Enigma Level API II
API constants

Common Constants

state values

OFF	all switch like objects
ON	all switch like objects
CLOSED	all door like objects
OPEN	all door like objects
IDLE	other objects in the default passive state
ACTIVE	other objects in the active state
INACTIVE	other objects in the inactive state
OXYDPAIR	just by st_oxyd
LIGHT	by st_disco
MEDIUM	by st_disco, it_crack, it_extinguisher
DARK	by st_disco
FLOODING	by fl_water, fl_wood, fl_hay, fl_rock
INVISIBLE	by it_crack
SMALL	by it_crack
LARGE	by it_crack
YIN	by fl_yinyang
YANG	by fl_yinyang
EMPTY	by it_extinguisher
FULL	by it_extinguisher
BROKEN	by it_bottle
BREAKING	by st_quake
CW	clockwise, by st_rotator
CCW	counterclockwise, by st_rotator

color values

BLACK	all black/white colored objects
WHITE	all black/white colored objects
BLUE	by st_puzzle
YELLOW	by st_puzzle
NOCOLOR	some objects, that exist in black, white variants, too, like st_switch

actor controllers

CTRL_NONE	by all actors
CTRL_YIN	by all actors
CTRL_YANG	by all actors
CTRL_YINYANG	by all actors

oxyd colors

OXYD_BLUE	by st_oxyd
OXYD_RED	by st_oxyd
OXYD_GREEN	by st_oxyd
OXYD_YELLOW	by st_oxyd
OXYD_CYAN	by st_oxyd
OXYD_PURPLE	by st_oxyd
OXYD_WHITE	by st_oxyd
OXYD_BLACK	by st_oxyd
OXYD_GRAY	by st_oxyd
OXYD_ORANGE	by st_oxyd
OXYD_PINE	by st_oxyd
OXYD_BROWN	by st_oxyd
OXYD_AUTO	by st_oxyd
OXYD_FAKE	by st_oxyd
OXYD_QUAKE	by st_oxyd
OXYD_BOLD	by st_oxyd

orientations

RANDOMDIR	by st_mirror
NODIR	by fl_slope
WEST	by all objects with 4 orientations
SOUTH	by all objects with 4 orientations
EAST	by all objects with 4 orientations
NORTH	by all objects with 4 orientations
NORTHWEST	by all objects with 8 orientations
SOUTHWEST	by all objects with 8 orientations
SOUTHEAST	by all objects with 8 orientations
NORTHEAST	by all objects with 8 orientations
BACKSLASH	by st_mirror
HORIZONTAL	by st_mirror
SLASH	by st_mirror
VERTICAL	by st_mirror

direction offsets

```
N = po(0, -1)
E = po(1, 0)
S = po(0, 1)
W = po(-1, 0)
NE = N + E
NW = N + W
SE = S + E
SW = S + W
NNE = N + NE      by st_chess
ENE = E + NE      by st_chess
ESE = E + SE      by st_chess
SSE =  S + SE     by st_chess
SSW =  S + SW     by st_chess
WSW =  W + SW     by st_chess
WNW =  W + NW     by st_chess
NNW =  N + NW     by st_chess
```

position lists

```
NEIGHBORS_4 = W .. S .. E .. N
NEIGHBORS_8 = NEIGHBORS_4 .. NW .. SW ..SE .. NE
NEIGHBORS_CHESS = NNE .. ENE .. ESE .. SSE
 .. SSW .. WSW .. WNW .. NNW
```

essentialness

DISPENSABLE	by all actors and it_meditation
INDISPENSABLE	by all actors and Section it_meditation
PERKIND	by all actors

meditation types

MEDITATION_CALDERA	by it_meditation
MEDITATION_HOLLOW	by it_meditation
MEDITATION_DENT	by it_meditation
MEDITATION_BUMP	by it_meditation
MEDITATION_HILL	by it_meditation
MEDITATION_VOLCANO	by it_meditation

glasses abilities

SPOT_NOTHING	by it_glasses
SPOT_DEATH	by it_glasses
SPOT_HOLLOW	by it_glasses
SPOT_ACTORIMPULSE	by it_glasses
SPOT_SENSOR	by it_glasses
SPOT_LIGHTPASSENGER	by it_glasses
SPOT_TRAP	by it_glasses

coinslot acceptance

COIN_IGNORE	by st_coinslot
COIN_REJECT	by st_coinslot

rubberband length

AUTOLENGTH	by it_rubberband ot_rubberband st_rubberband

subsoil kind

SUBSOIL_ABYSS	by it_explosion
SUBSOIL_WATER	by it_explosion
SUBSOIL_AUTO	by it_explosion

screen scrolling

FOLLOW_NO	by global FollowMethod
FOLLOW_SCROLL	by global FollowMethod
FOLLOW_FLIP	by global FollowMethod
FOLLOW_FULLSCREEN = po(19, 12)	by global FollowAction
FOLLOW_HALFSCREEN = po(9.5, 6)	by global FollowAction

map read directions

MAP_IDENT	no transformation
MAP_ROT_CW	rotate map 90 degrees clockwise
MAP_ROT_180	rotate map 180 degrees
MAP_ROT_CCW	rotate map 90 degrees counter-clockwise
MAP_FLIP_BACKSLASH	flip upper-left and lower-right corners
MAP_FLIP_HORIZONTAL	flip right and left
MAP_FLIP_SLASH	flip upper-right and lower-left corners
MAP_FLIP_VERTICAL	flip up and down