GamePascal Toolkit

Make 2D Game in Pascal

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LIGHTGREY (see page 232)	This is constant LIGHTGREY.
LIGHTPINK (see page 232)	This is constant LIGHTPINK.
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.
LIME (see page 234)	This is constant LIME.
LIMEGREEN (see page 234)	This is constant LIMEGREEN.
LINEN (see page 234)	This is constant LINEN.
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LuSCANCODE_EXSEL (see page 234)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 235)	This is constant MAGENTA.
MAROON (see page 235)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 235)	This is constant MEDIUMAQUAMARINE.
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.
MIDNIGHTBLUE (see page 237)	This is constant MIDNIGHTBLUE.
MINTCREAM (see page 237)	This is constant MINTCREAM.
MISTYROSE (see page 238)	This is constant MISTYROSE.
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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.
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PERU (see page 242)	This is constant PERU.
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PNGEXT (see page 243)	This is constant PNGEXT.
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⇉◈	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.
⇒●	SpriteImageCount (see page 106)	This is function SpriteImageCount.
⇒●	SpriteImageHeight (see page 106)	This is function SpriteImageHeight.
⇒●	SpriteImageTexture (see page 107)	This is function SpriteImageTexture.
⇒●	SpriteImageWidth (see page 107)	This is function SpriteImageWidth.
⇒●	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.
⇒♦	TimerFixedUpdateSpeed (see page 116)	This is function TimerFixedUpdateSpeed.
⇒♦	TimerFrameRate (see page 116)	This is function TimerFrameRate.
⇒♦	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

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

Description

This is function AngleSin.

1.1.5 AnyKeyPressed

File: GamePascal.pas (see page 252)

Delphi

```delphi
function AnyKeyPressed: Boolean;
```

Description

This is function AnyKeyPressed.

1.1.6 ArchiveBuild

File: GamePascal.pas (see page 252)

Delphi

```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

```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 ArchiveIsOpen

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function ArchiveIsOpen.

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;
    aWaitForgroundTask: 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

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

Description

This is function AudioGetMusicLoop.

1.1.29 AudioGetMusicPosition

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function AudioGetMusicVolume.

1.1.31 AudioGetchannelLoop

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function CompilerClearSearchPaths.

1.1.87 CompilerCodeCompletion

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function CompilerCompile.

1.1.89 CompilerFindDeclaration

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function CompilerGetSearchPath.

1.1.99 CompilerGetSearchPathCount

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function CompilerGetSearchPathCount.

1.1.100 CompilerLoadVersionInfo

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function CompilerLoadVersionInfo.

1.1.101 CompilerLocateFileInSearchPath

File: GamePascal.pas (see page 252)

Delphi

```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 **CompilerSetExeIcon**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function CompilerSetExeIcon.

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

```delphi
function ConsoleAtStartup: Boolean;
```

Description

This is function ConsoleAtStartup.

1.1.114 **ConsoleExist**

File: GamePascal.pas (see page 252)

Delphi

```delphi
function ConsoleExist: Boolean;
```

Description

This is function ConsoleExist.

1.1.115 **ConsolePause**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function ConsolePause.

1.1.116 **ConsolePrint**

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function EntityFree.

1.1.138 EntityFullyVisible

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function EntityGroup.

1.1.140 EntityHeight

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function EntityRotateRel.

1.1.153 **EntityRotateToAngle**

File: GamePascal.pas (see page 252)

Delphi

```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

```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

```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 GameGetEventHander

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function GameGetEventHander.

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

```delphi
procedure LogReset;
```

Description

This is function LogReset.

1.1.241 LogSetConsoleOutput

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function LogSetConsoleOutput.

1.1.242 LogView

File: GamePascal.pas (see page 252)

Delphi

```delphi
procedure LogView;
```

Description

This is function LogView.

1.1.243 PointInCircle

File: GamePascal.pas (see page 252)

Delphi

```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

```delphi
procedure SpeechResume;
```

Description

This is function SpeechResume.

1.1.292 **SpeechSay**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function SpeechSay.

1.1.293 **SpeechSetRate**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function SpeechSetRate.

1.1.294 **SpeechSetVolume**

File: GamePascal.pas (see page 252)

Delphi

```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

```delphi
function SpriteNew: TSprite;
```

Description

This is function SpriteNew.

1.1.307 StarfieldFree

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function StarfieldFree.

1.1.308 StarfieldGetVirtualPos

File: GamePascal.pas (see page 252)

Delphi

```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

```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

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

Description

This is function VectorDistance.

1.1.345 VectorDivide

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function VectorDivide.

1.1.346 VectorDivideBy

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function VectorDivideBy.

1.1.347 VectorDotProduct

File: GamePascal.pas (see page 252)

Delphi

```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

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

Description

This is function VectorNegate.

1.1.353 **VectorNormalize**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function VectorNormalize.

1.1.354 **VectorProject**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function VectorProject.

1.1.355 **VectorScale**

File: GamePascal.pas (see page 252)

Delphi

```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

```delphi
procedure VideoRewind;
```

Description

This is function VideoRewind.

1.1.369 VideoSetVolume

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is function VideoSetVolume.

1.1.370 VideoStop

File: GamePascal.pas (see page 252)

Delphi

```delphi
procedure VideoStop;
```

Description

This is function VideoStop.

1.1.371 VideoUnload

File: GamePascal.pas (see page 252)

Delphi

```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

```delphi
procedure WindowClose;
```

Description

This is function WindowClose.

1.1.381 WindowDrawFilledRect

File: GamePascal.pas (see page 252)

Delphi

```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

```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

```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.
CADETBLUE (see page 156)	This is constant CADETBLUE.
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.

1

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.
KEY_MUTE (see page 217)	This is constant KEY_MUTE.
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.

KEY_R (see page 221)	This is constant KEY_R.
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.
KEY_U (see page 226)	This is constant KEY_U.
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.
KHAKI (see page 229)	This is constant KHAKI.
LAVENDER (see page 229)	This is constant LAVENDER.
LAVENDERBLUSH (see page 229)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 230)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 230)	This is constant LEMONCHIFFON.
LF (see page 230)	This is constant LF.
LIGHTBLUE (see page 230)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 230)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 231)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 231)	This is constant LIGHTGOLDENRODYELLOW.
LIGHTGRAY (see page 231)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 231)	This is constant LIGHTGREEN.
LIGHTGREY (see page 232)	This is constant LIGHTGREY.

LIGHTPINK (see page 232)	This is constant LIGHTPINK.
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.
LIME (see page 234)	This is constant LIME.
LIMEGREEN (see page 234)	This is constant LIMEGREEN.
LINEN (see page 234)	This is constant LINEN.
LOGEXT (see page 234)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 234)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 235)	This is constant MAGENTA.
MAROON (see page 235)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 235)	This is constant MEDIUMAQUAMARINE.
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.
MIDNIGHTBLUE (see page 237)	This is constant MIDNIGHTBLUE.
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.
ORANGE (see page 240)	This is constant ORANGE.
ORANGERED (see page 240)	This is constant ORANGERED.
ORCHID (see page 240)	This is constant ORCHID.
OVERLAY1 (see page 240)	This is constant OVERLAY1.
OVERLAY2 (see page 241)	This is constant OVERLAY2.
PALEGOLDENROD (see page 241)	This is constant PALEGOLDENROD.
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; BLue:$FF; Alpha:$FF);
```

Description

This is constant ALICEBLUE.

1.4.2 **ANTIQUEWHITE**

File: GamePascal.pas (see page 252)

Delphi
```
ANTIQUEWHITE: 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; BLue:$2A; Alpha:$FF);
```

Description

This is constant BROWN.

1.4.20 **BURLYWOOD**

File: GamePascal.pas (see page 252)

Delphi

```
BURLYWOOD: TColor = (Red:$DE; Green:$B8; BLue:$87; Alpha:$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:$9E; BLue:$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; BLue:$00; Alpha:$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; BLue:$3C; Alpha:$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; BLue:$FF; Alpha:$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; BLue:$00; Alpha:$FF);
```

Description

This is constant DARKORANGE.

1.4.47 **DARKORCHID**

File: GamePascal.pas (see page 252)

Delphi

```
DARKORCHID: TColor = (Red:$99; Green:$32; BLue:$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; BLue:$00; Alpha:$FF);
```

Description

This is constant DARKRED.

1.4.49 **DARKSALMON**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is constant DARKSALMON.

1.4.50 **DARKSEAGREEN**

File: GamePascal.pas (see page 252)

Delphi

```
DARKSEAGREEN: TColor = (Red:$8F; Green:$BC; BLue:$8F; Alpha:$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:$00; BLue:$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; BLue:$93; Alpha:$FF);
```

Description

This is constant DEEPPINK.

1.4.57 DEEPSKYBLUE

File: GamePascal.pas (see page 252)

Delphi

```
DEEPSKYBLUE: TColor = (Red:$00; Green:$BF; BLue:$FF; Alpha:$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; BLue:$69; Alpha:$FF);
```

Description

This is constant DIMGRAY.

1.4.60 DIMWHITE

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is constant DIMWHITE.

1.4.61 DODGERBLUE

File: GamePascal.pas (see page 252)

Delphi

```
DODGERBLUE: TColor = (Red:$1E; Green:$90; BLue:$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; BLue:$22; Alpha:$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; BLue:$FF; Alpha:$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; BLue:$00; Alpha:$FF);
```

Description

This is constant LAWNGREEN.

1.4.358 LEMONCHIFFON

File: GamePascal.pas (see page 252)

Delphi

```
LEMONCHIFFON: TColor = (Red:$FF; Green:$FA; BLue:$CD; Alpha:$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; BLue:$E6; Alpha:$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:$00; BLue:$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; BLue:$00; Alpha:$FF);
```

Description

This is constant MAROON.

1.4.382 **MEDIUMAQUAMARINE**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is constant MEDIUMAQUAMARINE.

1.4.383 **MEDIUMBLUE**

File: GamePascal.pas (see page 252)

Delphi

```
MEDIUMBLUE: TColor = (Red:$00; Green:$00; BLue:$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; BLue:$E1; Alpha:$FF);
```

Description

This is constant MISTYROSE.

1.4.394 **MOCCASIN**

File: GamePascal.pas (see page 252)

Delphi

```
MOCCASIN: TColor = (Red:$FF; Green:$E4; BLue:$B5; Alpha:$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; BLue:$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; BLue:$8F; Alpha:$FF);
```

Description

This is constant ROSYBROWN.

1.4.426 **ROYALBLUE**

File: GamePascal.pas (see page 252)

Delphi

```
ROYALBLUE: TColor = (Red:$41; Green:$69; BLue:$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; BLue:$13; Alpha:$FF);
```

Description

This is constant SADDLEBROWN.

1.4.428 **SALMON**

File: GamePascal.pas (see page 252)

Delphi

```
SALMON: TColor = (Red:$FA; Green:$80; BLue:$72; Alpha:$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; BLue:$C0; Alpha:$FF);
```

Description

This is constant SILVER.

1.4.434 **SKYBLUE**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is constant SKYBLUE.

1.4.435 **SLATEBLUE**

File: GamePascal.pas (see page 252)

Delphi

```
SLATEBLUE: TColor = (Red:$6A; Green:$5A; BLue:$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; BLue:$90; Alpha:$FF);
```

Description

This is constant SLATEGRAY.

1.4.437 **SLATEGREY**

File: GamePascal.pas (see page 252)

Delphi

```
SLATEGREY: TColor = (Red:$70; Green:$80; BLue:$90; Alpha:$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; BLue:$80; Alpha:$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; BLue:$D8; Alpha:$FF);
```

Description

This is constant THISTLE.

1.4.445 **TOMATO**

File: GamePascal.pas (see page 252)

Delphi

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

Description

This is constant TOMATO.

1.4.446 **TURQUOISE**

File: GamePascal.pas (see page 252)

Delphi

```
TURQUOISE: TColor = (Red:$40; Green:$E0; BLue:$D0; Alpha:$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; BLue:$F5; Alpha:$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; BLue:$00; Alpha:$FF);
```
Description

This is constant YELLOW.

1.4.455 YELLOWGREEN

File: GamePascal.pas (see page 252)

Delphi
```
YELLOWGREEN: TColor = (Red:$9A; Green:$CD; BLue:$32; Alpha:$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.
CADETBLUE (see page 156)	This is constant CADETBLUE.
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.
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.
KEY_MUTE (see page 217)	This is constant KEY_MUTE.
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.
KEY_R (see page 221)	This is constant KEY_R.
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.
KEY_U (see page 226)	This is constant KEY_U.
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.
KHAKI (see page 229)	This is constant KHAKI.
LAVENDER (see page 229)	This is constant LAVENDER.
LAVENDERBLUSH (see page 229)	This is constant LAVENDERBLUSH.
LAWNGREEN (see page 230)	This is constant LAWNGREEN.
LEMONCHIFFON (see page 230)	This is constant LEMONCHIFFON.
LF (see page 230)	This is constant LF.
LIGHTBLUE (see page 230)	This is constant LIGHTBLUE.
LIGHTCORAL (see page 230)	This is constant LIGHTCORAL.
LIGHTCYAN (see page 231)	This is constant LIGHTCYAN.
LIGHTGOLDENRODYELLOW (see page 231)	This is constant LIGHTGOLDENRODYELLOW.

LIGHTGRAY (see page 231)	This is constant LIGHTGRAY.
LIGHTGREEN (see page 231)	This is constant LIGHTGREEN.
LIGHTGREY (see page 232)	This is constant LIGHTGREY.
LIGHTPINK (see page 232)	This is constant LIGHTPINK.
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.
LIME (see page 234)	This is constant LIME.
LIMEGREEN (see page 234)	This is constant LIMEGREEN.
LINEN (see page 234)	This is constant LINEN.
LOGEXT (see page 234)	This is constant LOGEXT.
LuSCANCODE_EXSEL (see page 234)	This is constant LuSCANCODE_EXSEL.
MAGENTA (see page 235)	This is constant MAGENTA.
MAROON (see page 235)	This is constant MAROON.
MEDIUMAQUAMARINE (see page 235)	This is constant MEDIUMAQUAMARINE.
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.
MIDNIGHTBLUE (see page 237)	This is constant MIDNIGHTBLUE.
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.
ORANGE (see page 240)	This is constant ORANGE.
ORANGERED (see page 240)	This is constant ORANGERED.
ORCHID (see page 240)	This is constant ORCHID.
OVERLAY1 (see page 240)	This is constant OVERLAY1.
OVERLAY2 (see page 241)	This is constant OVERLAY2.
PALEGOLDENROD (see page 241)	This is constant PALEGOLDENROD.
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.
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🔧	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.
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	TSpeechVoiceAttribute (see page 134)	This is record TSpeechVoiceAttribute.
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