

Luna Game Toolkit

The easy, fast and fun 2D game development toolkit!

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LIGHTGRAY (see page 326)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 326)	This is constant LIGHTGREEN.
LIGHTGREY (see page 327)	This is constant LIGHTGREY.
LIGHTPINK (see page 327)	This is constant LIGHTPINK.
LIGHTSALMON (see page 327)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 327)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 328)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 328)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 328)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 328)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 328)	This is constant LIGHTYELLOW.
LIME (see page 329)	This is constant LIME.
LIMEGREEN (see page 329)	This is constant LIMEGREEN.
LINEN (see page 329)	This is constant LINEN.
MAGENTA (see page 329)	This is constant MAGENTA.
MAROON (see page 330)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 330)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 330)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 330)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 330)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 331)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 331)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 331)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 331)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 332)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 332)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 332)	This is constant MINTCREAM.
MISTYROSE (see page 332)	This is constant MISTYROSE.
MOCCASIN (see page 332)	This is constant MOCCASIN.
MOUSE_BUTTON_1 (see page 333)	This is constant MOUSE_BUTTON_1.



MOUSE_BUTTON_2 (see page 333)	This is constant MOUSE_BUTTON_2.
MOUSE_BUTTON_3 (see page 333)	This is constant MOUSE_BUTTON_3.
MOUSE_BUTTON_4 (see page 333)	This is constant MOUSE_BUTTON_4.
MOUSE_BUTTON_5 (see page 334)	This is constant MOUSE_BUTTON_5.
MOUSE_BUTTON_6 (see page 334)	This is constant MOUSE_BUTTON_6.
MOUSE_BUTTON_7 (see page 334)	This is constant MOUSE_BUTTON_7.
MOUSE_BUTTON_8 (see page 334)	This is constant MOUSE_BUTTON_8.
MOUSE_BUTTON_LAST (see page 334)	This is constant MOUSE_BUTTON_LAST.
MOUSE_BUTTON_LEFT (see page 335)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 335)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 335)	This is constant MOUSE_BUTTON_RIGHT.
NAVAJOWHITE (see page 335)	This is constant NAVAJOWHITE.
NAVY (see page 336)	This is constant NAVY.
OLDLACE (see page 336)	This is constant OLDLACE.
OLIVE (see page 336)	This is constant OLIVE.
OLIVEDRAB (see page 336)	This is constant OLIVEDRAB.
ORANGE (see page 336)	This is constant ORANGE.
ORANGERED (see page 337)	This is constant ORANGERED.
ORCHID (see page 337)	This is constant ORCHID.
OVERLAY1 (see page 337)	This is constant OVERLAY1.
OVERLAY2 (see page 337)	This is constant OVERLAY2.
PALEGOLDENROD (see page 338)	This is constant PALEGOLDENROD.
PALEGREEN (see page 338)	This is constant PALEGREEN.
PALETURQUOISE (see page 338)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 338)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 338)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 339)	This is constant PEACHPUFF.
PERU (see page 339)	This is constant PERU.
PINK (see page 339)	This is constant PINK.
PLUM (see page 339)	This is constant PLUM.
POWDERBLUE (see page 340)	This is constant POWDERBLUE.
PURPLE (see page 340)	This is constant PURPLE.
REBECCAPURPLE (see page 340)	This is constant REBECCAPURPLE.
RED (see page 340)	This is constant RED.
RED22 (see page 340)	This is constant RED22.
ROSYBROWN (see page 341)	This is constant ROSYBROWN.
ROYALBLUE (see page 341)	This is constant ROYALBLUE.
SADDLEBROWN (see page 341)	This is constant SADDLEBROWN.
SALMON (see page 341)	This is constant SALMON.
SANDYBROWN (see page 342)	This is constant SANDYBROWN.
SEAGREEN (see page 342)	This is constant SEAGREEN.
SEASHELL (see page 342)	This is constant SEASHELL.
SIENNA (see page 342)	This is constant SIENNA.
SILVER (see page 342)	This is constant SILVER.
SKYBLUE (see page 343)	This is constant SKYBLUE.
SLATEBLUE (see page 343)	This is constant SLATEBLUE.
SLATEGRAY (see page 343)	This is constant SLATEGRAY.
SLATEGREY (see page 343)	This is constant SLATEGREY.
SNOW (see page 344)	This is constant SNOW.

SPRINGGREEN (see page 344)	This is constant SPRINGGREEN.
STEELBLUE (see page 344)	This is constant STEELBLUE.
TAN (see page 344)	This is constant TAN.
TEAL (see page 344)	This is constant TEAL.
THISTLE (see page 345)	This is constant THISTLE.
TOMATO (see page 345)	This is constant TOMATO.
TREEMENU_NONE (see page 345)	This is constant TREEMENU_NONE.
TREEMENU_QUIT (see page 345)	This is constant TREEMENU_QUIT.
TURQUOISE (see page 346)	This is constant TURQUOISE.
VIOLET (see page 346)	This is constant VIOLET.
WHEAT (see page 346)	This is constant WHEAT.
WHITE (see page 346)	This is constant WHITE.
WHITE2 (see page 346)	This is constant WHITE2.
WHITESMOKE (see page 347)	This is constant WHITESMOKE.
YELLOW (see page 347)	This is constant YELLOW.
YELLOWGREEN (see page 347)	This is constant YELLOWGREEN.

















Files

LGT.Defines.inc (see page 348)	This is file LGT.Defines.inc.
LGT.TreeMenu.pas (see page 348)	This is file LGT.TreeMenu.pas.
LGT.pas (see page 348)	This is file LGT.pas.

Interfaces

 IlgLua (see page 231)	This is class IlgLua.
 IlgLuaContext (see page 236)	This is class IlgLuaContext.

Structs, Records, Enums

 TEntityOverlap (see page 241)	This is record TEntityOverlap.
 THAlign (see page 241)	This is record THAlign.
 TVAlign (see page 241)	This is record TVAlign.
 TlgActorMessage (see page 242)	This is record TlgActorMessage.
 TlgAudioStatus (see page 242)	This is record TlgAudioStatus.
 TlgColor (see page 242)	This is record TlgColor.
 TlgEase (see page 243)	This is record TlgEase.
 TlgExtent (see page 243)	This is record TlgExtent.
 TlgGameAppSettings (see page 243)	This is record TlgGameAppSettings.
 TlgInputState (see page 244)	This is record TlgInputState.
 TlgLineIntersection (see page 244)	This is record TlgLineIntersection.
 TlgLuaTable (see page 244)	This is record TlgLuaTable.
 TlgLuaType (see page 245)	This is record TlgLuaType.
 TlgLuaValueType (see page 245)	This is record TlgLuaValueType.
 TlgOBB (see page 245)	This is record TlgOBB.
 TlgPoint (see page 246)	This is record TlgPoint.
 TlgRect (see page 246)	This is record TlgRect.
 TlgSeekMode (see page 246)	This is record TlgSeekMode.
 TlgSize (see page 246)	This is record TlgSize.
 TlgSoundLoad (see page 247)	This is record TlgSoundLoad.
 TlgStreamMode (see page 247)	This is record TlgStreamMode.
 TlgTextureBlend (see page 247)	This is record TlgTextureBlend.

	TlgVideoStatus (see page 247)	This is record TlgVideoStatus.
-----------------------------------------------------------------------------------	--------------------------------	--------------------------------





Types

PlgActorMessage (see page 248)	This is type PlgActorMessage.
PlgColor (see page 248)	This is type PlgColor.
PlgExtent (see page 249)	This is type PlgExtent.
PlgGameAppSettings (see page 249)	This is type PlgGameAppSettings.
PlgPoint (see page 249)	This is type PlgPoint.
PlgRect (see page 249)	This is type PlgRect.
PlgSize (see page 249)	This is type PlgSize.
PlgVec (see page 250)	This is type PlgVec.
TlgActorSceneEvent (see page 250)	This is type TlgActorSceneEvent.
TlgGameClass (see page 250)	This is type TlgGameClass.
TlgLuaFunction (see page 250)	This is type TlgLuaFunction.
TlgObjectAttributeSet (see page 251)	This is type TlgObjectAttributeSet.
TlgZipFileStreamBuildProgress (see page 251)	This is type TlgZipFileStreamBuildProgress.

Variables

Math (see page 251)	This is variable Math.
TaskList (see page 252)	This is variable TaskList.
Terminal (see page 252)	This is variable Terminal.
Timer (see page 252)	This is variable Timer.
Utils (see page 252)	This is variable Utils.













Functions





























	IgInit (see page 239)	This is function IgInit.
	IgIsInit (see page 240)	This is function IgIsInit.
	IgQuit (see page 240)	This is function IgQuit.
	IgRunGame (see page 240)	This is function IgRunGame.

1.1 Classes




The following table lists classes in this documentation.

Classes

	ElgLuaException (see page 12)	This is class ElgLuaException.
	ElgLuaRuntimeException (see page 13)	This is class ElgLuaRuntimeException.
	ElgLuaSyntaxError (see page 13)	This is class ElgLuaSyntaxError.
	TlgActor (see page 13)	This is class TlgActor.
	TlgActorList (see page 18)	This is class TlgActorList.
	TlgActorScene (see page 21)	This is class TlgActorScene.
	TlgAudio (see page 25)	This is class TlgAudio.
	TlgBaseGameApp (see page 30)	This is class TlgBaseGameApp.
	TlgCamera (see page 33)	This is class TlgCamera.
	TlgDeterministicTimer (see page 37)	This is class TlgDeterministicTimer.
	TlgEntity (see page 42)	This is class TlgEntity.
	TlgEntityActor (see page 60)	This is class TlgEntityActor.

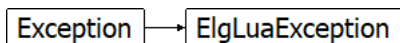
	TlgFileStream (see page 63)	This is class TlgFileStream.
	TlgFont (see page 66)	This is class TlgFont.
	TlgGUI (see page 72)	This is class TlgGUI.
	TlgGame (see page 76)	This is class TlgGame.
	TlgGameApp (see page 77)	This is class TlgGameApp.
	TlgLua (see page 85)	This is class TlgLua.
	TlgLuaContext (see page 96)	This is class TlgLuaContext.
	TlgMath (see page 105)	This is class TlgMath.
	TlgMemoryStream (see page 116)	This is class TlgMemoryStream.
	TlgObject (see page 120)	This is class TlgObject.
	TlgObjectList (see page 124)	This is class TlgObjectList.
	TlgPolygon (see page 127)	This is class TlgPolygon.
	TlgRingBuffer<T> (see page 132)	This is class TlgRingBuffer.
	TlgSound (see page 133)	This is class TlgSound.
	TlgSprite (see page 142)	This is class TlgSprite.
	TlgStarfield (see page 148)	This is class TlgStarfield.
	TlgStream (see page 155)	This is class TlgStream.
	TlgTaskID (see page 157)	This is class TlgTaskID.
	TlgTaskList (see page 158)	This is class TlgTaskList.
	TlgTerminal (see page 161)	This is class TlgTerminal.
	TlgTexture (see page 166)	This is class TlgTexture.
	TlgTreeMenu (see page 182)	This is class TlgTreeMenu.
	TlgUtils (see page 186)	This is class TlgUtils.
	TlgVideo (see page 196)	This is class TlgVideo.
	TlgVirtualBuffer (see page 205)	This is class TlgVirtualBuffer.
	TlgWindow (see page 209)	This is class TlgWindow.
	TlgZipFile (see page 224)	This is class TlgZipFile.
	TlgZipStream (see page 227)	This is class TlgZipStream.

Records

	TlgLuaValue (see page 101)	This is class TlgLuaValue.
	TlgTimer (see page 180)	This is class TlgTimer.
	TlgVec (see page 191)	This is class TlgVec.

1.1.1 ElgLuaException

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

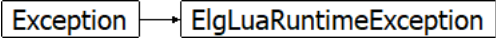
```
ElgLuaException = class(Exception);
```

Description

This is class ElgLuaException.

1.1.2 ElgLuaRuntimeException

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

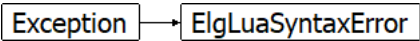
```
ElgLuaRuntimeException = class(Exception);
```

Description

This is class ElgLuaRuntimeException.

1.1.3 ElgLuaSyntaxError

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

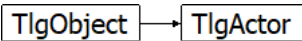
```
ElgLuaSyntaxError = class(Exception);
```

Description

This is class ElgLuaSyntaxError.

1.1.4 TlgActor

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgActor = class(TlgObject);
```



Description




This is class TlgActor.

1.1.4.1 TlgActor Fields

The fields of the TlgActor class are listed here.

Fields

	FACTORList (see page 14)	This is FACTORList, a member of class TlgActor.
	FCanCollide (see page 14)	This is FCanCollide, a member of class TlgActor.

	FChildren (see page 14)	This is FChildren, a member of class TlgActor.
	FOwner (see page 14)	This is FOwner, a member of class TlgActor.
	FTerminated (see page 14)	This is FTerminated, a member of class TlgActor.

1.1.4.1.1 TlgActor.FActorList

File: LGT.pas (see page 348)

Delphi

```
FActorList: TlgActorList;
```

Description

This is FActorList, a member of class TlgActor.

1.1.4.1.2 TlgActor.FCanCollide

File: LGT.pas (see page 348)

Delphi

```
FCanCollide: Boolean;
```

Description

This is FCanCollide, a member of class TlgActor.

1.1.4.1.3 TlgActor.FChildren

File: LGT.pas (see page 348)

Delphi

```
FChildren: TlgActorList;
```

Description

This is FChildren, a member of class TlgActor.

1.1.4.1.4 TlgActor.FOwner

File: LGT.pas (see page 348)

Delphi

```
FOwner: TlgActor;
```

Description

This is FOwner, a member of class TlgActor.

1.1.4.1.5 TlgActor.FTerminated

File: LGT.pas (see page 348)

Delphi

```
FTerminated: Boolean;
```










Description

This is FTerminated, a member of class TlgActor.

1.1.4.2 TlgActor Methods

The methods of the TlgActor class are listed here.

Methods

	Create (see page 15)	This is Create, a member of class TlgActor.
	Destroy (see page 15)	This is Destroy, a member of class TlgActor.
	OnCollide (see page 15)	This is OnCollide, a member of class TlgActor.
	OnMessage (see page 15)	This is OnMessage, a member of class TlgActor.
	OnRender (see page 16)	This is OnRender, a member of class TlgActor.
	OnUpdate (see page 16)	This is OnUpdate, a member of class TlgActor.
	OnVisit (see page 16)	This is OnVisit, a member of class TlgActor.
	Overlap (see page 16)	This is Overlap, a member of class TlgActor.
	Overlap (see page 16)	This is Overlap, a member of class TlgActor.

1.1.4.2.1 TlgActor.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgActor.

1.1.4.2.2 TlgActor.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgActor.

1.1.4.2.3 TlgActor.OnCollide

File: LGT.pas (see page 348)

Delphi

```
procedure OnCollide(  
    const AActor: TlgActor  
); virtual;
```

Description

This is OnCollide, a member of class TlgActor.

1.1.4.2.4 TlgActor.OnMessage

File: LGT.pas (see page 348)

Delphi

```
function OnMessage(  
    const AMsg: PlgActorMessage
```

```
) : TlgActor; virtual;
```

Description

This is OnMessage, a member of class TlgActor.

1.1.4.2.5 TlgActor.OnRender

File: LGT.pas (see page 348)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TlgActor.

1.1.4.2.6 TlgActor.OnUpdate

File: LGT.pas (see page 348)

Delphi

```
procedure OnUpdate; virtual;
```

Description

This is OnUpdate, a member of class TlgActor.

1.1.4.2.7 TlgActor.OnVisit

File: LGT.pas (see page 348)

Delphi

```
procedure OnVisit(  
  const ASender: TlgActor;  
  const AEventId: Integer;  
  var ADone: Boolean  
); virtual; overload; reintroduce;
```

Description

This is OnVisit, a member of class TlgActor.

1.1.4.2.8 TlgActor.Overlap

File: LGT.pas (see page 348)

Delphi

```
function Overlap(  
  const X: Single;  
  const Y: Single;  
  const ARadius: Single;  
  const AShrinkFactor: Single  
): Boolean; virtual; overload;
```

Description

This is Overlap, a member of class TlgActor.

1.1.4.2.9 TlgActor.Overlap

File: LGT.pas (see page 348)

Delphi

```
function Overlap(  
    const AActor: TlgActor  
): Boolean; virtual; overload;
```





Description

This is Overlap, a member of class TlgActor.

1.1.4.3 TlgActor Properties

The properties of the TlgActor class are listed here.

Properties

	ActorList (see page 17)	This is ActorList, a member of class TlgActor.
	CanCollide (see page 17)	This is CanCollide, a member of class TlgActor.
	Children (see page 17)	This is Children, a member of class TlgActor.
	Terminated (see page 17)	This is Terminated, a member of class TlgActor.

1.1.4.3.1 TlgActor.ActorList

File: LGT.pas (see page 348)

Delphi

```
property ActorList: TlgActorList;
```

Description

This is ActorList, a member of class TlgActor.

1.1.4.3.2 TlgActor.CanCollide

File: LGT.pas (see page 348)

Delphi

```
property CanCollide: Boolean;
```

Description

This is CanCollide, a member of class TlgActor.

1.1.4.3.3 TlgActor.Children

File: LGT.pas (see page 348)

Delphi

```
property Children: TlgActorList;
```

Description

This is Children, a member of class TlgActor.

1.1.4.3.4 TlgActor.Terminated

File: LGT.pas (see page 348)

Delphi

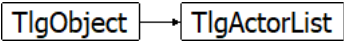
```
property Terminated: Boolean;
```

Description

This is Terminated, a member of class TlgActor.

1.1.5 TlgActorList

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgActorList = class(TlgObject);
```

Description

This is class TlgActorList.

1.1.5.1 TlgActorList Fields

The fields of the TlgActorList class are listed here.

Fields

	FList (see page 18)	This is FList, a member of class TlgActorList.
--	----------------------	------------------------------------------------

1.1.5.1.1 TlgActorList.FList

File: LGT.pas (see page 348)

Delphi

```
FList: TlgObjectList;
```

Description

This is FList, a member of class TlgActorList.

1.1.5.2 TlgActorList Methods

The methods of the TlgActorList class are listed here.

Methods

	Add (see page 19)	This is Add, a member of class TlgActorList.
	CheckCollision (see page 19)	This is CheckCollision, a member of class TlgActorList.
	Clean (see page 19)	This is Clean, a member of class TlgActorList.
	Clear (see page 19)	This is Clear, a member of class TlgActorList.
	Count (see page 19)	This is Count, a member of class TlgActorList.
	Create (see page 20)	This is Create, a member of class TlgActorList.
	Destroy (see page 20)	This is Destroy, a member of class TlgActorList.
	ForEach (see page 20)	This is ForEach, a member of class TlgActorList.
	Remove (see page 20)	This is Remove, a member of class TlgActorList.
	Render (see page 20)	This is Render, a member of class TlgActorList.
	SendMessage (see page 21)	This is SendMessage, a member of class TlgActorList.

	Update (see page 21)	This is Update, a member of class TlgActorList.
-----------------------------------------------------------------------------------	-----------------------	-------------------------------------------------

1.1.5.2.1 TlgActorList.Add

File: LGT.pas (see page 348)

Delphi

```
procedure Add(  
    aActor: TlgActor  
);
```

Description

This is Add, a member of class TlgActorList.

1.1.5.2.2 TlgActorList.CheckCollision

File: LGT.pas (see page 348)

Delphi

```
procedure CheckCollision(  
    const AAttrs: TlgObjectAttributeSet;  
    AActor: TlgActor  
);
```

Description

This is CheckCollision, a member of class TlgActorList.

1.1.5.2.3 TlgActorList.Clean

File: LGT.pas (see page 348)

Delphi

```
procedure Clean;
```

Description

This is Clean, a member of class TlgActorList.

1.1.5.2.4 TlgActorList.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear(  
    const AAttrs: TlgObjectAttributeSet  
);
```

Description

This is Clear, a member of class TlgActorList.

1.1.5.2.5 TlgActorList.Count

File: LGT.pas (see page 348)

Delphi

```
function Count: Integer;
```


Description

This is Count, a member of class TlgActorList.

1.1.5.2.6 TlgActorList.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgActorList.

1.1.5.2.7 TlgActorList.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgActorList.

1.1.5.2.8 TlgActorList.ForEach

File: LGT.pas (see page 348)

Delphi

```
procedure ForEach(  
    const ASender: TlgActor;  
    const AAttrs: TlgObjectAttributeSet;  
    const AEventId: Integer;  
    var ADone: Boolean  
);
```

Description

This is ForEach, a member of class TlgActorList.

1.1.5.2.9 TlgActorList.Remove

File: LGT.pas (see page 348)

Delphi

```
procedure Remove(  
    const AActor: TlgActor;  
    const ADispose: Boolean  
);
```

Description

This is Remove, a member of class TlgActorList.

1.1.5.2.10 TlgActorList.Render

File: LGT.pas (see page 348)

Delphi

```
procedure Render(  

```

```
    const AAttrs: TlgObjectAttributeSet
);
```

Description

This is Render, a member of class TlgActorList.

1.1.5.2.11 TlgActorList.SendMessage

File: LGT.pas (see page 348)

Delphi

```
function SendMessage(
    const AAttrs: TlgObjectAttributeSet;
    const AMsg: PlgActorMessage;
    const ABroadcast: Boolean
): TlgActor;
```

Description

This is SendMessage, a member of class TlgActorList.

1.1.5.2.12 TlgActorList.Update

File: LGT.pas (see page 348)

Delphi

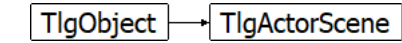
```
procedure Update(
    const AAttrs: TlgObjectAttributeSet
);
```

Description

This is Update, a member of class TlgActorList.

1.1.6 TlgActorScene

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgActorScene = class(TlgObject);
```



Description

This is class TlgActorScene.

1.1.6.1 TlgActorScene Fields

The fields of the TlgActorScene class are listed here.

Fields

	FCount (see page 22)	This is FCount, a member of class TlgActorScene.
	FLists (see page 22)	This is FLists, a member of class TlgActorScene.

1.1.6.1.1 TlgActorScene.FCount

File: LGT.pas (see page 348)

Delphi

```
FCount: Integer;
```

Description

This is FCount, a member of class TlgActorScene.

1.1.6.1.2 TlgActorScene.FLists

File: LGT.pas (see page 348)

Delphi

```
FLists: array of TlgActorList;
```

Description

This is FLists, a member of class TlgActorScene.

1.1.6.2 TlgActorScene Methods

The methods of the TlgActorScene class are listed here.

Methods

🔗	Alloc (see page 22)	This is Alloc, a member of class TlgActorScene.
🔗	Clean (see page 22)	This is Clean, a member of class TlgActorScene.
🔗	Clear (see page 23)	This is Clear, a member of class TlgActorScene.
🔗	ClearAll (see page 23)	This is ClearAll, a member of class TlgActorScene.
🔗🔗	Create (see page 23)	This is Create, a member of class TlgActorScene.
🔗	Dealloc (see page 23)	This is Dealloc, a member of class TlgActorScene.
🔗🔗	Destroy (see page 23)	This is Destroy, a member of class TlgActorScene.
🔗🔗	GetCount (see page 24)	This is GetCount, a member of class TlgActorScene.
🔗🔗	GetList (see page 24)	This is GetList, a member of class TlgActorScene.
🔗	Render (see page 24)	This is Render, a member of class TlgActorScene.
🔗	SendMessage (see page 24)	This is SendMessage, a member of class TlgActorScene.
🔗	Update (see page 25)	This is Update, a member of class TlgActorScene.

1.1.6.2.1 TlgActorScene.Alloc

File: LGT.pas (see page 348)

Delphi

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

Description

This is Alloc, a member of class TlgActorScene.

1.1.6.2.2 TlgActorScene.Clean

File: LGT.pas (see page 348)

Delphi

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

Description

This is Clean, a member of class TlgActorScene.

1.1.6.2.3 TlgActorScene.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear(  
    const AIndex: Integer;  
    const AAttrs: TlgObjectAttributeSet  
);
```

Description

This is Clear, a member of class TlgActorScene.

1.1.6.2.4 TlgActorScene.ClearAll

File: LGT.pas (see page 348)

Delphi

```
procedure ClearAll;
```

Description

This is ClearAll, a member of class TlgActorScene.

1.1.6.2.5 TlgActorScene.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgActorScene.

1.1.6.2.6 TlgActorScene.Dealloc

File: LGT.pas (see page 348)

Delphi

```
procedure Dealloc;
```

Description

This is Dealloc, a member of class TlgActorScene.

1.1.6.2.7 TlgActorScene.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgActorScene.

1.1.6.2.8 TlgActorScene.GetCount

File: LGT.pas (see page 348)

Delphi

```
function GetCount: Integer;
```

Description

This is GetCount, a member of class TlgActorScene.

1.1.6.2.9 TlgActorScene.GetList

File: LGT.pas (see page 348)

Delphi

```
function GetList(  
    AIndex: Integer  
): TlgActorList;
```

Description

This is GetList, a member of class TlgActorScene.

1.1.6.2.10 TlgActorScene.Render

File: LGT.pas (see page 348)

Delphi

```
procedure Render(  
    const AAttrs: TlgObjectAttributeSet;  
    const aBefore: TlgActorSceneEvent;  
    const aAfter: TlgActorSceneEvent  
);
```

Description

This is Render, a member of class TlgActorScene.

1.1.6.2.11 TlgActorScene.SendMessage

File: LGT.pas (see page 348)

Delphi

```
function SendMessage(  
    const AAttrs: TlgObjectAttributeSet;  
    const AMsg: PlgActorMessage;  
    const ABroadcast: Boolean  
): TlgActor;
```

Description

This is SendMessage, a member of class TlgActorScene.

1.1.6.2.12 TlgActorScene.Update

File: LGT.pas (see page 348)

Delphi

```
procedure Update(  
    const AAttrs: TlgObjectAttributeSet  
);
```



Description

This is Update, a member of class TlgActorScene.

1.1.6.3 TlgActorScene Properties

The properties of the TlgActorScene class are listed here.

Properties

	Count (see page 25)	This is Count, a member of class TlgActorScene.
	Lists (see page 25)	This is Lists, a member of class TlgActorScene.

1.1.6.3.1 TlgActorScene.Count

File: LGT.pas (see page 348)

Delphi

```
property Count: Integer;
```

Description

This is Count, a member of class TlgActorScene.

1.1.6.3.2 TlgActorScene.Lists

File: LGT.pas (see page 348)

Delphi

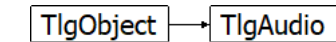
```
property Lists [AIndex: Integer]: TlgActorList;
```

Description

This is Lists, a member of class TlgActorScene.

1.1.7 TlgAudio

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgAudio = class(TlgObject);
```




Description

This is class TlgAudio.

1.1.7.1 TlgAudio Constants

The constants of the TlgAudio class are listed here.

Constants

	ATTR_ONESHOT (see page 26)	This is ATTR_ONESHOT, a member of class TlgAudio.
	BUFFER_CHUCK (see page 26)	This is BUFFER_CHUCK, a member of class TlgAudio.
	BUFFER_SIZE (see page 26)	This is BUFFER_SIZE, a member of class TlgAudio.

1.1.7.1.1 TlgAudio.ATTR_ONESHOT

File: LGT.pas (see page 348)

Delphi

```
const ATTR_ONESHOT = 0;
```

Description

This is ATTR_ONESHOT, a member of class TlgAudio.

1.1.7.1.2 TlgAudio.BUFFER_CHUCK

File: LGT.pas (see page 348)

Delphi

```
const BUFFER_CHUCK = 1024*2;
```

Description

This is BUFFER_CHUCK, a member of class TlgAudio.

1.1.7.1.3 TlgAudio.BUFFER_SIZE

File: LGT.pas (see page 348)

Delphi

```
const BUFFER_SIZE = BUFFER_CHUCK*2*sizeof(smallint);
```








Description

This is BUFFER_SIZE, a member of class TlgAudio.

1.1.7.2 TlgAudio Fields

The fields of the TlgAudio class are listed here.

Fields

	FContext (see page 27)	This is FContext, a member of class TlgAudio.
	FDevice (see page 27)	This is FDevice, a member of class TlgAudio.
	FError (see page 27)	This is FError, a member of class TlgAudio.
	FIsOpen (see page 27)	This is FIsOpen, a member of class TlgAudio.
	FPCM (see page 27)	This is FPCM, a member of class TlgAudio.
	FSoundList (see page 27)	This is FSoundList, a member of class TlgAudio.
	FTaskID (see page 28)	This is FTaskID, a member of class TlgAudio.

1.1.7.2.1 TlgAudio.FContext

File: LGT.pas (see page 348)

Delphi

```
FContext: PALCcontext;
```

Description

This is FContext, a member of class TlgAudio.

1.1.7.2.2 TlgAudio.FDevice

File: LGT.pas (see page 348)

Delphi

```
FDevice: PALCdevice;
```

Description

This is FDevice, a member of class TlgAudio.

1.1.7.2.3 TlgAudio.FError

File: LGT.pas (see page 348)

Delphi

```
FError: string;
```

Description

This is FError, a member of class TlgAudio.

1.1.7.2.4 TlgAudio.FIsOpen

File: LGT.pas (see page 348)

Delphi

```
FIsOpen: Boolean;
```

Description

This is FIsOpen, a member of class TlgAudio.

1.1.7.2.5 TlgAudio.FPCM

File: LGT.pas (see page 348)

Delphi

```
FPCM: array[0..BUFFER_SIZE] of byte;
```

Description

This is FPCM, a member of class TlgAudio.

1.1.7.2.6 TlgAudio.FSoundList

File: LGT.pas (see page 348)

Delphi

```
FSoundList: TlgObjectList;
```

Description

This is FSoundList, a member of class TlgAudio.

1.1.7.2.7 TlgAudio.FTaskID

File: LGT.pas (see page 348)

Delphi

```
FTaskID: TlgTaskID;
```













Description

This is FTaskID, a member of class TlgAudio.

1.1.7.3 TlgAudio Methods

The methods of the TlgAudio class are listed here.

Methods

	CheckErrors (see page 28)	This is CheckErrors, a member of class TlgAudio.
	Close (see page 28)	This is Close, a member of class TlgAudio.
	Create (see page 29)	This is Create, a member of class TlgAudio.
	Destroy (see page 29)	This is Destroy, a member of class TlgAudio.
	GetDeviceName (see page 29)	This is GetDeviceName, a member of class TlgAudio.
	GetError (see page 29)	This is GetError, a member of class TlgAudio.
	GetPCMBuffer (see page 29)	This is GetPCMBuffer, a member of class TlgAudio.
	GetPCMBufferSize (see page 29)	This is GetPCMBufferSize, a member of class TlgAudio.
	IsOpen (see page 30)	This is IsOpen, a member of class TlgAudio.
	Open (see page 30)	This is Open, a member of class TlgAudio.
	Reset (see page 30)	This is Reset, a member of class TlgAudio.
	Update (see page 30)	This is Update, a member of class TlgAudio.

1.1.7.3.1 TlgAudio.CheckErrors

File: LGT.pas (see page 348)

Delphi

```
procedure CheckErrors;
```

Description

This is CheckErrors, a member of class TlgAudio.

1.1.7.3.2 TlgAudio.Close

File: LGT.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TlgAudio.

1.1.7.3.3 TlgAudio.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgAudio.

1.1.7.3.4 TlgAudio.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgAudio.

1.1.7.3.5 TlgAudio.GetDeviceName

File: LGT.pas (see page 348)

Delphi

```
function GetDeviceName: string;
```

Description

This is GetDeviceName, a member of class TlgAudio.

1.1.7.3.6 TlgAudio.GetError

File: LGT.pas (see page 348)

Delphi

```
function GetError: string;
```

Description

This is GetError, a member of class TlgAudio.

1.1.7.3.7 TlgAudio.GetPCMBuffer

File: LGT.pas (see page 348)

Delphi

```
function GetPCMBuffer: PByte;
```

Description

This is GetPCMBuffer, a member of class TlgAudio.

1.1.7.3.8 TlgAudio.GetPCMBufferSize

File: LGT.pas (see page 348)

Delphi

```
function GetPCMBufferSize: Integer;
```

Description

This is GetPCMBufferSize, a member of class TlgAudio.

1.1.7.3.9 TlgAudio.IsOpen

File: LGT.pas (see page 348)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TlgAudio.

1.1.7.3.10 TlgAudio.Open

File: LGT.pas (see page 348)

Delphi

```
function Open: Boolean;
```

Description

This is Open, a member of class TlgAudio.

1.1.7.3.11 TlgAudio.Reset

File: LGT.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TlgAudio.

1.1.7.3.12 TlgAudio.Update

File: LGT.pas (see page 348)

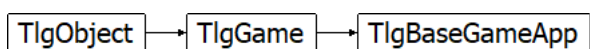
Delphi

```
procedure Update;
```

Description

This is Update, a member of class TlgAudio.

1.1.8 TlgBaseGameApp

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

```
TlgBaseGameApp = class(TlgGame);
```










Description

This is class TlgBaseGameApp.

1.1.8.1 TlgBaseGameApp Methods

The methods of the TlgBaseGameApp class are listed here.

Methods

	Create (see page 31)	This is Create, a member of class TlgBaseGameApp.
	Destroy (see page 31)	This is Destroy, a member of class TlgBaseGameApp.
	OnRender (see page 31)	This is OnRender, a member of class TlgBaseGameApp.
	OnRenderHud (see page 32)	This is OnRenderHud, a member of class TlgBaseGameApp.
	OnShouldTerminate (see page 32)	This is OnShouldTerminate, a member of class TlgBaseGameApp.
	OnShutdown (see page 32)	This is OnShutdown, a member of class TlgBaseGameApp.
	OnStartup (see page 32)	This is OnStartup, a member of class TlgBaseGameApp.
	OnUpdate (see page 32)	This is OnUpdate, a member of class TlgBaseGameApp.
	Run (see page 32)	This is Run, a member of class TlgBaseGameApp.

1.1.8.1.1 TlgBaseGameApp.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgBaseGameApp.

1.1.8.1.2 TlgBaseGameApp.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgBaseGameApp.

1.1.8.1.3 TlgBaseGameApp.OnRender

File: LGT.pas (see page 348)

Delphi

```
procedure OnRender; virtual;
```

Description

This is OnRender, a member of class TlgBaseGameApp.

1.1.8.1.4 TlgBaseGameApp.OnRenderHud

File: LGT.pas (see page 348)

Delphi

```
procedure OnRenderHud; virtual;
```

Description

This is OnRenderHud, a member of class TlgBaseGameApp.

1.1.8.1.5 TlgBaseGameApp.OnShouldTerminate

File: LGT.pas (see page 348)

Delphi

```
function OnShouldTerminate: Boolean; virtual;
```

Description

This is OnShouldTerminate, a member of class TlgBaseGameApp.

1.1.8.1.6 TlgBaseGameApp.OnShutdown

File: LGT.pas (see page 348)

Delphi

```
procedure OnShutdown; virtual;
```

Description

This is OnShutdown, a member of class TlgBaseGameApp.

1.1.8.1.7 TlgBaseGameApp.OnStartup

File: LGT.pas (see page 348)

Delphi

```
function OnStartup: Boolean; virtual;
```

Description

This is OnStartup, a member of class TlgBaseGameApp.

1.1.8.1.8 TlgBaseGameApp.OnUpdate

File: LGT.pas (see page 348)

Delphi

```
procedure OnUpdate; virtual;
```

Description

This is OnUpdate, a member of class TlgBaseGameApp.

1.1.8.1.9 TlgBaseGameApp.Run

File: LGT.pas (see page 348)

Delphi

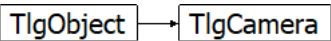
```
procedure Run; override;
```

Description

This is Run, a member of class TlgBaseGameApp.

1.1.9 TlgCamera

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgCamera = class(TlgObject);
```






Description

This is class TlgCamera.

1.1.9.1 TlgCamera Fields

The fields of the TlgCamera class are listed here.

Fields

	FRotation (see page 33)	This is FRotation, a member of class TlgCamera.
	FScale (see page 33)	This is FScale, a member of class TlgCamera.
	FWindow (see page 34)	This is FWindow, a member of class TlgCamera.
	FX (see page 34)	This is FX, a member of class TlgCamera.
	FY (see page 34)	This is FY, a member of class TlgCamera.

1.1.9.1.1 TlgCamera.FRotation

File: LGT.pas (see page 348)

Delphi

```
FRotation: Single;
```

Description

This is FRotation, a member of class TlgCamera.

1.1.9.1.2 TlgCamera.FScale

File: LGT.pas (see page 348)

Delphi

```
FScale: Single;
```

Description

This is FScale, a member of class TlgCamera.

1.1.9.1.3 TlgCamera.FWindow

File: LGT.pas (see page 348)

Delphi

```
FWindow: TlgWindow;
```

Description

This is FWindow, a member of class TlgCamera.

1.1.9.1.4 TlgCamera.FX

File: LGT.pas (see page 348)

Delphi

```
FX: Single;
```

Description

This is FX, a member of class TlgCamera.

1.1.9.1.5 TlgCamera.FY

File: LGT.pas (see page 348)

Delphi

```
FY: Single;
```









Description

This is FY, a member of class TlgCamera.

1.1.9.2 TlgCamera Methods

The methods of the TlgCamera class are listed here.

Methods

	Create (see page 34)	This is Create, a member of class TlgCamera.
	Destroy (see page 35)	This is Destroy, a member of class TlgCamera.
	Move (see page 35)	This is Move, a member of class TlgCamera.
	Reset (see page 35)	This is Reset, a member of class TlgCamera.
	Rotate (see page 35)	This is Rotate, a member of class TlgCamera.
	SetRotation (see page 35)	This is SetRotation, a member of class TlgCamera.
	Use (see page 36)	This is Use, a member of class TlgCamera.
	Zoom (see page 36)	This is Zoom, a member of class TlgCamera.

1.1.9.2.1 TlgCamera.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgCamera.

1.1.9.2.2 TlgCamera.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgCamera.

1.1.9.2.3 TlgCamera.Move

File: LGT.pas (see page 348)

Delphi

```
procedure Move(  
    const X: Single;  
    const Y: Single  
);
```

Description

This is Move, a member of class TlgCamera.

1.1.9.2.4 TlgCamera.Reset

File: LGT.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TlgCamera.

1.1.9.2.5 TlgCamera.Rotate

File: LGT.pas (see page 348)

Delphi

```
procedure Rotate(  
    const ARotation: Single  
);
```

Description

This is Rotate, a member of class TlgCamera.

1.1.9.2.6 TlgCamera.SetRotation

File: LGT.pas (see page 348)

Delphi

```
procedure SetRotation(  
    const AValue: Single  
);
```

Description

This is SetRotation, a member of class TlgCamera.

1.1.9.2.7 TlgCamera.Use

File: LGT.pas (see page 348)

Delphi

```
procedure Use(  
    const AWindow: TlgWindow  
);
```

Description

This is Use, a member of class TlgCamera.

1.1.9.2.8 TlgCamera.Zoom

File: LGT.pas (see page 348)

Delphi

```
procedure Zoom(  
    const AScale: Single  
);
```





Description

This is Zoom, a member of class TlgCamera.

1.1.9.3 TlgCamera Properties

The properties of the TlgCamera class are listed here.

Properties

	Rotation (see page 36)	This is Rotation, a member of class TlgCamera.
	Scale (see page 36)	This is Scale, a member of class TlgCamera.
	X (see page 37)	This is X, a member of class TlgCamera.
	Y (see page 37)	This is Y, a member of class TlgCamera.

1.1.9.3.1 TlgCamera.Rotation

File: LGT.pas (see page 348)

Delphi

```
property Rotation: Single;
```

Description

This is Rotation, a member of class TlgCamera.

1.1.9.3.2 TlgCamera.Scale

File: LGT.pas (see page 348)

Delphi

```
property Scale: Single;
```

Description

This is Scale, a member of class TlgCamera.

1.1.9.3.3 TlgCamera.X

File: LGT.pas (see page 348)

Delphi

```
property X: Single;
```

Description

This is X, a member of class TlgCamera.

1.1.9.3.4 TlgCamera.Y

File: LGT.pas (see page 348)

Delphi

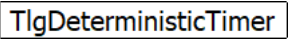
```
property Y: Single;
```

Description

This is Y, a member of class TlgCamera.

1.1.10 TlgDeterministicTimer

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgDeterministicTimer = class;
```

Description

This is class TlgDeterministicTimer.

1.1.10.1 TlgDeterministicTimer Constants

The constants of the TlgDeterministicTimer class are listed here.

Constants

	DEFAULT_FPS (see page 37)	This is DEFAULT_FPS, a member of class TlgDeterministicTimer.
--	----------------------------	---------------------------------------------------------------

1.1.10.1.1 TlgDeterministicTimer.DEFAULT_FPS

File: LGT.pas (see page 348)

Delphi

```
const DEFAULT_FPS = 60;
```











Description

This is DEFAULT_FPS, a member of class TlgDeterministicTimer.

1.1.10.2 TlgDeterministicTimer Fields

The fields of the TlgDeterministicTimer class are listed here.

Fields

	FCurrentTime (see page 38)	This is FCurrentTime, a member of class TlgDeterministicTimer.
	FElapsedTime (see page 38)	This is FElapsedTime, a member of class TlgDeterministicTimer.
	FEndtime (see page 38)	This is FEndtime, a member of class TlgDeterministicTimer.
	FFrameCount (see page 38)	This is FFrameCount, a member of class TlgDeterministicTimer.
	FFramerate (see page 39)	This is FFramerate, a member of class TlgDeterministicTimer.
	FLastFPSTime (see page 39)	This is FLastFPSTime, a member of class TlgDeterministicTimer.
	FLastTime (see page 39)	This is FLastTime, a member of class TlgDeterministicTimer.
	FRemainingTime (see page 39)	This is FRemainingTime, a member of class TlgDeterministicTimer.
	FTargetFrameRate (see page 39)	This is FTargetFrameRate, a member of class TlgDeterministicTimer.
	FTargetTime (see page 40)	This is FTargetTime, a member of class TlgDeterministicTimer.

1.1.10.2.1 TlgDeterministicTimer.FCurrentTime

File: LGT.pas (see page 348)

Delphi

```
class var FCurrentTime: Double;
```

Description

This is FCurrentTime, a member of class TlgDeterministicTimer.

1.1.10.2.2 TlgDeterministicTimer.FElapsedTime

File: LGT.pas (see page 348)

Delphi

```
class var FElapsedTime: Double;
```

Description

This is FElapsedTime, a member of class TlgDeterministicTimer.

1.1.10.2.3 TlgDeterministicTimer.FEndtime

File: LGT.pas (see page 348)

Delphi

```
class var FEndtime: double;
```

Description

This is FEndtime, a member of class TlgDeterministicTimer.

1.1.10.2.4 TlgDeterministicTimer.FFrameCount

File: LGT.pas (see page 348)

Delphi

```
class var FFrameCount: Cardinal;
```

Description

This is FFrameCount, a member of class TlgDeterministicTimer.

1.1.10.2.5 TlgDeterministicTimer.FFramerate

File: LGT.pas (see page 348)

Delphi

```
class var FFramerate: Cardinal;
```

Description

This is FFramerate, a member of class TlgDeterministicTimer.

1.1.10.2.6 TlgDeterministicTimer.FLastFPSTime

File: LGT.pas (see page 348)

Delphi

```
class var FLastFPSTime: Double;
```

Description

This is FLastFPSTime, a member of class TlgDeterministicTimer.

1.1.10.2.7 TlgDeterministicTimer.FLastTime

File: LGT.pas (see page 348)

Delphi

```
class var FLastTime: Double;
```

Description

This is FLastTime, a member of class TlgDeterministicTimer.

1.1.10.2.8 TlgDeterministicTimer.FRemainingTime

File: LGT.pas (see page 348)

Delphi

```
class var FRemainingTime: Double;
```

Description

This is FRemainingTime, a member of class TlgDeterministicTimer.

1.1.10.2.9 TlgDeterministicTimer.FTargetFrameRate

File: LGT.pas (see page 348)

Delphi

```
class var FTargetFrameRate: Cardinal;
```

Description

This is FTargetFrameRate, a member of class TlgDeterministicTimer.

1.1.10.2.10 TlgDeterministicTimer.FTargetTime

File: LGT.pas (see page 348)

Delphi

```
class var FTargetTime: Double;
```










Description

This is FTargetTime, a member of class TlgDeterministicTimer.

1.1.10.3 TlgDeterministicTimer Methods

The methods of the TlgDeterministicTimer class are listed here.

Methods

	Create (see page 40)	This is Create, a member of class TlgDeterministicTimer.
	Destroy (see page 40)	This is Destroy, a member of class TlgDeterministicTimer.
	FrameRate (see page 40)	This is FrameRate, a member of class TlgDeterministicTimer.
	Init (see page 41)	This is Init, a member of class TlgDeterministicTimer.
	Reset (see page 41)	This is Reset, a member of class TlgDeterministicTimer.
	Start (see page 41)	This is Start, a member of class TlgDeterministicTimer.
	Stop (see page 41)	This is Stop, a member of class TlgDeterministicTimer.
	TargetFrameRate (see page 41)	This is TargetFrameRate, a member of class TlgDeterministicTimer.
	TargetTime (see page 41)	This is TargetTime, a member of class TlgDeterministicTimer.

1.1.10.3.1 TlgDeterministicTimer.Create

File: LGT.pas (see page 348)

Delphi

```
class constructor Create;
```

Description

This is Create, a member of class TlgDeterministicTimer.

1.1.10.3.2 TlgDeterministicTimer.Destroy

File: LGT.pas (see page 348)

Delphi

```
class destructor Destroy;
```

Description

This is Destroy, a member of class TlgDeterministicTimer.

1.1.10.3.3 TlgDeterministicTimer.FrameRate

File: LGT.pas (see page 348)

Delphi

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

Description

This is FrameRate, a member of class TlgDeterministicTimer.

1.1.10.3.4 TlgDeterministicTimer.Init

File: LGT.pas (see page 348)

Delphi

```
class procedure Init(  
    const ATargetFrameRate: Cardinal = DEFAULT_FPS  
);
```

Description

This is Init, a member of class TlgDeterministicTimer.

1.1.10.3.5 TlgDeterministicTimer.Reset

File: LGT.pas (see page 348)

Delphi

```
class procedure Reset;
```

Description

This is Reset, a member of class TlgDeterministicTimer.

1.1.10.3.6 TlgDeterministicTimer.Start

File: LGT.pas (see page 348)

Delphi

```
class procedure Start;
```

Description

This is Start, a member of class TlgDeterministicTimer.

1.1.10.3.7 TlgDeterministicTimer.Stop

File: LGT.pas (see page 348)

Delphi

```
class procedure Stop;
```

Description

This is Stop, a member of class TlgDeterministicTimer.

1.1.10.3.8 TlgDeterministicTimer.TargetFrameRate

File: LGT.pas (see page 348)

Delphi

```
class function TargetFrameRate: Cardinal;
```

Description

This is TargetFrameRate, a member of class TlgDeterministicTimer.

1.1.10.3.9 TlgDeterministicTimer.TargetTime

File: LGT.pas (see page 348)

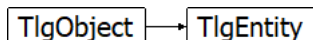
Delphi

```
class function TargetTime: Double;
```

Description

This is TargetTime, a member of class TlgDeterministicTimer.

1.1.11 TlgEntity

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

```
TlgEntity = class(TlgObject);
```

Description

This is class TlgEntity.

1.1.11.1 TlgEntity Fields

The fields of the TlgEntity class are listed here.

Fields

	FAnchor (see page 43)	This is FAnchor, a member of class TlgEntity.
	FAngle (see page 43)	This is FAngle, a member of class TlgEntity.
	FAngleOffset (see page 43)	This is FAngleOffset, a member of class TlgEntity.
	FBlend (see page 43)	This is FBlend, a member of class TlgEntity.
	FColor (see page 43)	This is FColor, a member of class TlgEntity.
	FDir (see page 43)	This is FDir, a member of class TlgEntity.
	FFirstFrame (see page 44)	This is FFirstFrame, a member of class TlgEntity.
	FFrame (see page 44)	This is FFrame, a member of class TlgEntity.
	FFrameSpeed (see page 44)	This is FFrameSpeed, a member of class TlgEntity.
	FFrameTimer (see page 44)	This is FFrameTimer, a member of class TlgEntity.
	FGroup (see page 44)	This is FGroup, a member of class TlgEntity.
	FHeight (see page 45)	This is FHeight, a member of class TlgEntity.
	FHFlip (see page 45)	This is FHFlip, a member of class TlgEntity.
	FLastFrame (see page 45)	This is FLastFrame, a member of class TlgEntity.
	FLoopFrame (see page 45)	This is FLoopFrame, a member of class TlgEntity.
	FPivot (see page 45)	This is FPivot, a member of class TlgEntity.
	FPos (see page 45)	This is FPos, a member of class TlgEntity.
	FRadius (see page 46)	This is FRadius, a member of class TlgEntity.
	FScale (see page 46)	This is FScale, a member of class TlgEntity.
	FShrinkFactor (see page 46)	This is FShrinkFactor, a member of class TlgEntity.
	FSprite (see page 46)	This is FSprite, a member of class TlgEntity.
	FVFlip (see page 46)	This is FVFlip, a member of class TlgEntity.
	FWidth (see page 47)	This is FWidth, a member of class TlgEntity.

1.1.11.1.1 TlgEntity.FAnchor

File: LGT.pas (see page 348)

Delphi

```
FAnchor: TlgPoint;
```

Description

This is FAnchor, a member of class TlgEntity.

1.1.11.1.2 TlgEntity.FAngle

File: LGT.pas (see page 348)

Delphi

```
FAngle: Single;
```

Description

This is FAngle, a member of class TlgEntity.

1.1.11.1.3 TlgEntity.FAngleOffset

File: LGT.pas (see page 348)

Delphi

```
FAngleOffset: Single;
```

Description

This is FAngleOffset, a member of class TlgEntity.

1.1.11.1.4 TlgEntity.FBlend

File: LGT.pas (see page 348)

Delphi

```
FBlend: TlgTextureBlend;
```

Description

This is FBlend, a member of class TlgEntity.

1.1.11.1.5 TlgEntity.FColor

File: LGT.pas (see page 348)

Delphi

```
FColor: TlgColor;
```

Description

This is FColor, a member of class TlgEntity.

1.1.11.1.6 TlgEntity.FDir

File: LGT.pas (see page 348)

Delphi

```
FDir: TlgVec;
```

Description

This is FDir, a member of class TlgEntity.

1.1.11.1.7 TlgEntity.FFirstFrame

File: LGT.pas (see page 348)

Delphi

```
FFirstFrame: Integer;
```

Description

This is FFirstFrame, a member of class TlgEntity.

1.1.11.1.8 TlgEntity.FFrame

File: LGT.pas (see page 348)

Delphi

```
FFrame: Integer;
```

Description

This is FFrame, a member of class TlgEntity.

1.1.11.1.9 TlgEntity.FFrameSpeed

File: LGT.pas (see page 348)

Delphi

```
FFrameSpeed: Single;
```

Description

This is FFrameSpeed, a member of class TlgEntity.

1.1.11.1.10 TlgEntity.FFrameTimer

File: LGT.pas (see page 348)

Delphi

```
FFrameTimer: TlgTimer;
```

Description

This is FFrameTimer, a member of class TlgEntity.

1.1.11.1.11 TlgEntity.FGroup

File: LGT.pas (see page 348)

Delphi

```
FGroup: Integer;
```

Description

This is FGroup, a member of class TlgEntity.

1.1.11.1.12 TlgEntity.FHeight

File: LGT.pas (see page 348)

Delphi

```
FHeight: Single;
```

Description

This is FHeight, a member of class TlgEntity.

1.1.11.1.13 TlgEntity.FHFlip

File: LGT.pas (see page 348)

Delphi

```
FHFlip: Boolean;
```

Description

This is FHFlip, a member of class TlgEntity.

1.1.11.1.14 TlgEntity.FLastFrame

File: LGT.pas (see page 348)

Delphi

```
FLastFrame: Integer;
```

Description

This is FLastFrame, a member of class TlgEntity.

1.1.11.1.15 TlgEntity.FLoopFrame

File: LGT.pas (see page 348)

Delphi

```
FLoopFrame: Boolean;
```

Description

This is FLoopFrame, a member of class TlgEntity.

1.1.11.1.16 TlgEntity.FPivot

File: LGT.pas (see page 348)

Delphi

```
FPivot: TlgPoint;
```

Description

This is FPivot, a member of class TlgEntity.

1.1.11.1.17 TlgEntity.FPos

File: LGT.pas (see page 348)

Delphi

```
FPos: TlgVec;
```

Description

This is FPos, a member of class TlgEntity.

1.1.11.1.18 TlgEntity.FRadius

File: LGT.pas (see page 348)

Delphi

```
FRadius: Single;
```

Description

This is FRadius, a member of class TlgEntity.

1.1.11.1.19 TlgEntity.FScale

File: LGT.pas (see page 348)

Delphi

```
FScale: Single;
```

Description

This is FScale, a member of class TlgEntity.

1.1.11.1.20 TlgEntity.FShrinkFactor

File: LGT.pas (see page 348)

Delphi

```
FShrinkFactor: Single;
```

Description

This is FShrinkFactor, a member of class TlgEntity.

1.1.11.1.21 TlgEntity.FSprite

File: LGT.pas (see page 348)

Delphi

```
FSprite: TlgSprite;
```

Description

This is FSprite, a member of class TlgEntity.

1.1.11.1.22 TlgEntity.FVFlip

File: LGT.pas (see page 348)

Delphi

```
FVFlip: Boolean;
```

Description

This is FVFlip, a member of class TlgEntity.

1.1.11.1.23 TlgEntity.FWidth

File: LGT.pas (see page 348)

Delphi

```
FWidth: Single;
```

Description

This is FWidth, a member of class TlgEntity.

1.1.11.2 TlgEntity Methods

The methods of the TlgEntity class are listed here.

Methods

≡💎V	Create (see page 48)	This is Create, a member of class TlgEntity.
≡💎V	Destroy (see page 48)	This is Destroy, a member of class TlgEntity.
≡💎	GetAnchor (see page 48)	This is GetAnchor, a member of class TlgEntity.
≡💎	GetAngle (see page 49)	This is GetAngle, a member of class TlgEntity.
≡💎	GetAngleOffset (see page 49)	This is GetAngleOffset, a member of class TlgEntity.
≡💎	GetBlend (see page 49)	This is GetBlend, a member of class TlgEntity.
≡💎	GetColor (see page 49)	This is GetColor, a member of class TlgEntity.
≡💎	GetDir (see page 49)	This is GetDir, a member of class TlgEntity.
≡💎	GetFirstFrame (see page 49)	This is GetFirstFrame, a member of class TlgEntity.
≡💎	GetFrame (see page 50)	This is GetFrame, a member of class TlgEntity.
≡💎	GetFrameSpeed (see page 50)	This is GetFrameSpeed, a member of class TlgEntity.
≡💎	GetGroup (see page 50)	This is GetGroup, a member of class TlgEntity.
≡💎	GetHeight (see page 50)	This is GetHeight, a member of class TlgEntity.
≡💎	GetHFlip (see page 50)	This is GetHFlip, a member of class TlgEntity.
≡💎	GetLastFrame (see page 51)	This is GetLastFrame, a member of class TlgEntity.
≡💎	GetLoopFrame (see page 51)	This is GetLoopFrame, a member of class TlgEntity.
≡💎	GetPivot (see page 51)	This is GetPivot, a member of class TlgEntity.
≡💎	GetPos (see page 51)	This is GetPos, a member of class TlgEntity.
≡💎	GetRadius (see page 51)	This is GetRadius, a member of class TlgEntity.
≡💎	GetScale (see page 51)	This is GetScale, a member of class TlgEntity.
≡💎	GetSprite (see page 52)	This is GetSprite, a member of class TlgEntity.
≡💎	GetVFlip (see page 52)	This is GetVFlip, a member of class TlgEntity.
≡💎	GetWidth (see page 52)	This is GetWidth, a member of class TlgEntity.
≡💎	Init (see page 52)	This is Init, a member of class TlgEntity.
≡💎	IsFullyVisible (see page 52)	This is IsFullyVisible, a member of class TlgEntity.
≡💎	IsVisible (see page 53)	This is IsVisible, a member of class TlgEntity.
≡💎	New (see page 53)	This is New, a member of class TlgEntity.
≡💎	NextFrame (see page 53)	This is NextFrame, a member of class TlgEntity.
≡💎	Overlap (see page 53)	This is Overlap, a member of class TlgEntity.
≡💎	Overlap (see page 53)	This is Overlap, a member of class TlgEntity.
≡💎	PrevFrame (see page 54)	This is PrevFrame, a member of class TlgEntity.
≡💎	Render (see page 54)	This is Render, a member of class TlgEntity.
≡💎	RenderAt (see page 54)	This is RenderAt, a member of class TlgEntity.
≡💎	RotateAbs (see page 54)	This is RotateAbs, a member of class TlgEntity.
≡💎	RotateRel (see page 54)	This is RotateRel, a member of class TlgEntity.

✦	RotateToAngle (see page 55)	This is RotateToAngle, a member of class TlgEntity.
✦	RotateToPos (see page 55)	This is RotateToPos, a member of class TlgEntity.
✦	RotateToPosAt (see page 55)	This is RotateToPosAt, a member of class TlgEntity.
✦	SetAnchor (see page 55)	This is SetAnchor, a member of class TlgEntity.
✦	SetAnchor (see page 56)	This is SetAnchor, a member of class TlgEntity.
✦	SetAngleOffset (see page 56)	This is SetAngleOffset, a member of class TlgEntity.
✦	SetBlend (see page 56)	This is SetBlend, a member of class TlgEntity.
✦	SetColor (see page 56)	This is SetColor, a member of class TlgEntity.
✦	SetFrame (see page 56)	This is SetFrame, a member of class TlgEntity.
✦	SetFrameRange (see page 57)	This is SetFrameRange, a member of class TlgEntity.
✦	SetFrameSpeed (see page 57)	This is SetFrameSpeed, a member of class TlgEntity.
✦	SetHFlip (see page 57)	This is SetHFlip, a member of class TlgEntity.
✦	SetLoopFrame (see page 57)	This is SetLoopFrame, a member of class TlgEntity.
✦	SetPivot (see page 58)	This is SetPivot, a member of class TlgEntity.
✦	SetPivot (see page 58)	This is SetPivot, a member of class TlgEntity.
✦	SetPosAbs (see page 58)	This is SetPosAbs, a member of class TlgEntity.
✦	SetPosRel (see page 58)	This is SetPosRel, a member of class TlgEntity.
✦	SetScaleAbs (see page 58)	This is SetScaleAbs, a member of class TlgEntity.
✦	SetScaleRel (see page 59)	This is SetScaleRel, a member of class TlgEntity.
✦	SetVFlip (see page 59)	This is SetVFlip, a member of class TlgEntity.
✦	Thrust (see page 59)	This is Thrust, a member of class TlgEntity.
✦	ThrustAngle (see page 59)	This is ThrustAngle, a member of class TlgEntity.
✦	ThrustToPos (see page 59)	This is ThrustToPos, a member of class TlgEntity.

1.1.11.2.1 TlgEntity.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgEntity.

1.1.11.2.2 TlgEntity.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgEntity.

1.1.11.2.3 TlgEntity.GetAnchor

File: LGT.pas (see page 348)

Delphi

```
function GetAnchor: TlgPoint;
```

Description

This is GetAnchor, a member of class TlgEntity.

1.1.11.2.4 TlgEntity.GetAngle

File: LGT.pas (see page 348)

Delphi

```
function GetAngle: Single;
```

Description

This is GetAngle, a member of class TlgEntity.

1.1.11.2.5 TlgEntity.GetAngleOffset

File: LGT.pas (see page 348)

Delphi

```
function GetAngleOffset: Single;
```

Description

This is GetAngleOffset, a member of class TlgEntity.

1.1.11.2.6 TlgEntity.GetBlend

File: LGT.pas (see page 348)

Delphi

```
function GetBlend: TlgTextureBlend;
```

Description

This is GetBlend, a member of class TlgEntity.

1.1.11.2.7 TlgEntity.GetColor

File: LGT.pas (see page 348)

Delphi

```
function GetColor: TlgColor;
```

Description

This is GetColor, a member of class TlgEntity.

1.1.11.2.8 TlgEntity.GetDir

File: LGT.pas (see page 348)

Delphi

```
function GetDir: TlgVec;
```

Description

This is GetDir, a member of class TlgEntity.

1.1.11.2.9 TlgEntity.GetFirstFrame

File: LGT.pas (see page 348)

Delphi

```
function GetFirstFrame: Integer;
```

Description

This is GetFirstFrame, a member of class TlgEntity.

1.1.11.2.10 TlgEntity.GetFrame

File: LGT.pas (see page 348)

Delphi

```
function GetFrame: Integer;
```

Description

This is GetFrame, a member of class TlgEntity.

1.1.11.2.11 TlgEntity.GetFrameSpeed

File: LGT.pas (see page 348)

Delphi

```
function GetFrameSpeed: Single;
```

Description

This is GetFrameSpeed, a member of class TlgEntity.

1.1.11.2.12 TlgEntity.GetGroup

File: LGT.pas (see page 348)

Delphi

```
function GetGroup: Integer;
```

Description

This is GetGroup, a member of class TlgEntity.

1.1.11.2.13 TlgEntity.GetHeight

File: LGT.pas (see page 348)

Delphi

```
function GetHeight: Single;
```

Description

This is GetHeight, a member of class TlgEntity.

1.1.11.2.14 TlgEntity.GetHFlip

File: LGT.pas (see page 348)

Delphi

```
function GetHFlip: Boolean;
```

Description

This is GetHFlip, a member of class TlgEntity.

1.1.11.2.15 TlgEntity.GetLastFrame

File: LGT.pas (see page 348)

Delphi

```
function GetLastFrame: Integer;
```

Description

This is GetLastFrame, a member of class TlgEntity.

1.1.11.2.16 TlgEntity.GetLoopFrame

File: LGT.pas (see page 348)

Delphi

```
function GetLoopFrame: Boolean;
```

Description

This is GetLoopFrame, a member of class TlgEntity.

1.1.11.2.17 TlgEntity.GetPivot

File: LGT.pas (see page 348)

Delphi

```
function GetPivot: TlgPoint;
```

Description

This is GetPivot, a member of class TlgEntity.

1.1.11.2.18 TlgEntity.GetPos

File: LGT.pas (see page 348)

Delphi

```
function GetPos: TlgVec;
```

Description

This is GetPos, a member of class TlgEntity.

1.1.11.2.19 TlgEntity.GetRadius

File: LGT.pas (see page 348)

Delphi

```
function GetRadius: Single;
```

Description

This is GetRadius, a member of class TlgEntity.

1.1.11.2.20 TlgEntity.GetScale

File: LGT.pas (see page 348)

Delphi

```
function GetScale: Single;
```

Description

This is GetScale, a member of class TlgEntity.

1.1.11.2.21 TlgEntity.GetSprite

File: LGT.pas (see page 348)

Delphi

```
function GetSprite: TlgSprite;
```

Description

This is GetSprite, a member of class TlgEntity.

1.1.11.2.22 TlgEntity.GetVFlip

File: LGT.pas (see page 348)

Delphi

```
function GetVFlip: Boolean;
```

Description

This is GetVFlip, a member of class TlgEntity.

1.1.11.2.23 TlgEntity.GetWidth

File: LGT.pas (see page 348)

Delphi

```
function GetWidth: Single;
```

Description

This is GetWidth, a member of class TlgEntity.

1.1.11.2.24 TlgEntity.Init

File: LGT.pas (see page 348)

Delphi

```
function Init(  
    const ASprite: TlgSprite;  
    const AGroup: Integer  
): Boolean;
```

Description

This is Init, a member of class TlgEntity.

1.1.11.2.25 TlgEntity.IsFullyVisible

File: LGT.pas (see page 348)

Delphi

```
function IsFullyVisible(  
    const AWindow: TlgWindow
```

```
) : Boolean;
```

Description

This is IsFullyVisible, a member of class TlgEntity.

1.1.11.2.26 TlgEntity.IsVisible

File: LGT.pas (see page 348)

Delphi

```
function IsVisible(  
    const AWindow: TlgWindow  
) : Boolean;
```

Description

This is IsVisible, a member of class TlgEntity.

1.1.11.2.27 TlgEntity.New

File: LGT.pas (see page 348)

Delphi

```
class function New(  
    const ASprite: TlgSprite;  
    const aGroup: Integer  
) : TlgEntity;
```

Description

This is New, a member of class TlgEntity.

1.1.11.2.28 TlgEntity.NextFrame

File: LGT.pas (see page 348)

Delphi

```
function NextFrame: Boolean;
```

Description

This is NextFrame, a member of class TlgEntity.

1.1.11.2.29 TlgEntity.Overlap

File: LGT.pas (see page 348)

Delphi

```
function Overlap(  
    const X: Single;  
    const Y: Single;  
    const aRadius: Single;  
    const aShrinkFactor: Single  
) : Boolean; overload;
```

Description

This is Overlap, a member of class TlgEntity.

1.1.11.2.30 TlgEntity.Overlap

File: LGT.pas (see page 348)

Delphi

```
function Overlap(  
    const AEntity: TlgEntity;  
    const AType: TEntityOverlap = eoAABB  
): Boolean; overload;
```

Description

This is Overlap, a member of class TlgEntity.

1.1.11.2.31 TlgEntity.PrevFrame

File: LGT.pas (see page 348)

Delphi

```
function PrevFrame: Boolean;
```

Description

This is PrevFrame, a member of class TlgEntity.

1.1.11.2.32 TlgEntity.Render

File: LGT.pas (see page 348)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class TlgEntity.

1.1.11.2.33 TlgEntity.RenderAt

File: LGT.pas (see page 348)

Delphi

```
procedure RenderAt(  
    const X: Single;  
    const Y: Single  
);
```

Description

This is RenderAt, a member of class TlgEntity.

1.1.11.2.34 TlgEntity.RotateAbs

File: LGT.pas (see page 348)

Delphi

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

Description

This is RotateAbs, a member of class TlgEntity.

1.1.11.2.35 TlgEntity.RotateRel

File: LGT.pas (see page 348)

Delphi

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

Description

This is RotateRel, a member of class TlgEntity.

1.1.11.2.36 TlgEntity.RotateToAngle

File: LGT.pas (see page 348)

Delphi

```
function RotateToAngle(  
    const AAngle: Single;  
    const ASpeed: Single  
): Boolean;
```

Description

This is RotateToAngle, a member of class TlgEntity.

1.1.11.2.37 TlgEntity.RotateToPos

File: LGT.pas (see page 348)

Delphi

```
function RotateToPos(  
    const X: Single;  
    const Y: Single;  
    const ASpeed: Single  
): Boolean;
```

Description

This is RotateToPos, a member of class TlgEntity.

1.1.11.2.38 TlgEntity.RotateToPosAt

File: LGT.pas (see page 348)

Delphi

```
function RotateToPosAt(  
    const aSrcX: Single;  
    const aSrcY: Single;  
    const ADestX: Single;  
    const ADestY: Single;  
    const ASpeed: Single  
): Boolean;
```

Description

This is RotateToPosAt, a member of class TlgEntity.

1.1.11.2.39 TlgEntity.SetAnchor

File: LGT.pas (see page 348)

Delphi

```
procedure SetAnchor(  
    const X: Single;  
    const Y: Single
```

```
); overload;
```

Description

This is SetAnchor, a member of class TlgEntity.

1.1.11.2.40 TlgEntity.SetAnchor

File: LGT.pas (see page 348)

Delphi

```
procedure SetAnchor(  
    const APoint: TlgPoint  
); overload;
```

Description

This is SetAnchor, a member of class TlgEntity.

1.1.11.2.41 TlgEntity.SetAngleOffset

File: LGT.pas (see page 348)

Delphi

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

Description

This is SetAngleOffset, a member of class TlgEntity.

1.1.11.2.42 TlgEntity.SetBlend

File: LGT.pas (see page 348)

Delphi

```
procedure SetBlend(  
    const AValue: TlgTextureBlend  
);
```

Description

This is SetBlend, a member of class TlgEntity.

1.1.11.2.43 TlgEntity.SetColor

File: LGT.pas (see page 348)

Delphi

```
procedure SetColor(  
    const AColor: TlgColor  
);
```

Description

This is SetColor, a member of class TlgEntity.

1.1.11.2.44 TlgEntity.SetFrame

File: LGT.pas (see page 348)

Delphi

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

Description

This is SetFrame, a member of class TlgEntity.

1.1.11.2.45 TlgEntity.SetFrameRange

File: LGT.pas (see page 348)

Delphi

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

Description

This is SetFrameRange, a member of class TlgEntity.

1.1.11.2.46 TlgEntity.SetFrameSpeed

File: LGT.pas (see page 348)

Delphi

```
procedure SetFrameSpeed(  
    const AFrameSpeed: Single  
);
```

Description

This is SetFrameSpeed, a member of class TlgEntity.

1.1.11.2.47 TlgEntity.SetHFlip

File: LGT.pas (see page 348)

Delphi

```
procedure SetHFlip(  
    const AFlip: Boolean  
);
```

Description

This is SetHFlip, a member of class TlgEntity.

1.1.11.2.48 TlgEntity.SetLoopFrame

File: LGT.pas (see page 348)

Delphi

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

Description

This is SetLoopFrame, a member of class TlgEntity.

1.1.11.2.49 TlgEntity.SetPivot

File: LGT.pas (see page 348)

Delphi

```
procedure SetPivot(  
    const X: Single;  
    const Y: Single  
); overload;
```

Description

This is SetPivot, a member of class TlgEntity.

1.1.11.2.50 TlgEntity.SetPivot

File: LGT.pas (see page 348)

Delphi

```
procedure SetPivot(  
    const APoint: TlgPoint  
); overload;
```

Description

This is SetPivot, a member of class TlgEntity.

1.1.11.2.51 TlgEntity.SetPosAbs

File: LGT.pas (see page 348)

Delphi

```
procedure SetPosAbs(  
    const X: Single;  
    const Y: Single  
);
```

Description

This is SetPosAbs, a member of class TlgEntity.

1.1.11.2.52 TlgEntity.SetPosRel

File: LGT.pas (see page 348)

Delphi

```
procedure SetPosRel(  
    const X: Single;  
    const Y: Single  
);
```

Description

This is SetPosRel, a member of class TlgEntity.

1.1.11.2.53 TlgEntity.SetScaleAbs

File: LGT.pas (see page 348)

Delphi

```
procedure SetScaleAbs(  
    const AScale: Single
```

```
);
```

Description

This is SetScaleAbs, a member of class TlgEntity.

1.1.11.2.54 TlgEntity.SetScaleRel

File: LGT.pas (see page 348)

Delphi

```
procedure SetScaleRel(  
    const AScale: Single  
);
```

Description

This is SetScaleRel, a member of class TlgEntity.

1.1.11.2.55 TlgEntity.SetVFlip

File: LGT.pas (see page 348)

Delphi

```
procedure SetVFlip(  
    const AFlip: Boolean  
);
```

Description

This is SetVFlip, a member of class TlgEntity.

1.1.11.2.56 TlgEntity.Thrust

File: LGT.pas (see page 348)

Delphi

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

Description

This is Thrust, a member of class TlgEntity.

1.1.11.2.57 TlgEntity.ThrustAngle

File: LGT.pas (see page 348)

Delphi

```
procedure ThrustAngle(  
    const AAngle: Single;  
    const ASpeed: Single  
);
```

Description

This is ThrustAngle, a member of class TlgEntity.

1.1.11.2.58 TlgEntity.ThrustToPos

File: LGT.pas (see page 348)

Delphi

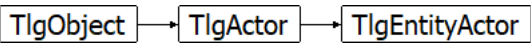
```
function ThrustToPos(
    const aThrustSpeed: Single;
    const ARotSpeed: Single;
    const ADestX: Single;
    const ADestY: Single;
    const ASlowdownDist: Single;
    const AStopDist: Single;
    const AStopSpeed: Single;
    const AStopSpeedEpsilon: Single
): Boolean;
```

Description

This is ThrustToPos, a member of class TlgEntity.

1.1.12 TlgEntityActor

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgEntityActor = class(TlgActor);
```

Description

This is class TlgEntityActor.

1.1.12.1 TlgEntityActor Fields

The fields of the TlgEntityActor class are listed here.

Fields

	FEntity (see page 60)	This is FEntity, a member of class TlgEntityActor.
	FEntityOverlap (see page 60)	This is FEntityOverlap, a member of class TlgEntityActor.

1.1.12.1.1 TlgEntityActor.FEntity

File: LGT.pas (see page 348)

Delphi

```
FEntity: TlgEntity;
```

Description

This is FEntity, a member of class TlgEntityActor.

1.1.12.1.2 TlgEntityActor.FEntityOverlap

File: LGT.pas (see page 348)

Delphi

```
FEntityOverlap: TEntityOverlap;
```








Description

This is FEntityOverlap, a member of class TlgEntityActor.

1.1.12.2 TlgEntityActor Methods

The methods of the TlgEntityActor class are listed here.

Methods

	Create (see page 61)	This is Create, a member of class TlgEntityActor.
	Destroy (see page 61)	This is Destroy, a member of class TlgEntityActor.
	Init (see page 61)	This is Init, a member of class TlgEntityActor.
	New (see page 61)	This is New, a member of class TlgEntityActor.
	OnRender (see page 62)	This is OnRender, a member of class TlgEntityActor.
	Overlap (see page 62)	This is Overlap, a member of class TlgEntityActor.
	Overlap (see page 62)	This is Overlap, a member of class TlgEntityActor.

1.1.12.2.1 TlgEntityActor.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgEntityActor.

1.1.12.2.2 TlgEntityActor.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgEntityActor.

1.1.12.2.3 TlgEntityActor.Init

File: LGT.pas (see page 348)

Delphi

```
procedure Init(  
    const ASprite: TlgSprite;  
    const AGroup: Integer  
); virtual;
```

Description

This is Init, a member of class TlgEntityActor.

1.1.12.2.4 TlgEntityActor.New

File: LGT.pas (see page 348)

Delphi

```
class function New(  
    ASprite: TlgSprite;  
    AGroup: Integer  
): TlgEntityActor;
```

Description

This is New, a member of class TlgEntityActor.

1.1.12.2.5 TlgEntityActor.OnRender

File: LGT.pas (see page 348)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TlgEntityActor.

1.1.12.2.6 TlgEntityActor.Overlap

File: LGT.pas (see page 348)

Delphi

```
function Overlap(  
    const X: Single;  
    const Y: Single;  
    const ARadius: Single;  
    const AShrinkFactor: Single  
): Boolean; override;
```

Description

This is Overlap, a member of class TlgEntityActor.

1.1.12.2.7 TlgEntityActor.Overlap

File: LGT.pas (see page 348)

Delphi

```
function Overlap(  
    const AActor: TlgActor  
): Boolean; override;
```



Description

This is Overlap, a member of class TlgEntityActor.

1.1.12.3 TlgEntityActor Properties

The properties of the TlgEntityActor class are listed here.

Properties

	Entity (see page 63)	This is Entity, a member of class TlgEntityActor.
	EntityOverlap (see page 63)	This is EntityOverlap, a member of class TlgEntityActor.

1.1.12.3.1 TlgEntityActor.Entity

File: LGT.pas (see page 348)

Delphi

```
property Entity: TlgEntity;
```

Description

This is Entity, a member of class TlgEntityActor.

1.1.12.3.2 TlgEntityActor.EntityOverlap

File: LGT.pas (see page 348)

Delphi

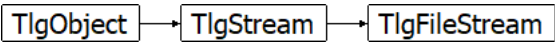
```
property EntityOverlap: TEntityOverlap;
```

Description

This is EntityOverlap, a member of class TlgEntityActor.

1.1.13 TlgFileStream

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgFileStream = class(TlgStream);
```

Description

This is class TlgFileStream.

1.1.13.1 TlgFileStream Fields

The fields of the TlgFileStream class are listed here.

Fields

	FHandle (see page 63)	This is FHandle, a member of class TlgFileStream.
	FMode (see page 64)	This is FMode, a member of class TlgFileStream.

1.1.13.1.1 TlgFileStream.FHandle

File: LGT.pas (see page 348)

Delphi

```
FHandle: TFileStream;
```

Description

This is FHandle, a member of class TlgFileStream.

1.1.13.1.2 TlgFileStream.FMode

File: LGT.pas (see page 348)

Delphi

```
FMode: TlgStreamMode;
```












Description

This is FMode, a member of class TlgFileStream.

1.1.13.2 TlgFileStream Methods

The methods of the TlgFileStream class are listed here.

Methods

	Close (see page 64)	This is Close, a member of class TlgFileStream.
	Create (see page 64)	This is Create, a member of class TlgFileStream.
	Destroy (see page 64)	This is Destroy, a member of class TlgFileStream.
	DoOpen (see page 65)	This is DoOpen, a member of class TlgFileStream.
	Eos (see page 65)	This is Eos, a member of class TlgFileStream.
	Open (see page 65)	This is Open, a member of class TlgFileStream.
	Read (see page 65)	This is Read, a member of class TlgFileStream.
	Seek (see page 65)	This is Seek, a member of class TlgFileStream.
	Size (see page 66)	This is Size, a member of class TlgFileStream.
	Tell (see page 66)	This is Tell, a member of class TlgFileStream.
	Write (see page 66)	This is Write, a member of class TlgFileStream.

1.1.13.2.1 TlgFileStream.Close

File: LGT.pas (see page 348)

Delphi

```
procedure Close; override;
```

Description

This is Close, a member of class TlgFileStream.

1.1.13.2.2 TlgFileStream.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgFileStream.

1.1.13.2.3 TlgFileStream.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgFileStream.

1.1.13.2.4 TlgFileStream.DoOpen

File: LGT.pas (see page 348)

Delphi

```
function DoOpen(  
    const AFilename: string;  
    const AMode: TlgStreamMode  
): Boolean;
```

Description

This is DoOpen, a member of class TlgFileStream.

1.1.13.2.5 TlgFileStream.Eos

File: LGT.pas (see page 348)

Delphi

```
function Eos: Boolean; override;
```

Description

This is Eos, a member of class TlgFileStream.

1.1.13.2.6 TlgFileStream.Open

File: LGT.pas (see page 348)

Delphi

```
class function Open(  
    const AFilename: string;  
    const AMode: TlgStreamMode  
): TlgFileStream;
```

Description

This is Open, a member of class TlgFileStream.

1.1.13.2.7 TlgFileStream.Read

File: LGT.pas (see page 348)

Delphi

```
function Read(  
    const AData: Pointer;  
    const ASize: Int64  
): Int64; override;
```

Description

This is Read, a member of class TlgFileStream.

1.1.13.2.8 TlgFileStream.Seek

File: LGT.pas (see page 348)

Delphi

```
function Seek(  
    const AOffset: Int64;  
    const ASeek: TlgSeekMode  
): Int64; override;
```

Description

This is Seek, a member of class TlgFileStream.

1.1.13.2.9 TlgFileStream.Size

File: LGT.pas (see page 348)

Delphi

```
function Size: Int64; override;
```

Description

This is Size, a member of class TlgFileStream.

1.1.13.2.10 TlgFileStream.Tell

File: LGT.pas (see page 348)

Delphi

```
function Tell: Int64; override;
```

Description

This is Tell, a member of class TlgFileStream.

1.1.13.2.11 TlgFileStream.Write

File: LGT.pas (see page 348)

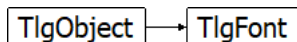
Delphi

```
function Write(  
    const AData: Pointer;  
    const ASize: Int64  
): Int64; override;
```

Description

This is Write, a member of class TlgFileStream.

1.1.14 TlgFont

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

```
TlgFont = class(TlgObject);
```

Description

This is class TlgFont.

1.1.14.1 TlgFont Records

The records of the TlgFont class are listed here.

Records

	TGlyph (see page 67)	This is record TlgFont.TGlyph.
-----------------------------------------------------------------------------------	-----------------------	--------------------------------

1.1.14.1.1 TlgFont.TGlyph

File: LGT.pas (see page 348)

Delphi

```
TGlyph = record
  SrcRect: TlgRect;
  DstRect: TlgRect;
  XAdvance: Single;
end;
```

Description

This is record TlgFont.TGlyph.

1.1.14.2 TlgFont Constants

The constants of the TlgFont class are listed here.

Constants

	DEFAULT_GLYPHS (see page 67)	This is DEFAULT_GLYPHS, a member of class TlgFont.
-------------------------------------------------------------------------------------	-------------------------------	----------------------------------------------------

1.1.14.2.1 TlgFont.DEFAULT_GLYPHS

File: LGT.pas (see page 348)

Delphi

```
const DEFAULT_GLYPHS = '
! " # $ % & ' ( ) * + , - . / 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 {
| } ~ ª º ' ;
```




Description

This is DEFAULT_GLYPHS, a member of class TlgFont.

1.1.14.3 TlgFont Fields

The fields of the TlgFont class are listed here.

Fields

	FAtlas (see page 67)	This is FAtlas, a member of class TlgFont.
	FAtlasSize (see page 68)	This is FAtlasSize, a member of class TlgFont.
	FBaseLine (see page 68)	This is FBaseLine, a member of class TlgFont.
	FGlyph (see page 68)	This is FGlyph, a member of class TlgFont.

1.1.14.3.1 TlgFont.FAtlas

File: LGT.pas (see page 348)

Delphi

```
FAtlas: TlgTexture;
```

Description

This is FAtlas, a member of class TlgFont.

1.1.14.3.2 TlgFont.FAtlasSize

File: LGT.pas (see page 348)

Delphi

```
FAtlasSize: Integer;
```

Description

This is FAtlasSize, a member of class TlgFont.

1.1.14.3.3 TlgFont.FBaseLine

File: LGT.pas (see page 348)

Delphi

```
FBaseLine: Single;
```

Description

This is FBaseLine, a member of class TlgFont.

1.1.14.3.4 TlgFont.FGlyph

File: LGT.pas (see page 348)

Delphi

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













Description

This is FGlyph, a member of class TlgFont.

1.1.14.4 TlgFont Methods

The methods of the TlgFont class are listed here.

Methods

	Create (see page 69)	This is Create, a member of class TlgFont.
	Destroy (see page 69)	This is Destroy, a member of class TlgFont.
	DrawText (see page 69)	This is DrawText, a member of class TlgFont.
	DrawText (see page 69)	This is DrawText, a member of class TlgFont.
	Load (see page 70)	This is Load, a member of class TlgFont.
	LoadDefault (see page 70)	This is LoadDefault, a member of class TlgFont.
	LoadFromFile (see page 70)	This is LoadFromFile, a member of class TlgFont.
	LoadFromZipFile (see page 70)	This is LoadFromZipFile, a member of class TlgFont.
	SaveTexture (see page 71)	This is SaveTexture, a member of class TlgFont.
	TextHeight (see page 71)	This is TextHeight, a member of class TlgFont.
	TextLength (see page 71)	This is TextLength, a member of class TlgFont.
	Unload (see page 71)	This is Unload, a member of class TlgFont.

1.1.14.4.1 TlgFont.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgFont.

1.1.14.4.2 TlgFont.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgFont.

1.1.14.4.3 TlgFont.DrawText

File: LGT.pas (see page 348)

Delphi

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

Description

This is DrawText, a member of class TlgFont.

1.1.14.4.4 TlgFont.DrawText

File: LGT.pas (see page 348)

Delphi

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

Description

This is DrawText, a member of class TlgFont.

1.1.14.4.5 TlgFont.Load

File: LGT.pas (see page 348)

Delphi

```
function Load(  
    const AWindow: TlgWindow;  
    const AStream: TlgStream;  
    const ASize: Cardinal;  
    const AGlyphs: string = ''  
): Boolean;
```

Description

This is Load, a member of class TlgFont.

1.1.14.4.6 TlgFont.LoadDefault

File: LGT.pas (see page 348)

Delphi

```
class function LoadDefault(  
    const AWindow: TlgWindow;  
    const aSize: Cardinal;  
    const aGlyphs: string = ''  
): TlgFont;
```

Description

This is LoadDefault, a member of class TlgFont.

1.1.14.4.7 TlgFont.LoadFromFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromFile(  
    const AWindow: TlgWindow;  
    const AFilename: string;  
    const ASize: Cardinal;  
    const AGlyphs: string = ''  
): TlgFont;
```

Description

This is LoadFromFile, a member of class TlgFont.

1.1.14.4.8 TlgFont.LoadFromZipFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromZipFile(  
    const AWindow: TlgWindow;  
    const AZipFile: TlgZipFile;  
    const AFilename: string;  
    const ASize: Cardinal;  
    const AGlyphs: string = ''  
): TlgFont;
```

Description

This is LoadFromZipFile, a member of class TlgFont.

1.1.14.4.9 TlgFont.SaveTexture

File: LGT.pas (see page 348)

Delphi

```
function SaveTexture(  
    const AFilename: string  
): Boolean;
```

Description

This is SaveTexture, a member of class TlgFont.

1.1.14.4.10 TlgFont.TextHeight

File: LGT.pas (see page 348)

Delphi

```
function TextHeight: Single;
```

Description

This is TextHeight, a member of class TlgFont.

1.1.14.4.11 TlgFont.TextLength

File: LGT.pas (see page 348)

Delphi

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

Description

This is TextLength, a member of class TlgFont.

1.1.14.4.12 TlgFont.Unload

File: LGT.pas (see page 348)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TlgFont.

1.1.14.5 TlgFont Nested Types

The nested types of the TlgFont class are listed here.

Nested Types

	PGlyph (see page 71)	This is nested type TlgFont.PGlyph.
-------------------------------------------------------------------------------------	-----------------------	-------------------------------------

1.1.14.5.1 TlgFont.PGlyph

File: LGT.pas (see page 348)

Delphi

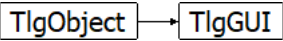
```
PGlyph = ^TGlyph;
```

Description

This is nested type TlgFont.PGlyph.

1.1.15 TlgGUI

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgGUI = class(TlgObject);
```

Description

This is class TlgGUI.

1.1.15.1 TlgGUI Fields

The fields of the TlgGUI class are listed here.

Fields

	FCtx (see page 72)	This is FCtx, a member of class TlgGUI.
--	---------------------	-----------------------------------------

1.1.15.1.1 TlgGUI.FCtx

File: LGT.pas (see page 348)

Delphi

```
FCtx: Pnk_context;
```

Description





This is FCtx, a member of class TlgGUI.

1.1.15.2 TlgGUI Methods

The methods of the TlgGUI class are listed here.

Methods

	BeginWindow (see page 73)	This is BeginWindow, a member of class TlgGUI.
	ButtonLabel (see page 73)	This is ButtonLabel, a member of class TlgGUI.
	Create (see page 73)	This is Create, a member of class TlgGUI.
	Destroy (see page 73)	This is Destroy, a member of class TlgGUI.
	EndWindow (see page 73)	This is EndWindow, a member of class TlgGUI.
	Init (see page 74)	This is Init, a member of class TlgGUI.
	LayoutRowDynamic (see page 74)	This is LayoutRowDynamic, a member of class TlgGUI.
	LayoutRowStatic (see page 74)	This is LayoutRowStatic, a member of class TlgGUI.
	NewFrame (see page 74)	This is NewFrame, a member of class TlgGUI.

	OptionLabel (see page 75)	This is OptionLabel, a member of class TlgGUI.
	PropertyInt (see page 75)	This is PropertyInt, a member of class TlgGUI.
	Render (see page 75)	This is Render, a member of class TlgGUI.
	Setup (see page 75)	This is Setup, a member of class TlgGUI.

1.1.15.2.1 TlgGUI.BeginWindow

File: LGT.pas (see page 348)

Delphi

```
function BeginWindow(  
    const ATitle: string;  
    const X: Single;  
    const Y: Single;  
    const AWidth: Single;  
    const AHeight: Single;  
    const AFlags: Cardinal  
): Boolean;
```

Description

This is BeginWindow, a member of class TlgGUI.

1.1.15.2.2 TlgGUI.ButtonLabel

File: LGT.pas (see page 348)

Delphi

```
function ButtonLabel(  
    const ATitle: string  
): Boolean;
```

Description

This is ButtonLabel, a member of class TlgGUI.

1.1.15.2.3 TlgGUI.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgGUI.

1.1.15.2.4 TlgGUI.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgGUI.

1.1.15.2.5 TlgGUI.EndWindow

File: LGT.pas (see page 348)

Delphi

```
procedure EndWindow;
```

Description

This is EndWindow, a member of class TlgGUI.

1.1.15.2.6 TlgGUI.Init

File: LGT.pas (see page 348)

Delphi

```
class function Init(  
    const AWindow: TlgWindow  
): TlgGUI;
```

Description

This is Init, a member of class TlgGUI.

1.1.15.2.7 TlgGUI.LayoutRowDynamic

File: LGT.pas (see page 348)

Delphi

```
procedure LayoutRowDynamic(  
    const AHeight: Single;  
    const AColumns: Integer  
);
```

Description

This is LayoutRowDynamic, a member of class TlgGUI.

1.1.15.2.8 TlgGUI.LayoutRowStatic

File: LGT.pas (see page 348)

Delphi

```
procedure LayoutRowStatic(  
    const AHeight: Single;  
    const AItemWidth: Integer;  
    const AColumns: Integer  
);
```

Description

This is LayoutRowStatic, a member of class TlgGUI.

1.1.15.2.9 TlgGUI.NewFrame

File: LGT.pas (see page 348)

Delphi

```
procedure NewFrame;
```

Description

This is NewFrame, a member of class TlgGUI.

1.1.15.2.10 TlgGUI.OptionLabel

File: LGT.pas (see page 348)

Delphi

```
function OptionLabel(  
    const ATitle: string;  
    const AActive: Boolean  
): Boolean;
```

Description

This is OptionLabel, a member of class TlgGUI.

1.1.15.2.11 TlgGUI.PropertyInt

File: LGT.pas (see page 348)

Delphi

```
procedure PropertyInt(  
    const AName: string;  
    const AValue: PInteger;  
    const AMin: Integer;  
    const AMax: Integer;  
    const AStep: Integer;  
    const AIncPerPixel: Single  
);
```

Description

This is PropertyInt, a member of class TlgGUI.

1.1.15.2.12 TlgGUI.Render

File: LGT.pas (see page 348)

Delphi

```
procedure Render;
```

Description

This is Render, a member of class TlgGUI.

1.1.15.2.13 TlgGUI.Setup

File: LGT.pas (see page 348)

Delphi

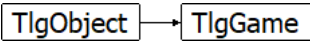
```
function Setup(  
    const AWindow: TlgWindow  
): Boolean;
```

Description

This is Setup, a member of class TlgGUI.

1.1.16 TlgGame

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgGame = class(TlgObject);
```

Description

This is class TlgGame.

1.1.16.1 TlgGame Methods

The methods of the TlgGame class are listed here.

Methods

	Create (see page 76)	This is Create, a member of class TlgGame.
	Destroy (see page 76)	This is Destroy, a member of class TlgGame.
	Run (see page 76)	This is Run, a member of class TlgGame.

1.1.16.1.1 TlgGame.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgGame.

1.1.16.1.2 TlgGame.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgGame.

1.1.16.1.3 TlgGame.Run

File: LGT.pas (see page 348)

Delphi

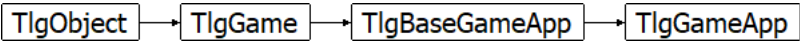
```
procedure Run; virtual;
```

Description

This is Run, a member of class TlgGame.

1.1.17 TlgGameApp

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgGameApp = class(TlgBaseGameApp);
```

Description

This is class TlgGameApp.

1.1.17.1 TlgGameApp Records

The records of the TlgGameApp class are listed here.

Records

	THud (see page 77)	This is record TlgGameApp.THud.
-----------------------------------------------------------------------------------	---------------------	---------------------------------

1.1.17.1.1 TlgGameApp.THud

File: LGT.pas (see page 348)

Delphi

```
THud = record
  Pos: TlgPoint;
  Linespace: Cardinal;
  ItemSeperator: string;
  ItemPadWidth: Cardinal;
end;
```










Description

This is record TlgGameApp.THud.

1.1.17.2 TlgGameApp Fields

The fields of the TlgGameApp class are listed here.

Fields

	FAudio (see page 78)	This is FAudio, a member of class TlgGameApp.
	FDefaultFont (see page 78)	This is FDefaultFont, a member of class TlgGameApp.
	FHudPos (see page 78)	This is FHudPos, a member of class TlgGameApp.
	FMousePos (see page 78)	This is FMousePos, a member of class TlgGameApp.
	FScene (see page 78)	This is FScene, a member of class TlgGameApp.
	FSettings (see page 78)	This is FSettings, a member of class TlgGameApp.
	FSprite (see page 79)	This is FSprite, a member of class TlgGameApp.
	FWindow (see page 79)	This is FWindow, a member of class TlgGameApp.
	FZipFile (see page 79)	This is FZipFile, a member of class TlgGameApp.

1.1.17.2.1 TlgGameApp.FAudio

File: LGT.pas (see page 348)

Delphi

```
FAudio: TlgAudio;
```

Description

This is FAudio, a member of class TlgGameApp.

1.1.17.2.2 TlgGameApp.FDefaultFont

File: LGT.pas (see page 348)

Delphi

```
FDefaultFont: TlgFont;
```

Description

This is FDefaultFont, a member of class TlgGameApp.

1.1.17.2.3 TlgGameApp.FHudPos

File: LGT.pas (see page 348)

Delphi

```
FHudPos: TlgPoint;
```

Description

This is FHudPos, a member of class TlgGameApp.

1.1.17.2.4 TlgGameApp.FMousePos

File: LGT.pas (see page 348)

Delphi

```
FMousePos: TlgPoint;
```

Description

This is FMousePos, a member of class TlgGameApp.

1.1.17.2.5 TlgGameApp.FScene

File: LGT.pas (see page 348)

Delphi

```
FScene: TlgActorScene;
```

Description

This is FScene, a member of class TlgGameApp.

1.1.17.2.6 TlgGameApp.FSettings

File: LGT.pas (see page 348)

Delphi

```
FSettings: TlgGameAppSettings;
```

Description

This is FSettings, a member of class TlgGameApp.

1.1.17.2.7 TlgGameApp.FSprite

File: LGT.pas (see page 348)

Delphi

```
FSprite: TlgSprite;
```

Description

This is FSprite, a member of class TlgGameApp.

1.1.17.2.8 TlgGameApp.FWindow

File: LGT.pas (see page 348)

Delphi

```
FWindow: TlgWindow;
```

Description

This is FWindow, a member of class TlgGameApp.

1.1.17.2.9 TlgGameApp.FZipFile

File: LGT.pas (see page 348)

Delphi

```
FZipFile: TlgZipFile;
```













Description





This is FZipFile, a member of class TlgGameApp.

1.1.17.3 TlgGameApp Methods

The methods of the TlgGameApp class are listed here.

Methods

	Create (see page 80)	This is Create, a member of class TlgGameApp.
	Destroy (see page 80)	This is Destroy, a member of class TlgGameApp.
	HudPrint (see page 80)	This is HudPrint, a member of class TlgGameApp.
	HudReset (see page 80)	This is HudReset, a member of class TlgGameApp.
	HudTextItem (see page 80)	This is HudTextItem, a member of class TlgGameApp.
	OnDefineSettings (see page 81)	This is OnDefineSettings, a member of class TlgGameApp.
	OnInitSettings (see page 81)	This is OnInitSettings, a member of class TlgGameApp.
	OnQuitSettings (see page 81)	This is OnQuitSettings, a member of class TlgGameApp.
	OnRender (see page 81)	This is OnRender, a member of class TlgGameApp.
	OnRenderHud (see page 81)	This is OnRenderHud, a member of class TlgGameApp.
	OnShouldTerminate (see page 82)	This is OnShouldTerminate, a member of class TlgGameApp.
	OnShutdown (see page 82)	This is OnShutdown, a member of class TlgGameApp.

	OnStartup (see page 82)	This is OnStartup, a member of class TlgGameApp.
	OnUpdate (see page 82)	This is OnUpdate, a member of class TlgGameApp.
	Run (see page 82)	This is Run, a member of class TlgGameApp.
	Settings (see page 82)	This is Settings, a member of class TlgGameApp.

1.1.17.3.1 TlgGameApp.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgGameApp.

1.1.17.3.2 TlgGameApp.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgGameApp.

1.1.17.3.3 TlgGameApp.HudPrint

File: LGT.pas (see page 348)

Delphi

```
procedure HudPrint(  
    const AColor: TlgColor;  
    const AMsg: string;  
    const AArgs: array of const  
);
```

Description

This is HudPrint, a member of class TlgGameApp.

1.1.17.3.4 TlgGameApp.HudReset

File: LGT.pas (see page 348)

Delphi

```
procedure HudReset;
```

Description

This is HudReset, a member of class TlgGameApp.

1.1.17.3.5 TlgGameApp.HudTextItem

File: LGT.pas (see page 348)

Delphi

```
function HudTextItem(  
    const AKey: string;  
    const AValue: string;
```

```
    const ASeperator: string = '-'  
): string;
```

Description

This is HudTextItem, a member of class TlgGameApp.

1.1.17.3.6 TlgGameApp.OnDefineSettings

File: LGT.pas (see page 348)

Delphi

```
procedure OnDefineSettings(  
    var ASettings: TlgGameAppSettings  
); virtual;
```

Description

This is OnDefineSettings, a member of class TlgGameApp.

1.1.17.3.7 TlgGameApp.OnInitSettings

File: LGT.pas (see page 348)

Delphi

```
function OnInitSettings: Boolean; virtual;
```

Description

This is OnInitSettings, a member of class TlgGameApp.

1.1.17.3.8 TlgGameApp.OnQuitSettings

File: LGT.pas (see page 348)

Delphi

```
procedure OnQuitSettings; virtual;
```

Description

This is OnQuitSettings, a member of class TlgGameApp.

1.1.17.3.9 TlgGameApp.OnRender

File: LGT.pas (see page 348)

Delphi

```
procedure OnRender; override;
```

Description

This is OnRender, a member of class TlgGameApp.

1.1.17.3.10 TlgGameApp.OnRenderHud

File: LGT.pas (see page 348)

Delphi

```
procedure OnRenderHud; override;
```

Description

This is OnRenderHud, a member of class TlgGameApp.

1.1.17.3.11 TlgGameApp.OnShouldTerminate

File: LGT.pas (see page 348)

Delphi

```
function OnShouldTerminate: Boolean; override;
```

Description

This is OnShouldTerminate, a member of class TlgGameApp.

1.1.17.3.12 TlgGameApp.OnShutdown

File: LGT.pas (see page 348)

Delphi

```
procedure OnShutdown; override;
```

Description

This is OnShutdown, a member of class TlgGameApp.

1.1.17.3.13 TlgGameApp.OnStartup

File: LGT.pas (see page 348)

Delphi

```
function OnStartup: Boolean; override;
```

Description

This is OnStartup, a member of class TlgGameApp.

1.1.17.3.14 TlgGameApp.OnUpdate

File: LGT.pas (see page 348)

Delphi

```
procedure OnUpdate; override;
```

Description

This is OnUpdate, a member of class TlgGameApp.

1.1.17.3.15 TlgGameApp.Run

File: LGT.pas (see page 348)

Delphi

```
procedure Run; override;
```

Description

This is Run, a member of class TlgGameApp.

1.1.17.3.16 TlgGameApp.Settings

File: LGT.pas (see page 348)

Delphi

```
function Settings: PlgGameAppSettings;
```








Description

This is Settings, a member of class TlgGameApp.

1.1.17.4 TlgGameApp Properties

The properties of the TlgGameApp class are listed here.

Properties

 R	Audio (see page 83)	This is Audio, a member of class TlgGameApp.
 R	DefaultFont (see page 83)	This is DefaultFont, a member of class TlgGameApp.
 R	MousePos (see page 83)	This is MousePos, a member of class TlgGameApp.
 R	Scene (see page 83)	This is Scene, a member of class TlgGameApp.
 R	Sprite (see page 84)	This is Sprite, a member of class TlgGameApp.
 R	Window (see page 84)	This is Window, a member of class TlgGameApp.
 R	ZipFile (see page 84)	This is ZipFile, a member of class TlgGameApp.

1.1.17.4.1 TlgGameApp.Audio

File: LGT.pas (see page 348)

Delphi

```
property Audio: TlgAudio;
```

Description

This is Audio, a member of class TlgGameApp.

1.1.17.4.2 TlgGameApp.DefaultFont

File: LGT.pas (see page 348)

Delphi

```
property DefaultFont: TlgFont;
```

Description

This is DefaultFont, a member of class TlgGameApp.

1.1.17.4.3 TlgGameApp.MousePos

File: LGT.pas (see page 348)

Delphi

```
property MousePos: TlgPoint;
```

Description

This is MousePos, a member of class TlgGameApp.

1.1.17.4.4 TlgGameApp.Scene

File: LGT.pas (see page 348)

Delphi

```
property Scene: TlgActorScene;
```

Description

This is Scene, a member of class TlgGameApp.

1.1.17.4.5 TlgGameApp.Sprite

File: LGT.pas (see page 348)

Delphi

```
property Sprite: TlgSprite;
```

Description

This is Sprite, a member of class TlgGameApp.

1.1.17.4.6 TlgGameApp.Window

File: LGT.pas (see page 348)

Delphi

```
property Window: TlgWindow;
```

Description

This is Window, a member of class TlgGameApp.

1.1.17.4.7 TlgGameApp.ZipFile

File: LGT.pas (see page 348)

Delphi

```
property ZipFile: TlgZipFile;
```

Description

This is ZipFile, a member of class TlgGameApp.

1.1.17.5 TlgGameApp Nested Types

The nested types of the TlgGameApp class are listed here.

Nested Types

PHud (see page 84)	This is nested type TlgGameApp.PHud.
---------------------	--------------------------------------

1.1.17.5.1 TlgGameApp.PHud

File: LGT.pas (see page 348)

Delphi

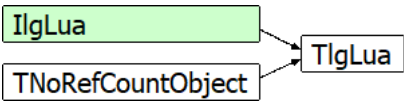
```
PHud = ^THud;
```

Description

This is nested type TlgGameApp.PHud.

1.1.18 TlgLua

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgLua = class(TNoRefCountObject, IlgLua);
```

Description

This is class TlgLua.

1.1.18.1 TlgLua Fields

The fields of the TlgLua class are listed here.

Fields

	FContext (see page 85)	This is FContext, a member of class TlgLua.
	FGCStep (see page 85)	This is FGCStep, a member of class TlgLua.
	FState (see page 85)	This is FState, a member of class TlgLua.

1.1.18.1.1 TlgLua.FContext

File: LGT.pas (see page 348)

Delphi

```
FContext: TlgLuaContext;
```

Description

This is FContext, a member of class TlgLua.

1.1.18.1.2 TlgLua.FGCStep

File: LGT.pas (see page 348)

Delphi

```
FGCStep: Integer;
```

Description

This is FGCStep, a member of class TlgLua.

1.1.18.1.3 TlgLua.FState

File: LGT.pas (see page 348)

Delphi

```
FState: Pointer;
```

Description



This is FState, a member of class TigLua.

1.1.18.2 TigLua Methods

The methods of the TigLua class are listed here.

Methods

≡🔧	Bundle (see page 87)	This is Bundle, a member of class TigLua.
≡🔧	Call (see page 87)	This is Call, a member of class TigLua.
≡🔧	Call (see page 87)	This is Call, a member of class TigLua.
≡🔧	CallFunction (see page 87)	This is CallFunction, a member of class TigLua.
≡🔧	CheckLuaError (see page 87)	This is CheckLuaError, a member of class TigLua.
≡🔧	CleanStack (see page 88)	This is CleanStack, a member of class TigLua.
≡🔧	Close (see page 88)	This is Close, a member of class TigLua.
≡🔧	CollectGarbage (see page 88)	This is CollectGarbage, a member of class TigLua.
≡🔧	CompileToStream (see page 88)	This is CompileToStream, a member of class TigLua.
≡🔧	Create (see page 88)	This is Create, a member of class TigLua.
≡🔧	Destroy (see page 89)	This is Destroy, a member of class TigLua.
≡🔧	DoCall (see page 89)	This is DoCall, a member of class TigLua.
≡🔧	DoCall (see page 89)	This is DoCall, a member of class TigLua.
≡🔧	GetGCMemoryUsed (see page 89)	This is GetGCMemoryUsed, a member of class TigLua.
≡🔧	GetGCStepSize (see page 89)	This is GetGCStepSize, a member of class TigLua.
≡🔧	GetLuaValue (see page 90)	This is GetLuaValue, a member of class TigLua.
≡🔧	GetVariable (see page 90)	This is GetVariable, a member of class TigLua.
≡🔧	LoadBuffer (see page 90)	This is LoadBuffer, a member of class TigLua.
≡🔧	LoadByteCode (see page 90)	This is LoadByteCode, a member of class TigLua.
≡🔧	LoadFile (see page 91)	This is LoadFile, a member of class TigLua.
≡🔧	LoadStream (see page 91)	This is LoadStream, a member of class TigLua.
≡🔧	LoadString (see page 91)	This is LoadString, a member of class TigLua.
≡🔧	Open (see page 91)	This is Open, a member of class TigLua.
≡🔧	PrepCall (see page 91)	This is PrepCall, a member of class TigLua.
≡🔧	PushGlobalTableForGet (see page 92)	This is PushGlobalTableForGet, a member of class TigLua.
≡🔧	PushGlobalTableForSet (see page 92)	This is PushGlobalTableForSet, a member of class TigLua.
≡🔧	PushLuaValue (see page 92)	This is PushLuaValue, a member of class TigLua.
≡🔧	PushTValue (see page 92)	This is PushTValue, a member of class TigLua.
≡🔧	RegisterRoutine (see page 92)	This is RegisterRoutine, a member of class TigLua.
≡🔧	RegisterRoutine (see page 93)	This is RegisterRoutine, a member of class TigLua.
≡🔧	RegisterRoutines (see page 93)	This is RegisterRoutines, a member of class TigLua.
≡🔧	RegisterRoutines (see page 93)	This is RegisterRoutines, a member of class TigLua.
≡🔧	RegisterRoutines (see page 93)	This is RegisterRoutines, a member of class TigLua.
≡🔧	RegisterRoutines (see page 94)	This is RegisterRoutines, a member of class TigLua.
≡🔧	Reset (see page 94)	This is Reset, a member of class TigLua.
≡🔧	RoutineExist (see page 94)	This is RoutineExist, a member of class TigLua.
≡🔧	Run (see page 94)	This is Run, a member of class TigLua.
≡🔧	SaveByteCode (see page 94)	This is SaveByteCode, a member of class TigLua.
≡🔧	SetGCStepSize (see page 95)	This is SetGCStepSize, a member of class TigLua.

	SetVariable (see page 95)	This is SetVariable, a member of class TlgLua.
	VariableExist (see page 95)	This is VariableExist, a member of class TlgLua.

1.1.18.2.1 TlgLua.Bundle

File: LGT.pas (see page 348)

Delphi

```
procedure Bundle(  
    aInFilename: string;  
    aOutFilename: string  
);
```

Description

This is Bundle, a member of class TlgLua.

1.1.18.2.2 TlgLua.Call

File: LGT.pas (see page 348)

Delphi

```
function Call(  
    aParamCount: Integer  
): TlgLuaValue; overload;
```

Description

This is Call, a member of class TlgLua.

1.1.18.2.3 TlgLua.Call

File: LGT.pas (see page 348)

Delphi

```
function Call(  
    const aName: string;  
    const aParams: array of TlgLuaValue  
): TlgLuaValue; overload;
```

Description

This is Call, a member of class TlgLua.

1.1.18.2.4 TlgLua.CallFunction

File: LGT.pas (see page 348)

Delphi

```
function CallFunction(  
    const aParams: array of TValue  
): TValue;
```

Description

This is CallFunction, a member of class TlgLua.

1.1.18.2.5 TlgLua.CheckLuaError

File: LGT.pas (see page 348)

Delphi

```
procedure CheckLuaError(  
    const aError: Integer  
);
```

Description

This is CheckLuaError, a member of class TigLua.

1.1.18.2.6 TigLua.CleanStack

File: LGT.pas (see page 348)

Delphi

```
procedure CleanStack;
```

Description

This is CleanStack, a member of class TigLua.

1.1.18.2.7 TigLua.Close

File: LGT.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TigLua.

1.1.18.2.8 TigLua.CollectGarbage

File: LGT.pas (see page 348)

Delphi

```
procedure CollectGarbage;
```

Description

This is CollectGarbage, a member of class TigLua.

1.1.18.2.9 TigLua.CompileToStream

File: LGT.pas (see page 348)

Delphi

```
procedure CompileToStream(  
    aFilename: string;  
    aStream: TStream;  
    aCleanOutput: Boolean  
);
```

Description

This is CompileToStream, a member of class TigLua.

1.1.18.2.10 TigLua.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TlgLua.

1.1.18.2.11 TlgLua.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgLua.

1.1.18.2.12 TlgLua.DoCall

File: LGT.pas (see page 348)

Delphi

```
function DoCall(  
    aParamCount: Integer  
): TlgLuaValue; overload;
```

Description

This is DoCall, a member of class TlgLua.

1.1.18.2.13 TlgLua.DoCall

File: LGT.pas (see page 348)

Delphi

```
function DoCall(  
    const aParams: array of TlgLuaValue  
): TlgLuaValue; overload;
```

Description

This is DoCall, a member of class TlgLua.

1.1.18.2.14 TlgLua.GetGCMemoryUsed

File: LGT.pas (see page 348)

Delphi

```
function GetGCMemoryUsed: Integer;
```

Description

This is GetGCMemoryUsed, a member of class TlgLua.

1.1.18.2.15 TlgLua.GetGCStepSize

File: LGT.pas (see page 348)

Delphi

```
function GetGCStepSize: Integer;
```

Description

This is GetGCStepSize, a member of class TlgLua.

1.1.18.2.16 TlgLua.GetLuaValue

File: LGT.pas (see page 348)

Delphi

```
function GetLuaValue(  
    aIndex: Integer  
): TlgLuaValue;
```

Description

This is GetLuaValue, a member of class TlgLua.

1.1.18.2.17 TlgLua.GetVariable

File: LGT.pas (see page 348)

Delphi

```
function GetVariable(  
    const aName: string;  
    aType: TlgLuaValueType  
): TlgLuaValue;
```

Description

This is GetVariable, a member of class TlgLua.

1.1.18.2.18 TlgLua.LoadBuffer

File: LGT.pas (see page 348)

Delphi

```
procedure LoadBuffer(  
    aData: Pointer;  
    aSize: NativeUInt;  
    aAutoRun: Boolean = True  
);
```

Description

This is LoadBuffer, a member of class TlgLua.

1.1.18.2.19 TlgLua.LoadByteCode

File: LGT.pas (see page 348)

Delphi

```
procedure LoadByteCode(  
    aStream: TStream;  
    aName: string;  
    aAutoRun: Boolean = True  
);
```

Description

This is LoadByteCode, a member of class TlgLua.

1.1.18.2.20 TigLua.LoadFile

File: LGT.pas (see page 348)

Delphi

```
function LoadFile(  
    const aFilename: string;  
    aAutoRun: Boolean = True  
): Boolean;
```

Description

This is LoadFile, a member of class TigLua.

1.1.18.2.21 TigLua.LoadStream

File: LGT.pas (see page 348)

Delphi

```
procedure LoadStream(  
    aStream: TStream;  
    aSize: NativeUInt = 0;  
    aAutoRun: Boolean = True  
);
```

Description

This is LoadStream, a member of class TigLua.

1.1.18.2.22 TigLua.LoadString

File: LGT.pas (see page 348)

Delphi

```
procedure LoadString(  
    const aData: string;  
    aAutoRun: Boolean = True  
);
```

Description

This is LoadString, a member of class TigLua.

1.1.18.2.23 TigLua.Open

File: LGT.pas (see page 348)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class TigLua.

1.1.18.2.24 TigLua.PrepareCall

File: LGT.pas (see page 348)

Delphi

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


Description

This is PrepCall, a member of class TigLua.

1.1.18.2.25 TigLua.PushGlobalTableForGet

File: LGT.pas (see page 348)

Delphi

```
function PushGlobalTableForGet(  
    aName: array of string;  
    var aIndex: Integer  
): Boolean;
```

Description

This is PushGlobalTableForGet, a member of class TigLua.

1.1.18.2.26 TigLua.PushGlobalTableForSet

File: LGT.pas (see page 348)

Delphi

```
function PushGlobalTableForSet(  
    aName: array of string;  
    var aIndex: Integer  
): Boolean;
```

Description

This is PushGlobalTableForSet, a member of class TigLua.

1.1.18.2.27 TigLua.PushLuaValue

File: LGT.pas (see page 348)

Delphi

```
procedure PushLuaValue(  
    aValue: TigLuaValue  
);
```

Description

This is PushLuaValue, a member of class TigLua.

1.1.18.2.28 TigLua.PushTValue

File: LGT.pas (see page 348)

Delphi

```
procedure PushTValue(  
    aValue: TValue  
);
```

Description

This is PushTValue, a member of class TigLua.

1.1.18.2.29 TigLua.RegisterRoutine

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutine(  
    const aName: string;  
    aData: Pointer;  
    aCode: Pointer  
); overload;
```

Description

This is RegisterRoutine, a member of class TlgLua.

1.1.18.2.30 TlgLua.RegisterRoutine

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutine(  
    const aName: string;  
    aRoutine: TlgLuaFunction  
); overload;
```

Description

This is RegisterRoutine, a member of class TlgLua.

1.1.18.2.31 TlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    aClass: TClass  
); overload;
```

Description

This is RegisterRoutines, a member of class TlgLua.

1.1.18.2.32 TlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    aObject: TObject  
); overload;
```

Description

This is RegisterRoutines, a member of class TlgLua.

1.1.18.2.33 TlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    const aTables: string;  
    aClass: TClass;  
    const aTableName: string = ''  
); overload;
```

Description

This is RegisterRoutines, a member of class TlgLua.

1.1.18.2.34 TlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    const aTables: string;  
    aObject: TObject;  
    const aTableName: string = ''  
); overload;
```

Description

This is RegisterRoutines, a member of class TlgLua.

1.1.18.2.35 TlgLua.Reset

File: LGT.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TlgLua.

1.1.18.2.36 TlgLua.RoutineExist

File: LGT.pas (see page 348)

Delphi

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

Description

This is RoutineExist, a member of class TlgLua.

1.1.18.2.37 TlgLua.Run

File: LGT.pas (see page 348)

Delphi

```
procedure Run;
```

Description

This is Run, a member of class TlgLua.

1.1.18.2.38 TlgLua.SaveByteCode

File: LGT.pas (see page 348)

Delphi

```
procedure SaveByteCode(  
    aStream: TStream  
);
```

Description

This is SaveByteCode, a member of class TlgLua.

1.1.18.2.39 TlgLua.SetGCStepSize

File: LGT.pas (see page 348)

Delphi

```
procedure SetGCStepSize(  
    aStep: Integer  
);
```

Description

This is SetGCStepSize, a member of class TlgLua.

1.1.18.2.40 TlgLua.SetVariable

File: LGT.pas (see page 348)

Delphi

```
procedure SetVariable(  
    const aName: string;  
    aValue: TlgLuaValue  
);
```

Description

This is SetVariable, a member of class TlgLua.

1.1.18.2.41 TlgLua.VariableExist

File: LGT.pas (see page 348)

Delphi

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



Description

This is VariableExist, a member of class TlgLua.

1.1.18.3 TlgLua Properties

The properties of the TlgLua class are listed here.

Properties

	Context (see page 95)	This is Context, a member of class TlgLua.
	State (see page 96)	This is State, a member of class TlgLua.

1.1.18.3.1 TlgLua.Context

File: LGT.pas (see page 348)

Delphi

```
property Context: TlgLuaContext;
```

Description

This is Context, a member of class TlgLua.

1.1.18.3.2 TlgLua.State

File: LGT.pas (see page 348)

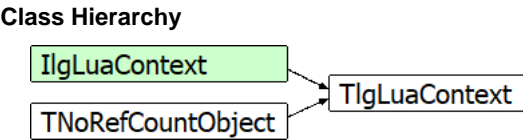
Delphi

```
property State: Pointer;
```

Description

This is State, a member of class TlgLua.

1.1.19 TlgLuaContext



File: LGT.pas (see page 348)

Delphi

```
TlgLuaContext = class(TNoRefCountObject, IlgLuaContext);
```




Description

This is class TlgLuaContext.

1.1.19.1 TlgLuaContext Fields

The fields of the TlgLuaContext class are listed here.

Fields

	FLua (see page 96)	This is FLua, a member of class TlgLuaContext.
	FPushCount (see page 96)	This is FPushCount, a member of class TlgLuaContext.
	FPushFlag (see page 97)	This is FPushFlag, a member of class TlgLuaContext.

1.1.19.1.1 TlgLuaContext.FLua

File: LGT.pas (see page 348)

Delphi

```
FLua: TlgLua;
```

Description

This is FLua, a member of class TlgLuaContext.

1.1.19.1.2 TlgLuaContext.FPushCount

File: LGT.pas (see page 348)

Delphi

```
FPushCount: Integer;
```

Description

This is FPushCount, a member of class TlgLuaContext.

1.1.19.1.3 TlgLuaContext.FPushFlag

File: LGT.pas (see page 348)

Delphi

```
FPushFlag: Boolean;
```




















Description

This is FPushFlag, a member of class TlgLuaContext.

1.1.19.2 TlgLuaContext Methods

The methods of the TlgLuaContext class are listed here.

Methods

	ArgCount (see page 97)	This is ArgCount, a member of class TlgLuaContext.
	Check (see page 98)	This is Check, a member of class TlgLuaContext.
	Cleanup (see page 98)	This is Cleanup, a member of class TlgLuaContext.
	ClearStack (see page 98)	This is ClearStack, a member of class TlgLuaContext.
	Create (see page 98)	This is Create, a member of class TlgLuaContext.
	Destroy (see page 98)	This is Destroy, a member of class TlgLuaContext.
	GetStackType (see page 98)	This is GetStackType, a member of class TlgLuaContext.
	GetTableFieldValue (see page 99)	This is GetTableFieldValue, a member of class TlgLuaContext.
	GetTableIndexValue (see page 99)	This is GetTableIndexValue, a member of class TlgLuaContext.
	GetValue (see page 99)	This is GetValue, a member of class TlgLuaContext.
	IncStackPushCount (see page 99)	This is IncStackPushCount, a member of class TlgLuaContext.
	PopStack (see page 100)	This is PopStack, a member of class TlgLuaContext.
	PushCount (see page 100)	This is PushCount, a member of class TlgLuaContext.
	PushTableForGet (see page 100)	This is PushTableForGet, a member of class TlgLuaContext.
	PushTableForSet (see page 100)	This is PushTableForSet, a member of class TlgLuaContext.
	PushValue (see page 100)	This is PushValue, a member of class TlgLuaContext.
	SetTableFieldValue (see page 101)	This is SetTableFieldValue, a member of class TlgLuaContext.
	SetTableIndexValue (see page 101)	This is SetTableIndexValue, a member of class TlgLuaContext.
	Setup (see page 101)	This is Setup, a member of class TlgLuaContext.

1.1.19.2.1 TlgLuaContext.ArgCount

File: LGT.pas (see page 348)

Delphi

```
function ArgCount: Integer;
```

Description

This is ArgCount, a member of class TlgLuaContext.

1.1.19.2.2 TlgLuaContext.Check

File: LGT.pas (see page 348)

Delphi

```
procedure Check;
```

Description

This is Check, a member of class TlgLuaContext.

1.1.19.2.3 TlgLuaContext.Cleanup

File: LGT.pas (see page 348)

Delphi

```
procedure Cleanup;
```

Description

This is Cleanup, a member of class TlgLuaContext.

1.1.19.2.4 TlgLuaContext.ClearStack

File: LGT.pas (see page 348)

Delphi

```
procedure ClearStack;
```

Description

This is ClearStack, a member of class TlgLuaContext.

1.1.19.2.5 TlgLuaContext.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create(  
    ALua: TlgLua  
);
```

Description

This is Create, a member of class TlgLuaContext.

1.1.19.2.6 TlgLuaContext.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgLuaContext.

1.1.19.2.7 TlgLuaContext.GetStackType

File: LGT.pas (see page 348)

Delphi

```
function GetStackType(  
    AIndex: Integer  
) : TlgLuaType;
```

Description

This is GetStackType, a member of class TlgLuaContext.

1.1.19.2.8 TlgLuaContext.GetTableFieldValue

File: LGT.pas (see page 348)

Delphi

```
function GetTableFieldValue(  
    const AName: string;  
    AType: TlgLuaValueType;  
    AIndex: Integer  
) : TlgLuaValue; overload;
```

Description

This is GetTableFieldValue, a member of class TlgLuaContext.

1.1.19.2.9 TlgLuaContext.GetTableIndexValue

File: LGT.pas (see page 348)

Delphi

```
function GetTableIndexValue(  
    const AName: string;  
    AType: TlgLuaValueType;  
    AIndex: Integer;  
    AKey: Integer  
) : TlgLuaValue;
```

Description

This is GetTableIndexValue, a member of class TlgLuaContext.

1.1.19.2.10 TlgLuaContext.GetValue

File: LGT.pas (see page 348)

Delphi

```
function GetValue(  
    AType: TlgLuaValueType;  
    AIndex: Integer  
) : TlgLuaValue; overload;
```

Description

This is GetValue, a member of class TlgLuaContext.

1.1.19.2.11 TlgLuaContext.IncStackPushCount

File: LGT.pas (see page 348)

Delphi

```
procedure IncStackPushCount ;
```

Description

This is IncStackPushCount, a member of class TlgLuaContext.

1.1.19.2.12 TlgLuaContext.PopStack

File: LGT.pas (see page 348)

Delphi

```
procedure PopStack(  
    ACount: Integer  
);
```

Description

This is PopStack, a member of class TlgLuaContext.

1.1.19.2.13 TlgLuaContext.PushCount

File: LGT.pas (see page 348)

Delphi

```
function PushCount: Integer;
```

Description

This is PushCount, a member of class TlgLuaContext.

1.1.19.2.14 TlgLuaContext.PushTableForGet

File: LGT.pas (see page 348)

Delphi

```
function PushTableForGet(  
    AName: array of string;  
    AIndex: Integer;  
    var AStackIndex: Integer;  
    var AFieldNameIndex: Integer  
): Boolean;
```

Description

This is PushTableForGet, a member of class TlgLuaContext.

1.1.19.2.15 TlgLuaContext.PushTableForSet

File: LGT.pas (see page 348)

Delphi

```
function PushTableForSet(  
    AName: array of string;  
    AIndex: Integer;  
    var AStackIndex: Integer;  
    var AFieldNameIndex: Integer  
): Boolean;
```

Description

This is PushTableForSet, a member of class TlgLuaContext.

1.1.19.2.16 TlgLuaContext.PushValue

File: LGT.pas (see page 348)

Delphi

```
procedure PushValue(  
    Value: TluaValue;
```

```
    AValue: TlgLuaValue  
); overload;
```

Description

This is PushValue, a member of class TlgLuaContext.

1.1.19.2.17 TlgLuaContext.SetTableFieldValue

File: LGT.pas (see page 348)

Delphi

```
procedure SetTableFieldValue(  
    const AName: string;  
    AValue: TlgLuaValue;  
    AIndex: Integer  
); overload;
```

Description

This is SetTableFieldValue, a member of class TlgLuaContext.

1.1.19.2.18 TlgLuaContext.SetTableIndexValue

File: LGT.pas (see page 348)

Delphi

```
procedure SetTableIndexValue(  
    const AName: string;  
    AValue: TlgLuaValue;  
    AIndex: Integer;  
    AKey: Integer  
);
```

Description

This is SetTableIndexValue, a member of class TlgLuaContext.

1.1.19.2.19 TlgLuaContext.Setup

File: LGT.pas (see page 348)

Delphi

```
procedure Setup;
```

Description

This is Setup, a member of class TlgLuaContext.

1.1.20 TlgLuaValue

File: LGT.pas (see page 348)

Delphi

```
TlgLuaValue = record  
    AsType: TlgLuaValueType;  
    case Integer of  
        0: (AsInteger: Integer);  
        1: (AsNumber: Double);  
        2: (AsString: System.PChar);  
        3: (AsTable: TlgLuaTable);  
        4: (AsPointer: Pointer);
```

```
5: (AsBoolean: Boolean);
end;
```








Description

This is class TigLuaValue.

1.1.20.1 TigLuaValue Fields

The fields of the TigLuaValue class are listed here.

Fields

	AsBoolean (see page 102)	This is AsBoolean, a member of class TigLuaValue.
	AsInteger (see page 102)	This is AsInteger, a member of class TigLuaValue.
	AsNumber (see page 102)	This is AsNumber, a member of class TigLuaValue.
	AsPointer (see page 102)	This is AsPointer, a member of class TigLuaValue.
	AsString (see page 103)	This is AsString, a member of class TigLuaValue.
	AsTable (see page 103)	This is AsTable, a member of class TigLuaValue.
	AsType (see page 103)	This is AsType, a member of class TigLuaValue.

1.1.20.1.1 TigLuaValue.AsBoolean

File: LGT.pas (see page 348)

Delphi

```
AsBoolean: Boolean;
```

Description

This is AsBoolean, a member of class TigLuaValue.

1.1.20.1.2 TigLuaValue.AsInteger

File: LGT.pas (see page 348)

Delphi

```
AsInteger: Integer;
```

Description

This is AsInteger, a member of class TigLuaValue.

1.1.20.1.3 TigLuaValue.AsNumber

File: LGT.pas (see page 348)

Delphi

```
AsNumber: Double;
```

Description

This is AsNumber, a member of class TigLuaValue.

1.1.20.1.4 TigLuaValue.AsPointer

File: LGT.pas (see page 348)

Delphi

```
AsPointer: Pointer;
```

Description

This is AsPointer, a member of class TlgLuaValue.

1.1.20.1.5 TlgLuaValue.AsString

File: LGT.pas (see page 348)

Delphi

```
AsString: System.PChar;
```

Description

This is AsString, a member of class TlgLuaValue.

1.1.20.1.6 TlgLuaValue.AsTable

File: LGT.pas (see page 348)

Delphi

```
AsTable: TlgLuaTable;
```

Description

This is AsTable, a member of class TlgLuaValue.

1.1.20.1.7 TlgLuaValue.AsType

File: LGT.pas (see page 348)

Delphi

```
AsType: TlgLuaValueType;
```








Description

This is AsType, a member of class TlgLuaValue.

1.1.20.2 TlgLuaValue Operators

The operators of the TlgLuaValue class are listed here.

Operators

	Implicit (see page 103)	This is Implicit, a member of class TlgLuaValue.
	Implicit (see page 104)	This is Implicit, a member of class TlgLuaValue.
	Implicit (see page 104)	This is Implicit, a member of class TlgLuaValue.
	Implicit (see page 104)	This is Implicit, a member of class TlgLuaValue.
	Implicit (see page 104)	This is Implicit, a member of class TlgLuaValue.
	Implicit (see page 104)	This is Implicit, a member of class TlgLuaValue.
	Implicit (see page 105)	This is Implicit, a member of class TlgLuaValue.

1.1.20.2.1 TlgLuaValue.Implicit

File: LGT.pas (see page 348)

Delphi

```
class operator Implicit(  
    AValue: Boolean  
) ;
```

Description

This is Implicit, a member of class TigLuaValue.

1.1.20.2.2 TigLuaValue.Implicit

File: LGT.pas (see page 348)

Delphi

```
class operator Implicit(  
    AValue: Double  
);
```

Description

This is Implicit, a member of class TigLuaValue.

1.1.20.2.3 TigLuaValue.Implicit

File: LGT.pas (see page 348)

Delphi

```
class operator Implicit(  
    const AValue: Integer  
);
```

Description

This is Implicit, a member of class TigLuaValue.

1.1.20.2.4 TigLuaValue.Implicit

File: LGT.pas (see page 348)

Delphi

```
class operator Implicit(  
    AValue: Pointer  
);
```

Description

This is Implicit, a member of class TigLuaValue.

1.1.20.2.5 TigLuaValue.Implicit

File: LGT.pas (see page 348)

Delphi

```
class operator Implicit(  
    AValue: System.PChar  
);
```

Description

This is Implicit, a member of class TigLuaValue.

1.1.20.2.6 TigLuaValue.Implicit

File: LGT.pas (see page 348)

Delphi

```
class operator Implicit(  

```

```
    AValue: TlgLuaTable
);
```

Description
This is Implicit, a member of class TlgLuaValue.

1.1.20.2.7 TlgLuaValue.Implicit

File: LGT.pas (see page 348)

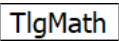
Delphi

```
class operator Implicit(
    AValue: TlgLuaValue
);
```

Description
This is Implicit, a member of class TlgLuaValue.

1.1.21 TlgMath

Class Hierarchy



File: LGT.pas (see page 348)

Delphi





```
TlgMath = class;
```

Description
This is class TlgMath.

1.1.21.1 TlgMath Constants

The constants of the TlgMath class are listed here.

Constants

	DEG2RAD (see page 105)	This is DEG2RAD, a member of class TlgMath.
	EPSILON (see page 106)	This is EPSILON, a member of class TlgMath.
	NAN (see page 106)	This is NAN, a member of class TlgMath.
	RAD2DEG (see page 106)	This is RAD2DEG, a member of class TlgMath.

1.1.21.1.1 TlgMath.DEG2RAD

File: LGT.pas (see page 348)

Delphi

```
const DEG2RAD = PI / 180.0;
```

Description
This is DEG2RAD, a member of class TlgMath.

1.1.21.1.2 TlgMath.EPSILON

File: LGT.pas (see page 348)

Delphi

```
const EPSILON = 0.00001;
```

Description

This is EPSILON, a member of class TlgMath.

1.1.21.1.3 TlgMath.NAN

File: LGT.pas (see page 348)

Delphi

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

Description

This is NAN, a member of class TlgMath.

1.1.21.1.4 TlgMath.RAD2DEG

File: LGT.pas (see page 348)

Delphi

```
const RAD2DEG = 180.0 / PI;
```



Description

This is RAD2DEG, a member of class TlgMath.

1.1.21.2 TlgMath Fields

The fields of the TlgMath class are listed here.

Fields

	FCosTable (see page 106)	This is FCosTable, a member of class TlgMath.
	FSinTable (see page 106)	This is FSinTable, a member of class TlgMath.

1.1.21.2.1 TlgMath.FCosTable

File: LGT.pas (see page 348)

Delphi

```
class var FCosTable: array[0..360] of Single;
```

Description

This is FCosTable, a member of class TlgMath.

1.1.21.2.2 TlgMath.FSinTable

File: LGT.pas (see page 348)

Delphi

```
class var FSinTable: array[0..360] of Single;
```

Description

This is FSinTable, a member of class TlgMath.

1.1.21.3 TlgMath Methods

The methods of the TlgMath class are listed here.

Methods

✦	AngleCos (see page 107)	This is AngleCos, a member of class TlgMath.
✦	AngleDifference (see page 108)	This is AngleDifference, a member of class TlgMath.
✦	AngleRotatePos (see page 108)	This is AngleRotatePos, a member of class TlgMath.
✦	AngleSin (see page 108)	This is AngleSin, a member of class TlgMath.
✦	CircleInRectangle (see page 108)	This is CircleInRectangle, a member of class TlgMath.
✦	CirclesOverlap (see page 109)	This is CirclesOverlap, a member of class TlgMath.
✦	ClipValueDouble (see page 109)	This is ClipValueDouble, a member of class TlgMath.
✦	ClipValueFloat (see page 109)	This is ClipValueFloat, a member of class TlgMath.
✦	ClipValueInt (see page 109)	This is ClipValueInt, a member of class TlgMath.
✦	Create (see page 110)	This is Create, a member of class TlgMath.
✦	Destroy (see page 110)	This is Destroy, a member of class TlgMath.
✦	EasePosition (see page 110)	This is EasePosition, a member of class TlgMath.
✦	EaseValue (see page 110)	This is EaseValue, a member of class TlgMath.
✦	Extent (see page 110)	This is Extent, a member of class TlgMath.
✦	Lerp (see page 111)	This is Lerp, a member of class TlgMath.
✦	LineIntersection (see page 111)	This is LineIntersection, a member of class TlgMath.
✦	OBBIntersect (see page 111)	This is OBBIntersect, a member of class TlgMath.
✦	Point (see page 112)	This is Point, a member of class TlgMath.
✦	PointInCircle (see page 112)	This is PointInCircle, a member of class TlgMath.
✦	PointInRectangle (see page 112)	This is PointInRectangle, a member of class TlgMath.
✦	PointInTriangle (see page 112)	This is PointInTriangle, a member of class TlgMath.
✦	RadiusOverlap (see page 112)	This is RadiusOverlap, a member of class TlgMath.
✦	RandomBool (see page 113)	This is RandomBool, a member of class TlgMath.
✦	RandomRange (see page 113)	This is RandomRange, a member of class TlgMath.
✦	RandomRange (see page 113)	This is RandomRange, a member of class TlgMath.
✦	Rect (see page 113)	This is Rect, a member of class TlgMath.
✦	RectangleIntersection (see page 114)	This is RectangleIntersection, a member of class TlgMath.
✦	RectanglesOverlap (see page 114)	This is RectanglesOverlap, a member of class TlgMath.
✦	SameSignFloat (see page 114)	This is SameSignFloat, a member of class TlgMath.
✦	SameSignInt (see page 114)	This is SameSignInt, a member of class TlgMath.
✦	SameValueExt (see page 115)	This is SameValueExt, a member of class TlgMath.
✦	Size (see page 115)	This is Size, a member of class TlgMath.
✦	SmoothMove (see page 115)	This is SmoothMove, a member of class TlgMath.
✦	UnitToScalarValue (see page 115)	This is UnitToScalarValue, a member of class TlgMath.
✦	Vec (see page 115)	This is Vec, a member of class TlgMath.

1.1.21.3.1 TlgMath.AngleCos

File: LGT.pas (see page 348)

Delphi

```
class function AngleCos(  
    const AAngle: Cardinal  
): Single;
```

Description

This is AngleCos, a member of class TlgMath.

1.1.21.3.2 TlgMath.AngleDifference

File: LGT.pas (see page 348)

Delphi

```
class function AngleDifference(  
    const ASrcAngle: Single;  
    const ADestAngle: Single  
): Single;
```

Description

This is AngleDifference, a member of class TlgMath.

1.1.21.3.3 TlgMath.AngleRotatePos

File: LGT.pas (see page 348)

Delphi

```
class procedure AngleRotatePos(  
    const AAngle: Single;  
    var X: Single;  
    var Y: Single  
);
```

Description

This is AngleRotatePos, a member of class TlgMath.

1.1.21.3.4 TlgMath.AngleSin

File: LGT.pas (see page 348)

Delphi

```
class function AngleSin(  
    const AAngle: Cardinal  
): Single;
```

Description

This is AngleSin, a member of class TlgMath.

1.1.21.3.5 TlgMath.CircleInRectangle

File: LGT.pas (see page 348)

Delphi

```
class function CircleInRectangle(  
    const ACenter: TlgVec;  
    const ARadius: Single;  
    const ARect: TlgRect  
): Boolean;
```

Description

This is CircleInRectangle, a member of class TlgMath.

1.1.21.3.6 TlgMath.CirclesOverlap

File: LGT.pas (see page 348)

Delphi

```
class function CirclesOverlap(  
    const ACenter1: TlgVec;  
    const ARadius1: Single;  
    const ACenter2: TlgVec;  
    const ARadius2: Single  
): Boolean;
```

Description

This is CirclesOverlap, a member of class TlgMath.

1.1.21.3.7 TlgMath.ClipValueDouble

File: LGT.pas (see page 348)

Delphi

```
class function ClipValueDouble(  
    var AValue: Double;  
    const AMin: Double;  
    const AMax: Double;  
    const AWrap: Boolean  
): Single;
```

Description

This is ClipValueDouble, a member of class TlgMath.

1.1.21.3.8 TlgMath.ClipValueFloat

File: LGT.pas (see page 348)

Delphi

```
class function ClipValueFloat(  
    var AValue: Single;  
    const AMin: Single;  
    const AMax: Single;  
    const AWrap: Boolean  
): Single;
```

Description

This is ClipValueFloat, a member of class TlgMath.

1.1.21.3.9 TlgMath.ClipValueInt

File: LGT.pas (see page 348)

Delphi

```
class function ClipValueInt(  
    var AValue: Integer;  
    const AMin: Integer;  
    const AMax: Integer;  
    const AWrap: Boolean  
): Integer;
```

Description

This is ClipValueInt, a member of class TlgMath.

1.1.21.3.10 TlgMath.Create

File: LGT.pas (see page 348)

Delphi

```
class constructor Create;
```

Description

This is Create, a member of class TlgMath.

1.1.21.3.11 TlgMath.Destroy

File: LGT.pas (see page 348)

Delphi

```
class destructor Destroy;
```

Description

This is Destroy, a member of class TlgMath.

1.1.21.3.12 TlgMath.EasePosition

File: LGT.pas (see page 348)

Delphi

```
class function EasePosition(  
    const AStartPos: Double;  
    const AEndPos: Double;  
    const ACurrentPos: Double;  
    AEase: TlgEase  
): Double;
```

Description

This is EasePosition, a member of class TlgMath.

1.1.21.3.13 TlgMath.EaseValue

File: LGT.pas (see page 348)

Delphi

```
class function EaseValue(  
    ACurrentTime: Double;  
    const AStartValue: Double;  
    const AChangeInValue: Double;  
    const ADuration: Double;  
    AEase: TlgEase  
): Double;
```

Description

This is EaseValue, a member of class TlgMath.

1.1.21.3.14 TlgMath.Extent

File: LGT.pas (see page 348)

Delphi

```
class function Extent(  
    const AMinX: Single;  
    const AMinY: Single;  
    const AMaxX: Single;  
    const AMaxY: Single  
): TlgExtent;
```

Description

This is Extent, a member of class TlgMath.

1.1.21.3.15 TlgMath.Lerp

File: LGT.pas (see page 348)

Delphi

```
class function Lerp(  
    const AFrom: Double;  
    const ATo: Double;  
    const ATime: Double  
): Double;
```

Description

This is Lerp, a member of class TlgMath.

1.1.21.3.16 TlgMath.LineIntersection

File: LGT.pas (see page 348)

Delphi

```
class function LineIntersection(  
    const X1: Integer;  
    const Y1: Integer;  
    const X2: Integer;  
    const Y2: Integer;  
    const X3: Integer;  
    const AY3: Integer;  
    const AX4: Integer;  
    const AY4: Integer;  
    var X: Integer;  
    var Y: Integer  
): TlgLineIntersection;
```

Description

This is LineIntersection, a member of class TlgMath.

1.1.21.3.17 TlgMath.OBBIntersect

File: LGT.pas (see page 348)

Delphi

```
class function OBBIntersect(  
    const AObbA: TlgOBB;  
    const AObbB: TlgOBB  
): Boolean;
```

Description

This is OBBIntersect, a member of class TlgMath.

1.1.21.3.18 TlgMath.Point

File: LGT.pas (see page 348)

Delphi

```
class function Point(  
    const X: Single;  
    const Y: Single  
): TlgPoint;
```

Description

This is Point, a member of class TlgMath.

1.1.21.3.19 TlgMath.PointInCircle

File: LGT.pas (see page 348)

Delphi

```
class function PointInCircle(  
    const APoint: TlgVec;  
    const ACenter: TlgVec;  
    const ARadius: Single  
): Boolean;
```

Description

This is PointInCircle, a member of class TlgMath.

1.1.21.3.20 TlgMath.PointInRectangle

File: LGT.pas (see page 348)

Delphi

```
class function PointInRectangle(  
    const APoint: TlgVec;  
    const ARect: TlgRect  
): Boolean;
```

Description

This is PointInRectangle, a member of class TlgMath.

1.1.21.3.21 TlgMath.PointInTriangle

File: LGT.pas (see page 348)

Delphi

```
class function PointInTriangle(  
    const APoint: TlgVec;  
    const P1: TlgVec;  
    const P2: TlgVec;  
    const P3: TlgVec  
): Boolean;
```

Description

This is PointInTriangle, a member of class TlgMath.

1.1.21.3.22 TlgMath.RadiusOverlap

File: LGT.pas (see page 348)

Delphi

```
class function RadiusOverlap(  
    const ARadius1: Single;  
    const X1: Single;  
    const Y1: Single;  
    const ARadius2: Single;  
    const X2: Single;  
    const Y2: Single;  
    const AShrinkFactor: Single  
): Boolean;
```

Description

This is RadiusOverlap, a member of class TlgMath.

1.1.21.3.23 TlgMath.RandomBool

File: LGT.pas (see page 348)

Delphi

```
class function RandomBool: Boolean;
```

Description

This is RandomBool, a member of class TlgMath.

1.1.21.3.24 TlgMath.RandomRange

File: LGT.pas (see page 348)

Delphi

```
class function RandomRange(  
    const AFrom: Double;  
    const ATo: Double  
): Double; overload;
```

Description

This is RandomRange, a member of class TlgMath.

1.1.21.3.25 TlgMath.RandomRange

File: LGT.pas (see page 348)

Delphi

```
class function RandomRange(  
    const AFrom: Integer;  
    const ATo: Integer  
): Integer; overload;
```

Description

This is RandomRange, a member of class TlgMath.

1.1.21.3.26 TlgMath.Rect

File: LGT.pas (see page 348)

Delphi

```
class function Rect(  
    const X: Single;  
    const Y: Single;  
    const AWidth: Single;
```

```
    const AHeight: Single  
  ): TlgRect;
```

Description

This is Rect, a member of class TlgMath.

1.1.21.3.27 TlgMath.RectangleIntersection

File: LGT.pas (see page 348)

Delphi

```
class function RectangleIntersection(  
    const ARect1: TlgRect;  
    const ARect2: TlgRect  
): TlgRect;
```

Description

This is RectangleIntersection, a member of class TlgMath.

1.1.21.3.28 TlgMath.RectanglesOverlap

File: LGT.pas (see page 348)

Delphi

```
class function RectanglesOverlap(  
    const ARect1: TlgRect;  
    const ARect2: TlgRect  
): Boolean;
```

Description

This is RectanglesOverlap, a member of class TlgMath.

1.1.21.3.29 TlgMath.SameSignFloat

File: LGT.pas (see page 348)

Delphi

```
class function SameSignFloat(  
    const A: Single;  
    const B: Single  
): Boolean;
```

Description

This is SameSignFloat, a member of class TlgMath.

1.1.21.3.30 TlgMath.SameSignInt

File: LGT.pas (see page 348)

Delphi

```
class function SameSignInt(  
    const A: Integer;  
    const B: Integer  
): Boolean;
```

Description

This is SameSignInt, a member of class TlgMath.

1.1.21.3.31 TlgMath.SameValueExt

File: LGT.pas (see page 348)

Delphi

```
class function SameValueExt(  
    const A: Double;  
    const B: Double;  
    const AEpsilon: Double = 0  
): Boolean;
```

Description

This is SameValueExt, a member of class TlgMath.

1.1.21.3.32 TlgMath.Size

File: LGT.pas (see page 348)

Delphi

```
class function Size(  
    const AWidth: Single;  
    const AHeight: Single  
): TlgSize;
```

Description

This is Size, a member of class TlgMath.

1.1.21.3.33 TlgMath.SmoothMove

File: LGT.pas (see page 348)

Delphi

```
class procedure SmoothMove(  
    var AValue: Single;  
    const AAmount: Single;  
    const AMax: Single;  
    const aDrag: Single  
);
```

Description

This is SmoothMove, a member of class TlgMath.

1.1.21.3.34 TlgMath.UnitToScalarValue

File: LGT.pas (see page 348)

Delphi

```
class function UnitToScalarValue(  
    const AValue: Double;  
    const AMaxValue: Double  
): Double;
```

Description

This is UnitToScalarValue, a member of class TlgMath.

1.1.21.3.35 TlgMath.Vec

File: LGT.pas (see page 348)

Delphi

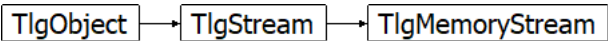
```
class function Vec(  
    const X: Single;  
    const Y: Single  
): TlgVec;
```

Description

This is Vec, a member of class TlgMath.

1.1.22 TlgMemoryStream

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgMemoryStream = class(TlgStream);
```


Description

This is class TlgMemoryStream.

1.1.22.1 TlgMemoryStream Fields

The fields of the TlgMemoryStream class are listed here.

Fields

	FHandle (see page 116)	This is FHandle, a member of class TlgMemoryStream.
-------------------------------------------------------------------------------------	-------------------------	-----------------------------------------------------

1.1.22.1.1 TlgMemoryStream.FHandle

File: LGT.pas (see page 348)

Delphi

```
FHandle: TMemoryStream;
```








Description








This is FHandle, a member of class TlgMemoryStream.

1.1.22.2 TlgMemoryStream Methods

The methods of the TlgMemoryStream class are listed here.

Methods

	Close (see page 117)	This is Close, a member of class TlgMemoryStream.
	Create (see page 117)	This is Create, a member of class TlgMemoryStream.
	Destroy (see page 117)	This is Destroy, a member of class TlgMemoryStream.
	Duplicate (see page 117)	This is Duplicate, a member of class TlgMemoryStream.
	Eos (see page 117)	This is Eos, a member of class TlgMemoryStream.
	Memory (see page 118)	This is Memory, a member of class TlgMemoryStream.
	Open (see page 118)	This is Open, a member of class TlgMemoryStream.

	Open (see page 118)	This is Open, a member of class TlgMemoryStream.
	Open (see page 118)	This is Open, a member of class TlgMemoryStream.
	Read (see page 118)	This is Read, a member of class TlgMemoryStream.
	Seek (see page 119)	This is Seek, a member of class TlgMemoryStream.
	Size (see page 119)	This is Size, a member of class TlgMemoryStream.
	Tell (see page 119)	This is Tell, a member of class TlgMemoryStream.
	Write (see page 119)	This is Write, a member of class TlgMemoryStream.

1.1.22.2.1 TlgMemoryStream.Close

File: LGT.pas (see page 348)

Delphi

```
procedure Close; override;
```

Description

This is Close, a member of class TlgMemoryStream.

1.1.22.2.2 TlgMemoryStream.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgMemoryStream.

1.1.22.2.3 TlgMemoryStream.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgMemoryStream.

1.1.22.2.4 TlgMemoryStream.Duplicate

File: LGT.pas (see page 348)

Delphi

```
function Duplicate: TlgStream; virtual;
```

Description

This is Duplicate, a member of class TlgMemoryStream.

1.1.22.2.5 TlgMemoryStream.Eos

File: LGT.pas (see page 348)

Delphi

```
function Eos: Boolean; override;
```

Description

This is Eos, a member of class TlgMemoryStream.

1.1.22.2.6 TlgMemoryStream.Memory

File: LGT.pas (see page 348)

Delphi

```
function Memory: Pointer; virtual;
```

Description

This is Memory, a member of class TlgMemoryStream.

1.1.22.2.7 TlgMemoryStream.Open

File: LGT.pas (see page 348)

Delphi

```
class function Open(  
    const ASize: Int64  
): TlgMemoryStream; overload;
```

Description

This is Open, a member of class TlgMemoryStream.

1.1.22.2.8 TlgMemoryStream.Open

File: LGT.pas (see page 348)

Delphi

```
class function Open(  
    const AData: Pointer;  
    ASize: Int64  
): TlgMemoryStream; overload;
```

Description

This is Open, a member of class TlgMemoryStream.

1.1.22.2.9 TlgMemoryStream.Open

File: LGT.pas (see page 348)

Delphi

```
class function Open(  
    const AFilename: string  
): TlgMemoryStream; overload;
```

Description

This is Open, a member of class TlgMemoryStream.

1.1.22.2.10 TlgMemoryStream.Read

File: LGT.pas (see page 348)

Delphi

```
function Read(  
    const AData: Pointer;
```

```
    const ASize: Int64  
  ): Int64; override;
```

Description

This is Read, a member of class TlgMemoryStream.

1.1.22.2.11 TlgMemoryStream.Seek

File: LGT.pas (see page 348)

Delphi

```
function Seek(  
    const AOffset: Int64;  
    const ASeek: TlgSeekMode  
): Int64; override;
```

Description

This is Seek, a member of class TlgMemoryStream.

1.1.22.2.12 TlgMemoryStream.Size

File: LGT.pas (see page 348)

Delphi

```
function Size: Int64; override;
```

Description

This is Size, a member of class TlgMemoryStream.

1.1.22.2.13 TlgMemoryStream.Tell

File: LGT.pas (see page 348)

Delphi

```
function Tell: Int64; override;
```

Description

This is Tell, a member of class TlgMemoryStream.

1.1.22.2.14 TlgMemoryStream.Write

File: LGT.pas (see page 348)

Delphi

```
function Write(  
    const AData: Pointer;  
    const ASize: Int64  
): Int64; override;
```

Description

This is Write, a member of class TlgMemoryStream.

1.1.23 TlgObject

Class Hierarchy

TlgObject

File: LGT.pas (see page 348)

Delphi

`TlgObject = class;`





Description

This is class TlgObject.

1.1.23.1 TlgObject Fields

The fields of the TlgObject class are listed here.

Fields

	FAttributes (see page 120)	This is FAttributes, a member of class TlgObject.
	FNNext (see page 120)	This is FNNext, a member of class TlgObject.
	FOwner (see page 120)	This is FOwner, a member of class TlgObject.
	FPrev (see page 121)	This is FPrev, a member of class TlgObject.

1.1.23.1.1 TlgObject.FAttributes

File: LGT.pas (see page 348)

Delphi

`FAttributes: TlgObjectAttributeSet;`

Description

This is FAttributes, a member of class TlgObject.

1.1.23.1.2 TlgObject.FNNext

File: LGT.pas (see page 348)

Delphi

`FNNext: TlgObject;`

Description

This is FNNext, a member of class TlgObject.

1.1.23.1.3 TlgObject.FOwner

File: LGT.pas (see page 348)

Delphi

`FOwner: TlgObjectList;`

Description

This is FOwner, a member of class TlgObject.

1.1.23.1.4 TlgObject.FPrev

File: LGT.pas (see page 348)

Delphi

```
FPrev: TlgObject;
```









Description

This is FPrev, a member of class TlgObject.

1.1.23.2 TlgObject Methods

The methods of the TlgObject class are listed here.

Methods

	AttributesAreSet (see page 121)	This is AttributesAreSet, a member of class TlgObject.
	Create (see page 121)	This is Create, a member of class TlgObject.
	Destroy (see page 121)	This is Destroy, a member of class TlgObject.
	GetAttribute (see page 122)	This is GetAttribute, a member of class TlgObject.
	GetAttributes (see page 122)	This is GetAttributes, a member of class TlgObject.
	OnVisit (see page 122)	This is OnVisit, a member of class TlgObject.
	SetAttribute (see page 122)	This is SetAttribute, a member of class TlgObject.
	SetAttributes (see page 122)	This is SetAttributes, a member of class TlgObject.

1.1.23.2.1 TlgObject.AttributesAreSet

File: LGT.pas (see page 348)

Delphi

```
function AttributesAreSet(  
    aAttrs: TlgObjectAttributeSet  
): Boolean;
```

Description

This is AttributesAreSet, a member of class TlgObject.

1.1.23.2.2 TlgObject.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TlgObject.

1.1.23.2.3 TlgObject.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgObject.

1.1.23.2.4 TlgObject.GetAttribute

File: LGT.pas (see page 348)

Delphi

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

Description

This is GetAttribute, a member of class TlgObject.

1.1.23.2.5 TlgObject.GetAttributes

File: LGT.pas (see page 348)

Delphi

```
function GetAttributes: TlgObjectAttributeSet;
```

Description

This is GetAttributes, a member of class TlgObject.

1.1.23.2.6 TlgObject.OnVisit

File: LGT.pas (see page 348)

Delphi

```
procedure OnVisit; virtual;
```

Description

This is OnVisit, a member of class TlgObject.

1.1.23.2.7 TlgObject.SetAttribute

File: LGT.pas (see page 348)

Delphi

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

Description

This is SetAttribute, a member of class TlgObject.

1.1.23.2.8 TlgObject.SetAttributes

File: LGT.pas (see page 348)

Delphi

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






Description

This is SetAttributes, a member of class TlgObject.

1.1.23.3 TlgObject Properties

The properties of the TlgObject class are listed here.

Properties

	Attribute (see page 123)	This is Attribute, a member of class TlgObject.
	Attributes (see page 123)	This is Attributes, a member of class TlgObject.
	Next (see page 123)	This is Next, a member of class TlgObject.
	Owner (see page 123)	This is Owner, a member of class TlgObject.
	Prev (see page 124)	This is Prev, a member of class TlgObject.

1.1.23.3.1 TlgObject.Attribute

File: LGT.pas (see page 348)

Delphi

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

Description

This is Attribute, a member of class TlgObject.

1.1.23.3.2 TlgObject.Attributes

File: LGT.pas (see page 348)

Delphi

```
property Attributes: TlgObjectAttributeSet;
```

Description

This is Attributes, a member of class TlgObject.

1.1.23.3.3 TlgObject.Next

File: LGT.pas (see page 348)

Delphi

```
property Next: TlgObject;
```

Description

This is Next, a member of class TlgObject.

1.1.23.3.4 TlgObject.Owner

File: LGT.pas (see page 348)

Delphi

```
property Owner: TlgObjectList;
```

Description

This is Owner, a member of class TlgObject.

1.1.23.3.5 TlgObject.Prev

File: LGT.pas (see page 348)

Delphi

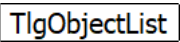
```
property Prev: TlgObject;
```

Description

This is Prev, a member of class TlgObject.

1.1.24 TlgObjectList

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgObjectList = class;
```

Description

This is class TlgObjectList.

1.1.24.1 TlgObjectList Fields

The fields of the TlgObjectList class are listed here.

Fields

	FCount (see page 124)	This is FCount, a member of class TlgObjectList.
	FHead (see page 124)	This is FHead, a member of class TlgObjectList.
	FTail (see page 125)	This is FTail, a member of class TlgObjectList.

1.1.24.1.1 TlgObjectList.FCount

File: LGT.pas (see page 348)

Delphi

```
FCount: Integer;
```

Description

This is FCount, a member of class TlgObjectList.

1.1.24.1.2 TlgObjectList.FHead

File: LGT.pas (see page 348)

Delphi

```
FHead: TlgObject;
```

Description

This is FHead, a member of class TlgObjectList.

1.1.24.1.3 TlgObjectList.FTail

File: LGT.pas (see page 348)

Delphi

```
FTail: TlgObject;
```








Description

This is FTail, a member of class TlgObjectList.

1.1.24.2 TlgObjectList Methods

The methods of the TlgObjectList class are listed here.

Methods

	Add (see page 125)	This is Add, a member of class TlgObjectList.
	Clean (see page 125)	This is Clean, a member of class TlgObjectList.
	Clear (see page 125)	This is Clear, a member of class TlgObjectList.
	Create (see page 126)	This is Create, a member of class TlgObjectList.
	Destroy (see page 126)	This is Destroy, a member of class TlgObjectList.
	Remove (see page 126)	This is Remove, a member of class TlgObjectList.
	Visit (see page 126)	This is Visit, a member of class TlgObjectList.

1.1.24.2.1 TlgObjectList.Add

File: LGT.pas (see page 348)

Delphi

```
procedure Add(  
    aObject: TlgObject  
);
```

Description

This is Add, a member of class TlgObjectList.

1.1.24.2.2 TlgObjectList.Clean

File: LGT.pas (see page 348)

Delphi

```
procedure Clean; virtual;
```

Description

This is Clean, a member of class TlgObjectList.

1.1.24.2.3 TlgObjectList.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear(  
    aAttrs: TlgObjectAttributeSet  
);
```

Description

This is Clear, a member of class TlgObjectList.

1.1.24.2.4 TlgObjectList.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TlgObjectList.

1.1.24.2.5 TlgObjectList.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgObjectList.

1.1.24.2.6 TlgObjectList.Remove

File: LGT.pas (see page 348)

Delphi

```
procedure Remove(  
    aObject: TlgObject;  
    aDispose: Boolean  
);
```

Description

This is Remove, a member of class TlgObjectList.

1.1.24.2.7 TlgObjectList.Visit

File: LGT.pas (see page 348)

Delphi

```
procedure Visit(  
    aAttrs: TlgObjectAttributeSet  
);
```


Description

This is Visit, a member of class TlgObjectList.

1.1.24.3 TlgObjectList Properties

The properties of the TlgObjectList class are listed here.

Properties

	Count (see page 127)	This is Count, a member of class TlgObjectList.
-------------------------------------------------------------------------------------	-----------------------	-------------------------------------------------

1.1.24.3.1 TlgObjectList.Count

File: LGT.pas (see page 348)

Delphi

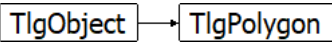
```
property Count: Integer;
```

Description

This is Count, a member of class TlgObjectList.

1.1.25 TlgPolygon

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgPolygon = class(TlgObject);
```

Description

This is class TlgPolygon.

1.1.25.1 TlgPolygon Records

The records of the TlgPolygon class are listed here.

Records

	TSegment (see page 127)	This is record TlgPolygon.TSegment.
-------------------------------------------------------------------------------------	--------------------------	-------------------------------------

1.1.25.1.1 TlgPolygon.TSegment

File: LGT.pas (see page 348)

Delphi

```
TSegment = record
  Point: TlgPoint;
  Visible: Boolean;
end;
```




Description

This is record TlgPolygon.TSegment.

1.1.25.2 TlgPolygon Fields

The fields of the TlgPolygon class are listed here.

Fields

	FItemCount (see page 128)	This is FItemCount, a member of class TlgPolygon.
	FSegment (see page 128)	This is FSegment, a member of class TlgPolygon.
	FWorldPoint (see page 128)	This is FWorldPoint, a member of class TlgPolygon.

1.1.25.2.1 TlgPolygon.FItemCount

File: LGT.pas (see page 348)

Delphi

```
FItemCount: Integer;
```

Description

This is FItemCount, a member of class TlgPolygon.

1.1.25.2.2 TlgPolygon.FSegment

File: LGT.pas (see page 348)

Delphi

```
FSegment: array of TSegment;
```

Description

This is FSegment, a member of class TlgPolygon.

1.1.25.2.3 TlgPolygon.FWorldPoint

File: LGT.pas (see page 348)

Delphi

```
FWorldPoint: array of TlgPoint;
```

Description

This is FWorldPoint, a member of class TlgPolygon.

1.1.25.3 TlgPolygon Methods

The methods of the TlgPolygon class are listed here.

Methods

⇒	AddLocalPoint (see page 129)	This is AddLocalPoint, a member of class TlgPolygon.
⇒	Clear (see page 129)	This is Clear, a member of class TlgPolygon.
⇒	CopyFrom (see page 129)	This is CopyFrom, a member of class TlgPolygon.
⇒ V	Create (see page 129)	This is Create, a member of class TlgPolygon.
⇒ V	Destroy (see page 129)	This is Destroy, a member of class TlgPolygon.
⇒	IsSegmentVisible (see page 130)	This is IsSegmentVisible, a member of class TlgPolygon.
⇒	Load (see page 130)	This is Load, a member of class TlgPolygon.
⇒	LocalPoint (see page 130)	This is LocalPoint, a member of class TlgPolygon.
⇒	PointCount (see page 130)	This is PointCount, a member of class TlgPolygon.
⇒	Render (see page 130)	This is Render, a member of class TlgPolygon.
⇒	Save (see page 131)	This is Save, a member of class TlgPolygon.
⇒	SetSegmentVisible (see page 131)	This is SetSegmentVisible, a member of class TlgPolygon.
⇒	Transform (see page 131)	This is Transform, a member of class TlgPolygon.
⇒	WorldPoint (see page 131)	This is WorldPoint, a member of class TlgPolygon.

1.1.25.3.1 TlgPolygon.AddLocalPoint

File: LGT.pas (see page 348)

Delphi

```
procedure AddLocalPoint(  
    AX: Single;  
    AY: Single;  
    AVisible: Boolean  
);
```

Description

This is AddLocalPoint, a member of class TlgPolygon.

1.1.25.3.2 TlgPolygon.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TlgPolygon.

1.1.25.3.3 TlgPolygon.CopyFrom

File: LGT.pas (see page 348)

Delphi

```
procedure CopyFrom(  
    APolygon: TlgPolygon  
);
```

Description

This is CopyFrom, a member of class TlgPolygon.

1.1.25.3.4 TlgPolygon.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgPolygon.

1.1.25.3.5 TlgPolygon.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgPolygon.

1.1.25.3.6 TlgPolygon.IsSegmentVisible

File: LGT.pas (see page 348)

Delphi

```
function IsSegmentVisible(  
    AIndex: Integer  
): Boolean;
```

Description

This is IsSegmentVisible, a member of class TlgPolygon.

1.1.25.3.7 TlgPolygon.Load

File: LGT.pas (see page 348)

Delphi

```
procedure Load(  
    const AStream: TlgStream;  
    const AFilename: string  
);
```

Description

This is Load, a member of class TlgPolygon.

1.1.25.3.8 TlgPolygon.LocalPoint

File: LGT.pas (see page 348)

Delphi

```
function LocalPoint(  
    AIndex: Integer  
): PlgPoint;
```

Description

This is LocalPoint, a member of class TlgPolygon.

1.1.25.3.9 TlgPolygon.PointCount

File: LGT.pas (see page 348)

Delphi

```
function PointCount: Integer;
```

Description

This is PointCount, a member of class TlgPolygon.

1.1.25.3.10 TlgPolygon.Render

File: LGT.pas (see page 348)

Delphi

```
procedure Render(  
    const AWindow: TlgWindow;  
    const AX: Single;  
    const AY: Single;  
    const AScale: Single;  
    const AAngle: Single;
```

```
    AThickness: Integer;  
    AColor: TlgColor;  
    AOrigin: PlgPoint;  
    AHFlip: Boolean;  
    AVFlip: Boolean  
);
```

Description

This is Render, a member of class TlgPolygon.

1.1.25.3.11 TlgPolygon.Save

File: LGT.pas (see page 348)

Delphi

```
procedure Save(  
    const AFilename: string  
);
```

Description

This is Save, a member of class TlgPolygon.

1.1.25.3.12 TlgPolygon.SetSegmentVisible

File: LGT.pas (see page 348)

Delphi

```
procedure SetSegmentVisible(  
    AIndex: Integer;  
    AVisible: Boolean  
);
```

Description

This is SetSegmentVisible, a member of class TlgPolygon.

1.1.25.3.13 TlgPolygon.Transform

File: LGT.pas (see page 348)

Delphi

```
function Transform(  
    AX: Single;  
    AY: Single;  
    AScale: Single;  
    AAngle: Single;  
    AOrigin: PlgPoint;  
    AHFlip: Boolean;  
    AVFlip: Boolean  
): Boolean;
```

Description

This is Transform, a member of class TlgPolygon.

1.1.25.3.14 TlgPolygon.WorldPoint

File: LGT.pas (see page 348)

Delphi

```
function WorldPoint(  
    AIndex: Integer
```



```
) : PlgPoint;
```

Description

This is WorldPoint, a member of class TlgPolygon.

1.1.26 TlgRingBuffer<T>

Class Hierarchy

TlgRingBuffer<T>

File: LGT.pas (see page 348)

Delphi

```
TlgRingBuffer<T> = class;
```







Description

This is class TlgRingBuffer.

1.1.26.1 TlgRingBuffer<T> Methods

The methods of the TlgRingBuffer<T> class are listed here.

Methods

	AvailableBytes (see page 132)	This is AvailableBytes, a member of class TlgRingBuffer.
	Clear (see page 132)	This is Clear, a member of class TlgRingBuffer.
	Create (see page 133)	This is Create, a member of class TlgRingBuffer.
	DirectReadPointer (see page 133)	This is DirectReadPointer, a member of class TlgRingBuffer.
	Read (see page 133)	This is Read, a member of class TlgRingBuffer.
	Write (see page 133)	This is Write, a member of class TlgRingBuffer.

1.1.26.1.1 TlgRingBuffer<T>.AvailableBytes

File: LGT.pas (see page 348)

Delphi

```
function AvailableBytes : Integer;
```

Description

This is AvailableBytes, a member of class TlgRingBuffer.

1.1.26.1.2 TlgRingBuffer<T>.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TlgRingBuffer.

1.1.26.1.3 TlgRingBuffer<T>.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create(  
    ACapacity: Integer  
);
```

Description

This is Create, a member of class TlgRingBuffer.

1.1.26.1.4 TlgRingBuffer<T>.DirectReadPointer

File: LGT.pas (see page 348)

Delphi

```
function DirectReadPointer(  
    ACount: Integer  
): Pointer;
```

Description

This is DirectReadPointer, a member of class TlgRingBuffer.

1.1.26.1.5 TlgRingBuffer<T>.Read

File: LGT.pas (see page 348)

Delphi

```
function Read(  
    var AData: array of T;  
    ACount: Integer  
): Integer;
```

Description

This is Read, a member of class TlgRingBuffer.

1.1.26.1.6 TlgRingBuffer<T>.Write

File: LGT.pas (see page 348)

Delphi

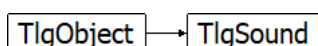
```
function Write(  
    const AData: array of T;  
    ACount: Integer  
): Integer;
```

Description

This is Write, a member of class TlgRingBuffer.

1.1.27 TlgSound

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgSound = class(TlgObject);
```

Description

This is class TlgSound.

1.1.27.1 TlgSound Constants

The constants of the TlgSound class are listed here.

Constants

	NUM_BUFFERS (see page 134)	This is NUM_BUFFERS, a member of class TlgSound.
-----------------------------------------------------------------------------------	-----------------------------	--------------------------------------------------

1.1.27.1.1 TlgSound.NUM_BUFFERS

File: LGT.pas (see page 348)

Delphi

```
const NUM_BUFFERS = 2;
```















Description

This is NUM_BUFFERS, a member of class TlgSound.

1.1.27.2 TlgSound Fields

The fields of the TlgSound class are listed here.

Fields

	FAudio (see page 134)	This is FAudio, a member of class TlgSound.
	FBuffers (see page 135)	This is FBuffers, a member of class TlgSound.
	FChans (see page 135)	This is FChans, a member of class TlgSound.
	FFormat (see page 135)	This is FFormat, a member of class TlgSound.
	FFreq (see page 135)	This is FFreq, a member of class TlgSound.
	FLoad (see page 135)	This is FLoad, a member of class TlgSound.
	FLoop (see page 136)	This is FLoop, a member of class TlgSound.
	FOneShot (see page 136)	This is FOneShot, a member of class TlgSound.
	FSource (see page 136)	This is FSource, a member of class TlgSound.
	FStatus (see page 136)	This is FStatus, a member of class TlgSound.
	FStream (see page 136)	This is FStream, a member of class TlgSound.
	FVolume (see page 136)	This is FVolume, a member of class TlgSound.
	FVorbisCallbacks (see page 137)	This is FVorbisCallbacks, a member of class TlgSound.
	FVorbisFile (see page 137)	This is FVorbisFile, a member of class TlgSound.

1.1.27.2.1 TlgSound.FAudio

File: LGT.pas (see page 348)

Delphi

```
FAudio: TlgAudio;
```

Description

This is FAudio, a member of class TlgSound.

1.1.27.2.2 TlgSound.FBuffers

File: LGT.pas (see page 348)

Delphi

```
FBuffers: array[0..NUM_BUFFERS-1] of ALuint;
```

Description

This is FBuffers, a member of class TlgSound.

1.1.27.2.3 TlgSound.FChans

File: LGT.pas (see page 348)

Delphi

```
FChans: Integer;
```

Description

This is FChans, a member of class TlgSound.

1.1.27.2.4 TlgSound.FFormat

File: LGT.pas (see page 348)

Delphi

```
FFormat: ALenum;
```

Description

This is FFormat, a member of class TlgSound.

1.1.27.2.5 TlgSound.FFreq

File: LGT.pas (see page 348)

Delphi

```
FFreq: ALsizei;
```

Description

This is FFreq, a member of class TlgSound.

1.1.27.2.6 TlgSound.FLoad

File: LGT.pas (see page 348)

Delphi

```
FLoad: TlgSoundLoad;
```

Description

This is FLoad, a member of class TlgSound.

1.1.27.2.7 TlgSound.FLoop

File: LGT.pas (see page 348)

Delphi

```
FLoop: Boolean;
```

Description

This is FLoop, a member of class TlgSound.

1.1.27.2.8 TlgSound.FOneShot

File: LGT.pas (see page 348)

Delphi

```
FOneShot: Boolean;
```

Description

This is FOneShot, a member of class TlgSound.

1.1.27.2.9 TlgSound.FSource

File: LGT.pas (see page 348)

Delphi

```
FSource: ALuint;
```

Description

This is FSource, a member of class TlgSound.

1.1.27.2.10 TlgSound.FStatus

File: LGT.pas (see page 348)

Delphi

```
FStatus: TlgAudioStatus;
```

Description

This is FStatus, a member of class TlgSound.

1.1.27.2.11 TlgSound.FStream

File: LGT.pas (see page 348)

Delphi

```
FStream: TlgStream;
```

Description

This is FStream, a member of class TlgSound.

1.1.27.2.12 TlgSound.FVolume

File: LGT.pas (see page 348)

Delphi

```
FVolume: Single;
```

Description

This is FVolume, a member of class TlgSound.

1.1.27.2.13 TlgSound.FVorbisCallbacks

File: LGT.pas (see page 348)

Delphi

```
FVorbisCallbacks: ov_callbacks;
```

Description

This is FVorbisCallbacks, a member of class TlgSound.

1.1.27.2.14 TlgSound.FVorbisFile

File: LGT.pas (see page 348)

Delphi

```
FVorbisFile: OggVorbis_File;
```






















Description



This is FVorbisFile, a member of class TlgSound.

1.1.27.3 TlgSound Methods

The methods of the TlgSound class are listed here.

Methods

	Copy (see page 138)	This is Copy, a member of class TlgSound.
	Create (see page 138)	This is Create, a member of class TlgSound.
	Destroy (see page 138)	This is Destroy, a member of class TlgSound.
	Duplicate (see page 138)	This is Duplicate, a member of class TlgSound.
	GetChans (see page 138)	This is GetChans, a member of class TlgSound.
	GetFreq (see page 139)	This is GetFreq, a member of class TlgSound.
	GetPan (see page 139)	This is GetPan, a member of class TlgSound.
	GetStatus (see page 139)	This is GetStatus, a member of class TlgSound.
	GetVolume (see page 139)	This is GetVolume, a member of class TlgSound.
	IsLoaded (see page 139)	This is IsLoaded, a member of class TlgSound.
	IsLooping (see page 140)	This is IsLooping, a member of class TlgSound.
	Load (see page 140)	This is Load, a member of class TlgSound.
	LoadFromFile (see page 140)	This is LoadFromFile, a member of class TlgSound.
	LoadFromZipFile (see page 140)	This is LoadFromZipFile, a member of class TlgSound.
	OnVisit (see page 140)	This is OnVisit, a member of class TlgSound.
	Pause (see page 141)	This is Pause, a member of class TlgSound.
	Play (see page 141)	This is Play, a member of class TlgSound.
	Rewind (see page 141)	This is Rewind, a member of class TlgSound.
	SetLooping (see page 141)	This is SetLooping, a member of class TlgSound.
	SetPan (see page 141)	This is SetPan, a member of class TlgSound.
	SetVolume (see page 142)	This is SetVolume, a member of class TlgSound.

	Unload (see page 142)	This is Unload, a member of class TlgSound.
	Update (see page 142)	This is Update, a member of class TlgSound.

1.1.27.3.1 TlgSound.Copy

File: LGT.pas (see page 348)

Delphi

```
function Copy(  
    const ASound: TlgSound;  
    const AOneShot: Boolean  
): Boolean; virtual;
```

Description

This is Copy, a member of class TlgSound.

1.1.27.3.2 TlgSound.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create(  
    const AAudio: TlgAudio  
); reintroduce;
```

Description

This is Create, a member of class TlgSound.

1.1.27.3.3 TlgSound.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgSound.

1.1.27.3.4 TlgSound.Duplicate

File: LGT.pas (see page 348)

Delphi

```
function Duplicate(  
    const AOneShot: Boolean  
): TlgSound; virtual;
```

Description

This is Duplicate, a member of class TlgSound.

1.1.27.3.5 TlgSound.GetChans

File: LGT.pas (see page 348)

Delphi

```
function GetChans: Integer; virtual;
```

Description

This is GetChans, a member of class TlgSound.

1.1.27.3.6 TlgSound.GetFreq

File: LGT.pas (see page 348)

Delphi

```
function GetFreq: Integer; virtual;
```

Description

This is GetFreq, a member of class TlgSound.

1.1.27.3.7 TlgSound.GetPan

File: LGT.pas (see page 348)

Delphi

```
function GetPan: Single; virtual;
```

Description

This is GetPan, a member of class TlgSound.

1.1.27.3.8 TlgSound.GetStatus

File: LGT.pas (see page 348)

Delphi

```
function GetStatus: TlgAudioStatus;
```

Description

This is GetStatus, a member of class TlgSound.

1.1.27.3.9 TlgSound.GetVolume

File: LGT.pas (see page 348)

Delphi

```
function GetVolume: Single; virtual;
```

Description

This is GetVolume, a member of class TlgSound.

1.1.27.3.10 TlgSound.IsLoaded

File: LGT.pas (see page 348)

Delphi

```
function IsLoaded: Boolean; virtual;
```

Description

This is IsLoaded, a member of class TlgSound.

1.1.27.3.11 TlgSound.IsLooping

File: LGT.pas (see page 348)

Delphi

```
function IsLooping: Boolean; virtual;
```

Description

This is IsLooping, a member of class TlgSound.

1.1.27.3.12 TlgSound.Load

File: LGT.pas (see page 348)

Delphi

```
function Load(  
    var AStream: TlgStream;  
    const ALoad: TlgSoundLoad;  
    const AOneShot: Boolean = False  
): Boolean; virtual;
```

Description

This is Load, a member of class TlgSound.

1.1.27.3.13 TlgSound.LoadFromFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromFile(  
    const AAudio: TlgAudio;  
    const AFilename: string;  
    const ALoad: TlgSoundLoad;  
    const AOneShot: Boolean = False  
): TlgSound;
```

Description

This is LoadFromFile, a member of class TlgSound.

1.1.27.3.14 TlgSound.LoadFromZipFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromZipFile(  
    const AAudio: TlgAudio;  
    const AZipFile: TlgZipFile;  
    const AFilename: string;  
    const ALoad: TlgSoundLoad;  
    const AOneShot: Boolean = False  
): TlgSound;
```

Description

This is LoadFromZipFile, a member of class TlgSound.

1.1.27.3.15 TlgSound.OnVisit

File: LGT.pas (see page 348)

Delphi

```
procedure OnVisit; override;
```

Description

This is OnVisit, a member of class TlgSound.

1.1.27.3.16 TlgSound.Pause

File: LGT.pas (see page 348)

Delphi

```
procedure Pause(  
    const APause: Boolean  
); virtual;
```

Description

This is Pause, a member of class TlgSound.

1.1.27.3.17 TlgSound.Play

File: LGT.pas (see page 348)

Delphi

```
procedure Play(  
    const APlay: Boolean  
); virtual;
```

Description

This is Play, a member of class TlgSound.

1.1.27.3.18 TlgSound.Rewind

File: LGT.pas (see page 348)

Delphi

```
procedure Rewind; virtual;
```

Description

This is Rewind, a member of class TlgSound.

1.1.27.3.19 TlgSound.SetLooping

File: LGT.pas (see page 348)

Delphi

```
procedure SetLooping(  
    const ALooping: Boolean  
); virtual;
```

Description

This is SetLooping, a member of class TlgSound.

1.1.27.3.20 TlgSound.SetPan

File: LGT.pas (see page 348)

Delphi

```
procedure SetPan(  
    const APan: Single  
); virtual;
```

Description

This is SetPan, a member of class TlgSound.

1.1.27.3.21 TlgSound.SetVolume

File: LGT.pas (see page 348)

Delphi

```
procedure SetVolume(  
    const AVolume: Single  
); virtual;
```

Description

This is SetVolume, a member of class TlgSound.

1.1.27.3.22 TlgSound.Unload

File: LGT.pas (see page 348)

Delphi

```
procedure Unload; virtual;
```

Description

This is Unload, a member of class TlgSound.

1.1.27.3.23 TlgSound.Update

File: LGT.pas (see page 348)

Delphi

```
procedure Update; virtual;
```

Description

This is Update, a member of class TlgSound.

1.1.28 TlgSprite

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

```
TlgSprite = class(TlgObject);
```



Description

This is class TlgSprite.

1.1.28.1 TlgSprite Records

The records of the TlgSprite class are listed here.

Records

	TGroup (see page 143)	This is record TlgSprite.TGroup.
	TImageRegion (see page 143)	This is record TlgSprite.TImageRegion.

1.1.28.1.1 TlgSprite.TGroup

File: LGT.pas (see page 348)

Delphi

```
TGroup = record
  Image: array of TImageRegion;
  Count: Integer;
end;
```

Description

This is record TlgSprite.TGroup.

1.1.28.1.2 TlgSprite.TImageRegion

File: LGT.pas (see page 348)

Delphi

```
TImageRegion = record
  Rect: TlgRect;
  Page: Integer;
end;
```





Description

This is record TlgSprite.TImageRegion.

1.1.28.2 TlgSprite Fields

The fields of the TlgSprite class are listed here.

Fields

	FGroupCount (see page 143)	This is FGroupCount, a member of class TlgSprite.
	FGroups (see page 144)	This is FGroups, a member of class TlgSprite.
	FPageCount (see page 144)	This is FPageCount, a member of class TlgSprite.
	FTextures (see page 144)	This is FTextures, a member of class TlgSprite.

1.1.28.2.1 TlgSprite.FGroupCount

File: LGT.pas (see page 348)

Delphi

```
FGroupCount: Integer;
```

Description

This is FGroupCount, a member of class TlgSprite.

1.1.28.2.2 TlgSprite.FGroups

File: LGT.pas (see page 348)

Delphi

FGroups: `array of TGroup;`

Description

This is FGroups, a member of class TlgSprite.

1.1.28.2.3 TlgSprite.FPageCount

File: LGT.pas (see page 348)

Delphi

FPageCount: `Integer;`

Description

This is FPageCount, a member of class TlgSprite.

1.1.28.2.4 TlgSprite.FTextures

File: LGT.pas (see page 348)

Delphi

FTextures: `array of TlgTexture;`

Description

This is FTextures, a member of class TlgSprite.

1.1.28.3 TlgSprite Methods

The methods of the TlgSprite class are listed here.

Methods

⇒	AddGroup (see page 145)	This is AddGroup, a member of class TlgSprite.
⇒	AddImageFromGrid (see page 145)	This is AddImageFromGrid, a member of class TlgSprite.
⇒	AddImageFromRect (see page 145)	This is AddImageFromRect, a member of class TlgSprite.
⇒	AddImages (see page 145)	This is AddImages, a member of class TlgSprite.
⇒	Clear (see page 146)	This is Clear, a member of class TlgSprite.
⇒ V	Create (see page 146)	This is Create, a member of class TlgSprite.
⇒ V	Destroy (see page 146)	This is Destroy, a member of class TlgSprite.
⇒	GetGroupCount (see page 146)	This is GetGroupCount, a member of class TlgSprite.
⇒	GetImageCount (see page 146)	This is GetImageCount, a member of class TlgSprite.
⇒	GetImageHeight (see page 147)	This is GetImageHeight, a member of class TlgSprite.
⇒	GetImageRegion (see page 147)	This is GetImageRegion, a member of class TlgSprite.
⇒	GetImageTexture (see page 147)	This is GetImageTexture, a member of class TlgSprite.
⇒	GetImageWidth (see page 147)	This is GetImageWidth, a member of class TlgSprite.
⇒	LoadPageFromFile (see page 147)	This is LoadPageFromFile, a member of class TlgSprite.
⇒	LoadPageFromZipFile (see page 148)	This is LoadPageFromZipFile, a member of class TlgSprite.

1.1.28.3.1 TlgSprite.AddGroup

File: LGT.pas (see page 348)

Delphi

```
function AddGroup: Integer;
```

Description

This is AddGroup, a member of class TlgSprite.

1.1.28.3.2 TlgSprite.AddImageFromGrid

File: LGT.pas (see page 348)

Delphi

```
function AddImageFromGrid(  
    const APage: Integer;  
    const AGroup: Integer;  
    const AGridX: Integer;  
    const AGridY: Integer;  
    const AGridWidth: Integer;  
    const AGridHeight: Integer;  
    const AXOffset: Integer = 0;  
    const AYOffset: Integer = 0  
): Integer;
```

Description

This is AddImageFromGrid, a member of class TlgSprite.

1.1.28.3.3 TlgSprite.AddImageFromRect

File: LGT.pas (see page 348)

Delphi

```
function AddImageFromRect(  
    const APage: Integer;  
    const AGroup: Integer;  
    const ARect: TlgRect;  
    const AXOffset: Integer = 0;  
    const AYOffset: Integer = 0  
): Integer;
```

Description

This is AddImageFromRect, a member of class TlgSprite.

1.1.28.3.4 TlgSprite.AddImages

File: LGT.pas (see page 348)

Delphi

```
function AddImages(  
    const APage: Integer;  
    const AGroup: Integer;  
    const AColCount: Integer;  
    const ARowCount: Integer;  
    const AImageWidth: Integer;  
    const AImageHeight: Integer;  
    const AXOffset: Integer = 0;  
    const AYOffset: Integer = 0  
): Boolean;
```

Description

This is AddImages, a member of class TlgSprite.

1.1.28.3.5 TlgSprite.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TlgSprite.

1.1.28.3.6 TlgSprite.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgSprite.

1.1.28.3.7 TlgSprite.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgSprite.

1.1.28.3.8 TlgSprite.GetGroupCount

File: LGT.pas (see page 348)

Delphi

```
function GetGroupCount: Integer;
```

Description

This is GetGroupCount, a member of class TlgSprite.

1.1.28.3.9 TlgSprite.GetImageCount

File: LGT.pas (see page 348)

Delphi

```
function GetImageCount(  
    const AGroup: Integer  
): Integer;
```

Description

This is GetImageCount, a member of class TlgSprite.

1.1.28.3.10 TlgSprite.GetImageHeight

File: LGT.pas (see page 348)

Delphi

```
function GetImageHeight(  
    const ANum: Integer;  
    const AGroup: Integer  
): Single;
```

Description

This is GetImageHeight, a member of class TlgSprite.

1.1.28.3.11 TlgSprite.GetImageRegion

File: LGT.pas (see page 348)

Delphi

```
function GetImageRegion(  
    const ANum: Integer;  
    const AGroup: Integer  
): TlgRect;
```

Description

This is GetImageRegion, a member of class TlgSprite.

1.1.28.3.12 TlgSprite.GetImageTexture

File: LGT.pas (see page 348)

Delphi

```
function GetImageTexture(  
    const ANum: Integer;  
    const AGroup: Integer  
): TlgTexture;
```

Description

This is GetImageTexture, a member of class TlgSprite.

1.1.28.3.13 TlgSprite.GetImageWidth

File: LGT.pas (see page 348)

Delphi

```
function GetImageWidth(  
    const ANum: Integer;  
    const AGroup: Integer  
): Single;
```

Description

This is GetImageWidth, a member of class TlgSprite.

1.1.28.3.14 TlgSprite.LoadPageFromFile

File: LGT.pas (see page 348)

Delphi

```
function LoadPageFromFile(  

```



```
const AFilename: string;
AColorKey: PlgColor
): Integer;
```

Description

This is LoadPageFromFile, a member of class TlgSprite.

1.1.28.3.15 TlgSprite.LoadPageFromZipFile

File: LGT.pas (see page 348)

Delphi

```
function LoadPageFromZipFile(
    const AZipFile: TlgZipFile;
    const AFilename: string;
    AColorKey: PlgColor
): Integer;
```

Description

This is LoadPageFromZipFile, a member of class TlgSprite.

1.1.28.4 TlgSprite Nested Types

The nested types of the TlgSprite class are listed here.

Nested Types

🔗	PGroup (see page 148)	This is nested type TlgSprite.PGroup.
🔗	PlmageRegion (see page 148)	This is nested type TlgSprite.PlmageRegion.

1.1.28.4.1 TlgSprite.PGroup

File: LGT.pas (see page 348)

Delphi

```
PGroup = ^TGroup;
```

Description

This is nested type TlgSprite.PGroup.

1.1.28.4.2 TlgSprite.PlmageRegion

File: LGT.pas (see page 348)

Delphi

```
PlmageRegion = ^TImageRegion;
```

Description

This is nested type TlgSprite.PlmageRegion.

1.1.29 TlgStarfield

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgStarfield = class(TlgObject);
```



Description

This is class TlgStarfield.

1.1.29.1 TlgStarfield Records

The records of the TlgStarfield class are listed here.

Records

	TPoint (see page 149)	This is record TlgStarfield.TPoint.
	TStar (see page 149)	This is record TlgStarfield.TStar.

1.1.29.1.1 TlgStarfield.TPoint

File: LGT.pas (see page 348)

Delphi

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

Description

This is record TlgStarfield.TPoint.

1.1.29.1.2 TlgStarfield.TStar

File: LGT.pas (see page 348)

Delphi

```
TStar = record
  X: Single;
  Y: Single;
  Z: Single;
  Speed: Single;
end;
```






Description





This is record TlgStarfield.TStar.

1.1.29.2 TlgStarfield Fields

The fields of the TlgStarfield class are listed here.

Fields

	FCenter (see page 150)	This is FCenter, a member of class TlgStarfield.
	FMax (see page 150)	This is FMax, a member of class TlgStarfield.
	FMin (see page 150)	This is FMin, a member of class TlgStarfield.
	FSpeed (see page 150)	This is FSpeed, a member of class TlgStarfield.
	FStar (see page 150)	This is FStar, a member of class TlgStarfield.

	FStarCount (see page 151)	This is FStarCount, a member of class TlgStarfield.
	FViewScale (see page 151)	This is FViewScale, a member of class TlgStarfield.
	FViewScaleRatio (see page 151)	This is FViewScaleRatio, a member of class TlgStarfield.
	FVirtualPos (see page 151)	This is FVirtualPos, a member of class TlgStarfield.

1.1.29.2.1 TlgStarfield.FCenter

File: LGT.pas (see page 348)

Delphi

```
FCenter: TPoint;
```

Description

This is FCenter, a member of class TlgStarfield.

1.1.29.2.2 TlgStarfield.FMax

File: LGT.pas (see page 348)

Delphi

```
FMax: TPoint;
```

Description

This is FMax, a member of class TlgStarfield.

1.1.29.2.3 TlgStarfield.FMin

File: LGT.pas (see page 348)

Delphi

```
FMin: TPoint;
```

Description

This is FMin, a member of class TlgStarfield.

1.1.29.2.4 TlgStarfield.FSpeed

File: LGT.pas (see page 348)

Delphi

```
FSpeed: TPoint;
```

Description

This is FSpeed, a member of class TlgStarfield.

1.1.29.2.5 TlgStarfield.FStar

File: LGT.pas (see page 348)

Delphi

```
FStar: array of TStar;
```

Description

This is FStar, a member of class TlgStarfield.

1.1.29.2.6 TlgStarfield.FStarCount

File: LGT.pas (see page 348)

Delphi

```
FStarCount: Cardinal;
```

Description

This is FStarCount, a member of class TlgStarfield.

1.1.29.2.7 TlgStarfield.FViewScale

File: LGT.pas (see page 348)

Delphi

```
FViewScale: Single;
```

Description

This is FViewScale, a member of class TlgStarfield.

1.1.29.2.8 TlgStarfield.FViewScaleRatio

File: LGT.pas (see page 348)

Delphi

```
FViewScaleRatio: Single;
```

Description

This is FViewScaleRatio, a member of class TlgStarfield.

1.1.29.2.9 TlgStarfield.FVirtualPos

File: LGT.pas (see page 348)

Delphi

```
FVirtualPos: TlgPoint;
```









Description






This is FVirtualPos, a member of class TlgStarfield.

1.1.29.3 TlgStarfield Methods

The methods of the TlgStarfield class are listed here.

Methods

	Create (see page 152)	This is Create, a member of class TlgStarfield.
	Destroy (see page 152)	This is Destroy, a member of class TlgStarfield.
	Done (see page 152)	This is Done, a member of class TlgStarfield.
	GetVirtualPos (see page 152)	This is GetVirtualPos, a member of class TlgStarfield.
	Init (see page 152)	This is Init, a member of class TlgStarfield.
	New (see page 153)	This is New, a member of class TlgStarfield.
	Render (see page 153)	This is Render, a member of class TlgStarfield.
	SetVirtualPos (see page 153)	This is SetVirtualPos, a member of class TlgStarfield.

	SetXSpeed (see page 153)	This is SetXSpeed, a member of class TlgStarfield.
	SetYSpeed (see page 154)	This is SetYSpeed, a member of class TlgStarfield.
	SetZSpeed (see page 154)	This is SetZSpeed, a member of class TlgStarfield.
	TransformDrawPoint (see page 154)	This is TransformDrawPoint, a member of class TlgStarfield.
	Update (see page 154)	This is Update, a member of class TlgStarfield.

1.1.29.3.1 TlgStarfield.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgStarfield.

1.1.29.3.2 TlgStarfield.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgStarfield.

1.1.29.3.3 TlgStarfield.Done

File: LGT.pas (see page 348)

Delphi

```
procedure Done;
```

Description

This is Done, a member of class TlgStarfield.

1.1.29.3.4 TlgStarfield.GetVirtualPos

File: LGT.pas (see page 348)

Delphi

```
procedure GetVirtualPos(  
    var X: Single;  
    var Y: Single  
);
```

Description

This is GetVirtualPos, a member of class TlgStarfield.

1.1.29.3.5 TlgStarfield.Init

File: LGT.pas (see page 348)

Delphi

```
procedure Init(  

```

```
const AWindow: TlgWindow;  
const aStarCount: Cardinal;  
const AMinX: Single;  
const AMinY: Single;  
const AMinZ: Single;  
const AMaxX: Single;  
const AMaxY: Single;  
const AMaxZ: Single;  
const AViewScale: Single  
);
```

Description

This is Init, a member of class TlgStarfield.

1.1.29.3.6 TlgStarfield.New

File: LGT.pas (see page 348)

Delphi

```
class function New(  
    const AWindow: TlgWindow  
): TlgStarfield;
```

Description

This is New, a member of class TlgStarfield.

1.1.29.3.7 TlgStarfield.Render

File: LGT.pas (see page 348)

Delphi

```
procedure Render(  
    const AWindow: TlgWindow  
);
```

Description

This is Render, a member of class TlgStarfield.

1.1.29.3.8 TlgStarfield.SetVirtualPos

File: LGT.pas (see page 348)

Delphi

```
procedure SetVirtualPos(  
    const X: Single;  
    const Y: Single  
);
```

Description

This is SetVirtualPos, a member of class TlgStarfield.

1.1.29.3.9 TlgStarfield.SetXSpeed

File: LGT.pas (see page 348)

Delphi

```
procedure SetXSpeed(  
    const ASpeed: Single  
);
```

Description

This is SetXSpeed, a member of class TlgStarfield.

1.1.29.3.10 TlgStarfield.SetYSpeed

File: LGT.pas (see page 348)

Delphi

```
procedure SetYSpeed(  
    const ASpeed: Single  
);
```

Description

This is SetYSpeed, a member of class TlgStarfield.

1.1.29.3.11 TlgStarfield.SetZSpeed

File: LGT.pas (see page 348)

Delphi

```
procedure SetZSpeed(  
    const ASpeed: Single  
);
```

Description

This is SetZSpeed, a member of class TlgStarfield.

1.1.29.3.12 TlgStarfield.TransformDrawPoint

File: LGT.pas (see page 348)

Delphi

```
procedure TransformDrawPoint(  
    const X: Single;  
    const Y: Single;  
    const Z: Single;  
    const AWindow: TlgWindow  
);
```

Description

This is TransformDrawPoint, a member of class TlgStarfield.

1.1.29.3.13 TlgStarfield.Update

File: LGT.pas (see page 348)

Delphi

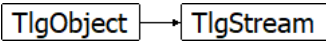
```
procedure Update;
```

Description

This is Update, a member of class TlgStarfield.

1.1.30 TlgStream

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgStream = class(TlgObject);
```

Description

This is class TlgStream.

1.1.30.1 TlgStream Methods

The methods of the TlgStream class are listed here.

Methods

	Close (see page 155)	This is Close, a member of class TlgStream.
	Create (see page 155)	This is Create, a member of class TlgStream.
	Destroy (see page 156)	This is Destroy, a member of class TlgStream.
	Eos (see page 156)	This is Eos, a member of class TlgStream.
	Read (see page 156)	This is Read, a member of class TlgStream.
	Seek (see page 156)	This is Seek, a member of class TlgStream.
	Size (see page 156)	This is Size, a member of class TlgStream.
	Tell (see page 157)	This is Tell, a member of class TlgStream.
	Write (see page 157)	This is Write, a member of class TlgStream.

1.1.30.1.1 TlgStream.Close

File: LGT.pas (see page 348)

Delphi

```
procedure Close; virtual;
```

Description

This is Close, a member of class TlgStream.

1.1.30.1.2 TlgStream.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgStream.

1.1.30.1.3 TlgStream.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgStream.

1.1.30.1.4 TlgStream.Eos

File: LGT.pas (see page 348)

Delphi

```
function Eos: Boolean; virtual;
```

Description

This is Eos, a member of class TlgStream.

1.1.30.1.5 TlgStream.Read

File: LGT.pas (see page 348)

Delphi

```
function Read(  
  const AData: Pointer;  
  const ASize: Int64  
) : Int64; virtual;
```

Description

This is Read, a member of class TlgStream.

1.1.30.1.6 TlgStream.Seek

File: LGT.pas (see page 348)

Delphi

```
function Seek(  
  const AOffset: Int64;  
  const ASeek: TlgSeekMode  
) : Int64; virtual;
```

Description

This is Seek, a member of class TlgStream.

1.1.30.1.7 TlgStream.Size

File: LGT.pas (see page 348)

Delphi

```
function Size: Int64; virtual;
```

Description

This is Size, a member of class TlgStream.

1.1.30.1.8 TlgStream.Tell

File: LGT.pas (see page 348)

Delphi

```
function Tell: Int64; virtual;
```

Description

This is Tell, a member of class TlgStream.

1.1.30.1.9 TlgStream.Write

File: LGT.pas (see page 348)

Delphi

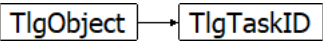
```
function Write(  
    const AData: Pointer;  
    const ASize: Int64  
): Int64; virtual;
```

Description

This is Write, a member of class TlgStream.

1.1.31 TlgTaskID

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgTaskID = class(TlgObject);
```


Description

This is class TlgTaskID.

1.1.31.1 TlgTaskID Fields

The fields of the TlgTaskID class are listed here.

Fields

	FTask (see page 157)	This is FTask, a member of class TlgTaskID.
-------------------------------------------------------------------------------------	-----------------------	---------------------------------------------

1.1.31.1.1 TlgTaskID.FTask

File: LGT.pas (see page 348)

Delphi

```
FTask: TProc;
```

Description

This is FTask, a member of class TlgTaskID.

1.1.31.2 TlgTaskID Methods

The methods of the TlgTaskID class are listed here.

Methods

	OnVisit (see page 158)	This is OnVisit, a member of class TlgTaskID.
-----------------------------------------------------------------------------------	-------------------------	-----------------------------------------------

1.1.31.2.1 TlgTaskID.OnVisit

File: LGT.pas (see page 348)

Delphi

```
procedure OnVisit; override;
```


Description

This is OnVisit, a member of class TlgTaskID.

1.1.31.3 TlgTaskID Properties

The properties of the TlgTaskID class are listed here.

Properties

	Task (see page 158)	This is Task, a member of class TlgTaskID.
------------------------------------------------------------------------------------	----------------------	--------------------------------------------

1.1.31.3.1 TlgTaskID.Task

File: LGT.pas (see page 348)

Delphi

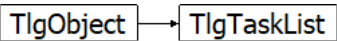
```
property Task: TProc;
```

Description

This is Task, a member of class TlgTaskID.

1.1.32 TlgTaskList

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgTaskList = class(TlgObject);
```



Description

This is class TlgTaskList.

1.1.32.1 TlgTaskList Fields

The fields of the TlgTaskList class are listed here.

Fields

	FHandle (see page 159)	This is FHandle, a member of class TlgTaskList.
	FTerminated (see page 159)	This is FTerminated, a member of class TlgTaskList.

1.1.32.1.1 TlgTaskList.FHandle

File: LGT.pas (see page 348)

Delphi

```
FHandle: TlgObjectList;
```

Description

This is FHandle, a member of class TlgTaskList.

1.1.32.1.2 TlgTaskList.FTerminated

File: LGT.pas (see page 348)

Delphi

```
FTerminated: Boolean;
```










Description

This is FTerminated, a member of class TlgTaskList.

1.1.32.2 TlgTaskList Methods

The methods of the TlgTaskList class are listed here.

Methods

	Add (see page 159)	This is Add, a member of class TlgTaskList.
	Clear (see page 160)	This is Clear, a member of class TlgTaskList.
	Count (see page 160)	This is Count, a member of class TlgTaskList.
	Create (see page 160)	This is Create, a member of class TlgTaskList.
	Destroy (see page 160)	This is Destroy, a member of class TlgTaskList.
	Exec (see page 160)	This is Exec, a member of class TlgTaskList.
	Remove (see page 160)	This is Remove, a member of class TlgTaskList.
	Start (see page 161)	This is Start, a member of class TlgTaskList.
	Stop (see page 161)	This is Stop, a member of class TlgTaskList.

1.1.32.2.1 TlgTaskList.Add

File: LGT.pas (see page 348)

Delphi

```
function Add(  
    const ATask: TProc  
): TlgTaskID;
```

Description

This is Add, a member of class TlgTaskList.

1.1.32.2.2 TlgTaskList.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TlgTaskList.

1.1.32.2.3 TlgTaskList.Count

File: LGT.pas (see page 348)

Delphi

```
function Count: Integer;
```

Description

This is Count, a member of class TlgTaskList.

1.1.32.2.4 TlgTaskList.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgTaskList.

1.1.32.2.5 TlgTaskList.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgTaskList.

1.1.32.2.6 TlgTaskList.Exec

File: LGT.pas (see page 348)

Delphi

```
procedure Exec(  
    AAttrs: TlgObjectAttributeSet  
);
```

Description

This is Exec, a member of class TlgTaskList.

1.1.32.2.7 TlgTaskList.Remove

File: LGT.pas (see page 348)

Delphi

```
procedure Remove(  
    const ATaskItem: TlgTaskID  
);
```

Description

This is Remove, a member of class TlgTaskList.

1.1.32.2.8 TlgTaskList.Start

File: LGT.pas (see page 348)

Delphi

```
procedure Start;
```

Description

This is Start, a member of class TlgTaskList.

1.1.32.2.9 TlgTaskList.Stop

File: LGT.pas (see page 348)

Delphi

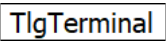
```
procedure Stop;
```

Description

This is Stop, a member of class TlgTaskList.

1.1.33 TlgTerminal

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgTerminal = class;
```

Description

This is class TlgTerminal.

1.1.33.1 TlgTerminal Fields

The fields of the TlgTerminal class are listed here.

Fields

	FKeyState (see page 161)	This is FKeyState, a member of class TlgTerminal.
--	---------------------------	---------------------------------------------------

1.1.33.1.1 TlgTerminal.FKeyState

File: LGT.pas (see page 348)

Delphi

```
class var FKeyState: array [0..0, 0..255] of Boolean;
```

Description

This is FKeyState, a member of class TlgTerminal.

1.1.33.2 TlgTerminal Methods

The methods of the TlgTerminal class are listed here.

Methods

✦	AnyKeyPressed (see page 162)	This is AnyKeyPressed, a member of class TlgTerminal.
✦	ClearKeyboardBuffer (see page 162)	This is ClearKeyboardBuffer, a member of class TlgTerminal.
✦	ClearKeyStates (see page 163)	This is ClearKeyStates, a member of class TlgTerminal.
✦	Create (see page 163)	This is Create, a member of class TlgTerminal.
✦	Destroy (see page 163)	This is Destroy, a member of class TlgTerminal.
✦	HasConsoleOutput (see page 163)	This is HasConsoleOutput, a member of class TlgTerminal.
✦	IsKeyPressed (see page 163)	This is IsKeyPressed, a member of class TlgTerminal.
✦	IsStartedFromDelphiIDE (see page 163)	This is IsStartedFromDelphiIDE, a member of class TlgTerminal.
✦	KeyWasPressed (see page 164)	This is KeyWasPressed, a member of class TlgTerminal.
✦	KeyWasReleased (see page 164)	This is KeyWasReleased, a member of class TlgTerminal.
✦	Pause (see page 164)	This is Pause, a member of class TlgTerminal.
✦	Pause (see page 164)	This is Pause, a member of class TlgTerminal.
✦	Print (see page 165)	This is Print, a member of class TlgTerminal.
✦	Print (see page 165)	This is Print, a member of class TlgTerminal.
✦	PrintLn (see page 165)	This is PrintLn, a member of class TlgTerminal.
✦	PrintLn (see page 165)	This is PrintLn, a member of class TlgTerminal.
✦	SetTitle (see page 165)	This is SetTitle, a member of class TlgTerminal.
✦	WaitForAnyKey (see page 166)	This is WaitForAnyKey, a member of class TlgTerminal.
✦	WasRunFromConsole (see page 166)	This is WasRunFromConsole, a member of class TlgTerminal.

1.1.33.2.1 TlgTerminal.AnyKeyPressed

File: LGT.pas (see page 348)

Delphi

```
class function AnyKeyPressed: Boolean;
```

Description

This is AnyKeyPressed, a member of class TlgTerminal.

1.1.33.2.2 TlgTerminal.ClearKeyboardBuffer

File: LGT.pas (see page 348)

Delphi

```
class procedure ClearKeyboardBuffer;
```

Description

This is ClearKeyboardBuffer, a member of class TlgTerminal.

1.1.33.2.3 TlgTerminal.ClearKeyStates

File: LGT.pas (see page 348)

Delphi

```
class procedure ClearKeyStates;
```

Description

This is ClearKeyStates, a member of class TlgTerminal.

1.1.33.2.4 TlgTerminal.Create

File: LGT.pas (see page 348)

Delphi

```
class constructor Create;
```

Description

This is Create, a member of class TlgTerminal.

1.1.33.2.5 TlgTerminal.Destroy

File: LGT.pas (see page 348)

Delphi

```
class destructor Destroy;
```

Description

This is Destroy, a member of class TlgTerminal.

1.1.33.2.6 TlgTerminal.HasConsoleOutput

File: LGT.pas (see page 348)

Delphi

```
class function HasConsoleOutput: Boolean;
```

Description

This is HasConsoleOutput, a member of class TlgTerminal.

1.1.33.2.7 TlgTerminal.IsKeyPressed

File: LGT.pas (see page 348)

Delphi

```
class function IsKeyPressed(  
    AKey: Byte  
): Boolean;
```

Description

This is IsKeyPressed, a member of class TlgTerminal.

1.1.33.2.8 TlgTerminal.IsStartedFromDelphiIDE

File: LGT.pas (see page 348)

Delphi

```
class function IsStartedFromDelphiIDE: Boolean;
```

Description

This is IsStartedFromDelphiIDE, a member of class TlgTerminal.

1.1.33.2.9 TlgTerminal.KeyWasPressed

File: LGT.pas (see page 348)

Delphi

```
class function KeyWasPressed(  
    AKey: Byte  
): Boolean;
```

Description

This is KeyWasPressed, a member of class TlgTerminal.

1.1.33.2.10 TlgTerminal.KeyWasReleased

File: LGT.pas (see page 348)

Delphi

```
class function KeyWasReleased(  
    AKey: Byte  
): Boolean;
```

Description

This is KeyWasReleased, a member of class TlgTerminal.

1.1.33.2.11 TlgTerminal.Pause

File: LGT.pas (see page 348)

Delphi

```
class procedure Pause(  
    const AMsg: string = ''  
); overload;
```

Description

This is Pause, a member of class TlgTerminal.

1.1.33.2.12 TlgTerminal.Pause

File: LGT.pas (see page 348)

Delphi

```
class procedure Pause(  
    const AMsg: string;  
    const AArgs: array of const  
); overload;
```

Description

This is Pause, a member of class TlgTerminal.

1.1.33.2.13 TlgTerminal.Print

File: LGT.pas (see page 348)

Delphi

```
class procedure Print(  
    const AMsg: string  
); overload;
```

Description

This is Print, a member of class TlgTerminal.

1.1.33.2.14 TlgTerminal.Print

File: LGT.pas (see page 348)

Delphi

```
class procedure Print(  
    const AMsg: string;  
    const AArgs: array of const  
); overload;
```

Description

This is Print, a member of class TlgTerminal.

1.1.33.2.15 TlgTerminal.Println

File: LGT.pas (see page 348)

Delphi

```
class procedure PrintLn(  
    const AMsg: string  
); overload;
```

Description

This is PrintLn, a member of class TlgTerminal.

1.1.33.2.16 TlgTerminal.Println

File: LGT.pas (see page 348)

Delphi

```
class procedure PrintLn(  
    const AMsg: string;  
    const AArgs: array of const  
); overload;
```

Description

This is PrintLn, a member of class TlgTerminal.

1.1.33.2.17 TlgTerminal.SetTitle

File: LGT.pas (see page 348)

Delphi

```
class procedure SetTitle(  
    const AMsg: string;  
    const AArgs: array of const
```

) ;

Description

This is SetTitle, a member of class TlgTerminal.

1.1.33.2.18 TlgTerminal.WaitForAnyKey

File: LGT.pas (see page 348)

Delphi

class procedure WaitForAnyKey;

Description

This is WaitForAnyKey, a member of class TlgTerminal.

1.1.33.2.19 TlgTerminal.WasRunFromConsole

File: LGT.pas (see page 348)

Delphi

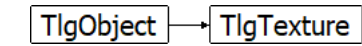
class function WasRunFromConsole: Boolean;

Description

This is WasRunFromConsole, a member of class TlgTerminal.

1.1.34 TlgTexture

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

TlgTexture = class(TlgObject);









Description







This is class TlgTexture.

1.1.34.1 TlgTexture Fields

The fields of the TlgTexture class are listed here.

Fields

	FAnchor (see page 167)	This is FAnchor, a member of class TlgTexture.
	FAngle (see page 167)	This is FAngle, a member of class TlgTexture.
	FBlend (see page 167)	This is FBlend, a member of class TlgTexture.
	FChannels (see page 167)	This is FChannels, a member of class TlgTexture.
	FColor (see page 167)	This is FColor, a member of class TlgTexture.
	FHandle (see page 168)	This is FHandle, a member of class TlgTexture.
	FHFlip (see page 168)	This is FHFlip, a member of class TlgTexture.
	FLock (see page 168)	This is FLock, a member of class TlgTexture.

	FPivot (see page 168)	This is FPivot, a member of class TlgTexture.
	FPos (see page 168)	This is FPos, a member of class TlgTexture.
	FRegion (see page 169)	This is FRegion, a member of class TlgTexture.
	FScale (see page 169)	This is FScale, a member of class TlgTexture.
	FSize (see page 169)	This is FSize, a member of class TlgTexture.
	FVFlip (see page 169)	This is FVFlip, a member of class TlgTexture.

1.1.34.1.1 TlgTexture.FAnchor

File: LGT.pas (see page 348)

Delphi

```
FAnchor: TlgPoint;
```

Description

This is FAnchor, a member of class TlgTexture.

1.1.34.1.2 TlgTexture.FAngle

File: LGT.pas (see page 348)

Delphi

```
FAngle: Single;
```

Description

This is FAngle, a member of class TlgTexture.

1.1.34.1.3 TlgTexture.FBlend

File: LGT.pas (see page 348)

Delphi

```
FBlend: TlgTextureBlend;
```

Description

This is FBlend, a member of class TlgTexture.

1.1.34.1.4 TlgTexture.FChannels

File: LGT.pas (see page 348)

Delphi

```
FChannels: Integer;
```

Description

This is FChannels, a member of class TlgTexture.

1.1.34.1.5 TlgTexture.FColor

File: LGT.pas (see page 348)

Delphi

```
FColor: TlgColor;
```

Description

This is FColor, a member of class TlgTexture.

1.1.34.1.6 TlgTexture.FHandle

File: LGT.pas (see page 348)

Delphi

```
FHandle: Cardinal;
```

Description

This is FHandle, a member of class TlgTexture.

1.1.34.1.7 TlgTexture.FHFlip

File: LGT.pas (see page 348)

Delphi

```
FHFlip: Boolean;
```

Description

This is FHFlip, a member of class TlgTexture.

1.1.34.1.8 TlgTexture.FLock

File: LGT.pas (see page 348)

Delphi

```
FLock: PByte;
```

Description

This is FLock, a member of class TlgTexture.

1.1.34.1.9 TlgTexture.FPivot

File: LGT.pas (see page 348)

Delphi

```
FPivot: TlgPoint;
```

Description

This is FPivot, a member of class TlgTexture.

1.1.34.1.10 TlgTexture.FPos

File: LGT.pas (see page 348)

Delphi

```
FPos: TlgPoint;
```

Description

This is FPos, a member of class TlgTexture.

1.1.34.1.11 TlgTexture.FRegion

File: LGT.pas (see page 348)

Delphi

`FRegion: TlgRect;`

Description

This is FRegion, a member of class TlgTexture.

1.1.34.1.12 TlgTexture.FScale

File: LGT.pas (see page 348)

Delphi

`FScale: Single;`

Description

This is FScale, a member of class TlgTexture.

1.1.34.1.13 TlgTexture.FSize

File: LGT.pas (see page 348)

Delphi

`FSize: TlgSize;`

Description

This is FSize, a member of class TlgTexture.

1.1.34.1.14 TlgTexture.FVFlip

File: LGT.pas (see page 348)

Delphi

`FVFlip: Boolean;`











Description

This is FVFlip, a member of class TlgTexture.

1.1.34.2 TlgTexture Methods

The methods of the TlgTexture class are listed here.

Methods

	Allocate (see page 170)	This is Allocate, a member of class TlgTexture.
	CollideAABB (see page 171)	This is CollideAABB, a member of class TlgTexture.
	CollideOBB (see page 171)	This is CollideOBB, a member of class TlgTexture.
 	Create (see page 171)	This is Create, a member of class TlgTexture.
 	Destroy (see page 171)	This is Destroy, a member of class TlgTexture.
	Draw (see page 171)	This is Draw, a member of class TlgTexture.
	DrawTiled (see page 172)	This is DrawTiled, a member of class TlgTexture.
	Fill (see page 172)	This is Fill, a member of class TlgTexture.

◆	GetAnchor (see page 172)	This is GetAnchor, a member of class TlgTexture.
◆	GetAngle (see page 172)	This is GetAngle, a member of class TlgTexture.
◆	GetBlend (see page 172)	This is GetBlend, a member of class TlgTexture.
◆	GetChannels (see page 173)	This is GetChannels, a member of class TlgTexture.
◆	GetColor (see page 173)	This is GetColor, a member of class TlgTexture.
◆	GetHFlip (see page 173)	This is GetHFlip, a member of class TlgTexture.
◆	GetPivot (see page 173)	This is GetPivot, a member of class TlgTexture.
◆	GetPixel (see page 173)	This is GetPixel, a member of class TlgTexture.
◆	GetPos (see page 173)	This is GetPos, a member of class TlgTexture.
◆	GetRegion (see page 174)	This is GetRegion, a member of class TlgTexture.
◆	GetScale (see page 174)	This is GetScale, a member of class TlgTexture.
◆	GetSize (see page 174)	This is GetSize, a member of class TlgTexture.
◆	GetVFlip (see page 174)	This is GetVFlip, a member of class TlgTexture.
◆	Load (see page 174)	This is Load, a member of class TlgTexture.
◆	Load (see page 175)	This is Load, a member of class TlgTexture.
◆	LoadFromFile (see page 175)	This is LoadFromFile, a member of class TlgTexture.
◆	LoadFromZipFile (see page 175)	This is LoadFromZipFile, a member of class TlgTexture.
◆	Lock (see page 175)	This is Lock, a member of class TlgTexture.
◆	ResetRegion (see page 175)	This is ResetRegion, a member of class TlgTexture.
◆	SaveToFile (see page 176)	This is SaveToFile, a member of class TlgTexture.
◆	SetAnchor (see page 176)	This is SetAnchor, a member of class TlgTexture.
◆	SetAnchor (see page 176)	This is SetAnchor, a member of class TlgTexture.
◆	SetAngle (see page 176)	This is SetAngle, a member of class TlgTexture.
◆	SetBlend (see page 177)	This is SetBlend, a member of class TlgTexture.
◆	SetColor (see page 177)	This is SetColor, a member of class TlgTexture.
◆	SetColor (see page 177)	This is SetColor, a member of class TlgTexture.
◆	SetHFlip (see page 177)	This is SetHFlip, a member of class TlgTexture.
◆	SetPivot (see page 177)	This is SetPivot, a member of class TlgTexture.
◆	SetPivot (see page 178)	This is SetPivot, a member of class TlgTexture.
◆	SetPixel (see page 178)	This is SetPixel, a member of class TlgTexture.
◆	SetPixel (see page 178)	This is SetPixel, a member of class TlgTexture.
◆	SetPos (see page 178)	This is SetPos, a member of class TlgTexture.
◆	SetPos (see page 179)	This is SetPos, a member of class TlgTexture.
◆	SetRegion (see page 179)	This is SetRegion, a member of class TlgTexture.
◆	SetRegion (see page 179)	This is SetRegion, a member of class TlgTexture.
◆	SetScale (see page 179)	This is SetScale, a member of class TlgTexture.
◆	SetVFlip (see page 179)	This is SetVFlip, a member of class TlgTexture.
◆	Unload (see page 180)	This is Unload, a member of class TlgTexture.
◆	Unlock (see page 180)	This is Unlock, a member of class TlgTexture.

1.1.34.2.1 TlgTexture.Allocate

File: LGT.pas (see page 348)

Delphi

```
function Allocate(
    const AWidth: Integer;
    const AHeight: Integer
): Boolean;
```

Description

This is Allocate, a member of class TlgTexture.

1.1.34.2.2 TlgTexture.CollideAABB

File: LGT.pas (see page 348)

Delphi

```
function CollideAABB(  
    const ATexture: TlgTexture  
): Boolean;
```

Description

This is CollideAABB, a member of class TlgTexture.

1.1.34.2.3 TlgTexture.CollideOBB

File: LGT.pas (see page 348)

Delphi

```
function CollideOBB(  
    const ATexture: TlgTexture  
): Boolean;
```

Description

This is CollideOBB, a member of class TlgTexture.

1.1.34.2.4 TlgTexture.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgTexture.

1.1.34.2.5 TlgTexture.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgTexture.

1.1.34.2.6 TlgTexture.Draw

File: LGT.pas (see page 348)

Delphi

```
procedure Draw;
```

Description

This is Draw, a member of class TlgTexture.

1.1.34.2.7 TlgTexture.DrawTiled

File: LGT.pas (see page 348)

Delphi

```
procedure DrawTiled(  
    const AWindow: TlgWindow;  
    const ADeltaX: Single;  
    const ADeltaY: Single  
);
```

Description

This is DrawTiled, a member of class TlgTexture.

1.1.34.2.8 TlgTexture.Fill

File: LGT.pas (see page 348)

Delphi

```
procedure Fill(  
    const AColor: TlgColor  
);
```

Description

This is Fill, a member of class TlgTexture.

1.1.34.2.9 TlgTexture.GetAnchor

File: LGT.pas (see page 348)

Delphi

```
function GetAnchor: TlgPoint;
```

Description

This is GetAnchor, a member of class TlgTexture.

1.1.34.2.10 TlgTexture.GetAngle

File: LGT.pas (see page 348)

Delphi

```
function GetAngle: Single;
```

Description

This is GetAngle, a member of class TlgTexture.

1.1.34.2.11 TlgTexture.GetBlend

File: LGT.pas (see page 348)

Delphi

```
function GetBlend: TlgTextureBlend;
```

Description

This is GetBlend, a member of class TlgTexture.

1.1.34.2.12 TlgTexture.GetChannels

File: LGT.pas (see page 348)

Delphi

```
function GetChannels: Integer;
```

Description

This is GetChannels, a member of class TlgTexture.

1.1.34.2.13 TlgTexture.GetColor

File: LGT.pas (see page 348)

Delphi

```
function GetColor: TlgColor;
```

Description

This is GetColor, a member of class TlgTexture.

1.1.34.2.14 TlgTexture.GetHFlip

File: LGT.pas (see page 348)

Delphi

```
function GetHFlip: Boolean;
```

Description

This is GetHFlip, a member of class TlgTexture.

1.1.34.2.15 TlgTexture.GetPivot

File: LGT.pas (see page 348)

Delphi

```
function GetPivot: TlgPoint;
```

Description

This is GetPivot, a member of class TlgTexture.

1.1.34.2.16 TlgTexture.GetPixel

File: LGT.pas (see page 348)

Delphi

```
function GetPixel(  
    const X: Single;  
    const Y: Single  
): TlgColor;
```

Description

This is GetPixel, a member of class TlgTexture.

1.1.34.2.17 TlgTexture.GetPos

File: LGT.pas (see page 348)

Delphi

```
function GetPos: TlgPoint;
```

Description

This is GetPos, a member of class TlgTexture.

1.1.34.2.18 TlgTexture.GetRegion

File: LGT.pas (see page 348)

Delphi

```
function GetRegion: TlgRect;
```

Description

This is GetRegion, a member of class TlgTexture.

1.1.34.2.19 TlgTexture.GetScale

File: LGT.pas (see page 348)

Delphi

```
function GetScale: Single;
```

Description

This is GetScale, a member of class TlgTexture.

1.1.34.2.20 TlgTexture.GetSize

File: LGT.pas (see page 348)

Delphi

```
function GetSize: TlgSize;
```

Description

This is GetSize, a member of class TlgTexture.

1.1.34.2.21 TlgTexture.GetVFlip

File: LGT.pas (see page 348)

Delphi

```
function GetVFlip: Boolean;
```

Description

This is GetVFlip, a member of class TlgTexture.

1.1.34.2.22 TlgTexture.Load

File: LGT.pas (see page 348)

Delphi

```
function Load(  
  const ARGBData: Pointer;  
  const AWidth: Integer;  
  const AHeight: Integer  
) : Boolean; overload;
```

Description

This is Load, a member of class TlgTexture.

1.1.34.2.23 TlgTexture.Load

File: LGT.pas (see page 348)

Delphi

```
function Load(  
    const AStream: TlgStream;  
    const AColorKey: PlgColor = nil  
): Boolean; overload;
```

Description

This is Load, a member of class TlgTexture.

1.1.34.2.24 TlgTexture.LoadFromFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromFile(  
    const AFilename: string;  
    const AColorKey: PlgColor = nil  
): TlgTexture;
```

Description

This is LoadFromFile, a member of class TlgTexture.

1.1.34.2.25 TlgTexture.LoadFromZipFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromZipFile(  
    const AZipFile: TlgZipFile;  
    const AFilename: string;  
    const AColorKey: PlgColor = nil  
): TlgTexture;
```

Description

This is LoadFromZipFile, a member of class TlgTexture.

1.1.34.2.26 TlgTexture.Lock

File: LGT.pas (see page 348)

Delphi

```
function Lock: Boolean;
```

Description

This is Lock, a member of class TlgTexture.

1.1.34.2.27 TlgTexture.ResetRegion

File: LGT.pas (see page 348)

Delphi

```
procedure ResetRegion;
```

Description

This is ResetRegion, a member of class TlgTexture.

1.1.34.2.28 TlgTexture.SaveToFile

File: LGT.pas (see page 348)

Delphi

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

Description

This is SaveToFile, a member of class TlgTexture.

1.1.34.2.29 TlgTexture.SetAnchor

File: LGT.pas (see page 348)

Delphi

```
procedure SetAnchor(  
    const X: Single;  
    const Y: Single  
); overload;
```

Description

This is SetAnchor, a member of class TlgTexture.

1.1.34.2.30 TlgTexture.SetAnchor

File: LGT.pas (see page 348)

Delphi

```
procedure SetAnchor(  
    const APoint: TlgPoint  
); overload;
```

Description

This is SetAnchor, a member of class TlgTexture.

1.1.34.2.31 TlgTexture.SetAngle

File: LGT.pas (see page 348)

Delphi

```
procedure SetAngle(  
    const AAngle: Single  
);
```

Description

This is SetAngle, a member of class TlgTexture.

1.1.34.2.32 TlgTexture.SetBlend

File: LGT.pas (see page 348)

Delphi

```
procedure SetBlend(  
    const AValue: TlgTextureBlend  
);
```

Description

This is SetBlend, a member of class TlgTexture.

1.1.34.2.33 TlgTexture.SetColor

File: LGT.pas (see page 348)

Delphi

```
procedure SetColor(  
    const ARed: Single;  
    const AGreen: Single;  
    const ABlue: Single;  
    const AAlpha: Single  
); overload;
```

Description

This is SetColor, a member of class TlgTexture.

1.1.34.2.34 TlgTexture.SetColor

File: LGT.pas (see page 348)

Delphi

```
procedure SetColor(  
    const AColor: TlgColor  
); overload;
```

Description

This is SetColor, a member of class TlgTexture.

1.1.34.2.35 TlgTexture.SetHFlip

File: LGT.pas (see page 348)

Delphi

```
procedure SetHFlip(  
    const AFlip: Boolean  
);
```

Description

This is SetHFlip, a member of class TlgTexture.

1.1.34.2.36 TlgTexture.SetPivot

File: LGT.pas (see page 348)

Delphi

```
procedure SetPivot(  
    const X: Single;
```

```
    const Y: Single  
); overload;
```

Description

This is SetPivot, a member of class TlgTexture.

1.1.34.2.37 TlgTexture.SetPivot

File: LGT.pas (see page 348)

Delphi

```
procedure SetPivot(  
    const APoint: TlgPoint  
); overload;
```

Description

This is SetPivot, a member of class TlgTexture.

1.1.34.2.38 TlgTexture.SetPixel

File: LGT.pas (see page 348)

Delphi

```
procedure SetPixel(  
    const X: Single;  
    const Y: Single;  
    const ARed: Byte;  
    const AGreen: Byte;  
    const ABlue: Byte;  
    const AAlpha: Byte  
); overload;
```

Description

This is SetPixel, a member of class TlgTexture.

1.1.34.2.39 TlgTexture.SetPixel

File: LGT.pas (see page 348)

Delphi

```
procedure SetPixel(  
    const X: Single;  
    const Y: Single;  
    const AColor: TlgColor  
); overload;
```

Description

This is SetPixel, a member of class TlgTexture.

1.1.34.2.40 TlgTexture.SetPos

File: LGT.pas (see page 348)

Delphi

```
procedure SetPos(  
    const X: Single;  
    const Y: Single  
); overload;
```

Description

This is SetPos, a member of class TlgTexture.

1.1.34.2.41 TlgTexture.SetPos

File: LGT.pas (see page 348)

Delphi

```
procedure SetPos(  
    const APos: TlgPoint  
); overload;
```

Description

This is SetPos, a member of class TlgTexture.

1.1.34.2.42 TlgTexture.SetRegion

File: LGT.pas (see page 348)

Delphi

```
procedure SetRegion(  
    const X: Single;  
    const Y: Single;  
    const AWidth: Single;  
    const AHeight: Single  
); overload;
```

Description

This is SetRegion, a member of class TlgTexture.

1.1.34.2.43 TlgTexture.SetRegion

File: LGT.pas (see page 348)

Delphi

```
procedure SetRegion(  
    const ARegion: TlgRect  
); overload;
```

Description

This is SetRegion, a member of class TlgTexture.

1.1.34.2.44 TlgTexture.SetScale

File: LGT.pas (see page 348)

Delphi

```
procedure SetScale(  
    const AScale: Single  
);
```

Description

This is SetScale, a member of class TlgTexture.

1.1.34.2.45 TlgTexture.SetVFlip

File: LGT.pas (see page 348)

Delphi

```
procedure SetVFlip(  
    const AFlip: Boolean  
);
```

Description

This is SetVFlip, a member of class TlgTexture.

1.1.34.2.46 TlgTexture.Unload

File: LGT.pas (see page 348)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TlgTexture.

1.1.34.2.47 TlgTexture.Unlock

File: LGT.pas (see page 348)

Delphi

```
procedure Unlock;
```

Description

This is Unlock, a member of class TlgTexture.

1.1.35 TlgTimer

File: LGT.pas (see page 348)

Delphi

```
TlgTimer = record  
end;
```






Description

This is class TlgTimer.

1.1.35.1 TlgTimer Methods

The methods of the TlgTimer class are listed here.

Methods

	Check (see page 181)	This is Check, a member of class TlgTimer.
	InitFPS (see page 181)	This is InitFPS, a member of class TlgTimer.
	InitMS (see page 181)	This is InitMS, a member of class TlgTimer.
	Reset (see page 181)	This is Reset, a member of class TlgTimer.
	Speed (see page 181)	This is Speed, a member of class TlgTimer.

1.1.35.1.1 TlgTimer.Check

File: LGT.pas (see page 348)

Delphi

```
function Check: Boolean;
```

Description

This is Check, a member of class TlgTimer.

1.1.35.1.2 TlgTimer.InitFPS

File: LGT.pas (see page 348)

Delphi

```
procedure InitFPS(  
    const AValue: Double  
);
```

Description

This is InitFPS, a member of class TlgTimer.

1.1.35.1.3 TlgTimer.InitMS

File: LGT.pas (see page 348)

Delphi

```
procedure InitMS(  
    const AValue: Double  
);
```

Description

This is InitMS, a member of class TlgTimer.

1.1.35.1.4 TlgTimer.Reset

File: LGT.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class TlgTimer.

1.1.35.1.5 TlgTimer.Speed

File: LGT.pas (see page 348)

Delphi

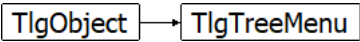
```
function Speed: Double;
```

Description

This is Speed, a member of class TlgTimer.

1.1.36 TlgTreeMenu

Class Hierarchy



File: LGT.TreeMenu.pas (see page 348)

Delphi

```
TlgTreeMenu = class(TlgObject);
```

Description

This is class TlgTreeMenu.

1.1.36.1 TlgTreeMenu Fields

The fields of the TlgTreeMenu class are listed here.

Fields

	FForm (see page 182)	This is FForm, a member of class TlgTreeMenu.
	FLastSelectedId (see page 182)	This is FLastSelectedId, a member of class TlgTreeMenu.

1.1.36.1.1 TlgTreeMenu.FForm

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
FForm: TlgTreeMenuForm;
```

Description

This is FForm, a member of class TlgTreeMenu.

1.1.36.1.2 TlgTreeMenu.FLastSelectedId

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
FLastSelectedId: Integer;
```

Description













This is FLastSelectedId, a member of class TlgTreeMenu.

1.1.36.2 TlgTreeMenu Methods

The methods of the TlgTreeMenu class are listed here.

Methods

	AddItem (see page 183)	This is AddItem, a member of class TlgTreeMenu.
	BoldItem (see page 183)	This is BoldItem, a member of class TlgTreeMenu.
	BoldItemId (see page 183)	This is BoldItemId, a member of class TlgTreeMenu.
	Clear (see page 184)	This is Clear, a member of class TlgTreeMenu.

	Create (see page 184)	This is Create, a member of class TlgTreeMenu.
	Destroy (see page 184)	This is Destroy, a member of class TlgTreeMenu.
	First (see page 184)	This is First, a member of class TlgTreeMenu.
	GetCount (see page 184)	This is GetCount, a member of class TlgTreeMenu.
	GetLastSelectedId (see page 184)	This is GetLastSelectedId, a member of class TlgTreeMenu.
	GetSelectableCount (see page 185)	This is GetSelectableCount, a member of class TlgTreeMenu.
	InsertItem (see page 185)	This is InsertItem, a member of class TlgTreeMenu.
	SellItem (see page 185)	This is SellItem, a member of class TlgTreeMenu.
	SetStatus (see page 185)	This is SetStatus, a member of class TlgTreeMenu.
	SetTitle (see page 186)	This is SetTitle, a member of class TlgTreeMenu.
	Show (see page 186)	This is Show, a member of class TlgTreeMenu.
	Sort (see page 186)	This is Sort, a member of class TlgTreeMenu.

1.1.36.2.1 TlgTreeMenu.AddItem

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
function AddItem(
  const AParent: Pointer;
  const AName: string;
  const AId: Integer;
  const AEnabled: Boolean
): Pointer;
```

Description

This is AddItem, a member of class TlgTreeMenu.

1.1.36.2.2 TlgTreeMenu.BoldItem

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
procedure BoldItem(
  const AItem: string;
  const AValue: Boolean
);
```

Description

This is BoldItem, a member of class TlgTreeMenu.

1.1.36.2.3 TlgTreeMenu.BoldItemId

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
procedure BoldItemId(
  const AId: Integer;
  const AValue: Boolean
);
```

Description

This is BoldItemId, a member of class TlgTreeMenu.

1.1.36.2.4 TlgTreeMenu.Clear

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TlgTreeMenu.

1.1.36.2.5 TlgTreeMenu.Create

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgTreeMenu.

1.1.36.2.6 TlgTreeMenu.Destroy

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgTreeMenu.

1.1.36.2.7 TlgTreeMenu.First

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
function First(  
    const AParent: Pointer  
): Integer;
```

Description

This is First, a member of class TlgTreeMenu.

1.1.36.2.8 TlgTreeMenu.GetCount

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
function GetCount: Integer;
```

Description

This is GetCount, a member of class TlgTreeMenu.

1.1.36.2.9 TlgTreeMenu.GetLastSelectedId

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
function GetLastSelectedId: Integer;
```

Description

This is GetLastSelectedId, a member of class TlgTreeMenu.

1.1.36.2.10 TlgTreeMenu.GetSelectableCount

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
function GetSelectableCount: Integer;
```

Description

This is GetSelectableCount, a member of class TlgTreeMenu.

1.1.36.2.11 TlgTreeMenu.InsertItem

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
function InsertItem(  
    const ASibling: Pointer;  
    const AName: string;  
    const AId: Integer;  
    const AEnabled: Boolean  
): Pointer;
```

Description

This is InsertItem, a member of class TlgTreeMenu.

1.1.36.2.12 TlgTreeMenu.SelItem

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
procedure SelItem(  
    const AId: Integer  
);
```

Description

This is SelItem, a member of class TlgTreeMenu.

1.1.36.2.13 TlgTreeMenu.SetStatus

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
procedure SetStatus(  
    const aTitle: string  
);
```

Description

This is SetStatus, a member of class TlgTreeMenu.

1.1.36.2.14 TlgTreeMenu.SetTitle

File: LGT.TreeMenu.pas (see page 348)

Delphi

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

Description

This is SetTitle, a member of class TlgTreeMenu.

1.1.36.2.15 TlgTreeMenu.Show

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
function Show(  
    const AId: Integer  
): Integer;
```

Description

This is Show, a member of class TlgTreeMenu.

1.1.36.2.16 TlgTreeMenu.Sort

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
procedure Sort(  
    const AParent: Pointer  
);
```

Description

This is Sort, a member of class TlgTreeMenu.

1.1.37 TlgUtils

Class Hierarchy

TlgUtils

File: LGT.pas (see page 348)

Delphi

```
TlgUtils = class;
```

Description

This is class TlgUtils.

1.1.37.1 TlgUtils Constants

The constants of the TlgUtils class are listed here.

Constants

	CStaticBufferSize (see page 187)	This is CStaticBufferSize, a member of class TlgUtils.
-----------------------------------------------------------------------------------	-----------------------------------	--------------------------------------------------------

1.1.37.1.1 TlgUtils.CStaticBufferSize

File: LGT.pas (see page 348)

Delphi

```
const CStaticBufferSize = 8192;
```




Description

This is CStaticBufferSize, a member of class TlgUtils.

1.1.37.2 TlgUtils Fields

The fields of the TlgUtils class are listed here.

Fields

	FCriticalSection (see page 187)	This is FCriticalSection, a member of class TlgUtils.
	FMarshal (see page 187)	This is FMarshal, a member of class TlgUtils.
	FStaticBuffer (see page 187)	This is FStaticBuffer, a member of class TlgUtils.

1.1.37.2.1 TlgUtils.FCriticalSection

File: LGT.pas (see page 348)

Delphi

```
class var FCriticalSection: TCriticalSection;
```

Description

This is FCriticalSection, a member of class TlgUtils.

1.1.37.2.2 TlgUtils.FMarshal

File: LGT.pas (see page 348)

Delphi

```
class var FMarshal: TMarshaller;
```

Description

This is FMarshal, a member of class TlgUtils.

1.1.37.2.3 TlgUtils.FStaticBuffer

File: LGT.pas (see page 348)

Delphi

```
class var FStaticBuffer: array[0..CStaticBufferSize-1] of Byte;
```


Description

This is FStaticBuffer, a member of class TlgUtils.

1.1.37.3 TlgUtils Methods

The methods of the TlgUtils class are listed here.

Methods

	ClearStaticBuffer (see page 188)	This is ClearStaticBuffer, a member of class TlgUtils.
	Create (see page 188)	This is Create, a member of class TlgUtils.
	Destroy (see page 188)	This is Destroy, a member of class TlgUtils.
	EnterCriticalSection (see page 188)	This is EnterCriticalSection, a member of class TlgUtils.
	GetStaticBuffer (see page 189)	This is GetStaticBuffer, a member of class TlgUtils.
	GetStaticBufferSize (see page 189)	This is GetStaticBufferSize, a member of class TlgUtils.
	HudTextItem (see page 189)	This is HudTextItem, a member of class TlgUtils.
	LeaveCriticalSection (see page 189)	This is LeaveCriticalSection, a member of class TlgUtils.
	RemoveDuplicates (see page 189)	This is RemoveDuplicates, a member of class TlgUtils.
	ResourceExists (see page 190)	This is ResourceExists, a member of class TlgUtils.
	SetDefaultIcon (see page 190)	This is SetDefaultIcon, a member of class TlgUtils.
	SetDefaultIcon (see page 190)	This is SetDefaultIcon, a member of class TlgUtils.

1.1.37.3.1 TlgUtils.ClearStaticBuffer

File: LGT.pas (see page 348)

Delphi

```
class procedure ClearStaticBuffer;
```

Description

This is ClearStaticBuffer, a member of class TlgUtils.

1.1.37.3.2 TlgUtils.Create

File: LGT.pas (see page 348)

Delphi

```
class constructor Create;
```

Description

This is Create, a member of class TlgUtils.

1.1.37.3.3 TlgUtils.Destroy

File: LGT.pas (see page 348)

Delphi

```
class destructor Destroy;
```

Description

This is Destroy, a member of class TlgUtils.

1.1.37.3.4 TlgUtils.EnterCriticalSection

File: LGT.pas (see page 348)

Delphi

```
class procedure EnterCriticalSection;
```

Description

This is EnterCriticalSection, a member of class TlgUtils.

1.1.37.3.5 TlgUtils.GetStaticBuffer

File: LGT.pas (see page 348)

Delphi

```
class function GetStaticBuffer: PByte;
```

Description

This is GetStaticBuffer, a member of class TlgUtils.

1.1.37.3.6 TlgUtils.GetStaticBufferSize

File: LGT.pas (see page 348)

Delphi

```
class function GetStaticBufferSize: Int64;
```

Description

This is GetStaticBufferSize, a member of class TlgUtils.

1.1.37.3.7 TlgUtils.HudTextItem

File: LGT.pas (see page 348)

Delphi

```
class function HudTextItem(  
    const AKey: string;  
    const AValue: string;  
    const APaddingWidth: Cardinal = 20;  
    const ASeperator: string = '-'  
): string;
```

Description

This is HudTextItem, a member of class TlgUtils.

1.1.37.3.8 TlgUtils.LeaveCriticalSection

File: LGT.pas (see page 348)

Delphi

```
class procedure LeaveCriticalSection;
```

Description

This is LeaveCriticalSection, a member of class TlgUtils.

1.1.37.3.9 TlgUtils.RemoveDuplicates

File: LGT.pas (see page 348)

Delphi

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

Description

This is RemoveDuplicates, a member of class TlgUtils.

1.1.37.3.10 TlgUtils.ResourceExists

File: LGT.pas (see page 348)

Delphi

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

Description

This is ResourceExists, a member of class TlgUtils.

1.1.37.3.11 TlgUtils.SetDefaultIcon

File: LGT.pas (see page 348)

Delphi

```
class procedure SetDefaultIcon(
    AWindow: HWND
); overload;
```

Description

This is SetDefaultIcon, a member of class TlgUtils.

1.1.37.3.12 TlgUtils.SetDefaultIcon

File: LGT.pas (see page 348)

Delphi

```
class procedure SetDefaultIcon(
    AWindow: PGLFWwindow
); overload;
```


Description

This is SetDefaultIcon, a member of class TlgUtils.

1.1.37.4 TlgUtils Properties

The properties of the TlgUtils class are listed here.

Properties

	Marshal (see page 190)	This is Marshal, a member of class TlgUtils.
-------------------------------------------------------------------------------------	-------------------------	----------------------------------------------

1.1.37.4.1 TlgUtils.Marshal

File: LGT.pas (see page 348)

Delphi

```
class property Marshal: TMarshaller;
```

Description

This is Marshal, a member of class TlgUtils.

1.1.38 TlgVec

File: LGT.pas (see page 348)

Delphi

```
TlgVec = record
  x: Single;
  y: Single;
end;
```



Description

This is class TlgVec.

1.1.38.1 TlgVec Fields

The fields of the TlgVec class are listed here.

Fields

	x (see page 191)	This is x, a member of class TlgVec.
	y (see page 191)	This is y, a member of class TlgVec.

1.1.38.1.1 TlgVec.x

File: LGT.pas (see page 348)

Delphi

```
x: Single;
```

Description

This is x, a member of class TlgVec.

1.1.38.1.2 TlgVec.y

File: LGT.pas (see page 348)

Delphi

```
y: Single;
```

Description

This is y, a member of class TlgVec.

1.1.38.2 TlgVec Methods

The methods of the TlgVec class are listed here.

Methods

➤	Add (see page 192)	This is Add, a member of class TlgVec.
➤	Angle (see page 192)	This is Angle, a member of class TlgVec.
➤	Assign (see page 192)	This is Assign, a member of class TlgVec.
➤	Assign (see page 193)	This is Assign, a member of class TlgVec.
➤	Clear (see page 193)	This is Clear, a member of class TlgVec.
➤	Create (see page 193)	This is Create, a member of class TlgVec.
➤	Distance (see page 193)	This is Distance, a member of class TlgVec.
➤	Divide (see page 193)	This is Divide, a member of class TlgVec.
➤	DivideBy (see page 194)	This is DivideBy, a member of class TlgVec.
➤	DotProduct (see page 194)	This is DotProduct, a member of class TlgVec.
➤	Magnitude (see page 194)	This is Magnitude, a member of class TlgVec.
➤	MagnitudeSquared (see page 194)	This is MagnitudeSquared, a member of class TlgVec.
➤	MagnitudeTruncate (see page 194)	This is MagnitudeTruncate, a member of class TlgVec.
➤	Multiply (see page 195)	This is Multiply, a member of class TlgVec.
➤	Negate (see page 195)	This is Negate, a member of class TlgVec.
➤	Normalize (see page 195)	This is Normalize, a member of class TlgVec.
➤	Project (see page 195)	This is Project, a member of class TlgVec.
➤	Scale (see page 195)	This is Scale, a member of class TlgVec.
➤	Subtract (see page 196)	This is Subtract, a member of class TlgVec.
➤	Thrust (see page 196)	This is Thrust, a member of class TlgVec.
➤	Vec (see page 196)	This is Vec, a member of class TlgVec.

1.1.38.2.1 TlgVec.Add

File: LGT.pas (see page 348)

Delphi

```
procedure Add(
  const AVec: TlgVec
);
```

Description

This is Add, a member of class TlgVec.

1.1.38.2.2 TlgVec.Angle

File: LGT.pas (see page 348)

Delphi

```
function Angle(
  const AVec: TlgVec
): Single;
```

Description

This is Angle, a member of class TlgVec.

1.1.38.2.3 TlgVec.Assign

File: LGT.pas (see page 348)

Delphi

```
procedure Assign(
```

```
    const X: Single;  
    const Y: Single  
); overload;
```

Description

This is Assign, a member of class TlgVec.

1.1.38.2.4 TlgVec.Assign

File: LGT.pas (see page 348)

Delphi

```
procedure Assign(  
    const AVec: TlgVec  
); overload;
```

Description

This is Assign, a member of class TlgVec.

1.1.38.2.5 TlgVec.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TlgVec.

1.1.38.2.6 TlgVec.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create(  
    const X: Single;  
    const Y: Single  
); overload;
```

Description

This is Create, a member of class TlgVec.

1.1.38.2.7 TlgVec.Distance

File: LGT.pas (see page 348)

Delphi

```
function Distance(  
    const aVector: TlgVec  
): Single;
```

Description

This is Distance, a member of class TlgVec.

1.1.38.2.8 TlgVec.Divide

File: LGT.pas (see page 348)

Delphi

```
procedure Divide(  
    const AVec: TlgVec  
);
```

Description

This is Divide, a member of class TlgVec.

1.1.38.2.9 TlgVec.DivideBy

File: LGT.pas (see page 348)

Delphi

```
procedure DivideBy(  
    const AValue: Single  
);
```

Description

This is DivideBy, a member of class TlgVec.

1.1.38.2.10 TlgVec.DotProduct

File: LGT.pas (see page 348)

Delphi

```
function DotProduct(  
    const AVec: TlgVec  
): Single;
```

Description

This is DotProduct, a member of class TlgVec.

1.1.38.2.11 TlgVec.Magnitude

File: LGT.pas (see page 348)

Delphi

```
function Magnitude: Single;
```

Description

This is Magnitude, a member of class TlgVec.

1.1.38.2.12 TlgVec.MagnitudeSquared

File: LGT.pas (see page 348)

Delphi

```
function MagnitudeSquared: Single;
```

Description

This is MagnitudeSquared, a member of class TlgVec.

1.1.38.2.13 TlgVec.MagnitudeTruncate

File: LGT.pas (see page 348)

Delphi

```
function MagnitudeTruncate(  
    const AMaxMagitude: Single  
): TlgVec;
```

Description

This is MagnitudeTruncate, a member of class TlgVec.

1.1.38.2.14 TlgVec.Multiply

File: LGT.pas (see page 348)

Delphi

```
procedure Multiply(  
    const AVec: TlgVec  
);
```

Description

This is Multiply, a member of class TlgVec.

1.1.38.2.15 TlgVec.Negate

File: LGT.pas (see page 348)

Delphi

```
procedure Negate;
```

Description

This is Negate, a member of class TlgVec.

1.1.38.2.16 TlgVec.Normalize

File: LGT.pas (see page 348)

Delphi

```
procedure Normalize;
```

Description

This is Normalize, a member of class TlgVec.

1.1.38.2.17 TlgVec.Project

File: LGT.pas (see page 348)

Delphi

```
function Project(  
    const AVec: TlgVec  
): TlgVec;
```

Description

This is Project, a member of class TlgVec.

1.1.38.2.18 TlgVec.Scale

File: LGT.pas (see page 348)

Delphi

```
procedure Scale(  
    const AValue: Single  
);
```

Description

This is Scale, a member of class TlgVec.

1.1.38.2.19 TlgVec.Subtract

File: LGT.pas (see page 348)

Delphi

```
procedure Subtract(  
    const AVec: TlgVec  
);
```

Description

This is Subtract, a member of class TlgVec.

1.1.38.2.20 TlgVec.Thrust

File: LGT.pas (see page 348)

Delphi

```
procedure Thrust(  
    const AAngle: Single;  
    const ASpeed: Single  
);
```

Description

This is Thrust, a member of class TlgVec.

1.1.38.2.21 TlgVec.Vec

File: LGT.pas (see page 348)

Delphi

```
class function Vec(  
    const X: Single;  
    const Y: Single  
): TlgVec; static;
```

Description

This is Vec, a member of class TlgVec.

1.1.39 TlgVideo

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

```
TlgVideo = class(TlgObject);
```





Description

This is class TlgVideo.

1.1.39.1 TlgVideo Constants

The constants of the TlgVideo class are listed here.

Constants

	AUDIO_CHANES (see page 197)	This is AUDIO_CHANES, a member of class TlgVideo.
	NUM_BUFFERS (see page 197)	This is NUM_BUFFERS, a member of class TlgVideo.
	RGBBUFFER_SIZE (see page 197)	This is RGBBUFFER_SIZE, a member of class TlgVideo.
	SAMEPLE_SIZE (see page 197)	This is SAMEPLE_SIZE, a member of class TlgVideo.

1.1.39.1.1 TlgVideo.AUDIO_CHANES

File: LGT.pas (see page 348)

Delphi

```
const AUDIO_CHANES = 2;
```

Description

This is AUDIO_CHANES, a member of class TlgVideo.

1.1.39.1.2 TlgVideo.NUM_BUFFERS

File: LGT.pas (see page 348)

Delphi

```
const NUM_BUFFERS = 2;
```

Description

This is NUM_BUFFERS, a member of class TlgVideo.

1.1.39.1.3 TlgVideo.RGBBUFFER_SIZE

File: LGT.pas (see page 348)

Delphi

```
const RGBBUFFER_SIZE = 1024*8;
```

Description

This is RGBBUFFER_SIZE, a member of class TlgVideo.

1.1.39.1.4 TlgVideo.SAMEPLE_SIZE

File: LGT.pas (see page 348)

Delphi

```
const SAMEPLE_SIZE = 2304;
```
















Description

This is SAMEPLE_SIZE, a member of class TlgVideo.

1.1.39.2 TlgVideo Fields

The fields of the TlgVideo class are listed here.

Fields

	FAudioDecodeBuffer (see page 198)	This is FAudioDecodeBuffer, a member of class TlgVideo.
	FBuffers (see page 198)	This is FBuffers, a member of class TlgVideo.
	FFrameTime (see page 198)	This is FFrameTime, a member of class TlgVideo.
	FLooping (see page 199)	This is FLooping, a member of class TlgVideo.
	FPlm (see page 199)	This is FPlm, a member of class TlgVideo.
	FRGBABuffer (see page 199)	This is FRGBABuffer, a member of class TlgVideo.
	FRingBuffer (see page 199)	This is FRingBuffer, a member of class TlgVideo.
	FSampleRate (see page 199)	This is FSampleRate, a member of class TlgVideo.
	FSource (see page 199)	This is FSource, a member of class TlgVideo.
	FStaticPlmBuffer (see page 200)	This is FStaticPlmBuffer, a member of class TlgVideo.
	FStatus (see page 200)	This is FStatus, a member of class TlgVideo.
	FStream (see page 200)	This is FStream, a member of class TlgVideo.
	FTaskID (see page 200)	This is FTaskID, a member of class TlgVideo.
	FTexture (see page 200)	This is FTexture, a member of class TlgVideo.
	FVolume (see page 201)	This is FVolume, a member of class TlgVideo.

1.1.39.2.1 TlgVideo.FAudioDecodeBuffer

File: LGT.pas (see page 348)

Delphi

```
FAudioDecodeBuffer: array[0..(SAMEPLE_SIZE*sizeof(smallint))] of Byte;
```

Description

This is FAudioDecodeBuffer, a member of class TlgVideo.

1.1.39.2.2 TlgVideo.FBuffers

File: LGT.pas (see page 348)

Delphi

```
FBuffers: array[0..NUM_BUFFERS-1] of ALuint;
```

Description

This is FBuffers, a member of class TlgVideo.

1.1.39.2.3 TlgVideo.FFrameTime

File: LGT.pas (see page 348)

Delphi

```
FFrameTime: Double;
```

Description

This is FFrameTime, a member of class TlgVideo.

1.1.39.2.4 TlgVideo.FLooping

File: LGT.pas (see page 348)

Delphi

```
FLooping: Boolean;
```

Description

This is FLooping, a member of class TlgVideo.

1.1.39.2.5 TlgVideo.FPlm

File: LGT.pas (see page 348)

Delphi

```
FPlm: Pplm_t;
```

Description

This is FPlm, a member of class TlgVideo.

1.1.39.2.6 TlgVideo.FRGBABuffer

File: LGT.pas (see page 348)

Delphi

```
FRGBABuffer: array of uint8;
```

Description

This is FRGBABuffer, a member of class TlgVideo.

1.1.39.2.7 TlgVideo.FRingBuffer

File: LGT.pas (see page 348)

Delphi

```
FRingBuffer: TlgRingBuffer<Byte>;
```

Description

This is FRingBuffer, a member of class TlgVideo.

1.1.39.2.8 TlgVideo.FSampleRate

File: LGT.pas (see page 348)

Delphi

```
FSampleRate: Integer;
```

Description

This is FSampleRate, a member of class TlgVideo.

1.1.39.2.9 TlgVideo.FSource

File: LGT.pas (see page 348)

Delphi

```
FSource: ALuint;
```

Description

This is FSource, a member of class TlgVideo.

1.1.39.2.10 TlgVideo.FStaticPlmBuffer

File: LGT.pas (see page 348)

Delphi

```
FStaticPlmBuffer: array[0..RGBBUFFER_SIZE] of byte;
```

Description

This is FStaticPlmBuffer, a member of class TlgVideo.

1.1.39.2.11 TlgVideo.FStatus

File: LGT.pas (see page 348)

Delphi

```
FStatus: TlgVideoStatus;
```

Description

This is FStatus, a member of class TlgVideo.

1.1.39.2.12 TlgVideo.FStream

File: LGT.pas (see page 348)

Delphi

```
FStream: TlgStream;
```

Description

This is FStream, a member of class TlgVideo.

1.1.39.2.13 TlgVideo.FTaskID

File: LGT.pas (see page 348)

Delphi

```
FTaskID: TlgTaskID;
```

Description

This is FTaskID, a member of class TlgVideo.

1.1.39.2.14 TlgVideo.FTexture

File: LGT.pas (see page 348)

Delphi

```
FTexture: TlgTexture;
```

Description

This is FTexture, a member of class TlgVideo.

1.1.39.2.15 TlgVideo.FVolume

File: LGT.pas (see page 348)

Delphi

```
FVolume: Single;
```






















Description

This is FVolume, a member of class TlgVideo.

1.1.39.3 TlgVideo Methods

The methods of the TlgVideo class are listed here.

Methods

	Create (see page 201)	This is Create, a member of class TlgVideo.
	Destroy (see page 201)	This is Destroy, a member of class TlgVideo.
	Draw (see page 202)	This is Draw, a member of class TlgVideo.
	GetPos (see page 202)	This is GetPos, a member of class TlgVideo.
	GetScale (see page 202)	This is GetScale, a member of class TlgVideo.
	GetStatus (see page 202)	This is GetStatus, a member of class TlgVideo.
	GetVolume (see page 202)	This is GetVolume, a member of class TlgVideo.
	IsLoaded (see page 203)	This is IsLoaded, a member of class TlgVideo.
	IsLooping (see page 203)	This is IsLooping, a member of class TlgVideo.
	Load (see page 203)	This is Load, a member of class TlgVideo.
	LoadFromFile (see page 203)	This is LoadFromFile, a member of class TlgVideo.
	LoadFromZipFile (see page 203)	This is LoadFromZipFile, a member of class TlgVideo.
	Play (see page 204)	This is Play, a member of class TlgVideo.
	SetLooping (see page 204)	This is SetLooping, a member of class TlgVideo.
	SetPos (see page 204)	This is SetPos, a member of class TlgVideo.
	SetPos (see page 204)	This is SetPos, a member of class TlgVideo.
	SetScale (see page 204)	This is SetScale, a member of class TlgVideo.
	SetVolume (see page 205)	This is SetVolume, a member of class TlgVideo.
	Unload (see page 205)	This is Unload, a member of class TlgVideo.
	Update (see page 205)	This is Update, a member of class TlgVideo.
	UpdateAudio (see page 205)	This is UpdateAudio, a member of class TlgVideo.

1.1.39.3.1 TlgVideo.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgVideo.

1.1.39.3.2 TlgVideo.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgVideo.

1.1.39.3.3 TlgVideo.Draw

File: LGT.pas (see page 348)

Delphi

```
procedure Draw;
```

Description

This is Draw, a member of class TlgVideo.

1.1.39.3.4 TlgVideo.GetPos

File: LGT.pas (see page 348)

Delphi

```
function GetPos: TlgPoint;
```

Description

This is GetPos, a member of class TlgVideo.

1.1.39.3.5 TlgVideo.GetScale

File: LGT.pas (see page 348)

Delphi

```
function GetScale: Single;
```

Description

This is GetScale, a member of class TlgVideo.

1.1.39.3.6 TlgVideo.GetStatus

File: LGT.pas (see page 348)

Delphi

```
function GetStatus: TlgVideoStatus;
```

Description

This is GetStatus, a member of class TlgVideo.

1.1.39.3.7 TlgVideo.GetVolume

File: LGT.pas (see page 348)

Delphi

```
function GetVolume: Single;
```

Description

This is GetVolume, a member of class TlgVideo.

1.1.39.3.8 TlgVideo.IsLoaded

File: LGT.pas (see page 348)

Delphi

```
function IsLoaded: Boolean;
```

Description

This is IsLoaded, a member of class TlgVideo.

1.1.39.3.9 TlgVideo.IsLooping

File: LGT.pas (see page 348)

Delphi

```
function IsLooping: Boolean;
```

Description

This is IsLooping, a member of class TlgVideo.

1.1.39.3.10 TlgVideo.Load

File: LGT.pas (see page 348)

Delphi

```
function Load(  
    var AStream: TlgStream  
): Boolean;
```

Description

This is Load, a member of class TlgVideo.

1.1.39.3.11 TlgVideo.LoadFromFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromFile(  
    const AFilename: string  
): TlgVideo;
```

Description

This is LoadFromFile, a member of class TlgVideo.

1.1.39.3.12 TlgVideo.LoadFromZipFile

File: LGT.pas (see page 348)

Delphi

```
class function LoadFromZipFile(  
    const AZipFile: TlgZipFile;  
    const AFilename: string  
): TlgVideo;
```

Description

This is LoadFromZipFile, a member of class TlgVideo.

1.1.39.3.13 TlgVideo.Play

File: LGT.pas (see page 348)

Delphi

```
procedure Play(  
    const APlay: Boolean  
);
```

Description

This is Play, a member of class TlgVideo.

1.1.39.3.14 TlgVideo.SetLooping

File: LGT.pas (see page 348)

Delphi

```
procedure SetLooping(  
    const ALoop: Boolean  
);
```

Description

This is SetLooping, a member of class TlgVideo.

1.1.39.3.15 TlgVideo.SetPos

File: LGT.pas (see page 348)

Delphi

```
procedure SetPos(  
    const X: Single;  
    const Y: Single  
); overload;
```

Description

This is SetPos, a member of class TlgVideo.

1.1.39.3.16 TlgVideo.SetPos

File: LGT.pas (see page 348)

Delphi

```
procedure SetPos(  
    const APos: TlgPoint  
); overload;
```

Description

This is SetPos, a member of class TlgVideo.

1.1.39.3.17 TlgVideo.SetScale

File: LGT.pas (see page 348)

Delphi

```
procedure SetScale(  
    const AScale: Single  
);
```

Description

This is SetScale, a member of class TlgVideo.

1.1.39.3.18 TlgVideo.SetVolume

File: LGT.pas (see page 348)

Delphi

```
procedure SetVolume(  
    const AVolume: Single  
);
```

Description

This is SetVolume, a member of class TlgVideo.

1.1.39.3.19 TlgVideo.Unload

File: LGT.pas (see page 348)

Delphi

```
procedure Unload;
```

Description

This is Unload, a member of class TlgVideo.

1.1.39.3.20 TlgVideo.Update

File: LGT.pas (see page 348)

Delphi

```
procedure Update;
```

Description

This is Update, a member of class TlgVideo.

1.1.39.3.21 TlgVideo.UpdateAudio

File: LGT.pas (see page 348)

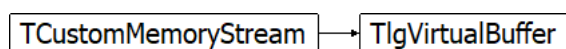
Delphi

```
procedure UpdateAudio;
```

Description

This is UpdateAudio, a member of class TlgVideo.

1.1.40 TlgVirtualBuffer

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

```
TlgVirtualBuffer = class(TCustomMemoryStream);
```



Description

This is class TlgVirtualBuffer.

1.1.40.1 TlgVirtualBuffer Fields

The fields of the TlgVirtualBuffer class are listed here.

Fields

	FHandle (see page 206)	This is FHandle, a member of class TlgVirtualBuffer.
	FName (see page 206)	This is FName, a member of class TlgVirtualBuffer.

1.1.40.1.1 TlgVirtualBuffer.FHandle

File: LGT.pas (see page 348)

Delphi

```
FHandle: THandle;
```

Description

This is FHandle, a member of class TlgVirtualBuffer.

1.1.40.1.2 TlgVirtualBuffer.FName

File: LGT.pas (see page 348)

Delphi

```
FName: string;
```










Description

This is FName, a member of class TlgVirtualBuffer.

1.1.40.2 TlgVirtualBuffer Methods

The methods of the TlgVirtualBuffer class are listed here.

Methods

	Clear (see page 206)	This is Clear, a member of class TlgVirtualBuffer.
	Create (see page 207)	This is Create, a member of class TlgVirtualBuffer.
	Destroy (see page 207)	This is Destroy, a member of class TlgVirtualBuffer.
	Eof (see page 207)	This is Eof, a member of class TlgVirtualBuffer.
	LoadFromFile (see page 207)	This is LoadFromFile, a member of class TlgVirtualBuffer.
	ReadString (see page 207)	This is ReadString, a member of class TlgVirtualBuffer.
	SaveToFile (see page 208)	This is SaveToFile, a member of class TlgVirtualBuffer.
	Write (see page 208)	This is Write, a member of class TlgVirtualBuffer.
	Write (see page 208)	This is Write, a member of class TlgVirtualBuffer.

1.1.40.2.1 TlgVirtualBuffer.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear;
```

Description

This is Clear, a member of class TlgVirtualBuffer.

1.1.40.2.2 TlgVirtualBuffer.Create

File: LGT.pas (see page 348)

Delphi

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

Description

This is Create, a member of class TlgVirtualBuffer.

1.1.40.2.3 TlgVirtualBuffer.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgVirtualBuffer.

1.1.40.2.4 TlgVirtualBuffer.Eof

File: LGT.pas (see page 348)

Delphi

```
function Eof: Boolean;
```

Description

This is Eof, a member of class TlgVirtualBuffer.

1.1.40.2.5 TlgVirtualBuffer.LoadFromFile

File: LGT.pas (see page 348)

Delphi

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

Description

This is LoadFromFile, a member of class TlgVirtualBuffer.

1.1.40.2.6 TlgVirtualBuffer.ReadString

File: LGT.pas (see page 348)

Delphi

```
function ReadString: WideString;
```

Description

This is ReadString, a member of class TlgVirtualBuffer.

1.1.40.2.7 TlgVirtualBuffer.SaveToFile

File: LGT.pas (see page 348)

Delphi

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

Description

This is SaveToFile, a member of class TlgVirtualBuffer.

1.1.40.2.8 TlgVirtualBuffer.Write

File: LGT.pas (see page 348)

Delphi

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

Description

This is Write, a member of class TlgVirtualBuffer.

1.1.40.2.9 TlgVirtualBuffer.Write

File: LGT.pas (see page 348)

Delphi

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


Description

This is Write, a member of class TlgVirtualBuffer.

1.1.40.3 TlgVirtualBuffer Properties

The properties of the TlgVirtualBuffer class are listed here.

Properties

	Name (see page 208)	This is Name, a member of class TlgVirtualBuffer.
-------------------------------------------------------------------------------------	----------------------	---------------------------------------------------

1.1.40.3.1 TlgVirtualBuffer.Name

File: LGT.pas (see page 348)

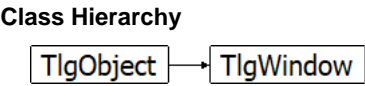
Delphi

```
property Name: string;
```

Description

This is Name, a member of class TlgVirtualBuffer.

1.1.41 TlgWindow



File: LGT.pas (see page 348)

Delphi

```
TlgWindow = class(TlgObject);
```

Description

This is class TlgWindow.

1.1.41.1 TlgWindow Constants

The constants of the TlgWindow class are listed here.

	CENTER_HEIGHT (see page 209)	This is CENTER_HEIGHT, a member of class TlgWindow.
	CENTER_WIDTH (see page 209)	This is CENTER_WIDTH, a member of class TlgWindow.
	DEFAULT_HEIGHT (see page 209)	This is DEFAULT_HEIGHT, a member of class TlgWindow.
	DEFAULT_WIDTH (see page 210)	This is DEFAULT_WIDTH, a member of class TlgWindow.

1.1.41.1.1 TlgWindow.CENTER_HEIGHT

File: LGT.pas (see page 348)

Delphi

```
const CENTER_HEIGHT = DEFAULT_HEIGHT div 2;
```

Description

This is CENTER_HEIGHT, a member of class TlgWindow.

1.1.41.1.2 TlgWindow.CENTER_WIDTH

File: LGT.pas (see page 348)

Delphi

```
const CENTER_WIDTH = DEFAULT_WIDTH div 2;
```

Description

This is CENTER_WIDTH, a member of class TlgWindow.

1.1.41.1.3 TlgWindow.DEFAULT_HEIGHT

File: LGT.pas (see page 348)

Delphi

```
const DEFAULT_HEIGHT = 1080 div 2;
```

Description

This is DEFAULT_HEIGHT, a member of class TlgWindow.

1.1.41.1.4 TlgWindow.DEFAULT_WIDTH

File: LGT.pas (see page 348)

Delphi

```
const DEFAULT_WIDTH = 1920 div 2;
```










Description

This is DEFAULT_WIDTH, a member of class TlgWindow.

1.1.41.2 TlgWindow Fields

The fields of the TlgWindow class are listed here.

Fields

	FGamepadButtonState (see page 210)	This is FGamepadButtonState, a member of class TlgWindow.
	FHandle (see page 210)	This is FHandle, a member of class TlgWindow.
	FKeyState (see page 211)	This is FKeyState, a member of class TlgWindow.
	FMaxTextureSize (see page 211)	This is FMaxTextureSize, a member of class TlgWindow.
	FMouseButtonState (see page 211)	This is FMouseButtonState, a member of class TlgWindow.
	FScale (see page 211)	This is FScale, a member of class TlgWindow.
	FScaledSize (see page 211)	This is FScaledSize, a member of class TlgWindow.
	FSize (see page 211)	This is FSize, a member of class TlgWindow.
	FVsync (see page 212)	This is FVsync, a member of class TlgWindow.

1.1.41.2.1 TlgWindow.FGamepadButtonState

File: LGT.pas (see page 348)

Delphi

```
FGamepadButtonState: array[0..0, GAMEPAD_BUTTON_A..GAMEPAD_BUTTON_LAST] of Boolean;
```

Description

This is FGamepadButtonState, a member of class TlgWindow.

1.1.41.2.2 TlgWindow.FHandle

File: LGT.pas (see page 348)

Delphi

```
FHandle: PGLFWwindow;
```

Description

This is FHandle, a member of class TlgWindow.

1.1.41.2.3 TlgWindow.FKeyState

File: LGT.pas (see page 348)

Delphi

```
FKeyState: array [0..0, KEY_SPACE..KEY_LAST] of Boolean;
```

Description

This is FKeyState, a member of class TlgWindow.

1.1.41.2.4 TlgWindow.FMaxTextureSize

File: LGT.pas (see page 348)

Delphi

```
FMaxTextureSize: GLint;
```

Description

This is FMaxTextureSize, a member of class TlgWindow.

1.1.41.2.5 TlgWindow.FMouseButtonState

File: LGT.pas (see page 348)

Delphi

```
FMouseButtonState: array [0..0, MOUSE_BUTTON_1..MOUSE_BUTTON_MIDDLE] of Boolean;
```

Description

This is FMouseButtonState, a member of class TlgWindow.

1.1.41.2.6 TlgWindow.FScale

File: LGT.pas (see page 348)

Delphi

```
FScale: TlgPoint;
```

Description

This is FScale, a member of class TlgWindow.

1.1.41.2.7 TlgWindow.FScaledSize

File: LGT.pas (see page 348)

Delphi

```
FScaledSize: TlgSize;
```

Description

This is FScaledSize, a member of class TlgWindow.

1.1.41.2.8 TlgWindow.FSize

File: LGT.pas (see page 348)

Delphi

FSize: TlgSize;

Description

This is FSize, a member of class TlgWindow.

1.1.41.2.9 TlgWindow.FVsync

File: LGT.pas (see page 348)

Delphi

FVsync: Boolean;

Description

This is FVsync, a member of class TlgWindow.

1.1.41.3 TlgWindow Methods

The methods of the TlgWindow class are listed here.

Methods

≡	Clear (see page 213)	This is Clear, a member of class TlgWindow.
≡	Clear (see page 213)	This is Clear, a member of class TlgWindow.
≡	ClearInput (see page 213)	This is ClearInput, a member of class TlgWindow.
≡	Close (see page 214)	This is Close, a member of class TlgWindow.
≡ V	Create (see page 214)	This is Create, a member of class TlgWindow.
≡ V	Destroy (see page 214)	This is Destroy, a member of class TlgWindow.
≡	DrawCircle (see page 214)	This is DrawCircle, a member of class TlgWindow.
≡	DrawFilledCircle (see page 214)	This is DrawFilledCircle, a member of class TlgWindow.
≡	DrawFilledPolygon (see page 215)	This is DrawFilledPolygon, a member of class TlgWindow.
≡	DrawFilledRect (see page 215)	This is DrawFilledRect, a member of class TlgWindow.
≡	DrawFilledTriangle (see page 215)	This is DrawFilledTriangle, a member of class TlgWindow.
≡	DrawLine (see page 216)	This is DrawLine, a member of class TlgWindow.
≡	DrawPolygon (see page 216)	This is DrawPolygon, a member of class TlgWindow.
≡	DrawPolyline (see page 216)	This is DrawPolyline, a member of class TlgWindow.
≡	DrawRect (see page 216)	This is DrawRect, a member of class TlgWindow.
≡	DrawTriangle (see page 217)	This is DrawTriangle, a member of class TlgWindow.
≡	EndDrawing (see page 217)	This is EndDrawing, a member of class TlgWindow.
≡	EndFrame (see page 217)	This is EndFrame, a member of class TlgWindow.
≡	GamepadPresent (see page 217)	This is GamepadPresent, a member of class TlgWindow.
≡	GetGamepadAxisValue (see page 217)	This is GetGamepadAxisValue, a member of class TlgWindow.
≡	GetGamepadButton (see page 218)	This is GetGamepadButton, a member of class TlgWindow.
≡	GetGamepadName (see page 218)	This is GetGamepadName, a member of class TlgWindow.
≡	GetHandle (see page 218)	This is GetHandle, a member of class TlgWindow.
≡	GetKey (see page 218)	This is GetKey, a member of class TlgWindow.
≡	GetMaxTextureSize (see page 219)	This is GetMaxTextureSize, a member of class TlgWindow.
≡	GetMouseButton (see page 219)	This is GetMouseButton, a member of class TlgWindow.
≡	GetMousePos (see page 219)	This is GetMousePos, a member of class TlgWindow.
≡	GetMousePos (see page 219)	This is GetMousePos, a member of class TlgWindow.
≡	GetPixel (see page 219)	This is GetPixel, a member of class TlgWindow.

◆	GetScale (see page 220)	This is GetScale, a member of class TlgWindow.
◆	GetScaledSize (see page 220)	This is GetScaledSize, a member of class TlgWindow.
◆	GetSize (see page 220)	This is GetSize, a member of class TlgWindow.
◆	GetTitle (see page 220)	This is GetTitle, a member of class TlgWindow.
◆	GetViewport (see page 220)	This is GetViewport, a member of class TlgWindow.
◆	GetViewport (see page 221)	This is GetViewport, a member of class TlgWindow.
◆	GetVSync (see page 221)	This is GetVSync, a member of class TlgWindow.
◆	Init (see page 221)	This is Init, a member of class TlgWindow.
◆	IsOpen (see page 221)	This is IsOpen, a member of class TlgWindow.
◆	Open (see page 221)	This is Open, a member of class TlgWindow.
◆	Ready (see page 222)	This is Ready, a member of class TlgWindow.
◆	SaveToFile (see page 222)	This is SaveToFile, a member of class TlgWindow.
◆	SetMousePos (see page 222)	This is SetMousePos, a member of class TlgWindow.
◆	SetPixel (see page 222)	This is SetPixel, a member of class TlgWindow.
◆	SetPixel (see page 223)	This is SetPixel, a member of class TlgWindow.
◆	SetShouldClose (see page 223)	This is SetShouldClose, a member of class TlgWindow.
◆	SetTitle (see page 223)	This is SetTitle, a member of class TlgWindow.
◆	SetVSync (see page 223)	This is SetVSync, a member of class TlgWindow.
◆	ShouldClose (see page 223)	This is ShouldClose, a member of class TlgWindow.
◆	StartDrawing (see page 224)	This is StartDrawing, a member of class TlgWindow.
◆	StartFrame (see page 224)	This is StartFrame, a member of class TlgWindow.

1.1.41.3.1 TlgWindow.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear(
  const ARed: Single;
  const AGreen: Single;
  const ABlue: Single;
  const Alpha: Single
); overload;
```

Description

This is Clear, a member of class TlgWindow.

1.1.41.3.2 TlgWindow.Clear

File: LGT.pas (see page 348)

Delphi

```
procedure Clear(
  const AColor: TlgColor
); overload;
```

Description

This is Clear, a member of class TlgWindow.

1.1.41.3.3 TlgWindow.ClearInput

File: LGT.pas (see page 348)

Delphi

```
procedure ClearInput;
```

Description

This is ClearInput, a member of class TlgWindow.

1.1.41.3.4 TlgWindow.Close

File: LGT.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TlgWindow.

1.1.41.3.5 TlgWindow.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgWindow.

1.1.41.3.6 TlgWindow.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgWindow.

1.1.41.3.7 TlgWindow.DrawCircle

File: LGT.pas (see page 348)

Delphi

```
procedure DrawCircle(  
  const X: Single;  
  const Y: Single;  
  const ARadius: Single;  
  const AThickness: Single;  
  const AColor: TlgColor  
);
```

Description

This is DrawCircle, a member of class TlgWindow.

1.1.41.3.8 TlgWindow.DrawFilledCircle

File: LGT.pas (see page 348)

Delphi

```
procedure DrawFilledCircle(  
  const X: Single;  
  const Y: Single;  
  const ARadius: Single;  
  const AColor: TlgColor  
);
```

Description

This is DrawFilledCircle, a member of class TlgWindow.

1.1.41.3.9 TlgWindow.DrawFilledPolygon

File: LGT.pas (see page 348)

Delphi

```
procedure DrawFilledPolygon(  
  const APoints: array of TlgPoint;  
  const AColor: TlgColor  
);
```

Description

This is DrawFilledPolygon, a member of class TlgWindow.

1.1.41.3.10 TlgWindow.DrawFilledRect

File: LGT.pas (see page 348)

Delphi

```
procedure DrawFilledRect(  
  const X: Single;  
  const Y: Single;  
  const AWidth: Single;  
  const AHeight: Single;  
  const AColor: TlgColor;  
  const AAngle: Single  
);
```

Description

This is DrawFilledRect, a member of class TlgWindow.

1.1.41.3.11 TlgWindow.DrawFilledTriangle

File: LGT.pas (see page 348)

Delphi

```
procedure DrawFilledTriangle(  
  const X1: Single;  
  const Y1: Single;  
  const X2: Single;  
  const Y2: Single;  
  const X3: Single;  
  const Y3: Single;  
  const AColor: TlgColor  
);
```

Description

This is DrawFilledTriangle, a member of class TlgWindow.

1.1.41.3.12 TlgWindow.DrawLine

File: LGT.pas (see page 348)

Delphi

```
procedure DrawLine(  
    const X1: Single;  
    const Y1: Single;  
    const X2: Single;  
    const Y2: Single;  
    const AColor: TlgColor;  
    const AThickness: Single  
);
```

Description

This is DrawLine, a member of class TlgWindow.

1.1.41.3.13 TlgWindow.DrawPolygon

File: LGT.pas (see page 348)

Delphi

```
procedure DrawPolygon(  
    const APoints: array of TlgPoint;  
    const AThickness: Single;  
    const AColor: TlgColor  
);
```

Description

This is DrawPolygon, a member of class TlgWindow.

1.1.41.3.14 TlgWindow.DrawPolyline

File: LGT.pas (see page 348)

Delphi

```
procedure DrawPolyline(  
    const APoints: array of TlgPoint;  
    const AThickness: Single;  
    const AColor: TlgColor  
);
```

Description

This is DrawPolyline, a member of class TlgWindow.

1.1.41.3.15 TlgWindow.DrawRect

File: LGT.pas (see page 348)

Delphi

```
procedure DrawRect(  
    const X: Single;  
    const Y: Single;  
    const AWidth: Single;  
    const AHeight: Single;  
    const AThickness: Single;  
    const AColor: TlgColor;  
    const AAngle: Single  
);
```

Description

This is DrawRect, a member of class TlgWindow.

1.1.41.3.16 TlgWindow.DrawTriangle

File: LGT.pas (see page 348)

Delphi

```
procedure DrawTriangle(  
    const X1: Single;  
    const Y1: Single;  
    const X2: Single;  
    const Y2: Single;  
    const X3: Single;  
    const Y3: Single;  
    const AThickness: Single;  
    const AColor: TlgColor  
);
```

Description

This is DrawTriangle, a member of class TlgWindow.

1.1.41.3.17 TlgWindow.EndDrawing

File: LGT.pas (see page 348)

Delphi

```
procedure EndDrawing;
```

Description

This is EndDrawing, a member of class TlgWindow.

1.1.41.3.18 TlgWindow.EndFrame

File: LGT.pas (see page 348)

Delphi

```
procedure EndFrame;
```

Description

This is EndFrame, a member of class TlgWindow.

1.1.41.3.19 TlgWindow.GamepadPresent

File: LGT.pas (see page 348)

Delphi

```
function GamepadPresent(  
    const AGamepad: Byte  
): Boolean;
```

Description

This is GamepadPresent, a member of class TlgWindow.

1.1.41.3.20 TlgWindow.GetGamepadAxisValue

File: LGT.pas (see page 348)

Delphi

```
function GetGamepadAxisValue(  
    const AGamepad: Byte;  
    const AAxis: Byte  
): Single;
```

Description

This is GetGamepadAxisValue, a member of class TlgWindow.

1.1.41.3.21 TlgWindow.GetGamepadButton

File: LGT.pas (see page 348)

Delphi

```
function GetGamepadButton(  
    const AGamepad: Byte;  
    const AButton: Byte;  
    const AState: TlgInputState  
): Boolean;
```

Description

This is GetGamepadButton, a member of class TlgWindow.

1.1.41.3.22 TlgWindow.GetGamepadName

File: LGT.pas (see page 348)

Delphi

```
function GetGamepadName(  
    const AGamepad: Byte  
): string;
```

Description

This is GetGamepadName, a member of class TlgWindow.

1.1.41.3.23 TlgWindow.GetHandle

File: LGT.pas (see page 348)

Delphi

```
function GetHandle: PGLFWwindow;
```

Description

This is GetHandle, a member of class TlgWindow.

1.1.41.3.24 TlgWindow.GetKey

File: LGT.pas (see page 348)

Delphi

```
function GetKey(  
    const AKey: Integer;  
    const AState: TlgInputState  
): Boolean;
```

Description

This is GetKey, a member of class TlgWindow.

1.1.41.3.25 TlgWindow.GetMaxTextureSize

File: LGT.pas (see page 348)

Delphi

```
function GetMaxTextureSize: Integer;
```

Description

This is GetMaxTextureSize, a member of class TlgWindow.

1.1.41.3.26 TlgWindow.GetMouseButton

File: LGT.pas (see page 348)

Delphi

```
function GetMouseButton(  
    const AButton: Byte;  
    const AState: TlgInputState  
) : Boolean;
```

Description

This is GetMouseButton, a member of class TlgWindow.

1.1.41.3.27 TlgWindow.GetMousePos

File: LGT.pas (see page 348)

Delphi

```
function GetMousePos: TlgPoint; overload;
```

Description

This is GetMousePos, a member of class TlgWindow.

1.1.41.3.28 TlgWindow.GetMousePos

File: LGT.pas (see page 348)

Delphi

```
procedure GetMousePos(  
    const X: PSingle;  
    const Y: PSingle  
) ; overload;
```

Description

This is GetMousePos, a member of class TlgWindow.

1.1.41.3.29 TlgWindow.GetPixel

File: LGT.pas (see page 348)

Delphi

```
function GetPixel(  
    const X: Single;  
    const Y: Single  
) : TlgColor;
```

Description

This is GetPixel, a member of class TlgWindow.

1.1.41.3.30 TlgWindow.GetScale

File: LGT.pas (see page 348)

Delphi

```
procedure GetScale(  
    var AScale: TlgPoint  
);
```

Description

This is GetScale, a member of class TlgWindow.

1.1.41.3.31 TlgWindow.GetScaledSize

File: LGT.pas (see page 348)

Delphi

```
procedure GetScaledSize(  
    var ASize: TlgSize  
);
```

Description

This is GetScaledSize, a member of class TlgWindow.

1.1.41.3.32 TlgWindow.GetSize

File: LGT.pas (see page 348)

Delphi

```
procedure GetSize(  
    var ASize: TlgSize  
);
```

Description

This is GetSize, a member of class TlgWindow.

1.1.41.3.33 TlgWindow.GetTitle

File: LGT.pas (see page 348)

Delphi

```
function GetTitle: string;
```

Description

This is GetTitle, a member of class TlgWindow.

1.1.41.3.34 TlgWindow.GetViewport

File: LGT.pas (see page 348)

Delphi

```
procedure GetViewport(  
    X: PSingle;  
    Y: PSingle;  
    AWidth: PSingle;  
    AHeight: PSingle  
); overload;
```

Description

This is GetViewport, a member of class TlgWindow.

1.1.41.3.35 TlgWindow.GetViewport

File: LGT.pas (see page 348)

Delphi

```
procedure GetViewport(  
    var AViewport: TlgRect  
); overload;
```

Description

This is GetViewport, a member of class TlgWindow.

1.1.41.3.36 TlgWindow.GetVSync

File: LGT.pas (see page 348)

Delphi

```
function GetVSync: Boolean;
```

Description

This is GetVSync, a member of class TlgWindow.

1.1.41.3.37 TlgWindow.Init

File: LGT.pas (see page 348)

Delphi

```
class function Init(  
    const aTitle: string;  
    const AWidth: Integer = DEFAULT_WIDTH;  
    const AHeight: Integer = DEFAULT_HEIGHT  
): TlgWindow;
```

Description

This is Init, a member of class TlgWindow.

1.1.41.3.38 TlgWindow.IsOpen

File: LGT.pas (see page 348)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TlgWindow.

1.1.41.3.39 TlgWindow.Open

File: LGT.pas (see page 348)

Delphi

```
function Open(  
    const aTitle: string;  
    const AWidth: Integer = DEFAULT_WIDTH;
```

```
    const AHeight: Integer = DEFAULT_HEIGHT;  
    const AEnableVSync: Boolean = False  
): Boolean;
```

Description

This is Open, a member of class TlgWindow.

1.1.41.3.40 TlgWindow.Ready

File: LGT.pas (see page 348)

Delphi

```
function Ready: Boolean;
```

Description

This is Ready, a member of class TlgWindow.

1.1.41.3.41 TlgWindow.SaveToFile

File: LGT.pas (see page 348)

Delphi

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

Description

This is SaveToFile, a member of class TlgWindow.

1.1.41.3.42 TlgWindow.SetMousePos

File: LGT.pas (see page 348)

Delphi

```
procedure SetMousePos(  
    const X: Single;  
    const Y: Single  
);
```

Description

This is SetMousePos, a member of class TlgWindow.

1.1.41.3.43 TlgWindow.SetPixel

File: LGT.pas (see page 348)

Delphi

```
procedure SetPixel(  
    const X: Single;  
    const Y: Single;  
    const ARed: Byte;  
    const AGreen: Byte;  
    const ABlue: Byte;  
    const AAlpha: Byte  
); overload;
```

Description

This is SetPixel, a member of class TlgWindow.

1.1.41.3.44 TlgWindow.SetPixel

File: LGT.pas (see page 348)

Delphi

```
procedure SetPixel(  
    const X: Single;  
    const Y: Single;  
    const AColor: TlgColor  
); overload;
```

Description

This is SetPixel, a member of class TlgWindow.

1.1.41.3.45 TlgWindow.SetShouldClose

File: LGT.pas (see page 348)

Delphi

```
procedure SetShouldClose(  
    const AValue: Boolean  
);
```

Description

This is SetShouldClose, a member of class TlgWindow.

1.1.41.3.46 TlgWindow.SetTitle

File: LGT.pas (see page 348)

Delphi

```
procedure SetTitle(  
    const ATitle: string  
);
```

Description

This is SetTitle, a member of class TlgWindow.

1.1.41.3.47 TlgWindow.SetVSync

File: LGT.pas (see page 348)

Delphi

```
procedure SetVSync(  
    const AEnable: Boolean  
);
```

Description

This is SetVSync, a member of class TlgWindow.

1.1.41.3.48 TlgWindow.ShouldClose

File: LGT.pas (see page 348)

Delphi

```
function ShouldClose: Boolean;
```

Description

This is ShouldClose, a member of class TlgWindow.

1.1.41.3.49 TlgWindow.StartDrawing

File: LGT.pas (see page 348)

Delphi

```
procedure StartDrawing;
```

Description

This is StartDrawing, a member of class TlgWindow.

1.1.41.3.50 TlgWindow.StartFrame

File: LGT.pas (see page 348)

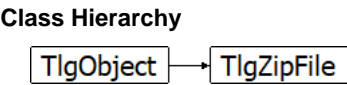
Delphi

```
procedure StartFrame;
```

Description

This is StartFrame, a member of class TlgWindow.

1.1.42 TlgZipFile



File: LGT.pas (see page 348)

Delphi

```
TlgZipFile = class(TlgObject);
```




Description

This is class TlgZipFile.

1.1.42.1 TlgZipFile Fields

The fields of the TlgZipFile class are listed here.

Fields

	FIsOpen (see page 224)	This is FIsOpen, a member of class TlgZipFile.
	FPassword (see page 225)	This is FPassword, a member of class TlgZipFile.
	FZipFilename (see page 225)	This is FZipFilename, a member of class TlgZipFile.

1.1.42.1.1 TlgZipFile.FIsOpen

File: LGT.pas (see page 348)

Delphi

```
FIsOpen: Boolean;
```

Description

This is FIsOpen, a member of class TlgZipFile.

1.1.42.1.2 TlgZipFile.FPassword

File: LGT.pas (see page 348)

Delphi

`FPassword: string;`

Description

This is FPassword, a member of class TlgZipFile.

1.1.42.1.3 TlgZipFile.FZipFilename

File: LGT.pas (see page 348)

Delphi

`FZipFilename: string;`








Description

This is FZipFilename, a member of class TlgZipFile.

1.1.42.2 TlgZipFile Methods

The methods of the TlgZipFile class are listed here.

Methods

	Close (see page 225)	This is Close, a member of class TlgZipFile.
	Create (see page 225)	This is Create, a member of class TlgZipFile.
	Destroy (see page 226)	This is Destroy, a member of class TlgZipFile.
	Init (see page 226)	This is Init, a member of class TlgZipFile.
	IsOpen (see page 226)	This is IsOpen, a member of class TlgZipFile.
	Open (see page 226)	This is Open, a member of class TlgZipFile.
	OpenFile (see page 226)	This is OpenFile, a member of class TlgZipFile.

1.1.42.2.1 TlgZipFile.Close

File: LGT.pas (see page 348)

Delphi

`procedure Close;`

Description

This is Close, a member of class TlgZipFile.

1.1.42.2.2 TlgZipFile.Create

File: LGT.pas (see page 348)

Delphi

`constructor Create; override;`

Description

This is Create, a member of class TlgZipFile.

1.1.42.2.3 TlgZipFile.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgZipFile.

1.1.42.2.4 TlgZipFile.Init

File: LGT.pas (see page 348)

Delphi

```
class function Init(  
    const AZipFilename: string;  
    const APassword: string = TlgZipStream.DEFAULT_PASSWORD  
): TlgZipFile;
```

Description

This is Init, a member of class TlgZipFile.

1.1.42.2.5 TlgZipFile.IsOpen

File: LGT.pas (see page 348)

Delphi

```
function IsOpen: Boolean;
```

Description

This is IsOpen, a member of class TlgZipFile.

1.1.42.2.6 TlgZipFile.Open

File: LGT.pas (see page 348)

Delphi

```
function Open(  
    const AZipFilename: string;  
    const APassword: string = TlgZipStream.DEFAULT_PASSWORD  
): Boolean;
```

Description

This is Open, a member of class TlgZipFile.

1.1.42.2.7 TlgZipFile.OpenFile

File: LGT.pas (see page 348)

Delphi

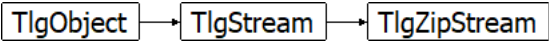
```
function OpenFile(  
    const AFilename: string  
): TlgZipStream;
```

Description

This is OpenFile, a member of class TlgZipFile.

1.1.43 TlgZipStream

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
TlgZipStream = class(TlgStream);
```

Description

This is class TlgZipStream.

1.1.43.1 TlgZipStream Constants

The constants of the TlgZipStream class are listed here.

Constants

	DEFAULT_PASSWORD (see page 227)	This is DEFAULT_PASSWORD, a member of class TlgZipStream.
--	----------------------------------	-----------------------------------------------------------

1.1.43.1.1 TlgZipStream.DEFAULT_PASSWORD

File: LGT.pas (see page 348)

Delphi

```
const DEFAULT_PASSWORD = 'N^TpjE5/*czG,<ns>$}w;?x_uBm9[JSr{(+FRv7ZW@C-gd3D!PRUgWE4P2/wpm9-dt^Y?e)Az+xsMb@jH"!X`B3ar(yq=nZ_~85<' ;
```

Description

This is DEFAULT_PASSWORD, a member of class TlgZipStream.

1.1.43.2 TlgZipStream Fields

The fields of the TlgZipStream class are listed here.

Fields

	FFilename (see page 227)	This is FFilename, a member of class TlgZipStream.
	FHandle (see page 228)	This is FHandle, a member of class TlgZipStream.
	FPasswOrd (see page 228)	This is FPasswOrd, a member of class TlgZipStream.

1.1.43.2.1 TlgZipStream.FFilename

File: LGT.pas (see page 348)

Delphi

```
FFilename: AnsiString;
```


Description

This is FFilename, a member of class TlgZipStream.

1.1.43.2.2 TlgZipStream.FHandle

File: LGT.pas (see page 348)

Delphi

```
FHandle: unzFile;
```

Description

This is FHandle, a member of class TlgZipStream.

1.1.43.2.3 TlgZipStream.FPassword

File: LGT.pas (see page 348)

Delphi

```
FPassword: AnsiString;
```

Description

This is FPassword, a member of class TlgZipStream.

1.1.43.3 TlgZipStream Methods

The methods of the TlgZipStream class are listed here.

Methods

	Build (see page 228)	This is Build, a member of class TlgZipStream.
	Close (see page 229)	This is Close, a member of class TlgZipStream.
	Create (see page 229)	This is Create, a member of class TlgZipStream.
	Destroy (see page 229)	This is Destroy, a member of class TlgZipStream.
	DoOpen (see page 229)	This is DoOpen, a member of class TlgZipStream.
	Eos (see page 229)	This is Eos, a member of class TlgZipStream.
	Open (see page 230)	This is Open, a member of class TlgZipStream.
	Read (see page 230)	This is Read, a member of class TlgZipStream.
	Seek (see page 230)	This is Seek, a member of class TlgZipStream.
	Size (see page 230)	This is Size, a member of class TlgZipStream.
	Tell (see page 230)	This is Tell, a member of class TlgZipStream.
	Write (see page 231)	This is Write, a member of class TlgZipStream.

1.1.43.3.1 TlgZipStream.Build

File: LGT.pas (see page 348)

Delphi

```
class function Build(  
    const AZipFilename: string;  
    const ADirectoryName: string;  
    const ASender: Pointer;  
    const AHandler: TlgZipFileStreamBuildProgress;  
    const APassword: string = DEFAULT_PASSWORD  
): Boolean;
```

Description

This is Build, a member of class TlgZipStream.

1.1.43.3.2 TlgZipStream.Close

File: LGT.pas (see page 348)

Delphi

```
procedure Close; override;
```

Description

This is Close, a member of class TlgZipStream.

1.1.43.3.3 TlgZipStream.Create

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TlgZipStream.

1.1.43.3.4 TlgZipStream.Destroy

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TlgZipStream.

1.1.43.3.5 TlgZipStream.DoOpen

File: LGT.pas (see page 348)

Delphi

```
function DoOpen(  
    const AZipFilename: string;  
    const AFilename: string;  
    const APassord: string  
): Boolean;
```

Description

This is DoOpen, a member of class TlgZipStream.

1.1.43.3.6 TlgZipStream.Eos

File: LGT.pas (see page 348)

Delphi

```
function Eos: Boolean; override;
```

Description

This is Eos, a member of class TlgZipStream.

1.1.43.3.7 TlgZipStream.Open

File: LGT.pas (see page 348)

Delphi

```
class function Open(  
    const AZipFilename: string;  
    const AFilename: string;  
    const APassword: string = DEFAULT_PASSWORD  
): TlgZipStream;
```

Description

This is Open, a member of class TlgZipStream.

1.1.43.3.8 TlgZipStream.Read

File: LGT.pas (see page 348)

Delphi

```
function Read(  
    const AData: Pointer;  
    const ASize: Int64  
): Int64; override;
```

Description

This is Read, a member of class TlgZipStream.

1.1.43.3.9 TlgZipStream.Seek

File: LGT.pas (see page 348)

Delphi

```
function Seek(  
    const AOffset: Int64;  
    const ASeek: TlgSeekMode  
): Int64; override;
```

Description

This is Seek, a member of class TlgZipStream.

1.1.43.3.10 TlgZipStream.Size

File: LGT.pas (see page 348)

Delphi

```
function Size: Int64; override;
```

Description

This is Size, a member of class TlgZipStream.

1.1.43.3.11 TlgZipStream.Tell

File: LGT.pas (see page 348)

Delphi

```
function Tell: Int64; override;
```

Description

This is Tell, a member of class TlgZipStream.

1.1.43.3.12 TlgZipStream.Write

File: LGT.pas (see page 348)

Delphi

```
function Write(  
    const AData: Pointer;  
    const ASize: Int64  
): Int64; override;
```



Description

This is Write, a member of class TlgZipStream.

1.2 Interfaces

The following table lists interfaces in this documentation.

Interfaces

	IlgLua (see page 231)	This is class IlgLua.
	IlgLuaContext (see page 236)	This is class IlgLuaContext.

1.2.1 IlgLua

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
IlgLua = interface;
```







Description

This is class IlgLua.

1.2.1.1 IlgLua Methods

The methods of the IlgLua class are listed here.

Methods

	Call (see page 232)	This is Call, a member of class IlgLua.
	Call (see page 232)	This is Call, a member of class IlgLua.
	GetVariable (see page 232)	This is GetVariable, a member of class IlgLua.
	LoadBuffer (see page 232)	This is LoadBuffer, a member of class IlgLua.
	LoadFile (see page 233)	This is LoadFile, a member of class IlgLua.
	LoadStream (see page 233)	This is LoadStream, a member of class IlgLua.

◆	LoadString (see page 233)	This is LoadString, a member of class IlgLua.
◆	PrepCall (see page 233)	This is PrepCall, a member of class IlgLua.
◆	RegisterRoutine (see page 234)	This is RegisterRoutine, a member of class IlgLua.
◆	RegisterRoutine (see page 234)	This is RegisterRoutine, a member of class IlgLua.
◆	RegisterRoutines (see page 234)	This is RegisterRoutines, a member of class IlgLua.
◆	RegisterRoutines (see page 234)	This is RegisterRoutines, a member of class IlgLua.
◆	RegisterRoutines (see page 234)	This is RegisterRoutines, a member of class IlgLua.
◆	RegisterRoutines (see page 235)	This is RegisterRoutines, a member of class IlgLua.
◆	Reset (see page 235)	This is Reset, a member of class IlgLua.
◆	RoutineExist (see page 235)	This is RoutineExist, a member of class IlgLua.
◆	Run (see page 235)	This is Run, a member of class IlgLua.
◆	SetVariable (see page 236)	This is SetVariable, a member of class IlgLua.
◆	VariableExist (see page 236)	This is VariableExist, a member of class IlgLua.

1.2.1.1.1 IlgLua.Call

File: LGT.pas (see page 348)

Delphi

```
function Call(
    aParamCount: Integer
): TlgLuaValue; overload;
```

Description

This is Call, a member of class IlgLua.

1.2.1.1.2 IlgLua.Call

File: LGT.pas (see page 348)

Delphi

```
function Call(
    const AName: string;
    const AParams: array of TlgLuaValue
): TlgLuaValue; overload;
```

Description

This is Call, a member of class IlgLua.

1.2.1.1.3 IlgLua.GetVariable

File: LGT.pas (see page 348)

Delphi

```
function GetVariable(
    const AName: string;
    AType: TlgLuaValueType
): TlgLuaValue;
```

Description

This is GetVariable, a member of class IlgLua.

1.2.1.1.4 IlgLua.LoadBuffer

File: LGT.pas (see page 348)

Delphi

```
procedure LoadBuffer(  
  AData: Pointer;  
  ASize: NativeUInt;  
  AAutoRun: Boolean = True  
);
```

Description

This is LoadBuffer, a member of class IlgLua.

1.2.1.1.5 IlgLua.LoadFile

File: LGT.pas (see page 348)

Delphi

```
function LoadFile(  
  const AFilename: string;  
  AAutoRun: Boolean = True  
): Boolean;
```

Description

This is LoadFile, a member of class IlgLua.

1.2.1.1.6 IlgLua.LoadStream

File: LGT.pas (see page 348)

Delphi

```
procedure LoadStream(  
  AStream: TStream;  
  ASize: NativeUInt = 0;  
  AAutoRun: Boolean = True  
);
```

Description

This is LoadStream, a member of class IlgLua.

1.2.1.1.7 IlgLua.LoadString

File: LGT.pas (see page 348)

Delphi

```
procedure LoadString(  
  const AData: string;  
  AAutoRun: Boolean = True  
);
```

Description

This is LoadString, a member of class IlgLua.

1.2.1.1.8 IlgLua.PrepareCall

File: LGT.pas (see page 348)

Delphi

```
function PrepareCall(  
  const AName: string  
): Boolean;
```

Description

This is PrepCall, a member of class IlgLua.

1.2.1.1.9 IlgLua.RegisterRoutine

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutine(  
    const AName: string;  
    AData: Pointer;  
    aCode: Pointer  
); overload;
```

Description

This is RegisterRoutine, a member of class IlgLua.

1.2.1.1.10 IlgLua.RegisterRoutine

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutine(  
    const AName: string;  
    aRoutine: TlgLuaFunction  
); overload;
```

Description

This is RegisterRoutine, a member of class IlgLua.

1.2.1.1.11 IlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    AClass: TClass  
); overload;
```

Description

This is RegisterRoutines, a member of class IlgLua.

1.2.1.1.12 IlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    AObject: TObject  
); overload;
```

Description

This is RegisterRoutines, a member of class IlgLua.

1.2.1.1.13 IlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    const ATables: string;  
    AClass: TClass;  
    const ATableName: string = ''  
); overload;
```

Description

This is RegisterRoutines, a member of class IlgLua.

1.2.1.1.14 IlgLua.RegisterRoutines

File: LGT.pas (see page 348)

Delphi

```
procedure RegisterRoutines(  
    const ATables: string;  
    AObject: TObject;  
    const ATableName: string = ''  
); overload;
```

Description

This is RegisterRoutines, a member of class IlgLua.

1.2.1.1.15 IlgLua.Reset

File: LGT.pas (see page 348)

Delphi

```
procedure Reset;
```

Description

This is Reset, a member of class IlgLua.

1.2.1.1.16 IlgLua.RoutineExist

File: LGT.pas (see page 348)

Delphi

```
function RoutineExist(  
    const AName: string  
): Boolean;
```

Description

This is RoutineExist, a member of class IlgLua.

1.2.1.1.17 IlgLua.Run

File: LGT.pas (see page 348)

Delphi

```
procedure Run;
```

Description

This is Run, a member of class IlgLua.

1.2.1.1.18 IlgLua.SetVariable

File: LGT.pas (see page 348)

Delphi

```
procedure SetVariable(  
    const AName: string;  
    AValue: TlgLuaValue  
);
```

Description

This is SetVariable, a member of class IlgLua.

1.2.1.1.19 IlgLua.VariableExist

File: LGT.pas (see page 348)

Delphi

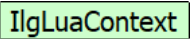
```
function VariableExist(  
    const AName: string  
): Boolean;
```

Description

This is VariableExist, a member of class IlgLua.

1.2.2 IlgLuaContext

Class Hierarchy



File: LGT.pas (see page 348)

Delphi

```
IlgLuaContext = interface;
```

Description




This is class IlgLuaContext.

1.2.2.1 IlgLuaContext Methods

The methods of the IlgLuaContext class are listed here.

Methods

	ArgCount (see page 237)	This is ArgCount, a member of class IlgLuaContext.
	ClearStack (see page 237)	This is ClearStack, a member of class IlgLuaContext.
	GetStackType (see page 237)	This is GetStackType, a member of class IlgLuaContext.
	GetTableFieldValue (see page 237)	This is GetTableFieldValue, a member of class IlgLuaContext.
	GetTableIndexValue (see page 237)	This is GetTableIndexValue, a member of class IlgLuaContext.
	GetValue (see page 238)	This is GetValue, a member of class IlgLuaContext.
	PopStack (see page 238)	This is PopStack, a member of class IlgLuaContext.
	PushCount (see page 238)	This is PushCount, a member of class IlgLuaContext.

	PushValue (see page 238)	This is PushValue, a member of class IlgLuaContext.
	SetTableFieldValue (see page 239)	This is SetTableFieldValue, a member of class IlgLuaContext.
	SetTableIndexValue (see page 239)	This is SetTableIndexValue, a member of class IlgLuaContext.

1.2.2.1.1 IlgLuaContext.ArgCount

File: LGT.pas (see page 348)

Delphi

```
function ArgCount: Integer;
```

Description

This is ArgCount, a member of class IlgLuaContext.

1.2.2.1.2 IlgLuaContext.ClearStack

File: LGT.pas (see page 348)

Delphi

```
procedure ClearStack;
```

Description

This is ClearStack, a member of class IlgLuaContext.

1.2.2.1.3 IlgLuaContext.GetStackType

File: LGT.pas (see page 348)

Delphi

```
function GetStackType(  
    aIndex: Integer  
): TlgLuaType;
```

Description

This is GetStackType, a member of class IlgLuaContext.

1.2.2.1.4 IlgLuaContext.GetTableFieldValue

File: LGT.pas (see page 348)

Delphi

```
function GetTableFieldValue(  
    const AName: string;  
    AType: TlgLuaValueType;  
    AIndex: Integer  
): TlgLuaValue; overload;
```

Description

This is GetTableFieldValue, a member of class IlgLuaContext.

1.2.2.1.5 IlgLuaContext.GetTableIndexValue

File: LGT.pas (see page 348)

Delphi

```
function GetTableIndexValue(  

```

```
const aName: string;  
AType: TlgLuaValueType;  
AIndex: Integer;  
AKey: Integer  
) : TlgLuaValue;
```

Description

This is GetTableIndexValue, a member of class IlgLuaContext.

1.2.2.1.6 IlgLuaContext.GetValue

File: LGT.pas (see page 348)

Delphi

```
function GetValue(  
    aType: TlgLuaValueType;  
    aIndex: Integer  
) : TlgLuaValue;
```

Description

This is GetValue, a member of class IlgLuaContext.

1.2.2.1.7 IlgLuaContext.PopStack

File: LGT.pas (see page 348)

Delphi

```
procedure PopStack(  
    aCount: Integer  
);
```

Description

This is PopStack, a member of class IlgLuaContext.

1.2.2.1.8 IlgLuaContext.PushCount

File: LGT.pas (see page 348)

Delphi

```
function PushCount: Integer;
```

Description

This is PushCount, a member of class IlgLuaContext.

1.2.2.1.9 IlgLuaContext.PushValue

File: LGT.pas (see page 348)

Delphi

```
procedure PushValue(  
    aValue: TlgLuaValue  
);
```

Description

This is PushValue, a member of class IlgLuaContext.

1.2.2.1.10 IlgLuaContext.SetTableFieldValue

File: LGT.pas (see page 348)

Delphi

```
procedure SetTableFieldValue(  
    const AName: string;  
    AValue: TlgLuaValue;  
    AIndex: Integer  
); overload;
```

Description

This is SetTableFieldValue, a member of class IlgLuaContext.

1.2.2.1.11 IlgLuaContext.SetTableIndexValue

File: LGT.pas (see page 348)

Delphi

```
procedure SetTableIndexValue(  
    const AName: string;  
    AValue: TlgLuaValue;  
    AIndex: Integer;  
    AKey: Integer  
);
```





Description

This is SetTableIndexValue, a member of class IlgLuaContext.

1.3 Functions

The following table lists functions in this documentation.

Functions

	IgInit (see page 239)	This is function IgInit.
	IgIsInit (see page 240)	This is function IgIsInit.
	IgQuit (see page 240)	This is function IgQuit.
	IgRunGame (see page 240)	This is function IgRunGame.

1.3.1 IgInit

File: LGT.pas (see page 348)

Delphi

```
function IgInit: Boolean;
```

Description

This is function IgInit.

1.3.2 IgIsInit

File: LGT.pas (see page 348)

Delphi

```
function IgIsInit: Boolean;
```

Description

This is function IgIsInit.

1.3.3 IgQuit

File: LGT.pas (see page 348)

Delphi

```
procedure IgQuit;
```

Description

This is function IgQuit.

1.3.4 IgRunGame

File: LGT.pas (see page 348)

Delphi

```
procedure IgRunGame(  
  const AGame: TlgGameClass  
);
```









Description



This is function IgRunGame.

1.4 Structs, Records, Enums









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

Enumerations

	TEntityOverlap (see page 241)	This is record TEntityOverlap.
	THAlign (see page 241)	This is record THAlign.
	TVAlign (see page 241)	This is record TVAlign.
	TlgAudioStatus (see page 242)	This is record TlgAudioStatus.
	TlgEase (see page 243)	This is record TlgEase.
	TlgInputState (see page 244)	This is record TlgInputState.
	TlgLineIntersection (see page 244)	This is record TlgLineIntersection.
	TlgLuaTable (see page 244)	This is record TlgLuaTable.

	TlgLuaType (see page 245)	This is record TlgLuaType.
	TlgLuaValueType (see page 245)	This is record TlgLuaValueType.
	TlgSeekMode (see page 246)	This is record TlgSeekMode.
	TlgSoundLoad (see page 247)	This is record TlgSoundLoad.
	TlgStreamMode (see page 247)	This is record TlgStreamMode.
	TlgTextureBlend (see page 247)	This is record TlgTextureBlend.
	TlgVideoStatus (see page 247)	This is record TlgVideoStatus.

Records

	TlgActorMessage (see page 242)	This is record TlgActorMessage.
	TlgColor (see page 242)	This is record TlgColor.
	TlgExtent (see page 243)	This is record TlgExtent.
	TlgGameAppSettings (see page 243)	This is record TlgGameAppSettings.
	TlgOBB (see page 245)	This is record TlgOBB.
	TlgPoint (see page 246)	This is record TlgPoint.
	TlgRect (see page 246)	This is record TlgRect.
	TlgSize (see page 246)	This is record TlgSize.

1.4.1 TEntityOverlap

File: LGT.pas (see page 348)

Delphi

```
TEntityOverlap = (
    eoAABB,
    eoOBB
);
```

Description

This is record TEntityOverlap.

1.4.2 THAlign

File: LGT.pas (see page 348)

Delphi

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

Description

This is record THAlign.

1.4.3 TVAlign

File: LGT.pas (see page 348)

Delphi

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

Description

This is record TVAlign.

1.4.4 TlgActorMessage

File: LGT.pas (see page 348)

Delphi

```
TlgActorMessage = record  
    Id: Integer;  
    Data: Pointer;  
    DataSize: Cardinal;  
end;
```

Description

This is record TlgActorMessage.

1.4.5 TlgAudioStatus

File: LGT.pas (see page 348)

Delphi

```
TlgAudioStatus = (  
    asStopped,  
    asPlaying,  
    asPaused  
);
```

Description

This is record TlgAudioStatus.

1.4.6 TlgColor

File: LGT.pas (see page 348)

Delphi

```
TlgColor = record  
    Alpha: Single;  
    Blue: Single;  
    Green: Single;  
    Red: Single;  
end;
```

Description

This is record TlgColor.

1.4.7 TlgEase

File: LGT.pas (see page 348)

Delphi

```
TlgEase = (  
    eaLinearTween,  
    eaInQuad,  
    eaOutQuad,  
    eaInOutQuad,  
    eaInCubic,  
    eaOutCubic,  
    eaInOutCubic,  
    eaInQuart,  
    eaOutQuart,  
    eaInOutQuart,  
    eaInQuint,  
    eaOutQuint,  
    eaInOutQuint,  
    eaInSine,  
    eaOutSine,  
    eaInOutSine,  
    eaInExpo,  
    eaOutExpo,  
    eaInOutExpo,  
    eaInCircle,  
    eaOutCircle,  
    eaInOutCircle  
);
```

Description

This is record TlgEase.

1.4.8 TlgExtent

File: LGT.pas (see page 348)

Delphi

```
TlgExtent = record  
    MaxX: Single;  
    MaxY: Single;  
    MinX: Single;  
    MinY: Single;  
end;
```

Description

This is record TlgExtent.

1.4.9 TlgGameAppSettings

File: LGT.pas (see page 348)

Delphi

```
TlgGameAppSettings = record  
    WindowWidth: Cardinal;  
    WindowHeight: Cardinal;
```



```
WindowTitle: string;  
WindowClearColor: TlgColor;  
DefaultFontSize: Cardinal;  
DefaultFontGlyphs: string;  
ZipFilePassword: string;  
ZipFilename: string;  
HudPos: TlgPoint;  
HudLinespace: Cardinal;  
HudItemPadWidth: Cardinal;  
HudItemSeperator: string;  
ActorSceneCount: Integer;  
ActorSceneAttrs: TlgObjectAttributeSet;  
ActorSceneBefore: TlgActorSceneEvent;  
ActorSceneAfter: TlgActorSceneEvent;  
end;
```

Description

This is record TlgGameAppSettings.

1.4.10 TlgInputState

File: LGT.pas (see page 348)

Delphi

```
TlgInputState = (  
    isPressed,  
    isWasPressed,  
    isWasReleased  
);
```

Description

This is record TlgInputState.

1.4.11 TlgLineIntersection

File: LGT.pas (see page 348)

Delphi

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

Description

This is record TlgLineIntersection.

1.4.12 TlgLuaTable

File: LGT.pas (see page 348)

Delphi

```
TlgLuaTable = (  
    LuaTable  
);
```

Description

This is record TlgLuaTable.

1.4.13 TlgLuaType

File: LGT.pas (see page 348)

Delphi

```
TlgLuaType = (  
    ltNone = -1,  
    ltNil = 0,  
    ltBoolean = 1,  
    ltLightUserData = 2,  
    ltNumber = 3,  
    ltString = 4,  
    ltTable = 5,  
    ltFunction = 6,  
    ltUserData = 7,  
    ltThread = 8  
);
```

Description

This is record TlgLuaType.

1.4.14 TlgLuaValueType

File: LGT.pas (see page 348)

Delphi

```
TlgLuaValueType = (  
    vtInteger,  
    vtDouble,  
    vtString,  
    vtTable,  
    vtPointer,  
    vtBoolean  
);
```

Description

This is record TlgLuaValueType.

1.4.15 TlgOBB

File: LGT.pas (see page 348)

Delphi

```
TlgOBB = record  
    Center: TlgPoint;  
    Extents: TlgPoint;  
    Rotation: Single;  
end;
```

Description

This is record TlgOBB.

1.4.16 TlgPoint

File: LGT.pas (see page 348)

Delphi

```
TlgPoint = record
  x: Single;
  y: Single;
end;
```

Description

This is record TlgPoint.

1.4.17 TlgRect

File: LGT.pas (see page 348)

Delphi

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

Description

This is record TlgRect.

1.4.18 TlgSeekMode

File: LGT.pas (see page 348)

Delphi

```
TlgSeekMode = (
  smStart,
  smCurrent,
  smEnd
);
```

Description

This is record TlgSeekMode.

1.4.19 TlgSize

File: LGT.pas (see page 348)

Delphi

```
TlgSize = record
  Height: Single;
  Width: Single;
```

```
end;
```

Description

This is record TlgSize.

1.4.20 TlgSoundLoad

File: LGT.pas (see page 348)

Delphi

```
TlgSoundLoad = (  
    slMemory,  
    slStream  
);
```

Description

This is record TlgSoundLoad.

1.4.21 TlgStreamMode

File: LGT.pas (see page 348)

Delphi

```
TlgStreamMode = (  
    smRead,  
    smWrite  
);
```

Description

This is record TlgStreamMode.

1.4.22 TlgTextureBlend

File: LGT.pas (see page 348)

Delphi

```
TlgTextureBlend = (  
    tbNone,  
    tbAlpha,  
    tbAdditiveAlpha  
);
```

Description

This is record TlgTextureBlend.

1.4.23 TlgVideoStatus

File: LGT.pas (see page 348)

Delphi

```
TlgVideoStatus = (  
    vsStopped,  
    vsPaused,  
    vsPlaying  
);
```

Description

This is record TlgVideoStatus.

1.5 Types

The following table lists types in this documentation.

Types

PlgActorMessage (see page 248)	This is type PlgActorMessage.
PlgColor (see page 248)	This is type PlgColor.
PlgExtent (see page 249)	This is type PlgExtent.
PlgGameAppSettings (see page 249)	This is type PlgGameAppSettings.
PlgPoint (see page 249)	This is type PlgPoint.
PlgRect (see page 249)	This is type PlgRect.
PlgSize (see page 249)	This is type PlgSize.
PlgVec (see page 250)	This is type PlgVec.
TlgActorSceneEvent (see page 250)	This is type TlgActorSceneEvent.
TlgGameClass (see page 250)	This is type TlgGameClass.
TlgLuaFunction (see page 250)	This is type TlgLuaFunction.
TlgObjectAttributeSet (see page 251)	This is type TlgObjectAttributeSet.
TlgZipFileStreamBuildProgress (see page 251)	This is type TlgZipFileStreamBuildProgress.

1.5.1 PlgActorMessage

File: LGT.pas (see page 348)

Delphi

```
PlgActorMessage = ^TlgActorMessage;
```

Description

This is type PlgActorMessage.

1.5.2 PlgColor

File: LGT.pas (see page 348)

Delphi

```
PlgColor = ^TlgColor;
```

Description

This is type PlgColor.

1.5.3 PlgExtent

File: LGT.pas (see page 348)

Delphi

```
PlgExtent = ^TlgExtent;
```

Description

This is type PlgExtent.

1.5.4 PlgGameAppSettings

File: LGT.pas (see page 348)

Delphi

```
PlgGameAppSettings = ^TlgGameAppSettings;
```

Description

This is type PlgGameAppSettings.

1.5.5 PlgPoint

File: LGT.pas (see page 348)

Delphi

```
PlgPoint = ^TlgPoint;
```

Description

This is type PlgPoint.

1.5.6 PlgRect

File: LGT.pas (see page 348)

Delphi

```
PlgRect = ^TlgRect;
```

Description

This is type PlgRect.

1.5.7 PlgSize

File: LGT.pas (see page 348)

Delphi

```
PlgSize = ^TlgSize;
```

Description

This is type PlgSize.

1.5.8 PlgVec

File: LGT.pas (see page 348)

Delphi

```
PlgVec = ^TlgVec;
```

Description

This is type PlgVec.

1.5.9 TlgActorSceneEvent

File: LGT.pas (see page 348)

Delphi

```
TlgActorSceneEvent = procedure (ASceneNum: Integer) of object;
```

Description

This is type TlgActorSceneEvent.

1.5.10 TlgGameClass

File: LGT.pas (see page 348)

Delphi

```
TlgGameClass = class of TlgGame;
```

Description

This is type TlgGameClass.

1.5.11 TlgLuaFunction

File: LGT.pas (see page 348)

Delphi

```
TlgLuaFunction = procedure (ALua: ILuaContext) of object;
```

Description

This is type TlgLuaFunction.

1.5.12 TlgObjectAttributeSet

File: LGT.pas (see page 348)

Delphi

```
TlgObjectAttributeSet = set of Byte;
```

Description

This is type TlgObjectAttributeSet.

1.5.13 TlgZipFileStreamBuildProgress

File: LGT.pas (see page 348)

Delphi

```
TlgZipFileStreamBuildProgress = procedure (const ASender: Pointer; const AFilename: string;
const AProgress: Integer; const ANewFile: Boolean);
```

Description

This is type TlgZipFileStreamBuildProgress.

1.6 Variables

The following table lists variables in this documentation.

Variables

Math (see page 251)	This is variable Math.
TaskList (see page 252)	This is variable TaskList.
Terminal (see page 252)	This is variable Terminal.
Timer (see page 252)	This is variable Timer.
Utils (see page 252)	This is variable Utils.

1.6.1 Math

File: LGT.pas (see page 348)

Delphi

```
Math: TlgMath = nil;
```

Description

This is variable Math.

1.6.2 TaskList

File: LGT.pas (see page 348)

Delphi

```
TaskList: TlgTaskList = nil;
```

Description

This is variable TaskList.

1.6.3 Terminal

File: LGT.pas (see page 348)

Delphi

```
Terminal: TlgTerminal = nil;
```

Description

This is variable Terminal.

1.6.4 Timer

File: LGT.pas (see page 348)

Delphi

```
Timer: TlgDeterministicTimer = nil;
```

Description

This is variable Timer.

1.6.5 Utils

File: LGT.pas (see page 348)

Delphi

```
Utils: TlgUtils = nil;
```

Description

This is variable Utils.

1.7 Constants

The following table lists constants in this documentation.

Constants

ALICEBLUE (see page 261)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 261)	This is constant ANTIQUEWHITE.
AQUA (see page 261)	This is constant AQUA.
AQUAMARINE (see page 262)	This is constant AQUAMARINE.
AZURE (see page 262)	This is constant AZURE.
BEIGE (see page 262)	This is constant BEIGE.
BISQUE (see page 262)	This is constant BISQUE.
BLACK (see page 262)	This is constant BLACK.
BLANCHEDALMOND (see page 263)	This is constant BLANCHEDALMOND.
BLANK (see page 263)	This is constant BLANK.
BLUE (see page 263)	This is constant BLUE.
BLUEVIOLET (see page 263)	This is constant BLUEVIOLET.
BROWN (see page 264)	This is constant BROWN.
BURLYWOOD (see page 264)	This is constant BURLYWOOD.
CADETBBLUE (see page 264)	This is constant CADETBBLUE.
CHARTREUSE (see page 264)	This is constant CHARTREUSE.
CHOCOLATE (see page 264)	This is constant CHOCOLATE.
COLORKEY (see page 265)	This is constant COLORKEY.
CORAL (see page 265)	This is constant CORAL.
CORNFLOWERBLUE (see page 265)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 265)	This is constant CORNSILK.
CR (see page 266)	This is constant CR.
CRIMSON (see page 266)	This is constant CRIMSON.
CRLF (see page 266)	This is constant CRLF.
CYAN (see page 266)	This is constant CYAN.
DARKBLUE (see page 266)	This is constant DARKBLUE.
DARKCYAN (see page 267)	This is constant DARKCYAN.
DARKGOLDENROD (see page 267)	This is constant DARKGOLDENROD.
DARKGRAY (see page 267)	This is constant DARKGRAY.
DARKGREEN (see page 267)	This is constant DARKGREEN.
DARKGREY (see page 268)	This is constant DARKGREY.
DARKKHAKI (see page 268)	This is constant DARKKHAKI.
DARKMAGENTA (see page 268)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 268)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 268)	This is constant DARKORANGE.
DARKORCHID (see page 269)	This is constant DARKORCHID.
DARKRED (see page 269)	This is constant DARKRED.
DARKSALMON (see page 269)	This is constant DARKSALMON.
DARKSEAGREEN (see page 269)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 270)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 270)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 270)	This is constant DARKSLATEGRAY.
DARKSLATEGREY (see page 270)	This is constant DARKSLATEGREY.
DARKTURQUOISE (see page 270)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 271)	This is constant DARKVIOLET.
DEEPPINK (see page 271)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 271)	This is constant DEEPSKYBLUE.

DIMGRAY (see page 271)	This is constant DIMGRAY.
DIMGREY (see page 272)	This is constant DIMGREY.
DIMWHITE (see page 272)	This is constant DIMWHITE.
DODGERBLUE (see page 272)	This is constant DODGERBLUE.
FIREBRICK (see page 272)	This is constant FIREBRICK.
FLORALWHITE (see page 272)	This is constant FLORALWHITE.
FORESTGREEN (see page 273)	This is constant FORESTGREEN.
FUCHSIA (see page 273)	This is constant FUCHSIA.
GAINSBORO (see page 273)	This is constant GAINSBORO.
GAMEPAD_1 (see page 273)	This is constant GAMEPAD_1.
GAMEPAD_10 (see page 274)	This is constant GAMEPAD_10.
GAMEPAD_11 (see page 274)	This is constant GAMEPAD_11.
GAMEPAD_12 (see page 274)	This is constant GAMEPAD_12.
GAMEPAD_13 (see page 274)	This is constant GAMEPAD_13.
GAMEPAD_14 (see page 274)	This is constant GAMEPAD_14.
GAMEPAD_15 (see page 275)	This is constant GAMEPAD_15.
GAMEPAD_16 (see page 275)	This is constant GAMEPAD_16.
GAMEPAD_2 (see page 275)	This is constant GAMEPAD_2.
GAMEPAD_3 (see page 275)	This is constant GAMEPAD_3.
GAMEPAD_4 (see page 276)	This is constant GAMEPAD_4.
GAMEPAD_5 (see page 276)	This is constant GAMEPAD_5.
GAMEPAD_6 (see page 276)	This is constant GAMEPAD_6.
GAMEPAD_7 (see page 276)	This is constant GAMEPAD_7.
GAMEPAD_8 (see page 276)	This is constant GAMEPAD_8.
GAMEPAD_9 (see page 277)	This is constant GAMEPAD_9.
GAMEPAD_AXIS_LAST (see page 277)	This is constant GAMEPAD_AXIS_LAST.
GAMEPAD_AXIS_LEFT_TRIGGER (see page 277)	This is constant GAMEPAD_AXIS_LEFT_TRIGGER.
GAMEPAD_AXIS_LEFT_X (see page 277)	This is constant GAMEPAD_AXIS_LEFT_X.
GAMEPAD_AXIS_LEFT_Y (see page 278)	This is constant GAMEPAD_AXIS_LEFT_Y.
GAMEPAD_AXIS_RIGHT_TRIGGER (see page 278)	This is constant GAMEPAD_AXIS_RIGHT_TRIGGER.
GAMEPAD_AXIS_RIGHT_X (see page 278)	This is constant GAMEPAD_AXIS_RIGHT_X.
GAMEPAD_AXIS_RIGHT_Y (see page 278)	This is constant GAMEPAD_AXIS_RIGHT_Y.
GAMEPAD_BUTTON_A (see page 278)	This is constant GAMEPAD_BUTTON_A.
GAMEPAD_BUTTON_B (see page 279)	This is constant GAMEPAD_BUTTON_B.
GAMEPAD_BUTTON_BACK (see page 279)	This is constant GAMEPAD_BUTTON_BACK.
GAMEPAD_BUTTON_CIRCLE (see page 279)	This is constant GAMEPAD_BUTTON_CIRCLE.
GAMEPAD_BUTTON_CROSS (see page 279)	This is constant GAMEPAD_BUTTON_CROSS.
GAMEPAD_BUTTON_DPAD_DOWN (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_DOWN.
GAMEPAD_BUTTON_DPAD_LEFT (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_LEFT.
GAMEPAD_BUTTON_DPAD_RIGHT (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_RIGHT.
GAMEPAD_BUTTON_DPAD_UP (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_UP.
GAMEPAD_BUTTON_GUIDE (see page 280)	This is constant GAMEPAD_BUTTON_GUIDE.
GAMEPAD_BUTTON_LAST (see page 281)	This is constant GAMEPAD_BUTTON_LAST.
GAMEPAD_BUTTON_LEFT BUMPER (see page 281)	This is constant GAMEPAD_BUTTON_LEFT BUMPER.

GAMEPAD_BUTTON_LEFT_THUMB (see page 281)	This is constant GAMEPAD_BUTTON_LEFT_THUMB.
GAMEPAD_BUTTON_RIGHT BUMPER (see page 281)	This is constant GAMEPAD_BUTTON_RIGHT BUMPER.
GAMEPAD_BUTTON_RIGHT_THUMB (see page 282)	This is constant GAMEPAD_BUTTON_RIGHT_THUMB.
GAMEPAD_BUTTON_SQUARE (see page 282)	This is constant GAMEPAD_BUTTON_SQUARE.
GAMEPAD_BUTTON_START (see page 282)	This is constant GAMEPAD_BUTTON_START.
GAMEPAD_BUTTON_TRIANGLE (see page 282)	This is constant GAMEPAD_BUTTON_TRIANGLE.
GAMEPAD_BUTTON_X (see page 282)	This is constant GAMEPAD_BUTTON_X.
GAMEPAD_BUTTON_Y (see page 283)	This is constant GAMEPAD_BUTTON_Y.
GAMEPAD_LAST (see page 283)	This is constant GAMEPAD_LAST.
GHOSTWHITE (see page 283)	This is constant GHOSTWHITE.
GOLD (see page 283)	This is constant GOLD.
GOLDENROD (see page 284)	This is constant GOLDENROD.
GRAY (see page 284)	This is constant GRAY.
GREEN (see page 284)	This is constant GREEN.
GREENYELLOW (see page 284)	This is constant GREENYELLOW.
GREY (see page 284)	This is constant GREY.
GUI_DEFAULT_WINDOW (see page 285)	This is constant GUI_DEFAULT_WINDOW.
GUI_EDIT_ACTIVATED (see page 285)	This is constant GUI_EDIT_ACTIVATED.
GUI_EDIT_ACTIVE (see page 285)	This is constant GUI_EDIT_ACTIVE.
GUI_EDIT_ALLOW_TAB (see page 285)	This is constant GUI_EDIT_ALLOW_TAB.
GUI_EDIT_ALWAYS_INSERT_MODE (see page 286)	This is constant GUI_EDIT_ALWAYS_INSERT_MODE.
GUI_EDIT_AUTO_SELECT (see page 286)	This is constant GUI_EDIT_AUTO_SELECT.
GUI_EDIT_BOX (see page 286)	This is constant GUI_EDIT_BOX.
GUI_EDIT_CLIPBOARD (see page 286)	This is constant GUI_EDIT_CLIPBOARD.
GUI_EDIT_COMMITTED (see page 286)	This is constant GUI_EDIT_COMMITTED.
GUI_EDIT_CTRL_ENTER_NEWLINE (see page 287)	This is constant GUI_EDIT_CTRL_ENTER_NEWLINE.
GUI_EDIT_DEACTIVATED (see page 287)	This is constant GUI_EDIT_DEACTIVATED.
GUI_EDIT_DEFAULT (see page 287)	This is constant GUI_EDIT_DEFAULT.
GUI_EDIT_EDITOR (see page 287)	This is constant GUI_EDIT_EDITOR.
GUI_EDIT_FIELD (see page 288)	This is constant GUI_EDIT_FIELD.
GUI_EDIT_GOTO_END_ON_ACTIVATE (see page 288)	This is constant GUI_EDIT_GOTO_END_ON_ACTIVATE.
GUI_EDIT_INACTIVE (see page 288)	This is constant GUI_EDIT_INACTIVE.
GUI_EDIT_MULTILINE (see page 288)	This is constant GUI_EDIT_MULTILINE.
GUI_EDIT_NO_CURSOR (see page 288)	This is constant GUI_EDIT_NO_CURSOR.
GUI_EDIT_NO_HORIZONTAL_SCROLL (see page 289)	This is constant GUI_EDIT_NO_HORIZONTAL_SCROLL.
GUI_EDIT_READ_ONLY (see page 289)	This is constant GUI_EDIT_READ_ONLY.
GUI_EDIT_SELECTABLE (see page 289)	This is constant GUI_EDIT_SELECTABLE.
GUI_EDIT_SIG_ENTER (see page 289)	This is constant GUI_EDIT_SIG_ENTER.
GUI_EDIT_SIMPLE (see page 290)	This is constant GUI_EDIT_SIMPLE.
GUI_TEXT_ALIGN_BOTTOM (see page 290)	This is constant GUI_TEXT_ALIGN_BOTTOM.
GUI_TEXT_ALIGN_CENTERED (see page 290)	This is constant GUI_TEXT_ALIGN_CENTERED.
GUI_TEXT_ALIGN_LEFT (see page 290)	This is constant GUI_TEXT_ALIGN_LEFT.

GUI_TEXT_ALIGN_MIDDLE (see page 290)	This is constant GUI_TEXT_ALIGN_MIDDLE.
GUI_TEXT_ALIGN_RIGHT (see page 291)	This is constant GUI_TEXT_ALIGN_RIGHT.
GUI_TEXT_ALIGN_TOP (see page 291)	This is constant GUI_TEXT_ALIGN_TOP.
GUI_TEXT_CENTERED (see page 291)	This is constant GUI_TEXT_CENTERED.
GUI_TEXT_LEFT (see page 291)	This is constant GUI_TEXT_LEFT.
GUI_TEXT_RIGHT (see page 292)	This is constant GUI_TEXT_RIGHT.
GUI_WINDOW_BACKGROUND (see page 292)	This is constant GUI_WINDOW_BACKGROUND.
GUI_WINDOW_BORDER (see page 292)	This is constant GUI_WINDOW_BORDER.
GUI_WINDOW_CLOSABLE (see page 292)	This is constant GUI_WINDOW_CLOSABLE.
GUI_WINDOW_MINIMIZABLE (see page 292)	This is constant GUI_WINDOW_MINIMIZABLE.
GUI_WINDOW_MOVABLE (see page 293)	This is constant GUI_WINDOW_MOVABLE.
GUI_WINDOW_NO_INPUT (see page 293)	This is constant GUI_WINDOW_NO_INPUT.
GUI_WINDOW_NO_SCROLLBAR (see page 293)	This is constant GUI_WINDOW_NO_SCROLLBAR.
GUI_WINDOW_SCALABLE (see page 293)	This is constant GUI_WINDOW_SCALABLE.
GUI_WINDOW_SCALE_LEFT (see page 294)	This is constant GUI_WINDOW_SCALE_LEFT.
GUI_WINDOW_SCROLL_AUTO_HIDE (see page 294)	This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.
GUI_WINDOW_TITLE (see page 294)	This is constant GUI_WINDOW_TITLE.
HONEYDEW (see page 294)	This is constant HONEYDEW.
HOTPINK (see page 294)	This is constant HOTPINK.
INDIANRED (see page 295)	This is constant INDIANRED.
INDIGO (see page 295)	This is constant INDIGO.
IVORY (see page 295)	This is constant IVORY.
KEY_0 (see page 295)	This is constant KEY_0.
KEY_1 (see page 296)	This is constant KEY_1.
KEY_2 (see page 296)	This is constant KEY_2.
KEY_3 (see page 296)	This is constant KEY_3.
KEY_4 (see page 296)	This is constant KEY_4.
KEY_5 (see page 296)	This is constant KEY_5.
KEY_6 (see page 297)	This is constant KEY_6.
KEY_7 (see page 297)	This is constant KEY_7.
KEY_8 (see page 297)	This is constant KEY_8.
KEY_9 (see page 297)	This is constant KEY_9.
KEY_A (see page 298)	This is constant KEY_A.
KEY_APOSTROPHE (see page 298)	This is constant KEY_APOSTROPHE.
KEY_B (see page 298)	This is constant KEY_B.
KEY_BACKSLASH (see page 298)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 298)	This is constant KEY_BACKSPACE.
KEY_C (see page 299)	This is constant KEY_C.
KEY_CAPS_LOCK (see page 299)	This is constant KEY_CAPS_LOCK.
KEY_COMMA (see page 299)	This is constant KEY_COMMA.
KEY_D (see page 299)	This is constant KEY_D.
KEY_DELETE (see page 300)	This is constant KEY_DELETE.
KEY_DOWN (see page 300)	This is constant KEY_DOWN.
KEY_E (see page 300)	This is constant KEY_E.
KEY_END (see page 300)	This is constant KEY_END.
KEY_ENTER (see page 300)	This is constant KEY_ENTER.
KEY_EQUAL (see page 301)	This is constant KEY_EQUAL.

KEY_ESCAPE (see page 301)	This is constant KEY_ESCAPE.
KEY_F (see page 301)	This is constant KEY_F.
KEY_F1 (see page 301)	This is constant KEY_F1.
KEY_F10 (see page 302)	This is constant KEY_F10.
KEY_F11 (see page 302)	This is constant KEY_F11.
KEY_F12 (see page 302)	This is constant KEY_F12.
KEY_F13 (see page 302)	This is constant KEY_F13.
KEY_F14 (see page 302)	This is constant KEY_F14.
KEY_F15 (see page 303)	This is constant KEY_F15.
KEY_F16 (see page 303)	This is constant KEY_F16.
KEY_F17 (see page 303)	This is constant KEY_F17.
KEY_F18 (see page 303)	This is constant KEY_F18.
KEY_F19 (see page 304)	This is constant KEY_F19.
KEY_F2 (see page 304)	This is constant KEY_F2.
KEY_F20 (see page 304)	This is constant KEY_F20.
KEY_F21 (see page 304)	This is constant KEY_F21.
KEY_F22 (see page 304)	This is constant KEY_F22.
KEY_F23 (see page 305)	This is constant KEY_F23.
KEY_F24 (see page 305)	This is constant KEY_F24.
KEY_F25 (see page 305)	This is constant KEY_F25.
KEY_F3 (see page 305)	This is constant KEY_F3.
KEY_F4 (see page 306)	This is constant KEY_F4.
KEY_F5 (see page 306)	This is constant KEY_F5.
KEY_F6 (see page 306)	This is constant KEY_F6.
KEY_F7 (see page 306)	This is constant KEY_F7.
KEY_F8 (see page 306)	This is constant KEY_F8.
KEY_F9 (see page 307)	This is constant KEY_F9.
KEY_G (see page 307)	This is constant KEY_G.
KEY_GRAVE_ACCENT (see page 307)	This is constant KEY_GRAVE_ACCENT.
KEY_H (see page 307)	This is constant KEY_H.
KEY_HOME (see page 308)	This is constant KEY_HOME.
KEY_I (see page 308)	This is constant KEY_I.
KEY_INSERT (see page 308)	This is constant KEY_INSERT.
KEY_J (see page 308)	This is constant KEY_J.
KEY_K (see page 308)	This is constant KEY_K.
KEY_KP_0 (see page 309)	This is constant KEY_KP_0.
KEY_KP_1 (see page 309)	This is constant KEY_KP_1.
KEY_KP_2 (see page 309)	This is constant KEY_KP_2.
KEY_KP_3 (see page 309)	This is constant KEY_KP_3.
KEY_KP_4 (see page 310)	This is constant KEY_KP_4.
KEY_KP_5 (see page 310)	This is constant KEY_KP_5.
KEY_KP_6 (see page 310)	This is constant KEY_KP_6.
KEY_KP_7 (see page 310)	This is constant KEY_KP_7.
KEY_KP_8 (see page 310)	This is constant KEY_KP_8.
KEY_KP_9 (see page 311)	This is constant KEY_KP_9.
KEY_KP_ADD (see page 311)	This is constant KEY_KP_ADD.
KEY_KP_DECIMAL (see page 311)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE (see page 311)	This is constant KEY_KP_DIVIDE.
KEY_KP_ENTER (see page 312)	This is constant KEY_KP_ENTER.

KEY_KP_EQUAL (see page 312)	This is constant KEY_KP_EQUAL.
KEY_KP_MULTIPLY (see page 312)	This is constant KEY_KP_MULTIPLY.
KEY_KP_SUBTRACT (see page 312)	This is constant KEY_KP_SUBTRACT.
KEY_L (see page 312)	This is constant KEY_L.
KEY_LAST (see page 313)	This is constant KEY_LAST.
KEY_LEFT (see page 313)	This is constant KEY_LEFT.
KEY_LEFT_ALT (see page 313)	This is constant KEY_LEFT_ALT.
KEY_LEFT_BRACKET (see page 313)	This is constant KEY_LEFT_BRACKET.
KEY_LEFT_CONTROL (see page 314)	This is constant KEY_LEFT_CONTROL.
KEY_LEFT_SHIFT (see page 314)	This is constant KEY_LEFT_SHIFT.
KEY_LEFT_SUPER (see page 314)	This is constant KEY_LEFT_SUPER.
KEY_M (see page 314)	This is constant KEY_M.
KEY_MENU (see page 314)	This is constant KEY_MENU.
KEY_MINUS (see page 315)	This is constant KEY_MINUS.
KEY_N (see page 315)	This is constant KEY_N.
KEY_NUM_LOCK (see page 315)	This is constant KEY_NUM_LOCK.
KEY_O (see page 315)	This is constant KEY_O.
KEY_P (see page 316)	This is constant KEY_P.
KEY_PAGE_DOWN (see page 316)	This is constant KEY_PAGE_DOWN.
KEY_PAGE_UP (see page 316)	This is constant KEY_PAGE_UP.
KEY_PAUSE (see page 316)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 316)	This is constant KEY_PERIOD.
KEY_PRINT_SCREEN (see page 317)	This is constant KEY_PRINT_SCREEN.
KEY_Q (see page 317)	This is constant KEY_Q.
KEY_R (see page 317)	This is constant KEY_R.
KEY_RIGHT (see page 317)	This is constant KEY_RIGHT.
KEY_RIGHT_ALT (see page 318)	This is constant KEY_RIGHT_ALT.
KEY_RIGHT_BRACKET (see page 318)	This is constant KEY_RIGHT_BRACKET.
KEY_RIGHT_CONTROL (see page 318)	This is constant KEY_RIGHT_CONTROL.
KEY_RIGHT_SHIFT (see page 318)	This is constant KEY_RIGHT_SHIFT.
KEY_RIGHT_SUPER (see page 318)	This is constant KEY_RIGHT_SUPER.
KEY_S (see page 319)	This is constant KEY_S.
KEY_SCROLL_LOCK (see page 319)	This is constant KEY_SCROLL_LOCK.
KEY_SEMICOLON (see page 319)	This is constant KEY_SEMICOLON.
KEY_SLASH (see page 319)	This is constant KEY_SLASH.
KEY_SPACE (see page 320)	This is constant KEY_SPACE.
KEY_T (see page 320)	This is constant KEY_T.
KEY_TAB (see page 320)	This is constant KEY_TAB.
KEY_U (see page 320)	This is constant KEY_U.
KEY_UNKNOWN (see page 320)	This is constant KEY_UNKNOWN.
KEY_UP (see page 321)	This is constant KEY_UP.
KEY_V (see page 321)	This is constant KEY_V.
KEY_W (see page 321)	This is constant KEY_W.
KEY_WORLD_1 (see page 321)	This is constant KEY_WORLD_1.
KEY_WORLD_2 (see page 322)	This is constant KEY_WORLD_2.
KEY_X (see page 322)	This is constant KEY_X.
KEY_Y (see page 322)	This is constant KEY_Y.
KEY_Z (see page 322)	This is constant KEY_Z.
KHAKI (see page 322)	This is constant KHAKI.

LAVENDER (see page 323)	This is constant LAVENDER.
LAVENDERBLUSH (see page 323)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 323)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 323)	This is constant LEMONCHIFFON.
LF (see page 324)	This is constant LF.
LGT_CODENAME (see page 324)	This is constant LGT_CODENAME.
LGT_MAJOR_VERSION (see page 324)	This is constant LGT_MAJOR_VERSION.
LGT_MINOR_VERSION (see page 324)	This is constant LGT_MINOR_VERSION.
LGT_NAME (see page 324)	This is constant LGT_NAME.
LGT_PATCH_VERSION (see page 325)	This is constant LGT_PATCH_VERSION.
LGT_PROJECT (see page 325)	This is constant LGT_PROJECT.
LGT_VERSION (see page 325)	This is constant LGT_VERSION.
LIGHTBLUE (see page 325)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 326)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 326)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 326)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 326)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 326)	This is constant LIGHTGREEN.
LIGHTGREY (see page 327)	This is constant LIGHTGREY.
LIGHTPINK (see page 327)	This is constant LIGHTPINK.
LIGHTSALMON (see page 327)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 327)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 328)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 328)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 328)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 328)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 328)	This is constant LIGHTYELLOW.
LIME (see page 329)	This is constant LIME.
LIMEGREEN (see page 329)	This is constant LIMEGREEN.
LINEN (see page 329)	This is constant LINEN.
MAGENTA (see page 329)	This is constant MAGENTA.
MAROON (see page 330)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 330)	This is constant MEDIUMAQUAMARINE.
MEDIUMBLUE (see page 330)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 330)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 330)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 331)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 331)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 331)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 331)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 332)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 332)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 332)	This is constant MINTCREAM.
MISTYROSE (see page 332)	This is constant MISTYROSE.
MOCCASIN (see page 332)	This is constant MOCCASIN.
MOUSE_BUTTON_1 (see page 333)	This is constant MOUSE_BUTTON_1.
MOUSE_BUTTON_2 (see page 333)	This is constant MOUSE_BUTTON_2.
MOUSE_BUTTON_3 (see page 333)	This is constant MOUSE_BUTTON_3.
MOUSE_BUTTON_4 (see page 333)	This is constant MOUSE_BUTTON_4.

MOUSE_BUTTON_5 (see page 334)	This is constant MOUSE_BUTTON_5.
MOUSE_BUTTON_6 (see page 334)	This is constant MOUSE_BUTTON_6.
MOUSE_BUTTON_7 (see page 334)	This is constant MOUSE_BUTTON_7.
MOUSE_BUTTON_8 (see page 334)	This is constant MOUSE_BUTTON_8.
MOUSE_BUTTON_LAST (see page 334)	This is constant MOUSE_BUTTON_LAST.
MOUSE_BUTTON_LEFT (see page 335)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 335)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 335)	This is constant MOUSE_BUTTON_RIGHT.
NAVAJOWHITE (see page 335)	This is constant NAVAJOWHITE.
NAVY (see page 336)	This is constant NAVY.
OLDLACE (see page 336)	This is constant OLDLACE.
OLIVE (see page 336)	This is constant OLIVE.
OLIVEDRAB (see page 336)	This is constant OLIVEDRAB.
ORANGE (see page 336)	This is constant ORANGE.
ORANGERED (see page 337)	This is constant ORANGERED.
ORCHID (see page 337)	This is constant ORCHID.
OVERLAY1 (see page 337)	This is constant OVERLAY1.
OVERLAY2 (see page 337)	This is constant OVERLAY2.
PALEGOLDENROD (see page 338)	This is constant PALEGOLDENROD.
PALEGREEN (see page 338)	This is constant PALEGREEN.
PALETURQUOISE (see page 338)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 338)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 338)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 339)	This is constant PEACHPUFF.
PERU (see page 339)	This is constant PERU.
PINK (see page 339)	This is constant PINK.
PLUM (see page 339)	This is constant PLUM.
POWDERBLUE (see page 340)	This is constant POWDERBLUE.
PURPLE (see page 340)	This is constant PURPLE.
REBECCAPURPLE (see page 340)	This is constant REBECCAPURPLE.
RED (see page 340)	This is constant RED.
RED22 (see page 340)	This is constant RED22.
ROSYBROWN (see page 341)	This is constant ROSYBROWN.
ROYALBLUE (see page 341)	This is constant ROYALBLUE.
SADDLEBROWN (see page 341)	This is constant SADDLEBROWN.
SALMON (see page 341)	This is constant SALMON.
SANDYBROWN (see page 342)	This is constant SANDYBROWN.
SEAGREEN (see page 342)	This is constant SEAGREEN.
SEASHELL (see page 342)	This is constant SEASHELL.
SIENNA (see page 342)	This is constant SIENNA.
SILVER (see page 342)	This is constant SILVER.
SKYBLUE (see page 343)	This is constant SKYBLUE.
SLATEBLUE (see page 343)	This is constant SLATEBLUE.
SLATEGRAY (see page 343)	This is constant SLATEGRAY.
SLATEGREY (see page 343)	This is constant SLATEGREY.
SNOW (see page 344)	This is constant SNOW.
SPRINGGREEN (see page 344)	This is constant SPRINGGREEN.
STEELBLUE (see page 344)	This is constant STEELBLUE.
TAN (see page 344)	This is constant TAN.

TEAL (see page 344)	This is constant TEAL.
THISTLE (see page 345)	This is constant THISTLE.
TOMATO (see page 345)	This is constant TOMATO.
TREEMENU_NONE (see page 345)	This is constant TREEMENU_NONE.
TREEMENU_QUIT (see page 345)	This is constant TREEMENU_QUIT.
TURQUOISE (see page 346)	This is constant TURQUOISE.
VIOLET (see page 346)	This is constant VIOLET.
WHEAT (see page 346)	This is constant WHEAT.
WHITE (see page 346)	This is constant WHITE.
WHITE2 (see page 346)	This is constant WHITE2.
WHITESMOKE (see page 347)	This is constant WHITESMOKE.
YELLOW (see page 347)	This is constant YELLOW.
YELLOWGREEN (see page 347)	This is constant YELLOWGREEN.

1.7.1 ALICEBLUE

File: LGT.pas (see page 348)

Delphi

```
ALICEBLUE: TlgColor = (Red:$F0/$FF; Green:$F8/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant ALICEBLUE.

1.7.2 ANTIQUEWHITE

File: LGT.pas (see page 348)

Delphi

```
ANTIQUWHITE: TlgColor = (Red:$FA/$FF; Green:$EB/$FF; Blue:$D7/$FF; Alpha:$FF/$FF);
```

Description

This is constant ANTIQUEWHITE.

1.7.3 AQUA

File: LGT.pas (see page 348)

Delphi

```
AQUA: TlgColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant AQUA.

1.7.4 AQUAMARINE

File: LGT.pas (see page 348)

Delphi

```
AQUAMARINE: TlgColor = (Red:$7F/$FF; Green:$FF/$FF; Blue:$D4/$FF; Alpha:$FF/$FF);
```

Description

This is constant AQUAMARINE.

1.7.5 AZURE

File: LGT.pas (see page 348)

Delphi

```
AZURE: TlgColor = (Red:$F0/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant AZURE.

1.7.6 BEIGE

File: LGT.pas (see page 348)

Delphi

```
BEIGE: TlgColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant BEIGE.

1.7.7 BISQUE

File: LGT.pas (see page 348)

Delphi

```
BISQUE: TlgColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$C4/$FF; Alpha:$FF/$FF);
```

Description

This is constant BISQUE.

1.7.8 BLACK

File: LGT.pas (see page 348)

Delphi

```
BLACK: TlgColor = (Red:$00/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLACK.

1.7.9 BLANCHEDALMOND

File: LGT.pas (see page 348)

Delphi

```
BLANCHEDALMOND: TlgColor = (Red:$FF/$FF; Green:$EB/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLANCHEDALMOND.

1.7.10 BLANK

File: LGT.pas (see page 348)

Delphi

```
BLANK: TlgColor = (Red:$00; Green:$00; Blue:$00; Alpha:$00);
```

Description

This is constant BLANK.

1.7.11 BLUE

File: LGT.pas (see page 348)

Delphi

```
BLUE: TlgColor = (Red:$00/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLUE.

1.7.12 BLUEVIOLET

File: LGT.pas (see page 348)

Delphi

```
BLUEVIOLET: TlgColor = (Red:$8A/$FF; Green:$2B/$FF; Blue:$E2/$FF; Alpha:$FF/$FF);
```

Description

This is constant BLUEVIOLET.

1.7.13 BROWN

File: LGT.pas (see page 348)

Delphi

```
BROWN: TlgColor = (Red:$A5/$FF; Green:$2A/$FF; Blue:$2A/$FF; Alpha:$FF/$FF);
```

Description

This is constant BROWN.

1.7.14 BURLYWOOD

File: LGT.pas (see page 348)

Delphi

```
BURLYWOOD: TlgColor = (Red:$DE/$FF; Green:$B8/$FF; Blue:$87/$FF; Alpha:$FF/$FF);
```

Description

This is constant BURLYWOOD.

1.7.15 CADETBLUE

File: LGT.pas (see page 348)

Delphi

```
CADETBLUE: TlgColor = (Red:$5F/$FF; Green:$9E/$FF; Blue:$A0/$FF; Alpha:$FF/$FF);
```

Description

This is constant CADETBLUE.

1.7.16 CHARTREUSE

File: LGT.pas (see page 348)

Delphi

```
CHARTREUSE: TlgColor = (Red:$7F/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant CHARTREUSE.

1.7.17 CHOCOLATE

File: LGT.pas (see page 348)

Delphi

```
CHOCOLATE: TlgColor = (Red:$D2/$FF; Green:$69/$FF; Blue:$1E/$FF; Alpha:$FF/$FF);
```

Description

This is constant CHOCOLATE.

1.7.18 COLORKEY

File: LGT.pas (see page 348)

Delphi

```
COLORKEY: TlgColor = (Red:$FF/$FF; Green:$00; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant COLORKEY.

1.7.19 CORAL

File: LGT.pas (see page 348)

Delphi

```
CORAL: TlgColor = (Red:$FF/$FF; Green:$7F/$FF; Blue:$50/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORAL.

1.7.20 CORNFLOWERBLUE

File: LGT.pas (see page 348)

Delphi

```
CORNFLOWERBLUE: TlgColor = (Red:$64/$FF; Green:$95/$FF; Blue:$ED/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORNFLOWERBLUE.

1.7.21 CORNSILK

File: LGT.pas (see page 348)

Delphi

```
CORNSILK: TlgColor = (Red:$FF/$FF; Green:$F8/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant CORNSILK.

1.7.22 CR

File: LGT.pas (see page 348)

Delphi

```
CR = #13;
```

Description

This is constant CR.

1.7.23 CRIMSON

File: LGT.pas (see page 348)

Delphi

```
CRIMSON: TlgColor = (Red:$DC/$FF; Green:$14/$FF; Blue:$3C/$FF; Alpha:$FF/$FF);
```

Description

This is constant CRIMSON.

1.7.24 CRLF

File: LGT.pas (see page 348)

Delphi

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

Description

This is constant CRLF.

1.7.25 CYAN

File: LGT.pas (see page 348)

Delphi

```
CYAN: TlgColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant CYAN.

1.7.26 DARKBLUE

File: LGT.pas (see page 348)

Delphi

```
DARKBLUE: TlgColor = (Red:$00/$FF; Green:$00/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKBLUE.

1.7.27 DARKCYAN

File: LGT.pas (see page 348)

Delphi

```
DARKCYAN: TlgColor = (Red:$00/$FF; Green:$8B/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKCYAN.

1.7.28 DARKGOLDENROD

File: LGT.pas (see page 348)

Delphi

```
DARKGOLDENROD: TlgColor = (Red:$B8/$FF; Green:$86/$FF; Blue:$0B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGOLDENROD.

1.7.29 DARKGRAY

File: LGT.pas (see page 348)

Delphi

```
DARKGRAY: TlgColor = (Red:$A9/$FF; Green:$A9/$FF; Blue:$A9/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGRAY.

1.7.30 DARKGREEN

File: LGT.pas (see page 348)

Delphi

```
DARKGREEN: TlgColor = (Red:$00/$FF; Green:$64/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGREEN.

1.7.31 DARKGREY

File: LGT.pas (see page 348)

Delphi

```
DARKGREY: TlgColor = (Red:$A9/$FF; Green:$A9/$FF; Blue:$A9/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKGREY.

1.7.32 DARKKHAKI

File: LGT.pas (see page 348)

Delphi

```
DARKKHAKI: TlgColor = (Red:$BD/$FF; Green:$B7/$FF; Blue:$6B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKKHAKI.

1.7.33 DARKMAGENTA

File: LGT.pas (see page 348)

Delphi

```
DARKMAGENTA: TlgColor = (Red:$8B/$FF; Green:$00/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKMAGENTA.

1.7.34 DARKOLIVEGREEN

File: LGT.pas (see page 348)

Delphi

```
DARKOLIVEGREEN: TlgColor = (Red:$55/$FF; Green:$6B/$FF; Blue:$2F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKOLIVEGREEN.

1.7.35 DARKORANGE

File: LGT.pas (see page 348)

Delphi

```
DARKORANGE: TlgColor = (Red:$FF/$FF; Green:$8C/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKORANGE.

1.7.36 DARKORCHID

File: LGT.pas (see page 348)

Delphi

```
DARKORCHID: TlgColor = (Red:$99/$FF; Green:$32/$FF; Blue:$CC/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKORCHID.

1.7.37 DARKRED

File: LGT.pas (see page 348)

Delphi

```
DARKRED: TlgColor = (Red:$8B/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKRED.

1.7.38 DARKSALMON

File: LGT.pas (see page 348)

Delphi

```
DARKSALMON: TlgColor = (Red:$E9/$FF; Green:$96/$FF; Blue:$7A/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSALMON.

1.7.39 DARKSEAGREEN

File: LGT.pas (see page 348)

Delphi

```
DARKSEAGREEN: TlgColor = (Red:$8F/$FF; Green:$BC/$FF; Blue:$8F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSEAGREEN.

1.7.40 DARKSLATEBLUE

File: LGT.pas (see page 348)

Delphi

```
DARKSLATEBLUE: TlgColor = (Red:$48/$FF; Green:$3D/$FF; Blue:$8B/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSLATEBLUE.

1.7.41 DARKSLATEBROWN

File: LGT.pas (see page 348)

Delphi

```
DARKSLATEBROWN: TlgColor = (Red:30/255; Green:31/255; Blue:30/255; Alpha:1/255);
```

Description

This is constant DARKSLATEBROWN.

1.7.42 DARKSLATEGRAY

File: LGT.pas (see page 348)

Delphi

```
DARKSLATEGRAY: TlgColor = (Red:$2F/$FF; Green:$4F/$FF; Blue:$4F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSLATEGRAY.

1.7.43 DARKSLATEGREY

File: LGT.pas (see page 348)

Delphi

```
DARKSLATEGREY: TlgColor = (Red:$2F/$FF; Green:$4F/$FF; Blue:$4F/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKSLATEGREY.

1.7.44 DARKTURQUOISE

File: LGT.pas (see page 348)

Delphi

```
DARKTURQUOISE: TlgColor = (Red:$00/$FF; Green:$CE/$FF; Blue:$D1/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKTURQUOISE.

1.7.45 DARKVIOLET

File: LGT.pas (see page 348)

Delphi

```
DARKVIOLET: TlgColor = (Red:$94/$FF; Green:$00/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant DARKVIOLET.

1.7.46 DEEPPINK

File: LGT.pas (see page 348)

Delphi

```
DEEPPINK: TlgColor = (Red:$FF/$FF; Green:$14/$FF; Blue:$93/$FF; Alpha:$FF/$FF);
```

Description

This is constant DEEPPINK.

1.7.47 DEEPSKYBLUE

File: LGT.pas (see page 348)

Delphi

```
DEEPSKYBLUE: TlgColor = (Red:$00/$FF; Green:$BF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant DEEPSKYBLUE.

1.7.48 DIMGRAY

File: LGT.pas (see page 348)

Delphi

```
DIMGRAY: TlgColor = (Red:$69/$FF; Green:$69/$FF; Blue:$69/$FF; Alpha:$FF/$FF);
```

Description

This is constant DIMGRAY.

1.7.49 DIMGREY

File: LGT.pas (see page 348)

Delphi

```
DIMGREY: TlgColor = (Red:$69/$FF; Green:$69/$FF; Blue:$69/$FF; Alpha:$FF/$FF);
```

Description

This is constant DIMGREY.

1.7.50 DIMWHITE

File: LGT.pas (see page 348)

Delphi

```
DIMWHITE: TlgColor = (Red:$10/$FF; Green:$10/$FF; Blue:$10/$FF; Alpha:$10/$FF);
```

Description

This is constant DIMWHITE.

1.7.51 DODGERBLUE

File: LGT.pas (see page 348)

Delphi

```
DODGERBLUE: TlgColor = (Red:$1E/$FF; Green:$90/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant DODGERBLUE.

1.7.52 FIREBRICK

File: LGT.pas (see page 348)

Delphi

```
FIREBRICK: TlgColor = (Red:$B2/$FF; Green:$22/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FIREBRICK.

1.7.53 FLORALWHITE

File: LGT.pas (see page 348)

Delphi

```
FLORALWHITE: TlgColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant FLORALWHITE.

1.7.54 FORESTGREEN

File: LGT.pas (see page 348)

Delphi

```
FORESTGREEN: TlgColor = (Red:$22/$FF; Green:$8B/$FF; Blue:$22/$FF; Alpha:$FF/$FF);
```

Description

This is constant FORESTGREEN.

1.7.55 FUCHSIA

File: LGT.pas (see page 348)

Delphi

```
FUCHSIA: TlgColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant FUCHSIA.

1.7.56 GAINSBORO

File: LGT.pas (see page 348)

Delphi

```
GAINSBORO: TlgColor = (Red:$DC/$FF; Green:$DC/$FF; Blue:$DC/$FF; Alpha:$FF/$FF);
```

Description

This is constant GAINSBORO.

1.7.57 GAMEPAD_1

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_1 = 0;
```

Description

This is constant GAMEPAD_1.

1.7.58 GAMEPAD_10

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_10 = 9;
```

Description

This is constant GAMEPAD_10.

1.7.59 GAMEPAD_11

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_11 = 10;
```

Description

This is constant GAMEPAD_11.

1.7.60 GAMEPAD_12

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_12 = 11;
```

Description

This is constant GAMEPAD_12.

1.7.61 GAMEPAD_13

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_13 = 12;
```

Description

This is constant GAMEPAD_13.

1.7.62 GAMEPAD_14

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_14 = 13;
```

Description

This is constant GAMEPAD_14.

1.7.63 GAMEPAD_15

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_15 = 14;
```

Description

This is constant GAMEPAD_15.

1.7.64 GAMEPAD_16

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_16 = 15;
```

Description

This is constant GAMEPAD_16.

1.7.65 GAMEPAD_2

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_2 = 1;
```

Description

This is constant GAMEPAD_2.

1.7.66 GAMEPAD_3

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_3 = 2;
```

Description

This is constant GAMEPAD_3.

1.7.67 GAMEPAD_4

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_4 = 3;
```

Description

This is constant GAMEPAD_4.

1.7.68 GAMEPAD_5

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_5 = 4;
```

Description

This is constant GAMEPAD_5.

1.7.69 GAMEPAD_6

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_6 = 5;
```

Description

This is constant GAMEPAD_6.

1.7.70 GAMEPAD_7

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_7 = 6;
```

Description

This is constant GAMEPAD_7.

1.7.71 GAMEPAD_8

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_8 = 7;
```

Description

This is constant GAMEPAD_8.

1.7.72 GAMEPAD_9

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_9 = 8;
```

Description

This is constant GAMEPAD_9.

1.7.73 GAMEPAD_AXIS_LAST

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_AXIS_LAST = GAMEPAD_AXIS_RIGHT_TRIGGER;
```

Description

This is constant GAMEPAD_AXIS_LAST.

1.7.74 GAMEPAD_AXIS_LEFT_TRIGGER

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_AXIS_LEFT_TRIGGER = 4;
```

Description

This is constant GAMEPAD_AXIS_LEFT_TRIGGER.

1.7.75 GAMEPAD_AXIS_LEFT_X

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_AXIS_LEFT_X = 0;
```

Description

This is constant GAMEPAD_AXIS_LEFT_X.

1.7.76 GAMEPAD_AXIS_LEFT_Y

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_AXIS_LEFT_Y = 1;
```

Description

This is constant GAMEPAD_AXIS_LEFT_Y.

1.7.77 GAMEPAD_AXIS_RIGHT_TRIGGER

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_AXIS_RIGHT_TRIGGER = 5;
```

Description

This is constant GAMEPAD_AXIS_RIGHT_TRIGGER.

1.7.78 GAMEPAD_AXIS_RIGHT_X

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_AXIS_RIGHT_X = 2;
```

Description

This is constant GAMEPAD_AXIS_RIGHT_X.

1.7.79 GAMEPAD_AXIS_RIGHT_Y

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_AXIS_RIGHT_Y = 3;
```

Description

This is constant GAMEPAD_AXIS_RIGHT_Y.

1.7.80 GAMEPAD_BUTTON_A

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_A = 0;
```

Description

This is constant GAMEPAD_BUTTON_A.

1.7.81 GAMEPAD_BUTTON_B

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_B = 1;
```

Description

This is constant GAMEPAD_BUTTON_B.

1.7.82 GAMEPAD_BUTTON_BACK

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_BACK = 6;
```

Description

This is constant GAMEPAD_BUTTON_BACK.

1.7.83 GAMEPAD_BUTTON_CIRCLE

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_CIRCLE = GAMEPAD_BUTTON_B;
```

Description

This is constant GAMEPAD_BUTTON_CIRCLE.

1.7.84 GAMEPAD_BUTTON_CROSS

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_CROSS = GAMEPAD_BUTTON_A;
```

Description

This is constant GAMEPAD_BUTTON_CROSS.

1.7.85 GAMEPAD_BUTTON_DPAD_DOWN

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_DPAD_DOWN = 13;
```

Description

This is constant GAMEPAD_BUTTON_DPAD_DOWN.

1.7.86 GAMEPAD_BUTTON_DPAD_LEFT

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_DPAD_LEFT = 14;
```

Description

This is constant GAMEPAD_BUTTON_DPAD_LEFT.

1.7.87 GAMEPAD_BUTTON_DPAD_RIGHT

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_DPAD_RIGHT = 12;
```

Description

This is constant GAMEPAD_BUTTON_DPAD_RIGHT.

1.7.88 GAMEPAD_BUTTON_DPAD_UP

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_DPAD_UP = 11;
```

Description

This is constant GAMEPAD_BUTTON_DPAD_UP.

1.7.89 GAMEPAD_BUTTON_GUIDE

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_GUIDE = 8;
```

Description

This is constant GAMEPAD_BUTTON_GUIDE.

1.7.90 GAMEPAD_BUTTON_LAST

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_LAST = GAMEPAD_BUTTON_DPAD_LEFT;
```

Description

This is constant GAMEPAD_BUTTON_LAST.

1.7.91 GAMEPAD_BUTTON_LEFT BUMPER

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_LEFT BUMPER = 4;
```

Description

This is constant GAMEPAD_BUTTON_LEFT BUMPER.

1.7.92 GAMEPAD_BUTTON_LEFT_THUMB

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_LEFT_THUMB = 9;
```

Description

This is constant GAMEPAD_BUTTON_LEFT_THUMB.

1.7.93 GAMEPAD_BUTTON_RIGHT BUMPER

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_RIGHT BUMPER = 5;
```

Description

This is constant GAMEPAD_BUTTON_RIGHT BUMPER.

1.7.94 GAMEPAD_BUTTON_RIGHT_THUMB

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_RIGHT_THUMB = 10;
```

Description

This is constant GAMEPAD_BUTTON_RIGHT_THUMB.

1.7.95 GAMEPAD_BUTTON_SQUARE

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_SQUARE = GAMEPAD_BUTTON_X;
```

Description

This is constant GAMEPAD_BUTTON_SQUARE.

1.7.96 GAMEPAD_BUTTON_START

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_START = 7;
```

Description

This is constant GAMEPAD_BUTTON_START.

1.7.97 GAMEPAD_BUTTON_TRIANGLE

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_TRIANGLE = GAMEPAD_BUTTON_Y;
```

Description

This is constant GAMEPAD_BUTTON_TRIANGLE.

1.7.98 GAMEPAD_BUTTON_X

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_X = 2;
```

Description

This is constant GAMEPAD_BUTTON_X.

1.7.99 GAMEPAD_BUTTON_Y

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_BUTTON_Y = 3;
```

Description

This is constant GAMEPAD_BUTTON_Y.

1.7.100 GAMEPAD_LAST

File: LGT.pas (see page 348)

Delphi

```
GAMEPAD_LAST = GAMEPAD_16;
```

Description

This is constant GAMEPAD_LAST.

1.7.101 GHOSTWHITE

File: LGT.pas (see page 348)

Delphi

```
GHOSTWHITE: TlgColor = (Red:$F8/$FF; Green:$F8/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant GHOSTWHITE.

1.7.102 GOLD

File: LGT.pas (see page 348)

Delphi

```
GOLD: TlgColor = (Red:$FF/$FF; Green:$D7/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLD.

1.7.103 GOLDENROD

File: LGT.pas (see page 348)

Delphi

```
GOLDENROD: TlgColor = (Red:$DA/$FF; Green:$A5/$FF; Blue:$20/$FF; Alpha:$FF/$FF);
```

Description

This is constant GOLDENROD.

1.7.104 GRAY

File: LGT.pas (see page 348)

Delphi

```
GRAY: TlgColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GRAY.

1.7.105 GREEN

File: LGT.pas (see page 348)

Delphi

```
GREEN: TlgColor = (Red:$00/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREEN.

1.7.106 GREENYELLOW

File: LGT.pas (see page 348)

Delphi

```
GREENYELLOW: TlgColor = (Red:$AD/$FF; Green:$FF/$FF; Blue:$2F/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREENYELLOW.

1.7.107 GREY

File: LGT.pas (see page 348)

Delphi

```
GREY: TlgColor = (Red:$80/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant GREY.

1.7.108 GUI_DEFAULT_WINDOW

File: LGT.pas (see page 348)

Delphi

```
GUI_DEFAULT_WINDOW = GUI_WINDOW_TITLE or GUI_WINDOW_BORDER or GUI_WINDOW_MOVABLE or  
GUI_WINDOW_BACKGROUND or GUI_WINDOW_SCALABLE or GUI_WINDOW_MINIMIZABLE;
```

Description

This is constant GUI_DEFAULT_WINDOW.

1.7.109 GUI_EDIT_ACTIVATED

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_ACTIVATED = 4;
```

Description

This is constant GUI_EDIT_ACTIVATED.

1.7.110 GUI_EDIT_ACTIVE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_ACTIVE = 1;
```

Description

This is constant GUI_EDIT_ACTIVE.

1.7.111 GUI_EDIT_ALLOW_TAB

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_ALLOW_TAB = 8;
```

Description

This is constant GUI_EDIT_ALLOW_TAB.

1.7.112 GUI_EDIT_ALWAYS_INSERT_MODE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_ALWAYS_INSERT_MODE = 512;
```

Description

This is constant GUI_EDIT_ALWAYS_INSERT_MODE.

1.7.113 GUI_EDIT_AUTO_SELECT

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_AUTO_SELECT = 2;
```

Description

This is constant GUI_EDIT_AUTO_SELECT.

1.7.114 GUI_EDIT_BOX

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_BOX = 1640;
```

Description

This is constant GUI_EDIT_BOX.

1.7.115 GUI_EDIT_CLIPBOARD

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_CLIPBOARD = 64;
```

Description

This is constant GUI_EDIT_CLIPBOARD.

1.7.116 GUI_EDIT_COMMITTED

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_COMMITED = 16;
```

Description

This is constant GUI_EDIT_COMMITED.

1.7.117 GUI_EDIT_CTRL_ENTER_NEWLINE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_CTRL_ENTER_NEWLINE = 128;
```

Description

This is constant GUI_EDIT_CTRL_ENTER_NEWLINE.

1.7.118 GUI_EDIT_DEACTIVATED

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_DEACTIVATED = 8;
```

Description

This is constant GUI_EDIT_DEACTIVATED.

1.7.119 GUI_EDIT_DEFAULT

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_DEFAULT = 0;
```

Description

This is constant GUI_EDIT_DEFAULT.

1.7.120 GUI_EDIT_EDITOR

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_EDITOR = 1128;
```

Description

This is constant GUI_EDIT_EDITOR.

1.7.121 GUI_EDIT_FIELD

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_FIELD = 608;
```

Description

This is constant GUI_EDIT_FIELD.

1.7.122 GUI_EDIT_GOTO_END_ON_ACTIVATE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_GOTO_END_ON_ACTIVATE = 2048;
```

Description

This is constant GUI_EDIT_GOTO_END_ON_ACTIVATE.

1.7.123 GUI_EDIT_INACTIVE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_INACTIVE = 2;
```

Description

This is constant GUI_EDIT_INACTIVE.

1.7.124 GUI_EDIT_MULTILINE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_MULTILINE = 1024;
```

Description

This is constant GUI_EDIT_MULTILINE.

1.7.125 GUI_EDIT_NO_CURSOR

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_NO_CURSOR = 16;
```

Description

This is constant GUI_EDIT_NO_CURSOR.

1.7.126 GUI_EDIT_NO_HORIZONTAL_SCROLL

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_NO_HORIZONTAL_SCROLL = 256;
```

Description

This is constant GUI_EDIT_NO_HORIZONTAL_SCROLL.

1.7.127 GUI_EDIT_READ_ONLY

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_READ_ONLY = 1;
```

Description

This is constant GUI_EDIT_READ_ONLY.

1.7.128 GUI_EDIT_SELECTABLE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_SELECTABLE = 32;
```

Description

This is constant GUI_EDIT_SELECTABLE.

1.7.129 GUI_EDIT_SIG_ENTER

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_SIG_ENTER = 4;
```

Description

This is constant GUI_EDIT_SIG_ENTER.

1.7.130 GUI_EDIT_SIMPLE

File: LGT.pas (see page 348)

Delphi

```
GUI_EDIT_SIMPLE = 512;
```

Description

This is constant GUI_EDIT_SIMPLE.

1.7.131 GUI_TEXT_ALIGN_BOTTOM

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_ALIGN_BOTTOM = 32;
```

Description

This is constant GUI_TEXT_ALIGN_BOTTOM.

1.7.132 GUI_TEXT_ALIGN_CENTERED

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_ALIGN_CENTERED = 2;
```

Description

This is constant GUI_TEXT_ALIGN_CENTERED.

1.7.133 GUI_TEXT_ALIGN_LEFT

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_ALIGN_LEFT = 1;
```

Description

This is constant GUI_TEXT_ALIGN_LEFT.

1.7.134 GUI_TEXT_ALIGN_MIDDLE

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_ALIGN_MIDDLE = 16;
```

Description

This is constant GUI_TEXT_ALIGN_MIDDLE.

1.7.135 GUI_TEXT_ALIGN_RIGHT

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_ALIGN_RIGHT = 4;
```

Description

This is constant GUI_TEXT_ALIGN_RIGHT.

1.7.136 GUI_TEXT_ALIGN_TOP

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_ALIGN_TOP = 8;
```

Description

This is constant GUI_TEXT_ALIGN_TOP.

1.7.137 GUI_TEXT_CENTERED

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_CENTERED = 18;
```

Description

This is constant GUI_TEXT_CENTERED.

1.7.138 GUI_TEXT_LEFT

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_LEFT = 17;
```

Description

This is constant GUI_TEXT_LEFT.

1.7.139 GUI_TEXT_RIGHT

File: LGT.pas (see page 348)

Delphi

```
GUI_TEXT_RIGHT = 20;
```

Description

This is constant GUI_TEXT_RIGHT.

1.7.140 GUI_WINDOW_BACKGROUND

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_BACKGROUND = 256;
```

Description

This is constant GUI_WINDOW_BACKGROUND.

1.7.141 GUI_WINDOW_BORDER

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_BORDER = 1;
```

Description

This is constant GUI_WINDOW_BORDER.

1.7.142 GUI_WINDOW_CLOSABLE

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_CLOSABLE = 8;
```

Description

This is constant GUI_WINDOW_CLOSABLE.

1.7.143 GUI_WINDOW_MINIMIZABLE

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_MINIMIZABLE = 16;
```

Description

This is constant GUI_WINDOW_MINIMIZABLE.

1.7.144 GUI_WINDOW_MOVABLE

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_MOVABLE = 2;
```

Description

This is constant GUI_WINDOW_MOVABLE.

1.7.145 GUI_WINDOW_NO_INPUT

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_NO_INPUT = 1024;
```

Description

This is constant GUI_WINDOW_NO_INPUT.

1.7.146 GUI_WINDOW_NO_SCROLLBAR

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_NO_SCROLLBAR = 32;
```

Description

This is constant GUI_WINDOW_NO_SCROLLBAR.

1.7.147 GUI_WINDOW_SCALABLE

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_SCALABLE = 4;
```

Description

This is constant GUI_WINDOW_SCALABLE.

1.7.148 GUI_WINDOW_SCALE_LEFT

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_SCALE_LEFT = 512;
```

Description

This is constant GUI_WINDOW_SCALE_LEFT.

1.7.149 GUI_WINDOW_SCROLL_AUTO_HIDE

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_SCROLL_AUTO_HIDE = 128;
```

Description

This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.

1.7.150 GUI_WINDOW_TITLE

File: LGT.pas (see page 348)

Delphi

```
GUI_WINDOW_TITLE = 64;
```

Description

This is constant GUI_WINDOW_TITLE.

1.7.151 HONEYDEW

File: LGT.pas (see page 348)

Delphi

```
HONEYDEW: TlgColor = (Red:$F0/$FF; Green:$FF/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant HONEYDEW.

1.7.152 HOTPINK

File: LGT.pas (see page 348)

Delphi

```
HOTPINK: TlgColor = (Red:$FF/$FF; Green:$69/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```

Description

This is constant HOTPINK.

1.7.153 INDIANRED

File: LGT.pas (see page 348)

Delphi

```
INDIANRED: TlgColor = (Red:$CD/$FF; Green:$5C/$FF; Blue:$5C/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIANRED.

1.7.154 INDIGO

File: LGT.pas (see page 348)

Delphi

```
INDIGO: TlgColor = (Red:$4B/$FF; Green:$00/$FF; Blue:$82/$FF; Alpha:$FF/$FF);
```

Description

This is constant INDIGO.

1.7.155 IVORY

File: LGT.pas (see page 348)

Delphi

```
IVORY: TlgColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$F0/$FF; Alpha:$FF/$FF);
```

Description

This is constant IVORY.

1.7.156 KEY_0

File: LGT.pas (see page 348)

Delphi

```
KEY_0 = 48;
```

Description

This is constant KEY_0.

1.7.157 KEY_1

File: LGT.pas (see page 348)

Delphi

```
KEY_1 = 49;
```

Description

This is constant KEY_1.

1.7.158 KEY_2

File: LGT.pas (see page 348)

Delphi

```
KEY_2 = 50;
```

Description

This is constant KEY_2.

1.7.159 KEY_3

File: LGT.pas (see page 348)

Delphi

```
KEY_3 = 51;
```

Description

This is constant KEY_3.

1.7.160 KEY_4

File: LGT.pas (see page 348)

Delphi

```
KEY_4 = 52;
```

Description

This is constant KEY_4.

1.7.161 KEY_5

File: LGT.pas (see page 348)

Delphi

```
KEY_5 = 53;
```

Description

This is constant KEY_5.

1.7.162 KEY_6

File: LGT.pas (see page 348)

Delphi

```
KEY_6 = 54;
```

Description

This is constant KEY_6.

1.7.163 KEY_7

File: LGT.pas (see page 348)

Delphi

```
KEY_7 = 55;
```

Description

This is constant KEY_7.

1.7.164 KEY_8

File: LGT.pas (see page 348)

Delphi

```
KEY_8 = 56;
```

Description

This is constant KEY_8.

1.7.165 KEY_9

File: LGT.pas (see page 348)

Delphi

```
KEY_9 = 57;
```

Description

This is constant KEY_9.

1.7.166 KEY_A

File: LGT.pas (see page 348)

Delphi

```
KEY_A = 65;
```

Description

This is constant KEY_A.

1.7.167 KEY_APOSTROPHE

File: LGT.pas (see page 348)

Delphi

```
KEY_APOSTROPHE = 39;
```

Description

This is constant KEY_APOSTROPHE.

1.7.168 KEY_B

File: LGT.pas (see page 348)

Delphi

```
KEY_B = 66;
```

Description

This is constant KEY_B.

1.7.169 KEY_BACKSLASH

File: LGT.pas (see page 348)

Delphi

```
KEY_BACKSLASH = 92;
```

Description

This is constant KEY_BACKSLASH.

1.7.170 KEY_BACKSPACE

File: LGT.pas (see page 348)

Delphi

```
KEY_BACKSPACE = 259;
```

Description

This is constant KEY_BACKSPACE.

1.7.171 KEY_C

File: LGT.pas (see page 348)

Delphi

```
KEY_C = 67;
```

Description

This is constant KEY_C.

1.7.172 KEY_CAPS_LOCK

File: LGT.pas (see page 348)

Delphi

```
KEY_CAPS_LOCK = 280;
```

Description

This is constant KEY_CAPS_LOCK.

1.7.173 KEY_COMMA

File: LGT.pas (see page 348)

Delphi

```
KEY_COMMA = 44;
```

Description

This is constant KEY_COMMA.

1.7.174 KEY_D

File: LGT.pas (see page 348)

Delphi

```
KEY_D = 68;
```

Description

This is constant KEY_D.

1.7.175 KEY_DELETE

File: LGT.pas (see page 348)

Delphi

```
KEY_DELETE = 261;
```

Description

This is constant KEY_DELETE.

1.7.176 KEY_DOWN

File: LGT.pas (see page 348)

Delphi

```
KEY_DOWN = 264;
```

Description

This is constant KEY_DOWN.

1.7.177 KEY_E

File: LGT.pas (see page 348)

Delphi

```
KEY_E = 69;
```

Description

This is constant KEY_E.

1.7.178 KEY_END

File: LGT.pas (see page 348)

Delphi

```
KEY_END = 269;
```

Description

This is constant KEY_END.

1.7.179 KEY_ENTER

File: LGT.pas (see page 348)

Delphi

```
KEY_ENTER = 257;
```

Description

This is constant KEY_ENTER.

1.7.180 KEY_EQUAL

File: LGT.pas (see page 348)

Delphi

```
KEY_EQUAL = 61;
```

Description

This is constant KEY_EQUAL.

1.7.181 KEY_ESCAPE

File: LGT.pas (see page 348)

Delphi

```
KEY_ESCAPE = 256;
```

Description

This is constant KEY_ESCAPE.

1.7.182 KEY_F

File: LGT.pas (see page 348)

Delphi

```
KEY_F = 70;
```

Description

This is constant KEY_F.

1.7.183 KEY_F1

File: LGT.pas (see page 348)

Delphi

```
KEY_F1 = 290;
```

Description

This is constant KEY_F1.

1.7.184 KEY_F10

File: LGT.pas (see page 348)

Delphi

```
KEY_F10 = 299;
```

Description

This is constant KEY_F10.

1.7.185 KEY_F11

File: LGT.pas (see page 348)

Delphi

```
KEY_F11 = 300;
```

Description

This is constant KEY_F11.

1.7.186 KEY_F12

File: LGT.pas (see page 348)

Delphi

```
KEY_F12 = 301;
```

Description

This is constant KEY_F12.

1.7.187 KEY_F13

File: LGT.pas (see page 348)

Delphi

```
KEY_F13 = 302;
```

Description

This is constant KEY_F13.

1.7.188 KEY_F14

File: LGT.pas (see page 348)

Delphi

```
KEY_F14 = 303;
```

Description

This is constant KEY_F14.

1.7.189 KEY_F15

File: LGT.pas (see page 348)

Delphi

```
KEY_F15 = 304;
```

Description

This is constant KEY_F15.

1.7.190 KEY_F16

File: LGT.pas (see page 348)

Delphi

```
KEY_F16 = 305;
```

Description

This is constant KEY_F16.

1.7.191 KEY_F17

File: LGT.pas (see page 348)

Delphi

```
KEY_F17 = 306;
```

Description

This is constant KEY_F17.

1.7.192 KEY_F18

File: LGT.pas (see page 348)

Delphi

```
KEY_F18 = 307;
```

Description

This is constant KEY_F18.

1.7.193 KEY_F19

File: LGT.pas (see page 348)

Delphi

```
KEY_F19 = 308;
```

Description

This is constant KEY_F19.

1.7.194 KEY_F2

File: LGT.pas (see page 348)

Delphi

```
KEY_F2 = 291;
```

Description

This is constant KEY_F2.

1.7.195 KEY_F20

File: LGT.pas (see page 348)

Delphi

```
KEY_F20 = 309;
```

Description

This is constant KEY_F20.

1.7.196 KEY_F21

File: LGT.pas (see page 348)

Delphi

```
KEY_F21 = 310;
```

Description

This is constant KEY_F21.

1.7.197 KEY_F22

File: LGT.pas (see page 348)

Delphi

```
KEY_F22 = 311;
```

Description

This is constant KEY_F22.

1.7.198 KEY_F23

File: LGT.pas (see page 348)

Delphi

```
KEY_F23 = 312;
```

Description

This is constant KEY_F23.

1.7.199 KEY_F24

File: LGT.pas (see page 348)

Delphi

```
KEY_F24 = 313;
```

Description

This is constant KEY_F24.

1.7.200 KEY_F25

File: LGT.pas (see page 348)

Delphi

```
KEY_F25 = 314;
```

Description

This is constant KEY_F25.

1.7.201 KEY_F3

File: LGT.pas (see page 348)

Delphi

```
KEY_F3 = 292;
```

Description

This is constant KEY_F3.

1.7.202 KEY_F4

File: LGT.pas (see page 348)

Delphi

```
KEY_F4 = 293;
```

Description

This is constant KEY_F4.

1.7.203 KEY_F5

File: LGT.pas (see page 348)

Delphi

```
KEY_F5 = 294;
```

Description

This is constant KEY_F5.

1.7.204 KEY_F6

File: LGT.pas (see page 348)

Delphi

```
KEY_F6 = 295;
```

Description

This is constant KEY_F6.

1.7.205 KEY_F7

File: LGT.pas (see page 348)

Delphi

```
KEY_F7 = 296;
```

Description

This is constant KEY_F7.

1.7.206 KEY_F8

File: LGT.pas (see page 348)

Delphi

```
KEY_F8 = 297;
```

Description

This is constant KEY_F8.

1.7.207 KEY_F9

File: LGT.pas (see page 348)

Delphi

```
KEY_F9 = 298;
```

Description

This is constant KEY_F9.

1.7.208 KEY_G

File: LGT.pas (see page 348)

Delphi

```
KEY_G = 71;
```

Description

This is constant KEY_G.

1.7.209 KEY_GRAVE_ACCENT

File: LGT.pas (see page 348)

Delphi

```
KEY_GRAVE_ACCENT = 96;
```

Description

This is constant KEY_GRAVE_ACCENT.

1.7.210 KEY_H

File: LGT.pas (see page 348)

Delphi

```
KEY_H = 72;
```

Description

This is constant KEY_H.

1.7.211 KEY_HOME

File: LGT.pas (see page 348)

Delphi

```
KEY_HOME = 268;
```

Description

This is constant KEY_HOME.

1.7.212 KEY_I

File: LGT.pas (see page 348)

Delphi

```
KEY_I = 73;
```

Description

This is constant KEY_I.

1.7.213 KEY_INSERT

File: LGT.pas (see page 348)

Delphi

```
KEY_INSERT = 260;
```

Description

This is constant KEY_INSERT.

1.7.214 KEY_J

File: LGT.pas (see page 348)

Delphi

```
KEY_J = 74;
```

Description

This is constant KEY_J.

1.7.215 KEY_K

File: LGT.pas (see page 348)

Delphi

```
KEY_K = 75;
```

Description

This is constant KEY_K.

1.7.216 KEY_KP_0

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_0 = 320;
```

Description

This is constant KEY_KP_0.

1.7.217 KEY_KP_1

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_1 = 321;
```

Description

This is constant KEY_KP_1.

1.7.218 KEY_KP_2

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_2 = 322;
```

Description

This is constant KEY_KP_2.

1.7.219 KEY_KP_3

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_3 = 323;
```

Description

This is constant KEY_KP_3.

1.7.220 KEY_KP_4

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_4 = 324;
```

Description

This is constant KEY_KP_4.

1.7.221 KEY_KP_5

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_5 = 325;
```

Description

This is constant KEY_KP_5.

1.7.222 KEY_KP_6

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_6 = 326;
```

Description

This is constant KEY_KP_6.

1.7.223 KEY_KP_7

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_7 = 327;
```

Description

This is constant KEY_KP_7.

1.7.224 KEY_KP_8

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_8 = 328;
```

Description

This is constant KEY_KP_8.

1.7.225 KEY_KP_9

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_9 = 329;
```

Description

This is constant KEY_KP_9.

1.7.226 KEY_KP_ADD

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_ADD = 334;
```

Description

This is constant KEY_KP_ADD.

1.7.227 KEY_KP_DECIMAL

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_DECIMAL = 330;
```

Description

This is constant KEY_KP_DECIMAL.

1.7.228 KEY_KP_DIVIDE

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_DIVIDE = 331;
```

Description

This is constant KEY_KP_DIVIDE.

1.7.229 KEY_KP_ENTER

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_ENTER = 335;
```

Description

This is constant KEY_KP_ENTER.

1.7.230 KEY_KP_EQUAL

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_EQUAL = 336;
```

Description

This is constant KEY_KP_EQUAL.

1.7.231 KEY_KP_MULTIPLY

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_MULTIPLY = 332;
```

Description

This is constant KEY_KP_MULTIPLY.

1.7.232 KEY_KP_SUBTRACT

File: LGT.pas (see page 348)

Delphi

```
KEY_KP_SUBTRACT = 333;
```

Description

This is constant KEY_KP_SUBTRACT.

1.7.233 KEY_L

File: LGT.pas (see page 348)

Delphi

```
KEY_L = 76;
```

Description

This is constant KEY_L.

1.7.234 KEY_LAST

File: LGT.pas (see page 348)

Delphi

```
KEY_LAST = KEY_MENU;
```

Description

This is constant KEY_LAST.

1.7.235 KEY_LEFT

File: LGT.pas (see page 348)

Delphi

```
KEY_LEFT = 263;
```

Description

This is constant KEY_LEFT.

1.7.236 KEY_LEFT_ALT

File: LGT.pas (see page 348)

Delphi

```
KEY_LEFT_ALT = 342;
```

Description

This is constant KEY_LEFT_ALT.

1.7.237 KEY_LEFT_BRACKET

File: LGT.pas (see page 348)

Delphi

```
KEY_LEFT_BRACKET = 91;
```

Description

This is constant KEY_LEFT_BRACKET.

1.7.238 KEY_LEFT_CONTROL

File: LGT.pas (see page 348)

Delphi

```
KEY_LEFT_CONTROL = 341;
```

Description

This is constant KEY_LEFT_CONTROL.

1.7.239 KEY_LEFT_SHIFT

File: LGT.pas (see page 348)

Delphi

```
KEY_LEFT_SHIFT = 340;
```

Description

This is constant KEY_LEFT_SHIFT.

1.7.240 KEY_LEFT_SUPER

File: LGT.pas (see page 348)

Delphi

```
KEY_LEFT_SUPER = 343;
```

Description

This is constant KEY_LEFT_SUPER.

1.7.241 KEY_M

File: LGT.pas (see page 348)

Delphi

```
KEY_M = 77;
```

Description

This is constant KEY_M.

1.7.242 KEY_MENU

File: LGT.pas (see page 348)

Delphi

```
KEY_MENU = 348;
```

Description

This is constant KEY_MENU.

1.7.243 KEY_MINUS

File: LGT.pas (see page 348)

Delphi

```
KEY_MINUS = 45;
```

Description

This is constant KEY_MINUS.

1.7.244 KEY_N

File: LGT.pas (see page 348)

Delphi

```
KEY_N = 78;
```

Description

This is constant KEY_N.

1.7.245 KEY_NUM_LOCK

File: LGT.pas (see page 348)

Delphi

```
KEY_NUM_LOCK = 282;
```

Description

This is constant KEY_NUM_LOCK.

1.7.246 KEY_O

File: LGT.pas (see page 348)

Delphi

```
KEY_O = 79;
```

Description

This is constant KEY_O.

1.7.247 KEY_P

File: LGT.pas (see page 348)

Delphi

```
KEY_P = 80;
```

Description

This is constant KEY_P.

1.7.248 KEY_PAGE_DOWN

File: LGT.pas (see page 348)

Delphi

```
KEY_PAGE_DOWN = 267;
```

Description

This is constant KEY_PAGE_DOWN.

1.7.249 KEY_PAGE_UP

File: LGT.pas (see page 348)

Delphi

```
KEY_PAGE_UP = 266;
```

Description

This is constant KEY_PAGE_UP.

1.7.250 KEY_PAUSE

File: LGT.pas (see page 348)

Delphi

```
KEY_PAUSE = 284;
```

Description

This is constant KEY_PAUSE.

1.7.251 KEY_PERIOD

File: LGT.pas (see page 348)

Delphi

```
KEY_PERIOD = 46;
```

Description

This is constant KEY_PERIOD.

1.7.252 KEY_PRINT_SCREEN

File: LGT.pas (see page 348)

Delphi

```
KEY_PRINT_SCREEN = 283;
```

Description

This is constant KEY_PRINT_SCREEN.

1.7.253 KEY_Q

File: LGT.pas (see page 348)

Delphi

```
KEY_Q = 81;
```

Description

This is constant KEY_Q.

1.7.254 KEY_R

File: LGT.pas (see page 348)

Delphi

```
KEY_R = 82;
```

Description

This is constant KEY_R.

1.7.255 KEY_RIGHT

File: LGT.pas (see page 348)

Delphi

```
KEY_RIGHT = 262;
```

Description

This is constant KEY_RIGHT.

1.7.256 KEY_RIGHT_ALT

File: LGT.pas (see page 348)

Delphi

```
KEY_RIGHT_ALT = 346;
```

Description

This is constant KEY_RIGHT_ALT.

1.7.257 KEY_RIGHT_BRACKET

File: LGT.pas (see page 348)

Delphi

```
KEY_RIGHT_BRACKET = 93;
```

Description

This is constant KEY_RIGHT_BRACKET.

1.7.258 KEY_RIGHT_CONTROL

File: LGT.pas (see page 348)

Delphi

```
KEY_RIGHT_CONTROL = 345;
```

Description

This is constant KEY_RIGHT_CONTROL.

1.7.259 KEY_RIGHT_SHIFT

File: LGT.pas (see page 348)

Delphi

```
KEY_RIGHT_SHIFT = 344;
```

Description

This is constant KEY_RIGHT_SHIFT.

1.7.260 KEY_RIGHT_SUPER

File: LGT.pas (see page 348)

Delphi

```
KEY_RIGHT_SUPER = 347;
```

Description

This is constant KEY_RIGHT_SUPER.

1.7.261 KEY_S

File: LGT.pas (see page 348)

Delphi

```
KEY_S = 83;
```

Description

This is constant KEY_S.

1.7.262 KEY_SCROLL_LOCK

File: LGT.pas (see page 348)

Delphi

```
KEY_SCROLL_LOCK = 281;
```

Description

This is constant KEY_SCROLL_LOCK.

1.7.263 KEY_SEMICOLON

File: LGT.pas (see page 348)

Delphi

```
KEY_SEMICOLON = 59;
```

Description

This is constant KEY_SEMICOLON.

1.7.264 KEY_SLASH

File: LGT.pas (see page 348)

Delphi

```
KEY_SLASH = 47;
```

Description

This is constant KEY_SLASH.

1.7.265 KEY_SPACE

File: LGT.pas (see page 348)

Delphi

```
KEY_SPACE = 32;
```

Description

This is constant KEY_SPACE.

1.7.266 KEY_T

File: LGT.pas (see page 348)

Delphi

```
KEY_T = 84;
```

Description

This is constant KEY_T.

1.7.267 KEY_TAB

File: LGT.pas (see page 348)

Delphi

```
KEY_TAB = 258;
```

Description

This is constant KEY_TAB.

1.7.268 KEY_U

File: LGT.pas (see page 348)

Delphi

```
KEY_U = 85;
```

Description

This is constant KEY_U.

1.7.269 KEY_UNKNOWN

File: LGT.pas (see page 348)

Delphi

```
KEY_UNKNOWN = -1;
```

Description

This is constant KEY_UNKNOWN.

1.7.270 KEY_UP

File: LGT.pas (see page 348)

Delphi

```
KEY_UP = 265;
```

Description

This is constant KEY_UP.

1.7.271 KEY_V

File: LGT.pas (see page 348)

Delphi

```
KEY_V = 86;
```

Description

This is constant KEY_V.

1.7.272 KEY_W

File: LGT.pas (see page 348)

Delphi

```
KEY_W = 87;
```

Description

This is constant KEY_W.

1.7.273 KEY_WORLD_1

File: LGT.pas (see page 348)

Delphi

```
KEY_WORLD_1 = 161;
```

Description

This is constant KEY_WORLD_1.

1.7.274 KEY_WORLD_2

File: LGT.pas (see page 348)

Delphi

```
KEY_WORLD_2 = 162;
```

Description

This is constant KEY_WORLD_2.

1.7.275 KEY_X

File: LGT.pas (see page 348)

Delphi

```
KEY_X = 88;
```

Description

This is constant KEY_X.

1.7.276 KEY_Y

File: LGT.pas (see page 348)

Delphi

```
KEY_Y = 89;
```

Description

This is constant KEY_Y.

1.7.277 KEY_Z

File: LGT.pas (see page 348)

Delphi

```
KEY_Z = 90;
```

Description

This is constant KEY_Z.

1.7.278 KHAKI

File: LGT.pas (see page 348)

Delphi

```
KHAKI: TlgColor = (Red:$F0/$FF; Green:$E6/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);
```

Description

This is constant KHAKI.

1.7.279 LAVENDER

File: LGT.pas (see page 348)

Delphi

```
LAVENDER: TlgColor = (Red:$E6/$FF; Green:$E6/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAVENDER.

1.7.280 LAVENDERBLUSH

File: LGT.pas (see page 348)

Delphi

```
LAVENDERBLUSH: TlgColor = (Red:$FF/$FF; Green:$F0/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAVENDERBLUSH.

1.7.281 LAWNGREEN

File: LGT.pas (see page 348)

Delphi

```
LAWNGREEN: TlgColor = (Red:$7C/$FF; Green:$FC/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LAWNGREEN.

1.7.282 LEMONCHIFFON

File: LGT.pas (see page 348)

Delphi

```
LEMONCHIFFON: TlgColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant LEMONCHIFFON.

1.7.283 LF

File: LGT.pas (see page 348)

Delphi

```
LF = #10;
```

Description

This is constant LF.

1.7.284 LGT_CODENAME

File: LGT.pas (see page 348)

Delphi

```
LGT_CODENAME = 'Aurora';
```

Description

This is constant LGT_CODENAME.

1.7.285 LGT_MAJOR_VERSION

File: LGT.pas (see page 348)

Delphi

```
LGT_MAJOR_VERSION = '0';
```

Description

This is constant LGT_MAJOR_VERSION.

1.7.286 LGT_MINOR_VERSION

File: LGT.pas (see page 348)

Delphi

```
LGT_MINOR_VERSION = '2';
```

Description

This is constant LGT_MINOR_VERSION.

1.7.287 LGT_NAME

File: LGT.pas (see page 348)

Delphi

```
LGT_NAME = 'Luna Game Toolkit™';
```

Description

This is constant LGT_NAME.

1.7.288 LGT_PATCH_VERSION

File: LGT.pas (see page 348)

Delphi

```
LGT_PATCH_VERSION = '0';
```

Description

This is constant LGT_PATCH_VERSION.

1.7.289 LGT_PROJECT

File: LGT.pas (see page 348)

Delphi

```
LGT_PROJECT = LGT_NAME+ ' ('+LGT_CODENAME+')  
v'+LGT_MAJOR_VERSION+'.'+LGT_MINOR_VERSION+'.'+LGT_PATCH_VERSION;
```

Description

This is constant LGT_PROJECT.

1.7.290 LGT_VERSION

File: LGT.pas (see page 348)

Delphi

```
LGT_VERSION = LGT_MAJOR_VERSION+'.'+LGT_MINOR_VERSION+'.'+LGT_PATCH_VERSION;
```

Description

This is constant LGT_VERSION.

1.7.291 LIGHTBLUE

File: LGT.pas (see page 348)

Delphi

```
LIGHTBLUE: TlgColor = (Red:$AD/$FF; Green:$D8/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTBLUE.

1.7.292 LIGHTCORAL

File: LGT.pas (see page 348)

Delphi

```
LIGHTCORAL: TlgColor = (Red:$F0/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCORAL.

1.7.293 LIGHTCYAN

File: LGT.pas (see page 348)

Delphi

```
LIGHTCYAN: TlgColor = (Red:$E0/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTCYAN.

1.7.294 LIGHTGOLDENRODYELLOW

File: LGT.pas (see page 348)

Delphi

```
LIGHTGOLDENRODYELLOW: TlgColor = (Red:$FA/$FF; Green:$FA/$FF; Blue:$D2/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGOLDENRODYELLOW.

1.7.295 LIGHTGRAY

File: LGT.pas (see page 348)

Delphi

```
LIGHTGRAY: TlgColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGRAY.

1.7.296 LIGHTGREEN

File: LGT.pas (see page 348)

Delphi

```
LIGHTGREEN: TlgColor = (Red:$90/$FF; Green:$EE/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREEN.

1.7.297 LIGHTGREY

File: LGT.pas (see page 348)

Delphi

```
LIGHTGREY: TlgColor = (Red:$D3/$FF; Green:$D3/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTGREY.

1.7.298 LIGHTPINK

File: LGT.pas (see page 348)

Delphi

```
LIGHTPINK: TlgColor = (Red:$FF/$FF; Green:$B6/$FF; Blue:$C1/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTPINK.

1.7.299 LIGHTSALMON

File: LGT.pas (see page 348)

Delphi

```
LIGHTSALMON: TlgColor = (Red:$FF/$FF; Green:$A0/$FF; Blue:$7A/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSALMON.

1.7.300 LIGHTSEAGREEN

File: LGT.pas (see page 348)

Delphi

```
LIGHTSEAGREEN: TlgColor = (Red:$20/$FF; Green:$B2/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSEAGREEN.

1.7.301 LIGHTSKYBLUE

File: LGT.pas (see page 348)

Delphi

```
LIGHTSKYBLUE: TlgColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSKYBLUE.

1.7.302 LIGHTSLATEGRAY

File: LGT.pas (see page 348)

Delphi

```
LIGHTSLATEGRAY: TlgColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSLATEGRAY.

1.7.303 LIGHTSLATEGREY

File: LGT.pas (see page 348)

Delphi

```
LIGHTSLATEGREY: TlgColor = (Red:$77/$FF; Green:$88/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSLATEGREY.

1.7.304 LIGHTSTEELBLUE

File: LGT.pas (see page 348)

Delphi

```
LIGHTSTEELBLUE: TlgColor = (Red:$B0/$FF; Green:$C4/$FF; Blue:$DE/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTSTEELBLUE.

1.7.305 LIGHTYELLOW

File: LGT.pas (see page 348)

Delphi

```
LIGHTYELLOW: TlgColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$E0/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIGHTYELLOW.

1.7.306 LIME

File: LGT.pas (see page 348)

Delphi

```
LIME: TlgColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIME.

1.7.307 LIMEGREEN

File: LGT.pas (see page 348)

Delphi

```
LIMEGREEN: TlgColor = (Red:$32/$FF; Green:$CD/$FF; Blue:$32/$FF; Alpha:$FF/$FF);
```

Description

This is constant LIMEGREEN.

1.7.308 LINEN

File: LGT.pas (see page 348)

Delphi

```
LINEN: TlgColor = (Red:$FA/$FF; Green:$F0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant LINEN.

1.7.309 MAGENTA

File: LGT.pas (see page 348)

Delphi

```
MAGENTA: TlgColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAGENTA.

1.7.310 MAROON

File: LGT.pas (see page 348)

Delphi

```
MAROON: TlgColor = (Red:$80/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant MAROON.

1.7.311 MEDIUMAQUAMARINE

File: LGT.pas (see page 348)

Delphi

```
MEDIUMAQUAMARINE: TlgColor = (Red:$66/$FF; Green:$CD/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMAQUAMARINE.

1.7.312 MEDIUMBLUE

File: LGT.pas (see page 348)

Delphi

```
MEDIUMBLUE: TlgColor = (Red:$00/$FF; Green:$00/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMBLUE.

1.7.313 MEDIUMORCHID

File: LGT.pas (see page 348)

Delphi

```
MEDIUMORCHID: TlgColor = (Red:$BA/$FF; Green:$55/$FF; Blue:$D3/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMORCHID.

1.7.314 MEDIUMPURPLE

File: LGT.pas (see page 348)

Delphi

```
MEDIUMPURPLE: TlgColor = (Red:$93/$FF; Green:$70/$FF; Blue:$DB/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMPURPLE.

1.7.315 MEDIUMSEAGREEN

File: LGT.pas (see page 348)

Delphi

```
MEDIUMSEAGREEN: TlgColor = (Red:$3C/$FF; Green:$B3/$FF; Blue:$71/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMSEAGREEN.

1.7.316 MEDIUMSLATEBLUE

File: LGT.pas (see page 348)

Delphi

```
MEDIUMSLATEBLUE: TlgColor = (Red:$7B/$FF; Green:$68/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMSLATEBLUE.

1.7.317 MEDIUMSPRINGGREEN

File: LGT.pas (see page 348)

Delphi

```
MEDIUMSPRINGGREEN: TlgColor = (Red:$00/$FF; Green:$FA/$FF; Blue:$9A/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMSPRINGGREEN.

1.7.318 MEDIUMTURQUOISE

File: LGT.pas (see page 348)

Delphi

```
MEDIUMTURQUOISE: TlgColor = (Red:$48/$FF; Green:$D1/$FF; Blue:$CC/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMTURQUOISE.

1.7.319 MEDIUMVIOLETRED

File: LGT.pas (see page 348)

Delphi

```
MEDIUMVIOLETRED: TlgColor = (Red:$C7/$FF; Green:$15/$FF; Blue:$85/$FF; Alpha:$FF/$FF);
```

Description

This is constant MEDIUMVIOLETRED.

1.7.320 MIDNIGHTBLUE

File: LGT.pas (see page 348)

Delphi

```
MIDNIGHTBLUE: TlgColor = (Red:$19/$FF; Green:$19/$FF; Blue:$70/$FF; Alpha:$FF/$FF);
```

Description

This is constant MIDNIGHTBLUE.

1.7.321 MINTCREAM

File: LGT.pas (see page 348)

Delphi

```
MINTCREAM: TlgColor = (Red:$F5/$FF; Green:$FF/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant MINTCREAM.

1.7.322 MISTYROSE

File: LGT.pas (see page 348)

Delphi

```
MISTYROSE: TlgColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant MISTYROSE.

1.7.323 MOCCASIN

File: LGT.pas (see page 348)

Delphi

```
MOCCASIN: TlgColor = (Red:$FF/$FF; Green:$E4/$FF; Blue:$B5/$FF; Alpha:$FF/$FF);
```

Description

This is constant MOCCASIN.

1.7.324 MOUSE_BUTTON_1

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_1 = 0;
```

Description

This is constant MOUSE_BUTTON_1.

1.7.325 MOUSE_BUTTON_2

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_2 = 1;
```

Description

This is constant MOUSE_BUTTON_2.

1.7.326 MOUSE_BUTTON_3

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_3 = 2;
```

Description

This is constant MOUSE_BUTTON_3.

1.7.327 MOUSE_BUTTON_4

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_4 = 3;
```

Description

This is constant MOUSE_BUTTON_4.

1.7.328 MOUSE_BUTTON_5

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_5 = 4;
```

Description

This is constant MOUSE_BUTTON_5.

1.7.329 MOUSE_BUTTON_6

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_6 = 5;
```

Description

This is constant MOUSE_BUTTON_6.

1.7.330 MOUSE_BUTTON_7

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_7 = 6;
```

Description

This is constant MOUSE_BUTTON_7.

1.7.331 MOUSE_BUTTON_8

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_8 = 7;
```

Description

This is constant MOUSE_BUTTON_8.

1.7.332 MOUSE_BUTTON_LAST

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_LAST = GLFW_MOUSE_BUTTON_8;
```

Description

This is constant MOUSE_BUTTON_LAST.

1.7.333 MOUSE_BUTTON_LEFT

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_LEFT = GLFW_MOUSE_BUTTON_1;
```

Description

This is constant MOUSE_BUTTON_LEFT.

1.7.334 MOUSE_BUTTON_MIDDLE

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_MIDDLE = GLFW_MOUSE_BUTTON_3;
```

Description

This is constant MOUSE_BUTTON_MIDDLE.

1.7.335 MOUSE_BUTTON_RIGHT

File: LGT.pas (see page 348)

Delphi

```
MOUSE_BUTTON_RIGHT = GLFW_MOUSE_BUTTON_2;
```

Description

This is constant MOUSE_BUTTON_RIGHT.

1.7.336 NAVAJOWHITE

File: LGT.pas (see page 348)

Delphi

```
NAVAJOWHITE: TlgColor = (Red:$FF/$FF; Green:$DE/$FF; Blue:$AD/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVAJOWHITE.

1.7.337 NAVY

File: LGT.pas (see page 348)

Delphi

```
NAVY: TlgColor = (Red:$00/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant NAVY.

1.7.338 OLDLACE

File: LGT.pas (see page 348)

Delphi

```
OLDLACE: TlgColor = (Red:$FD/$FF; Green:$F5/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLDLACE.

1.7.339 OLIVE

File: LGT.pas (see page 348)

Delphi

```
OLIVE: TlgColor = (Red:$80/$FF; Green:$80/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVE.

1.7.340 OLIVEDRAB

File: LGT.pas (see page 348)

Delphi

```
OLIVEDRAB: TlgColor = (Red:$6B/$FF; Green:$8E/$FF; Blue:$23/$FF; Alpha:$FF/$FF);
```

Description

This is constant OLIVEDRAB.

1.7.341 ORANGE

File: LGT.pas (see page 348)

Delphi

```
ORANGE: TlgColor = (Red:$FF/$FF; Green:$A5/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORANGE.

1.7.342 ORANGERED

File: LGT.pas (see page 348)

Delphi

```
ORANGERED: TlgColor = (Red:$FF/$FF; Green:$45/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORANGERED.

1.7.343 ORCHID

File: LGT.pas (see page 348)

Delphi

```
ORCHID: TlgColor = (Red:$DA/$FF; Green:$70/$FF; Blue:$D6/$FF; Alpha:$FF/$FF);
```

Description

This is constant ORCHID.

1.7.344 OVERLAY1

File: LGT.pas (see page 348)

Delphi

```
OVERLAY1: TlgColor = (Red:$00/$FF; Green:$20/$FF; Blue:$29/$FF; Alpha:$B4/$FF);
```

Description

This is constant OVERLAY1.

1.7.345 OVERLAY2

File: LGT.pas (see page 348)

Delphi

```
OVERLAY2: TlgColor = (Red:$01/$FF; Green:$1B/$FF; Blue:$01/$FF; Alpha:255/$FF);
```

Description

This is constant OVERLAY2.

1.7.346 PALEGOLDENROD

File: LGT.pas (see page 348)

Delphi

```
PALEGOLDENROD: TlgColor = (Red:$EE/$FF; Green:$E8/$FF; Blue:$AA/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGOLDENROD.

1.7.347 PALEGREEN

File: LGT.pas (see page 348)

Delphi

```
PALEGREEN: TlgColor = (Red:$98/$FF; Green:$FB/$FF; Blue:$98/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEGREEN.

1.7.348 PALETURQUOISE

File: LGT.pas (see page 348)

Delphi

```
PALETURQUOISE: TlgColor = (Red:$AF/$FF; Green:$EE/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALETURQUOISE.

1.7.349 PALEVIOLETRED

File: LGT.pas (see page 348)

Delphi

```
PALEVIOLETRED: TlgColor = (Red:$DB/$FF; Green:$70/$FF; Blue:$93/$FF; Alpha:$FF/$FF);
```

Description

This is constant PALEVIOLETRED.

1.7.350 PAPAYAWHIP

File: LGT.pas (see page 348)

Delphi

```
PAPAYAWHIP: TlgColor = (Red:$FF/$FF; Green:$EF/$FF; Blue:$D5/$FF; Alpha:$FF/$FF);
```

Description

This is constant PAPAYAWHIP.

1.7.351 PEACHPUFF

File: LGT.pas (see page 348)

Delphi

```
PEACHPUFF: TlgColor = (Red:$FF/$FF; Green:$DA/$FF; Blue:$B9/$FF; Alpha:$FF/$FF);
```

Description

This is constant PEACHPUFF.

1.7.352 PERU

File: LGT.pas (see page 348)

Delphi

```
PERU: TlgColor = (Red:$CD/$FF; Green:$85/$FF; Blue:$3F/$FF; Alpha:$FF/$FF);
```

Description

This is constant PERU.

1.7.353 PINK

File: LGT.pas (see page 348)

Delphi

```
PINK: TlgColor = (Red:$FF/$FF; Green:$C0/$FF; Blue:$CB/$FF; Alpha:$FF/$FF);
```

Description

This is constant PINK.

1.7.354 PLUM

File: LGT.pas (see page 348)

Delphi

```
PLUM: TlgColor = (Red:$DD/$FF; Green:$A0/$FF; Blue:$DD/$FF; Alpha:$FF/$FF);
```

Description

This is constant PLUM.

1.7.355 POWDERBLUE

File: LGT.pas (see page 348)

Delphi

```
POWDERBLUE: TlgColor = (Red:$B0/$FF; Green:$E0/$FF; Blue:$E6/$FF; Alpha:$FF/$FF);
```

Description

This is constant POWDERBLUE.

1.7.356 PURPLE

File: LGT.pas (see page 348)

Delphi

```
PURPLE: TlgColor = (Red:$80/$FF; Green:$00/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant PURPLE.

1.7.357 REBECCAPURPLE

File: LGT.pas (see page 348)

Delphi

```
REBECCAPURPLE: TlgColor = (Red:$66/$FF; Green:$33/$FF; Blue:$99/$FF; Alpha:$FF/$FF);
```

Description

This is constant REBECCAPURPLE.

1.7.358 RED

File: LGT.pas (see page 348)

Delphi

```
RED: TlgColor = (Red:$FF/$FF; Green:$00/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant RED.

1.7.359 RED22

File: LGT.pas (see page 348)

Delphi

```
RED22: TlgColor = (Red:$7E/$FF; Green:$32/$FF; Blue:$3F/$FF; Alpha:255/$FF);
```

Description

This is constant RED22.

1.7.360 ROSYBROWN

File: LGT.pas (see page 348)

Delphi

```
ROSYBROWN: TlgColor = (Red:$BC/$FF; Green:$8F/$FF; Blue:$8F/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROSYBROWN.

1.7.361 ROYALBLUE

File: LGT.pas (see page 348)

Delphi

```
ROYALBLUE: TlgColor = (Red:$41/$FF; Green:$69/$FF; Blue:$E1/$FF; Alpha:$FF/$FF);
```

Description

This is constant ROYALBLUE.

1.7.362 SADDLEBROWN

File: LGT.pas (see page 348)

Delphi

```
SADDLEBROWN: TlgColor = (Red:$8B/$FF; Green:$45/$FF; Blue:$13/$FF; Alpha:$FF/$FF);
```

Description

This is constant SADDLEBROWN.

1.7.363 SALMON

File: LGT.pas (see page 348)

Delphi

```
SALMON: TlgColor = (Red:$FA/$FF; Green:$80/$FF; Blue:$72/$FF; Alpha:$FF/$FF);
```

Description

This is constant SALMON.

1.7.364 SANDYBROWN

File: LGT.pas (see page 348)

Delphi

```
SANDYBROWN: TlgColor = (Red:$F4/$FF; Green:$A4/$FF; Blue:$60/$FF; Alpha:$FF/$FF);
```

Description

This is constant SANDYBROWN.

1.7.365 SEAGREEN

File: LGT.pas (see page 348)

Delphi

```
SEAGREEN: TlgColor = (Red:$2E/$FF; Green:$8B/$FF; Blue:$57/$FF; Alpha:$FF/$FF);
```

Description

This is constant SEAGREEN.

1.7.366 SEASHELL

File: LGT.pas (see page 348)

Delphi

```
SEASHELL: TlgColor = (Red:$FF/$FF; Green:$F5/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant SEASHELL.

1.7.367 SIENNA

File: LGT.pas (see page 348)

Delphi

```
SIENNA: TlgColor = (Red:$A0/$FF; Green:$52/$FF; Blue:$2D/$FF; Alpha:$FF/$FF);
```

Description

This is constant SIENNA.

1.7.368 SILVER

File: LGT.pas (see page 348)

Delphi

```
SILVER: TlgColor = (Red:$C0/$FF; Green:$C0/$FF; Blue:$C0/$FF; Alpha:$FF/$FF);
```

Description

This is constant SILVER.

1.7.369 SKYBLUE

File: LGT.pas (see page 348)

Delphi

```
SKYBLUE: TlgColor = (Red:$87/$FF; Green:$CE/$FF; Blue:$EB/$FF; Alpha:$FF/$FF);
```

Description

This is constant SKYBLUE.

1.7.370 SLATEBLUE

File: LGT.pas (see page 348)

Delphi

```
SLATEBLUE: TlgColor = (Red:$6A/$FF; Green:$5A/$FF; Blue:$CD/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEBLUE.

1.7.371 SLATEGRAY

File: LGT.pas (see page 348)

Delphi

```
SLATEGRAY: TlgColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGRAY.

1.7.372 SLATEGREY

File: LGT.pas (see page 348)

Delphi

```
SLATEGREY: TlgColor = (Red:$70/$FF; Green:$80/$FF; Blue:$90/$FF; Alpha:$FF/$FF);
```

Description

This is constant SLATEGREY.

1.7.373 SNOW

File: LGT.pas (see page 348)

Delphi

```
SNOW: TlgColor = (Red:$FF/$FF; Green:$FA/$FF; Blue:$FA/$FF; Alpha:$FF/$FF);
```

Description

This is constant SNOW.

1.7.374 SPRINGGREEN

File: LGT.pas (see page 348)

Delphi

```
SPRINGGREEN: TlgColor = (Red:$00/$FF; Green:$FF/$FF; Blue:$7F/$FF; Alpha:$FF/$FF);
```

Description

This is constant SPRINGGREEN.

1.7.375 STEELBLUE

File: LGT.pas (see page 348)

Delphi

```
STEELBLUE: TlgColor = (Red:$46/$FF; Green:$82/$FF; Blue:$B4/$FF; Alpha:$FF/$FF);
```

Description

This is constant STEELBLUE.

1.7.376 TAN

File: LGT.pas (see page 348)

Delphi

```
TAN: TlgColor = (Red:$D2/$FF; Green:$B4/$FF; Blue:$8C/$FF; Alpha:$FF/$FF);
```

Description

This is constant TAN.

1.7.377 TEAL

File: LGT.pas (see page 348)

Delphi

```
TEAL: TlgColor = (Red:$00/$FF; Green:$80/$FF; Blue:$80/$FF; Alpha:$FF/$FF);
```

Description

This is constant TEAL.

1.7.378 THISTLE

File: LGT.pas (see page 348)

Delphi

```
THISTLE: TlgColor = (Red:$D8/$FF; Green:$BF/$FF; Blue:$D8/$FF; Alpha:$FF/$FF);
```

Description

This is constant THISTLE.

1.7.379 TOMATO

File: LGT.pas (see page 348)

Delphi

```
TOMATO: TlgColor = (Red:$FF/$FF; Green:$63/$FF; Blue:$47/$FF; Alpha:$FF/$FF);
```

Description

This is constant TOMATO.

1.7.380 TREEMENU_NONE

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
TREEMENU_NONE = -1;
```

Description

This is constant TREEMENU_NONE.

1.7.381 TREEMENU_QUIT

File: LGT.TreeMenu.pas (see page 348)

Delphi

```
TREEMENU_QUIT = -2;
```

Description

This is constant TREEMENU_QUIT.

1.7.382 TURQUOISE

File: LGT.pas (see page 348)

Delphi

```
TURQUOISE: TlgColor = (Red:$40/$FF; Green:$E0/$FF; Blue:$D0/$FF; Alpha:$FF/$FF);
```

Description

This is constant TURQUOISE.

1.7.383 VIOLET

File: LGT.pas (see page 348)

Delphi

```
VIOLET: TlgColor = (Red:$EE/$FF; Green:$82/$FF; Blue:$EE/$FF; Alpha:$FF/$FF);
```

Description

This is constant VIOLET.

1.7.384 WHEAT

File: LGT.pas (see page 348)

Delphi

```
WHEAT: TlgColor = (Red:$F5/$FF; Green:$DE/$FF; Blue:$B3/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHEAT.

1.7.385 WHITE

File: LGT.pas (see page 348)

Delphi

```
WHITE: TlgColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$FF/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE.

1.7.386 WHITE2

File: LGT.pas (see page 348)

Delphi

```
WHITE2: TlgColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITE2.

1.7.387 WHITESMOKE

File: LGT.pas (see page 348)

Delphi

```
WHITESMOKE: TlgColor = (Red:$F5/$FF; Green:$F5/$FF; Blue:$F5/$FF; Alpha:$FF/$FF);
```

Description

This is constant WHITESMOKE.

1.7.388 YELLOW

File: LGT.pas (see page 348)

Delphi

```
YELLOW: TlgColor = (Red:$FF/$FF; Green:$FF/$FF; Blue:$00/$FF; Alpha:$FF/$FF);
```

Description

This is constant YELLOW.

1.7.389 YELLOWGREEN

File: LGT.pas (see page 348)

Delphi

```
YELLOWGREEN: TlgColor = (Red:$9A/$FF; Green:$CD/$FF; Blue:$32/$FF; Alpha:$FF/$FF);
```

Description

This is constant YELLOWGREEN.

1.8 Files

The following table lists files in this documentation.

Units

LGT.Defines.inc (see page 348)	This is file LGT.Defines.inc.
LGT.TreeMenu.pas (see page 348)	This is file LGT.TreeMenu.pas.
LGT.pas (see page 348)	This is file LGT.pas.

1.8.1 LGT.Defines.inc

This is file LGT.Defines.inc.

1.8.2 LGT.TreeMenu.pas

This is file LGT.TreeMenu.pas.

Classes

	TlgTreeMenu (see page 182)	This is class TlgTreeMenu.
-----------------------------------------------------------------------------------	-----------------------------	----------------------------



Constants

















TREEMENU_NONE (see page 345)	This is constant TREEMENU_NONE.
TREEMENU_QUIT (see page 345)	This is constant TREEMENU_QUIT.

1.8.3 LGT.pas

This is file LGT.pas.

Classes

	ElgLuaException (see page 12)	This is class ElgLuaException.
	ElgLuaRuntimeException (see page 13)	This is class ElgLuaRuntimeException.
	ElgLuaSyntaxError (see page 13)	This is class ElgLuaSyntaxError.
	TlgActor (see page 13)	This is class TlgActor.
	TlgActorList (see page 18)	This is class TlgActorList.
	TlgActorScene (see page 21)	This is class TlgActorScene.
	TlgAudio (see page 25)	This is class TlgAudio.
	TlgBaseGameApp (see page 30)	This is class TlgBaseGameApp.
	TlgCamera (see page 33)	This is class TlgCamera.
	TlgDeterministicTimer (see page 37)	This is class TlgDeterministicTimer.
	TlgEntity (see page 42)	This is class TlgEntity.
	TlgEntityActor (see page 60)	This is class TlgEntityActor.
	TlgFileStream (see page 63)	This is class TlgFileStream.
	TlgFont (see page 66)	This is class TlgFont.
	TlgGUI (see page 72)	This is class TlgGUI.
	TlgGame (see page 76)	This is class TlgGame.
	TlgGameApp (see page 77)	This is class TlgGameApp.
	TlgLua (see page 85)	This is class TlgLua.
	TlgLuaContext (see page 96)	This is class TlgLuaContext.
	TlgMath (see page 105)	This is class TlgMath.
	TlgMemoryStream (see page 116)	This is class TlgMemoryStream.
	TlgObject (see page 120)	This is class TlgObject.
	TlgObjectList (see page 124)	This is class TlgObjectList.

	TlgPolygon (see page 127)	This is class TlgPolygon.
	TlgRingBuffer<T> (see page 132)	This is class TlgRingBuffer.
	TlgSound (see page 133)	This is class TlgSound.
	TlgSprite (see page 142)	This is class TlgSprite.
	TlgStarfield (see page 148)	This is class TlgStarfield.
	TlgStream (see page 155)	This is class TlgStream.
	TlgTaskID (see page 157)	This is class TlgTaskID.
	TlgTaskList (see page 158)	This is class TlgTaskList.
	TlgTerminal (see page 161)	This is class TlgTerminal.
	TlgTexture (see page 166)	This is class TlgTexture.
	TlgUtils (see page 186)	This is class TlgUtils.
	TlgVideo (see page 196)	This is class TlgVideo.
	TlgVirtualBuffer (see page 205)	This is class TlgVirtualBuffer.
	TlgWindow (see page 209)	This is class TlgWindow.
	TlgZipFile (see page 224)	This is class TlgZipFile.
	TlgZipStream (see page 227)	This is class TlgZipStream.

Constants

ALICEBLUE (see page 261)	This is constant ALICEBLUE.
ANTIQUEWHITE (see page 261)	This is constant ANTIQUEWHITE.
AQUA (see page 261)	This is constant AQUA.
AQUAMARINE (see page 262)	This is constant AQUAMARINE.
AZURE (see page 262)	This is constant AZURE.
BEIGE (see page 262)	This is constant BEIGE.
BISQUE (see page 262)	This is constant BISQUE.
BLACK (see page 262)	This is constant BLACK.
BLANCHEDALMOND (see page 263)	This is constant BLANCHEDALMOND.
BLANK (see page 263)	This is constant BLANK.
BLUE (see page 263)	This is constant BLUE.
BLUEVIOLET (see page 263)	This is constant BLUEVIOLET.
BROWN (see page 264)	This is constant BROWN.
BURLYWOOD (see page 264)	This is constant BURLYWOOD.
CADETBBLUE (see page 264)	This is constant CADETBBLUE.
CHARTREUSE (see page 264)	This is constant CHARTREUSE.
CHOCOLATE (see page 264)	This is constant CHOCOLATE.
COLORKEY (see page 265)	This is constant COLORKEY.
CORAL (see page 265)	This is constant CORAL.
CORNFLOWERBLUE (see page 265)	This is constant CORNFLOWERBLUE.
CORNSILK (see page 265)	This is constant CORNSILK.
CR (see page 266)	This is constant CR.
CRIMSON (see page 266)	This is constant CRIMSON.
CRLF (see page 266)	This is constant CRLF.
CYAN (see page 266)	This is constant CYAN.
DARKBLUE (see page 266)	This is constant DARKBLUE.
DARKCYAN (see page 267)	This is constant DARKCYAN.
DARKGOLDENROD (see page 267)	This is constant DARKGOLDENROD.
DARKGRAY (see page 267)	This is constant DARKGRAY.
DARKGREEN (see page 267)	This is constant DARKGREEN.
DARKGREY (see page 268)	This is constant DARKGREY.

DARKKHAKI (see page 268)	This is constant DARKKHAKI.
DARKMAGENTA (see page 268)	This is constant DARKMAGENTA.
DARKOLIVEGREEN (see page 268)	This is constant DARKOLIVEGREEN.
DARKORANGE (see page 268)	This is constant DARKORANGE.
DARKORCHID (see page 269)	This is constant DARKORCHID.
DARKRED (see page 269)	This is constant DARKRED.
DARKSALMON (see page 269)	This is constant DARKSALMON.
DARKSEAGREEN (see page 269)	This is constant DARKSEAGREEN.
DARKSLATEBLUE (see page 270)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN (see page 270)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY (see page 270)	This is constant DARKSLATEGRAY.
DARKSLATEGREY (see page 270)	This is constant DARKSLATEGREY.
DARKTURQUOISE (see page 270)	This is constant DARKTURQUOISE.
DARKVIOLET (see page 271)	This is constant DARKVIOLET.
DEEPPINK (see page 271)	This is constant DEEPPINK.
DEEPSKYBLUE (see page 271)	This is constant DEEPSKYBLUE.
DIMGRAY (see page 271)	This is constant DIMGRAY.
DIMGREY (see page 272)	This is constant DIMGREY.
DIMWHITE (see page 272)	This is constant DIMWHITE.
DODGERBLUE (see page 272)	This is constant DODGERBLUE.
FIREBRICK (see page 272)	This is constant FIREBRICK.
FLORALWHITE (see page 272)	This is constant FLORALWHITE.
FORESTGREEN (see page 273)	This is constant FORESTGREEN.
FUCHSIA (see page 273)	This is constant FUCHSIA.
GAINSBORO (see page 273)	This is constant GAINSBORO.
GAMEPAD_1 (see page 273)	This is constant GAMEPAD_1.
GAMEPAD_10 (see page 274)	This is constant GAMEPAD_10.
GAMEPAD_11 (see page 274)	This is constant GAMEPAD_11.
GAMEPAD_12 (see page 274)	This is constant GAMEPAD_12.
GAMEPAD_13 (see page 274)	This is constant GAMEPAD_13.
GAMEPAD_14 (see page 274)	This is constant GAMEPAD_14.
GAMEPAD_15 (see page 275)	This is constant GAMEPAD_15.
GAMEPAD_16 (see page 275)	This is constant GAMEPAD_16.
GAMEPAD_2 (see page 275)	This is constant GAMEPAD_2.
GAMEPAD_3 (see page 275)	This is constant GAMEPAD_3.
GAMEPAD_4 (see page 276)	This is constant GAMEPAD_4.
GAMEPAD_5 (see page 276)	This is constant GAMEPAD_5.
GAMEPAD_6 (see page 276)	This is constant GAMEPAD_6.
GAMEPAD_7 (see page 276)	This is constant GAMEPAD_7.
GAMEPAD_8 (see page 276)	This is constant GAMEPAD_8.
GAMEPAD_9 (see page 277)	This is constant GAMEPAD_9.
GAMEPAD_AXIS_LAST (see page 277)	This is constant GAMEPAD_AXIS_LAST.
GAMEPAD_AXIS_LEFT_TRIGGER (see page 277)	This is constant GAMEPAD_AXIS_LEFT_TRIGGER.
GAMEPAD_AXIS_LEFT_X (see page 277)	This is constant GAMEPAD_AXIS_LEFT_X.
GAMEPAD_AXIS_LEFT_Y (see page 278)	This is constant GAMEPAD_AXIS_LEFT_Y.
GAMEPAD_AXIS_RIGHT_TRIGGER (see page 278)	This is constant GAMEPAD_AXIS_RIGHT_TRIGGER.
GAMEPAD_AXIS_RIGHT_X (see page 278)	This is constant GAMEPAD_AXIS_RIGHT_X.

GAMEPAD_AXIS_RIGHT_Y (see page 278)	This is constant GAMEPAD_AXIS_RIGHT_Y.
GAMEPAD_BUTTON_A (see page 278)	This is constant GAMEPAD_BUTTON_A.
GAMEPAD_BUTTON_B (see page 279)	This is constant GAMEPAD_BUTTON_B.
GAMEPAD_BUTTON_BACK (see page 279)	This is constant GAMEPAD_BUTTON_BACK.
GAMEPAD_BUTTON_CIRCLE (see page 279)	This is constant GAMEPAD_BUTTON_CIRCLE.
GAMEPAD_BUTTON_CROSS (see page 279)	This is constant GAMEPAD_BUTTON_CROSS.
GAMEPAD_BUTTON_DPAD_DOWN (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_DOWN.
GAMEPAD_BUTTON_DPAD_LEFT (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_LEFT.
GAMEPAD_BUTTON_DPAD_RIGHT (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_RIGHT.
GAMEPAD_BUTTON_DPAD_UP (see page 280)	This is constant GAMEPAD_BUTTON_DPAD_UP.
GAMEPAD_BUTTON_GUIDE (see page 280)	This is constant GAMEPAD_BUTTON_GUIDE.
GAMEPAD_BUTTON_LAST (see page 281)	This is constant GAMEPAD_BUTTON_LAST.
GAMEPAD_BUTTON_LEFT BUMPER (see page 281)	This is constant GAMEPAD_BUTTON_LEFT BUMPER.
GAMEPAD_BUTTON_LEFT_THUMB (see page 281)	This is constant GAMEPAD_BUTTON_LEFT_THUMB.
GAMEPAD_BUTTON_RIGHT BUMPER (see page 281)	This is constant GAMEPAD_BUTTON_RIGHT BUMPER.
GAMEPAD_BUTTON_RIGHT_THUMB (see page 282)	This is constant GAMEPAD_BUTTON_RIGHT_THUMB.
GAMEPAD_BUTTON_SQUARE (see page 282)	This is constant GAMEPAD_BUTTON_SQUARE.
GAMEPAD_BUTTON_START (see page 282)	This is constant GAMEPAD_BUTTON_START.
GAMEPAD_BUTTON_TRIANGLE (see page 282)	This is constant GAMEPAD_BUTTON_TRIANGLE.
GAMEPAD_BUTTON_X (see page 282)	This is constant GAMEPAD_BUTTON_X.
GAMEPAD_BUTTON_Y (see page 283)	This is constant GAMEPAD_BUTTON_Y.
GAMEPAD_LAST (see page 283)	This is constant GAMEPAD_LAST.
GHOSTWHITE (see page 283)	This is constant GHOSTWHITE.
GOLD (see page 283)	This is constant GOLD.
GOLDENROD (see page 284)	This is constant GOLDENROD.
GRAY (see page 284)	This is constant GRAY.
GREEN (see page 284)	This is constant GREEN.
GREENYELLOW (see page 284)	This is constant GREENYELLOW.
GREY (see page 284)	This is constant GREY.
GUI_DEFAULT_WINDOW (see page 285)	This is constant GUI_DEFAULT_WINDOW.
GUI_EDIT_ACTIVATED (see page 285)	This is constant GUI_EDIT_ACTIVATED.
GUI_EDIT_ACTIVE (see page 285)	This is constant GUI_EDIT_ACTIVE.
GUI_EDIT_ALLOW_TAB (see page 285)	This is constant GUI_EDIT_ALLOW_TAB.
GUI_EDIT_ALWAYS_INSERT_MODE (see page 286)	This is constant GUI_EDIT_ALWAYS_INSERT_MODE.
GUI_EDIT_AUTO_SELECT (see page 286)	This is constant GUI_EDIT_AUTO_SELECT.
GUI_EDIT_BOX (see page 286)	This is constant GUI_EDIT_BOX.
GUI_EDIT_CLIPBOARD (see page 286)	This is constant GUI_EDIT_CLIPBOARD.
GUI_EDIT_COMMITTED (see page 286)	This is constant GUI_EDIT_COMMITTED.
GUI_EDIT_CTRL_ENTER_NEWLINE (see page 287)	This is constant GUI_EDIT_CTRL_ENTER_NEWLINE.
GUI_EDIT_DEACTIVATED (see page 287)	This is constant GUI_EDIT_DEACTIVATED.
GUI_EDIT_DEFAULT (see page 287)	This is constant GUI_EDIT_DEFAULT.

GUI_EDIT_EDITOR (see page 287)	This is constant GUI_EDIT_EDITOR.
GUI_EDIT_FIELD (see page 288)	This is constant GUI_EDIT_FIELD.
GUI_EDIT_GOTO_END_ON_ACTIVATE (see page 288)	This is constant GUI_EDIT_GOTO_END_ON_ACTIVATE.
GUI_EDIT_INACTIVE (see page 288)	This is constant GUI_EDIT_INACTIVE.
GUI_EDIT_MULTILINE (see page 288)	This is constant GUI_EDIT_MULTILINE.
GUI_EDIT_NO_CURSOR (see page 288)	This is constant GUI_EDIT_NO_CURSOR.
GUI_EDIT_NO_HORIZONTAL_SCROLL (see page 289)	This is constant GUI_EDIT_NO_HORIZONTAL_SCROLL.
GUI_EDIT_READ_ONLY (see page 289)	This is constant GUI_EDIT_READ_ONLY.
GUI_EDIT_SELECTABLE (see page 289)	This is constant GUI_EDIT_SELECTABLE.
GUI_EDIT_SIG_ENTER (see page 289)	This is constant GUI_EDIT_SIG_ENTER.
GUI_EDIT_SIMPLE (see page 290)	This is constant GUI_EDIT_SIMPLE.
GUI_TEXT_ALIGN_BOTTOM (see page 290)	This is constant GUI_TEXT_ALIGN_BOTTOM.
GUI_TEXT_ALIGN_CENTERED (see page 290)	This is constant GUI_TEXT_ALIGN_CENTERED.
GUI_TEXT_ALIGN_LEFT (see page 290)	This is constant GUI_TEXT_ALIGN_LEFT.
GUI_TEXT_ALIGN_MIDDLE (see page 290)	This is constant GUI_TEXT_ALIGN_MIDDLE.
GUI_TEXT_ALIGN_RIGHT (see page 291)	This is constant GUI_TEXT_ALIGN_RIGHT.
GUI_TEXT_ALIGN_TOP (see page 291)	This is constant GUI_TEXT_ALIGN_TOP.
GUI_TEXT_CENTERED (see page 291)	This is constant GUI_TEXT_CENTERED.
GUI_TEXT_LEFT (see page 291)	This is constant GUI_TEXT_LEFT.
GUI_TEXT_RIGHT (see page 292)	This is constant GUI_TEXT_RIGHT.
GUI_WINDOW_BACKGROUND (see page 292)	This is constant GUI_WINDOW_BACKGROUND.
GUI_WINDOW_BORDER (see page 292)	This is constant GUI_WINDOW_BORDER.
GUI_WINDOW_CLOSABLE (see page 292)	This is constant GUI_WINDOW_CLOSABLE.
GUI_WINDOW_MINIMIZABLE (see page 292)	This is constant GUI_WINDOW_MINIMIZABLE.
GUI_WINDOW_MOVABLE (see page 293)	This is constant GUI_WINDOW_MOVABLE.
GUI_WINDOW_NO_INPUT (see page 293)	This is constant GUI_WINDOW_NO_INPUT.
GUI_WINDOW_NO_SCROLLBAR (see page 293)	This is constant GUI_WINDOW_NO_SCROLLBAR.
GUI_WINDOW_SCALABLE (see page 293)	This is constant GUI_WINDOW_SCALABLE.
GUI_WINDOW_SCALE_LEFT (see page 294)	This is constant GUI_WINDOW_SCALE_LEFT.
GUI_WINDOW_SCROLL_AUTO_HIDE (see page 294)	This is constant GUI_WINDOW_SCROLL_AUTO_HIDE.
GUI_WINDOW_TITLE (see page 294)	This is constant GUI_WINDOW_TITLE.
HONEYDEW (see page 294)	This is constant HONEYDEW.
HOTPINK (see page 294)	This is constant HOTPINK.
INDIANRED (see page 295)	This is constant INDIANRED.
INDIGO (see page 295)	This is constant INDIGO.
IVORY (see page 295)	This is constant IVORY.
KEY_0 (see page 295)	This is constant KEY_0.
KEY_1 (see page 296)	This is constant KEY_1.
KEY_2 (see page 296)	This is constant KEY_2.
KEY_3 (see page 296)	This is constant KEY_3.
KEY_4 (see page 296)	This is constant KEY_4.
KEY_5 (see page 296)	This is constant KEY_5.
KEY_6 (see page 297)	This is constant KEY_6.
KEY_7 (see page 297)	This is constant KEY_7.
KEY_8 (see page 297)	This is constant KEY_8.

KEY_9 (see page 297)	This is constant KEY_9.
KEY_A (see page 298)	This is constant KEY_A.
KEY_APOSTROPHE (see page 298)	This is constant KEY_APOSTROPHE.
KEY_B (see page 298)	This is constant KEY_B.
KEY_BACKSLASH (see page 298)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE (see page 298)	This is constant KEY_BACKSPACE.
KEY_C (see page 299)	This is constant KEY_C.
KEY_CAPS_LOCK (see page 299)	This is constant KEY_CAPS_LOCK.
KEY_COMMA (see page 299)	This is constant KEY_COMMA.
KEY_D (see page 299)	This is constant KEY_D.
KEY_DELETE (see page 300)	This is constant KEY_DELETE.
KEY_DOWN (see page 300)	This is constant KEY_DOWN.
KEY_E (see page 300)	This is constant KEY_E.
KEY_END (see page 300)	This is constant KEY_END.
KEY_ENTER (see page 300)	This is constant KEY_ENTER.
KEY_EQUAL (see page 301)	This is constant KEY_EQUAL.
KEY_ESCAPE (see page 301)	This is constant KEY_ESCAPE.
KEY_F (see page 301)	This is constant KEY_F.
KEY_F1 (see page 301)	This is constant KEY_F1.
KEY_F10 (see page 302)	This is constant KEY_F10.
KEY_F11 (see page 302)	This is constant KEY_F11.
KEY_F12 (see page 302)	This is constant KEY_F12.
KEY_F13 (see page 302)	This is constant KEY_F13.
KEY_F14 (see page 302)	This is constant KEY_F14.
KEY_F15 (see page 303)	This is constant KEY_F15.
KEY_F16 (see page 303)	This is constant KEY_F16.
KEY_F17 (see page 303)	This is constant KEY_F17.
KEY_F18 (see page 303)	This is constant KEY_F18.
KEY_F19 (see page 304)	This is constant KEY_F19.
KEY_F2 (see page 304)	This is constant KEY_F2.
KEY_F20 (see page 304)	This is constant KEY_F20.
KEY_F21 (see page 304)	This is constant KEY_F21.
KEY_F22 (see page 304)	This is constant KEY_F22.
KEY_F23 (see page 305)	This is constant KEY_F23.
KEY_F24 (see page 305)	This is constant KEY_F24.
KEY_F25 (see page 305)	This is constant KEY_F25.
KEY_F3 (see page 305)	This is constant KEY_F3.
KEY_F4 (see page 306)	This is constant KEY_F4.
KEY_F5 (see page 306)	This is constant KEY_F5.
KEY_F6 (see page 306)	This is constant KEY_F6.
KEY_F7 (see page 306)	This is constant KEY_F7.
KEY_F8 (see page 306)	This is constant KEY_F8.
KEY_F9 (see page 307)	This is constant KEY_F9.
KEY_G (see page 307)	This is constant KEY_G.
KEY_GRAVE_ACCENT (see page 307)	This is constant KEY_GRAVE_ACCENT.
KEY_H (see page 307)	This is constant KEY_H.
KEY_HOME (see page 308)	This is constant KEY_HOME.
KEY_I (see page 308)	This is constant KEY_I.
KEY_INSERT (see page 308)	This is constant KEY_INSERT.
















KEY_J (see page 308)	This is constant KEY_J.
KEY_K (see page 308)	This is constant KEY_K.
KEY_KP_0 (see page 309)	This is constant KEY_KP_0.
KEY_KP_1 (see page 309)	This is constant KEY_KP_1.
KEY_KP_2 (see page 309)	This is constant KEY_KP_2.
KEY_KP_3 (see page 309)	This is constant KEY_KP_3.
KEY_KP_4 (see page 310)	This is constant KEY_KP_4.
KEY_KP_5 (see page 310)	This is constant KEY_KP_5.
KEY_KP_6 (see page 310)	This is constant KEY_KP_6.
KEY_KP_7 (see page 310)	This is constant KEY_KP_7.
KEY_KP_8 (see page 310)	This is constant KEY_KP_8.
KEY_KP_9 (see page 311)	This is constant KEY_KP_9.
KEY_KP_ADD (see page 311)	This is constant KEY_KP_ADD.
KEY_KP_DECIMAL (see page 311)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE (see page 311)	This is constant KEY_KP_DIVIDE.
KEY_KP_ENTER (see page 312)	This is constant KEY_KP_ENTER.
KEY_KP_EQUAL (see page 312)	This is constant KEY_KP_EQUAL.
KEY_KP_MULTIPLY (see page 312)	This is constant KEY_KP_MULTIPLY.
KEY_KP_SUBTRACT (see page 312)	This is constant KEY_KP_SUBTRACT.
KEY_L (see page 312)	This is constant KEY_L.
KEY_LAST (see page 313)	This is constant KEY_LAST.
KEY_LEFT (see page 313)	This is constant KEY_LEFT.
KEY_LEFT_ALT (see page 313)	This is constant KEY_LEFT_ALT.
KEY_LEFT_BRACKET (see page 313)	This is constant KEY_LEFT_BRACKET.
KEY_LEFT_CONTROL (see page 314)	This is constant KEY_LEFT_CONTROL.
KEY_LEFT_SHIFT (see page 314)	This is constant KEY_LEFT_SHIFT.
KEY_LEFT_SUPER (see page 314)	This is constant KEY_LEFT_SUPER.
KEY_M (see page 314)	This is constant KEY_M.
KEY_MENU (see page 314)	This is constant KEY_MENU.
KEY_MINUS (see page 315)	This is constant KEY_MINUS.
KEY_N (see page 315)	This is constant KEY_N.
KEY_NUM_LOCK (see page 315)	This is constant KEY_NUM_LOCK.
KEY_O (see page 315)	This is constant KEY_O.
KEY_P (see page 316)	This is constant KEY_P.
KEY_PAGE_DOWN (see page 316)	This is constant KEY_PAGE_DOWN.
KEY_PAGE_UP (see page 316)	This is constant KEY_PAGE_UP.
KEY_PAUSE (see page 316)	This is constant KEY_PAUSE.
KEY_PERIOD (see page 316)	This is constant KEY_PERIOD.
KEY_PRINT_SCREEN (see page 317)	This is constant KEY_PRINT_SCREEN.
KEY_Q (see page 317)	This is constant KEY_Q.
KEY_R (see page 317)	This is constant KEY_R.
KEY_RIGHT (see page 317)	This is constant KEY_RIGHT.
KEY_RIGHT_ALT (see page 318)	This is constant KEY_RIGHT_ALT.
KEY_RIGHT_BRACKET (see page 318)	This is constant KEY_RIGHT_BRACKET.
KEY_RIGHT_CONTROL (see page 318)	This is constant KEY_RIGHT_CONTROL.
KEY_RIGHT_SHIFT (see page 318)	This is constant KEY_RIGHT_SHIFT.
KEY_RIGHT_SUPER (see page 318)	This is constant KEY_RIGHT_SUPER.
KEY_S (see page 319)	This is constant KEY_S.
KEY_SCROLL_LOCK (see page 319)	This is constant KEY_SCROLL_LOCK.

KEY_SEMICOLON (see page 319)	This is constant KEY_SEMICOLON.
KEY_SLASH (see page 319)	This is constant KEY_SLASH.
KEY_SPACE (see page 320)	This is constant KEY_SPACE.
KEY_T (see page 320)	This is constant KEY_T.
KEY_TAB (see page 320)	This is constant KEY_TAB.
KEY_U (see page 320)	This is constant KEY_U.
KEY_UNKNOWN (see page 320)	This is constant KEY_UNKNOWN.
KEY_UP (see page 321)	This is constant KEY_UP.
KEY_V (see page 321)	This is constant KEY_V.
KEY_W (see page 321)	This is constant KEY_W.
KEY_WORLD_1 (see page 321)	This is constant KEY_WORLD_1.
KEY_WORLD_2 (see page 322)	This is constant KEY_WORLD_2.
KEY_X (see page 322)	This is constant KEY_X.
KEY_Y (see page 322)	This is constant KEY_Y.
KEY_Z (see page 322)	This is constant KEY_Z.
KHAKI (see page 322)	This is constant KHAKI.
LAVENDER (see page 323)	This is constant LAVENDER.
LAVENDERBLUSH (see page 323)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 323)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 323)	This is constant LEMONCHIFFON.
LF (see page 324)	This is constant LF.
LGT_CODENAME (see page 324)	This is constant LGT_CODENAME.
LGT_MAJOR_VERSION (see page 324)	This is constant LGT_MAJOR_VERSION.
LGT_MINOR_VERSION (see page 324)	This is constant LGT_MINOR_VERSION.
LGT_NAME (see page 324)	This is constant LGT_NAME.
LGT_PATCH_VERSION (see page 325)	This is constant LGT_PATCH_VERSION.
LGT_PROJECT (see page 325)	This is constant LGT_PROJECT.
LGT_VERSION (see page 325)	This is constant LGT_VERSION.
LIGHTBLUE (see page 325)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 326)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 326)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 326)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 326)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 326)	This is constant LIGHTGREEN.
LIGHTGREY (see page 327)	This is constant LIGHTGREY.
LIGHTPINK (see page 327)	This is constant LIGHTPINK.
LIGHTSALMON (see page 327)	This is constant LIGHTSALMON.
LIGHTSEAGREEN (see page 327)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE (see page 328)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY (see page 328)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY (see page 328)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE (see page 328)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW (see page 328)	This is constant LIGHTYELLOW.
LIME (see page 329)	This is constant LIME.
LIMEGREEN (see page 329)	This is constant LIMEGREEN.
LINEN (see page 329)	This is constant LINEN.
MAGENTA (see page 329)	This is constant MAGENTA.
MAROON (see page 330)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 330)	This is constant MEDIUMAQUAMARINE.





MEDIUMBLUE (see page 330)	This is constant MEDIUMBLUE.
MEDIUMORCHID (see page 330)	This is constant MEDIUMORCHID.
MEDIUMPURPLE (see page 330)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN (see page 331)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE (see page 331)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN (see page 331)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE (see page 331)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED (see page 332)	This is constant MEDIUMVIOLETRED.
MIDNIGHTBLUE (see page 332)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 332)	This is constant MINTCREAM.
MISTYROSE (see page 332)	This is constant MISTYROSE.
MOCCASIN (see page 332)	This is constant MOCCASIN.
MOUSE_BUTTON_1 (see page 333)	This is constant MOUSE_BUTTON_1.
MOUSE_BUTTON_2 (see page 333)	This is constant MOUSE_BUTTON_2.
MOUSE_BUTTON_3 (see page 333)	This is constant MOUSE_BUTTON_3.
MOUSE_BUTTON_4 (see page 333)	This is constant MOUSE_BUTTON_4.
MOUSE_BUTTON_5 (see page 334)	This is constant MOUSE_BUTTON_5.
MOUSE_BUTTON_6 (see page 334)	This is constant MOUSE_BUTTON_6.
MOUSE_BUTTON_7 (see page 334)	This is constant MOUSE_BUTTON_7.
MOUSE_BUTTON_8 (see page 334)	This is constant MOUSE_BUTTON_8.
MOUSE_BUTTON_LAST (see page 334)	This is constant MOUSE_BUTTON_LAST.
MOUSE_BUTTON_LEFT (see page 335)	This is constant MOUSE_BUTTON_LEFT.
MOUSE_BUTTON_MIDDLE (see page 335)	This is constant MOUSE_BUTTON_MIDDLE.
MOUSE_BUTTON_RIGHT (see page 335)	This is constant MOUSE_BUTTON_RIGHT.
NAVAJOWHITE (see page 335)	This is constant NAVAJOWHITE.
NAVY (see page 336)	This is constant NAVY.
OLDLACE (see page 336)	This is constant OLDLACE.
OLIVE (see page 336)	This is constant OLIVE.
OLIVEDRAB (see page 336)	This is constant OLIVEDRAB.
ORANGE (see page 336)	This is constant ORANGE.
ORANGERED (see page 337)	This is constant ORANGERED.
ORCHID (see page 337)	This is constant ORCHID.
OVERLAY1 (see page 337)	This is constant OVERLAY1.
OVERLAY2 (see page 337)	This is constant OVERLAY2.
PALEGOLDENROD (see page 338)	This is constant PALEGOLDENROD.
PALEGREEN (see page 338)	This is constant PALEGREEN.
PALETURQUOISE (see page 338)	This is constant PALETURQUOISE.
PALEVIOLETRED (see page 338)	This is constant PALEVIOLETRED.
PAPAYAWHIP (see page 338)	This is constant PAPAYAWHIP.
PEACHPUFF (see page 339)	This is constant PEACHPUFF.
PERU (see page 339)	This is constant PERU.
PINK (see page 339)	This is constant PINK.
PLUM (see page 339)	This is constant PLUM.
POWDERBLUE (see page 340)	This is constant POWDERBLUE.
PURPLE (see page 340)	This is constant PURPLE.
REBECCAPURPLE (see page 340)	This is constant REBECCAPURPLE.
RED (see page 340)	This is constant RED.
RED22 (see page 340)	This is constant RED22.
ROSYBROWN (see page 341)	This is constant ROSYBROWN.

ROYALBLUE (see page 341)	This is constant ROYALBLUE.
SADDLEBROWN (see page 341)	This is constant SADDLEBROWN.
SALMON (see page 341)	This is constant SALMON.
SANDYBROWN (see page 342)	This is constant SANDYBROWN.
SEAGREEN (see page 342)	This is constant SEAGREEN.
SEASHELL (see page 342)	This is constant SEASHELL.
SIENNA (see page 342)	This is constant SIENNA.
SILVER (see page 342)	This is constant SILVER.
SKYBLUE (see page 343)	This is constant SKYBLUE.
SLATEBLUE (see page 343)	This is constant SLATEBLUE.
SLATEGRAY (see page 343)	This is constant SLATEGRAY.
SLATEGREY (see page 343)	This is constant SLATEGREY.
SNOW (see page 344)	This is constant SNOW.
SPRINGGREEN (see page 344)	This is constant SPRINGGREEN.
STEELBLUE (see page 344)	This is constant STEELBLUE.
TAN (see page 344)	This is constant TAN.
TEAL (see page 344)	This is constant TEAL.
THISTLE (see page 345)	This is constant THISTLE.
TOMATO (see page 345)	This is constant TOMATO.
TURQUOISE (see page 346)	This is constant TURQUOISE.
VIOLET (see page 346)	This is constant VIOLET.
WHEAT (see page 346)	This is constant WHEAT.
WHITE (see page 346)	This is constant WHITE.
WHITE2 (see page 346)	This is constant WHITE2.
WHITESMOKE (see page 347)	This is constant WHITESMOKE.
YELLOW (see page 347)	This is constant YELLOW.
YELLOWGREEN (see page 347)	This is constant YELLOWGREEN.



Enumerations

	TEntityOverlap (see page 241)	This is record TEntityOverlap.
	THAlign (see page 241)	This is record THAlign.
	TVAlign (see page 241)	This is record TVAlign.
	TlgAudioStatus (see page 242)	This is record TlgAudioStatus.
	TlgEase (see page 243)	This is record TlgEase.
	TlgInputState (see page 244)	This is record TlgInputState.
	TlgLineIntersection (see page 244)	This is record TlgLineIntersection.
	TlgLuaTable (see page 244)	This is record TlgLuaTable.
	TlgLuaType (see page 245)	This is record TlgLuaType.
	TlgLuaValueType (see page 245)	This is record TlgLuaValueType.
	TlgSeekMode (see page 246)	This is record TlgSeekMode.
	TlgSoundLoad (see page 247)	This is record TlgSoundLoad.
	TlgStreamMode (see page 247)	This is record TlgStreamMode.
	TlgTextureBlend (see page 247)	This is record TlgTextureBlend.
	TlgVideoStatus (see page 247)	This is record TlgVideoStatus.












Functions

	IgInit (see page 239)	This is function IgInit.
	IgIsInit (see page 240)	This is function IgIsInit.
	IgQuit (see page 240)	This is function IgQuit.
	IgRunGame (see page 240)	This is function IgRunGame.

Interfaces

	IlgLua (see page 231)	This is class IlgLua.
	IlgLuaContext (see page 236)	This is class IlgLuaContext.

Records

	TlgActorMessage (see page 242)	This is record TlgActorMessage.
	TlgColor (see page 242)	This is record TlgColor.
	TlgExtent (see page 243)	This is record TlgExtent.
	TlgGameAppSettings (see page 243)	This is record TlgGameAppSettings.
	TlgLuaValue (see page 101)	This is class TlgLuaValue.
	TlgOBB (see page 245)	This is record TlgOBB.
	TlgPoint (see page 246)	This is record TlgPoint.
	TlgRect (see page 246)	This is record TlgRect.
	TlgSize (see page 246)	This is record TlgSize.
	TlgTimer (see page 180)	This is class TlgTimer.
	TlgVec (see page 191)	This is class TlgVec.

Types

PlgActorMessage (see page 248)	This is type PlgActorMessage.
PlgColor (see page 248)	This is type PlgColor.
PlgExtent (see page 249)	This is type PlgExtent.
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