175

Game 142	KEY_0 176
Game variable 142	KEY_0 constant 176
GetDirName 122	KEY_1 177
GetDirName function 122	KEY_1 constant 177
GetEnvVarValue 123	KEY_2 177
GetEnvVarValue function 123	KEY_2 constant 177
GetExeBasePath 123	KEY_3 177
GetExeBasePath function 123	KEY_3 constant 177
GetExePath 123	KEY_4 177
GetExePath function 123	KEY_4 constant 177
GetFileRWops 123	KEY_5 177
GetFileRWops function 123	KEY_5 constant 177
GetMemRWops 124	KEY_6 178
GetMemRWops function 124	KEY_6 constant 178
GetRandomSeed 124	KEY_7 178
GetRandomSeed function 124	KEY_7 constant 178
GetSemVerStr 124	KEY_8 178
GetSemVerStr function 124	KEY_8 constant 178
GetUUID 124	KEY_9 178
GetUUID function 124	KEY_9 constant 178
GetVersionInfo 125	KEY_A 179
GetVersionInfo function 125	KEY_A constant 179
HONEYDEW 175	KEY_AC_BACK 179
HONEYDEW constant 175	KEY_AC_BACK constant 179
HOTPINK 175	KEY_AC_BOOKMARKS 179
HOTPINK constant 175	KEY_AC_BOOKMARKS constant 179
HasConsoleOutput 125	KEY_AC_FORWARD 179
HasConsoleOutput function 125	KEY_AC_FORWARD constant 179
INDIANRED 175	KEY_AC_HOME 179
INDIANRED constant 175	KEY_AC_HOME constant 179
INDIGO 176	KEY_AC_REFRESH 180
INDIGO constant 176	KEY_AC_REFRESH constant 180
INIEXT 176	KEY_AC_SEARCH 180
INIEXT constant 176	KEY_AC_SEARCH constant 180
IVORY 176	KEY_AC_STOP 180
IVORY constant 176	KEY_AC_STOP constant 180
IsCurrentDir 125	KEY_AGAIN 180
IsCurrentDir function 125	KEY_AGAIN constant 180
IsSingleInstance 126	KEY_ALTERASE 181
IsSingleInstance function 126	KEY_ALTERASE constant 181
IsValidFilename 126	KEY_APOSTROPHE 181
IsValidFilename function 126	KEY_APOSTROPHE constant 181

KEY_APP1 181	KEY_CLEARAGAIN 186
KEY_APP1 constant 181	KEY_CLEARAGAIN constant 186
KEY_APP2 181	KEY_COMMA 186
KEY_APP2 constant 181	KEY_COMMA constant 186
KEY_APPLICATION 181	KEY_COMPUTER 186
KEY_APPLICATION constant 181	KEY_COMPUTER constant 186
KEY_AUDIOFASTFORWARD 182	KEY_COPY 186
KEY_AUDIOFASTFORWARD constant 182	KEY_COPY constant 186
KEY_AUDIOMUTE 182	KEY_CRSEL 187
KEY_AUDIOMUTE constant 182	KEY_CRSEL constant 187
KEY_AUDIONEXT 182	KEY_CURRENCYSUBUNIT 187
KEY_AUDIONEXT constant 182	KEY_CURRENCYSUBUNIT constant 187
KEY_AUDIOPLAY 182	KEY_CURRENCYUNIT 187
KEY_AUDIOPLAY constant 182	KEY_CURRENCYUNIT constant 187
KEY_AUDIOPREV 183	KEY_CUT 187
KEY_AUDIOPREV constant 183	KEY_CUT constant 187
KEY_AUDIOREWIND 183	KEY_D 187
KEY_AUDIOREWIND constant 183	KEY_D constant 187
KEY_AUDIOSTOP 183	KEY_DECIMALSEPARATOR 188
KEY_AUDIOSTOP constant 183	KEY_DECIMALSEPARATOR constant 188
KEY_B 183	KEY_DELETE 188
KEY_B constant 183	KEY_DELETE constant 188
KEY_BACKSLASH 183	KEY_DISPLAYSWITCH 188
KEY_BACKSLASH constant 183	KEY_DISPLAYSWITCH constant 188
KEY_BACKSPACE 184	KEY_DOWN 188
KEY_BACKSPACE constant 184	KEY_DOWN constant 188
KEY_BRIGHTNESSDOWN 184	KEY_E 189
KEY_BRIGHTNESSDOWN constant 184	KEY_E constant 189
KEY_BRIGHTNESSUP 184	KEY_EJECT 189
KEY_BRIGHTNESSUP constant 184	KEY_EJECT constant 189
KEY_C 184	KEY_END 189
KEY_C constant 184	KEY_END constant 189
KEY_CALCULATOR 185	KEY_ENDCALL 189
KEY_CALCULATOR constant 185	KEY_ENDCALL constant 189
KEY_CALL 185	KEY_EQUALS 189
KEY_CALL constant 185	KEY_EQUALS constant 189
KEY_CANCEL 185	KEY_ESCAPE 190
KEY_CANCEL constant 185	KEY_ESCAPE constant 190
KEY_CAPSLOCK 185	KEY_EXECUTE 190
KEY_CAPSLOCK constant 185	KEY_EXECUTE constant 190
KEY_CLEAR 185	KEY_F 190
KEY_CLEAR constant 185	KEY_F constant 190

KEY_F1 190	KEY_F7 195
KEY_F1 constant 190	KEY_F7 constant 195
KEY_F10 191	KEY_F8 195
KEY_F10 constant 191	KEY_F8 constant 195
KEY_F11 191	KEY_F9 195
KEY_F11 constant 191	KEY_F9 constant 195
KEY_F12 191	KEY_FIND 196
KEY_F12 constant 191	KEY_FIND constant 196
KEY_F13 191	KEY_G 196
KEY_F13 constant 191	KEY_G constant 196
KEY_F14 191	KEY_GRAVE 196
KEY_F14 constant 191	KEY_GRAVE constant 196
KEY_F15 192	KEY_H 196
KEY_F15 constant 192	KEY_H constant 196
KEY_F16 192	KEY_HELP 197
KEY_F16 constant 192	KEY_HELP constant 197
KEY_F17 192	KEY_HOME 197
KEY_F17 constant 192	KEY_HOME constant 197
KEY_F18 192	KEY_I 197
KEY_F18 constant 192	KEY_I constant 197
KEY_F19 193	KEY_INSERT 197
KEY_F19 constant 193	KEY_INSERT constant 197
KEY_F2 193	KEY_INTERNATIONAL1 197
KEY_F2 constant 193	KEY_INTERNATIONAL1 constant 197
KEY_F20 193	KEY_INTERNATIONAL2 198
KEY_F20 constant 193	KEY_INTERNATIONAL2 constant 198
KEY_F21 193	KEY_INTERNATIONAL3 198
KEY_F21 constant 193	KEY_INTERNATIONAL3 constant 198
KEY_F22 193	KEY_INTERNATIONAL4 198
KEY_F22 constant 193	KEY_INTERNATIONAL4 constant 198
KEY_F23 194	KEY_INTERNATIONAL5 198
KEY_F23 constant 194	KEY_INTERNATIONAL5 constant 198
KEY_F24 194	KEY_INTERNATIONAL6 199
KEY_F24 constant 194	KEY_INTERNATIONAL6 constant 199
KEY_F3 194	KEY_INTERNATIONAL7 199
KEY_F3 constant 194	KEY_INTERNATIONAL7 constant 199
KEY_F4 194	KEY_INTERNATIONAL8 199
KEY_F4 constant 194	KEY_INTERNATIONAL8 constant 199
KEY_F5 195	KEY_INTERNATIONAL9 199
KEY_F5 constant 195	KEY_INTERNATIONAL9 constant 199
KEY_F6 195	KEY_J 199
KEY_F6 constant 195	KEY_J constant 199

KEY_K 200	KEY_KP_BINARY 204
KEY_K constant 200	KEY_KP_BINARY constant 204
KEY_KBDILLUMDOWN 200	KEY_KP_C 205
KEY_KBDILLUMDOWN constant 200	KEY_KP_C constant 205
KEY_KBDILLUMTOGGLE 200	KEY_KP_CLEAR 205
KEY_KBDILLUMTOGGLE constant 200	KEY_KP_CLEAR constant 205
KEY_KBDILLUMUP 200	KEY_KP_CLEARENTRY 205
KEY_KBDILLUMUP constant 200	KEY_KP_CLEARENTRY constant 205
KEY_KP_0 201	KEY_KP_COLON 205
KEY_KP_0 constant 201	KEY_KP_COLON constant 205
KEY_KP_00 201	KEY_KP_COMMA 205
KEY_KP_00 constant 201	KEY_KP_COMMA constant 205
KEY_KP_000 201	KEY_KP_D 206
KEY_KP_000 constant 201	KEY_KP_D constant 206
KEY_KP_1 201	KEY_KP_DBLAMPERSAND 206
KEY_KP_1 constant 201	KEY_KP_DBLAMPERSAND constant 206
KEY_KP_2 201	KEY_KP_DBLVERTICALBAR 206
KEY_KP_2 constant 201	KEY_KP_DBLVERTICALBAR constant 206
KEY_KP_3 202	KEY_KP_DECIMAL 206
KEY_KP_3 constant 202	KEY_KP_DECIMAL constant 206
KEY_KP_4 202	KEY_KP_DIVIDE 207
KEY_KP_4 constant 202	KEY_KP_DIVIDE constant 207
KEY_KP_5 202	KEY_KP_E 207
KEY_KP_5 constant 202	KEY_KP_E constant 207
KEY_KP_6 202	KEY_KP_ENTER 207
KEY_KP_6 constant 202	KEY_KP_ENTER constant 207
KEY_KP_7 203	KEY_KP_EQUALS 207
KEY_KP_7 constant 203	KEY_KP_EQUALS constant 207
KEY_KP_8 203	KEY_KP_EQUALSAS400 207
KEY_KP_8 constant 203	KEY_KP_EQUALSAS400 constant 207
KEY_KP_9 203	KEY_KP_EXCLAM 208
KEY_KP_9 constant 203	KEY_KP_EXCLAM constant 208
KEY_KP_A 203	KEY_KP_F 208
KEY_KP_A constant 203	KEY_KP_F constant 208
KEY_KP_AMPERSAND 203	KEY_KP_GREATER 208
KEY_KP_AMPERSAND constant 203	KEY_KP_GREATER constant 208
KEY_KP_AT 204	KEY_KP_HASH 208
KEY_KP_AT constant 204	KEY_KP_HASH constant 208
KEY_KP_B 204	KEY_KP_HEXADECIMAL 209
KEY_KP_B constant 204	KEY_KP_HEXADECIMAL constant 209
KEY_KP_BACKSPACE 204	KEY_KP_LEFTBRACE 209
KEY_KP_BACKSPACE constant 204	KEY_KP_LEFTBRACE constant 209

KEY_KP_LEFTPAREN 209	KEY_KP_VERTICALBAR 214
KEY_KP_LEFTPAREN constant 209	KEY_KP_VERTICALBAR constant 214
KEY_KP_LESS 209	KEY_KP_XOR 214
KEY_KP_LESS constant 209	KEY_KP_XOR constant 214
KEY_KP_MEMADD 209	KEY_L 214
KEY_KP_MEMADD constant 209	KEY_L constant 214
KEY_KP_MEMCLEAR 210	KEY_LALT 214
KEY_KP_MEMCLEAR constant 210	KEY_LALT constant 214
KEY_KP_MEMDIVIDE 210	KEY_LANG1 215
KEY_KP_MEMDIVIDE constant 210	KEY_LANG1 constant 215
KEY_KP_MEMMULTIPLY 210	KEY_LANG2 215
KEY_KP_MEMMULTIPLY constant 210	KEY_LANG2 constant 215
KEY_KP_MEMRECALL 210	KEY_LANG3 215
KEY_KP_MEMRECALL constant 210	KEY_LANG3 constant 215
KEY_KP_MEMSTORE 211	KEY_LANG4 215
KEY_KP_MEMSTORE constant 211	KEY_LANG4 constant 215
KEY_KP_MEMSUBTRACT 211	KEY_LANG5 215
KEY_KP_MEMSUBTRACT constant 211	KEY_LANG5 constant 215
KEY_KP_MINUS 211	KEY_LANG6 216
KEY_KP_MINUS constant 211	KEY_LANG6 constant 216
KEY_KP_MULTIPLY 211	KEY_LANG7 216
KEY_KP_MULTIPLY constant 211	KEY_LANG7 constant 216
KEY_KP_OCTAL 211	KEY_LANG8 216
KEY_KP_OCTAL constant 211	KEY_LANG8 constant 216
KEY_KP_PERCENT 212	KEY_LANG9 216
KEY_KP_PERCENT constant 212	KEY_LANG9 constant 216
KEY_KP_PERIOD 212	KEY_LCTRL 217
KEY_KP_PERIOD constant 212	KEY_LCTRL constant 217
KEY_KP_PLUS 212	KEY_LEFT 217
KEY_KP_PLUS constant 212	KEY_LEFT constant 217
KEY_KP_PLUSMINUS 212	KEY_LEFTBRACKET 217
KEY_KP_PLUSMINUS constant 212	KEY_LEFTBRACKET constant 217
KEY_KP_POWER 213	KEY_LGUI 217
KEY_KP_POWER constant 213	KEY_LGUI constant 217
KEY_KP_RIGHTBRACE 213	KEY_LSHIFT 217
KEY_KP_RIGHTBRACE constant 213	KEY_LSHIFT constant 217
KEY_KP_RIGHTPAREN 213	KEY_M 218
KEY_KP_RIGHTPAREN constant 213	KEY_M constant 218
KEY_KP_SPACE 213	KEY_MAIL 218
KEY_KP_SPACE constant 213	KEY_MAIL constant 218
KEY_KP_TAB 213	KEY_MEDIASELECT 218
KEY_KP_TAB constant 213	KEY_MEDIASELECT constant 218

KEY_MENU 218	KEY_R 223
KEY_MENU constant 218	KEY_R constant 223
KEY_MINUS 219	KEY_RALT 223
KEY_MINUS constant 219	KEY_RALT constant 223
KEY_MODE 219	KEY_RCTRL 223
KEY_MODE constant 219	KEY_RCTRL constant 223
KEY_MUTE 219	KEY_RETURN 224
KEY_MUTE constant 219	KEY_RETURN constant 224
KEY_N 219	KEY_RETURN2 224
KEY_N constant 219	KEY_RETURN2 constant 224
KEY_NONUSBACSLASH 219	KEY_RGUI 224
KEY_NONUSBACSLASH constant 219	KEY_RGUI constant 224
KEY_NONUSHASH 220	KEY_RIGHT 224
KEY_NONUSHASH constant 220	KEY_RIGHT constant 224
KEY_NUMLOCKCLEAR 220	KEY_RIGHTBRACKET 225
KEY_NUMLOCKCLEAR constant 220	KEY_RIGHTBRACKET constant 225
KEY_O 220	KEY_RSHIFT 225
KEY_O constant 220	KEY_RSHIFT constant 225
KEY_OPER 220	KEY_S 225
KEY_OPER constant 220	KEY_S constant 225
KEY_OUT 221	KEY_SCROLLLOCK 225
KEY_OUT constant 221	KEY_SCROLLLOCK constant 225
KEY_P 221	KEY_SELECT 225
KEY_P constant 221	KEY_SELECT constant 225
KEY_PAGEDOWN 221	KEY_SEMICOLON 226
KEY_PAGEDOWN constant 221	KEY_SEMICOLON constant 226
KEY_PAGEUP 221	KEY_SEPARATOR 226
KEY_PAGEUP constant 221	KEY_SEPARATOR constant 226
KEY_PASTE 221	KEY_SLASH 226
KEY_PASTE constant 221	KEY_SLASH constant 226
KEY_PAUSE 222	KEY_SLEEP 226
KEY_PAUSE constant 222	KEY_SLEEP constant 226
KEY_PERIOD 222	KEY_SOFTLEFT 227
KEY_PERIOD constant 222	KEY_SOFTLEFT constant 227
KEY_POWER 222	KEY_SOFTRIGHT 227
KEY_POWER constant 222	KEY_SOFTRIGHT constant 227
KEY_PRINTSCREEN 222	KEY_SPACE 227
KEY_PRINTSCREEN constant 222	KEY_SPACE constant 227
KEY_PRIOR 223	KEY_STOP 227
KEY_PRIOR constant 223	KEY_STOP constant 227
KEY_Q 223	KEY_SYSREQ 227
KEY_Q constant 223	KEY_SYSREQ constant 227

KEY_T 228	LIGHTCORAL 232
KEY_T constant 228	LIGHTCORAL constant 232
KEY_TAB 228	LIGHTCYAN 233
KEY_TAB constant 228	LIGHTCYAN constant 233
KEY_THOUSANDSSEPARATOR 228	LIGHTGOLDENRODYELLOW 233
KEY_THOUSANDSSEPARATOR constant 228	LIGHTGOLDENRODYELLOW constant 233
KEY_U 228	LIGHTGRAY 233
KEY_U constant 228	LIGHTGRAY constant 233
KEY_UNDO 229	LIGHTGREEN 233
KEY_UNDO constant 229	LIGHTGREEN constant 233
KEY_UP 229	LIGHTGREY 233
KEY_UP constant 229	LIGHTGREY constant 233
KEY_V 229	LIGHTPINK 234
KEY_V constant 229	LIGHTPINK constant 234
KEY_VOLUMEDOWN 229	LIGHTSALMON 234
KEY_VOLUMEDOWN constant 229	LIGHTSALMON constant 234
KEY_VOLUMEUP 229	LIGHTSEAGREEN 234
KEY_VOLUMEUP constant 229	LIGHTSEAGREEN constant 234
KEY_W 230	LIGHTSKYBLUE 234
KEY_W constant 230	LIGHTSKYBLUE constant 234
KEY_WWW 230	LIGHTSLATEGRAY 235
KEY_WWW constant 230	LIGHTSLATEGRAY constant 235
KEY_X 230	LIGHTSLATEGREY 235
KEY_X constant 230	LIGHTSLATEGREY constant 235
KEY_Y 230	LIGHTSTEELBLUE 235
KEY_Y constant 230	LIGHTSTEELBLUE constant 235
KEY_Z 231	LIGHTYELLOW 235
KEY_Z constant 231	LIGHTYELLOW constant 235
KHAKI 231	LIME 235
KHAKI constant 231	LIME constant 235
LAVENDER 231	LIMEGREEN 236
LAVENDER constant 231	LIMEGREEN constant 236
LAVENDERBLUSH 231	LINEN 236
LAVENDERBLUSH constant 231	LINEN constant 236
LAWNGREEN 231	LOGEXT 236
LAWNGREEN constant 231	LOGEXT constant 236
LEMONCHIFFON 232	Lerp 126
LEMONCHIFFON constant 232	Lerp function 126
LF 232	LineIntersection 126
LF constant 232	LineIntersection function 126
LIGHTBLUE 232	LuSCANCODE_EXSEL 236
LIGHTBLUE constant 232	LuSCANCODE_EXSEL constant 236

MAGENTA 237	OLDLACE 241
MAGENTA constant 237	OLDLACE constant 241
MAROON 237	OLIVE 241
MAROON constant 237	OLIVE constant 241
MEDIUMAQUAMARINE 237	OLIVEDRAB 241
MEDIUMAQUAMARINE constant 237	OLIVEDRAB constant 241
MEDIUMBLUE 237	ORANGE 242
MEDIUMBLUE constant 237	ORANGE constant 242
MEDIUMORCHID 237	ORANGERED 242
MEDIUMORCHID constant 237	ORANGERED constant 242
MEDIUMPURPLE 238	ORCHID 242
MEDIUMPURPLE constant 238	ORCHID constant 242
MEDIUMSEAGREEN 238	OVERLAY1 242
MEDIUMSEAGREEN constant 238	OVERLAY1 constant 242
MEDIUMSLATEBLUE 238	OVERLAY2 243
MEDIUMSLATEBLUE constant 238	OVERLAY2 constant 243
MEDIUMSPRINGGREEN 238	PALEGOLDENROD 243
MEDIUMSPRINGGREEN constant 238	PALEGOLDENROD constant 243
MEDIUMTURQUOISE 239	PALEGREEN 243
MEDIUMTURQUOISE constant 239	PALEGREEN constant 243
MEDIUMVIOLETRED 239	PALETURQUOISE 243
MEDIUMVIOLETRED constant 239	PALETURQUOISE constant 243
MIDNIGHTBLUE 239	PALEVIOLETRED 243
MIDNIGHTBLUE constant 239	PALEVIOLETRED constant 243
MINTCREAM 239	PAPAYAWHIP 244
MINTCREAM constant 239	PAPAYAWHIP constant 244
MISTYROSE 239	PColor 140
MISTYROSE constant 239	PColor type 140
MOCCASIN 240	PEACHPUFF 244
MOCCASIN constant 240	PEACHPUFF constant 244
MPGEXT 240	PERU 244
MPGEXT constant 240	PERU constant 244
Marshaller 142	PINK 244
Marshaller variable 142	PINK constant 244
NAN 240	PLUM 245
NAN constant 240	PLUM constant 245
NAVAJOWHITE 240	PNGEXT 245
NAVAJOWHITE constant 240	PNGEXT constant 245
NAVY 241	POWDERBLUE 245
NAVY constant 241	POWDERBLUE constant 245
OGGEXT 241	PPoint 140
OGGEXT constant 241	PPoint type 140

PRect 140	ReadStringFromStream 130
PRect type 140	ReadStringFromStream function 130
PURPLE 245	RectangleIntersection 131
PURPLE constant 245	RectangleIntersection function 131
PVector 140	RectanglesOverlap 131
PVector type 140	RectanglesOverlap function 131
PVideo 141	RemoveDuplicates 131
PVideo type 141	RemoveDuplicates function 131
Pause 127	RemoveDuplicates2 131
Pause function 127	RemoveDuplicates2 function 131
PointInCircle 127	RemoveQuotes 132
PointInCircle function 127	RemoveQuotes function 132
PointInRectangle 127	RemoveSelfFromUserPath 132
PointInRectangle function 127	RemoveSelfFromUserPath function 132
PointInTriangle 128	ResourceExists 132
PointInTriangle function 128	ResourceExists function 132
Print 128	RunGame 132
Print function 128	RunGame function 132
PrintLn 128, 129	SADDLEBROWN 247
PrintLn function 128, 129	SADDLEBROWN constant 247
ProcessMessages 129	SALMON 247
ProcessMessages function 129	SALMON constant 247
RADTODEG 245	SANDYBROWN 247
RADTODEG constant 245	SANDYBROWN constant 247
REBECCAPURPLE 246	SEAGREEN 247
REBECCAPURPLE constant 246	SEAGREEN constant 247
RED 246	SEASHELL 248
RED constant 246	SEASHELL constant 248
RED2 246	SIENNA 248
RED2 constant 246	SIENNA constant 248
ROSYBROWN 246	SILVER 248
ROSYBROWN constant 246	SILVER constant 248
ROYALBLUE 247	SKYBLUE 248
ROYALBLUE constant 247	SKYBLUE constant 248
RadiusOverlap 129	SLATEBLUE 249
RadiusOverlap function 129	SLATEBLUE constant 249
RandomBool 130	SLATEGRAY 249
RandomBool function 130	SLATEGRAY constant 249
RandomRange 130	SLATEGREY 249
RandomRange function 130	SLATEGREY constant 249
RandomRangef 130	SNOW 249
RandomRangef function 130	SNOW constant 249

SPRINGGREEN 249	TArchive.Close 15
SPRINGGREEN constant 249	TArchive.Create 15
STEELBLUE 250	TArchive.Destroy 15
STEELBLUE constant 250	TArchive.FileExist 16
SameSign 133	TArchive.IsOpen 16
SameSign function 133	TArchive.Open 16
SameSignf 133	TArchive.OpenFile 16
SameSignf function 133	TArchive.OpenFileBuffer 16
SameVaLue 133	TArchive.OpenFileRWops 17
SameVaLue function 133	TArchive.OpenRes 17
SameVaLuef 133	TArchiveFile 17
SameVaLuef function 133	TArchiveFile class 17
SetEnvVarValue 134	Close 18
SetEnvVarValue function 134	Create 18
SetGlobalEnvironment 134	Destroy 18
SetGlobalEnvironment function 134	GetPos 18
SetRandomSeed 134	GetRWops 19
SetRandomSeed function 134	GetRWopsRes 19
ShellOpen 134	IsOpen 19
ShellOpen function 134	Open 19
SmoothMove 135	OpenRes 19
SmoothMove function 135	ReadData 20
Structs, Records, Enums 136	SaveToBuffer 20
Symbol Reference 1	SaveToFile 20
TAN 250	SetPos 20
TAN constant 250	Size 20
TArchive 14	TArchiveFile methods 17
TArchive class 14	about TArchiveFile class 17
Build 15	TArchiveFile.Close 18
Close 15	TArchiveFile.Create 18
Create 15	TArchiveFile.Destroy 18
Destroy 15	TArchiveFile.GetPos 18
FileExist 16	TArchiveFile.GetRWops 19
IsOpen 16	TArchiveFile.GetRWopsRes 19
Open 16	TArchiveFile.IsOpen 19
OpenFile 16	TArchiveFile.Open 19
OpenFileBuffer 16	TArchiveFile.OpenRes 19
OpenFileRWops 17	TArchiveFile.ReadData 20
OpenRes 17	TArchiveFile.SaveToBuffer 20
TArchive methods 15	TArchiveFile.SaveToFile 20
about TArchive class 14	TArchiveFile.SetPos 20
TArchive.Build 15	TArchiveFile.Size 20

TAudio 21	TAudio.LoadPlayMusic 24
TAudio record 21	TAudio.LoadSound 24
AllocateSoundChannels 22	TAudio.PauseSound 24
ExpireSound 22	TAudio.PlayMusic 24
FadeInSound 22	TAudio.PlaySound 25
FadeOutSound 22	TAudio.ReserveSoundChannels 25
FadingSound 22	TAudio.ResumeSound 25
Finalize 27	TAudio.SetMusicVolume 25
GetMusicVolume 23	TAudio.SetSoundPosition 26
GetSoundVolume 23	TAudio.SetSoundVolume 26
Initialize 27	TAudio.StopSound 26
IsSoundPaused 23	TAudio.UnloadMusic 26
IsSoundPlaying 23	TAudio.UnloadSound 26
LoadMusic 24	TAudioFading 136
LoadPlayMusic 24	TAudioFading enumeration 136
LoadSound 24	TBaseObject 27
PauseSound 24	TBaseObject class 27
PlayMusic 24	Create 28
PlaySound 25	Destroy 28
ReserveSoundChannels 25	TBaseObject methods 28
ResumeSound 25	about TBaseObject class 27
SetMusicVolume 25	TBaseObject.Create 28
SetSoundPosition 26	TBaseObject.Destroy 28
SetSoundVolume 26	TBlendMode 137
StopSound 26	TBlendMode enumeration 137
TAudio methods 21	TBuffer 28
TAudio operators 27	TBuffer class 28
UnloadMusic 26	Clear 29
UnloadSound 26	Create 29
about TAudio record 21	Destroy 30
TAudio.AllocateSoundChannels 22	FHandle 29
TAudio.ExpireSound 22	FName 29
TAudio.FadeInSound 22	LoadFromFile 30
TAudio.FadeOutSound 22	Name 31
TAudio.FadingSound 22	SaveToFile 30
TAudio.Finalize 27	TBuffer fields 28
TAudio.GetMusicVolume 23	TBuffer methods 29
TAudio.GetSoundVolume 23	TBuffer properties 31
TAudio.Initialize 27	Write 30
TAudio.IsSoundPaused 23	about TBuffer class 28
TAudio.IsSoundPlaying 23	TBuffer.Clear 29
TAudio.LoadMusic 24	TBuffer.Create 29

TBuffer.Destroy 30	Clear 36
TBuffer.FHandle 29	Equal 36
TBuffer.FName 29	Fade 36
TBuffer.LoadFromFile 30	Green 35
TBuffer.Name 31	Implicit 37
TBuffer.SaveToFile 30	Make 37
TBuffer.Write 30	Makef 37
TCaptureConsoleOutputEvent 141	Red 36
TCaptureConsoleOutputEvent type 141	TColor fields 35
TCmdLine 31	TColor methods 36
TCmdLine record 31	TColor operators 37
AddParam 32	about TColor record 35
AddParams 32	TColor.Alpha 35
Clear 32	TColor.Blue 35
Count 32	TColor.Clear 36
Finalize 34	TColor.Equal 36
Initialize 34	TColor.Fade 36
Param 33	TColor.Green 35
ParamExist 33	TColor.Implicit 37
ParamIndex 33	TColor.Make 37
ParamValue 33	TColor.Makef 37
Reset 34	TColor.Red 36
Str 34	TConfigFile 38
TCmdLine methods 31	TConfigFile class 38
TCmdLine operators 34	Close 39
about TCmdLine record 31	Create 39
TCmdLine.AddParam 32	Destroy 39
TCmdLine.AddParams 32	GetSectionValue 39, 40
TCmdLine.Clear 32	GetSectionValues 40
TCmdLine.Count 32	GetValue 40, 41
TCmdLine.Finalize 34	Open 41
TCmdLine.Initialize 34	Opened 41
TCmdLine.Param 33	RemoveKey 41
TCmdLine.ParamExist 33	RemoveSection 42
TCmdLine.ParamIndex 33	SetValue 42
TCmdLine.ParamValue 33	TConfigFile methods 38
TCmdLine.Reset 34	Update 43
TCmdLine.Str 34	about TConfigFile class 38
TColor 35	TConfigFile.Close 39
TColor record 35	TConfigFile.Create 39
Alpha 35	TConfigFile.Destroy 39
Blue 35	TConfigFile.GetSectionValue 39, 40

TConfigFile.GetSectionValues 40	Create 49
TConfigFile.GetValue 40, 41	Destroy 49
TConfigFile.Open 41	DrawText 49
TConfigFile.Opened 41	FAtlas 47
TConfigFile.RemoveKey 41	FAtlasSize 47
TConfigFile.RemoveSection 42	FBaseLine 47
TConfigFile.SetValue 42	FGeometry 47
TConfigFile.Update 43	FGlyph 48
TController 43	FUseVertexBuffer 48
TController record 43	FVertexBufferSize 48
ButtonDown 43	GetUseVertexBuffer 49
ButtonPressed 44	GetVertexBufferSize 50
ButtonReleased 44	Load 50
Clear 44	LoadDefault 50
Close 44	PGlyph 52
GetAxis 44	RenderVertices 51
Open 45	SetUseVertexBuffer 51
Shutdown 45	SetVertexBufferSize 51
Startup 45	TFont constants 46
TController methods 43	TFont fields 47
Update 45	TFont methods 48
about TController record 43	TFont nested types 52
TController.ButtonDown 43	TFont properties 52
TController.ButtonPressed 44	TFont records 46
TController.ButtonReleased 44	TextHeight 51
TController.Clear 44	TextLength 51
TController.Close 44	Unload 52
TController.GetAxis 44	about TFont class 46
TController.Open 45	cDefaultGlyphs 46
TController.Shutdown 45	TFont.Atlas 52
TController.Startup 45	TFont.AtlasSize 52
TController.Update 45	TFont.Create 49
TEAL 250	TFont.Destroy 49
TEAL constant 250	TFont.DrawText 49
TEaseType 137	TFont.FAtlas 47
TEaseType enumeration 137	TFont.FAtlasSize 47
TFlipMode 137	TFont.FBaseLine 47
TFlipMode enumeration 137	TFont.FGeometry 47
TFont 46	TFont.FGlyph 48
TFont class 46	TFont.FUseVertexBuffer 48
Atlas 52	TFont.FVertexBufferSize 48
AtlasSize 52	TFont.GetUseVertexBuffer 49

TFont.GetVertexBufferSize 50	OnBuildArchiveProgress 58
TFont.Load 50	OnClearWindow 58
TFont.LoadDefault 50	OnFixedUpdate 59
TFont.PGlyph 52	OnLoadConfig 59
TFont.RenderVertices 51	OnReady 59
TFont.SetUseVertexBuffer 51	OnRender 59
TFont.SetVertexBufferSize 51	OnRenderHud 59
TFont.TGlyph 46	OnSaveConfig 60
TFont.TGlyph record 46	OnSetSettings 60
TFont.TextHeight 51	OnShowWindow 60
TFont.TextLength 51	OnShutdown 60
TFont.Unload 52	OnSpeechWord 60
TFont.cDefaultGlyphs 46	OnStartup 60
TGame 53	OnUnapplySettings 61
TGame class 53	OnUpdate 61
Archive 63	OnVideoStatus 61
Audio 63	PSettings 66
CmdLine 63	Prefs 64
ConfigFile 63	Process 61
Create 58	Run 61
DefaultFont 64	SDKVersion 62
Destroy 58	Settings 62
FArchive 54	Shutdown 62
FAudio 54	Speech 64
FCmdLine 54	Startup 62
FConfigFile 55	TGame fields 54
FDefaultFont 55	TGame methods 57
FHud 55	TGame nested types 65
FInput 55	TGame properties 62
FLog 55	TGame records 53
FPrefs 55	Terminate 65
FReady 56	Timer 65
FSettings 56	Video 65
FSpeech 56	Window 65
FTerminate 56	about TGame class 53
FTimer 56	TGame.Archive 63
FVideo 57	TGame.Audio 63
FWindow 57	TGame.CmdLine 63
Hud 64	TGame.ConfigFile 63
Input 64	TGame.Create 58
Log 64	TGame.DefaultFont 64
OnApplySettings 58	TGame.Destroy 58

TGame.FArchive 54	TGame.Shutdown 62
TGame.FAudio 54	TGame.Speech 64
TGame.FCmdLine 54	TGame.Startup 62
TGame.FConfigFile 55	TGame.TSettings 53
TGame.FDefaultFont 55	TGame.TSettings record 53
TGame.FHud 55	TGame.Terminate 65
TGame.FInput 55	TGame.Timer 65
TGame.FLog 55	TGame.Video 65
TGame.FPrefs 55	TGame.Window 65
TGame.FReady 56	TGameClass 141
TGame.FSettings 56	TGameClass type 141
TGame.FSpeech 56	TGeometry 66
TGame.FTerminate 56	TGeometry class 66
TGame.FTimer 56	AddVertex 66
TGame.FVideo 57	Alloc 67
TGame.FWindow 57	Create 67
TGame.Hud 64	Destroy 67
TGame.Input 64	Render 67
TGame.Log 64	Reset 67
TGame.OnApplySettings 58	TGeometry methods 66
TGame.OnBuildArchiveProgress 58	about TGeometry class 66
TGame.OnClearWindow 58	TGeometry.AddVertex 66
TGame.OnFixedUpdate 59	TGeometry.Alloc 67
TGame.OnLoadConfig 59	TGeometry.Create 67
TGame.OnReady 59	TGeometry.Destroy 67
TGame.OnRender 59	TGeometry.Render 67
TGame.OnRenderHud 59	TGeometry.Reset 67
TGame.OnSaveConfig 60	THAlign 138
TGame.OnSetSettings 60	THAlign enumeration 138
TGame.OnShowWindow 60	THISTLE 250
TGame.OnShutdown 60	THISTLE constant 250
TGame.OnSpeechWord 60	THud 68
TGame.OnStartup 60	THud record 68
TGame.OnUnapplySettings 61	Finalize 70
TGame.OnUpdate 61	Initialize 70
TGame.OnVideoStatus 61	ResetPos 68
TGame.PSettings 66	SetLineSpace 68
TGame.Prefs 64	SetPos 68
TGame.Process 61	SetTextItemPadWidth 69
TGame.Run 61	THud methods 68
TGame.SDKVersion 62	THud operators 69
TGame.Settings 62	Text 69

- TextItem 69
 - about THud record 68
- THud.Finalize 70
- THud.Initialize 70
- THud.ResetPos 68
- THud.SetLineSpace 68
- THud.SetPos 68
- THud.SetTextItemPadWidth 69
- THud.Text 69
- THud.TextItem 69
- TIMER_FIXEDUPDATE_SPEED 251
- TIMER_FIXEDUPDATE_SPEED constant 251
- TIMER_UPDATE_SPEED 251
- TIMER_UPDATE_SPEED constant 251
- TInput 70
- TInput record 70
 - Clear 71
 - Close 71
 - ControllerDown 71
 - ControllerPosition 71
 - ControllerPressed 71
 - ControllerReleased 72
 - Finalize 74
 - GetMouseInfo 72
 - Initialize 74
 - KeyDown 72
 - KeyPressed 72
 - KeyReleased 72
 - MouseDown 73
 - MousePressed 73
 - MouseReleased 73
 - Open 73
 - SetMousePos 73
 - TInput methods 70
 - TInput operators 74
 - Update 74
 - about TInput record 70
- TInput.Clear 71
- TInput.Close 71
- TInput.ControllerDown 71
- TInput.ControllerPosition 71
- TInput.ControllerPressed 71
- TInput.ControllerReleased 72
- TInput.Finalize 74
- TInput.GetMouseInfo 72
- TInput.Initialize 74
- TInput.KeyDown 72
- TInput.KeyPressed 72
- TInput.KeyReleased 72
- TInput.MouseDown 73
- TInput.MousePressed 73
- TInput.MouseReleased 73
- TInput.Open 73
- TInput.SetMousePos 73
- TInput.Update 74
- TLineIntersection 138
- TLineIntersection enumeration 138
- TLog 75
- TLog record 75
 - Add 75
 - Close 75
 - Fatal 76
 - Finalize 77
 - GetConsoleOutput 76
 - GetFilename 76
 - Initialize 77
 - Open 76
 - Opened 76
 - Reset 76
 - SetConsoleOutput 77
 - TLog methods 75
 - TLog operators 77
 - View 77
 - about TLog record 75
- TLog.Add 75
- TLog.Close 75
- TLog.Fatal 76
- TLog.Finalize 77
- TLog.GetConsoleOutput 76
- TLog.GetFilename 76
- TLog.Initialize 77
- TLog.Open 76
- TLog.Opened 76
- TLog.Reset 76

TLog.SetConsoleOutput 77	TPrefs.Initialize 82
TLog.View 77	TPrefs.SetAppName 81
TMusic 141	TPrefs.SetOrgName 81
TMusic type 141	TRect 82
TOMATO 251	TRect record 82
TOMATO constant 251	Assign 84
TPoint 78	Create 84
TPoint record 78	Height 83
Create 79	Implicit 85
Implicit 79, 80	Initialize 85
Initialize 80	Intersect 84
TPoint fields 78	TRect fields 83
TPoint methods 79	TRect methods 83
TPoint operators 79	TRect operators 84
X 78	Width 83
Y 78	X 83
Z 78	Y 83
about TPoint record 78	about TRect record 82
TPoint.Create 79	TRect.Assign 84
TPoint.Implicit 79, 80	TRect.Create 84
TPoint.Initialize 80	TRect.Height 83
TPoint.X 78	TRect.Implicit 85
TPoint.Y 78	TRect.Initialize 85
TPoint.Z 78	TRect.Intersect 84
TPrefs 80	TRect.Width 83
TPrefs record 80	TRect.X 83
Finalize 82	TRect.Y 83
GetAppName 81	TSound 142
GetOrgName 81	TSound type 142
GetPath 81	TSpeech 85
GotoPath 81	TSpeech record 85
Initialize 82	Active 86
SetAppName 81	ChangeVoice 86
SetOrgName 81	Clear 86
TPrefs methods 80	Finalize 89
TPrefs operators 82	GetRate 87
about TPrefs record 80	GetVoice 87
TPrefs.Finalize 82	GetVoiceAttribute 87
TPrefs.GetAppName 81	GetVoiceCount 87
TPrefs.GetOrgName 81	GetVolume 87
TPrefs.GetPath 81	Initialize 89
TPrefs.GotoPath 81	Pause 88

Reset 88	GetSize 93
Resume 88	Handle 96
Say 88	Height 96
SetRate 88	Load 93
SetVolume 89	LoadTexture 93
SubstituteWord 89	Lock 94
TSpeech methods 86	Render 94
TSpeech operators 89	RenderTiled 94
about TSpeech record 85	Save 94
TSpeech.Active 86	SetColor 95
TSpeech.ChangeVoice 86	SetPixel 95
TSpeech.Clear 86	TTexture fields 90
TSpeech.Finalize 89	TTexture methods 91
TSpeech.GetRate 87	TTexture properties 95
TSpeech.GetVoice 87	Unload 95
TSpeech.GetVoiceAttribute 87	Unlock 95
TSpeech.GetVoiceCount 87	Width 96
TSpeech.GetVolume 87	about TTexture class 90
TSpeech.Initialize 89	TTexture.Alloc 92
TSpeech.Pause 88	TTexture.Create 92
TSpeech.Reset 88	TTexture.Destroy 92
TSpeech.Resume 88	TTexture.FHandle 90
TSpeech.Say 88	TTexture.FHeight 90
TSpeech.SetRate 88	TTexture.FLockRect 90
TSpeech.SetVolume 89	TTexture.FPitch 91
TSpeech.SubstituteWord 89	TTexture.FPixelFormat 91
TSpeechVoiceAttribute 138	TTexture.FPixels 91
TSpeechVoiceAttribute enumeration 138	TTexture.FWidth 91
TTexture 90	TTexture.GetColor 92
TTexture class 90	TTexture.GetPixel 93
Alloc 92	TTexture.GetSize 93
Create 92	TTexture.Handle 96
Destroy 92	TTexture.Height 96
FHandle 90	TTexture.Load 93
FHeight 90	TTexture.LoadTexture 93
FLockRect 90	TTexture.Lock 94
FPitch 91	TTexture.Render 94
FPixelFormat 91	TTexture.RenderTiled 94
FPixels 91	TTexture.Save 94
FWidth 91	TTexture.SetColor 95
GetColor 92	TTexture.SetPixel 95
GetPixel 93	TTexture.Unload 95

TTexture.Unlock 95	MagnitudeSquared 103
TTexture.Width 96	MagnitudeTruncate 103
TTextureAccess 139	Multiply 103
TTextureAccess enumeration 139	Negate 104
TTimer 96	Normalize 104
TTimer record 96	Project 104
Elapsed 97	Scale 104
Finalize 98	Subtract 104
FrameElapsed 97	TVector fields 99
FrameRate 97	TVector methods 100
FrameSpeed 97	TVector operators 105
Initialize 98	Thrust 105
Reset 97	W 99
TTimer methods 96	X 99
TTimer operators 98	Y 99
Update 98	Z 99
about TTimer record 96	about TVector record 98
TTimer.Elapsed 97	TVector.Add 100
TTimer.Finalize 98	TVector.Angle 100
TTimer.FrameElapsed 97	TVector.Assign 101
TTimer.FrameRate 97	TVector.Clear 101
TTimer.FrameSpeed 97	TVector.Create 102
TTimer.Initialize 98	TVector.Distance 102
TTimer.Reset 97	TVector.Divide 102
TTimer.Update 98	TVector.DivideBy 102
TURQUOISE 251	TVector.DotProduct 103
TURQUOISE constant 251	TVector.Initialize 105
TVAlign 139	TVector.Magnitude 103
TVAlign enumeration 139	TVector.MagnitudeSquared 103
TVector 98	TVector.MagnitudeTruncate 103
TVector record 98	TVector.Multiply 103
Add 100	TVector.Negate 104
Angle 100	TVector.Normalize 104
Assign 101	TVector.Project 104
Clear 101	TVector.Scale 104
Create 102	TVector.Subtract 104
Distance 102	TVector.Thrust 105
Divide 102	TVector.W 99
DivideBy 102	TVector.X 99
DotProduct 103	TVector.Y 99
Initialize 105	TVector.Z 99
Magnitude 103	TVideo 105

TVideo record 105	Clear 110
Draw 106	Close 110
Finalize 109	DrawFilledRect 111
GetFrameRate 106	DrawLine 111
GetHeight 106	DrawPoint 111
GetStatus 106	DrawRect 111
GetVolume 107	Finalize 115
GetWidth 107	GetDDPI 112
Initialize 109	GetHDPI 112
Load 107	GetRendererHandle 112
LoadPlay 107	GetRendererInfo 112
Pause 107	GetRendererScale 112
Play 108	GetRendererSize 113
Rewind 108	GetTitle 113
SetVolume 108	GetVDPI 113
Stop 108	GetViewport 113
TVideo methods 105	GetWindowHandle 113
TVideo operators 109	GetWindowSize 113
Unload 108	Initialize 115
Update 109	IsOpen 114
about TVideo record 105	Open 114
TVideo.Draw 106	Save 114
TVideo.Finalize 109	SetTitle 114
TVideo.GetFrameRate 106	Show 115
TVideo.GetHeight 106	ShowRenderTarget 115
TVideo.GetStatus 106	TWindow methods 110
TVideo.GetVolume 107	TWindow operators 115
TVideo.GetWidth 107	about TWindow record 109
TVideo.Initialize 109	TWindow.Clear 110
TVideo.Load 107	TWindow.Close 110
TVideo.LoadPlay 107	TWindow.DrawFilledRect 111
TVideo.Pause 107	TWindow.DrawLine 111
TVideo.Play 108	TWindow.DrawPoint 111
TVideo.Rewind 108	TWindow.DrawRect 111
TVideo.SetVolume 108	TWindow.Finalize 115
TVideo.Stop 108	TWindow.GetDDPI 112
TVideo.Unload 108	TWindow.GetHDPI 112
TVideo.Update 109	TWindow.GetRendererHandle 112
TVideoStatus 139	TWindow.GetRendererInfo 112
TVideoStatus enumeration 139	TWindow.GetRendererScale 112
TWindow 109	TWindow.GetRendererSize 113
TWindow record 109	TWindow.GetTitle 113

TWindow.GetVDPI 113
TWindow.GetViewport 113
TWindow.GetWindowHandle 113
TWindow.GetWindowSize 113
TWindow.Initialize 115
TWindow.IsOpen 114
TWindow.Open 114
TWindow.Save 114
TWindow.SetTitle 114
TWindow.Show 115
TWindow.ShowRenderTarget 115
Types 139
UnitToScalarValue 135
UnitToScalarValue function 135
VERSION_MAJOR 251
VERSION_MAJOR constant 251
VERSION_MINOR 252
VERSION_MINOR constant 252
VERSION_PATCH 252
VERSION_PATCH constant 252
VIDEO_SAMPLEBUFFERSIZE 252
VIDEO_SAMPLEBUFFERSIZE constant 252
VIOLET 252
VIOLET constant 252
Variables 142
WHEAT 253
WHEAT constant 253
WHITE 253
WHITE constant 253
WHITE2 253
WHITE2 constant 253
WHITESMOKE 253
WHITESMOKE constant 253
WINDOW_HEIGHT 253
WINDOW_HEIGHT constant 253
WINDOW_WIDTH 254
WINDOW_WIDTH constant 254
WaitForAnyKey 135
WaitForAnyKey function 135
WasRunFromConsole 135
WasRunFromConsole function 135
WriteStringToStream 136

WriteStringToStream function 136
YELLOW 254
YELLOW constant 254
YELLOWGREEN 254
YELLOWGREEN constant 254
afIn enumeration member 136
afNone enumeration member 136
afOut enumeration member 136

B

bmAdd enumeration member 137
bmBlend enumeration member 137
bmInvalid enumeration member 137
bmMod enumeration member 137
bmMul enumeration member 137
bmNone enumeration member 137

E

etInCircle enumeration member 137
etInCubic enumeration member 137
etInExpo enumeration member 137
etInOutCircle enumeration member 137
etInOutCubic enumeration member 137
etInOutExpo enumeration member 137
etInOutQuad enumeration member 137
etInOutQuart enumeration member 137
etInOutQuint enumeration member 137
etInOutSine enumeration member 137
etInQuad enumeration member 137
etInQuart enumeration member 137
etInQuint enumeration member 137
etInSine enumeration member 137
etLinearTween enumeration member 137
etOutCircle enumeration member 137
etOutCubic enumeration member 137
etOutExpo enumeration member 137
etOutQuad enumeration member 137
etOutQuart enumeration member 137
etOutQuint enumeration member 137
etOutSine enumeration member 137

F

fmHorizontal enumeration member 137

fmNone enumeration member 137

fmVertical enumeration member 137

H

haCenter enumeration member 138

haLeft enumeration member 138

haRight enumeration member 138

L

liNone enumeration member 138

liParallel enumeration member 138

liTrue enumeration member 138

S

svaAge enumeration member 138

svaDescription enumeration member 138

svaGender enumeration member 138

svald enumeration member 138

svaLanguage enumeration member 138

svaName enumeration member 138

svaVendor enumeration member 138

T

taStatic enumeration member 139

taStreaming enumeration member 139

taTarget enumeration member 139

V

vaBottom enumeration member 139

vaCenter enumeration member 139

vaTop enumeration member 139

vsPaused enumeration member 139

vsPlaying enumeration member 139

vsStopped enumeration member 139