

NEON86

LEGEND

color: Color(r,g,b,a=255)
vec: Vector3 / Vector4
mat: Matrix
tex: Material / RTT / texture handle
rtt: Render Target
texHandle: texture handle
eye,at,up: Vector3
key: "a" or KEY_SPACE etc.
su,tv: UV coordinates (floats)
nx,ny,nz: normals

EVENTS

_init()
_shutdown()
_update(dt)
_render()
_render2D()

BASE

ShowMessage(caption, text)
LogString(text)
ExitGame()
RestartGame()
IsDebugMode()
SetFPS(fps)
doFile(scriptName)
loadFile(fileName)
getTime()

MATH

Color(r,g,b,a=255)
ColorLinear(r,g,b,a=1.0)
str2vec(text)
vec2str(vec)

MATRIX

Matrix()
translate(x,y,z)
rotate(x,y,z)
scale(x,y,z)
inverse()
shadow(PlaneVec,lightVec)
reflect(PlaneVec)
lookAt(eye,at,up)
m(row,col)
row(index)
col(index)
bind(kind)

VECTOR

Vector3(x,y,z)
Vector4(x,y,z,w)
cross(vec)
get()
color()
mag()
magSq()
len(b,t)
neg()
normalize()
m(index,val)
x(),y(),z(),w()

RENDERER

ClearScene(color)
CameraPerspective(fov,near,far,flipLH)
CameraOrthographic(w,h,near,fart,flipLH)
BindTexture(tex)
GetResolution()
GetMatrix(kind)
RenderState(kind,state)
ToggleWireframe(state)
SetFog(color,kind,start,end)

```
SetFog(color.kind,density)
ClearFog()
SamplerState(stage.kind,state)
EnableLighting(state)
AmbientColor(color)
ClearTarget()
DrawBox(mat.dims,color)
DrawQuad(x1,x2,y1,y2,color,flipY)
CullMode(mode)
FillScreen(color,flipY)
RegisterFontFile(Path)
```

SCENE

```
Scene(modelName,loadMaterials=true,optimizeMesh=false)
draw(mat)
drawSubset(index,mat)
loadModel(modelName,loadMaterials=true,optimizeMesh=false)
loadScene(modelName,loadMaterials=true,optimizeMesh=false)
getMeshes()
getLights()
getFlattenNodes()
getTargets()
findMesh(name)
findLight(name)
findTarget(name)
getRootNode()
```

NODE

```
Node()
clone()
getName()
getTransform()
setTransform(mat)
getFinalTransform()
addNode(node)
addMesh(mesh)
draw(mat)
drawSubset(index, mat)
```

```
getMeshes()
getMeshParts()
getLights()
getTargets()
getNodes()
findMesh(name)
findLight(name)
findTarget(name)
findNode(name)
getMeta(name)
```

MESH

```
Mesh()
addFGroup(Part)
addPart(Part)
draw(mat)
clone()
getFGroups()
getParts()
clear()
setName(name)
getName()
setMaterial(stage.tex)
getMaterial(stage)
```

PART / FACEGROUP

```
FaceGroup()
clone()
addVertex(vert)
addIndex(index)
addTriangle(a,b,c)
setMaterial(stage.mat)
getMaterial(stage)
getMaterialStage()
draw(mat)
build()
calcNormals()
```

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```
clear()
getVertices()
getIndices()
```

MATERIAL

```
Material()
Material(textureName)
Material(w,h)
setSamplerState(sampler.state)
getSamplerState(sampler)
loadFile(textureName)
res()
data()
getHandle(slot)
setHandle(slot.texHandle)
setDiffuse(color)
setAmbient(color)
setSpecular(color)
setEmission(color)
setPower(val)
setOpacity(val)
alphaIsTransparency(state)
setShaded(state)
```

VERTEX

```
Vertex(x,y,z,su,tv,color,nx,ny,nz)
get()
```

FONT

```
Font(fontFamily)
drawText(color,text,x,y,w=0,h=0)
```

RENDER TARGET

```
RenderTarget()
RenderTarget(w,h)
RenderTarget(w,h,hasDepth=false)
getHandle()
bind()
```

EFFECT

```
Effect(effectPath)
begin(technique)
```

```
end().flush()
beginPass(Pass)
endPass()
commit()
setBool(name,val)
setFloat(name,val)
setMatrix(name.mat)
setVector3(name.vec)
setVector4(name.vec)
setInteger(name,val)
setTexture(name.texHandle)
setTexture(name.slot.mat)
setTexture(name.rtt)
```

LIGHT

```
Light(slot)
enable(state.slot)
setPosition(vec)
setDirection(vec)
setDiffuse(color)
setSpecular(color)
setAmbient(color)
setRange(val)
setFalloff(val)
setAttenuation(a,b,c)
setInnerAngle(val)
setOuterAngle(val)
setType(kind)
setSlot(slot)
getType()
getSlot()
```

INPUT

```
GetKey(key)
GetKeyDown(key)
GetKeyUp(key)
GetMouseXY()
```

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GetMouseDelta()
SetMouseXY(x,y)
GetMouse(button)
GetMouseDown(button)
GetMouseUp(button)
IsCursorVisible()
ShowCursor(state)
GetCursorMode()
SetCursorMode(mode)
ShowCursor(state)

GLOBAL S

RENDERER

PRIMITIVEKIND_POINTLIST
PRIMITIVEKIND_LINELIST
PRIMITIVEKIND_LINESTRIP
PRIMITIVEKIND_TRIANGLELIST
PRIMITIVEKIND_TRIANGLESTRIP
PRIMITIVEKIND_TRIANGLEFAN

MATRIXKIND_VIEW
MATRIXKIND_PROJECTION
MATRIXKIND_TEXTURE0
MATRIXKIND_TEXTURE1
MATRIXKIND_TEXTURE2
MATRIXKIND_TEXTURE3
MATRIXKIND_TEXTURE4
MATRIXKIND_TEXTURE5
MATRIXKIND_TEXTURE6
MATRIXKIND_TEXTURE7
MATRIXKIND_WORLD

CLEARFLAG_COLOR
CLEARFLAG_DEPTH
CLEARFLAG_STENCIL
CLEARFLAG_STANDARD

TEXTURESLOT_ALBEDO
TEXTURESLOT_SPECULAR
TEXTURESLOT_NORMAL
TEXTURESLOT_DISPLACE
TEXTURESLOT_USER_END
MAX_TEXTURE_SLOTS

FOGKIND_NONE
FOGKIND_EXP
FOGKIND_EXP2
FOGKIND_LINEAR

WORLD
VIEW
PROJ

CULLKIND_NONE
CULLKIND_CW
CULLKIND_CCW

LIGHTKIND_DIRECTIONAL
LIGHTKIND_POINT
LIGHTKIND_SPOT

RENDERSTATE_ZENABLE
RENDERSTATE_FILLMODE
RENDERSTATE_SHADEMODE
RENDERSTATE_ZWRITEENABLE
RENDERSTATE_ALPHATESTENABLE
RENDERSTATE_LASTPIXEL
RENDERSTATE_SRCBLEND
RENDERSTATE_DESTBLEND
RENDERSTATE_CULLMODE
RENDERSTATE_ZFUNC
RENDERSTATE_ALPHAREF
RENDERSTATE_ALPHAFUNC

RENDERSTATE_DITHERENABLE
RENDERSTATE_ALPHABLENDENABLE
RENDERSTATE_FOGENABLE
RENDERSTATE_SPECULARENABLE
RENDERSTATE_FOGCOLOR
RENDERSTATE_FOGTABLEMODE
RENDERSTATE_FOGSTART
RENDERSTATE_FOGEND
RENDERSTATE_FOGDENSITY
RENDERSTATE_RANGEFOGENABLE
RENDERSTATE_STENCILENABLE
RENDERSTATE_STENCILFAIL
RENDERSTATE_STENCILZFAIL
RENDERSTATE_STENCILPASS
RENDERSTATE_STENCILFUNC
RENDERSTATE_STENCILREF
RENDERSTATE_STENCILMASK
RENDERSTATE_STENCILWRITEMASK
RENDERSTATE_TEXTUREFACTOR
RENDERSTATE_WRAP0
RENDERSTATE_WRAP1
RENDERSTATE_WRAP2
RENDERSTATE_WRAP3
RENDERSTATE_WRAP4
RENDERSTATE_WRAP5
RENDERSTATE_WRAP6
RENDERSTATE_WRAP7
RENDERSTATE_CLIPPING
RENDERSTATE_LIGHTING
RENDERSTATE_AMBIENT
RENDERSTATE_FOGVERTEXMODE
RENDERSTATE_COLORVERTEX
RENDERSTATE_LOCALVIEWER
RENDERSTATE_NORMALIZENORMALS
RENDERSTATE_DIFFUSEMATERIALSOURCE
RENDERSTATE_SPECULARMATERIALSOURCE
RENDERSTATE_AMBIENTMATERIALSOURCE

RENDERSTATE_EMISSIVEMATERIALSOURCE
RENDERSTATE_VERTEXBLEND
RENDERSTATE_CLIPPLANEENABLE
RENDERSTATE_POINTSIZE
RENDERSTATE_POINTSIZE_MIN
RENDERSTATE_POINTSPRITEENABLE
RENDERSTATE_POINTSCALEENABLE
RENDERSTATE_POINTSCALE_A
RENDERSTATE_POINTSCALE_B
RENDERSTATE_POINTSCALE_C
RENDERSTATE_MULTISAMPLEANTIALIAS
RENDERSTATE_MULTISAMPLEMASK
RENDERSTATE_PATCHEDGE STYLE
RENDERSTATE_DEBUGMONITORTOKEN
RENDERSTATE_POINTSIZE_MAX
RENDERSTATE_INDEXEDVERTEXBLENDENABLE
RENDERSTATE_COLORWRITEENABLE
RENDERSTATE_TWEENFACTOR
RENDERSTATE_BLENDOP
RENDERSTATE_NORMALDEGREE
RENDERSTATE_SCISSORTESTENABLE
RENDERSTATE_SLOPESCALEDPTHBIAS
RENDERSTATE_ANTIALIASEDLINEENABLE
RENDERSTATE_MINTESSELLATIONLEVEL
RENDERSTATE_MAXTESSELLATIONLEVEL
RENDERSTATE_ADAPTIVETESS_X
RENDERSTATE_ADAPTIVETESS_Y
RENDERSTATE_ADAPTIVETESS_Z
RENDERSTATE_ADAPTIVETESS_W
RENDERSTATE_ENABLEADAPTIVETESSELLATION
RENDERSTATE_TWOSIDEDSTENCILMODE
RENDERSTATE_CCW_STENCILFAIL
RENDERSTATE_CCW_STENCILZFAIL
RENDERSTATE_CCW_STENCILPASS
RENDERSTATE_CCW_STENCILFUNC
RENDERSTATE_COLORWRITEENABLE1
RENDERSTATE_COLORWRITEENABLE2

RENDERSTATE_COLORWRITEENABLE3
RENDERSTATE_BLENDFACTOR
RENDERSTATE_SRGBWRITEENABLE
RENDERSTATE_DEPTHBIAS
RENDERSTATE_WRAP8
RENDERSTATE_WRAP9
RENDERSTATE_WRAP10
RENDERSTATE_WRAP11
RENDERSTATE_WRAP12
RENDERSTATE_WRAP13
RENDERSTATE_WRAP14
RENDERSTATE_WRAP15
RENDERSTATE_SEPARATEALPHABLENDENABLE
RENDERSTATE_SRCBLENDALPHA
RENDERSTATE_DESTBLENDALPHA
RENDERSTATE_BLENDOPALPHA

SAMPLERSTATE_ADDRESSU
SAMPLERSTATE_ADDRESSV
SAMPLERSTATE_ADDRESSW
SAMPLERSTATE_BORDERCOLOR
SAMPLERSTATE_MAGFILTER
SAMPLERSTATE_MINFILTER
SAMPLERSTATE_MIPFILTER
SAMPLERSTATE_MIPMAPLODBIAS
SAMPLERSTATE_MAXMIPLEVEL
SAMPLERSTATE_MAXANISOTROPY
SAMPLERSTATE_SRGBTEXTURE
SAMPLERSTATE_ELEMENTINDEX
SAMPLERSTATE_DMAPOFFSET

TEXTF_NONE
TEXTF_POINT
TEXTF_LINEAR
TEXTF_ANISOTROPIC
TEXTF_PYRAMIDALQUAD

TEXTF_GAUSSIANQUAD

TEXTA_WRAP
TEXTA_MIRROR
TEXTA_CLAMP
TEXTA_BORDER
TEXTA_MIRRORONCE

INPUT

MOUSE_LEFT_BUTTON
MOUSE_MIDDLE_BUTTON
MOUSE_RIGHT_BUTTON
MOUSE_WHEEL_UP
MOUSE_WHEEL_DOWN

CURSORMODE_DEFAULT
CURSORMODE_CENTERED
CURSORMODE_WRAPPED

KEY_LBUTTON
KEY_RBUTTON
KEY_CANCEL
KEY_MBUTTON
KEY_XBUTTON1
KEY_XBUTTON2
KEY_BACK
KEY_TAB
KEY_CLEAR
KEY_RETURN
KEY_SHIFT
KEY_CONTROL
KEY_MENU
KEY_PAUSE
KEY_CAPITAL
KEY_KANA
KEY_HANGEUL
KEY_HANGUL
KEY_JUNJA

KEY_FINAL	KEY_NUMPAD9
KEY_HANJA	KEY_MULTIPLY
KEY_KANJI	KEY_ADD
KEY_ESCAPE	KEY_SEPARATOR
KEY_CONVERT	KEY_SUBTRACT
KEY_NONCONVERT	KEY_DECIMAL
KEY_ACCEPT	KEY_DIVIDE
KEY_MODECHANGE	KEY_F1
KEY_SPACE	KEY_F2
KEY_PRIOR	KEY_F3
KEY_NEXT	KEY_F4
KEY_END	KEY_F5
KEY_HOME	KEY_F6
KEY_LEFT	KEY_F7
KEY_UP	KEY_F8
KEY_RIGHT	KEY_F9
KEY_DOWN	KEY_F10
KEY_SELECT	KEY_F11
KEY_PRINT	KEY_F12
KEY_EXECUTE	KEY_F13
KEY_SNAPSHOT	KEY_F14
KEY_INSERT	KEY_F15
KEY_DELETE	KEY_F16
KEY_HELP	KEY_F17
KEY_LWIN	KEY_F18
KEY_RWIN	KEY_F19
KEY_APPS	KEY_F20
KEY_SLEEP	KEY_F21
KEY_NUMPAD0	KEY_F22
KEY_NUMPAD1	KEY_F23
KEY_NUMPAD2	KEY_F24
KEY_NUMPAD3	KEY_NAVIGATION_VIEW
KEY_NUMPAD4	KEY_NAVIGATION_MENU
KEY_NUMPAD5	KEY_NAVIGATION_UP
KEY_NUMPAD6	KEY_NAVIGATION_DOWN
KEY_NUMPAD7	KEY_NAVIGATION_LEFT
KEY_NUMPAD8	KEY_NAVIGATION_RIGHT

KEY_NAVIGATION_ACCEPT	KEY_OEM_MINUS
KEY_NAVIGATION_CANCEL	KEY_OEM_PERIOD
KEY_NUMLOCK	KEY_OEM_2
KEY_SCROLL	KEY_OEM_3
KEY_OEM_NEC_EQUAL	KEY_GAMEPAD_A
KEY_OEM_FJ_JISHO	KEY_GAMEPAD_B
KEY_OEM_FJ_MASSHOU	KEY_GAMEPAD_X
KEY_OEM_FJ_TOUROKU	KEY_GAMEPAD_Y
KEY_OEM_FJ_LOYA	KEY_GAMEPAD_RIGHT_SHOULDER
KEY_OEM_FJ_ROYA	KEY_GAMEPAD_LEFT_SHOULDER
KEY_LSHIFT	KEY_GAMEPAD_LEFT_TRIGGER
KEY_RSHIFT	KEY_GAMEPAD_RIGHT_TRIGGER
KEY_LCONTROL	KEY_GAMEPAD_DPAD_UP
KEY_RCONTROL	KEY_GAMEPAD_DPAD_DOWN
KEY_LMENU	KEY_GAMEPAD_DPAD_LEFT
KEY_RMENU	KEY_GAMEPAD_DPAD_RIGHT
KEY_BROWSER_BACK	KEY_GAMEPAD_MENU
KEY_BROWSER_FORWARD	KEY_GAMEPAD_VIEW
KEY_BROWSER_REFRESH	KEY_GAMEPAD_LEFT_THUMBSTICK_BUTTON
KEY_BROWSER_STOP	KEY_GAMEPAD_RIGHT_THUMBSTICK_BUTTON
KEY_BROWSER_SEARCH	KEY_GAMEPAD_LEFT_THUMBSTICK_UP
KEY_BROWSER_FAVORITES	KEY_GAMEPAD_LEFT_THUMBSTICK_DOWN
KEY_BROWSER_HOME	KEY_GAMEPAD_LEFT_THUMBSTICK_RIGHT
KEY_VOLUME_MUTE	KEY_GAMEPAD_LEFT_THUMBSTICK_LEFT
KEY_VOLUME_DOWN	KEY_GAMEPAD_RIGHT_THUMBSTICK_UP
KEY_VOLUME_UP	KEY_GAMEPAD_RIGHT_THUMBSTICK_DOWN
KEY_MEDIA_NEXT_TRACK	KEY_GAMEPAD_RIGHT_THUMBSTICK_RIGHT
KEY_MEDIA_PREV_TRACK	KEY_GAMEPAD_RIGHT_THUMBSTICK_LEFT
KEY_MEDIA_STOP	KEY_OEM_4
KEY_MEDIA_PLAY_PAUSE	KEY_OEM_5
KEY_LAUNCH_MAIL	KEY_OEM_6
KEY_LAUNCH_MEDIA_SELECT	KEY_OEM_7
KEY_LAUNCH_APP1	KEY_OEM_8
KEY_LAUNCH_APP2	KEY_OEM_AX
KEY_OEM_1	KEY_OEM_102
KEY_OEM_PLUS	KEY_ICO_HELP
KEY_OEM_COMMA	KEY_ICO_00

KEY_PROCESSKEY
KEY_ICO_CLEAR
KEY_PACKET
KEY_OEM_RESET
KEY_OEM_JUMP
KEY_OEM_PA1
KEY_OEM_PA2
KEY_OEM_PA3
KEY_OEM_WSCTRL
KEY_OEM_CUSEL
KEY_OEM_ATTN
KEY_OEM_FINISH
KEY_OEM_COPY
KEY_OEM_AUTO
KEY_OEM_ENLW
KEY_OEM_BACKTAB
KEY_ATTN
KEY_CRSEL
KEY_EXSEL
KEY_EREOF
KEY_PLAY
KEY_ZOOM
KEY_NONAME
KEY_PA1
KEY_OEM_CLEAR