Luna Game Toolkit

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

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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

	lgInit (see page 239)	This is function lgInit.
	lgIsInit (see page 240)	This is function lgIsInit.
	lgQuit (see page 240)	This is function lgQuit.
	lgRunGame (see page 240)	This is function lgRunGame.

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

Exception ⟶ ElgLuaException
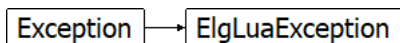
File: LGT.pas (see page 348)

Delphi

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

Description

This is class ElgLuaException.

1.1.2 **ElgLuaRuntimeException**

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

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

Description

This is class ElgLuaRuntimeException.

1.1.3 **ElgLuaSyntaxError**

Class Hierarchy

File: LGT.pas (see page 348)

Delphi

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

Description

This is class ElgLuaSyntaxError.

1.1.4 **TlgActor**

Class Hierarchy
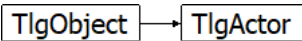
File: LGT.pas (see page 348)

Delphi

```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 **TIgActor Methods**

The methods of the TIgActor class are listed here.

Methods

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

1.1.4.2.1 **TIgActor.Create**

File: LGT.pas (see page 348)

Delphi

```
constructor Create; override;
```

Description

This is Create, a member of class TIgActor.

1.1.4.2.2 **TIgActor.Destroy**

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TIgActor.

1.1.4.2.3 **TIgActor.OnCollide**

File: LGT.pas (see page 348)

Delphi

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

Description

This is OnCollide, a member of class TIgActor.

1.1.4.2.4 **TIgActor.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 **TIgActorList**

Class Hierarchy
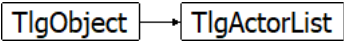
File: LGT.pas (see page 348)

Delphi

```
TIgActorList = class(TlgObject);
```

Description

This is class TlgActorList.

1.1.5.1 **TIgActorList 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 **TIgActorList.FList**

File: LGT.pas (see page 348)

Delphi

```
FList: TlgObjectList;
```

Description

This is FList, a member of class TlgActorList.

1.1.5.2 **TIgActorList 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

```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

```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

```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

```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

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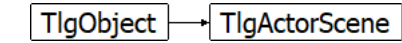
File: LGT.pas (see page 348)

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.
⇒◆ 𝕍	Create (see page 23)	This is Create, a member of class TlgActorScene.
⇒◆	Dealloc (see page 23)	This is Dealloc, a member of class TlgActorScene.
⇒◆ 𝕍	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

```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

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

```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

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

Description

This is Lists, a member of class TlgActorScene.

1.1.7 **TlgAudio**

Class Hierarchy
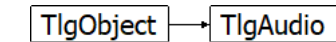
File: LGT.pas (see page 348)

Delphi

```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

TlgObject → TlgGame → TlgBaseGameApp
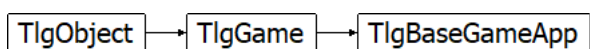
File: LGT.pas (see page 348)

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
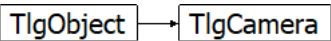
File: LGT.pas (see page 348)

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

TlgDeterministicTimer
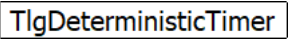
File: LGT.pas (see page 348)

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

```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

```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

```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

```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

```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 TIgDeterministicTimer.

1.1.11 TIgEntity

Class Hierarchy
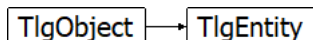
File: LGT.pas (see page 348)

Delphi

```
TIgEntity = class(TIgObject);
```

Description

This is class TIgEntity.

1.1.11.1 TIgEntity Fields

The fields of the TIgEntity class are listed here.

Fields

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

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
```

1

```
); 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
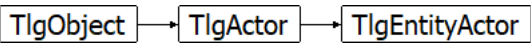
File: LGT.pas (see page 348)

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
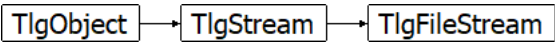
File: LGT.pas (see page 348)

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

⇒ 𝓥	Close (see page 64)	This is Close, a member of class TlgFileStream.
⇒ 𝓥	Create (see page 64)	This is Create, a member of class TlgFileStream.
⇒ 𝓥	Destroy (see page 64)	This is Destroy, a member of class TlgFileStream.
⇒	DoOpen (see page 65)	This is DoOpen, a member of class TlgFileStream.
⇒ 𝓥	Eos (see page 65)	This is Eos, a member of class TlgFileStream.
⇒	Open (see page 65)	This is Open, a member of class TlgFileStream.
⇒ 𝓥	Read (see page 65)	This is Read, a member of class TlgFileStream.
⇒ 𝓥	Seek (see page 65)	This is Seek, a member of class TlgFileStream.
⇒ 𝓥	Size (see page 66)	This is Size, a member of class TlgFileStream.
⇒ 𝓥	Tell (see page 66)	This is Tell, a member of class TlgFileStream.
⇒ 𝓥	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
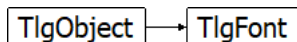
File: LGT.pas (see page 348)

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

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

```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

```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

```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

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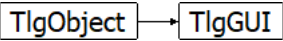
File: LGT.pas (see page 348)

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
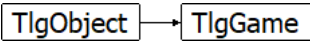
File: LGT.pas (see page 348)

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
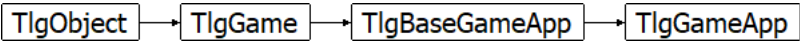
File: LGT.pas (see page 348)

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

⇒◆ 𝕍	Create (see page 80)	This is Create, a member of class TlgGameApp.
⇒◆ 𝕍	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.
⇒◆ 𝕍	OnDefineSettings (see page 81)	This is OnDefineSettings, a member of class TlgGameApp.
⇒◆ 𝕍	OnInitSettings (see page 81)	This is OnInitSettings, a member of class TlgGameApp.
⇒◆ 𝕍	OnQuitSettings (see page 81)	This is OnQuitSettings, a member of class TlgGameApp.
⇒◆ 𝕍	OnRender (see page 81)	This is OnRender, a member of class TlgGameApp.
⇒◆ 𝕍	OnRenderHud (see page 81)	This is OnRenderHud, a member of class TlgGameApp.
⇒◆ 𝕍	OnShouldTerminate (see page 82)	This is OnShouldTerminate, a member of class TlgGameApp.
⇒◆ 𝕍	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

```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

```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

```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

```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

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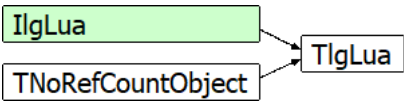
File: LGT.pas (see page 348)

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 TlgLua.

1.1.18.2 **TlgLua Methods**

The methods of the TlgLua class are listed here.

Methods

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

⇒◆	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 TlgLua.

1.1.18.2.6 **TlgLua.CleanStack**

File: LGT.pas (see page 348)

Delphi

```
procedure CleanStack;
```

Description

This is CleanStack, a member of class TlgLua.

1.1.18.2.7 **TlgLua.Close**

File: LGT.pas (see page 348)

Delphi

```
procedure Close;
```

Description

This is Close, a member of class TlgLua.

1.1.18.2.8 **TlgLua.CollectGarbage**

File: LGT.pas (see page 348)

Delphi

```
procedure CollectGarbage;
```

Description

This is CollectGarbage, a member of class TlgLua.

1.1.18.2.9 **TlgLua.CompileToStream**

File: LGT.pas (see page 348)

Delphi

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

Description

This is CompileToStream, a member of class TlgLua.

1.1.18.2.10 **TlgLua.Create**

File: LGT.pas (see page 348)

1

Delphi

```
constructor Create; virtual;
```

Description

This is Create, a member of class TIgLua.

1.1.18.2.11 **TIgLua.Destroy**

File: LGT.pas (see page 348)

Delphi

```
destructor Destroy; override;
```

Description

This is Destroy, a member of class TIgLua.

1.1.18.2.12 **TIgLua.DoCall**

File: LGT.pas (see page 348)

Delphi

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

Description

This is DoCall, a member of class TIgLua.

1.1.18.2.13 **TIgLua.DoCall**

File: LGT.pas (see page 348)

Delphi

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

Description

This is DoCall, a member of class TIgLua.

1.1.18.2.14 **TIgLua.GetGCMemoryUsed**

File: LGT.pas (see page 348)

Delphi

```
function GetGCMemoryUsed: Integer;
```

Description

This is GetGCMemoryUsed, a member of class TIgLua.

1.1.18.2.15 **TIgLua.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 **TlgLua.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 TlgLua.

1.1.18.2.21 **TlgLua.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 TlgLua.

1.1.18.2.22 **TlgLua.LoadString**

File: LGT.pas (see page 348)

Delphi

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

Description

This is LoadString, a member of class TlgLua.

1.1.18.2.23 **TlgLua.Open**

File: LGT.pas (see page 348)

Delphi

```
procedure Open;
```

Description

This is Open, a member of class TlgLua.

1.1.18.2.24 **TlgLua.PrepCall**

File: LGT.pas (see page 348)

Delphi

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

Description

This is PrepCall, a member of class TlgLua.

1.1.18.2.25 **TlgLua.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 TlgLua.

1.1.18.2.26 **TlgLua.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 TlgLua.

1.1.18.2.27 **TlgLua.PushLuaValue**

File: LGT.pas (see page 348)

Delphi

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

Description

This is PushLuaValue, a member of class TlgLua.

1.1.18.2.28 **TlgLua.PushTValue**

File: LGT.pas (see page 348)

Delphi

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

Description

This is PushTValue, a member of class TlgLua.

1.1.18.2.29 **TlgLua.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

```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

```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

```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

```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

```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**

Class Hierarchy
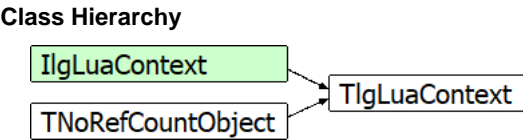
File: LGT.pas (see page 348)

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(
```

```
    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 TlgLuaValue.

1.1.20.1 TlgLuaValue Fields

The fields of the TlgLuaValue class are listed here.

Fields

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

1.1.20.1.1 TlgLuaValue.AsBoolean

File: LGT.pas (see page 348)

Delphi

```
  AsBoolean: Boolean;
```

Description

This is AsBoolean, a member of class TlgLuaValue.

1.1.20.1.2 TlgLuaValue.AsInteger

File: LGT.pas (see page 348)

Delphi

```
  AsInteger: Integer;
```

Description

This is AsInteger, a member of class TlgLuaValue.

1.1.20.1.3 TlgLuaValue.AsNumber

File: LGT.pas (see page 348)

Delphi

```
  AsNumber: Double;
```

Description

This is AsNumber, a member of class TlgLuaValue.

1.1.20.1.4 TlgLuaValue.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 TlgLuaValue.

1.1.20.2.2 **TlgLuaValue.Implicit**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Implicit, a member of class TlgLuaValue.

1.1.20.2.3 **TlgLuaValue.Implicit**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Implicit, a member of class TlgLuaValue.

1.1.20.2.4 **TlgLuaValue.Implicit**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Implicit, a member of class TlgLuaValue.

1.1.20.2.5 **TlgLuaValue.Implicit**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Implicit, a member of class TlgLuaValue.

1.1.20.2.6 **TlgLuaValue.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
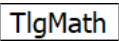
TlgMath

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
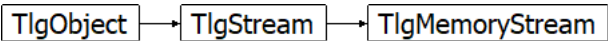
File: LGT.pas (see page 348)

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.
⇒◆𝕍	Read (see page 118)	This is Read, a member of class TlgMemoryStream.
⇒◆𝕍	Seek (see page 119)	This is Seek, a member of class TlgMemoryStream.
⇒◆𝕍	Size (see page 119)	This is Size, a member of class TlgMemoryStream.
⇒◆𝕍	Tell (see page 119)	This is Tell, a member of class TlgMemoryStream.
⇒◆𝕍	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 TIgMemoryStream.

1.1.22.2.6 **TIgMemoryStream.Memory**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Memory, a member of class TIgMemoryStream.

1.1.22.2.7 **TIgMemoryStream.Open**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Open, a member of class TIgMemoryStream.

1.1.22.2.8 **TIgMemoryStream.Open**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Open, a member of class TIgMemoryStream.

1.1.22.2.9 **TIgMemoryStream.Open**

File: LGT.pas (see page 348)

Delphi

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

Description

This is Open, a member of class TIgMemoryStream.

1.1.22.2.10 **TIgMemoryStream.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.
◆◆	FNext (see page 120)	This is FNext, 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.FNext

File: LGT.pas (see page 348)

Delphi

```
FNext: TlgObject;
```

Description

This is FNext, 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.
⇒♦𝕍	Create (see page 121)	This is Create, a member of class TlgObject.
⇒♦𝕍	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.
⇒♦𝕍	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

```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

```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

```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

```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

```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
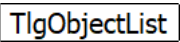
TlgObjectList

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.
⇒♦𝕍		Clean (see page 125)	This is Clean, a member of class TlgObjectList.
⇒♦		Clear (see page 125)	This is Clear, a member of class TlgObjectList.
⇒♦𝕍		Create (see page 126)	This is Create, a member of class TlgObjectList.
⇒♦𝕍		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

📄R	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
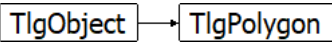
File: LGT.pas (see page 348)

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.
		Create (see page 129)	This is Create, a member of class TlgPolygon.
		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
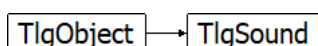
File: LGT.pas (see page 348)

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

```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

```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

```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

```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

```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.

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

```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

```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

```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

```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

```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.
	Create (see page 146)	This is Create, a member of class TlgSprite.
	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.
🔸	PImageRegion (see page 148)	This is nested type TlgSprite.PImageRegion.

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.PImageRegion**

File: LGT.pas (see page 348)

Delphi

```
PImageRegion = ^TImageRegion;
```
Description

This is nested type TlgSprite.PImageRegion.

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
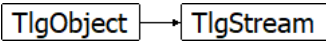
File: LGT.pas (see page 348)

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

⇒◆ⅴ	Close (see page 155)	This is Close, a member of class TlgStream.
⇒◆ⅴ	Create (see page 155)	This is Create, a member of class TlgStream.
⇒◆ⅴ	Destroy (see page 156)	This is Destroy, a member of class TlgStream.
⇒◆ⅴ	Eos (see page 156)	This is Eos, a member of class TlgStream.
⇒◆ⅴ	Read (see page 156)	This is Read, a member of class TlgStream.
⇒◆ⅴ	Seek (see page 156)	This is Seek, a member of class TlgStream.
⇒◆ⅴ	Size (see page 156)	This is Size, a member of class TlgStream.
⇒◆ⅴ	Tell (see page 157)	This is Tell, a member of class TlgStream.
⇒◆ⅴ	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
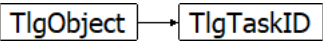
File: LGT.pas (see page 348)

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

⬤𝕍	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
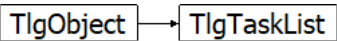
File: LGT.pas (see page 348)

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

```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

```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

```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

```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

```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
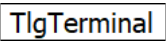
TlgTerminal

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
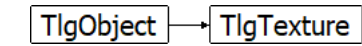
File: LGT.pas (see page 348)

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 TIgTexture.

1.1.34.1.6 **TIgTexture.FHandle**

File: LGT.pas (see page 348)

Delphi

```
FHandle: Cardinal;
```

Description

This is FHandle, a member of class TIgTexture.

1.1.34.1.7 **TIgTexture.FHFlip**

File: LGT.pas (see page 348)

Delphi

```
FHFlip: Boolean;
```

Description

This is FHFlip, a member of class TIgTexture.

1.1.34.1.8 **TIgTexture.FLock**

File: LGT.pas (see page 348)

Delphi

```
FLock: PByte;
```

Description

This is FLock, a member of class TIgTexture.

1.1.34.1.9 **TIgTexture.FPivot**

File: LGT.pas (see page 348)

Delphi

```
FPivot: TlgPoint;
```

Description

This is FPivot, a member of class TIgTexture.

1.1.34.1.10 **TIgTexture.FPos**

File: LGT.pas (see page 348)

Delphi

```
FPos: TlgPoint;
```

Description

This is FPos, a member of class TIgTexture.

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

```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

```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

```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

```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

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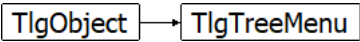
File: LGT.TreeMenu.pas (see page 348)

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

1.1.36.2.1 **TIgTreeMenu.AddItem**

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

Delphi

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

Description

This is AddItem, a member of class TIgTreeMenu.

1.1.36.2.2 **TIgTreeMenu.BoldItem**

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

Delphi

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

Description

This is BoldItem, a member of class TIgTreeMenu.

1.1.36.2.3 **TIgTreeMenu.BoldItemId**

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

Delphi

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

Description

This is BoldItemId, a member of class TIgTreeMenu.

1.1.36.2.4 **TlgTreeMenu.Clear**

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

Delphi

```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

```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

```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

```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

```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 TIgUtils.

1.1.37.3.5 **TIgUtils.GetStaticBuffer**

File: LGT.pas (see page 348)

Delphi

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

Description

This is GetStaticBuffer, a member of class TIgUtils.

1.1.37.3.6 **TIgUtils.GetStaticBufferSize**

File: LGT.pas (see page 348)

Delphi

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

Description

This is GetStaticBufferSize, a member of class TIgUtils.

1.1.37.3.7 **TIgUtils.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 TIgUtils.

1.1.37.3.8 **TIgUtils.LeaveCriticalSection**

File: LGT.pas (see page 348)

Delphi

```
class procedure LeaveCriticalSection;
```

Description

This is LeaveCriticalSection, a member of class TIgUtils.

1.1.37.3.9 **TIgUtils.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

```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

```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

```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

```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)

1

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 TIgVideo.

1.1.39.1 TIgVideo Constants

The constants of the TIgVideo class are listed here.

Constants

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

1.1.39.1.1 TIgVideo.AUDIO_CHANES

File: LGT.pas (see page 348)

Delphi

```
const AUDIO_CHANES = 2;
```

Description

This is AUDIO_CHANES, a member of class TIgVideo.

1.1.39.1.2 TIgVideo.NUM_BUFFERS

File: LGT.pas (see page 348)

Delphi

```
const NUM_BUFFERS = 2;
```

Description

This is NUM_BUFFERS, a member of class TIgVideo.

1.1.39.1.3 TIgVideo.RGBBUFFER_SIZE

File: LGT.pas (see page 348)

Delphi

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

Description

This is RGBBUFFER_SIZE, a member of class TIgVideo.

1.1.39.1.4 TIgVideo.SAMEPLE_SIZE

File: LGT.pas (see page 348)

Delphi

```
const SAMEPLE_SIZE = 2304;
```

Description

This is SAMEPLE_SIZE, a member of class TIgVideo.

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

⇒♦ⅴ	Create (see page 201)	This is Create, a member of class TlgVideo.
⇒♦ⅴ	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.
⇒♦ⅰ	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

```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

```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

```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

```delphi
procedure UpdateAudio;
```

Description

This is UpdateAudio, a member of class TlgVideo.

1.1.40 **TlgVirtualBuffer**

Class Hierarchy
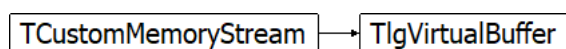
File: LGT.pas (see page 348)

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

☞R	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**

Class Hierarchy
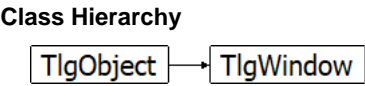
File: LGT.pas (see page 348)

Delphi

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

Description

This is class TlgWindow.

1.1.41.1 **TlgWindow Constants**

The constants of the TlgWindow class are listed here.

Constants

♦	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.
	Create (see page 214)	This is Create, a member of class TlgWindow.
	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 AAlpha: 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 TIgWindow.

1.1.41.3.9 TIgWindow.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 TIgWindow.

1.1.41.3.10 TIgWindow.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 TIgWindow.

1.1.41.3.11 TIgWindow.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 TIgWindow.

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

```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

```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

```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

```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**

Class Hierarchy
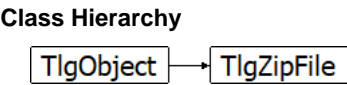
File: LGT.pas (see page 348)

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

```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

```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

```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

```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

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

Description

This is OpenFile, a member of class TlgZipFile.

1.1.43 **TlgZipStream**

Class Hierarchy
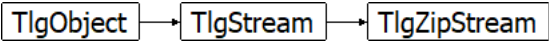
File: LGT.pas (see page 348)

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(y
q=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.
⇒◆ 𝕎	Close (see page 229)	This is Close, a member of class TlgZipStream.
⇒◆ 𝕎	Create (see page 229)	This is Create, a member of class TlgZipStream.
⇒◆ 𝕎	Destroy (see page 229)	This is Destroy, a member of class TlgZipStream.
⇒◆	DoOpen (see page 229)	This is DoOpen, a member of class TlgZipStream.
⇒◆ 𝕎	Eos (see page 229)	This is Eos, a member of class TlgZipStream.
⇒◆	Open (see page 230)	This is Open, a member of class TlgZipStream.
⇒◆ 𝕎	Read (see page 230)	This is Read, a member of class TlgZipStream.
⇒◆ 𝕎	Seek (see page 230)	This is Seek, a member of class TlgZipStream.
⇒◆ 𝕎	Size (see page 230)	This is Size, a member of class TlgZipStream.
⇒◆ 𝕎	Tell (see page 230)	This is Tell, a member of class TlgZipStream.
⇒◆ 𝕎	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 APassword: 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

⚬	IIgLua (see page 231)	This is class IIgLua.
⚬	IIgLuaContext (see page 236)	This is class IIgLuaContext.

1.2.1 **IIgLua**

Class Hierarchy

IIgLua

File: LGT.pas (see page 348)

Delphi

```
IIgLua = interface;
```

Description

This is class IIgLua.

1.2.1.1 **IIgLua Methods**

The methods of the IIgLua class are listed here.

Methods

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

⇒◆	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

```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

```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

```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

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

Description

This is LoadString, a member of class IlgLua.

1.2.1.1.8 IlgLua.PrepCall

File: LGT.pas (see page 348)

Delphi

```delphi
function PrepCall(
    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
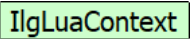
IlgLuaContext

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 IIgLuaContext.
		SetTableFieldValue (see page 239)	This is SetTableFieldValue, a member of class IIgLuaContext.
		SetTableIndexValue (see page 239)	This is SetTableIndexValue, a member of class IIgLuaContext.

1.2.2.1.1 IIgLuaContext.ArgCount

File: LGT.pas (see page 348)

Delphi

```
function ArgCount: Integer;
```

Description

This is ArgCount, a member of class IIgLuaContext.

1.2.2.1.2 IIgLuaContext.ClearStack

File: LGT.pas (see page 348)

Delphi

```
procedure ClearStack;
```

Description

This is ClearStack, a member of class IIgLuaContext.

1.2.2.1.3 IIgLuaContext.GetStackType

File: LGT.pas (see page 348)

Delphi

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

Description

This is GetStackType, a member of class IIgLuaContext.

1.2.2.1.4 IIgLuaContext.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 IIgLuaContext.

1.2.2.1.5 IIgLuaContext.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

⇒◆	lgInit (see page 239)	This is function lgInit.
⇒◆	lgIsInit (see page 240)	This is function lgIsInit.
⇒◆	lgQuit (see page 240)	This is function lgQuit.
⇒◆	lgRunGame (see page 240)	This is function lgRunGame.

1.3.1 **lgInit**

File: LGT.pas (see page 348)

Delphi

```
function lgInit: Boolean;
```

Description

This is function lgInit.

1.3.2 **lgIsInit**

File: LGT.pas (see page 348)

Delphi

```
function lgIsInit: Boolean;
```

Description

This is function lgIsInit.

1.3.3 **lgQuit**

File: LGT.pas (see page 348)

Delphi

```
procedure lgQuit;
```

Description

This is function lgQuit.

1.3.4 **lgRunGame**

File: LGT.pas (see page 348)

Delphi

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

Description

This is function lgRunGame.

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: IlgLuaContext) 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.
CADETBLUE (see page 264)	This is constant CADETBLUE.
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_COMMITED (see page 286)	This is constant GUI_EDIT_COMMITED.
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

```
ANTIQUEWHITE: 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_COMMITED**

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.
CADETBLUE (see page 264)	This is constant CADETBLUE.
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_COMMITED (see page 286)	This is constant GUI_EDIT_COMMITED.
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.

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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.
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GUI_TEXT_CENTERED (see page 291)	This is constant GUI_TEXT_CENTERED.
GUI_TEXT_LEFT (see page 291)	This is constant GUI_TEXT_LEFT.
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GUI_WINDOW_BACKGROUND (see page 292)	This is constant GUI_WINDOW_BACKGROUND.
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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.
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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.
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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.
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⊸	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.
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.
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