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

**color values**

- **BLACK** all black/white colored objects
- **WHITE** all black/white colored objects
- **BLUE** by all actors
- **YELLOW** by all actors
- **NOCOLOR** by all 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_YIN_YANG** by all actors

**oxyd colors**

<table>
<thead>
<tr>
<th>Color</th>
<th>by</th>
</tr>
</thead>
<tbody>
<tr>
<td>OXYD_BLUE</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_RED</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_GREEN</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_YELLOW</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_CYAN</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_PURPLE</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_WHITE</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_BLACK</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_GRAY</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_ORANGE</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_BROWN</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_AUTO</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_FAKE</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_QUAKE</td>
<td><em>st oxyd</em></td>
</tr>
<tr>
<td>OXYD_BOLD</td>
<td><em>st oxyd</em></td>
</tr>
</tbody>
</table>

**orientations**

<table>
<thead>
<tr>
<th>Orientation</th>
<th>by</th>
</tr>
</thead>
<tbody>
<tr>
<td>RANDOMDIR</td>
<td><em>st_mirror</em></td>
</tr>
<tr>
<td>NODIR</td>
<td><em>fl_slope</em></td>
</tr>
<tr>
<td>WEST</td>
<td>by all objects with 4 orientations</td>
</tr>
<tr>
<td>SOUTH</td>
<td>by all objects with 4 orientations</td>
</tr>
<tr>
<td>EAST</td>
<td>by all objects with 4 orientations</td>
</tr>
<tr>
<td>NORTH</td>
<td>by all objects with 4 orientations</td>
</tr>
<tr>
<td>NORTHWEST</td>
<td>by all objects with 8 orientations</td>
</tr>
<tr>
<td>SOUTHWEST</td>
<td>by all objects with 8 orientations</td>
</tr>
<tr>
<td>SOUTHEAST</td>
<td>by all objects with 8 orientations</td>
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</tr>
</tbody>
</table>

**direction offsets**

\[
\begin{align*}
N &= \text{po}(0, -1) \\
E &= \text{po}(1, 0) \\
S &= \text{po}(0, 1) \\
W &= \text{po}(-1, 0) \\
NE &= N + E \\
NW &= N + W \\
SE &= S + E \\
SW &= S + W \\
nNE &= N + NE \\
nE &= E + NE \\
nS &= S + SE \\
nsW &= S + SW \\
ww &= W + SW \\
ww &= W + NW \\
nw &= N + NW \\
nw &= N + NN \\
end{align*}
\]

**map read directions**

- **MAP_IDENTITY** no transformation
- **MAP_ROT_CW** rotate map 90 degrees clockwise
- **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

**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_HALFSIZE** = po(9.5, 6) by global FollowAction

**rubberband length**

- **AUTOLENGTH** by *it_rubberband* os_rubberband st_rubberband

**subsoil kind**

- **SUBSOIL_ABYSS** by *it_explosion*
- **SUBSOIL_WATER** by *it_explosion*
- **SUBSOIL_AUTO** by *it_explosion*

**coinslot acceptance**

- **COIN_IGNORE** by *st_coinslot*
- **COIN_REJECT** by *st_coinslot*

**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*

**essentialness**

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

**mediation 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_VULCANO** by *it_meditation*

**Compiled from Enigma 1.20 reference manual by Raoul**