

API Reference

Generated with ROBODoc Version 4.99.6 (Oct 17 2004)

January 29, 2005

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0.1 TFIARBoard/Create

NAME

Create

FUNCTION

Will create the object for usage

SYNOPSIS

Create();

INPUTS

none

RESULT

none

0.2 TFIARBoard/ResetBoard

NAME

ResetBoard

FUNCTION

Will reset the board for a new game

SYNOPSIS

ResetBoard();

INPUTS

none

RESULT

none

0.3 TFIARBoard/ColumnHeight

NAME

ColumnHeight

FUNCTION

Will determine a certain columns height

SYNOPSIS

ColumnHeight(Column: Integer): Integer;

INPUTS

Column: Integer, which column you wish to gage

RESULT

Integer, the height of the indicated column

0.4 TFIARBoard/DropCoin

NAME

DropCoin

FUNCTION

Will drop a coin into a certain column

SYNOPSIS

DropCoin(Column: Integer; Player: Integer): Boolean;

INPUTS

Column: Integer, indicates in which column the coin should be dropped
Player: Integer, indicates which player is dropping the coin

RESULT

Boolean, true on a succesful drop

0.5 TFIARBoard/Adversary

NAME

Adversary

FUNCTION

Who is a players adversary

SYNOPSIS

```
Adversary(Player: Integer): Integer;
```

INPUTS

Player: Integer, who is the player

RESULT

Integer, who is the adversary

0.6 TFIARBoard/SpotStats

NAME

SpotStats

FUNCTION

Will generate a certain spots statistics

SYNOPSIS

```
SpotStats(x, y, dx, dy, Player: Integer; var nEmpty, nFriendly, nHostile: Integer);
```

INPUTS

x: Integer, the spots x co-ordinate

y: Integer, the spots y co-ordinate

dx: Integer, the spots delta-x co-efficient

dy: Integer, the spots delta-y co-efficient

var nEmpty: Integer, return the amount of empty spots in a four spot row

var nFriendly: Integer, return the amount of friendly spots in a four spot row

var nHostile: Integer, return the amount of hostile spots in a four spot row

RESULT

none

0.7 TFIARBoard/GameOver

NAME

GameOver

FUNCTION

Will determine when the game has finished

SYNOPSIS

```
GameOver(Player: Integer): Integer;
```

INPUTS

Player: Integer, which player is the current player

RESULT

Integer, which player has won, or -1 when the game has been drawn,
or 0 when the game is still active

0.8 TFIARBoard/AdviseMove

NAME

AdviseMove

FUNCTION

Will advise a (smart) move

SYNOPSIS

```
AdviseMove(Player, Difficulty: Integer): Integer;
```

INPUTS

Player: Integer, from which players perspective the move should be advised

Difficulty: Integer, how smart the AI should be (rated 1..4;dEasy,dMedium,dHard,dBrutal)

RESULT

Integer, in which column the coin should be dropped