

# GamePascal Toolkit

Make 2D Game in Pascal

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◆	LogGetFilename ( see page 90)	This is function LogGetFilename.
◆	LogOpened ( see page 90)	This is function LogOpened.



✦	LogReset ( see page 91)	This is function LogReset.
✦	LogSetConsoleOutput ( see page 91)	This is function LogSetConsoleOutput.
✦	LogView ( see page 91)	This is function LogView.
✦	PointInCircle ( see page 91)	This is function PointInCircle.
✦	PointInRectangle ( see page 92)	This is function PointInRectangle.
✦	PointInTriangle ( see page 92)	This is function PointInTriangle.
✦	PolygonAddLocalPoint ( see page 92)	This is function PolygonAddLocalPoint.
✦	PolygonCopyFrom ( see page 92)	This is function PolygonCopyFrom.
✦	PolygonFree ( see page 93)	This is function PolygonFree.
✦	PolygonLoad ( see page 93)	This is function PolygonLoad.
✦	PolygonLocalPoint ( see page 93)	This is function PolygonLocalPoint.
✦	PolygonNew ( see page 93)	This is function PolygonNew.
✦	PolygonPointCount ( see page 94)	This is function PolygonPointCount.
✦	PolygonRender ( see page 94)	This is function PolygonRender.
✦	PolygonSave ( see page 94)	This is function PolygonSave.
✦	PolygonSegmentVisible ( see page 95)	This is function PolygonSegmentVisible.
✦	PolygonSetSegmentVisible ( see page 95)	This is function PolygonSetSegmentVisible.
✦	PolygonTransform ( see page 95)	This is function PolygonTransform.
✦	PolygonWorldPoint ( see page 95)	This is function PolygonWorldPoint.
✦	PrefsGetAppName ( see page 96)	This is function PrefsGetAppName.
✦	PrefsGetOrgName ( see page 96)	This is function PrefsGetOrgName.
✦	PrefsGetPath ( see page 96)	This is function PrefsGetPath.
✦	PrefsGotoPath ( see page 96)	This is function PrefsGotoPath.
✦	PrefsSetAppName ( see page 97)	This is function PrefsSetAppName.
✦	PrefsSetOrgName ( see page 97)	This is function PrefsSetOrgName.
✦	RadiusOverlap ( see page 97)	This is function RadiusOverlap.
✦	RandomBool ( see page 97)	This is function RandomBool.
✦	RandomRange ( see page 98)	This is function RandomRange.
✦	RandomRangef ( see page 98)	This is function RandomRangef.
✦	RectangleIntersection ( see page 98)	This is function RectangleIntersection.
✦	RectanglesOverlap ( see page 98)	This is function RectanglesOverlap.
✦	SameSign ( see page 99)	This is function SameSign.
✦	SameSignf ( see page 99)	This is function SameSignf.
✦	SameVaLue ( see page 99)	This is function SameVaLue.
✦	SameVaLuef ( see page 99)	This is function SameVaLuef.
✦	ScreenshakeActive ( see page 100)	This is function ScreenshakeActive.
✦	ScreenshakeClear ( see page 100)	This is function ScreenshakeClear.
✦	ScreenshakeStart ( see page 100)	This is function ScreenshakeStart.
✦	SetRandomSeed ( see page 100)	This is function SetRandomSeed.
✦	ShellOpen ( see page 101)	This is function ShellOpen.
✦	SmoothMove ( see page 101)	This is function SmoothMove.
✦	SpeechActive ( see page 101)	This is function SpeechActive.
✦	SpeechChangeVoice ( see page 101)	This is function SpeechChangeVoice.
✦	SpeechClear ( see page 102)	This is function SpeechClear.
✦	SpeechGetRate ( see page 102)	This is function SpeechGetRate.
✦	SpeechGetVoice ( see page 102)	This is function SpeechGetVoice.
✦	SpeechGetVoiceAttribute ( see page 102)	This is function SpeechGetVoiceAttribute.

◆	SpeechGetVoiceCount ( see page 103)	This is function SpeechGetVoiceCount.
◆	SpeechGetVolume ( see page 103)	This is function SpeechGetVolume.
◆	SpeechPause ( see page 103)	This is function SpeechPause.
◆	SpeechReset ( see page 103)	This is function SpeechReset.
◆	SpeechResume ( see page 104)	This is function SpeechResume.
◆	SpeechSay ( see page 104)	This is function SpeechSay.
◆	SpeechSetRate ( see page 104)	This is function SpeechSetRate.
◆	SpeechSetVolume ( see page 104)	This is function SpeechSetVolume.
◆	SpeechSubstituteWord ( see page 105)	This is function SpeechSubstituteWord.
◆	SpriteAddGroup ( see page 105)	This is function SpriteAddGroup.
◆	SpriteAddImageFromGrid ( see page 105)	This is function SpriteAddImageFromGrid.
◆	SpriteAddImageFromRect ( see page 105)	This is function SpriteAddImageFromRect.
◆	SpriteClear ( see page 106)	This is function SpriteClear.
◆	SpriteFree ( see page 106)	This is function SpriteFree.
◆	SpritelImageCount ( see page 106)	This is function SpritelImageCount.
◆	SpritelImageHeight ( see page 106)	This is function SpritelImageHeight.
◆	SpritelImageTexture ( see page 107)	This is function SpritelImageTexture.
◆	SpritelImageWidth ( see page 107)	This is function SpritelImageWidth.
◆	SpriteLoadPage ( see page 107)	This is function SpriteLoadPage.
◆	SpriteNew ( see page 108)	This is function SpriteNew.
◆	StarfieldFree ( see page 108)	This is function StarfieldFree.
◆	StarfieldGetVirtualPos ( see page 108)	This is function StarfieldGetVirtualPos.
◆	StarfieldInit ( see page 108)	This is function StarfieldInit.
◆	StarfieldNew ( see page 109)	This is function StarfieldNew.
◆	StarfieldRender ( see page 109)	This is function StarfieldRender.
◆	StarfieldSetVirtualPos ( see page 109)	This is function StarfieldSetVirtualPos.
◆	StarfieldSetXSpeed ( see page 109)	This is function StarfieldSetXSpeed.
◆	StarfieldSetYSpeed ( see page 110)	This is function StarfieldSetYSpeed.
◆	StarfieldSetZSpeed ( see page 110)	This is function StarfieldSetZSpeed.
◆	StarfieldUpdate ( see page 110)	This is function StarfieldUpdate.
◆	StrRemoveQuotes ( see page 110)	This is function StrRemoveQuotes.
◆	TextureAlloc ( see page 111)	This is function TextureAlloc.
◆	TextureFree ( see page 111)	This is function TextureFree.
◆	TextureGetColor ( see page 111)	This is function TextureGetColor.
◆	TextureGetPixel ( see page 111)	This is function TextureGetPixel.
◆	TextureGetSize ( see page 112)	This is function TextureGetSize.
◆	TextureLoad ( see page 112)	This is function TextureLoad.
◆	TextureLock ( see page 112)	This is function TextureLock.
◆	TextureNew ( see page 113)	This is function TextureNew.
◆	TextureNewAlloc ( see page 113)	This is function TextureNewAlloc.
◆	TextureNewLoad ( see page 113)	This is function TextureNewLoad.
◆	TextureRender ( see page 113)	This is function TextureRender.
◆	TextureRenderTiled ( see page 114)	This is function TextureRenderTiled.
◆	TextureSave ( see page 114)	This is function TextureSave.
◆	TextureSetColor ( see page 114)	This is function TextureSetColor.
◆	TextureSetPixel ( see page 115)	This is function TextureSetPixel.
◆	TextureUnload ( see page 115)	This is function TextureUnload.

✦	TextureUnlock ( see page 115)	This is function TextureUnlock.
✦	TimerElapsedTime ( see page 115)	This is function TimerElapsedTime.
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✦	TimerFrameSpeed ( see page 116)	This is function TimerFrameSpeed.
✦	TimerReset ( see page 116)	This is function TimerReset.
✦	TimerUpdateSpeed ( see page 117)	This is function TimerUpdateSpeed.
✦	VectorAdd ( see page 117)	This is function VectorAdd.
✦	VectorAngle ( see page 117)	This is function VectorAngle.
✦	VectorClear ( see page 117)	This is function VectorClear.
✦	VectorDistance ( see page 118)	This is function VectorDistance.
✦	VectorDivide ( see page 118)	This is function VectorDivide.
✦	VectorDivideBy ( see page 118)	This is function VectorDivideBy.
✦	VectorDotProduct ( see page 118)	This is function VectorDotProduct.
✦	VectorMagnitude ( see page 119)	This is function VectorMagnitude.
✦	VectorMagnitudeSquared ( see page 119)	This is function VectorMagnitudeSquared.
✦	VectorMagnitudeTruncate ( see page 119)	This is function VectorMagnitudeTruncate.
✦	VectorMultiply ( see page 119)	This is function VectorMultiply.
✦	VectorNegate ( see page 120)	This is function VectorNegate.
✦	VectorNormalize ( see page 120)	This is function VectorNormalize.
✦	VectorProject ( see page 120)	This is function VectorProject.
✦	VectorScale ( see page 120)	This is function VectorScale.
✦	VectorSubtract ( see page 121)	This is function VectorSubtract.
✦	VectorThrust ( see page 121)	This is function VectorThrust.
✦	VideoDraw ( see page 121)	This is function VideoDraw.
✦	VideoGetFrameRate ( see page 121)	This is function VideoGetFrameRate.
✦	VideoGetHeight ( see page 122)	This is function VideoGetHeight.
✦	VideoGetStatus ( see page 122)	This is function VideoGetStatus.
✦	VideoGetVolume ( see page 122)	This is function VideoGetVolume.
✦	VideoGetWidth ( see page 122)	This is function VideoGetWidth.
✦	VideoLoad ( see page 123)	This is function VideoLoad.
✦	VideoLoadPlay ( see page 123)	This is function VideoLoadPlay.
✦	VideoPause ( see page 123)	This is function VideoPause.
✦	VideoPlay ( see page 123)	This is function VideoPlay.
✦	VideoRewind ( see page 124)	This is function VideoRewind.
✦	VideoSetVolume ( see page 124)	This is function VideoSetVolume.
✦	VideoStop ( see page 124)	This is function VideoStop.
✦	VideoUnload ( see page 124)	This is function VideoUnload.
✦	VirtualAllocMem ( see page 125)	This is function VirtualAllocMem.
✦	VirtualCreateDir ( see page 125)	This is function VirtualCreateDir.
✦	VirtualCreateFile ( see page 125)	This is function VirtualCreateFile.
✦	VirtualDeleteFile ( see page 125)	This is function VirtualDeleteFile.
✦	VirtualForceDirs ( see page 126)	This is function VirtualForceDirs.
✦	VirtualFreeMem ( see page 126)	This is function VirtualFreeMem.
✦	WasKeyPressed ( see page 126)	This is function WasKeyPressed.
✦	WindowClear ( see page 126)	This is function WindowClear.
✦	WindowClose ( see page 127)	This is function WindowClose.

✦	WindowDrawFilledRect ( see page 127)	This is function WindowDrawFilledRect.
✦	WindowDrawLine ( see page 127)	This is function WindowDrawLine.
✦	WindowDrawPoint ( see page 127)	This is function WindowDrawPoint.
✦	WindowDrawRect ( see page 128)	This is function WindowDrawRect.
✦	WindowGetTitle ( see page 128)	This is function WindowGetTitle.
✦	WindowGetViewport ( see page 128)	This is function WindowGetViewport.
✦	WindowIsOpen ( see page 128)	This is function WindowIsOpen.
✦	WindowOpen ( see page 129)	This is function WindowOpen.
✦	WindowSave ( see page 129)	This is function WindowSave.
✦	WindowSetTitle ( see page 129)	This is function WindowSetTitle.
✦	WindowShow ( see page 129)	This is function WindowShow.

## 1.1.1 AngleCos

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function AngleCos.

## 1.1.2 AngleDiff

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function AngleDiff.

## 1.1.3 AngleRotatePos

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function AngleRotatePos.

## 1.1.4 AngleSin

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function AngleSin.

## 1.1.5 AnyKeyPressed

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AnyKeyPressed: Boolean;
```

### Description

This is function AnyKeyPressed.

## 1.1.6 ArchiveBuild

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveBuild(  
    aPassword: WideString;  
    aFilename: WideString;  
    aFolder: WideString;  
    aSender: Pointer;  
    aHandler: TArchiveBuildProgressEvent  
): Boolean;
```

### Description

This is function ArchiveBuild.

## 1.1.7 ArchiveClose

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure ArchiveClose(  
    aArchive: TArchive  
);
```

### Description

This is function ArchiveClose.

## 1.1.8 ArchiveFileExist

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveFileExist(  
    aArchive: TArchive;  
    aFilename: WideString  
): Boolean;
```

### Description

This is function ArchiveFileExist.

## 1.1.9 ArchiveFileFree

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure ArchiveFileFree(  
    var aArchiveFile: TArchiveFile  
);
```

### Description

This is function ArchiveFileFree.

## 1.1.10 ArchiveFileGetPosition

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveFileGetPosition(  
    aArchiveFile: TArchiveFile  
): Int64;
```

### Description

This is function ArchiveFileGetPosition.

## 1.1.11 ArchiveFileIsOpen

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveFileIsOpen(  
    aArchiveFile: TArchiveFile  
): Boolean;
```

### Description

This is function ArchiveFileIsOpen.

## 1.1.12 ArchiveFileRead

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveFileRead(  
    aArchiveFile: TArchiveFile;  
    aBuffer: Pointer;  
    aCount: NativeInt  
): NativeInt;
```

### Description

This is function ArchiveFileRead.

## 1.1.13 ArchiveFileSaveToBuffer

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveFileSaveToBuffer(  
    aArchiveFile: TArchiveFile  
): TBuffer;
```

### Description

This is function ArchiveFileSaveToBuffer.

## 1.1.14 ArchiveFileSaveToFile

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveFileSaveToFile(  
    aArchiveFile: TArchiveFile;  
    aFilename: WideString  
): Boolean;
```

### Description

This is function ArchiveFileSaveToFile.

## 1.1.15 ArchiveFileSetPosition

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveFileSetPosition(  
    aArchiveFile: TArchiveFile;  
    aPos: Int64  
): Int64;
```

**Description**

This is function ArchiveFileSetPosition.

## 1.1.16 ArchiveFileSize

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ArchiveFileSize(  
    aArchiveFile: TArchiveFile  
): Int64;
```

**Description**

This is function ArchiveFileSize.

## 1.1.17 ArchiveFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure ArchiveFree(  
    var aArchive: TArchive  
);
```

**Description**

This is function ArchiveFree.

## 1.1.18 ArchivalsOpen

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ArchiveIsOpen(  
    aArchive: TArchive  
): Boolean;
```

**Description**

This is function ArchivalsOpen.

## 1.1.19 ArchiveNew

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ArchiveNew: TArchive;
```

**Description**

This is function ArchiveNew.



## 1.1.20 ArchiveOpen

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveOpen(  
    aArchive: TArchive;  
    aPassword: WideString;  
    aFilename: WideString  
): Boolean;
```

### Description

This is function ArchiveOpen.

## 1.1.21 ArchiveOpenRes

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ArchiveOpenRes(  
    aArchive: TArchive;  
    aPassword: WideString;  
    aResName: WideString;  
    aInstance: THandle  
): Boolean;
```

### Description

This is function ArchiveOpenRes.

## 1.1.22 AsyncBusy

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AsyncBusy(  
    aName: WideString  
): Boolean;
```

### Description

This is function AsyncBusy.

## 1.1.23 AsyncEnter

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure AsyncEnter;
```

### Description

This is function AsyncEnter.

## 1.1.24 AsyncLeave

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AsyncLeave;
```

**Description**

This is function AsyncLeave.

## 1.1.25 AsyncRun

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AsyncRun(  
  aName: WideString;  
  aSender: Pointer;  
  aBackgroundTask: TAsyncProc;  
  aWaitForegroundTask: TAsyncProc  
);
```

**Description**

This is function AsyncRun.

## 1.1.26 AudioGetChannelVolume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function AudioGetChannelVolume(  
  aChannel: Integer  
): Single;
```

**Description**

This is function AudioGetChannelVolume.

## 1.1.27 AudioGetMusicLength

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function AudioGetMusicLength(  
  aMusic: Integer;  
  var aSeconds: Single  
): Boolean;
```

**Description**

This is function AudioGetMusicLength.

## 1.1.28 AudioGetMusicLoop

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioGetMusicLoop(  
    aMusic: Integer  
): Boolean;
```

### Description

This is function AudioGetMusicLoop.

## 1.1.29 AudioGetMusicPosition

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioGetMusicPosition(  
    aMusic: Integer;  
    var aSeconds: Single  
): Boolean;
```

### Description

This is function AudioGetMusicPosition.

## 1.1.30 AudioGetMusicVolume

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioGetMusicVolume(  
    aMusic: Integer  
): Single;
```

### Description

This is function AudioGetMusicVolume.

## 1.1.31 AudioGetchannelLoop

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioGetchannelLoop(  
    aChannel: Integer  
): Boolean;
```

### Description

This is function AudioGetchannelLoop.

## 1.1.32 AudioLoadMusic

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioLoadMusic(  
    aArchive: TArchive;  
    aFilename: WideString  
): Integer;
```

### Description

This is function AudioLoadMusic.

## 1.1.33 AudioLoadSound

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioLoadSound(  
    aArchive: TArchive;  
    aFilename: WideString  
): Integer;
```

### Description

This is function AudioLoadSound.

## 1.1.34 AudioMusicPlaying

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioMusicPlaying(  
    aMusic: Integer  
): Boolean;
```

### Description

This is function AudioMusicPlaying.

## 1.1.35 AudioPlayMusic

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function AudioPlayMusic(  
    aMusic: Integer;  
    aVolume: Single;  
    aLoop: Boolean  
): Boolean;
```

**Description**

This is function AudioPlayMusic.

## 1.1.36 AudioPlaySound

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function AudioPlaySound(  
    aSound: Integer;  
    aChannel: Integer;  
    aVolume: Single;  
    aLoop: Boolean  
): Integer;
```

**Description**

This is function AudioPlaySound.

## 1.1.37 AudioReserveChannel

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioReserveChannel(  
    aChannel: Integer;  
    aReserve: Boolean  
);
```

**Description**

This is function AudioReserveChannel.

## 1.1.38 AudioRewindMusic

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioRewindMusic(  
    aMusic: Integer  
);
```

**Description**

This is function AudioRewindMusic.

## 1.1.39 AudioSetChannelPosition

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioSetChannelPosition(  

```

```
    aChannel: Integer;  
    aX: Single;  
    aY: Single  
);
```

**Description**

This is function AudioSetChannelPosition.

## 1.1.40 AudioSetChannelVolume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioSetChannelVolume(  
    aChannel: Integer;  
    aVolume: Single  
);
```

**Description**

This is function AudioSetChannelVolume.

## 1.1.41 AudioSetMusicLoop

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioSetMusicLoop(  
    aMusic: Integer;  
    aLoop: Boolean  
);
```

**Description**

This is function AudioSetMusicLoop.

## 1.1.42 AudioSetMusicVolume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioSetMusicVolume(  
    aMusic: Integer;  
    aVolume: Single  
);
```

**Description**

This is function AudioSetMusicVolume.

## 1.1.43 AudioSetchannelLoop

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioSetchannelLoop(  
    aChannel: Integer;  
    aLoop: Boolean  
);
```

**Description**

This is function AudioSetchannelLoop.

## 1.1.44 AudioStopChannel

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioStopChannel(  
    aChannel: Integer  
);
```

**Description**

This is function AudioStopChannel.

## 1.1.45 AudioStopMusic

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioStopMusic(  
    aMusic: Integer  
);
```

**Description**

This is function AudioStopMusic.

## 1.1.46 AudioUnloadMusic

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioUnloadMusic(  
    var aMusic: Integer  
);
```

**Description**

This is function AudioUnloadMusic.

## 1.1.47 AudioUnloadSound

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure AudioUnloadSound(  
    var aSound: Integer  
);
```

**Description**

This is function AudioUnloadSound.

## 1.1.48 BufferEOF

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferEOF(  
    aBuffer: TBuffer  
): Boolean;
```

**Description**

This is function BufferEOF.

## 1.1.49 BufferFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure BufferFree(  
    var aBuffer: TBuffer  
);
```

**Description**

This is function BufferFree.

## 1.1.50 BufferFromFile

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferFromFile(  
    aFilename: WideString  
): TBuffer;
```

**Description**

This is function BufferFromFile.

## 1.1.51 BufferGetPosition

**File:** GamePascal.pas ( see page 252)



**Delphi**

```
function BufferGetPosition(  
    aBuffer: TBuffer  
): Int64;
```

**Description**

This is function BufferGetPosition.

## 1.1.52 BufferMemory

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferMemory(  
    aBuffer: TBuffer  
): Pointer;
```

**Description**

This is function BufferMemory.

## 1.1.53 BufferNew

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferNew(  
    aSize: Cardinal  
): TBuffer;
```

**Description**

This is function BufferNew.

## 1.1.54 BufferRead

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferRead(  
    aBuffer: TBuffer;  
    aData: Pointer;  
    aCount: Cardinal  
): Cardinal;
```

**Description**

This is function BufferRead.

## 1.1.55 BufferSaveToFile

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferSaveToFile(  
    aBuffer: TBuffer;  
    aFilename: WideString  
): Boolean;
```

**Description**

This is function BufferSaveToFile.

## 1.1.56 BufferSetPosition

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure BufferSetPosition(  
    aBuffer: TBuffer;  
    aPosition: Int64  
);
```

**Description**

This is function BufferSetPosition.

## 1.1.57 BufferSize

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferSize(  
    aBuffer: TBuffer  
): Int64;
```

**Description**

This is function BufferSize.

## 1.1.58 BufferWrite

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function BufferWrite(  
    aBuffer: TBuffer;  
    aData: Pointer;  
    aCount: Cardinal  
): Cardinal;
```

**Description**

This is function BufferWrite.

## 1.1.59 ChangeFileExt

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ChangeFileExt(  
    aFilename: WideString;  
    aExt: WideString  
): WideString;
```

**Description**

This is function ChangeFileExt.

## 1.1.60 CircleInRectangle

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function CircleInRectangle.

## 1.1.61 CirclesOverlap

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function CirclesOverlap.

## 1.1.62 ClipVaLue

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ClipVaLue(  
    var aVaLue: Integer;  
    aMin: Integer;
```

```
    aMax: Integer;  
    aWrap: Boolean  
): Integer;
```

**Description**

This is function ClipVaLue.

## 1.1.63 ClipVaLuef

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function ClipVaLuef.

## 1.1.64 CmdConsoleAddCommand

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdConsoleAddCommand(  
    const aName: WideString;  
    const aDiscription: WideString;  
    const aSender: Pointer;  
    const aHandler: TCmdConsoleActionEvent  
): Boolean;
```

**Description**

This is function CmdConsoleAddCommand.

## 1.1.65 CmdConsoleAddTextLine

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CmdConsoleAddTextLine(  
    const aText: WideString  
);
```

**Description**

This is function CmdConsoleAddTextLine.

## 1.1.66 CmdConsoleClearCommands

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CmdConsoleClearCommands;
```

**Description**

This is function CmdConsoleClearCommands.

## 1.1.67 CmdConsoleGetActive

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdConsoleGetActive: Boolean;
```

**Description**

This is function CmdConsoleGetActive.

## 1.1.68 CmdLineAddParam

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CmdLineAddParam(  
    aParam: WideString  
);
```

**Description**

This is function CmdLineAddParam.

## 1.1.69 CmdLineClear

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CmdLineClear;
```

**Description**

This is function CmdLineClear.

## 1.1.70 CmdLineCount

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineCount: Integer;
```

**Description**

This is function CmdLineCount.

## 1.1.71 CmdLineParam

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineParam(  
    aIndex: Integer  
): WideString;
```

**Description**

This is function CmdLineParam.

## 1.1.72 CmdLineParamCount

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineParamCount(  
    aName: WideString  
): Integer;
```

**Description**

This is function CmdLineParamCount.

## 1.1.73 CmdLineParamExist

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineParamExist(  
    aName: WideString  
): Boolean;
```

**Description**

This is function CmdLineParamExist.

## 1.1.74 CmdLineParamIndex

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineParamIndex(  
    aName: WideString
```

```
) : Integer;
```

**Description**

This is function CmdLineParamIndex.

## 1.1.75 CmdLineParamParam

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineParamParam(  
    aName: WideString;  
    aIndex: Integer  
): WideString;
```

**Description**

This is function CmdLineParamParam.

## 1.1.76 CmdLineParamValue

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineParamValue(  
    aName: WideString;  
    var aValue: WideString  
): Boolean;
```

**Description**

This is function CmdLineParamValue.

## 1.1.77 CmdLineReset

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CmdLineReset;
```

**Description**

This is function CmdLineReset.

## 1.1.78 CmdLineStr

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CmdLineStr: WideString;
```

**Description**

This is function CmdLineStr.

## 1.1.79 ColorClear

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure ColorClear(  
    var aColor: TColor  
);
```

### Description

This is function ColorClear.

## 1.1.80 ColorEqual

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ColorEqual(  
    aColor1: TColor;  
    aColor2: TColor  
): Boolean;
```

### Description

This is function ColorEqual.

## 1.1.81 ColorFade

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function ColorFade(  
    aFrom: TColor;  
    aTo: TColor;  
    aPos: Single  
): TColor;
```

### Description

This is function ColorFade.

## 1.1.82 ColorMake

**File:** GamePascal.pas ( see page 252)

### Delphi

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



**Description**

This is function ColorMake.

## 1.1.83 ColorMakef

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function ColorMakef.

## 1.1.84 CompilerAddSearchPaths

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerAddSearchPaths(  
    aCompiler: TCompiler;  
    aPaths: WideString  
);
```

**Description**

This is function CompilerAddSearchPaths.

## 1.1.85 CompilerAddToSearchPath

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerAddToSearchPath(  
    aCompiler: TCompiler;  
    aPath: WideString  
);
```

**Description**

This is function CompilerAddToSearchPath.

## 1.1.86 CompilerClearSearchPaths

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerClearSearchPaths(  
    aCompiler: TCompiler  
);
```

**Description**

This is function CompilerClearSearchPaths.

## 1.1.87 CompilerCodeCompletion

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerCodeCompletion(  
    aCompiler: TCompiler;  
    aCode: WideString;  
    aX: Integer;  
    aY: Integer  
): Boolean;
```

**Description**

This is function CompilerCodeCompletion.

## 1.1.88 CompilerCompile

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerCompile(  
    aCompiler: TCompiler  
): Boolean;
```

**Description**

This is function CompilerCompile.

## 1.1.89 CompilerFindDeclaration

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerFindDeclaration(  
    aCompiler: TCompiler;  
    aCode: WideString;  
    aX: Integer;  
    aY: Integer  
): WideString;
```

**Description**

This is function CompilerFindDeclaration.

## 1.1.90 CompilerFree

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure CompilerFree(  
    var aCompiler: TCompiler  
);
```

### Description

This is function CompilerFree.

## 1.1.91 CompilerGetCodeCompletionCount

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function CompilerGetCodeCompletionCount(  
    aCompiler: TCompiler  
): Integer;
```

### Description

This is function CompilerGetCodeCompletionCount.

## 1.1.92 CompilerGetCodeCompletionItem

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function CompilerGetCodeCompletionItem(  
    aCompiler: TCompiler;  
    aIndex: Integer  
): WideString;
```

### Description

This is function CompilerGetCodeCompletionItem.

## 1.1.93 CompilerGetCodeCompletionTypeName

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function CompilerGetCodeCompletionTypeName(  
    aCompiler: TCompiler  
): WideString;
```

### Description

This is function CompilerGetCodeCompletionTypeName.

## 1.1.94 CompilerGetErrorCount

File: GamePascal.pas ( see page 252)

### Delphi

```
function CompilerGetErrorCount(  
    aCompiler: TCompiler;  
    aType: TCompilerErrorType  
): Integer;
```

### Description

This is function CompilerGetErrorCount.

## 1.1.95 CompilerGetErrorMessage

File: GamePascal.pas ( see page 252)

### Delphi

```
function CompilerGetErrorMessage(  
    aCompiler: TCompiler;  
    aIndex: Integer;  
    var aFilename: WideString;  
    var aLine: Integer;  
    var aPos: Integer;  
    var aMsg: WideString;  
    aType: TCompilerErrorType  
): Boolean;
```

### Description

This is function CompilerGetErrorMessage.

## 1.1.96 CompilerGetOnMessage

File: GamePascal.pas ( see page 252)

### Delphi

```
function CompilerGetOnMessage(  
    aCompiler: TCompiler  
): TCompilerMessageEvent;
```

### Description

This is function CompilerGetOnMessage.

## 1.1.97 CompilerGetOutputModule

File: GamePascal.pas ( see page 252)

### Delphi

```
function CompilerGetOutputModule(  
    aCompiler: TCompiler
```

```
) : WideString;
```

**Description**

This is function CompilerGetOutputModule.

## 1.1.98 CompilerGetSearchPath

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerGetSearchPath(  
    aCompiler: TCompiler;  
    aIndex: Integer  
): WideString;
```

**Description**

This is function CompilerGetSearchPath.

## 1.1.99 CompilerGetSearchPathCount

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerGetSearchPathCount(  
    aCompiler: TCompiler  
): Integer;
```

**Description**

This is function CompilerGetSearchPathCount.

## 1.1.100 CompilerLoadVersionInfo

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerLoadVersionInfo(  
    aCompiler: TCompiler;  
    aFilename: WideString  
): Boolean;
```

**Description**

This is function CompilerLoadVersionInfo.

## 1.1.101 CompilerLocateFileInSearchPath

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerLocateFileInSearchPath(  
    aCompiler: TCompiler;
```

```
    aFilename: WideString  
): WideString;
```

**Description**

This is function CompilerLocateFileInSearchPath.

## 1.1.102 CompilerNew

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerNew: TCompiler;
```

**Description**

Create a new compiler instance

## 1.1.103 CompilerReset

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerReset(  
    aCompiler: TCompiler  
);
```

**Description**

This is function CompilerReset.

## 1.1.104 CompilerSaveVersionInfo

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function CompilerSaveVersionInfo(  
    aCompiler: TCompiler;  
    aFilename: WideString  
): Boolean;
```

**Description**

This is function CompilerSaveVersionInfo.

## 1.1.105 CompilerSetAddVersionInfo

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetAddVersionInfo(  
    aCompiler: TCompiler;  
    aAddVersionInfo: Boolean  
);
```

**Description**

This is function CompilerSetAddVersionInfo.

## 1.1.106 CompilerSetConsoleApp

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetConsoleApp(  
    aCompiler: TCompiler;  
    aConsoleApp: Boolean  
);
```

**Description**

This is function CompilerSetConsoleApp.

## 1.1.107 CompilerSetDebugMode

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetDebugMode(  
    aCompiler: TCompiler;  
    aDebugMode: Boolean  
);
```

**Description**

This is function CompilerSetDebugMode.

## 1.1.108 CompilerSetExelcon

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetExeIcon(  
    aCompiler: TCompiler;  
    aFilename: WideString  
);
```

**Description**

This is function CompilerSetExelcon.

## 1.1.109 CompilerSetInputFile

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetInputFile(  
    aCompiler: TCompiler;
```

```
    aFilename: WideString  
);
```

**Description**

This is function CompilerSetInputFile.

## 1.1.110 CompilerSetOnMessage

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetOnMessage(  
    aCompiler: TCompiler;  
    aSender: Pointer;  
    aHandler: TCompilerMessageEvent  
);
```

**Description**

This is function CompilerSetOnMessage.

## 1.1.111 CompilerSetOutputPath

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetOutputPath(  
    aCompiler: TCompiler;  
    aPath: WideString  
);
```

**Description**

This is function CompilerSetOutputPath.

## 1.1.112 CompilerSetVersionInfo

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure CompilerSetVersionInfo(  
    aCompiler: TCompiler;  
    aCompanyName: WideString;  
    aFileVersion: WideString;  
    aFileDescription: WideString;  
    aInternalName: WideString;  
    aLegalCopyright: WideString;  
    aLegalTrademarks: WideString;  
    aOriginalFilename: WideString;  
    aProductName: WideString;  
    aProductVersion: WideString;  
    aComments: WideString  
);
```

**Description**

This is function CompilerSetVersionInfo.



## 1.1.113 ConsoleAtStartup

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ConsoleAtStartup: Boolean;
```

**Description**

This is function ConsoleAtStartup.

## 1.1.114 ConsoleExist

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ConsoleExist: Boolean;
```

**Description**

This is function ConsoleExist.

## 1.1.115 ConsolePause

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure ConsolePause(  
    aPrompt: WideString = ''  
);
```

**Description**

This is function ConsolePause.

## 1.1.116 ConsolePrint

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure ConsolePrint(  
    aText: WideString  
);
```

**Description**

This is function ConsolePrint.

## 1.1.117 ConsolePrintLn

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure ConsolePrintLn(  
    aText: WideString  
);
```

### Description

This is function ConsolePrintLn.

## 1.1.118 ConsolePrintLnva

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function ConsolePrintLnva.

## 1.1.119 ConsolePrintva

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function ConsolePrintva.

## 1.1.120 ConsoleWaitForAnyKey

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure ConsoleWaitForAnyKey;
```

### Description

This is function ConsoleWaitForAnyKey.

## 1.1.121 DebuggerDetected

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function DebuggerDetected: Boolean;
```

### Description

This is function DebuggerDetected.

## 1.1.122 DirExist

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function DirExist(  
    aPath: WideString  
): Boolean;
```

### Description

This is function DirExist.

## 1.1.123 EasePosition

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function EasePosition(  
    aStartPos: Double;  
    aEndPos: Double;  
    aCurrentPos: Double;  
    aEaseType: TEaseType  
): Double;
```

### Description

This is function EasePosition.

## 1.1.124 EaseValue

**File:** GamePascal.pas ( see page 252)

### Delphi

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

**Description**

This is function EaseValue.

## 1.1.125 EntityAngle

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityAngle(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityAngle.

## 1.1.126 EntityAngleOffset

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityAngleOffset(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityAngleOffset.

## 1.1.127 EntityBlendMode

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityBlendMode(  
    aEntity: TEntity  
): TBlendMode;
```

**Description**

This is function EntityBlendMode.

## 1.1.128 EntityCollidePolyPoint

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityCollidePolyPoint(  
    aEntity1: TEntity;  
    aEntity2: TEntity;  
    var aHitPos: TPoint  
): Boolean;
```

**Description**

This is function EntityCollidePolyPoint.

## 1.1.129 EntityCollidePolyPointPoint

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityCollidePolyPointPoint(  
    aEntity: TEntity;  
    var aPoint: TPoint  
): Boolean;
```

**Description**

This is function EntityCollidePolyPointPoint.

## 1.1.130 EntityColor

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityColor(  
    aEntity: TEntity  
): TColor;
```

**Description**

This is function EntityColor.

## 1.1.131 EntityDir

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityDir(  
    aEntity: TEntity  
): TVector;
```

**Description**

This is function EntityDir.

## 1.1.132 EntityEntityRadius

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityEntityRadius(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityEntityRadius.

## 1.1.133 EntityFirstFrame

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityFirstFrame(  
    aEntity: TEntity  
): Integer;
```

**Description**

This is function EntityFirstFrame.

## 1.1.134 EntityFlipMode

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityFlipMode(  
    aEntity: TEntity  
): TFlipMode;
```

**Description**

This is function EntityFlipMode.

## 1.1.135 EntityFrame

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityFrame(  
    aEntity: TEntity  
): Integer;
```

**Description**

This is function EntityFrame.

## 1.1.136 EntityFrameFPS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityFrameFPS(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityFrameFPS.

## 1.1.137 EntityFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityFree(  
    var aEntity: TEntity  
);
```

**Description**

This is function EntityFree.

## 1.1.138 EntityFullyVisible

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityFullyVisible(  
    aEntity: TEntity;  
    aVirtualX: Single;  
    aVirtualY: Single  
): Boolean;
```

**Description**

This is function EntityFullyVisible.

## 1.1.139 EntityGroup

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityGroup(  
    aEntity: TEntity  
): Integer;
```

**Description**

This is function EntityGroup.

## 1.1.140 EntityHeight

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityHeight(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityHeight.

## 1.1.141 EntityLastFrame

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityLastFrame(  
    aEntity: TEntity  
): Integer;
```

**Description**

This is function EntityLastFrame.

## 1.1.142 EntityLoopFrame

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityLoopFrame(  
    aEntity: TEntity  
): Boolean;
```

**Description**

This is function EntityLoopFrame.

## 1.1.143 EntityNew

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function EntityNew.

## 1.1.144 EntityNextFrame

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityNextFrame(  
    aEntity: TEntity  
): Boolean;
```



**Description**

This is function EntityNextFrame.

## 1.1.145 EntityOverlap

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityOverlap(  
    aEntity1: TEntity;  
    aEntity2: TEntity  
): Boolean; overload;
```

**Description**

This is function EntityOverlap.

## 1.1.146 EntityOverlapPos

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityOverlapPos(  
    aEntity: TEntity;  
    aX: Single;  
    aY: Single;  
    aRadius: Single;  
    aShrinkFactor: Single  
): Boolean;
```

**Description**

This is function EntityOverlapPos.

## 1.1.147 EntityPos

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityPos(  
    aEntity: TEntity  
): TVector;
```

**Description**

This is function EntityPos.

## 1.1.148 EntityPrevFrame

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityPrevFrame(  
    aEntity: TEntity;  
): Boolean;
```

**Description**

This is function EntityPrevFrame.

## 1.1.149 EntityRender

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityRender(  
    aEntity: TEntity;  
    aVirtualX: Single;  
    aVirtualY: Single  
);
```

**Description**

This is function EntityRender.

## 1.1.150 EntityRenderAt

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityRenderAt(  
    aEntity: TEntity;  
    aX: Single;  
    aY: Single  
);
```

**Description**

This is function EntityRenderAt.

## 1.1.151 EntityRotateAbs

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityRotateAbs(  
    aEntity: TEntity;  
    aAngle: Single  
);
```

**Description**

This is function EntityRotateAbs.

## 1.1.152 EntityRotateRel

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure EntityRotateRel(  
    aEntity: TEntity;  
    aAngle: Single  
);
```

### Description

This is function EntityRotateRel.

## 1.1.153 EntityRotateToAngle

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function EntityRotateToAngle(  
    aEntity: TEntity;  
    aAngle: Single;  
    aSpeed: Single  
): Boolean;
```

### Description

This is function EntityRotateToAngle.

## 1.1.154 EntityRotateToPos

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function EntityRotateToPos(  
    aEntity: TEntity;  
    aX: Single;  
    aY: Single;  
    aSpeed: Single  
): Boolean;
```

### Description

This is function EntityRotateToPos.

## 1.1.155 EntityRotateToPosAt

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function EntityRotateToPosAt(  
    aEntity: TEntity;  
    aSrcX: Single;
```

```
    aSrcY: Single;  
    aDestX: Single;  
    aDestY: Single;  
    aSpeed: Single  
): Boolean;
```

**Description**

This is function EntityRotateToPosAt.

## 1.1.156 EntityScale

File: GamePascal.pas ( see page 252)

**Delphi**

```
function EntityScale(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityScale.

## 1.1.157 EntityScaleAbs

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityScaleAbs(  
    aEntity: TEntity;  
    aScale: Single  
);
```

**Description**

This is function EntityScaleAbs.

## 1.1.158 EntityScaleRel

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityScaleRel(  
    aEntity: TEntity;  
    aScale: Single  
);
```

**Description**

This is function EntityScaleRel.

## 1.1.159 EntitySetAngleOffset

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetAngleOffset(  
    aEntity: TEntity;  
    aAngle: Single  
);
```

**Description**

This is function EntitySetAngleOffset.

## 1.1.160 EntitySetBlendMode

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetBlendMode(  
    aEntity: TEntity;  
    aBlendMode: TBlendMode  
);
```

**Description**

This is function EntitySetBlendMode.

## 1.1.161 EntitySetColor

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetColor(  
    aEntity: TEntity;  
    aColor: TColor  
);
```

**Description**

This is function EntitySetColor.

## 1.1.162 EntitySetFlipMode

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetFlipMode(  
    aEntity: TEntity;  
    aFlipMode: TFlipMode  
);
```

**Description**

This is function EntitySetFlipMode.

## 1.1.163 EntitySetFrame

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure EntitySetFrame(  
    aEntity: TEntity;  
    aFrame: Integer  
);
```

### Description

This is function EntitySetFrame.

## 1.1.164 EntitySetFrameFPS

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure EntitySetFrameFPS(  
    aEntity: TEntity;  
    aFrameFPS: Single  
);
```

### Description

This is function EntitySetFrameFPS.

## 1.1.165 EntitySetFrameRange

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure EntitySetFrameRange(  
    aEntity: TEntity;  
    aFirst: Integer;  
    aLast: Integer  
);
```

### Description

This is function EntitySetFrameRange.

## 1.1.166 EntitySetLoopFrame

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure EntitySetLoopFrame(  
    aEntity: TEntity;  
    aLoop: Boolean  
);
```

**Description**

This is function EntitySetLoopFrame.

## 1.1.167 EntitySetPosAbs

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetPosAbs(  
    aEntity: TEntity;  
    aX: Single;  
    aY: Single  
);
```

**Description**

This is function EntitySetPosAbs.

## 1.1.168 EntitySetPosRel

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetPosRel(  
    aEntity: TEntity;  
    aX: Single;  
    aY: Single  
);
```

**Description**

This is function EntitySetPosRel.

## 1.1.169 EntitySetRenderPolyPoint

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetRenderPolyPoint(  
    aEntity: TEntity;  
    aValue: Boolean  
);
```

**Description**

This is function EntitySetRenderPolyPoint.

## 1.1.170 EntitySetShrinkFactor

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntitySetShrinkFactor(  
    aEntity: TEntity;  
    aShrinkFactor: Single  
);
```

**Description**

This is function EntitySetShrinkFactor.

## 1.1.171 EntityShrinkFactor

File: GamePascal.pas ( see page 252)

**Delphi**

```
function EntityShrinkFactor(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityShrinkFactor.

## 1.1.172 EntitySprite

File: GamePascal.pas ( see page 252)

**Delphi**

```
function EntitySprite(  
    aEntity: TEntity  
): TSprite;
```

**Description**

This is function EntitySprite.

## 1.1.173 EntityThrust

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityThrust(  
    aEntity: TEntity;  
    aSpeed: Single  
);
```

**Description**

This is function EntityThrust.

## 1.1.174 EntityThrustAngle

File: GamePascal.pas ( see page 252)



**Delphi**

```
procedure EntityThrustAngle(  
    aEntity: TEntity;  
    aAngle: Single;  
    aSpeed: Single  
);
```

**Description**

This is function EntityThrustAngle.

## 1.1.175 EntityThrustToPos

File: GamePascal.pas ( see page 252)

**Delphi**

```
function EntityThrustToPos(  
    aEntity: TEntity;  
    aThrustSpeed: Single;  
    aRotSpeed: Single;  
    aDestX: Single;  
    aDestY: Single;  
    aSlowdownDist: Single;  
    aStopDist: Single;  
    aStopSpeed: Single;  
    aStopSpeedEpsilon: Single;  
    aDeltaTime: Double  
): Boolean;
```

**Description**

This is function EntityThrustToPos.

## 1.1.176 EntityTracePolyPoint

File: GamePascal.pas ( see page 252)

**Delphi**

```
procedure EntityTracePolyPoint(  
    aEntity: TEntity;  
    aMju: Single = 6;  
    aMaxStepBack: Integer = 12;  
    aAlphaThreshold: Integer = 70;  
    aOrigin: PPoint = nil  
);
```

**Description**

This is function EntityTracePolyPoint.

## 1.1.177 EntityVisible

File: GamePascal.pas ( see page 252)

**Delphi**

```
function EntityVisible(  
    aEntity: TEntity;
```

```
    aVirtualX: Single;  
    aVirtualY: Single  
): Boolean;
```

**Description**

This is function EntityVisible.

## 1.1.178 EntityWidth

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function EntityWidth(  
    aEntity: TEntity  
): Single;
```

**Description**

This is function EntityWidth.

## 1.1.179 FileExist

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function FileExist(  
    aFilename: WideString  
): Boolean;
```

**Description**

This is function FileExist.

## 1.1.180 FontDrawText

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure FontDrawText(  
    aFont: TFont;  
    aX: Single;  
    aY: Single;  
    aColor: TColor;  
    aHAlign: THAlign;  
    aText: WideString  
);
```

**Description**

This is function FontDrawText.

## 1.1.181 FontDrawTextY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure FontDrawTextY(  
    aFont: TFont;  
    aX: Single;  
    var aY: Single;  
    aLineSpace: Single;  
    aColor: TColor;  
    aHAlign: THAlign;  
    aText: WideString  
);
```

**Description**

This is function FontDrawTextY.

## 1.1.182 FontDrawTextYva

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function FontDrawTextYva.

## 1.1.183 FontDrawTextva

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure FontDrawTextva(  
    aFont: TFont;  
    aX: Single;  
    aY: Single;  
    aColor: TColor;  
    aHAlign: THAlign;  
    aMsg: string;  
    aArgs: array of const  
);
```

**Description**

This is function FontDrawTextva.

## 1.1.184 FontFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure FontFree(  
    var aFont: TFont  
);
```

**Description**

This is function FontFree.

## 1.1.185 FontGetUseVertexBuffer

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function FontGetUseVertexBuffer(  
    aFont: TFont  
): Boolean;
```

**Description**

This is function FontGetUseVertexBuffer.

## 1.1.186 FontGetVertexBufferSize

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function FontGetVertexBufferSize(  
    aFont: TFont  
): UInt64;
```

**Description**

This is function FontGetVertexBufferSize.

## 1.1.187 FontLoad

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function FontLoad(  
    aFont: TFont;  
    aArchive: TArchive;  
    aFilename: WideString;  
    aSize: Cardinal;  
    aGlyphs: WideString = ''  
): Boolean;
```

**Description**

This is function FontLoad.

## 1.1.188 FontLoadDefault

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function FontLoadDefault(  
    aFont: TFont;  
    aSize: Cardinal;  
    aGlyphs: WideString = ''  
): Boolean;
```

### Description

This is function FontLoadDefault.

## 1.1.189 FontNew

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function FontNew: TFont;
```

### Description

This is function FontNew.

## 1.1.190 FontRenderVertices

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure FontRenderVertices(  
    aFont: TFont;  
    aReset: Boolean = True  
);
```

### Description

This is function FontRenderVertices.

## 1.1.191 FontSetUseVertexBuffer

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure FontSetUseVertexBuffer(  
    aFont: TFont;  
    aEnable: Boolean  
);
```

### Description

This is function FontSetUseVertexBuffer.

## 1.1.192 FontSetVertexBufferSize

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure FontSetVertexBufferSize(  
    aFont: TFont;  
    aSize: UInt64  
);
```

**Description**

This is function FontSetVertexBufferSize.

## 1.1.193 FontTextHeight

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function FontTextHeight(  
    aFont: TFont  
): Single;
```

**Description**

This is function FontTextHeight.

## 1.1.194 FontTextLength

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function FontTextLength(  
    aFont: TFont;  
    aText: WideString  
): Single;
```

**Description**

This is function FontTextLength.

## 1.1.195 FontUnload

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure FontUnload(  
    aFont: TFont  
);
```

**Description**

This is function FontUnload.

## 1.1.196 Format

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function Format.

## 1.1.197 GameGetEventHandler

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure GameGetEventHandler(  
    var aSender: Pointer;  
    var aHandler: TGameEvent  
);
```

**Description**

This is function GameGetEventHandler.

## 1.1.198 GameGetTerminated

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function GameGetTerminated: Boolean;
```

**Description**

This is function GameGetTerminated.

## 1.1.199 GameGetWindowUpdateOnLostFocus

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function GameGetWindowUpdateOnLostFocus: Boolean;
```

**Description**

This is function GameGetWindowUpdateOnLostFocus.

## 1.1.200 GameRun

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure GameRun;
```

**Description**

This is function GameRun.

## 1.1.201 GameSetEventHandler

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure GameSetEventHandler(  
    aSender: Pointer;  
    aHandler: TGameEvent  
);
```

**Description**

This is function GameSetEventHandler.

## 1.1.202 GameSetTerminated

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure GameSetTerminated(  
    aTermiante: Boolean  
);
```

**Description**

This is function GameSetTerminated.

## 1.1.203 GameSetWindowUpdateOnLostFocus

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure GameSetWindowUpdateOnLostFocus(  
    aEnable: Boolean  
);
```

**Description**

This is function GameSetWindowUpdateOnLostFocus.



## 1.1.204 GetFileExt

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function GetFileExt(  
    aFilename: WideString  
): WideString;
```

### Description

This is function GetFileExt.

## 1.1.205 GetFileName

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function GetFileName(  
    aPath: WideString  
): WideString;
```

### Description

This is function GetFileName.

## 1.1.206 GetRandomSeed

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function GetRandomSeed: Integer;
```

### Description

This is function GetRandomSeed.

## 1.1.207 GetSemVersion

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function GetSemVersion(  
    aInstance: THandle  
): WideString;
```

### Description

This is function GetSemVersion.

## 1.1.208 GetSemVersionFromFile

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function GetSemVersionFromFile(  
    aFilename: WideString  
): WideString;
```

### Description

This is function GetSemVersionFromFile.

## 1.1.209 GetVersionInfo

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function GetVersionInfo(  
    aInstance: THandle;  
    aIdent: WideString  
): WideString;
```

### Description

This is function GetVersionInfo.

## 1.1.210 GetVersionInfoFromFile

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function GetVersionInfoFromFile(  
    aFilename: WideString;  
    aIdent: WideString  
): WideString;
```

### Description

This is function GetVersionInfoFromFile.

## 1.1.211 InputClear

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputClear;
```

### Description

This is function InputClear.

## 1.1.212 InputClearKey

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputClearKey(  
    aKey: Cardinal  
);
```

### Description

This is function InputClearKey.

## 1.1.213 InputClearLastInputChar

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputClearLastInputChar;
```

### Description

This is function InputClearLastInputChar.

## 1.1.214 InputClearTextInput

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputClearTextInput;
```

### Description

This is function InputClearTextInput.

## 1.1.215 InputGamepadDown

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputGamepadDown(  
    aButton: Cardinal  
): Boolean;
```

### Description

This is function InputGamepadDown.

## 1.1.216 InputGamepadPosition

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputGamepadPosition(  
    aAxis: Cardinal  
): Single;
```

### Description

This is function InputGamepadPosition.

## 1.1.217 InputGamepadPressed

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputGamepadPressed(  
    aButton: Cardinal  
): Boolean;
```

### Description

This is function InputGamepadPressed.

## 1.1.218 InputGamepadReleased

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputGamepadReleased(  
    aButton: Cardinal  
): Boolean;
```

### Description

This is function InputGamepadReleased.

## 1.1.219 InputGetEnableTextInput

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputGetEnableTextInput: Boolean;
```

### Description

This is function InputGetEnableTextInput.

## 1.1.220 InputGetMouseInfo

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputGetMouseInfo(  
    aPosition: PPoint;  
    aDelta: PVector  
);
```

### Description

This is function InputGetMouseInfo.

## 1.1.221 InputGetTextInput

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputGetTextInput: WideString;
```

### Description

This is function InputGetTextInput.

## 1.1.222 InputGetTextInputSize

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputGetTextInputSize: Cardinal;
```

### Description

This is function InputGetTextInputSize.

## 1.1.223 InputKeyDown

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputKeyDown(  
    aKey: Cardinal  
): Boolean;
```

### Description

This is function InputKeyDown.

## 1.1.224 InputKeyPressed

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputKeyPressed(  
    aKey: Cardinal  
): Boolean;
```

### Description

This is function InputKeyPressed.

## 1.1.225 InputKeyReleased

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputKeyReleased(  
    aKey: Cardinal  
): Boolean;
```

### Description

This is function InputKeyReleased.

## 1.1.226 InputMouseDown

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputMouseDown(  
    aButton: Cardinal  
): Boolean;
```

### Description

This is function InputMouseDown.

## 1.1.227 InputMousePressed

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputMousePressed(  
    aButton: Cardinal  
): Boolean;
```

### Description

This is function InputMousePressed.

## 1.1.228 InputMouseReleased

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function InputMouseReleased(  
    aButton: Cardinal  
): Boolean;
```

### Description

This is function InputMouseReleased.

## 1.1.229 InputSetEnableTextInput

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputSetEnableTextInput(  
    aEnable: Boolean  
);
```

### Description

This is function InputSetEnableTextInput.

## 1.1.230 InputSetMousePos

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputSetMousePos(  
    aX: Integer;  
    aY: Integer  
);
```

### Description

This is function InputSetMousePos.

## 1.1.231 InputSetTextInput

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure InputSetTextInput(  
    aText: WideString  
);
```

### Description

This is function InputSetTextInput.

## 1.1.232 InputSetTextInputSize

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure InputSetTextInputSize(  
    aSize: Cardinal  
);
```

**Description**

This is function InputSetTextInputSize.

## 1.1.233 IsKeyDown

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function IsKeyDown(  
    aVirtualKeyCode: Integer  
): Boolean;
```

**Description**

This is function IsKeyDown.

## 1.1.234 Lerp

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function Lerp.

## 1.1.235 LineIntersection

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function LineIntersection(  
    aX1: Integer;  
    aY1: Integer;  
    aX2: Integer;  
    aY2: Integer;  
    aX3: Integer;  
    aY3: Integer;
```



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

**Description**

This is function LineIntersection.

## 1.1.236 LogAdd

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function LogAdd(  
    aText: WideString  
): WideString;
```

**Description**

This is function LogAdd.

## 1.1.237 LogGetConsoleOutput

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function LogGetConsoleOutput: Boolean;
```

**Description**

This is function LogGetConsoleOutput.

## 1.1.238 LogGetFilename

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function LogGetFilename: WideString;
```

**Description**

This is function LogGetFilename.

## 1.1.239 LogOpened

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function LogOpened: Boolean;
```

**Description**

This is function LogOpened.

## 1.1.240 LogReset

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure LogReset;
```

**Description**

This is function LogReset.

## 1.1.241 LogSetConsoleOutput

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure LogSetConsoleOutput(  
    aConsoleOutput: Boolean  
);
```

**Description**

This is function LogSetConsoleOutput.

## 1.1.242 LogView

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure LogView;
```

**Description**

This is function LogView.

## 1.1.243 PointInCircle

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function PointInCircle.

## 1.1.244 PointInRectangle

File: GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function PointInRectangle.

## 1.1.245 PointInTriangle

File: GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function PointInTriangle.

## 1.1.246 PolygonAddLocalPoint

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure PolygonAddLocalPoint(  
    aPolygon: TPolygon;  
    aX: Single;  
    aY: Single;  
    aVisible: Boolean  
);
```

### Description

This is function PolygonAddLocalPoint.

## 1.1.247 PolygonCopyFrom

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure PolygonCopyFrom(  
    aTo: TPolygon;
```

```
    aFrom: TPolygon  
);
```

**Description**

This is function PolygonCopyFrom.

## 1.1.248 PolygonFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure PolygonFree(  
    var aPolygon: TPolygon  
);
```

**Description**

This is function PolygonFree.

## 1.1.249 PolygonLoad

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure PolygonLoad(  
    aPolygon: TPolygon;  
    aArchive: TArchive;  
    aFilename: WideString  
);
```

**Description**

This is function PolygonLoad.

## 1.1.250 PolygonLocalPoint

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function PolygonLocalPoint(  
    aPolygon: TPolygon;  
    aIndex: Integer  
): PPoint;
```

**Description**

This is function PolygonLocalPoint.

## 1.1.251 PolygonNew

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function PolygonNew: TPolygon;
```

**Description**

This is function PolygonNew.

## 1.1.252 PolygonPointCount

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function PolygonPointCount(  
    aPolygon: TPolygon  
): Integer;
```

**Description**

This is function PolygonPointCount.

## 1.1.253 PolygonRender

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure PolygonRender(  
    aPolygon: TPolygon;  
    aX: Single;  
    aY: Single;  
    aScale: Single;  
    aAngle: Single;  
    aWidth: Single;  
    aColor: TColor;  
    aFlipMode: TFlipMode;  
    aOriginX: Single;  
    aOriginY: Single;  
    aBlendMode: TBlendMode  
);
```

**Description**

This is function PolygonRender.

## 1.1.254 PolygonSave

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure PolygonSave(  
    aPolygon: TPolygon;  
    aFilename: WideString  
);
```

**Description**

This is function PolygonSave.

## 1.1.255 PolygonSegmentVisible

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function PolygonSegmentVisible(  
    aPolygon: TPolygon;  
    aIndex: Integer  
): Boolean;
```

### Description

This is function PolygonSegmentVisible.

## 1.1.256 PolygonSetSegmentVisible

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure PolygonSetSegmentVisible(  
    aPolygon: TPolygon;  
    aIndex: Integer;  
    aVisible: Boolean  
);
```

### Description

This is function PolygonSetSegmentVisible.

## 1.1.257 PolygonTransform

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function PolygonTransform(  
    aPolygon: TPolygon;  
    aX: Single;  
    aY: Single;  
    aScale: Single;  
    aAngle: Single;  
    aFlipMode: TFlipMode;  
    aOriginX: Single;  
    aOriginY: Single  
): Boolean;
```

### Description

This is function PolygonTransform.

## 1.1.258 PolygonWorldPoint

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function PolygonWorldPoint(  
    aPolygon: TPolygon;  
    aIndex: Integer  
): PPoint;
```

**Description**

This is function PolygonWorldPoint.

## 1.1.259 PrefsGetAppName

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function PrefsGetAppName: WideString;
```

**Description**

This is function PrefsGetAppName.

## 1.1.260 PrefsGetOrgName

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function PrefsGetOrgName: WideString;
```

**Description**

This is function PrefsGetOrgName.

## 1.1.261 PrefsGetPath

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function PrefsGetPath: WideString;
```

**Description**

This is function PrefsGetPath.

## 1.1.262 PrefsGotoPath

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure PrefsGotoPath;
```

**Description**

This is function PrefsGotoPath.

## 1.1.263 PrefsSetAppName

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure PrefsSetAppName(  
    aAppName: WideString  
);
```

### Description

This is function PrefsSetAppName.

## 1.1.264 PrefsSetOrgName

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure PrefsSetOrgName(  
    aOrgName: WideString  
);
```

### Description

This is function PrefsSetOrgName.

## 1.1.265 RadiusOverlap

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is function RadiusOverlap.

## 1.1.266 RandomBool

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function RandomBool: Boolean;
```



**Description**

This is function RandomBool.

## 1.1.267 RandomRange

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function RandomRange.

## 1.1.268 RandomRangef

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function RandomRangef.

## 1.1.269 RectangleIntersection

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function RectangleIntersection.

## 1.1.270 RectanglesOverlap

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function RectanglesOverlap(  
    aRect1: TRect;
```

```
    aRect2: TRect  
): Boolean;
```

**Description**

This is function RectanglesOverlap.

## 1.1.271 SameSign

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SameSign(  
    aVaLue1: Integer;  
    aVaLue2: Integer  
): Boolean;
```

**Description**

This is function SameSign.

## 1.1.272 SameSignf

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SameSignf(  
    aVaLue1: Single;  
    aVaLue2: Single  
): Boolean;
```

**Description**

This is function SameSignf.

## 1.1.273 SameVaLue

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function SameVaLue.

## 1.1.274 SameVaLuef

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SameVaLuef(  
    aA: Single;  
    aB: Single;  
    aEpsilon: Single = 0  
): Boolean;
```

**Description**

This is function SameVaLuef.

## 1.1.275 ScreenshakeActive

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function ScreenshakeActive: Boolean;
```

**Description**

This is function ScreenshakeActive.

## 1.1.276 ScreenshakeClear

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure ScreenshakeClear;
```

**Description**

This is function ScreenshakeClear.

## 1.1.277 ScreenshakeStart

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure ScreenshakeStart(  
    aDuration: Single;  
    aMagnitude: Single  
);
```

**Description**

This is function ScreenshakeStart.

## 1.1.278 SetRandomSeed

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SetRandomSeed(  

```

```
    aValue: Integer  
);
```

**Description**

This is function SetRandomSeed.

## 1.1.279 ShellOpen

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure ShellOpen(  
    aFilename: PUTF8Char;  
    aParams: PUTF8Char;  
    aDir: PUTF8Char  
);
```

**Description**

This is function ShellOpen.

## 1.1.280 SmoothMove

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function SmoothMove.

## 1.1.281 SpeechActive

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpeechActive: Boolean;
```

**Description**

This is function SpeechActive.

## 1.1.282 SpeechChangeVoice

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function SpeechChangeVoice.

## 1.1.283 SpeechClear

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpeechClear;
```

**Description**

This is function SpeechClear.

## 1.1.284 SpeechGetRate

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpeechGetRate: Single;
```

**Description**

This is function SpeechGetRate.

## 1.1.285 SpeechGetVoice

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpeechGetVoice: Integer;
```

**Description**

This is function SpeechGetVoice.

## 1.1.286 SpeechGetVoiceAttribute

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpeechGetVoiceAttribute(  
    aIndex: Integer;  
    aAttribute: TSpeechVoiceAttribute  
): WideString;
```

**Description**

This is function SpeechGetVoiceAttribute.

## 1.1.287 SpeechGetVoiceCount

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpeechGetVoiceCount: Integer;
```

**Description**

This is function SpeechGetVoiceCount.

## 1.1.288 SpeechGetVolume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpeechGetVolume: Single;
```

**Description**

This is function SpeechGetVolume.

## 1.1.289 SpeechPause

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpeechPause;
```

**Description**

This is function SpeechPause.

## 1.1.290 SpeechReset

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpeechReset;
```

**Description**

This is function SpeechReset.

## 1.1.291 SpeechResume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpeechResume;
```

**Description**

This is function SpeechResume.

## 1.1.292 SpeechSay

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpeechSay(  
  aText: WideString;  
  aPurge: Boolean  
);
```

**Description**

This is function SpeechSay.

## 1.1.293 SpeechSetRate

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpeechSetRate(  
  aRate: Single  
);
```

**Description**

This is function SpeechSetRate.

## 1.1.294 SpeechSetVolume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpeechSetVolume(  
  aVolume: Single  
);
```

**Description**

This is function SpeechSetVolume.

## 1.1.295 SpeechSubstituteWord

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure SpeechSubstituteWord(  
    aWord: WideString;  
    aSubstituteWord: WideString  
);
```

### Description

This is function SpeechSubstituteWord.

## 1.1.296 SpriteAddGroup

File: GamePascal.pas ( see page 252)

### Delphi

```
function SpriteAddGroup(  
    aSprite: TSprite  
): Integer;
```

### Description

This is function SpriteAddGroup.

## 1.1.297 SpriteAddImageFromGrid

File: GamePascal.pas ( see page 252)

### Delphi

```
function SpriteAddImageFromGrid(  
    aSprite: TSprite;  
    aPage: Integer;  
    aGroup: Integer;  
    aGridX: Integer;  
    aGridY: Integer;  
    aGridWidth: Integer;  
    aGridHeight: Integer  
): Integer;
```

### Description

This is function SpriteAddImageFromGrid.

## 1.1.298 SpriteAddImageFromRect

File: GamePascal.pas ( see page 252)

### Delphi

```
function SpriteAddImageFromRect(  
    aSprite: TSprite;
```



```
    aPage: Integer;  
    aGroup: Integer;  
    aRect: TRect  
): Integer;
```

**Description**

This is function SpriteAddImageFromRect.

## 1.1.299 SpriteClear

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpriteClear(  
    aSprite: TSprite  
);
```

**Description**

This is function SpriteClear.

## 1.1.300 SpriteFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure SpriteFree(  
    var aSprite: TSprite  
);
```

**Description**

This is function SpriteFree.

## 1.1.301 SpriteImageCount

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpriteImageCount(  
    aSprite: TSprite;  
    aGroup: Integer  
): Integer;
```

**Description**

This is function SpriteImageCount.

## 1.1.302 SpriteImageHeight

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpriteImageHeight(  
    aSprite: TSprite;  
    aNum: Integer;  
    aGroup: Integer  
): Single;
```

**Description**

This is function SpriteImageHeight.

## 1.1.303 SpriteImageTexture

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpriteImageTexture(  
    aSprite: TSprite;  
    aNum: Integer;  
    aGroup: Integer  
): TTexture;
```

**Description**

This is function SpriteImageTexture.

## 1.1.304 SpriteImageWidth

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpriteImageWidth(  
    aSprite: TSprite;  
    aNum: Integer;  
    aGroup: Integer  
): Single;
```

**Description**

This is function SpriteImageWidth.

## 1.1.305 SpriteLoadPage

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpriteLoadPage(  
    aSprite: TSprite;  
    aArchive: TArchive;  
    aFilename: WideString;  
    const aColorKey: PColor  
): Integer;
```

**Description**

This is function SpriteLoadPage.

## 1.1.306 SpriteNew

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function SpriteNew: TSprite;
```

**Description**

This is function SpriteNew.

## 1.1.307 StarfieldFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldFree(  
    var aStarfield: TStarfield  
);
```

**Description**

This is function StarfieldFree.

## 1.1.308 StarfieldGetVirtualPos

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldGetVirtualPos(  
    aStarfield: TStarfield;  
    var aX: Single;  
    var aY: Single  
);
```

**Description**

This is function StarfieldGetVirtualPos.

## 1.1.309 StarfieldInit

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldInit(  
    aStarfield: TStarfield;  
    aStarCount: Cardinal;  
    aMinX: Single;  
    aMinY: Single;  
    aMinZ: Single;  
    aMaxX: Single;  
    aMaxY: Single;  
    aMaxZ: Single;
```

```
    aViewScale: Single  
);
```

**Description**

This is function StarfieldInit.

## 1.1.310 StarfieldNew

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function StarfieldNew: TStarfield;
```

**Description**

This is function StarfieldNew.

## 1.1.311 StarfieldRender

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldRender(  
    aStarfield: TStarfield  
);
```

**Description**

This is function StarfieldRender.

## 1.1.312 StarfieldSetVirtualPos

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldSetVirtualPos(  
    aStarfield: TStarfield;  
    aX: Single;  
    aY: Single  
);
```

**Description**

This is function StarfieldSetVirtualPos.

## 1.1.313 StarfieldSetXSpeed

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldSetXSpeed(  
    aStarfield: TStarfield;  
    aSpeed: Single
```

```
);
```

**Description**

This is function StarfieldSetXSpeed.

## 1.1.314 StarfieldSetYSpeed

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldSetYSpeed(  
    aStarfield: TStarfield;  
    aSpeed: Single  
);
```

**Description**

This is function StarfieldSetYSpeed.

## 1.1.315 StarfieldSetZSpeed

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldSetZSpeed(  
    aStarfield: TStarfield;  
    aSpeed: Single  
);
```

**Description**

This is function StarfieldSetZSpeed.

## 1.1.316 StarfieldUpdate

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure StarfieldUpdate(  
    aStarfield: TStarfield;  
    aDeltaTime: Single  
);
```

**Description**

This is function StarfieldUpdate.

## 1.1.317 StrRemoveQuotes

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function StrRemoveQuotes(  

```

```
    aText: WideString  
): WideString;
```

**Description**

This is function StrRemoveQuotes.

## 1.1.318 TextureAlloc

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure TextureAlloc(  
    aTexture: TTexture;  
    aWidth: Cardinal;  
    aHeight: Cardinal;  
    aAccess: TTextureAccess  
);
```

**Description**

This is function TextureAlloc.

## 1.1.319 TextureFree

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure TextureFree(  
    var aTexture: TTexture  
);
```

**Description**

This is function TextureFree.

## 1.1.320 TextureGetColor

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TextureGetColor(  
    aTexture: TTexture  
): TColor;
```

**Description**

This is function TextureGetColor.

## 1.1.321 TextureGetPixel

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TextureGetPixel(  
    aTexture: TTexture;  
    aX: Integer;  
    aY: Integer  
): TColor;
```

**Description**

This is function TextureGetPixel.

## 1.1.322 TextureGetSize

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure TextureGetSize(  
    aTexture: TTexture;  
    aWidth: PInteger;  
    aHeight: PInteger  
);
```

**Description**

This is function TextureGetSize.

## 1.1.323 TextureLoad

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TextureLoad(  
    aTexture: TTexture;  
    aArchive: TArchive;  
    aFilename: WideString;  
    aColorKey: PColor  
): Boolean;
```

**Description**

This is function TextureLoad.

## 1.1.324 TextureLock

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure TextureLock(  
    aTexture: TTexture;  
    aRect: PRect  
);
```

**Description**

This is function TextureLock.

## 1.1.325 TextureNew

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function TextureNew: TTexture;
```

### Description

This is function TextureNew.

## 1.1.326 TextureNewAlloc

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function TextureNewAlloc(  
    aWidth: Cardinal;  
    aHeight: Cardinal;  
    aAccess: TTextureAccess  
): TTexture;
```

### Description

This is function TextureNewAlloc.

## 1.1.327 TextureNewLoad

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function TextureNewLoad(  
    aArchive: TArchive;  
    aFilename: WideString;  
    aColorKey: PColor  
): TTexture;
```

### Description

This is function TextureNewLoad.

## 1.1.328 TextureRender

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure TextureRender(  
    aTexture: TTexture;  
    aSrcRect: PRect;  
    aX: Single;  
    aY: Single;  
    aScale: Single;  
    aAngle: Single;
```



```
    aFlipMode: TFlipMode;  
    aOriginX: Single;  
    aOriginY: Single;  
    aColor: TColor;  
    aBlendMode: TBlendMode  
);
```

**Description**

This is function TextureRender.

## 1.1.329 TextureRenderTiled

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure TextureRenderTiled(  
    aTexture: TTexture;  
    aDeltaX: Single;  
    aDeltaY: Single;  
    aColor: TColor;  
    aBlendMode: TBlendMode  
);
```

**Description**

This is function TextureRenderTiled.

## 1.1.330 TextureSave

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TextureSave(  
    aTexture: TTexture;  
    aFilename: WideString  
): Boolean;
```

**Description**

This is function TextureSave.

## 1.1.331 TextureSetColor

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure TextureSetColor(  
    aTexture: TTexture;  
    aColor: TColor  
);
```

**Description**

This is function TextureSetColor.

## 1.1.332 TextureSetPixel

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure TextureSetPixel(  
    aTexture: TTexture;  
    aX: Integer;  
    aY: Integer;  
    aColor: TColor  
);
```

### Description

This is function TextureSetPixel.

## 1.1.333 TextureUnload

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure TextureUnload(  
    aTexture: TTexture  
);
```

### Description

This is function TextureUnload.

## 1.1.334 TextureUnlock

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure TextureUnlock(  
    aTexture: TTexture  
);
```

### Description

This is function TextureUnlock.

## 1.1.335 TimerElapsedTime

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function TimerElapsedTime(  
    var aTimer: Single;  
    aSeconds: Single  
): Boolean;
```

**Description**

This is function TimerElapsedTime.

## 1.1.336 TimerFixedUpdateSpeed

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TimerFixedUpdateSpeed: Single;
```

**Description**

This is function TimerFixedUpdateSpeed.

## 1.1.337 TimerFrameRate

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TimerFrameRate: Cardinal;
```

**Description**

This is function TimerFrameRate.

## 1.1.338 TimerFrameSpeed

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TimerFrameSpeed(  
    var aTimer: Single;  
    aSpeed: Single  
): Boolean;
```

**Description**

This is function TimerFrameSpeed.

## 1.1.339 TimerReset

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure TimerReset(  
    aSpeed: Single = 0;  
    aFixedSpeed: Single = 0  
);
```

**Description**

This is function TimerReset.

## 1.1.340 TimerUpdateSpeed

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function TimerUpdateSpeed: Single;
```

**Description**

This is function TimerUpdateSpeed.

## 1.1.341 VectorAdd

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorAdd(  
    var aVector: TVector;  
    aTo: TVector  
);
```

**Description**

This is function VectorAdd.

## 1.1.342 VectorAngle

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function VectorAngle(  
    aSrc: TVector;  
    aDest: TVector  
): Single;
```

**Description**

This is function VectorAngle.

## 1.1.343 VectorClear

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorClear(  
    var aVector: TVector  
);
```

**Description**

This is function VectorClear.

## 1.1.344 VectorDistance

File: GamePascal.pas ( see page 252)

### Delphi

```
function VectorDistance(  
    aSrc: TVector;  
    aDest: TVector  
): Single;
```

### Description

This is function VectorDistance.

## 1.1.345 VectorDivide

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure VectorDivide(  
    var aVector: TVector;  
    aBy: TVector  
);
```

### Description

This is function VectorDivide.

## 1.1.346 VectorDivideBy

File: GamePascal.pas ( see page 252)

### Delphi

```
procedure VectorDivideBy(  
    var aVector: TVector;  
    aValue: Single  
);
```

### Description

This is function VectorDivideBy.

## 1.1.347 VectorDotProduct

File: GamePascal.pas ( see page 252)

### Delphi

```
function VectorDotProduct(  
    aSrc: TVector;  
    aDest: TVector  
): Single;
```

**Description**

This is function VectorDotProduct.

## 1.1.348 VectorMagnitude

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function VectorMagnitude.

## 1.1.349 VectorMagnitudeSquared

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is function VectorMagnitudeSquared.

## 1.1.350 VectorMagnitudeTruncate

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function VectorMagnitudeTruncate(  
    aVector: TVector;  
    aMaxMagitude: Single  
): TVector;
```

**Description**

This is function VectorMagnitudeTruncate.

## 1.1.351 VectorMultiply

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorMultiply(  
    var aVector: TVector;  
    aBy: TVector  
);
```

**Description**

This is function VectorMultiply.

## 1.1.352 VectorNegate

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorNegate(  
    var aVector: TVector  
);
```

**Description**

This is function VectorNegate.

## 1.1.353 VectorNormalize

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorNormalize(  
    var aVector: TVector  
);
```

**Description**

This is function VectorNormalize.

## 1.1.354 VectorProject

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function VectorProject(  
    aVector: TVector;  
    aBy: TVector  
): TVector;
```

**Description**

This is function VectorProject.

## 1.1.355 VectorScale

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorScale(  
    var aVector: TVector;  
    aValue: Single  
);
```

**Description**

This is function VectorScale.

## 1.1.356 VectorSubtract

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorSubtract(  
    var aVector: TVector;  
    aFrom: TVector  
);
```

**Description**

This is function VectorSubtract.

## 1.1.357 VectorThrust

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VectorThrust(  
    var aVector: TVector;  
    aAngle: Single;  
    aSpeed: Single  
);
```

**Description**

This is function VectorThrust.

## 1.1.358 VideoDraw

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VideoDraw(  
    aX: Single;  
    aY: Single;  
    aScale: Single  
);
```

**Description**

This is function VideoDraw.

## 1.1.359 VideoGetFrameRate

**File:** GamePascal.pas ( see page 252)



**Delphi**

```
function VideoGetFrameRate: Single;
```

**Description**

This is function VideoGetFrameRate.

## 1.1.360 VideoGetHeight

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function VideoGetHeight: Cardinal;
```

**Description**

This is function VideoGetHeight.

## 1.1.361 VideoGetStatus

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function VideoGetStatus: TVideoStatus;
```

**Description**

This is function VideoGetStatus.

## 1.1.362 VideoGetVolume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function VideoGetVolume: Single;
```

**Description**

This is function VideoGetVolume.

## 1.1.363 VideoGetWidth

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function VideoGetWidth: Cardinal;
```

**Description**

This is function VideoGetWidth.

## 1.1.364 VideoLoad

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function VideoLoad(  
    aArchive: TArchive;  
    aFilename: WideString  
): Boolean;
```

### Description

This is function VideoLoad.

## 1.1.365 VideoLoadPlay

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure VideoLoadPlay(  
    aArchive: TArchive;  
    aFilename: WideString;  
    aVolume: Single;  
    aLoop: Integer  
);
```

### Description

This is function VideoLoadPlay.

## 1.1.366 VideoPause

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure VideoPause(  
    aPause: Boolean  
);
```

### Description

This is function VideoPause.

## 1.1.367 VideoPlay

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure VideoPlay(  
    aVolume: Single;  
    aLoop: Integer  
);
```

**Description**

This is function VideoPlay.

## 1.1.368 VideoRewind

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VideoRewind;
```

**Description**

This is function VideoRewind.

## 1.1.369 VideoSetVolume

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VideoSetVolume(  
    aVolume: Single  
);
```

**Description**

This is function VideoSetVolume.

## 1.1.370 VideoStop

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VideoStop;
```

**Description**

This is function VideoStop.

## 1.1.371 VideoUnload

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure VideoUnload;
```

**Description**

This is function VideoUnload.

## 1.1.372 VirtualAllocMem

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function VirtualAllocMem(  
    aSize: Cardinal  
): Pointer;
```

### Description

This is function VirtualAllocMem.

## 1.1.373 VirtualCreateDir

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function VirtualCreateDir(  
    aPath: WideString  
): Boolean;
```

### Description

This is function VirtualCreateDir.

## 1.1.374 VirtualCreateFile

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function VirtualCreateFile(  
    aFilename: WideString  
): Boolean;
```

### Description

This is function VirtualCreateFile.

## 1.1.375 VirtualDeleteFile

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function VirtualDeleteFile(  
    aFilename: WideString  
): Boolean;
```

### Description

This is function VirtualDeleteFile.

## 1.1.376 VirtualForceDirs

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function VirtualForceDirs(  
    aPath: WideString  
): Boolean;
```

### Description

This is function VirtualForceDirs.

## 1.1.377 VirtualFreeMem

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function VirtualFreeMem(  
    aData: Pointer  
): Boolean;
```

### Description

This is function VirtualFreeMem.

## 1.1.378 WasKeyPressed

**File:** GamePascal.pas ( see page 252)

### Delphi

```
function WasKeyPressed(  
    aVirtualKeyCode: Integer  
): Boolean;
```

### Description

This is function WasKeyPressed.

## 1.1.379 WindowClear

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure WindowClear(  
    aColor: TColor  
);
```

### Description

This is function WindowClear.

## 1.1.380 WindowClose

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure WindowClose;
```

### Description

This is function WindowClose.

## 1.1.381 WindowDrawFilledRect

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure WindowDrawFilledRect(  
  aX: Single;  
  aY: Single;  
  aWidth: Single;  
  aHeight: Single;  
  aColor: TColor;  
  aBlendMode: TBlendMode  
);
```

### Description

This is function WindowDrawFilledRect.

## 1.1.382 WindowDrawLine

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure WindowDrawLine(  
  aX1: Single;  
  aY1: Single;  
  aX2: Single;  
  aY2: Single;  
  aColor: TColor;  
  aBlendMode: TBlendMode  
);
```

### Description

This is function WindowDrawLine.

## 1.1.383 WindowDrawPoint

**File:** GamePascal.pas ( see page 252)

### Delphi

```
procedure WindowDrawPoint(  

```

```
    aX: Single;  
    aY: Single;  
    aColor: TColor;  
    aBlendMode: TBlendMode  
);
```

**Description**

This is function WindowDrawPoint.

## 1.1.384 WindowDrawRect

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure WindowDrawRect(  
    aX: Single;  
    aY: Single;  
    aWidth: Single;  
    aHeight: Single;  
    aColor: TColor;  
    aBlendMode: TBlendMode  
);
```

**Description**

This is function WindowDrawRect.

## 1.1.385 WindowGetTitle

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function WindowGetTitle: WideString;
```

**Description**

This is function WindowGetTitle.

## 1.1.386 WindowGetViewport

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function WindowGetViewport: TRect;
```

**Description**

This is function WindowGetViewport.

## 1.1.387 WindowIsOpen

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function WindowIsOpen: Boolean;
```

**Description**

This is function WindowIsOpen.

## 1.1.388 WindowOpen

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function WindowOpen(  
    aTitle: WideString;  
    aX: Integer;  
    aY: Integer;  
    aWidth: Integer = WINDOW_WIDTH;  
    aHeight: Integer = WINDOW_HEIGHT  
): Boolean;
```

**Description**

This is function WindowOpen.

## 1.1.389 WindowSave

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
function WindowSave(  
    aFilename: WideString  
): Boolean;
```

**Description**

This is function WindowSave.

## 1.1.390 WindowSetTitle

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
procedure WindowSetTitle(  
    aTitle: WideString  
);
```

**Description**

This is function WindowSetTitle.

## 1.1.391 WindowShow

**File:** GamePascal.pas ( see page 252)



**Delphi**

```
procedure WindowShow;
```












**Description**

This is function WindowShow.







## 1.2 Structs, Records, Enums

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

**Enumerations**

	TBlendMode ( see page 130)	This is record TBlendMode.
	TCompilerErrorType ( see page 131)	This is record TCompilerErrorType.
	TEaseType ( see page 131)	This is record TEaseType.
	TFlipMode ( see page 132)	This is record TFlipMode.
	TGameEventType ( see page 132)	This is record TGameEventType.
	THAlign ( see page 133)	This is record THAlign.
	TLineIntersection ( see page 133)	This is record TLineIntersection.
	TSpeechVoiceAttribute ( see page 134)	This is record TSpeechVoiceAttribute.
	TTextureAccess ( see page 134)	This is record TTextureAccess.
	TVAlign ( see page 135)	This is record TVAlign.
	TVideoStatus ( see page 135)	This is record TVideoStatus.

**Records**

	TColor ( see page 131)	This is record TColor.
	TGameEventParam ( see page 132)	This is record TGameEventParam.
	TPoint ( see page 133)	This is record TPoint.
	TRange ( see page 133)	This is record TRange.
	TRect ( see page 134)	This is record TRect.
	TVector ( see page 135)	This is record TVector.

### 1.2.1 TBlendMode

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TBlendMode.

## 1.2.2 TColor

**File:** GamePascal.pas ( see page 252)

### Delphi

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

### Description

This is record TColor.

## 1.2.3 TCompilerErrorType

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TCompilerErrorType = (
  etError,
  etWarning
);
```

### Description

This is record TCompilerErrorType.

## 1.2.4 TEaseType

**File:** GamePascal.pas ( see page 252)

### Delphi

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

```
);
```

**Description**

This is record TEaseType.

## 1.2.5 TFlipMode

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TFlipMode.

## 1.2.6 TGameEventParam

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TGameEventParam = record  
    geReady_Ready: Boolean;  
    geUpdate_DeltaTime: Double;  
    geFixedUpdate_Time: Single;  
    geVideoStatus_Status: TVideoStatus;  
    geVideoStatus_Filename: WideString;  
    geSpeechWord_Word: WideString;  
    geSpeechWord_Text: WideString;  
end;
```

**Description**

This is record TGameEventParam.

## 1.2.7 TGameEventType

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TGameEventType = (  
    geStartup,  
    geShutdown,  
    geReady,  
    geUpdate,  
    geFixedUpdate,  
    geClearWindow,  
    geShowWindow,  
    geRender,  
    geRenderHud,  
    geVideoStatus,  
    geSpeechWord  
);
```

**Description**

This is record TGameEventType.

## 1.2.8 THAlign

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record THAlign.

## 1.2.9 TLineIntersection

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TLineIntersection.

## 1.2.10 TPoint

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TPoint.

## 1.2.11 TRange

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TRange.

## 1.2.12 TRect

File: GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TRect.

## 1.2.13 TSpeechVoiceAttribute

File: GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TSpeechVoiceAttribute.

## 1.2.14 TTextureAccess

File: GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TTextureAccess.

## 1.2.15 TValign

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TValign.

## 1.2.16 TVector

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TVector = record  
    W: Single;  
    X: Single;  
    Y: Single;  
    Z: Single;  
end;
```

**Description**

This is record TVector.

## 1.2.17 TVideoStatus

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is record TVideoStatus.

## 1.3 Types

The following table lists types in this documentation.

**Types**

PColor ( see page 136)	This is type PColor.
PGameEventParam ( see page 136)	This is type PGameEventParam.
PPoint ( see page 136)	This is type PPoint.
PRange ( see page 137)	This is type PRange.
PRect ( see page 137)	This is type PRect.
PVector ( see page 137)	This is type PVector.
TArchive ( see page 137)	This is type TArchive.
TArchiveBuildProgressEvent ( see page 138)	This is type TArchiveBuildProgressEvent.
TArchiveFile ( see page 138)	This is type TArchiveFile.
TAsyncProc ( see page 138)	This is type TAsyncProc.
TBuffer ( see page 138)	This is type TBuffer.
TCmdConsoleActionEvent ( see page 138)	This is type TCmdConsoleActionEvent.
TCompiler ( see page 139)	This is type TCompiler.
TCompilerMessageEvent ( see page 139)	This is type TCompilerMessageEvent.
TEntity ( see page 139)	This is type TEntity.
TFont ( see page 139)	This is type TFont.
TGameEvent ( see page 140)	This is type TGameEvent.
TPolygon ( see page 140)	This is type TPolygon.
TSprite ( see page 140)	This is type TSprite.
TStarfield ( see page 140)	This is type TStarfield.
TTexture ( see page 140)	This is type TTexture.

## 1.3.1 PColor

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
PColor = ^TColor;
```

**Description**

This is type PColor.

## 1.3.2 PGameEventParam

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
PGameEventParam = ^TGameEventParam;
```

**Description**

This is type PGameEventParam.

## 1.3.3 PPoint

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
PPoint = ^TPoint;
```

**Description**

This is type PPoint.

## 1.3.4 PRange

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
PRange = ^TRange;
```

**Description**

This is type PRange.

## 1.3.5 PRect

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
PRect = ^TRect;
```

**Description**

This is type PRect.

## 1.3.6 PVector

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
PVector = ^TVector;
```

**Description**

This is type PVector.

## 1.3.7 TArchive

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TArchive = type Pointer;
```

**Description**

This is type TArchive.



## 1.3.8 TArchiveBuildProgressEvent

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TArchiveBuildProgressEvent = procedure (aSender: Pointer; aFilename: WideString; aProgress: Integer);
```

### Description

This is type TArchiveBuildProgressEvent.

## 1.3.9 TArchiveFile

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TArchiveFile = type Pointer;
```

### Description

This is type TArchiveFile.

## 1.3.10 TAsyncProc

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TAsyncProc = procedure (aSender: Pointer);
```

### Description

This is type TAsyncProc.

## 1.3.11 TBuffer

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TBuffer = type Pointer;
```

### Description

This is type TBuffer.

## 1.3.12 TCmdConsoleActionEvent

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TCmdConsoleActionEvent = procedure (aSender: Pointer; aParams: array of WideString);
```

**Description**

This is type TCmdConsoleActionEvent.

## 1.3.13 TCompiler

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TCompiler = type Pointer;
```

**Description**

This is type TCompiler.

## 1.3.14 TCompilerMessageEvent

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TCompilerMessageEvent = procedure (aSender: Pointer; aMsg: WideString);
```

**Description**

This is type TCompilerMessageEvent.

## 1.3.15 TEntity

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TEntity = type Pointer;
```

**Description**

This is type TEntity.

## 1.3.16 TFont

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TFont = type Pointer;
```

**Description**

This is type TFont.

## 1.3.17 TGameEvent

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TGameEvent = procedure (aSender: Pointer; aType: TGameEventType; aParam: PGameEventParam);
```

### Description

This is type TGameEvent.

## 1.3.18 TPolygon

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TPolygon = type Pointer;
```

### Description

This is type TPolygon.

## 1.3.19 TSprite

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TSprite = type Pointer;
```

### Description

This is type TSprite.

## 1.3.20 TStarfield

**File:** GamePascal.pas ( see page 252)

### Delphi

```
TStarfield = type Pointer;
```

### Description

This is type TStarfield.

## 1.3.21 TTexture

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TTexture = type Pointer;
```

**Description**

This is type TTexture.

## 1.4 Constants

The following table lists constants in this documentation.

**Constants**

ALICEBLUE ( see page 150)	This is constant ALICEBLUE.
ANTIQUEWHITE ( see page 151)	This is constant ANTIQUEWHITE.
AQUA ( see page 151)	This is constant AQUA.
AQUAMARINE ( see page 151)	This is constant AQUAMARINE.
ARCEXT ( see page 151)	This is constant ARCEXT.
AUDIO_CHANNEL_COUNT ( see page 152)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_CHANNEL_DYNAMIC ( see page 152)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_ERROR ( see page 152)	This is constant AUDIO_ERROR.
AUDIO_MUSIC_COUNT ( see page 152)	This is constant AUDIO_MUSIC_COUNT.
AUDIO_SOUND_COUNT ( see page 152)	This is constant AUDIO_SOUND_COUNT.
AZURE ( see page 153)	This is constant AZURE.
BEIGE ( see page 153)	This is constant BEIGE.
BISQUE ( see page 153)	This is constant BISQUE.
BLACK ( see page 153)	This is constant BLACK.
BLANCHEDALMOND ( see page 154)	This is constant BLANCHEDALMOND.
BLANK ( see page 154)	This is constant BLANK.
BLUE ( see page 154)	This is constant BLUE.
BLUEVIOLET ( see page 154)	This is constant BLUEVIOLET.
BROWN ( see page 154)	This is constant BROWN.
BURLYWOOD ( see page 155)	This is constant BURLYWOOD.
BUTTON_LEFT ( see page 155)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE ( see page 155)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT ( see page 155)	This is constant BUTTON_RIGHT.
BUTTON_X1 ( see page 156)	This is constant BUTTON_X1.
BUTTON_X2 ( see page 156)	This is constant BUTTON_X2.
CADETBBLUE ( see page 156)	This is constant CADETBBLUE.
CHARTREUSE ( see page 156)	This is constant CHARTREUSE.
CHOCOLATE ( see page 156)	This is constant CHOCOLATE.
COLORKEY ( see page 157)	This is constant COLORKEY.
CORAL ( see page 157)	This is constant CORAL.
CORNFLOWERBLUE ( see page 157)	This is constant CORNFLOWERBLUE.
CORNSILK ( see page 157)	This is constant CORNSILK.
CR ( see page 158)	This is constant CR.
CRIMSON ( see page 158)	This is constant CRIMSON.
CRLF ( see page 158)	This is constant CRLF.
CYAN ( see page 158)	This is constant CYAN.

DARKBLUE ( see page 158)	This is constant DARKBLUE.
DARKCYAN ( see page 159)	This is constant DARKCYAN.
DARKGOLDENROD ( see page 159)	This is constant DARKGOLDENROD.
DARKGRAY ( see page 159)	This is constant DARKGRAY.
DARKGREEN ( see page 159)	This is constant DARKGREEN.
DARKGREY ( see page 160)	This is constant DARKGREY.
DARKKHAKI ( see page 160)	This is constant DARKKHAKI.
DARKMAGENTA ( see page 160)	This is constant DARKMAGENTA.
DARKOLIVEGREEN ( see page 160)	This is constant DARKOLIVEGREEN.
DARKORANGE ( see page 160)	This is constant DARKORANGE.
DARKORCHID ( see page 161)	This is constant DARKORCHID.
DARKRED ( see page 161)	This is constant DARKRED.
DARKSALMON ( see page 161)	This is constant DARKSALMON.
DARKSEAGREEN ( see page 161)	This is constant DARKSEAGREEN.
DARKSLATEBLUE ( see page 162)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN ( see page 162)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY ( see page 162)	This is constant DARKSLATEGRAY.
DARKTURQUOISE ( see page 162)	This is constant DARKTURQUOISE.
DARKVIOLET ( see page 162)	This is constant DARKVIOLET.
DEEPPINK ( see page 163)	This is constant DEEPPINK.
DEEPSKYBLUE ( see page 163)	This is constant DEEPSKYBLUE.
DEGTORAD ( see page 163)	This is constant DEGTORAD.
DIMGRAY ( see page 163)	This is constant DIMGRAY.
DIMWHITE ( see page 164)	This is constant DIMWHITE.
DODGERBLUE ( see page 164)	This is constant DODGERBLUE.
EPSILON ( see page 164)	This is constant EPSILON.
FIREBRICK ( see page 164)	This is constant FIREBRICK.
FLORALWHITE ( see page 164)	This is constant FLORALWHITE.
FORESTGREEN ( see page 165)	This is constant FORESTGREEN.
FUCHSIA ( see page 165)	This is constant FUCHSIA.
GAINSBORO ( see page 165)	This is constant GAINSBORO.
GAMEPAD_AXIS_LEFTX ( see page 165)	This is constant GAMEPAD_AXIS_LEFTX.
GAMEPAD_AXIS_LEFTY ( see page 166)	This is constant GAMEPAD_AXIS_LEFTY.
GAMEPAD_AXIS_RIGHTX ( see page 166)	This is constant GAMEPAD_AXIS_RIGHTX.
GAMEPAD_AXIS_RIGHTY ( see page 166)	This is constant GAMEPAD_AXIS_RIGHTY.
GAMEPAD_AXIS_TRIGGERLEFT ( see page 166)	This is constant GAMEPAD_AXIS_TRIGGERLEFT.
GAMEPAD_AXIS_TRIGGERRIGHT ( see page 166)	This is constant GAMEPAD_AXIS_TRIGGERRIGHT.
GAMEPAD_BUTTON_A ( see page 167)	This is constant GAMEPAD_BUTTON_A.
GAMEPAD_BUTTON_B ( see page 167)	This is constant GAMEPAD_BUTTON_B.
GAMEPAD_BUTTON_BACK ( see page 167)	This is constant GAMEPAD_BUTTON_BACK.
GAMEPAD_BUTTON_DPAD_DOWN ( see page 167)	This is constant GAMEPAD_BUTTON_DPAD_DOWN.
GAMEPAD_BUTTON_DPAD_LEFT ( see page 168)	This is constant GAMEPAD_BUTTON_DPAD_LEFT.
GAMEPAD_BUTTON_DPAD_RIGHT ( see page 168)	This is constant GAMEPAD_BUTTON_DPAD_RIGHT.
GAMEPAD_BUTTON_DPAD_UP ( see page 168)	This is constant GAMEPAD_BUTTON_DPAD_UP.

GAMEPAD_BUTTON_GUIDE ( see page 168)	This is constant GAMEPAD_BUTTON_GUIDE.
GAMEPAD_BUTTON_LEFTSHOULDER ( see page 168)	This is constant GAMEPAD_BUTTON_LEFTSHOULDER.
GAMEPAD_BUTTON_LEFTSTICK ( see page 169)	This is constant GAMEPAD_BUTTON_LEFTSTICK.
GAMEPAD_BUTTON_MISC1 ( see page 169)	This is constant GAMEPAD_BUTTON_MISC1.
GAMEPAD_BUTTON_PADDLE1 ( see page 169)	This is constant GAMEPAD_BUTTON_PADDLE1.
GAMEPAD_BUTTON_PADDLE2 ( see page 169)	This is constant GAMEPAD_BUTTON_PADDLE2.
GAMEPAD_BUTTON_PADDLE3 ( see page 170)	This is constant GAMEPAD_BUTTON_PADDLE3.
GAMEPAD_BUTTON_PADDLE4 ( see page 170)	This is constant GAMEPAD_BUTTON_PADDLE4.
GAMEPAD_BUTTON_RIGHTSHOULDER ( see page 170)	This is constant GAMEPAD_BUTTON_RIGHTSHOULDER.
GAMEPAD_BUTTON_RIGHTSTICK ( see page 170)	This is constant GAMEPAD_BUTTON_RIGHTSTICK.
GAMEPAD_BUTTON_START ( see page 170)	This is constant GAMEPAD_BUTTON_START.
GAMEPAD_BUTTON_TOUCHPAD ( see page 171)	This is constant GAMEPAD_BUTTON_TOUCHPAD.
GAMEPAD_BUTTON_X ( see page 171)	This is constant GAMEPAD_BUTTON_X.
GAMEPAD_BUTTON_Y ( see page 171)	This is constant GAMEPAD_BUTTON_Y.
GHOSTWHITE ( see page 171)	This is constant GHOSTWHITE.
GOLD ( see page 172)	This is constant GOLD.
GOLDENROD ( see page 172)	This is constant GOLDENROD.
GPL_DLL ( see page 172)	This is constant GPL_DLL.
GRAY ( see page 172)	This is constant GRAY.
GREEN ( see page 172)	This is constant GREEN.
GREENYELLOW ( see page 173)	This is constant GREENYELLOW.
GREY ( see page 173)	This is constant GREY.
HONEYDEW ( see page 173)	This is constant HONEYDEW.
HOTPINK ( see page 173)	This is constant HOTPINK.
INDIANRED ( see page 174)	This is constant INDIANRED.
INDIGO ( see page 174)	This is constant INDIGO.
INIEXT ( see page 174)	This is constant INIEXT.
IVORY ( see page 174)	This is constant IVORY.
KEY_0 ( see page 174)	This is constant KEY_0.
KEY_1 ( see page 175)	This is constant KEY_1.
KEY_2 ( see page 175)	This is constant KEY_2.
KEY_3 ( see page 175)	This is constant KEY_3.
KEY_4 ( see page 175)	This is constant KEY_4.
KEY_5 ( see page 176)	This is constant KEY_5.
KEY_6 ( see page 176)	This is constant KEY_6.
KEY_7 ( see page 176)	This is constant KEY_7.
KEY_8 ( see page 176)	This is constant KEY_8.
KEY_9 ( see page 176)	This is constant KEY_9.
KEY_A ( see page 177)	This is constant KEY_A.
KEY_AC_BACK ( see page 177)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS ( see page 177)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD ( see page 177)	This is constant KEY_AC_FORWARD.

KEY_AC_HOME ( see page 178)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH ( see page 178)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH ( see page 178)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP ( see page 178)	This is constant KEY_AC_STOP.
KEY_AGAIN ( see page 178)	This is constant KEY_AGAIN.
KEY_ALTERASE ( see page 179)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE ( see page 179)	This is constant KEY_APOSTROPHE.
KEY_APP1 ( see page 179)	This is constant KEY_APP1.
KEY_APP2 ( see page 179)	This is constant KEY_APP2.
KEY_APPLICATION ( see page 180)	This is constant KEY_APPLICATION.
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KEY_AUDIOMUTE ( see page 180)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT ( see page 180)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY ( see page 180)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV ( see page 181)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND ( see page 181)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP ( see page 181)	This is constant KEY_AUDIOSTOP.
KEY_B ( see page 181)	This is constant KEY_B.
KEY_BACKSLASH ( see page 182)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE ( see page 182)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN ( see page 182)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP ( see page 182)	This is constant KEY_BRIGHTNESSUP.
KEY_C ( see page 182)	This is constant KEY_C.
KEY_CALCULATOR ( see page 183)	This is constant KEY_CALCULATOR.
KEY_CALL ( see page 183)	This is constant KEY_CALL.
KEY_CANCEL ( see page 183)	This is constant KEY_CANCEL.
KEY_CAPSLOCK ( see page 183)	This is constant KEY_CAPSLOCK.
KEY_CLEAR ( see page 184)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN ( see page 184)	This is constant KEY_CLEARAGAIN.
KEY_COMMA ( see page 184)	This is constant KEY_COMMA.
KEY_COMPUTER ( see page 184)	This is constant KEY_COMPUTER.
KEY_COPY ( see page 184)	This is constant KEY_COPY.
KEY_CRSEL ( see page 185)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT ( see page 185)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT ( see page 185)	This is constant KEY_CURRENCYUNIT.
KEY_CUT ( see page 185)	This is constant KEY_CUT.
KEY_D ( see page 186)	This is constant KEY_D.
KEY_DECIMALSEPARATOR ( see page 186)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE ( see page 186)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH ( see page 186)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN ( see page 186)	This is constant KEY_DOWN.
KEY_E ( see page 187)	This is constant KEY_E.
KEY_EJECT ( see page 187)	This is constant KEY_EJECT.
KEY_END ( see page 187)	This is constant KEY_END.
KEY_ENDCALL ( see page 187)	This is constant KEY_ENDCALL.
KEY_EQUALS ( see page 188)	This is constant KEY_EQUALS.
KEY_ESCAPE ( see page 188)	This is constant KEY_ESCAPE.
KEY_EXECUTE ( see page 188)	This is constant KEY_EXECUTE.
KEY_F ( see page 188)	This is constant KEY_F.

KEY_F1 ( see page 188)	This is constant KEY_F1.
KEY_F10 ( see page 189)	This is constant KEY_F10.
KEY_F11 ( see page 189)	This is constant KEY_F11.
KEY_F12 ( see page 189)	This is constant KEY_F12.
KEY_F13 ( see page 189)	This is constant KEY_F13.
KEY_F14 ( see page 190)	This is constant KEY_F14.
KEY_F15 ( see page 190)	This is constant KEY_F15.
KEY_F16 ( see page 190)	This is constant KEY_F16.
KEY_F17 ( see page 190)	This is constant KEY_F17.
KEY_F18 ( see page 190)	This is constant KEY_F18.
KEY_F19 ( see page 191)	This is constant KEY_F19.
KEY_F2 ( see page 191)	This is constant KEY_F2.
KEY_F20 ( see page 191)	This is constant KEY_F20.
KEY_F21 ( see page 191)	This is constant KEY_F21.
KEY_F22 ( see page 192)	This is constant KEY_F22.
KEY_F23 ( see page 192)	This is constant KEY_F23.
KEY_F24 ( see page 192)	This is constant KEY_F24.
KEY_F3 ( see page 192)	This is constant KEY_F3.
KEY_F4 ( see page 192)	This is constant KEY_F4.
KEY_F5 ( see page 193)	This is constant KEY_F5.
KEY_F6 ( see page 193)	This is constant KEY_F6.
KEY_F7 ( see page 193)	This is constant KEY_F7.
KEY_F8 ( see page 193)	This is constant KEY_F8.
KEY_F9 ( see page 194)	This is constant KEY_F9.
KEY_FIND ( see page 194)	This is constant KEY_FIND.
KEY_G ( see page 194)	This is constant KEY_G.
KEY_GRAVE ( see page 194)	This is constant KEY_GRAVE.
KEY_H ( see page 194)	This is constant KEY_H.
KEY_HELP ( see page 195)	This is constant KEY_HELP.
KEY_HOME ( see page 195)	This is constant KEY_HOME.
KEY_I ( see page 195)	This is constant KEY_I.
KEY_INSERT ( see page 195)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 ( see page 196)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 ( see page 196)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 ( see page 196)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 ( see page 196)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 ( see page 196)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 ( see page 197)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 ( see page 197)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 ( see page 197)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 ( see page 197)	This is constant KEY_INTERNATIONAL9.
KEY_J ( see page 198)	This is constant KEY_J.
KEY_K ( see page 198)	This is constant KEY_K.
KEY_KBDILLUMDOWN ( see page 198)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE ( see page 198)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP ( see page 198)	This is constant KEY_KBDILLUMUP.
KEY_KP_0 ( see page 199)	This is constant KEY_KP_0.
KEY_KP_00 ( see page 199)	This is constant KEY_KP_00.
KEY_KP_000 ( see page 199)	This is constant KEY_KP_000.



KEY_KP_1 ( see page 199)	This is constant KEY_KP_1.
KEY_KP_2 ( see page 200)	This is constant KEY_KP_2.
KEY_KP_3 ( see page 200)	This is constant KEY_KP_3.
KEY_KP_4 ( see page 200)	This is constant KEY_KP_4.
KEY_KP_5 ( see page 200)	This is constant KEY_KP_5.
KEY_KP_6 ( see page 200)	This is constant KEY_KP_6.
KEY_KP_7 ( see page 201)	This is constant KEY_KP_7.
KEY_KP_8 ( see page 201)	This is constant KEY_KP_8.
KEY_KP_9 ( see page 201)	This is constant KEY_KP_9.
KEY_KP_A ( see page 201)	This is constant KEY_KP_A.
KEY_KP_AMPERSAND ( see page 202)	This is constant KEY_KP_AMPERSAND.
KEY_KP_AT ( see page 202)	This is constant KEY_KP_AT.
KEY_KP_B ( see page 202)	This is constant KEY_KP_B.
KEY_KP_BACKSPACE ( see page 202)	This is constant KEY_KP_BACKSPACE.
KEY_KP_BINARY ( see page 202)	This is constant KEY_KP_BINARY.
KEY_KP_C ( see page 203)	This is constant KEY_KP_C.
KEY_KP_CLEAR ( see page 203)	This is constant KEY_KP_CLEAR.
KEY_KP_CLEARENTRY ( see page 203)	This is constant KEY_KP_CLEARENTRY.
KEY_KP_COLON ( see page 203)	This is constant KEY_KP_COLON.
KEY_KP_COMMA ( see page 204)	This is constant KEY_KP_COMMA.
KEY_KP_D ( see page 204)	This is constant KEY_KP_D.
KEY_KP_DBLAMPERSAND ( see page 204)	This is constant KEY_KP_DBLAMPERSAND.
KEY_KP_DBLVERTICALBAR ( see page 204)	This is constant KEY_KP_DBLVERTICALBAR.
KEY_KP_DECIMAL ( see page 204)	This is constant KEY_KP_DECIMAL.
KEY_KP_DIVIDE ( see page 205)	This is constant KEY_KP_DIVIDE.
KEY_KP_E ( see page 205)	This is constant KEY_KP_E.
KEY_KP_ENTER ( see page 205)	This is constant KEY_KP_ENTER.
KEY_KP_EQUALS ( see page 205)	This is constant KEY_KP_EQUALS.
KEY_KP_EQUALSAS400 ( see page 206)	This is constant KEY_KP_EQUALSAS400.
KEY_KP_EXCLAM ( see page 206)	This is constant KEY_KP_EXCLAM.
KEY_KP_F ( see page 206)	This is constant KEY_KP_F.
KEY_KP_GREATER ( see page 206)	This is constant KEY_KP_GREATER.
KEY_KP_HASH ( see page 206)	This is constant KEY_KP_HASH.
KEY_KP_HEXADECEIMAL ( see page 207)	This is constant KEY_KP_HEXADECEIMAL.
KEY_KP_LEFTBRACE ( see page 207)	This is constant KEY_KP_LEFTBRACE.
KEY_KP_LEFTPAREN ( see page 207)	This is constant KEY_KP_LEFTPAREN.
KEY_KP_LESS ( see page 207)	This is constant KEY_KP_LESS.
KEY_KP_MEMADD ( see page 208)	This is constant KEY_KP_MEMADD.
KEY_KP_MEMCLEAR ( see page 208)	This is constant KEY_KP_MEMCLEAR.
KEY_KP_MEMDIVIDE ( see page 208)	This is constant KEY_KP_MEMDIVIDE.
KEY_KP_MEMMULTIPLY ( see page 208)	This is constant KEY_KP_MEMMULTIPLY.
KEY_KP_MEMRECALL ( see page 208)	This is constant KEY_KP_MEMRECALL.
KEY_KP_MEMSTORE ( see page 209)	This is constant KEY_KP_MEMSTORE.
KEY_KP_MEMSUBTRACT ( see page 209)	This is constant KEY_KP_MEMSUBTRACT.
KEY_KP_MINUS ( see page 209)	This is constant KEY_KP_MINUS.
KEY_KP_MULTIPLY ( see page 209)	This is constant KEY_KP_MULTIPLY.
KEY_KP_OCTAL ( see page 210)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT ( see page 210)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD ( see page 210)	This is constant KEY_KP_PERIOD.

KEY_KP_PLUS ( see page 210)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS ( see page 210)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER ( see page 211)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE ( see page 211)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN ( see page 211)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE ( see page 211)	This is constant KEY_KP_SPACE.
KEY_KP_TAB ( see page 212)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR ( see page 212)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR ( see page 212)	This is constant KEY_KP_XOR.
KEY_L ( see page 212)	This is constant KEY_L.
KEY_LALT ( see page 212)	This is constant KEY_LALT.
KEY_LANG1 ( see page 213)	This is constant KEY_LANG1.
KEY_LANG2 ( see page 213)	This is constant KEY_LANG2.
KEY_LANG3 ( see page 213)	This is constant KEY_LANG3.
KEY_LANG4 ( see page 213)	This is constant KEY_LANG4.
KEY_LANG5 ( see page 214)	This is constant KEY_LANG5.
KEY_LANG6 ( see page 214)	This is constant KEY_LANG6.
KEY_LANG7 ( see page 214)	This is constant KEY_LANG7.
KEY_LANG8 ( see page 214)	This is constant KEY_LANG8.
KEY_LANG9 ( see page 214)	This is constant KEY_LANG9.
KEY_LCTRL ( see page 215)	This is constant KEY_LCTRL.
KEY_LEFT ( see page 215)	This is constant KEY_LEFT.
KEY_LEFTBRACKET ( see page 215)	This is constant KEY_LEFTBRACKET.
KEY_LGUI ( see page 215)	This is constant KEY_LGUI.
KEY_LSHIFT ( see page 216)	This is constant KEY_LSHIFT.
KEY_M ( see page 216)	This is constant KEY_M.
KEY_MAIL ( see page 216)	This is constant KEY_MAIL.
KEY_MEDIASELECT ( see page 216)	This is constant KEY_MEDIASELECT.
KEY_MENU ( see page 216)	This is constant KEY_MENU.
KEY_MINUS ( see page 217)	This is constant KEY_MINUS.
KEY_MODE ( see page 217)	This is constant KEY_MODE.
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KEY_N ( see page 217)	This is constant KEY_N.
KEY_NONUSBACKSLASH ( see page 218)	This is constant KEY_NONUSBACKSLASH.
KEY_NONUSHASH ( see page 218)	This is constant KEY_NONUSHASH.
KEY_NUMLOCKCLEAR ( see page 218)	This is constant KEY_NUMLOCKCLEAR.
KEY_O ( see page 218)	This is constant KEY_O.
KEY_OPER ( see page 218)	This is constant KEY_OPER.
KEY_OUT ( see page 219)	This is constant KEY_OUT.
KEY_P ( see page 219)	This is constant KEY_P.
KEY_PAGEDOWN ( see page 219)	This is constant KEY_PAGEDOWN.
KEY_PAGEUP ( see page 219)	This is constant KEY_PAGEUP.
KEY_PASTE ( see page 220)	This is constant KEY_PASTE.
KEY_PAUSE ( see page 220)	This is constant KEY_PAUSE.
KEY_PERIOD ( see page 220)	This is constant KEY_PERIOD.
KEY_POWER ( see page 220)	This is constant KEY_POWER.
KEY_PRINTSCREEN ( see page 220)	This is constant KEY_PRINTSCREEN.
KEY_PRIOR ( see page 221)	This is constant KEY_PRIOR.
KEY_Q ( see page 221)	This is constant KEY_Q.

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KEY_RALT ( see page 221)	This is constant KEY_RALT.
KEY_RCTRL ( see page 222)	This is constant KEY_RCTRL.
KEY_RETURN ( see page 222)	This is constant KEY_RETURN.
KEY_RETURN2 ( see page 222)	This is constant KEY_RETURN2.
KEY_RGUI ( see page 222)	This is constant KEY_RGUI.
KEY_RIGHT ( see page 222)	This is constant KEY_RIGHT.
KEY_RIGHTBRACKET ( see page 223)	This is constant KEY_RIGHTBRACKET.
KEY_RSHIFT ( see page 223)	This is constant KEY_RSHIFT.
KEY_S ( see page 223)	This is constant KEY_S.
KEY_SCROLLLOCK ( see page 223)	This is constant KEY_SCROLLLOCK.
KEY_SELECT ( see page 224)	This is constant KEY_SELECT.
KEY_SEMICOLON ( see page 224)	This is constant KEY_SEMICOLON.
KEY_SEPARATOR ( see page 224)	This is constant KEY_SEPARATOR.
KEY_SLASH ( see page 224)	This is constant KEY_SLASH.
KEY_SLEEP ( see page 224)	This is constant KEY_SLEEP.
KEY_SOFTLEFT ( see page 225)	This is constant KEY_SOFTLEFT.
KEY_SOFTRIGHT ( see page 225)	This is constant KEY_SOFTRIGHT.
KEY_SPACE ( see page 225)	This is constant KEY_SPACE.
KEY_STOP ( see page 225)	This is constant KEY_STOP.
KEY_SYSREQ ( see page 226)	This is constant KEY_SYSREQ.
KEY_T ( see page 226)	This is constant KEY_T.
KEY_TAB ( see page 226)	This is constant KEY_TAB.
KEY_THOUSANDSSEPARATOR ( see page 226)	This is constant KEY_THOUSANDSSEPARATOR.
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KEY_UNDO ( see page 227)	This is constant KEY_UNDO.
KEY_UP ( see page 227)	This is constant KEY_UP.
KEY_V ( see page 227)	This is constant KEY_V.
KEY_VOLUMEDOWN ( see page 227)	This is constant KEY_VOLUMEDOWN.
KEY_VOLUMEUP ( see page 228)	This is constant KEY_VOLUMEUP.
KEY_W ( see page 228)	This is constant KEY_W.
KEY_WWW ( see page 228)	This is constant KEY_WWW.
KEY_X ( see page 228)	This is constant KEY_X.
KEY_Y ( see page 228)	This is constant KEY_Y.
KEY_Z ( see page 229)	This is constant KEY_Z.
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LIGHTCORAL ( see page 230)	This is constant LIGHTCORAL.
LIGHTCYAN ( see page 231)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW ( see page 231)	This is constant LIGHTGOLDENRODYELLOW.
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LIGHTGREEN ( see page 231)	This is constant LIGHTGREEN.
LIGHTGREY ( see page 232)	This is constant LIGHTGREY.

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LIGHTSALMON ( see page 232)	This is constant LIGHTSALMON.
LIGHTSEAGREEN ( see page 232)	This is constant LIGHTSEAGREEN.
LIGHTSKYBLUE ( see page 232)	This is constant LIGHTSKYBLUE.
LIGHTSLATEGRAY ( see page 233)	This is constant LIGHTSLATEGRAY.
LIGHTSLATEGREY ( see page 233)	This is constant LIGHTSLATEGREY.
LIGHTSTEELBLUE ( see page 233)	This is constant LIGHTSTEELBLUE.
LIGHTYELLOW ( see page 233)	This is constant LIGHTYELLOW.
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MEDIUMBLUE ( see page 235)	This is constant MEDIUMBLUE.
MEDIUMORCHID ( see page 236)	This is constant MEDIUMORCHID.
MEDIUMPURPLE ( see page 236)	This is constant MEDIUMPURPLE.
MEDIUMSEAGREEN ( see page 236)	This is constant MEDIUMSEAGREEN.
MEDIUMSLATEBLUE ( see page 236)	This is constant MEDIUMSLATEBLUE.
MEDIUMSPRINGGREEN ( see page 236)	This is constant MEDIUMSPRINGGREEN.
MEDIUMTURQUOISE ( see page 237)	This is constant MEDIUMTURQUOISE.
MEDIUMVIOLETRED ( see page 237)	This is constant MEDIUMVIOLETRED.
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MINTCREAM ( see page 237)	This is constant MINTCREAM.
MISTYROSE ( see page 238)	This is constant MISTYROSE.
MOCCASIN ( see page 238)	This is constant MOCCASIN.
MPGEXT ( see page 238)	This is constant MPGEXT.
NAN ( see page 238)	This is constant NAN.
NAVAJOWHITE ( see page 238)	This is constant NAVAJOWHITE.
NAVY ( see page 239)	This is constant NAVY.
OGGEXT ( see page 239)	This is constant OGGEXT.
OLDLACE ( see page 239)	This is constant OLDLACE.
OLIVE ( see page 239)	This is constant OLIVE.
OLIVEDRAB ( see page 240)	This is constant OLIVEDRAB.
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PALEGREEN ( see page 241)	This is constant PALEGREEN.
PALETURQUOISE ( see page 241)	This is constant PALETURQUOISE.
PALEVIOLETRED ( see page 242)	This is constant PALEVIOLETRED.
PAPAYAWHIP ( see page 242)	This is constant PAPAYAWHIP.
PASEXT ( see page 242)	This is constant PASEXT.
PEACHPUFF ( see page 242)	This is constant PEACHPUFF.
PERU ( see page 242)	This is constant PERU.

PINK ( see page 243)	This is constant PINK.
PLUM ( see page 243)	This is constant PLUM.
PNGEXT ( see page 243)	This is constant PNGEXT.
POWDERBLUE ( see page 243)	This is constant POWDERBLUE.
PURPLE ( see page 244)	This is constant PURPLE.
RADTODEG ( see page 244)	This is constant RADTODEG.
REBECCAPURPLE ( see page 244)	This is constant REBECCAPURPLE.
RED ( see page 244)	This is constant RED.
RED2 ( see page 244)	This is constant RED2.
ROSYBROWN ( see page 245)	This is constant ROSYBROWN.
ROYALBLUE ( see page 245)	This is constant ROYALBLUE.
SADDLEBROWN ( see page 245)	This is constant SADDLEBROWN.
SALMON ( see page 245)	This is constant SALMON.
SANDYBROWN ( see page 246)	This is constant SANDYBROWN.
SEAGREEN ( see page 246)	This is constant SEAGREEN.
SEASHELL ( see page 246)	This is constant SEASHELL.
SIENNA ( see page 246)	This is constant SIENNA.
SILVER ( see page 246)	This is constant SILVER.
SKYBLUE ( see page 247)	This is constant SKYBLUE.
SLATEBLUE ( see page 247)	This is constant SLATEBLUE.
SLATEGRAY ( see page 247)	This is constant SLATEGRAY.
SLATEGREY ( see page 247)	This is constant SLATEGREY.
SNOW ( see page 248)	This is constant SNOW.
SPRINGGREEN ( see page 248)	This is constant SPRINGGREEN.
STEELBLUE ( see page 248)	This is constant STEELBLUE.
TAN ( see page 248)	This is constant TAN.
TEAL ( see page 248)	This is constant TEAL.
TEXTINPUT_MAXLEN ( see page 249)	This is constant TEXTINPUT_MAXLEN.
THISTLE ( see page 249)	This is constant THISTLE.
TOMATO ( see page 249)	This is constant TOMATO.
TURQUOISE ( see page 249)	This is constant TURQUOISE.
VIOLET ( see page 250)	This is constant VIOLET.
WHEAT ( see page 250)	This is constant WHEAT.
WHITE ( see page 250)	This is constant WHITE.
WHITE2 ( see page 250)	This is constant WHITE2.
WHITESMOKE ( see page 250)	This is constant WHITESMOKE.
WINDOW_HEIGHT ( see page 251)	This is constant WINDOW_HEIGHT.
WINDOW_WIDTH ( see page 251)	This is constant WINDOW_WIDTH.
YELLOW ( see page 251)	This is constant YELLOW.
YELLOWGREEN ( see page 251)	This is constant YELLOWGREEN.

## 1.4.1 ALICEBLUE

File: GamePascal.pas ( see page 252)

### Delphi

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

**Description**

This is constant ALICEBLUE.

## 1.4.2 ANTIQUEWHITE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
ANTIQUWHITE: TColor = (Red:$FA; Green:$EB; BLue:$D7; Alpha:$FF);
```

**Description**

This is constant ANTIQUEWHITE.

## 1.4.3 AQUA

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant AQUA.

## 1.4.4 AQUAMARINE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant AQUAMARINE.

## 1.4.5 ARCEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant ARCEXT.

## 1.4.6 AUDIO\_CHANNEL\_COUNT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
AUDIO_CHANNEL_COUNT = 16;
```

**Description**

This is constant AUDIO\_CHANNEL\_COUNT.

## 1.4.7 AUDIO\_CHANNEL\_DYNAMIC

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
AUDIO_CHANNEL_DYNAMIC = -2;
```

**Description**

This is constant AUDIO\_CHANNEL\_DYNAMIC.

## 1.4.8 AUDIO\_ERROR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
AUDIO_ERROR = -1;
```

**Description**

This is constant AUDIO\_ERROR.

## 1.4.9 AUDIO\_MUSIC\_COUNT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
AUDIO_MUSIC_COUNT = 256;
```

**Description**

This is constant AUDIO\_MUSIC\_COUNT.

## 1.4.10 AUDIO\_SOUND\_COUNT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
AUDIO_SOUND_COUNT = 256;
```

**Description**

This is constant AUDIO\_SOUND\_COUNT.

## 1.4.11 AZURE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant AZURE.

## 1.4.12 BEIGE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BEIGE.

## 1.4.13 BISQUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BISQUE.

## 1.4.14 BLACK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BLACK.



## 1.4.15 BLANCHEDALMOND

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BLANCHEDALMOND.

## 1.4.16 BLANK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BLANK.

## 1.4.17 BLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BLUE.

## 1.4.18 BLUEVIOLET

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BLUEVIOLET.

## 1.4.19 BROWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BROWN.

## 1.4.20 BURLYWOOD

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant BURLYWOOD.

## 1.4.21 BUTTON\_LEFT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
BUTTON_LEFT = 1;
```

**Description**

This is constant BUTTON\_LEFT.

## 1.4.22 BUTTON\_MIDDLE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
BUTTON_MIDDLE = 2;
```

**Description**

This is constant BUTTON\_MIDDLE.

## 1.4.23 BUTTON\_RIGHT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
BUTTON_RIGHT = 3;
```

**Description**

This is constant BUTTON\_RIGHT.

## 1.4.24 BUTTON\_X1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
BUTTON_X1 = 4;
```

**Description**

This is constant BUTTON\_X1.

## 1.4.25 BUTTON\_X2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
BUTTON_X2 = 5;
```

**Description**

This is constant BUTTON\_X2.

## 1.4.26 CADETBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CADETBLUE.

## 1.4.27 CHARTREUSE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CHARTREUSE.

## 1.4.28 CHOCOLATE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CHOCOLATE.

## 1.4.29 COLORKEY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant COLORKEY.

## 1.4.30 CORAL

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CORAL.

## 1.4.31 CORNFLOWERBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CORNFLOWERBLUE.

## 1.4.32 CORNSILK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CORNSILK.

## 1.4.33 CR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
CR = #10;
```

**Description**

This is constant CR.

## 1.4.34 CRIMSON

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CRIMSON.

## 1.4.35 CRLF

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CRLF.

## 1.4.36 CYAN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant CYAN.

## 1.4.37 DARKBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKBLUE.

## 1.4.38 DARKCYAN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKCYAN.

## 1.4.39 DARKGOLDENROD

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKGOLDENROD.

## 1.4.40 DARKGRAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKGRAY.

## 1.4.41 DARKGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKGREEN.

## 1.4.42 DARKGREY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKGREY.

## 1.4.43 DARKKHAKI

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKKHAKI.

## 1.4.44 DARKMAGENTA

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKMAGENTA.

## 1.4.45 DARKOLIVEGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKOLIVEGREEN.

## 1.4.46 DARKORANGE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKORANGE.

## 1.4.47 DARKORCHID

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKORCHID.

## 1.4.48 DARKRED

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKRED.

## 1.4.49 DARKSALMON

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKSALMON.

## 1.4.50 DARKSEAGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKSEAGREEN.



## 1.4.51 DARKSLATEBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKSLATEBLUE.

## 1.4.52 DARKSLATEBROWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKSLATEBROWN.

## 1.4.53 DARKSLATEGRAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKSLATEGRAY.

## 1.4.54 DARKTURQUOISE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKTURQUOISE.

## 1.4.55 DARKVIOLET

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DARKVIOLET.

## 1.4.56 DEEPPINK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DEEPPINK.

## 1.4.57 DEEPSKYBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DEEPSKYBLUE.

## 1.4.58 DEGTORAD

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DEGTORAD.

## 1.4.59 DIMGRAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DIMGRAY.

## 1.4.60 DIMWHITE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DIMWHITE.

## 1.4.61 DODGERBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant DODGERBLUE.

## 1.4.62 EPSILON

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
EPSILON = 0.00001;
```

**Description**

This is constant EPSILON.

## 1.4.63 FIREBRICK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant FIREBRICK.

## 1.4.64 FLORALWHITE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant FLORALWHITE.

## 1.4.65 FORESTGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant FORESTGREEN.

## 1.4.66 FUCHSIA

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant FUCHSIA.

## 1.4.67 GAINSBORO

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GAINSBORO.

## 1.4.68 GAMEPAD\_AXIS\_LEFTX

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_AXIS_LEFTX = 0;
```

**Description**

This is constant GAMEPAD\_AXIS\_LEFTX.

## 1.4.69 GAMEPAD\_AXIS\_LEFTY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_AXIS_LEFTY = 1;
```

**Description**

This is constant GAMEPAD\_AXIS\_LEFTY.

## 1.4.70 GAMEPAD\_AXIS\_RIGHTX

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_AXIS_RIGHTX = 2;
```

**Description**

This is constant GAMEPAD\_AXIS\_RIGHTX.

## 1.4.71 GAMEPAD\_AXIS\_RIGHTY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_AXIS_RIGHTY = 3;
```

**Description**

This is constant GAMEPAD\_AXIS\_RIGHTY.

## 1.4.72 GAMEPAD\_AXIS\_TRIGGERLEFT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_AXIS_TRIGGERLEFT = 4;
```

**Description**

This is constant GAMEPAD\_AXIS\_TRIGGERLEFT.

## 1.4.73 GAMEPAD\_AXIS\_TRIGGERRIGHT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_AXIS_TRIGGERRIGHT = 5;
```

**Description**

This is constant GAMEPAD\_AXIS\_TRIGGERRIGHT.

## 1.4.74 GAMEPAD\_BUTTON\_A

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_A = 0;
```

**Description**

This is constant GAMEPAD\_BUTTON\_A.

## 1.4.75 GAMEPAD\_BUTTON\_B

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_B = 1;
```

**Description**

This is constant GAMEPAD\_BUTTON\_B.

## 1.4.76 GAMEPAD\_BUTTON\_BACK

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_BACK = 4;
```

**Description**

This is constant GAMEPAD\_BUTTON\_BACK.

## 1.4.77 GAMEPAD\_BUTTON\_DPAD\_DOWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_DPAD_DOWN = 12;
```

**Description**

This is constant GAMEPAD\_BUTTON\_DPAD\_DOWN.

## 1.4.78 GAMEPAD\_BUTTON\_DPAD\_LEFT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_DPAD_LEFT = 13;
```

**Description**

This is constant GAMEPAD\_BUTTON\_DPAD\_LEFT.

## 1.4.79 GAMEPAD\_BUTTON\_DPAD\_RIGHT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_DPAD_RIGHT = 14;
```

**Description**

This is constant GAMEPAD\_BUTTON\_DPAD\_RIGHT.

## 1.4.80 GAMEPAD\_BUTTON\_DPAD\_UP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_DPAD_UP = 11;
```

**Description**

This is constant GAMEPAD\_BUTTON\_DPAD\_UP.

## 1.4.81 GAMEPAD\_BUTTON\_GUIDE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_GUIDE = 5;
```

**Description**

This is constant GAMEPAD\_BUTTON\_GUIDE.

## 1.4.82 GAMEPAD\_BUTTON\_LEFTSHOULDER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_LEFTSHOULDER = 9;
```

**Description**

This is constant GAMEPAD\_BUTTON\_LEFTSHOULDER.

## 1.4.83 GAMEPAD\_BUTTON\_LEFTSTICK

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_LEFTSTICK = 7;
```

**Description**

This is constant GAMEPAD\_BUTTON\_LEFTSTICK.

## 1.4.84 GAMEPAD\_BUTTON\_MISC1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_MISC1 = 15;
```

**Description**

This is constant GAMEPAD\_BUTTON\_MISC1.

## 1.4.85 GAMEPAD\_BUTTON\_PADDLE1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_PADDLE1 = 16;
```

**Description**

This is constant GAMEPAD\_BUTTON\_PADDLE1.

## 1.4.86 GAMEPAD\_BUTTON\_PADDLE2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_PADDLE2 = 17;
```

**Description**

This is constant GAMEPAD\_BUTTON\_PADDLE2.



## 1.4.87 GAMEPAD\_BUTTON\_PADDLE3

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_PADDLE3 = 18;
```

**Description**

This is constant GAMEPAD\_BUTTON\_PADDLE3.

## 1.4.88 GAMEPAD\_BUTTON\_PADDLE4

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_PADDLE4 = 19;
```

**Description**

This is constant GAMEPAD\_BUTTON\_PADDLE4.

## 1.4.89 GAMEPAD\_BUTTON\_RIGHTSHOULDER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_RIGHTSHOULDER = 10;
```

**Description**

This is constant GAMEPAD\_BUTTON\_RIGHTSHOULDER.

## 1.4.90 GAMEPAD\_BUTTON\_RIGHTSTICK

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_RIGHTSTICK = 8;
```

**Description**

This is constant GAMEPAD\_BUTTON\_RIGHTSTICK.

## 1.4.91 GAMEPAD\_BUTTON\_START

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_START = 6;
```

**Description**

This is constant GAMEPAD\_BUTTON\_START.

## 1.4.92 GAMEPAD\_BUTTON\_TOUCHPAD

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_TOUCHPAD = 20;
```

**Description**

This is constant GAMEPAD\_BUTTON\_TOUCHPAD.

## 1.4.93 GAMEPAD\_BUTTON\_X

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_X = 2;
```

**Description**

This is constant GAMEPAD\_BUTTON\_X.

## 1.4.94 GAMEPAD\_BUTTON\_Y

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GAMEPAD_BUTTON_Y = 3;
```

**Description**

This is constant GAMEPAD\_BUTTON\_Y.

## 1.4.95 GHOSTWHITE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GHOSTWHITE.

## 1.4.96 GOLD

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GOLD.

## 1.4.97 GOLDENROD

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GOLDENROD.

## 1.4.98 GPL\_DLL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
GPL_DLL = 'GPL.dll';
```

**Description**

This is constant GPL\_DLL.

## 1.4.99 GRAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GRAY.

## 1.4.100 GREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GREEN.

## 1.4.101 GREENYELLOW

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GREENYELLOW.

## 1.4.102 GREY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant GREY.

## 1.4.103 HONEYDEW

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant HONEYDEW.

## 1.4.104 HOTPINK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant HOTPINK.

## 1.4.105 INDIANRED

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant INDIANRED.

## 1.4.106 INDIGO

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant INDIGO.

## 1.4.107 INIEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant INIEXT.

## 1.4.108 IVORY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant IVORY.

## 1.4.109 KEY\_0

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_0 = 39;
```

**Description**

This is constant KEY\_0.

## 1.4.110 KEY\_1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_1 = 30;
```

**Description**

This is constant KEY\_1.

## 1.4.111 KEY\_2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_2 = 31;
```

**Description**

This is constant KEY\_2.

## 1.4.112 KEY\_3

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_3 = 32;
```

**Description**

This is constant KEY\_3.

## 1.4.113 KEY\_4

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_4 = 33;
```

**Description**

This is constant KEY\_4.

## 1.4.114 KEY\_5

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_5 = 34;
```

**Description**

This is constant KEY\_5.

## 1.4.115 KEY\_6

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_6 = 35;
```

**Description**

This is constant KEY\_6.

## 1.4.116 KEY\_7

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_7 = 36;
```

**Description**

This is constant KEY\_7.

## 1.4.117 KEY\_8

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_8 = 37;
```

**Description**

This is constant KEY\_8.

## 1.4.118 KEY\_9

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_9 = 38;
```

**Description**

This is constant KEY\_9.

## 1.4.119 KEY\_A

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_A = 4;
```

**Description**

This is constant KEY\_A.

## 1.4.120 KEY\_AC\_BACK

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AC_BACK = 270;
```

**Description**

This is constant KEY\_AC\_BACK.

## 1.4.121 KEY\_AC\_BOOKMARKS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AC_BOOKMARKS = 274;
```

**Description**

This is constant KEY\_AC\_BOOKMARKS.

## 1.4.122 KEY\_AC\_FORWARD

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AC_FORWARD = 271;
```

**Description**

This is constant KEY\_AC\_FORWARD.



## 1.4.123 KEY\_AC\_HOME

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AC_HOME = 269;
```

**Description**

This is constant KEY\_AC\_HOME.

## 1.4.124 KEY\_AC\_REFRESH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AC_REFRESH = 273;
```

**Description**

This is constant KEY\_AC\_REFRESH.

## 1.4.125 KEY\_AC\_SEARCH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AC_SEARCH = 268;
```

**Description**

This is constant KEY\_AC\_SEARCH.

## 1.4.126 KEY\_AC\_STOP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AC_STOP = 272;
```

**Description**

This is constant KEY\_AC\_STOP.

## 1.4.127 KEY\_AGAIN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AGAIN = 121;
```

**Description**

This is constant KEY\_AGAIN.

## 1.4.128 KEY\_ALTERASE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_ALTERASE = 153;
```

**Description**

This is constant KEY\_ALTERASE.

## 1.4.129 KEY\_APOSTROPHE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_APOSTROPHE = 52;
```

**Description**

This is constant KEY\_APOSTROPHE.

## 1.4.130 KEY\_APP1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_APP1 = 283;
```

**Description**

This is constant KEY\_APP1.

## 1.4.131 KEY\_APP2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_APP2 = 284;
```

**Description**

This is constant KEY\_APP2.

## 1.4.132 KEY\_APPLICATION

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_APPLICATION = 101;
```

**Description**

This is constant KEY\_APPLICATION.

## 1.4.133 KEY\_AUDIOFASTFORWARD

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AUDIOFASTFORWARD = 286;
```

**Description**

This is constant KEY\_AUDIOFASTFORWARD.

## 1.4.134 KEY\_AUDIOMUTE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AUDIOMUTE = 262;
```

**Description**

This is constant KEY\_AUDIOMUTE.

## 1.4.135 KEY\_AUDIONEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AUDIONEXT = 258;
```

**Description**

This is constant KEY\_AUDIONEXT.

## 1.4.136 KEY\_AUDIOPLAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AUDIOPLAY = 261;
```

**Description**

This is constant KEY\_AUDIOPLAY.

## 1.4.137 KEY\_AUDIOPREV

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AUDIOPREV = 259;
```

**Description**

This is constant KEY\_AUDIOPREV.

## 1.4.138 KEY\_AUDIOREWIND

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AUDIOREWIND = 285;
```

**Description**

This is constant KEY\_AUDIOREWIND.

## 1.4.139 KEY\_AUDIOSTOP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_AUDIOSTOP = 260;
```

**Description**

This is constant KEY\_AUDIOSTOP.

## 1.4.140 KEY\_B

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_B = 5;
```

**Description**

This is constant KEY\_B.

## 1.4.141 KEY\_BACKSLASH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_BACKSLASH = 49;
```

**Description**

This is constant KEY\_BACKSLASH.

## 1.4.142 KEY\_BACKSPACE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_BACKSPACE = 42;
```

**Description**

This is constant KEY\_BACKSPACE.

## 1.4.143 KEY\_BRIGHTNESSDOWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_BRIGHTNESSDOWN = 275;
```

**Description**

This is constant KEY\_BRIGHTNESSDOWN.

## 1.4.144 KEY\_BRIGHTNESSUP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_BRIGHTNESSUP = 276;
```

**Description**

This is constant KEY\_BRIGHTNESSUP.

## 1.4.145 KEY\_C

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_C = 6;
```

**Description**

This is constant KEY\_C.

## 1.4.146 KEY\_CALCULATOR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CALCULATOR = 266;
```

**Description**

This is constant KEY\_CALCULATOR.

## 1.4.147 KEY\_CALL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CALL = 289;
```

**Description**

This is constant KEY\_CALL.

## 1.4.148 KEY\_CANCEL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CANCEL = 155;
```

**Description**

This is constant KEY\_CANCEL.

## 1.4.149 KEY\_CAPSLOCK

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CAPSLOCK = 57;
```

**Description**

This is constant KEY\_CAPSLOCK.

## 1.4.150 KEY\_CLEAR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CLEAR = 156;
```

**Description**

This is constant KEY\_CLEAR.

## 1.4.151 KEY\_CLEARAGAIN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CLEARAGAIN = 162;
```

**Description**

This is constant KEY\_CLEARAGAIN.

## 1.4.152 KEY\_COMMA

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_COMMA = 54;
```

**Description**

This is constant KEY\_COMMA.

## 1.4.153 KEY\_COMPUTER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_COMPUTER = 267;
```

**Description**

This is constant KEY\_COMPUTER.

## 1.4.154 KEY\_COPY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_COPY = 124;
```

**Description**

This is constant KEY\_COPY.

## 1.4.155 KEY\_CRSEL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CRSEL = 163;
```

**Description**

This is constant KEY\_CRSEL.

## 1.4.156 KEY\_CURRENCYSUBUNIT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CURRENCYSUBUNIT = 181;
```

**Description**

This is constant KEY\_CURRENCYSUBUNIT.

## 1.4.157 KEY\_CURRENCYUNIT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CURRENCYUNIT = 180;
```

**Description**

This is constant KEY\_CURRENCYUNIT.

## 1.4.158 KEY\_CUT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_CUT = 123;
```

**Description**

This is constant KEY\_CUT.



## 1.4.159 KEY\_D

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_D = 7;
```

**Description**

This is constant KEY\_D.

## 1.4.160 KEY\_DECIMALSEPARATOR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_DECIMALSEPARATOR = 179;
```

**Description**

This is constant KEY\_DECIMALSEPARATOR.

## 1.4.161 KEY\_DELETE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_DELETE = 76;
```

**Description**

This is constant KEY\_DELETE.

## 1.4.162 KEY\_DISPLAYSWITCH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_DISPLAYSWITCH = 277;
```

**Description**

This is constant KEY\_DISPLAYSWITCH.

## 1.4.163 KEY\_DOWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_DOWN = 81;
```

**Description**

This is constant KEY\_DOWN.

## 1.4.164 KEY\_E

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_E = 8;
```

**Description**

This is constant KEY\_E.

## 1.4.165 KEY\_EJECT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_EJECT = 281;
```

**Description**

This is constant KEY\_EJECT.

## 1.4.166 KEY\_END

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_END = 77;
```

**Description**

This is constant KEY\_END.

## 1.4.167 KEY\_ENDCALL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_ENDCALL = 290;
```

**Description**

This is constant KEY\_ENDCALL.

## 1.4.168 KEY\_EQUALS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_EQUALS = 46;
```

**Description**

This is constant KEY\_EQUALS.

## 1.4.169 KEY\_ESCAPE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_ESCAPE = 41;
```

**Description**

This is constant KEY\_ESCAPE.

## 1.4.170 KEY\_EXECUTE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_EXECUTE = 116;
```

**Description**

This is constant KEY\_EXECUTE.

## 1.4.171 KEY\_F

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F = 9;
```

**Description**

This is constant KEY\_F.

## 1.4.172 KEY\_F1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F1 = 58;
```

**Description**

This is constant KEY\_F1.

## 1.4.173 KEY\_F10

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F10 = 67;
```

**Description**

This is constant KEY\_F10.

## 1.4.174 KEY\_F11

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F11 = 68;
```

**Description**

This is constant KEY\_F11.

## 1.4.175 KEY\_F12

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F12 = 69;
```

**Description**

This is constant KEY\_F12.

## 1.4.176 KEY\_F13

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F13 = 104;
```

**Description**

This is constant KEY\_F13.

## 1.4.177 KEY\_F14

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F14 = 105;
```

**Description**

This is constant KEY\_F14.

## 1.4.178 KEY\_F15

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F15 = 106;
```

**Description**

This is constant KEY\_F15.

## 1.4.179 KEY\_F16

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F16 = 107;
```

**Description**

This is constant KEY\_F16.

## 1.4.180 KEY\_F17

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F17 = 108;
```

**Description**

This is constant KEY\_F17.

## 1.4.181 KEY\_F18

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F18 = 109;
```

**Description**

This is constant KEY\_F18.

## 1.4.182 KEY\_F19

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F19 = 110;
```

**Description**

This is constant KEY\_F19.

## 1.4.183 KEY\_F2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F2 = 59;
```

**Description**

This is constant KEY\_F2.

## 1.4.184 KEY\_F20

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F20 = 111;
```

**Description**

This is constant KEY\_F20.

## 1.4.185 KEY\_F21

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F21 = 112;
```

**Description**

This is constant KEY\_F21.

## 1.4.186 KEY\_F22

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F22 = 113;
```

**Description**

This is constant KEY\_F22.

## 1.4.187 KEY\_F23

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F23 = 114;
```

**Description**

This is constant KEY\_F23.

## 1.4.188 KEY\_F24

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F24 = 115;
```

**Description**

This is constant KEY\_F24.

## 1.4.189 KEY\_F3

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F3 = 60;
```

**Description**

This is constant KEY\_F3.

## 1.4.190 KEY\_F4

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F4 = 61;
```

**Description**

This is constant KEY\_F4.

## 1.4.191 KEY\_F5

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F5 = 62;
```

**Description**

This is constant KEY\_F5.

## 1.4.192 KEY\_F6

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F6 = 63;
```

**Description**

This is constant KEY\_F6.

## 1.4.193 KEY\_F7

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F7 = 64;
```

**Description**

This is constant KEY\_F7.

## 1.4.194 KEY\_F8

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F8 = 65;
```

**Description**

This is constant KEY\_F8.



## 1.4.195 KEY\_F9

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_F9 = 66;
```

**Description**

This is constant KEY\_F9.

## 1.4.196 KEY\_FIND

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_FIND = 126;
```

**Description**

This is constant KEY\_FIND.

## 1.4.197 KEY\_G

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_G = 10;
```

**Description**

This is constant KEY\_G.

## 1.4.198 KEY\_GRAVE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_GRAVE = 53;
```

**Description**

This is constant KEY\_GRAVE.

## 1.4.199 KEY\_H

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_H = 11;
```

**Description**

This is constant KEY\_H.

## 1.4.200 KEY\_HELP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_HELP = 117;
```

**Description**

This is constant KEY\_HELP.

## 1.4.201 KEY\_HOME

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_HOME = 74;
```

**Description**

This is constant KEY\_HOME.

## 1.4.202 KEY\_I

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_I = 12;
```

**Description**

This is constant KEY\_I.

## 1.4.203 KEY\_INSERT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INSERT = 73;
```

**Description**

This is constant KEY\_INSERT.

## 1.4.204 KEY\_INTERNATIONAL1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL1 = 135;
```

**Description**

This is constant KEY\_INTERNATIONAL1.

## 1.4.205 KEY\_INTERNATIONAL2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL2 = 136;
```

**Description**

This is constant KEY\_INTERNATIONAL2.

## 1.4.206 KEY\_INTERNATIONAL3

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL3 = 137;
```

**Description**

This is constant KEY\_INTERNATIONAL3.

## 1.4.207 KEY\_INTERNATIONAL4

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL4 = 138;
```

**Description**

This is constant KEY\_INTERNATIONAL4.

## 1.4.208 KEY\_INTERNATIONAL5

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL5 = 139;
```

**Description**

This is constant KEY\_INTERNATIONAL5.

## 1.4.209 KEY\_INTERNATIONAL6

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL6 = 140;
```

**Description**

This is constant KEY\_INTERNATIONAL6.

## 1.4.210 KEY\_INTERNATIONAL7

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL7 = 141;
```

**Description**

This is constant KEY\_INTERNATIONAL7.

## 1.4.211 KEY\_INTERNATIONAL8

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL8 = 142;
```

**Description**

This is constant KEY\_INTERNATIONAL8.

## 1.4.212 KEY\_INTERNATIONAL9

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_INTERNATIONAL9 = 143;
```

**Description**

This is constant KEY\_INTERNATIONAL9.

## 1.4.213 KEY\_J

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_J = 13;
```

**Description**

This is constant KEY\_J.

## 1.4.214 KEY\_K

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_K = 14;
```

**Description**

This is constant KEY\_K.

## 1.4.215 KEY\_KBDILLUMDOWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KBDILLUMDOWN = 279;
```

**Description**

This is constant KEY\_KBDILLUMDOWN.

## 1.4.216 KEY\_KBDILLUMTOGGLE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KBDILLUMTOGGLE = 278;
```

**Description**

This is constant KEY\_KBDILLUMTOGGLE.

## 1.4.217 KEY\_KBDILLUMUP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KBDILLUMUP = 280;
```

**Description**

This is constant KEY\_KBDILLUMUP.

## 1.4.218 KEY\_KP\_0

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_0 = 98;
```

**Description**

This is constant KEY\_KP\_0.

## 1.4.219 KEY\_KP\_00

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_00 = 176;
```

**Description**

This is constant KEY\_KP\_00.

## 1.4.220 KEY\_KP\_000

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_000 = 177;
```

**Description**

This is constant KEY\_KP\_000.

## 1.4.221 KEY\_KP\_1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_1 = 89;
```

**Description**

This is constant KEY\_KP\_1.

## 1.4.222 KEY\_KP\_2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_2 = 90;
```

**Description**

This is constant KEY\_KP\_2.

## 1.4.223 KEY\_KP\_3

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_3 = 91;
```

**Description**

This is constant KEY\_KP\_3.

## 1.4.224 KEY\_KP\_4

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_4 = 92;
```

**Description**

This is constant KEY\_KP\_4.

## 1.4.225 KEY\_KP\_5

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_5 = 93;
```

**Description**

This is constant KEY\_KP\_5.

## 1.4.226 KEY\_KP\_6

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_6 = 94;
```

**Description**

This is constant KEY\_KP\_6.

## 1.4.227 KEY\_KP\_7

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_7 = 95;
```

**Description**

This is constant KEY\_KP\_7.

## 1.4.228 KEY\_KP\_8

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_8 = 96;
```

**Description**

This is constant KEY\_KP\_8.

## 1.4.229 KEY\_KP\_9

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_9 = 97;
```

**Description**

This is constant KEY\_KP\_9.

## 1.4.230 KEY\_KP\_A

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_A = 188;
```

**Description**

This is constant KEY\_KP\_A.



## 1.4.231 KEY\_KP\_AMPERSAND

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_AMPERSAND = 199;
```

**Description**

This is constant KEY\_KP\_AMPERSAND.

## 1.4.232 KEY\_KP\_AT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_AT = 206;
```

**Description**

This is constant KEY\_KP\_AT.

## 1.4.233 KEY\_KP\_B

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_B = 189;
```

**Description**

This is constant KEY\_KP\_B.

## 1.4.234 KEY\_KP\_BACKSPACE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_BACKSPACE = 187;
```

**Description**

This is constant KEY\_KP\_BACKSPACE.

## 1.4.235 KEY\_KP\_BINARY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_BINARY = 218;
```

**Description**

This is constant KEY\_KP\_BINARY.

## 1.4.236 KEY\_KP\_C

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_C = 190;
```

**Description**

This is constant KEY\_KP\_C.

## 1.4.237 KEY\_KP\_CLEAR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_CLEAR = 216;
```

**Description**

This is constant KEY\_KP\_CLEAR.

## 1.4.238 KEY\_KP\_CLEARENTRY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_CLEARENTRY = 217;
```

**Description**

This is constant KEY\_KP\_CLEARENTRY.

## 1.4.239 KEY\_KP\_COLON

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_COLON = 203;
```

**Description**

This is constant KEY\_KP\_COLON.

## 1.4.240 KEY\_KP\_COMMA

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_COMMA = 133;
```

**Description**

This is constant KEY\_KP\_COMMA.

## 1.4.241 KEY\_KP\_D

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_D = 191;
```

**Description**

This is constant KEY\_KP\_D.

## 1.4.242 KEY\_KP\_DBLAMPERSAND

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_DBLAMPERSAND = 200;
```

**Description**

This is constant KEY\_KP\_DBLAMPERSAND.

## 1.4.243 KEY\_KP\_DBLVERTICALBAR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_DBLVERTICALBAR = 202;
```

**Description**

This is constant KEY\_KP\_DBLVERTICALBAR.

## 1.4.244 KEY\_KP\_DECIMAL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_DECIMAL = 220;
```

**Description**

This is constant KEY\_KP\_DECIMAL.

## 1.4.245 KEY\_KP\_DIVIDE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_DIVIDE = 84;
```

**Description**

This is constant KEY\_KP\_DIVIDE.

## 1.4.246 KEY\_KP\_E

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_E = 192;
```

**Description**

This is constant KEY\_KP\_E.

## 1.4.247 KEY\_KP\_ENTER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_ENTER = 88;
```

**Description**

This is constant KEY\_KP\_ENTER.

## 1.4.248 KEY\_KP\_EQUALS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_EQUALS = 103;
```

**Description**

This is constant KEY\_KP\_EQUALS.

## 1.4.249 KEY\_KP\_EQUALSAS400

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_EQUALSAS400 = 134;
```

**Description**

This is constant KEY\_KP\_EQUALSAS400.

## 1.4.250 KEY\_KP\_EXCLAM

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_EXCLAM = 207;
```

**Description**

This is constant KEY\_KP\_EXCLAM.

## 1.4.251 KEY\_KP\_F

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_F = 193;
```

**Description**

This is constant KEY\_KP\_F.

## 1.4.252 KEY\_KP\_GREATER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_GREATER = 198;
```

**Description**

This is constant KEY\_KP\_GREATER.

## 1.4.253 KEY\_KP\_HASH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_HASH = 204;
```

**Description**

This is constant KEY\_KP\_HASH.

## 1.4.254 KEY\_KP\_HEXADECIMAL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_HEXADECIMAL = 221;
```

**Description**

This is constant KEY\_KP\_HEXADECIMAL.

## 1.4.255 KEY\_KP\_LEFTBRACE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_LEFTBRACE = 184;
```

**Description**

This is constant KEY\_KP\_LEFTBRACE.

## 1.4.256 KEY\_KP\_LEFTPAREN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_LEFTPAREN = 182;
```

**Description**

This is constant KEY\_KP\_LEFTPAREN.

## 1.4.257 KEY\_KP\_LESS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_LESS = 197;
```

**Description**

This is constant KEY\_KP\_LESS.

## 1.4.258 KEY\_KP\_MEMADD

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MEMADD = 211;
```

**Description**

This is constant KEY\_KP\_MEMADD.

## 1.4.259 KEY\_KP\_MEMCLEAR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MEMCLEAR = 210;
```

**Description**

This is constant KEY\_KP\_MEMCLEAR.

## 1.4.260 KEY\_KP\_MEMDIVIDE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MEMDIVIDE = 214;
```

**Description**

This is constant KEY\_KP\_MEMDIVIDE.

## 1.4.261 KEY\_KP\_MEMMULTIPLY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MEMMULTIPLY = 213;
```

**Description**

This is constant KEY\_KP\_MEMMULTIPLY.

## 1.4.262 KEY\_KP\_MEMRECALL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MEMRECALL = 209;
```

**Description**

This is constant KEY\_KP\_MEMRECALL.

## 1.4.263 KEY\_KP\_MEMSTORE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MEMSTORE = 208;
```

**Description**

This is constant KEY\_KP\_MEMSTORE.

## 1.4.264 KEY\_KP\_MEMSUBTRACT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MEMSUBTRACT = 212;
```

**Description**

This is constant KEY\_KP\_MEMSUBTRACT.

## 1.4.265 KEY\_KP\_MINUS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MINUS = 86;
```

**Description**

This is constant KEY\_KP\_MINUS.

## 1.4.266 KEY\_KP\_MULTIPLY

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_MULTIPLY = 85;
```

**Description**

This is constant KEY\_KP\_MULTIPLY.



## 1.4.267 KEY\_KP\_OCTAL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_OCTAL = 219;
```

**Description**

This is constant KEY\_KP\_OCTAL.

## 1.4.268 KEY\_KP\_PERCENT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_PERCENT = 196;
```

**Description**

This is constant KEY\_KP\_PERCENT.

## 1.4.269 KEY\_KP\_PERIOD

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_PERIOD = 99;
```

**Description**

This is constant KEY\_KP\_PERIOD.

## 1.4.270 KEY\_KP\_PLUS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_PLUS = 87;
```

**Description**

This is constant KEY\_KP\_PLUS.

## 1.4.271 KEY\_KP\_PLUSMINUS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_PLUSMINUS = 215;
```

**Description**

This is constant KEY\_KP\_PLUSMINUS.

## 1.4.272 KEY\_KP\_POWER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_POWER = 195;
```

**Description**

This is constant KEY\_KP\_POWER.

## 1.4.273 KEY\_KP\_RIGHTBRACE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_RIGHTBRACE = 185;
```

**Description**

This is constant KEY\_KP\_RIGHTBRACE.

## 1.4.274 KEY\_KP\_RIGHTPAREN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_RIGHTPAREN = 183;
```

**Description**

This is constant KEY\_KP\_RIGHTPAREN.

## 1.4.275 KEY\_KP\_SPACE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_SPACE = 205;
```

**Description**

This is constant KEY\_KP\_SPACE.

## 1.4.276 KEY\_KP\_TAB

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_TAB = 186;
```

**Description**

This is constant KEY\_KP\_TAB.

## 1.4.277 KEY\_KP\_VERTICALBAR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_VERTICALBAR = 201;
```

**Description**

This is constant KEY\_KP\_VERTICALBAR.

## 1.4.278 KEY\_KP\_XOR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_KP_XOR = 194;
```

**Description**

This is constant KEY\_KP\_XOR.

## 1.4.279 KEY\_L

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_L = 15;
```

**Description**

This is constant KEY\_L.

## 1.4.280 KEY\_LALT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LALT = 226;
```

**Description**

This is constant KEY\_LALT.

## 1.4.281 KEY\_LANG1

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG1 = 144;
```

**Description**

This is constant KEY\_LANG1.

## 1.4.282 KEY\_LANG2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG2 = 145;
```

**Description**

This is constant KEY\_LANG2.

## 1.4.283 KEY\_LANG3

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG3 = 146;
```

**Description**

This is constant KEY\_LANG3.

## 1.4.284 KEY\_LANG4

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG4 = 147;
```

**Description**

This is constant KEY\_LANG4.

## 1.4.285 KEY\_LANG5

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG5 = 148;
```

**Description**

This is constant KEY\_LANG5.

## 1.4.286 KEY\_LANG6

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG6 = 149;
```

**Description**

This is constant KEY\_LANG6.

## 1.4.287 KEY\_LANG7

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG7 = 150;
```

**Description**

This is constant KEY\_LANG7.

## 1.4.288 KEY\_LANG8

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG8 = 151;
```

**Description**

This is constant KEY\_LANG8.

## 1.4.289 KEY\_LANG9

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LANG9 = 152;
```

**Description**

This is constant KEY\_LANG9.

## 1.4.290 KEY\_LCTRL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LCTRL = 224;
```

**Description**

This is constant KEY\_LCTRL.

## 1.4.291 KEY\_LEFT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LEFT = 80;
```

**Description**

This is constant KEY\_LEFT.

## 1.4.292 KEY\_LEFTBRACKET

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LEFTBRACKET = 47;
```

**Description**

This is constant KEY\_LEFTBRACKET.

## 1.4.293 KEY\_LGUI

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LGUI = 227;
```

**Description**

This is constant KEY\_LGUI.

## 1.4.294 KEY\_LSHIFT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_LSHIFT = 225;
```

**Description**

This is constant KEY\_LSHIFT.

## 1.4.295 KEY\_M

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_M = 16;
```

**Description**

This is constant KEY\_M.

## 1.4.296 KEY\_MAIL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_MAIL = 265;
```

**Description**

This is constant KEY\_MAIL.

## 1.4.297 KEY\_MEDIASELECT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_MEDIASELECT = 263;
```

**Description**

This is constant KEY\_MEDIASELECT.

## 1.4.298 KEY\_MENU

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_MENU = 118;
```

**Description**

This is constant KEY\_MENU.

## 1.4.299 KEY\_MINUS

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_MINUS = 45;
```

**Description**

This is constant KEY\_MINUS.

## 1.4.300 KEY\_MODE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_MODE = 257;
```

**Description**

This is constant KEY\_MODE.

## 1.4.301 KEY\_MUTE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_MUTE = 127;
```

**Description**

This is constant KEY\_MUTE.

## 1.4.302 KEY\_N

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_N = 17;
```

**Description**

This is constant KEY\_N.



## 1.4.303 KEY\_NONUSBACKSLASH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_NONUSBACKSLASH = 100;
```

**Description**

This is constant KEY\_NONUSBACKSLASH.

## 1.4.304 KEY\_NONUSHASH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_NONUSHASH = 50;
```

**Description**

This is constant KEY\_NONUSHASH.

## 1.4.305 KEY\_NUMLOCKCLEAR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_NUMLOCKCLEAR = 83;
```

**Description**

This is constant KEY\_NUMLOCKCLEAR.

## 1.4.306 KEY\_O

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_O = 18;
```

**Description**

This is constant KEY\_O.

## 1.4.307 KEY\_OPER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_OPER = 161;
```

**Description**

This is constant KEY\_OPER.

## 1.4.308 KEY\_OUT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_OUT = 160;
```

**Description**

This is constant KEY\_OUT.

## 1.4.309 KEY\_P

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_P = 19;
```

**Description**

This is constant KEY\_P.

## 1.4.310 KEY\_PAGEDOWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_PAGEDOWN = 78;
```

**Description**

This is constant KEY\_PAGEDOWN.

## 1.4.311 KEY\_PAGEUP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_PAGEUP = 75;
```

**Description**

This is constant KEY\_PAGEUP.

## 1.4.312 KEY\_PASTE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_PASTE = 125;
```

**Description**

This is constant KEY\_PASTE.

## 1.4.313 KEY\_PAUSE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_PAUSE = 72;
```

**Description**

This is constant KEY\_PAUSE.

## 1.4.314 KEY\_PERIOD

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_PERIOD = 55;
```

**Description**

This is constant KEY\_PERIOD.

## 1.4.315 KEY\_POWER

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_POWER = 102;
```

**Description**

This is constant KEY\_POWER.

## 1.4.316 KEY\_PRINTSCREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_PRINTSCREEN = 70;
```

**Description**

This is constant KEY\_PRINTSCREEN.

## 1.4.317 KEY\_PRIOR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_PRIOR = 157;
```

**Description**

This is constant KEY\_PRIOR.

## 1.4.318 KEY\_Q

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_Q = 20;
```

**Description**

This is constant KEY\_Q.

## 1.4.319 KEY\_R

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_R = 21;
```

**Description**

This is constant KEY\_R.

## 1.4.320 KEY\_RALT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RALT = 230;
```

**Description**

This is constant KEY\_RALT.

## 1.4.321 KEY\_RCTRL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RCTRL = 228;
```

**Description**

This is constant KEY\_RCTRL.

## 1.4.322 KEY\_RETURN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RETURN = 40;
```

**Description**

This is constant KEY\_RETURN.

## 1.4.323 KEY\_RETURN2

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RETURN2 = 158;
```

**Description**

This is constant KEY\_RETURN2.

## 1.4.324 KEY\_RGUI

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RGUI = 231;
```

**Description**

This is constant KEY\_RGUI.

## 1.4.325 KEY\_RIGHT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RIGHT = 79;
```

**Description**

This is constant KEY\_RIGHT.

## 1.4.326 KEY\_RIGHTBRACKET

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RIGHTBRACKET = 48;
```

**Description**

This is constant KEY\_RIGHTBRACKET.

## 1.4.327 KEY\_RSHIFT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_RSHIFT = 229;
```

**Description**

This is constant KEY\_RSHIFT.

## 1.4.328 KEY\_S

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_S = 22;
```

**Description**

This is constant KEY\_S.

## 1.4.329 KEY\_SCROLLLOCK

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SCROLLLOCK = 71;
```

**Description**

This is constant KEY\_SCROLLLOCK.

## 1.4.330 KEY\_SELECT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SELECT = 119;
```

**Description**

This is constant KEY\_SELECT.

## 1.4.331 KEY\_SEMICOLON

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SEMICOLON = 51;
```

**Description**

This is constant KEY\_SEMICOLON.

## 1.4.332 KEY\_SEPARATOR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SEPARATOR = 159;
```

**Description**

This is constant KEY\_SEPARATOR.

## 1.4.333 KEY\_SLASH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SLASH = 56;
```

**Description**

This is constant KEY\_SLASH.

## 1.4.334 KEY\_SLEEP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SLEEP = 282;
```

**Description**

This is constant KEY\_SLEEP.

## 1.4.335 KEY\_SOFTLEFT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SOFTLEFT = 287;
```

**Description**

This is constant KEY\_SOFTLEFT.

## 1.4.336 KEY\_SOFTRIGHT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SOFTRIGHT = 288;
```

**Description**

This is constant KEY\_SOFTRIGHT.

## 1.4.337 KEY\_SPACE

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SPACE = 44;
```

**Description**

This is constant KEY\_SPACE.

## 1.4.338 KEY\_STOP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_STOP = 120;
```

**Description**

This is constant KEY\_STOP.



## 1.4.339 KEY\_SYSREQ

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_SYSREQ = 154;
```

**Description**

This is constant KEY\_SYSREQ.

## 1.4.340 KEY\_T

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_T = 23;
```

**Description**

This is constant KEY\_T.

## 1.4.341 KEY\_TAB

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_TAB = 43;
```

**Description**

This is constant KEY\_TAB.

## 1.4.342 KEY\_THOUSANDSSEPARATOR

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_THOUSANDSSEPARATOR = 178;
```

**Description**

This is constant KEY\_THOUSANDSSEPARATOR.

## 1.4.343 KEY\_U

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_U = 24;
```

**Description**

This is constant KEY\_U.

## 1.4.344 KEY\_UNDO

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_UNDO = 122;
```

**Description**

This is constant KEY\_UNDO.

## 1.4.345 KEY\_UP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_UP = 82;
```

**Description**

This is constant KEY\_UP.

## 1.4.346 KEY\_V

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_V = 25;
```

**Description**

This is constant KEY\_V.

## 1.4.347 KEY\_VOLUMEDOWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_VOLUMEDOWN = 129;
```

**Description**

This is constant KEY\_VOLUMEDOWN.

## 1.4.348 KEY\_VOLUMEUP

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_VOLUMEUP = 128;
```

**Description**

This is constant KEY\_VOLUMEUP.

## 1.4.349 KEY\_W

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_W = 26;
```

**Description**

This is constant KEY\_W.

## 1.4.350 KEY\_WWW

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_WWW = 264;
```

**Description**

This is constant KEY\_WWW.

## 1.4.351 KEY\_X

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_X = 27;
```

**Description**

This is constant KEY\_X.

## 1.4.352 KEY\_Y

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_Y = 28;
```

**Description**

This is constant KEY\_Y.

## 1.4.353 KEY\_Z

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
KEY_Z = 29;
```

**Description**

This is constant KEY\_Z.

## 1.4.354 KHAKI

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant KHAKI.

## 1.4.355 LAVENDER

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LAVENDER.

## 1.4.356 LAVENDERBLUSH

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LAVENDERBLUSH.

## 1.4.357 LAWNGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LAWNGREEN.

## 1.4.358 LEMONCHIFFON

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LEMONCHIFFON.

## 1.4.359 LF

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
LF = #13;
```

**Description**

This is constant LF.

## 1.4.360 LIGHTBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTBLUE.

## 1.4.361 LIGHTCORAL

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTCORAL.

## 1.4.362 LIGHTCYAN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTCYAN.

## 1.4.363 LIGHTGOLDENRODYELLOW

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTGOLDENRODYELLOW.

## 1.4.364 LIGHTGRAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTGRAY.

## 1.4.365 LIGHTGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTGREEN.

## 1.4.366 LIGHTGREY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTGREY.

## 1.4.367 LIGHTPINK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTPINK.

## 1.4.368 LIGHTSALMON

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTSALMON.

## 1.4.369 LIGHTSEAGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTSEAGREEN.

## 1.4.370 LIGHTSKYBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTSKYBLUE.

## 1.4.371 LIGHTSLATEGRAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTSLATEGRAY.

## 1.4.372 LIGHTSLATEGREY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTSLATEGREY.

## 1.4.373 LIGHTSTEELBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTSTEELBLUE.

## 1.4.374 LIGHTYELLOW

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIGHTYELLOW.



## 1.4.375 LIME

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIME.

## 1.4.376 LIMEGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LIMEGREEN.

## 1.4.377 LINEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LINEN.

## 1.4.378 LOGEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant LOGEXT.

## 1.4.379 LuSCANCODE\_EXSEL

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
LuSCANCODE_EXSEL = 164;
```

**Description**

This is constant LuSCANCODE\_EXSEL.

## 1.4.380 MAGENTA

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MAGENTA.

## 1.4.381 MAROON

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MAROON.

## 1.4.382 MEDIUMAQUAMARINE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMAQUAMARINE.

## 1.4.383 MEDIUMBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMBLUE.

## 1.4.384 MEDIUMORCHID

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMORCHID.

## 1.4.385 MEDIUMPURPLE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMPURPLE.

## 1.4.386 MEDIUMSEAGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMSEAGREEN.

## 1.4.387 MEDIUMSLATEBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMSLATEBLUE.

## 1.4.388 MEDIUMSPRINGGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMSPRINGGREEN.

## 1.4.389 MEDIUMTURQUOISE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMTURQUOISE.

## 1.4.390 MEDIUMVIOLETRED

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MEDIUMVIOLETRED.

## 1.4.391 MIDNIGHTBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MIDNIGHTBLUE.

## 1.4.392 MINTCREAM

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MINTCREAM.

## 1.4.393 MISTYROSE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MISTYROSE.

## 1.4.394 MOCCASIN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MOCCASIN.

## 1.4.395 MPGEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant MPGEXT.

## 1.4.396 NAN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant NAN.

## 1.4.397 NAVAJOWHITE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant NAVAJOWHITE.

## 1.4.398 NAVY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant NAVY.

## 1.4.399 OGGEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant OGGEXT.

## 1.4.400 OLDLACE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant OLDLACE.

## 1.4.401 OLIVE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant OLIVE.

## 1.4.402 OLIVEDRAB

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant OLIVEDRAB.

## 1.4.403 ORANGE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant ORANGE.

## 1.4.404 ORANGERED

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant ORANGERED.

## 1.4.405 ORCHID

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant ORCHID.

## 1.4.406 OVERLAY1

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant OVERLAY1.

## 1.4.407 OVERLAY2

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant OVERLAY2.

## 1.4.408 PALEGOLDENROD

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PALEGOLDENROD.

## 1.4.409 PALEGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PALEGREEN.

## 1.4.410 PALETURQUOISE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PALETURQUOISE.



## 1.4.411 PALEVIOLETRED

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PALEVIOLETRED.

## 1.4.412 PAPAYAWHIP

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PAPAYAWHIP.

## 1.4.413 PASEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
PASEXT = 'pas';
```

**Description**

This is constant PASEXT.

## 1.4.414 PEACHPUFF

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PEACHPUFF.

## 1.4.415 PERU

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PERU.

## 1.4.416 PINK

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PINK.

## 1.4.417 PLUM

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PLUM.

## 1.4.418 PNGEXT

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PNGEXT.

## 1.4.419 POWDERBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant POWDERBLUE.

## 1.4.420 PURPLE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant PURPLE.

## 1.4.421 RADTODEG

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant RADTODEG.

## 1.4.422 REBECCAPURPLE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant REBECCAPURPLE.

## 1.4.423 RED

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant RED.

## 1.4.424 RED2

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant RED2.

## 1.4.425 ROSYBROWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant ROSYBROWN.

## 1.4.426 ROYALBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant ROYALBLUE.

## 1.4.427 SADDLEBROWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SADDLEBROWN.

## 1.4.428 SALMON

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SALMON.

## 1.4.429 SANDYBROWN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SANDYBROWN.

## 1.4.430 SEAGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SEAGREEN.

## 1.4.431 SEASHELL

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SEASHELL.

## 1.4.432 SIENNA

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SIENNA.

## 1.4.433 SILVER

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SILVER.

## 1.4.434 SKYBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SKYBLUE.

## 1.4.435 SLATEBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SLATEBLUE.

## 1.4.436 SLATEGRAY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SLATEGRAY.

## 1.4.437 SLATEGREY

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SLATEGREY.

## 1.4.438 SNOW

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SNOW.

## 1.4.439 SPRINGGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant SPRINGGREEN.

## 1.4.440 STEELBLUE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant STEELBLUE.

## 1.4.441 TAN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant TAN.

## 1.4.442 TEAL

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant TEAL.

## 1.4.443 TEXTINPUT\_MAXLEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
TEXTINPUT_MAXLEN = 255;
```

**Description**

This is constant TEXTINPUT\_MAXLEN.

## 1.4.444 THISTLE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant THISTLE.

## 1.4.445 TOMATO

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant TOMATO.

## 1.4.446 TURQUOISE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant TURQUOISE.



## 1.4.447 VIOLET

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant VIOLET.

## 1.4.448 WHEAT

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant WHEAT.

## 1.4.449 WHITE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant WHITE.

## 1.4.450 WHITE2

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant WHITE2.

## 1.4.451 WHITESMOKE

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant WHITESMOKE.

## 1.4.452 WINDOW\_HEIGHT

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
WINDOW_HEIGHT = 1080 div 2;
```

**Description**

This is constant WINDOW\_HEIGHT.

## 1.4.453 WINDOW\_WIDTH

**File:** GamePascal.pas ( see page 252)

**Delphi**

```
WINDOW_WIDTH = 1920 div 2;
```

**Description**

This is constant WINDOW\_WIDTH.

## 1.4.454 YELLOW

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant YELLOW.

## 1.4.455 YELLOWGREEN

**File:** GamePascal.pas ( see page 252)

**Delphi**

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

**Description**

This is constant YELLOWGREEN.

# 1.5 Files

The following table lists files in this documentation.

## Units

GamePascal.pas ( see page 252)	This is file GamePascal.pas.
--------------------------------	------------------------------

## 1.5.1 GamePascal.pas

This is file GamePascal.pas.

## Constants

ALICEBLUE ( see page 150)	This is constant ALICEBLUE.
ANTIQUEWHITE ( see page 151)	This is constant ANTIQUEWHITE.
AQUA ( see page 151)	This is constant AQUA.
AQUAMARINE ( see page 151)	This is constant AQUAMARINE.
ARCEXT ( see page 151)	This is constant ARCEXT.
AUDIO_CHANNEL_COUNT ( see page 152)	This is constant AUDIO_CHANNEL_COUNT.
AUDIO_CHANNEL_DYNAMIC ( see page 152)	This is constant AUDIO_CHANNEL_DYNAMIC.
AUDIO_ERROR ( see page 152)	This is constant AUDIO_ERROR.
AUDIO_MUSIC_COUNT ( see page 152)	This is constant AUDIO_MUSIC_COUNT.
AUDIO_SOUND_COUNT ( see page 152)	This is constant AUDIO_SOUND_COUNT.
AZURE ( see page 153)	This is constant AZURE.
BEIGE ( see page 153)	This is constant BEIGE.
BISQUE ( see page 153)	This is constant BISQUE.
BLACK ( see page 153)	This is constant BLACK.
BLANCHEDALMOND ( see page 154)	This is constant BLANCHEDALMOND.
BLANK ( see page 154)	This is constant BLANK.
BLUE ( see page 154)	This is constant BLUE.
BLUEVIOLET ( see page 154)	This is constant BLUEVIOLET.
BROWN ( see page 154)	This is constant BROWN.
BURLYWOOD ( see page 155)	This is constant BURLYWOOD.
BUTTON_LEFT ( see page 155)	This is constant BUTTON_LEFT.
BUTTON_MIDDLE ( see page 155)	This is constant BUTTON_MIDDLE.
BUTTON_RIGHT ( see page 155)	This is constant BUTTON_RIGHT.
BUTTON_X1 ( see page 156)	This is constant BUTTON_X1.
BUTTON_X2 ( see page 156)	This is constant BUTTON_X2.
CADETBBLUE ( see page 156)	This is constant CADETBBLUE.
CHARTREUSE ( see page 156)	This is constant CHARTREUSE.
CHOCOLATE ( see page 156)	This is constant CHOCOLATE.
COLORKEY ( see page 157)	This is constant COLORKEY.
CORAL ( see page 157)	This is constant CORAL.
CORNFLOWERBLUE ( see page 157)	This is constant CORNFLOWERBLUE.
CORNSILK ( see page 157)	This is constant CORNSILK.
CR ( see page 158)	This is constant CR.

CRIMSON ( see page 158)	This is constant CRIMSON.
CRLF ( see page 158)	This is constant CRLF.
CYAN ( see page 158)	This is constant CYAN.
DARKBLUE ( see page 158)	This is constant DARKBLUE.
DARKCYAN ( see page 159)	This is constant DARKCYAN.
DARKGOLDENROD ( see page 159)	This is constant DARKGOLDENROD.
DARKGRAY ( see page 159)	This is constant DARKGRAY.
DARKGREEN ( see page 159)	This is constant DARKGREEN.
DARKGREY ( see page 160)	This is constant DARKGREY.
DARKKHAKI ( see page 160)	This is constant DARKKHAKI.
DARKMAGENTA ( see page 160)	This is constant DARKMAGENTA.
DARKOLIVEGREEN ( see page 160)	This is constant DARKOLIVEGREEN.
DARKORANGE ( see page 160)	This is constant DARKORANGE.
DARKORCHID ( see page 161)	This is constant DARKORCHID.
DARKRED ( see page 161)	This is constant DARKRED.
DARKSALMON ( see page 161)	This is constant DARKSALMON.
DARKSEAGREEN ( see page 161)	This is constant DARKSEAGREEN.
DARKSLATEBLUE ( see page 162)	This is constant DARKSLATEBLUE.
DARKSLATEBROWN ( see page 162)	This is constant DARKSLATEBROWN.
DARKSLATEGRAY ( see page 162)	This is constant DARKSLATEGRAY.
DARKTURQUOISE ( see page 162)	This is constant DARKTURQUOISE.
DARKVIOLET ( see page 162)	This is constant DARKVIOLET.
DEEPPINK ( see page 163)	This is constant DEEPPINK.
DEEPSKYBLUE ( see page 163)	This is constant DEEPSKYBLUE.
DEGTORAD ( see page 163)	This is constant DEGTORAD.
DIMGRAY ( see page 163)	This is constant DIMGRAY.
DIMWHITE ( see page 164)	This is constant DIMWHITE.
DODGERBLUE ( see page 164)	This is constant DODGERBLUE.
EPSILON ( see page 164)	This is constant EPSILON.
FIREBRICK ( see page 164)	This is constant FIREBRICK.
FLORALWHITE ( see page 164)	This is constant FLORALWHITE.
FORESTGREEN ( see page 165)	This is constant FORESTGREEN.
FUCHSIA ( see page 165)	This is constant FUCHSIA.
GAINSBORO ( see page 165)	This is constant GAINSBORO.
GAMEPAD_AXIS_LEFTX ( see page 165)	This is constant GAMEPAD_AXIS_LEFTX.
GAMEPAD_AXIS_LEFTY ( see page 166)	This is constant GAMEPAD_AXIS_LEFTY.
GAMEPAD_AXIS_RIGHTX ( see page 166)	This is constant GAMEPAD_AXIS_RIGHTX.
GAMEPAD_AXIS_RIGHTY ( see page 166)	This is constant GAMEPAD_AXIS_RIGHTY.
GAMEPAD_AXIS_TRIGGERLEFT ( see page 166)	This is constant GAMEPAD_AXIS_TRIGGERLEFT.
GAMEPAD_AXIS_TRIGGERRIGHT ( see page 166)	This is constant GAMEPAD_AXIS_TRIGGERRIGHT.
GAMEPAD_BUTTON_A ( see page 167)	This is constant GAMEPAD_BUTTON_A.
GAMEPAD_BUTTON_B ( see page 167)	This is constant GAMEPAD_BUTTON_B.
GAMEPAD_BUTTON_BACK ( see page 167)	This is constant GAMEPAD_BUTTON_BACK.
GAMEPAD_BUTTON_DPAD_DOWN ( see page 167)	This is constant GAMEPAD_BUTTON_DPAD_DOWN.
GAMEPAD_BUTTON_DPAD_LEFT ( see page 168)	This is constant GAMEPAD_BUTTON_DPAD_LEFT.

GAMEPAD_BUTTON_DPAD_RIGHT ( see page 168)	This is constant GAMEPAD_BUTTON_DPAD_RIGHT.
GAMEPAD_BUTTON_DPAD_UP ( see page 168)	This is constant GAMEPAD_BUTTON_DPAD_UP.
GAMEPAD_BUTTON_GUIDE ( see page 168)	This is constant GAMEPAD_BUTTON_GUIDE.
GAMEPAD_BUTTON_LEFTSHOULDER ( see page 168)	This is constant GAMEPAD_BUTTON_LEFTSHOULDER.
GAMEPAD_BUTTON_LEFTSTICK ( see page 169)	This is constant GAMEPAD_BUTTON_LEFTSTICK.
GAMEPAD_BUTTON_MISC1 ( see page 169)	This is constant GAMEPAD_BUTTON_MISC1.
GAMEPAD_BUTTON_PADDLE1 ( see page 169)	This is constant GAMEPAD_BUTTON_PADDLE1.
GAMEPAD_BUTTON_PADDLE2 ( see page 169)	This is constant GAMEPAD_BUTTON_PADDLE2.
GAMEPAD_BUTTON_PADDLE3 ( see page 170)	This is constant GAMEPAD_BUTTON_PADDLE3.
GAMEPAD_BUTTON_PADDLE4 ( see page 170)	This is constant GAMEPAD_BUTTON_PADDLE4.
GAMEPAD_BUTTON_RIGHTSHOULDER ( see page 170)	This is constant GAMEPAD_BUTTON_RIGHTSHOULDER.
GAMEPAD_BUTTON_RIGHTSTICK ( see page 170)	This is constant GAMEPAD_BUTTON_RIGHTSTICK.
GAMEPAD_BUTTON_START ( see page 170)	This is constant GAMEPAD_BUTTON_START.
GAMEPAD_BUTTON_TOUCHPAD ( see page 171)	This is constant GAMEPAD_BUTTON_TOUCHPAD.
GAMEPAD_BUTTON_X ( see page 171)	This is constant GAMEPAD_BUTTON_X.
GAMEPAD_BUTTON_Y ( see page 171)	This is constant GAMEPAD_BUTTON_Y.
GHOSTWHITE ( see page 171)	This is constant GHOSTWHITE.
GOLD ( see page 172)	This is constant GOLD.
GOLDENROD ( see page 172)	This is constant GOLDENROD.
GPL_DLL ( see page 172)	This is constant GPL_DLL.
GRAY ( see page 172)	This is constant GRAY.
GREEN ( see page 172)	This is constant GREEN.
GREENYELLOW ( see page 173)	This is constant GREENYELLOW.
GREY ( see page 173)	This is constant GREY.
HONEYDEW ( see page 173)	This is constant HONEYDEW.
HOTPINK ( see page 173)	This is constant HOTPINK.
INDIANRED ( see page 174)	This is constant INDIANRED.
INDIGO ( see page 174)	This is constant INDIGO.
INIEXT ( see page 174)	This is constant INIEXT.
IVORY ( see page 174)	This is constant IVORY.
KEY_0 ( see page 174)	This is constant KEY_0.
KEY_1 ( see page 175)	This is constant KEY_1.
KEY_2 ( see page 175)	This is constant KEY_2.
KEY_3 ( see page 175)	This is constant KEY_3.
KEY_4 ( see page 175)	This is constant KEY_4.
KEY_5 ( see page 176)	This is constant KEY_5.
KEY_6 ( see page 176)	This is constant KEY_6.
KEY_7 ( see page 176)	This is constant KEY_7.
KEY_8 ( see page 176)	This is constant KEY_8.
KEY_9 ( see page 176)	This is constant KEY_9.
KEY_A ( see page 177)	This is constant KEY_A.

KEY_AC_BACK ( see page 177)	This is constant KEY_AC_BACK.
KEY_AC_BOOKMARKS ( see page 177)	This is constant KEY_AC_BOOKMARKS.
KEY_AC_FORWARD ( see page 177)	This is constant KEY_AC_FORWARD.
KEY_AC_HOME ( see page 178)	This is constant KEY_AC_HOME.
KEY_AC_REFRESH ( see page 178)	This is constant KEY_AC_REFRESH.
KEY_AC_SEARCH ( see page 178)	This is constant KEY_AC_SEARCH.
KEY_AC_STOP ( see page 178)	This is constant KEY_AC_STOP.
KEY_AGAIN ( see page 178)	This is constant KEY_AGAIN.
KEY_ALTERASE ( see page 179)	This is constant KEY_ALTERASE.
KEY_APOSTROPHE ( see page 179)	This is constant KEY_APOSTROPHE.
KEY_APP1 ( see page 179)	This is constant KEY_APP1.
KEY_APP2 ( see page 179)	This is constant KEY_APP2.
KEY_APPLICATION ( see page 180)	This is constant KEY_APPLICATION.
KEY_AUDIOFASTFORWARD ( see page 180)	This is constant KEY_AUDIOFASTFORWARD.
KEY_AUDIOMUTE ( see page 180)	This is constant KEY_AUDIOMUTE.
KEY_AUDIONEXT ( see page 180)	This is constant KEY_AUDIONEXT.
KEY_AUDIOPLAY ( see page 180)	This is constant KEY_AUDIOPLAY.
KEY_AUDIOPREV ( see page 181)	This is constant KEY_AUDIOPREV.
KEY_AUDIOREWIND ( see page 181)	This is constant KEY_AUDIOREWIND.
KEY_AUDIOSTOP ( see page 181)	This is constant KEY_AUDIOSTOP.
KEY_B ( see page 181)	This is constant KEY_B.
KEY_BACKSLASH ( see page 182)	This is constant KEY_BACKSLASH.
KEY_BACKSPACE ( see page 182)	This is constant KEY_BACKSPACE.
KEY_BRIGHTNESSDOWN ( see page 182)	This is constant KEY_BRIGHTNESSDOWN.
KEY_BRIGHTNESSUP ( see page 182)	This is constant KEY_BRIGHTNESSUP.
KEY_C ( see page 182)	This is constant KEY_C.
KEY_CALCULATOR ( see page 183)	This is constant KEY_CALCULATOR.
KEY_CALL ( see page 183)	This is constant KEY_CALL.
KEY_CANCEL ( see page 183)	This is constant KEY_CANCEL.
KEY_CAPSLOCK ( see page 183)	This is constant KEY_CAPSLOCK.
KEY_CLEAR ( see page 184)	This is constant KEY_CLEAR.
KEY_CLEARAGAIN ( see page 184)	This is constant KEY_CLEARAGAIN.
KEY_COMMA ( see page 184)	This is constant KEY_COMMA.
KEY_COMPUTER ( see page 184)	This is constant KEY_COMPUTER.
KEY_COPY ( see page 184)	This is constant KEY_COPY.
KEY_CRSEL ( see page 185)	This is constant KEY_CRSEL.
KEY_CURRENCYSUBUNIT ( see page 185)	This is constant KEY_CURRENCYSUBUNIT.
KEY_CURRENCYUNIT ( see page 185)	This is constant KEY_CURRENCYUNIT.
KEY_CUT ( see page 185)	This is constant KEY_CUT.
KEY_D ( see page 186)	This is constant KEY_D.
KEY_DECIMALSEPARATOR ( see page 186)	This is constant KEY_DECIMALSEPARATOR.
KEY_DELETE ( see page 186)	This is constant KEY_DELETE.
KEY_DISPLAYSWITCH ( see page 186)	This is constant KEY_DISPLAYSWITCH.
KEY_DOWN ( see page 186)	This is constant KEY_DOWN.
KEY_E ( see page 187)	This is constant KEY_E.
KEY_EJECT ( see page 187)	This is constant KEY_EJECT.
KEY_END ( see page 187)	This is constant KEY_END.
KEY_ENDCALL ( see page 187)	This is constant KEY_ENDCALL.
KEY_EQUALS ( see page 188)	This is constant KEY_EQUALS.

KEY_ESCAPE ( see page 188)	This is constant KEY_ESCAPE.
KEY_EXECUTE ( see page 188)	This is constant KEY_EXECUTE.
KEY_F ( see page 188)	This is constant KEY_F.
KEY_F1 ( see page 188)	This is constant KEY_F1.
KEY_F10 ( see page 189)	This is constant KEY_F10.
KEY_F11 ( see page 189)	This is constant KEY_F11.
KEY_F12 ( see page 189)	This is constant KEY_F12.
KEY_F13 ( see page 189)	This is constant KEY_F13.
KEY_F14 ( see page 190)	This is constant KEY_F14.
KEY_F15 ( see page 190)	This is constant KEY_F15.
KEY_F16 ( see page 190)	This is constant KEY_F16.
KEY_F17 ( see page 190)	This is constant KEY_F17.
KEY_F18 ( see page 190)	This is constant KEY_F18.
KEY_F19 ( see page 191)	This is constant KEY_F19.
KEY_F2 ( see page 191)	This is constant KEY_F2.
KEY_F20 ( see page 191)	This is constant KEY_F20.
KEY_F21 ( see page 191)	This is constant KEY_F21.
KEY_F22 ( see page 192)	This is constant KEY_F22.
KEY_F23 ( see page 192)	This is constant KEY_F23.
KEY_F24 ( see page 192)	This is constant KEY_F24.
KEY_F3 ( see page 192)	This is constant KEY_F3.
KEY_F4 ( see page 192)	This is constant KEY_F4.
KEY_F5 ( see page 193)	This is constant KEY_F5.
KEY_F6 ( see page 193)	This is constant KEY_F6.
KEY_F7 ( see page 193)	This is constant KEY_F7.
KEY_F8 ( see page 193)	This is constant KEY_F8.
KEY_F9 ( see page 194)	This is constant KEY_F9.
KEY_FIND ( see page 194)	This is constant KEY_FIND.
KEY_G ( see page 194)	This is constant KEY_G.
KEY_GRAVE ( see page 194)	This is constant KEY_GRAVE.
KEY_H ( see page 194)	This is constant KEY_H.
KEY_HELP ( see page 195)	This is constant KEY_HELP.
KEY_HOME ( see page 195)	This is constant KEY_HOME.
KEY_I ( see page 195)	This is constant KEY_I.
KEY_INSERT ( see page 195)	This is constant KEY_INSERT.
KEY_INTERNATIONAL1 ( see page 196)	This is constant KEY_INTERNATIONAL1.
KEY_INTERNATIONAL2 ( see page 196)	This is constant KEY_INTERNATIONAL2.
KEY_INTERNATIONAL3 ( see page 196)	This is constant KEY_INTERNATIONAL3.
KEY_INTERNATIONAL4 ( see page 196)	This is constant KEY_INTERNATIONAL4.
KEY_INTERNATIONAL5 ( see page 196)	This is constant KEY_INTERNATIONAL5.
KEY_INTERNATIONAL6 ( see page 197)	This is constant KEY_INTERNATIONAL6.
KEY_INTERNATIONAL7 ( see page 197)	This is constant KEY_INTERNATIONAL7.
KEY_INTERNATIONAL8 ( see page 197)	This is constant KEY_INTERNATIONAL8.
KEY_INTERNATIONAL9 ( see page 197)	This is constant KEY_INTERNATIONAL9.
KEY_J ( see page 198)	This is constant KEY_J.
KEY_K ( see page 198)	This is constant KEY_K.
KEY_KBDILLUMDOWN ( see page 198)	This is constant KEY_KBDILLUMDOWN.
KEY_KBDILLUMTOGGLE ( see page 198)	This is constant KEY_KBDILLUMTOGGLE.
KEY_KBDILLUMUP ( see page 198)	This is constant KEY_KBDILLUMUP.

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






KEY_KP_OCTAL ( see page 210)	This is constant KEY_KP_OCTAL.
KEY_KP_PERCENT ( see page 210)	This is constant KEY_KP_PERCENT.
KEY_KP_PERIOD ( see page 210)	This is constant KEY_KP_PERIOD.
KEY_KP_PLUS ( see page 210)	This is constant KEY_KP_PLUS.
KEY_KP_PLUSMINUS ( see page 210)	This is constant KEY_KP_PLUSMINUS.
KEY_KP_POWER ( see page 211)	This is constant KEY_KP_POWER.
KEY_KP_RIGHTBRACE ( see page 211)	This is constant KEY_KP_RIGHTBRACE.
KEY_KP_RIGHTPAREN ( see page 211)	This is constant KEY_KP_RIGHTPAREN.
KEY_KP_SPACE ( see page 211)	This is constant KEY_KP_SPACE.
KEY_KP_TAB ( see page 212)	This is constant KEY_KP_TAB.
KEY_KP_VERTICALBAR ( see page 212)	This is constant KEY_KP_VERTICALBAR.
KEY_KP_XOR ( see page 212)	This is constant KEY_KP_XOR.
KEY_L ( see page 212)	This is constant KEY_L.
KEY_LALT ( see page 212)	This is constant KEY_LALT.
KEY_LANG1 ( see page 213)	This is constant KEY_LANG1.
KEY_LANG2 ( see page 213)	This is constant KEY_LANG2.
KEY_LANG3 ( see page 213)	This is constant KEY_LANG3.
KEY_LANG4 ( see page 213)	This is constant KEY_LANG4.
KEY_LANG5 ( see page 214)	This is constant KEY_LANG5.
KEY_LANG6 ( see page 214)	This is constant KEY_LANG6.
KEY_LANG7 ( see page 214)	This is constant KEY_LANG7.
KEY_LANG8 ( see page 214)	This is constant KEY_LANG8.
KEY_LANG9 ( see page 214)	This is constant KEY_LANG9.
KEY_LCTRL ( see page 215)	This is constant KEY_LCTRL.
KEY_LEFT ( see page 215)	This is constant KEY_LEFT.
KEY_LEFTBRACKET ( see page 215)	This is constant KEY_LEFTBRACKET.
KEY_LGUI ( see page 215)	This is constant KEY_LGUI.
KEY_LSHIFT ( see page 216)	This is constant KEY_LSHIFT.
KEY_M ( see page 216)	This is constant KEY_M.
KEY_MAIL ( see page 216)	This is constant KEY_MAIL.
KEY_MEDIASELECT ( see page 216)	This is constant KEY_MEDIASELECT.
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