

While

### **MapObject-Methoden**

mapObject( string nameOfMapObject ). -->

- moveX[ int step ];
- moveY[ int step ];
- isAnimated[ bool value ];
- setSize[ int width, int height ];
- setPosition[ int x, int y ];
- setAnimation[ string nameOfAnimation ];
- createRec[ int x, int y, int width, int height ]; //keine parameterveränderung = noChange
- saveCollision[ ];
- collide[ (X/Y) ];
- goToMapObject[ string nameOfMapObject, int step, string animationMoveRight, string animationMoveLeft, string animationMoveDown, string animationMoveUp];

### **Event-Methoden**

event( string nameOfEvent ). -->

- setPosition[ int x, int y ]; //keine parameterveränderung = noChange

### **GameMenu-Methoden**

- newButton[ string name, string filename1, string filename2, int x, int y ];
- newWindow[ int x, int y, int width, int height ];

### **Init-Methoden**

- loadGameObject[ string name, string path ];
- loadMapObject[ string name, string nameOfGameObject/string nameOfImageObject, int x, int y, DrawOption drawOption ];
- loadImageObject[ string name, string pathOfImage ];
- loadEvent[ string name, int x, int y, int width, int height ];

### **Conditions**

```
if( condition )
{
}
```

- control[ string key ]
- collisionWithMap[ string nameOfMapObject,(mapLeft/mapRight/mapUp/mapDown/all) ]
- collisionWithMapObject[ string nameOfMapObject1, string nameOfMapObject2 ]

- collisionWithEvent[ string nameOfMapObject, string nameOfEvent ]
- collisionWithSpecialMapObjects[ string mainMo, string mo1, string mo2, ... ];
- isButtonClick[ string nameOfButton ]
- compare[string nameOfMapVariable, (==/
- >), string value];
- compareDirect[ string value1, string value2 ];
- isPlace[ string nameOfMapObject1,(Top,Bottom,Right,Left),string nameOfMapObject2];
- isAnimation[ string nameOfMapObject, string nameOfAnimation ];
- collisionDetectAndCollide[ string mainMo, string mo1/ev1, string mo2/ev2, ... ]

## Allgemeine-Methoden

- messageBox[ string text ];
- closeWindow[ ];
- wait[ int millisec ];
- scrollToMapObject[ string nameOfMapObject ];
- drawAllRectangle[ bool boolean ];
- calculate[ (bsp.: 2 + 2 \* 3 - 2 ) ]; (ergebiss : 10)
- collisionDetectAndCollide[ string mainMo, string mo1/ev1, string mo2/ev2, ... ];
- setValue[ string nameOfMapVar, string value ];
- changeValue[ string nameOfMapVar, int value ];
- jumpTo[ int position ];
- startDialog[ string text ];

## Graphics-Methoden

createText[ string name, string text, string fontname, string color, int size, int x, int y ];

## Text

text( string nameOfText ). -->

- show[ bool boolean ];

## GET-MapObject

get.string nameOfMapObject. -->

- X
- Y

## For-Methoden

- forReplace[ string ErsetzeVariable, string parameter1, string parameter2, ...];
- forReplaceEnd[];

//kann nicht verschachtelt werden

