List of opcodes

This is a list of all opcodes, including nops and unsupported ones, in GTA III, Vice City, and San Andreas. Brief descriptions and notes are added to the list for quick and easy access to information.

Opcode	P	Parameter type	Games	Brief description	Notes
0000	0	nop		no operation	special use in CLEO
0001	1	int		wait	
0002	1	label		jump to label	
0003	1	int		shake camera	
0004	2	global var, int		set global to integer (G = I)	
0005	2	global var, flt		set global to float (G = F)	
0006	2	local var, int		set local to integer (L = I))	
0007	2	local var, flt		set local to float (L = F))	
0008	2	global var, int		add global to integer (G += I)	
0009	2	global var, flt		add global to float (G += F)	
000A	2	local var, int		add local to integer (L += I)	
000B	2	local var, flt		add local to float (L += F)	
000C	2	global var, int		subtract global to integer (G -= I)	
000D	2	global var, flt		subtract global to float (G -= F)	
000E	2	local var, int		subtract local to integer (L -= I)	
000F	2	local var, flt		subtract local to float (L -= F)	
0010	2	global var, int		multiply global to integer (G *= I)	
				multiply global to float (G *=	

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0011	2	global var, flt		multiply global to float (G * F)	
0012	2	local var, int		multiply local to integer (L *= I)	
0013	2	local var, flt		multiply local to float (L *= F)	
0014	2	global var, int		divide global to integer (G /= I)	
0015	2	global var, flt		divide global to float (G /= F)	
0016	2	local var, int		divide local to integer (L /= I)	
0017	2	local var, flt		divide local to float (L /= F)	
0018	2	int, int		check global greater than integer (G > I)	
0019	2	int, int		check local greater than integer (L > I)	
001A	2	int, int		check integer greater than global (I > G)	
001B	2	int, int		check integer greater than local (I > L)	
001C	2	int, int		check global integer greater than global int (G > G int)	
001D	2	int, int		check local integer greater than local int (L > L int)	
001E	2	int, int		check global integer greater than local int (G > L int)	
001F	2	int, int		check local integer greater than global int (L > G int)	
0020	2	float, float		check global greater than float (G > F)	
0021	2	float, float		check local greater than float (L > F)	

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0022	2	float, float		check float greater than global (F > G)	
0023	2	float, float		check float greater than local (F > L)	
0024	2	float, float		check global float greater than global float (G > G flt)	
0025	2	float, float		check local float greater than local float (L > L flt)	
0026	2	float, float		check global float greater than local float (G > L flt)	
0027	2	float, float		check local float greater than global float (L > G flt)	
0028	2	int, int		check global greater than or equal to integer (G >= I)	
0029	2	int, int		check local greater than or equal to integer (L >= I)	
002A	2	int, int		check int greater than or equal to global (I >= G)	
002B	2	int, int		check integer greater than or equal to local (I >= L)	
002C	2	int, int		check global integer greater than or equal to global integer (G >= G int)	
002D	2	int, int		check local integer greater than or equal to local integer (L >= L int)	
002E	2	int, int		check global integer greater than or equal to local integer (G >= L int)	
002F	2	int, int		check local integer greater than or equal to local integer (L >= G int)	
0030	2	float, float		check global greater than or equal to float (G >= F)	

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0031	2	float, float		check local greater than or equal to float (L >= F)	
0032	2	float, float		check float greater than or equal to global (F >= G)	
0033	2	float, float		check float greater than or equal to local (F >= L)	
0034	2	float, float		check global float greater than or equal to global float (G >= G flt)	
0035	2	float, float		check local float greater than or equal to local float (L >= L flt)	
0036	2	float, float		check global float greater than or equal to local float (G >= L flt)	
0037	2	float, float		check local float greater than or equal to global float (L >= G flt)	
0038	2	int, int		check global equal to integer (G == I)	
0039	2	int, int		check local equal to integer (L == I)	
003A	2	int, int		check global integer equal to global integer (G == G int)	
003B	2	int, int		check local integer equal to local integer (L == L int)	
003C	2	int, int		check global integer equal to local integer (G == L int)	
003D	0			unsupported	
003E	0			unsupported	
003F	0			unsupported	
0040	0			unsupported	
0041	0			unsupported	
				check global equal to float	

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0042	2	float, float		check global equal to float (G == F)	
0043	2	float, float		check local equal to float (L == F)	
0044	2	float, float		check global float equal to global float (G == G flt)	
0045	2	float, float		check local float equal to local float (L == L flt)	
0046	2	float, float		check global float equal to local float (G == L flt)	
0047	0			unsupported	
0048	0			unsupported	
0049	0			unsupported	
004A	0			unsupported	
004B	0			unsupported	
004C	1	label		jump to label if true	
004D	1	label		jump to label if false	
004E	0			terminate this script	
004F	-1	label		start new script with args	
0050	1	label		gosub	
0051	0			return	
0052	6			nop	
0053	5	int, float, float, float, player handle		create player	parameters rearranged in SB
0054	4	player handle, var, var, var		get player coordinates	
0055	4	player handle, int, int, int		set player coordinates	
0056	6	player handle, float, float, float, float, int		check player is in 2D area	parameters rearranged in SB
0057	8	player handle, float, float, float, float, float, float, int		check player is in 3D area	parameters rearranged in SB
0058	2	int, int		add global integer to global integer (G += G int)	
				add global float to global	

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0059	2	float, float		add global float to global float (G += G flt)	
005A	2	int, int		add local integer to local integer (L += L int)	
005B	2	float, float		add local float to local float (L += L flt)	
005C	2	int, int		add local integer to global integer (L += G int)	
005D	2	float, float		add local float to global float (L += G flt)	
005E	2	int, int		add global integer to local integer (G += L int)	
005F	2	float, float		add global float to local float (G += L flt)	
0060	2	int, int		subtract global integer to global integer (G -= G int)	
0061	2	float, float		subtract global float to global float (G -= G flt)	
0062	2	int, int		subtract local integer to local integer (L -= L int)	
0063	2	float, float		subtract local float to local float (L -= L flt)	
0064	2	int, int		subtract local integer to global integer (L -= G int)	
0065	2	float, float		subtract local float to global float (L -= G flt)	
0066	2	int, int		subtract global integer to local integer (G -= L int)	
0067	2	float, float		subtract global float to local float (G -= L flt)	
0068	2	global, global		multiply global int to global int (G *= G int)	
0069	2	global, global		multiply global float to global float (G *= G flt)	
				multiply local int to local int	

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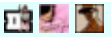
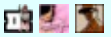
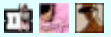
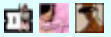
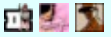
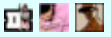
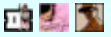
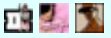
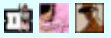
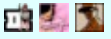
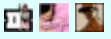
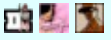
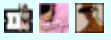
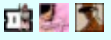
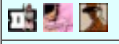
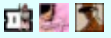
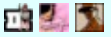
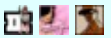
006A	2	local, local		multiply local int to local int (L *= L int)	
006B	2	local, local		multiply int float to int float (L *= L flt)	
006C	2	local, float		multiply local to float (L *= F)	
006D	2	global, float		multiply global to float (G *= F)	
006E	2	global, local		multiply global int to local int (G *= L int)	
006F	2	global, local		multiply global float to local float (G *= L flt)	
0070	2	global, global		divide global int by global int (G /= G int)	
0071	2	global, global		divide global float by global float (G /= G flt)	
0072	2	local, local		divide local int by local int (L /= L int)	
0073	2	local, local		divide local float by local float (L /= L flt)	
0074	2	local, global		divide local int by global int (L /= G int)	
0075	2	local, global		divide local float by global float (L /= G flt)	
0076	2	global, local		divide global int by local int (G /= L int)	
0077	2	global, local		divide global float by local float (G /= L flt)	
0078	2				
0079	2				
007A	2				
007B	2				
007C	2				

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007D	2				
007E	2				
007F	2				
0080	2				
0081	2				
0082	2				
0083	2				
0084	2	global, global		set global integer equal to global integer (G = G int)	
0085	2	local, local		set local integer equal to local integer (L = L int)	
0086	2	global, global		set global float equal to global float (G = G flt)	
0087	2	local, local		set local float equal to local float (L = L flt)	
0088	2	global, local		set global float equal to local float (G = L flt)	
0089	2	local, global		set local float equal to global float (L = G flt)	
008A	2	global, local		set global integer equal to local integer (G = L int)	
008B	2	local, global		set local integer equal to global integer (L = G int)	
008C	2	int, float		convert global float to global int	
008D	2	float, int		convert global int to global float	
008E	2	int, float		convert local float to global int	
008F	2	float, int		convert local int to global float	
0090	2	int, float		convert global float to local int	

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0091	2	float, int		convert global int to local float	
0092	2	int, float		convert local float to local int	
0093	2	float, int		convert local int to local float	
0094	1	int		absolute value of global int	
0095	1	int		absolute value of local int	
0096	1	float		absolute value of global float	
0097	1	float		absolute value of local float	
0098	1	float		generate random float	
0099	1	int		generate random integer	
009A	6	int, int, flt, flt, flt, char handle		create char	parameters rearranged in SB
009B	1	char handle		delete char	
009C	2	char handle, int		set char to wander path	
009D	0			unsupported	
009E	6	char handle, flt, flt, flt, flt, int		set char path	
009F	1	char handle		set char objective to -1	
00A0	4	char, var, var, var		get char coordinates	
00A1	4	char, flt, flt, flt		set char coordinates	
00A2	1	char handle		check char alive	
00A3	6	char handle, flt, flt, flt, flt, int		check char is in 2D area	
00A4	8	char handle, flt, flt, flt, flt, flt, flt, int		check char is in 3D area	
00A5	5	int, flt, flt, flt, car handle		create car	parameters rearranged in SB
00A6	1	car handle		delete car	
00A7	4	car handle, flt, flt, flt		car drive to coordinate	
00A8	1	car handle		set car to psycho driver	
00A9	1	car handle		reset car from psycho driver	

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00AA	4	car handle, var, var, var		get car coordinates	
00AB	4	car handle, flt, flt, flt		set car coordinates	
00AC	1	car handle		check car is on land	
00AD	2	car handle, flt		set car max speed	
00AE	2	car handle, int		set car traffic behavior	
00AF	2	car handle, int		set car driver behavior	
00B0	6	car handle, flt, flt, flt, flt, int		check car is in 2D area	
00B1	8	car handle, flt, flt, flt, flt, flt, flt, int		check car is in 3D area	
00B2	0			unsupported	
00B3	0			unsupported	
00B4	0			unsupported	
00B5	0			unsupported	
00B6	0			unsupported	
00B7	0			unsupported	
00B8	0			unsupported	
00B9	0			unsupported	
00BA	3	string, int, int		print text big	
00BB	3	string, int, int		print text	
00BC	3	string, int, int		print text now	
00BD	3	string, int, int		print text soon	
00BE	0			clear all text	
00BF	2	var, var		get time of day	
00C0	2	int, int		set time of day	
00C1	3	int, int, var		get minutes to time of day	parameters rearranged in SB
00C2	4	flt, flt, flt, flt		check is sphere on screen	
00C3	0			enter debug mode	
00C4	0			exit debug mode	
00C5	0			true	
00C6	0			false	

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00C7	0			unsupported	
00C8	0			unsupported	
00C9	0			unsupported	
00CA	0			unsupported	
00CB	0			unsupported	
00CC	0			unsupported	
00CD	0			unsupported	
00CE	0			unsupported	
00CF	0			unsupported	
00D0	0			unsupported	
00D1	0			unsupported	
00D2	0			unsupported	
00D3	0			unsupported	
00D4	0			unsupported	
00D5	0			unsupported	
00D6	1	int		if	
00D7	1	label		start new script	like 004F but only one parameter
00D8	0			mission cleanup	
00D9	2	char handle, var		get char's car	mission only, parameters rearranged in SB
00DA	2	player handle, var		get player's car	mission only, parameters rearranged in SB
00DB	2	char handle, car handle		check char is in car	
00DC	2	player handle, car handle		check player is in car	
00DD	2	char handle, int		check char is in car model	
00DE	2	player handle, int		check player is in car model	
00DF	1	char handle		check char is in any car	
00E0	1	player handle		check player is in any car	
00E1	2	int, int		check key is pressing	
00E2	2	int, int, var		get key is pressing	

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00E3	6	player handle, flt, flt, flt, flt, int		locate player by any means in 2D radius	parameters rearranged in SB
00E4	6	player handle, flt, flt, flt, flt, int		locate player on foot in 2D radius	parameters rearranged in SB
00E5	6	player handle, flt, flt, flt, flt, int		locate player in car in 2D radius	parameters rearranged in SB
00E6	6	player handle, flt, flt, flt, flt, int		locate player stopped by any means in 2D radius	parameters rearranged in SB
00E7	6	player handle, flt, flt, flt, flt, int		locate player stopped on foot in 2D radius	parameters rearranged in SB
00E8	6	player handle, flt, flt, flt, flt, int		locate player stopped in car in 2D radius	parameters rearranged in SB
00E9	5	player handle, char handle, flt, flt, int		locate player by any means near char in 2D radius	parameters rearranged in SB
00EA	5	player handle, char handle, flt, flt, int		locate player on foot near char in 2D radius	parameters rearranged in SB
00EB	5	player handle, char handle, flt, flt, int		locate player in car near char in 2D radius	parameters rearranged in SB
00EC	6	char handle, flt, flt, flt, flt, int		locate char by any means in 2D radius	parameters rearranged in SB
00ED	6	char handle, flt, flt, flt, flt, int		locate char on foot in 2D radius	parameters rearranged in SB
00EE	6	char handle, flt, flt, flt, flt, int		locate char in car in 2D radius	parameters rearranged in SB
00EF	6	char handle, flt, flt, flt, flt, int		locate char stopped by any means in 2D radius	parameters rearranged in SB
00F0	6	char handle, flt, flt, flt, flt, int		locate char stopped on foot in 2D radius	parameters rearranged in SB
00F1	6	char handle, flt, flt, flt, flt, int		locate char stopped in car in 2D radius	parameters rearranged in SB
00F2	5	char handle, char handle, flt, flt, int		locate char by any means near char in 2D radius	
00F3	5	char handle, char handle, flt, flt, int		locate char on foot near char in 2D radius	

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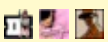
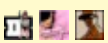
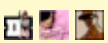
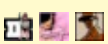
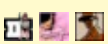
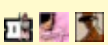
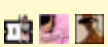
00F4	5	char handle, char handle, flt, flt, int		locate char in car near char in 2D radius	
00F5	8	player handle, flt, flt, flt, flt, flt, flt, int		locate player by any means in 3D radius	parameters rearranged in SB
00F6	8	player handle, flt, flt, flt, flt, flt, flt, int		locate player on foot in 3D radius	parameters rearranged in SB
00F7	8	player handle, flt, flt, flt, flt, flt, flt, int		locate player in car in 3D radius	parameters rearranged in SB
00F8	8	player handle, flt, flt, flt, flt, flt, flt, int		locate player stopped by any means in 3D radius	parameters rearranged in SB
00F9	8	player handle, flt, flt, flt, flt, flt, flt, int		locate player stopped on foot in 3D radius	parameters rearranged in SB
00FA	8	player handle, flt, flt, flt, flt, flt, flt, int		locate player stopped in car in 3D radius	parameters rearranged in SB
00FB	6	player handle, char handle, flt, flt, flt, int		locate player by any means near char in 3D radius	parameters rearranged in SB
00FC	6	player handle, char handle, flt, flt, flt, int		locate player on foot near char in 3D radius	parameters rearranged in SB
00FD	6	player handle, char handle, flt, flt, flt, int		locate player in car near char in 3D radius	parameters rearranged in SB
00FE	8	char handle, flt, flt, flt, flt, flt, flt, int		locate char by any means in 3D radius	parameters rearranged in SB
00FF	8	char handle, flt, flt, flt, flt, flt, flt, int		locate char on foot in 3D radius	parameters rearranged in SB
0100	8	char handle, flt, flt, flt, flt, flt, flt, int		locate char in car in 3D radius	
0101	8	char handle, flt, flt, flt, flt, flt, flt, int		locate char stopped by any means in 3D radius	
0102	8	char handle, flt, flt, flt, flt, flt, flt, int		locate char stopped on foot in 3D radius	
0103	8	char handle, flt, flt, flt, flt, flt, flt, int		locate char stopped in car in 3D radius	
0104	6	char handle, char handle, flt, flt, flt, flt, int		locate char by any means near char in 3D radius	

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0105	6	char handle, char handle, flt, flt, flt, flt, int		locate char on foot near char in 3D radius	
0106	6	char handle, char handle, flt, flt, flt, flt, int		locate char in car near char in 3D radius	
0107	5	int, flt, flt, flt, object handle		create object	parameters rearranged in SB
0108	1	object handle		delete object	
0109	2	player handle, int		add player money	
010A	2	player handle, int		check money is greater than value	
010B	2	player handle, var		get player money value	
010C	5	player handle, flt, flt, flt, flt		give rc buggy to player	
010D	2	player handle, int		set player wanted level	
010E	2	player handle, int		set player minimum wanted level	
010F	2	player handle, int		check player wanted level greater than value	
0110	1	player handle		clear player wanted level	
0111	1	int		set wasted busted check	
0112	0			check player wasted or busted	only works in missions
0113	3	player handle, int, int		add ammo to player weapon	
0114	3	char handle, int, int		add ammo to char weapon	
0115	0			unsupported	
0116	0			unsupported	
0117	1	player handle		check player dead	
0118	1	char handle		check char dead	
0119	1	car handle		check car dead	
011A	2	char handle, int		set char hostility	
011B	0			unsupported	
011C	1	char handle		clear char objective	

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011D	0			unsupported	
011E	0			unsupported	
011F	0			unsupported	
0120	0			unsupported	
0121	2	player handle, string		check player is in zone	
0122	1	player handle		check player pressing horn	
0123	2	char handle, player handle		check char spotting player	
0124	0			unsupported	special use for memory hacking in Vice City[1]
0125	0			unsupported	special use for memory hacking in Vice City[1]
0126	1	char handle		check char has finished walking	
0127	0			unsupported	
0128	0			unsupported	
0129	4	car handle, char handle, int, char handle		create char inside car	parameters rearranged in SB
012A	4	player handle, flt, flt, flt		warp player from car to coord	
012B	0			unsupported	
012C	0			unsupported	
012D	0			unsupported	
012E	0			unsupported	
012F	0			unsupported	
0130	1	player handle		check player is busted	simulated in LC mod
0131	0			unsupported	
0132	0			unsupported	
0133	0			unsupported	
0134	0			unsupported	
0135	2	car handle, var		lock car doors	parameters rearranged in SB

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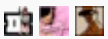
0136	0			unsupported	
0137	2	car handle, int		check car is model	
0138	0			unsupported	
0139	0			unsupported	
013A	0			unsupported	
013B	6	car handle, flt, flt, flt, flt, int		check if car is dead in 2D area	
013C	8	car handle, flt, flt, flt, flt, flt, flt, int		check if car is dead in 3D area	
013D	0			unsupported	
013E	0			unsupported	
013F	0			unsupported	
0140	0			unsupported	
0141	0			unsupported	
0142	0			unsupported	
0143	0			unsupported	
0144	0			unsupported	
0145	0			unsupported	
0146	0			unsupported	
0147	0			unsupported	
0148	0			unsupported	
0149	1	car handle		check car crushed by car crusher	
014A	0			unsupported	
014B	13	flt, flt, flt, flt, int, int, int, int, int, int, int, int, var		create car generator	parameters rearranged in SB
014C	2	car generator handle, int		switch car generator	
014D	4	string, int, int, int		print pager text	simulated in LC mod
014E	—	global var; global var, int		display onscreen timer	1 parameter in GTA III, 2 parameters in Vice City and San Andreas

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014F	1	global var		clear onscreen timer	
0150	2	global var, int		display onscreen counter	
0151	1	global var		clear onscreen counter	
0152	—	string, int, int, int, int, int, int, int, int, int, int; string, int, int, int, int, int, int, int, int, int, int, int, int		set zone car info	11 parameters in GTA III, 13 parameters in Vice City
0153	0			unsupported	
0154	2	char handle, string		check char is in zone	
0155	3	int, int, int		shake pad?	PS2 specific?
0156	3	string, int, int		set zone ped density	
0157	3	player handle, int, int		set camera on player	
0158	3	car handle, int, int		set camera on car	
0159	3	char handle, int, int		set camera on char	
015A	0			cam restore	
015B	3	int, int, int			
015C	—	string, int, int, int, int, int, int, int, int, int, int; string, int, int, int, int, int, int, int, int, int, int, int, int		set zone gang info	11 parameters in GTA III, 13 parameters in Vice City
015D	1	flt		set timescale	
015E	1	car handle		check car wheels on ground	
015F	6	flt, flt, flt, flt, flt, flt		set camera position	
0160	4	flt, flt, flt, int		point camera	
0161	4	car handle, int, int, var		add blip to car	parameters rearranged in SB
0162	4	char handle, int, int, var		add blip to char	parameters rearranged in SB
0163	4	object handle, int, int, var		add blip to object	
0164	1	blip handle		remove blip	
0165	2	blip handle, int		change blip color	
0166	2	blip handle, int		change blip brightness	
0167	6	flt, flt, flt, int, int, var		add blip to coordinate	parameters rearranged in SB
0168	2	blip handle, int		change blip scale	

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0169	3	int, int, int		set fade color	
016A	2	int, int		fade	
016B	0			check is fading	
016C	—	flt, flt, flt, flt; flt, flt, flt, flt, int		add hospital restart	4 parameters in GTA III and Vice City, 5 parameters in San Andreas
016D	—	flt, flt, flt, flt; flt, flt, flt, flt, int		add police restart	4 parameters in GTA III and Vice City, 5 parameters in San Andreas
016E	4	flt, flt, flt, flt		override restart	
016F	10	int, flt, flt, flt, flt, flt, int, int, int, int		create particle	
0170	2	player handle, var		get player heading	parameters rearranged in SB
0171	2	player handle, flt		set player heading	
0172	2	char handle, var		get char heading	parameters rearranged in SB
0173	2	char handle, flt		set char heading	
0174	2	car handle, var		get car heading	parameters rearranged in SB
0175	2	car handle, flt		set car heading	
0176	2	object handle, var		get object heading	parameters rearranged in SB
0177	2	object handle, flt		set object heading	
0178	2	player handle, object handle		check player is touching object	simulated in LC mod
0179	2	char handle, object handle		check char is touching object	
017A	3	player handle, int, int		set player weapon ammo	
017B	3			set char weapon ammo	
017C	0			unsupported	
017D	0			unsupported	
017E	0			unsupported	
017F	0			unsupported	
0180	1	var		set on mission flag	
0181	2	nop		no operation	
0182	2	int, int			

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0183	2	player handle, int		check player health greater than value	
0184	2	char handle, int		check char health greater than value	
0185	2	car handle, int		check car health greater than value	
0186	2	car handle, blip handle		add blip to car	parameters rearranged in SB
0187	2	char handle, blip handle		add blip to char	parameters rearranged in SB
0188	2	object handle, blip handle		add blip to object	parameters rearranged in SB
0189	2	flt, flt, flt, blip handle		add blip with sphere to coordinate	parameters rearranged in SB
018A	2	flt, flt, flt, blip handle		add blip to coordinate	parameters rearranged in SB
018B	2	blip handle, int		change blip display	
018C	4	int, flt, flt, flt		play sound	
018D	5	int, flt, flt, flt, var		create sound	parameters rearranged in SB
018E	1	sound handle		stop sound	
018F	1	car handle		check car is flipped for 2 seconds	
0190	1	car handle		add car to flipped check	
0191	1	car handle		remove car from flipped check	
0192	1	char handle		set char objective to stand still	
0193	1	char handle		set char objective to act like ped	
0194	4	char handle, flt, flt, flt		set char objective to go to point	
0195	5	char handle, flt, flt, flt, flt		set char objective to guard area	
0196	1	char handle		set char objective (?)	
0197	6	player handle, flt, flt, flt, flt, int		check is player on foot in 2D area	parameters rearranged in SB

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0198	6	player handle, flt, flt, flt, flt, int		check is player in car in 2D area	parameters rearranged in SB
0199	6	player handle, flt, flt, flt, flt, int		check is player stopped by any means in 2D area	parameters rearranged in SB
019A	6	player handle, flt, flt, flt, flt, int		check is player stopped on foot in 2D area	parameters rearranged in SB
019B	6	player handle, flt, flt, flt, flt, int		check is player stopped in car in 2D area	parameters rearranged in SB
019C	8	player handle, flt, flt, flt, flt, flt, flt, int		check is player on foot in 3D area	parameters rearranged in SB
019D	8	player handle, flt, flt, flt, flt, flt, flt, int		check is player in car in 3D area	parameters rearranged in SB
019E	8	player handle, flt, flt, flt, flt, flt, flt, int		check is player stopped by any means in 3D area	parameters rearranged in SB
019F	8	player handle, flt, flt, flt, flt, flt, flt, int		check is player stopped on foot in 3D area	parameters rearranged in SB
01A0	8	player handle, flt, flt, flt, flt, flt, flt, int		check is player stopped in car in 3D area	parameters rearranged in SB
01A1	6	char handle, flt, flt, flt, flt, int		check is char on foot in 2D area	parameters rearranged in SB
01A2	6	char handle, flt, flt, flt, flt, int		check is char in car in 2D area	parameters rearranged in SB
01A3	6	char handle, flt, flt, flt, flt, int		check is char stopped by any means in 2D area	parameters rearranged in SB
01A4	6	char handle, flt, flt, flt, flt, int		check is char stopped on foot in 2D area	parameters rearranged in SB
01A5	6	char handle, flt, flt, flt, flt, int		check is char stopped in car in 2D area	parameters rearranged in SB
01A6	8	char handle, flt, flt, flt, flt, flt, flt, int		check is char on foot in 3D area	parameters rearranged in SB
01A7	8	char handle, flt, flt, flt, flt, flt, flt, int		check is char in car in 3D area	parameters rearranged in SB
01A8	8	char handle, flt, flt, flt, flt, flt, flt, int		check is char stopped by any means in 3D area	parameters rearranged in SB

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01A9	8	char handle, flt, flt, flt, flt, flt, flt, int		check is char stopped on foot in 3D area	parameters rearranged in SB
01AA	8	char handle, flt, flt, flt, flt, flt, flt, int		check is char stopped in car in 3D area	parameters rearranged in SB
01AB	6	car handle, flt, flt, flt, flt, int		check is car stopped in 2D area	parameters rearranged in SB
01AC	8	car handle, flt, flt, flt, flt, flt, flt, int		check is car stopped in 3D area	parameters rearranged in SB
01AD	6	car handle, flt, flt, flt, flt, int		locate car in 2D radius	parameters rearranged in SB
01AE	6	car handle, flt, flt, flt, flt, int		locate car stopped in 2D radius	parameters rearranged in SB
01AF	8	car handle, flt, flt, flt, flt, flt, flt, int		locate car in 3D radius	parameters rearranged in SB
01B0	8	car handle, flt, flt, flt, flt, flt, flt, int		locate car stopped in 3D radius	parameters rearranged in SB
01B1	3	player handle, int, int		give player weapon	
01B2	3	char handle, int, int		give char weapon	
01B3	0			unsupported	
01B4	2	player handle		set player control	
01B5	1	int		force weather	
01B6	1	int		force weather now	
01B7	0			release weather	
01B8	2	player handle, int		set current player weapon	
01B9	2	char handle, int		set current char weapon	
01BA	0			unsupported	
01BB	4	object handle, var, var, var		get object coordinates	
01BC	4	object handle, flt, flt, flt		set object coordinates	
01BD	1	var		current time in ms	
01BE	4	char handle, flt, flt, flt		task look at coord	
01BF	4	player handle, flt, flt, flt		task look at coord	
01C0	2	player handle, var		store wanted level	parameters rearranged in SB
01C1	1	car handle		check car is stopped	

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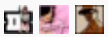
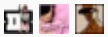
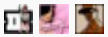
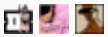
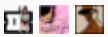
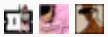
01C2	1	char handle		mark char as no longer needed	
01C3	1	car handle		mark car as no longer needed	
01C4	1	object handle		mark object as no longer needed	
01C5	1	char handle		remove char from mission cleanup list	
01C6	1	car handle		remove car from mission cleanup list	
01C7	1	object handle		remove object from mission cleanup list	
01C8	5	car handle, int, int, int, char handle		create char as passenger	parameters rearranged in SB
01C9	2	char handle, char handle		char kill char on foot	
01CA	2	char handle, player handle		char kill player on foot	
01CB	2	char handle, char handle		char kill char by any means	
01CC	2	char handle, player handle		char kill player by any means	
01CD	2	char handle, char handle		char avoid char on foot until safe	
01CE	2	char handle, player handle		char avoid player on foot until safe	
01CF	2	char handle, char handle		char avoid char on foot always	
01D0	2	char handle, player handle		char avoid player on foot always	
01D1	2	char handle, char handle		char go to char on foot	
01D2	2	char handle, player handle		char go to player on foot	
01D3	2	char handle, car handle		task leave car	
01D4	2	char handle, car handle		task enter car as passenger	
01D5	2	char handle, car handle		task enter car as driver	

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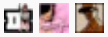
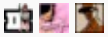
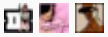
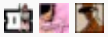
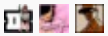
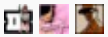
01D6	0			unsupported	
01D7	0			unsupported	
01D8	2	char handle, object handle		task char attack object	
01D9	2	char handle, car handle		task char attack car	
01DA	5	char handle, flt, flt, flt, flt		task actor walk to area	
01DB	0			unsupported	
01DC	0			unsupported	
01DD	0			unsupported	
01DE	2	char handle, char handle		tie char to char	
01DF	2	char handle, player handle		tie char to player	
01E0	1	char handle		clear tie	
01E1	3	char handle, int, int		set char follow route	
01E2	4	int, flt, flt, flt		add point to route	
01E3	4	string, int, int, int		print text with number big	
01E4	4	string, int, int, int		print text with number	
01E5	4	string, int, int, int		print text with number now	
01E6	0			unsupported	
01E7	6	flt, flt, flt, flt, flt, flt		switch roads on	
01E8	6	flt, flt, flt, flt, flt, flt		switch roads off	
01E9	2	car handle, var		get number of passengers	parameters rearranged in SB
01EA	2	car handle, var		get maximum number of passengers	parameters rearranged in SB
01EB	1	flt		set car density multiplier	
01EC	2	car handle, int		set car heavy	
01ED	1	char handle		reset char flag	
01EE	10	flt, flt, flt, flt, flt, flt, flt, flt, flt, flt		activate crane	
01EF	2	flt, flt		deactivate crane	
01F0	1	int		set max wanted level	
01F1	0			unsupported	

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01F2	0			unsupported	
01F3	1	car handle		check car is airbourne	
01F4	1	car handle		check car is flipped	
01F5	2	player handle, var		get player actor	parameters rearranged in SB
01F6	0			cancel override restart	
01F7	2	player handle, int		set police ignore player	
01F8	5	string, int, int, int, int		print pager text with number	
01F9	9	string, int, int, int, int, int, int, int, int		init rampage	
01FA	1	var		get rampage status	
01FB	2	var, int		get square root	
01FC	5	player handle, car handle, flt, flt, int		locate player by any means near car in 2D radius	
01FD	5	player handle, car handle, flt, flt, int		locate player on foot near car in 2D radius	
01FE	5	player handle, car handle, flt, flt, int		locate player in car near car in 2D radius	
01FF	6	player handle, car handle, flt, flt, flt, int		locate player by any means near car in 3D radius	
0200	6	player handle, car handle, flt, flt, flt, int		locate player on foot near car in 3D radius	
0201	6	player handle, car handle, flt, flt, flt, int		locate player in car near car in 3D radius	
0202	5	char handle, car handle, flt, flt, int		locate char by any means near car in 2D radius	
0203	5	char handle, car handle, flt, flt, int		locate char on foot near car in 2D radius	
0204	5	char handle, car handle, flt, flt, int		locate char in car near car in 2D radius	
0205	6	char handle, car handle, flt, flt, flt, int		locate char by any means near car in 3D radius	
0206	6	char handle, car handle, flt, flt, flt, int		locate char on foot near car in 3D radius	

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0207	6	char handle, car handle, flt, flt, flt, int		locate char in car near car in 3D radius	
0208	2	flt, flt, var		generate random float in range	parameters rearranged in SB
0209	2	int, int, var		generate random int in range	parameters rearranged in SB
020A	2	car handle, int		lock car doors	
020B	1	car handle		explode car	
020C	4	flt, flt, flt, int		create explosion	parameters rearranged in SB
020D	1	car handle		check car flipped	
020E	2	char handle, char handle		task turn char to face char	
020F	2	char handle, player handle		task turn char to face player	
0210	2	player handle, char handle		task turn player to face char	
0211	3	char handle, flt, flt		task char walk to coord	
0212	0			unsupported	
0213	6	int, int, flt, flt, flt, var		create pickup	parameters rearranged in SB
0214	1	pickup handle		check has pickup been collected	
0215	1	pickup handle		remove pickup	
0216	2	car handle, int		set taxi lights	
0217	3	string, int, int		print text big soon	
0218	4	string, int, int, int		print text with number big soon	
0219	—	flt, flt, flt, flt, flt, flt, int, garage ID; flt, flt, flt, flt, flt, flt, flt, int, garage ID		create garage	8 parameters in GTA III, 10 parameters in Vice City; parameters rearranged in SB
021A	9	flt, flt, flt, flt, flt, flt, int, int, garage ID		create garage with car model	
021B	2	garage ID, car handle		set target car for mission garage	
021C	1	garage ID		check car is in garage area	
021D	1	int		set free bomb shop	simulated in LC mod

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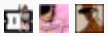
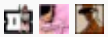
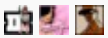
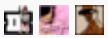
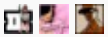
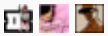
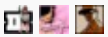
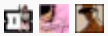
021E	0			unsupported	
021F	1	int		set all taxi lights	
0220	1	car handle		check car has car bomb	
0221	2	player handle, int		set player trapped in car	
0222	2	player handle, int		set player health	
0223	2	char handle, int		set char health	
0224	2	car handle, int		set car health	
0225	2	player handle, var		get player health	parameters rearranged in SB
0226	2	char handle, var		get char health	parameters rearranged in SB
0227	2	car handle, var		get car health	parameters rearranged in SB
0228	2	car handle, var		get car bomb state	simulated in LC mod
0229	3	car handle, int, int		change car color	
022A	6	flt, flt, flt, flt, flt, flt		switch ped paths on	
022B	6	flt, flt, flt, flt, flt, flt		switch ped paths off	
022C	2	char handle, char handle		task char look at char	
022D	2	char handle, player handle		task char look at player	
022E	2	player handle, char handle		task player look at char	
022F	1	char handle		task char clear look at	
0230	1	player handle		task player clear look at	
0231	1	int		set second police helicopter	
0232	0			unsupported	
0233	0			unsupported	
0234	0			unsupported	
0235	3	int, int, int		set gang models	
0236	2	int, int		set gang car	
0237	3	int, int, int		set gang weapons	
0238	5	player handle, flt, flt, flt, flt		set char objective to run to area	
				set char objective to run to	

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0239	3	char handle, flt, flt		set char objective to run to coord	
023A	2	player handle, object handle		check player is touching object on foot	
023B	2	char handle, object handle		check char is touching object on foot	
023C	2	int, string		load special actor	parameters rearranged in SB in Sn Andreas
023D	1	string		check special actor loaded	
023E	2	car handle, int		flash car (unused)	
023F	2	char handle, int		flash char (unused)	
0240	2	object handle, int		flash object (unused)	
0241	1	player handle		check player is in remote mode	
0242	2	car handle		set car bomb status	simulated in LC mod
0243	2	char handle, int			
0244	3	flt, flt, flt		set cutscene position	
0245	2	char handle, int		set char walk style	
0246	2	player handle, int		set player walk style?	
0247	1	int		request model	
0248	1	int		check model has loaded	
0249	1	int		mark model as no longer needed	
024A	3	flt, flt, var		get phone	
024B	2	phone ID, string			
024C	2	phone ID, string			
024D	1				
024E	1	phone ID		disable phone	
024F	9	flt, flt, flt, flt, int, int, int, int, int		create corona	
0250	6	flt, flt, flt, int, int, int		create light	
0251	0			store weather state	

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0252	0			restore weather state	
0253	0			save current time	
0254	0			restore current time	
0255	4	flt, flt, flt, flt		set critical mission restart	simulated in LC mod
0256	1	player handle		check player is defined	
0257	0			unsupported	
—					
0291	2	char handle, int		set char attack when provoked	
0292	2	player handle, int		set player attack when provoked	
0293	1	var		get controller mode	
0294	2	car handle, int		set car can respray	
0295	1	car handle		check car is taxi vehicle	
0296	1	int		release special actor	
0297	—	none; player handle		reset number of models killed by player	0 parameter in GTA III and Vice City, 1 parameter in San Andreas
0298	—	int, var; player handle, int, var		get number of models killed by player	2 parameters in GTA III, 3 parameters in San Andreas; parameters rearranged in SB
0299	1	garage ID		activate garage	simulated in LC mod
029A	?			switch taxi timer (unused)	
029B	5	int, flt, flt, flt, object handle		create object with no offset	parameters rearranged in SB
029C	1	car handle		check car stopped	
029D	5	char handle, flt, flt, flt, flt		task actor drive then walk to area	
029E	0			unsupported	
029F	1	player handle		check player stopped	
02A0	1	char handle		check char stopped	simulated in LC mod
02A1	2	int, int		message wait	
02A2	5	int, int, flt, flt, flt		add particle effect	

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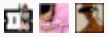
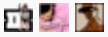
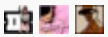
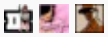
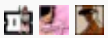
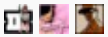
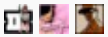
02A3	1	int		set widescreen borders	
02A4	3	car handle, int, var		add blip sprite to car	
02A5	3	char handle, int, var		add blip sprite to char	
02A6	3	object handle, int, var		add blip sprite to object	
02A7	5	int, flt, flt, flt, var		add blip sprite for contact point	parameters rearranged in SB
02A8	5	int, flt, flt, flt, var		add blip sprite for coord	parameters rearranged in SB
02A9	2	char handle, int		set char only damaged by player	
02AA	2	car handle, int		set car only damaged by player	
02AB	6	char handle, int, int, int, int, int		set char proofs	
02AC	6	char handle, int, int, int, int, int		set car proofs	
02AD	7	player handle, flt, flt, flt, flt, flt, int		is player in angled area 2D	
02AE	7	player handle, flt, flt, flt, flt, flt, int		is player in angled area 2D (on foot)	
02AF	7	player handle, flt, flt, flt, flt, flt, int		is player in angled area 2D (in car)	
02B0	7	player handle, flt, flt, flt, flt, flt, int		is player stopped in angled area 2D	
02B1	7	player handle, flt, flt, flt, flt, flt, int		is player stopped in angled area 2D (on foot)	
02B2	7	player handle, flt, flt, flt, flt, flt, int		is player stopped in angled area 2D (in car)	
02B3	9	player handle, flt, flt, flt, flt, flt, flt, flt, int		is player in angled area 3D	
02B4	9	player handle, flt, flt, flt, flt, flt, flt, flt, int		is player in angled area 3D (on foot)	
02B5	9	player handle, flt, flt, flt, flt, flt, flt, flt, int		is player in angled area 3D (in car)	
02B6	9	player handle, flt, flt, flt, flt, flt, flt, flt, int		is player stopped in angled area 3D	

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02B7	9	player handle, flt, flt, flt, flt, flt, flt, flt, int		is player stopped in angled area 3D (on foot)	
02B8	9	player handle, flt, flt, flt, flt, flt, flt, flt, int		is player stopped in angled area 3D (in car)	
02B9	1	garage ID		deactivate garage	simulated in LC mod
02BA	2	garage ID, var		get number of cars collected by garage (unsupported)	
02BB	2	garage ID, car handle		has specified car been taken to garage (unsupported)	
02BC	1	int		set swat required	
02BD	0			set FBI required (unsupported)	
02BE	0			set FBI required (unsupported)	
02BF	1	car handle		check car is in water	
02C0	6	flt, flt, flt, var, var, var			parameters rearranged in SB
02C1	6	flt, flt, flt, var, var, var			parameters rearranged in SB
02C2	4	car handle, flt, flt, flt		set car drive to coordinates	
02C3	1	int		create donkey mags	simulated in LC mod
02C4	0			save player coords?	
02C5	1	var		get number of donkey mags picked up	simulated in LC mod
02C6	0				simulated in LC mod
02C7	5	flt, flt, flt, flt, int		scatter platinum	parameters rearranged in SB
02C8	1	var		get number of platinum in car	
02C9	0			remove platinum from car	simulated in LC mod
02CA	1	car handle		check car bounding sphere visible	
02CB	1	char handle		check char bounding sphere visible	

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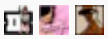
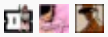
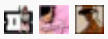
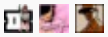
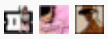
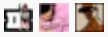
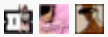
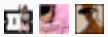
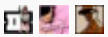
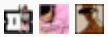
02CC	1	object handle		check object bounding sphere visible	
02CD	2				
02CE	4	flt, flt, flt, var		get ground z for 3D coord	parameters rearranged in SB
02CF	4	flt, flt, flt, var		create fire	parameters rearranged in SB
02D0	1	fire handle		check fire is extinguished	
02D1	1	fire handle		remove fire	
02D2	2	car handle, int		set car flag?	
02D3	4	car handle, flt, flt, flt		set car drive to coord ignore paths	
02D4	1	car handle		turn off car engine	
02D5	6	player handle, flt, flt, flt, flt, int		check player is shooting in area	
02D6	6	char handle, flt, flt, flt, flt, int		check char is shooting in area	
02D7	2	player handle, int		check player current weapon	
02D8	2	char handle, int		check char current weapon	
02D9	0			reset number of donkey mags picked up	simulated in LC mod
02DA	3	flt, flt, flt		create single donkey mag at coords	
02DB	2	car handle, flt		set boat cruise speed (unused?)	
02DC	5	flt, flt, flt, flt, var		get random char in area	
02DD	—	string, var; string, flt, flt, flt, var		get random char in zone	parameters rearranged in GTA III in SB; 2 parameters in GTA III, 5 parameters in Vice City and San Andreas
02DE	1	player handle		check player is in taxi	
02DF	1	player handle		check player is aggressive	
02E0	1	char handle		check char is aggressive	

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02E1	5	flt, flt, flt, int, var		create money pickup	parameters rearranged in SB
02E2	2	char handle, int		set char accuracy	
02E3	2	car handle, var		get car speed	parameters rearranged in SB
02E4	1	string		load cutscene data	
02E5	2	int, var		create cutscene object	parameters rearranged in SB
02E6	2	object handle, string		set cutscene anim	
02E7	0			start cutscene	
02E8	1	var		get cutscene time	
02E9	0			check cutscene has finished	
02EA	0			end cutscene	
02EB	0			cam restore jumpcut	
02EC	3	flt, flt, flt		put hidden package	
02ED	1	int		set total hidden packages	
02EE	6	flt, flt, flt, flt, flt, flt		check projectile is in area	simulated in LC mod
02EF	6	flt, flt, flt, flt, flt, flt		remove projectile in area	simulated in LC mod
02F0	3	flt, flt, flt		create explosive barrel pickup	simulated in LC mod
02F1	3	flt, flt, flt		create explosive barrel pickup	simulated in LC mod
02F2	2	char handle, int		check char is model	
02F3	2	int, string		load special object	
02F4	3	object handle, int, object handle		create cutscene actor	parameters rearranged in SB
02F5	2	object handle, string		set head anim	
02F6	2	float, var		get sine	parameters rearranged in SB
02F7	2	float, var		get cosine	parameters rearranged in SB
02F8	2	car handle, var		get car z angle sine	
02F9	2	car handle, var		get car z angle cosine	
02FA	2	garage ID, int		change garage type	
02FB	10	flt, flt, flt, flt, flt, flt, flt, flt, flt, flt		create crusher crane	

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02FC	5	string, int, int, int, int		print text with 2 numbers	
02FD	5	string, int, int, int, int		print text with 2 numbers now	
02FE	5	string, int, int, int, int		print text with 2 numbers soon	
02FF	6	string, int, int, int, int, int		print text with 3 numbers	
0300	6	string, int, int, int, int, int		print text with 3 numbers now	
0301	0	string, int, int, int, int, int		print text with 3 numbers soon (unused?)	
0302	7	string, int, int, int, int, int, int		print text with 4 numbers	
0303	7	string, int, int, int, int, int, int		print text with 4 numbers now	
0304	0	string, int, int, int, int, int, int		print text with 4 numbers soon (unused?)	
0305	8	string, int, int, int, int, int, int, int		print text with 5 numbers	
0306	8	string, int, int, int, int, int, int, int		print text with 5 numbers now	
0307	0			print text with 5 numbers soon (unused?)	
0308	9	string, int, int, int, int, int, int, int, int		print text with 6 numbers	
0309	9	string, int, int, int, int, int, int, int, int		print text with 6 numbers now	
030A	0	string, int, int, int, int, int, int, int, int		print text with 6 numbers soon (unused?)	
030B	?			?	
030C	1	int		add to progress made	
030D	1	int		set max progress	
030E	1	flt		set jump distance	
030F	1	flt		set jump height	
0310	1	int		set jump flips	
0311	1	int		set jump rotation	

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0312	1	int		set jump type	
0313	0			increment unique jumps found	
0314	1	int		set total unique jumps	
0315	0			increment taxi dropoffs	
0316	1	int		add taxi earnings	
0317	0			increment mission attempts	
0318	1	string		set latest mission passed	
0319	2	char handle, int		set char running	
031A	0			remove all fires	
031B	?			check?	
031C	?			check?	
031D	2	char handle, int		check char has been damaged by weapon	
031E	2	car handle, int		check car has been damaged by weapon	
031F	2	char handle, char handle		is char in chars group	
0320	2	char handle, player handle		is char in players group	
0321	1	char handle		set char to die	
0322	1	player handle		set player to die	
0323	2	car handle, int		anchor boat	
0324	3	string, int, int		set pedgroup info	
0325	2	car handle, fire handle		start car fire	parameters rearranged in SB
0326	2	char handle, fire handle		start char fire	parameters rearranged in SB
0327	6	int, flt, flt, flt, flt, char handle		get random char in area	parameters rearranged in SB
0328	?			?	
0329	1	garage ID		check garage respray done	
032A	1			set camera zoom	
032B	7	int, int, int, flt, flt, flt, var		create weapon pickup	parameters rearranged in SB
032C	2	car handle, car handle		set car to ram car	

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032D	2	car handle, car handle		set char to block car	simulated in LC mod
032E	?			unsupported	
032F	0			unsupported	
0330	2	player handle, int		set player never gets tired	
0331	2	player handle, int		set player fast reload	
0332	2	char handle, int		set char bleeding	
0333	?			unsupported	
0334	?			unsupported	
0335	1	int		set free resprays	
0336	2	player handle, int		set player visibility	
0337	2	char handle, int		set char visibility	
0338	2	car handle, int		set car visibility	
0339	11	flt, flt, flt, flt, flt, flt, int, int, int, int, int		check anything in area	
033A	0			create incoming cessna	
033B	0			check incoming cessna completed path	
033C	0			check incoming cessna is destroyed	
033D	1	player handle		put out fire on player	
033E	3	string, int, int		display text	
033F	2	flt, flt		set text draw size	
0340	4	int, int, int, int		set text draw colors	
0341	1	int		set text justify	
0342	1	int		set text draw centered	
0343	1	flt		set text draw line width	
0344	1			set text center size	
0345	1	int		set text draw background	
0346	4	int, int, int, int		set text background color	
0347	1			set text background only	

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				text (unsupported)	
0348	1	int		set text draw proportional	
0349	1	int		set text draw font	
034A	0			portland (industrial) passed	
034B	0			staunton (commercial) passed	
034C	0			shoreside (suburban) passed	
034D	4	object handle, flt, flt, int		rotate object	IF and SET
034E	8	object handle, flt, flt, flt, flt, flt, flt, int		move object	IF and SET
034F	1	char handle		remove char with fade out (I think, not tested)	
0350	2	char handle, int		set char maintain position when attacked	
0351	0			check gore is enabled	
0352	2	char handle, string		set char skin	
0353	1	char handle		refresh char	
0354	1	flt		set up chase scene	
0355	0			clean up chase scene	
0356	7	int, flt, flt, flt, flt, flt, flt		check is explosion in area	
0357	2	int, string		check is explosion in zone	
0358	0			create drop off cessna	
0359	0			check drop off cessna is destroyed	
035A	3	var, var, var		get drop off cessna coordinates	
035B	4	flt, flt, flt, var		create drop off package	parameters rearranged in SB
035C	5	object handle, car handle, flt, flt, flt		place object relative to car	
035D	—	object handle; object handle, int		make object targettable	1 parameter in GTA III and Vice City, 2 parameters in San Andreas
035E	2	player handle, int		add armour to player	

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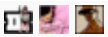
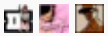
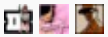
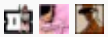
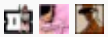
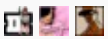
035F	2	char handle, int		add armour to char	
0360	1	garage ID		open garage	
0361	1	garage ID		close garage	
0362	4	char handle, flt, flt, flt		warp char from car to coord	
0363	6	flt, flt, flt, flt, int, int		set object model visibility	
0364	2	char handle, char handle		check has char spotted char	
0365	1	char handle		set character objective to hail taxi	
0366	1	object handle		check has object been damaged	
0367	9			start headshot kill frenzy (?)	
0368	10	flt, flt, flt, flt, flt, flt, flt, flt, flt, flt		create ev crane	
0369	2	player handle, car handle		warp player into car	
0369	2	player handle, car handle		warp player into car	
036A	2	char handle, car handle		warp char into car	
036B	0			unsupported	
036C	0			unsupported	
036D	5	string, int, int, int, int		print text with 2 numbers big	
036E	6	string, int, int, int, int, int		print text with 3 numbers big	
036F	7	string, int, int, int, int, int, int		print text with 4 numbers big	
0370	8	string, int, int, int, int, int, int, int		print text with 5 numbers big	
0371	9	string, int, int, int, int, int, int, int, int		print text with 6 numbers big	
0372	3	char handle, int, int		set char animation	
0373	0			set camera directly behind player	
0374	1			set motion blur	
0375	4			print string in string	
0376	4	flt, flt, flt, var		create random char	parameters rearranged in SB
0377	1	char handle		set character objective to steal any car	

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0378	3			set 2 repeated phone messages	
0379	3			set 2 phone messages	
037A	4			set 3 repeated phone messages	
037B	4			set 3 phone messages	
037C	5			set 4 repeated phone messages	
037D	5			set 4 phone messages	
037E	6	flt, flt, flt, flt, flt, flt		check sniper bullet is in area	
037F	0			give player detonator	
0380	0			unsupported	
0381	4	object handle, flt, flt, flt		throw object	
0382	2	object handle, int		set object collision detection	
0383	1	car handle		check special car horn is on	
0384	4	string, string, int, int		print string in string now	
0385	4	string, string, int, int		print string in string soon	
0386	6			set 5 repeated phone messages	
0387	6			set 5 phone messages	
0388	7			set 6 repeated phone messages	
0389	7			set 6 phone messages	
038A	6	flt, flt, flt, flt, flt, flt		check if point is obscured by a mission entity	
038B	0			load requested models	
038C	4	object handle, flt, flt, flt		scatter object	
038D	9	int, flt, flt, flt, flt, int, int, int, int,		draw texture	
038E	8	flt, flt, flt, flt, int, int, int, int		draw rectangle	

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038F	2	int, string		get texture from txd	parameters rearranged in SB in San Andreas
0390	1	string		load txd	
0391	0			release txd	
0392	2	object handle, int		set object dynamic	
0393	3			set character animation speed	
0394	1	int		play music	
0395	5	int, float, float, float, float		clear area	parameters rearranged in SB
0396	1	global var		freeze onscreen timer	
0397	2	car handle, int		switch car siren	
0398	7	float, float, float, float, float, float, float		switch ped roads on angled	
0399	7	float, float, float, float, float, float, float		switch ped roads off angled	
039A	7	float, float, float, float, float, float, float		switch roads on angled	
039B	7	float, float, float, float, float, float, float		switch roads off angled	
039C	2	car handle, int		set car waterproof	
039D	12			add moving particle effect	parameters rearranged in SB
039E	2	char handle, int		set char unable to be jacked (untested)	
039F	3	car handle, float, float		turn car to face coord	
03A0	3	car handle, float, float		check car is picked up by crane	
03A1	4	float, float, float, float		show sphere at coord	
03A2	2	car handle, int		set car action	
03A3	1	char handle		check is char male	
03A4	1	string		name thread	
03A5	3	garage ID, int, int		change garage type with car model	

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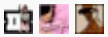
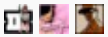
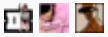
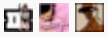
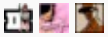
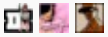
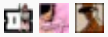
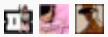
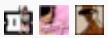
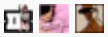
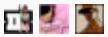
03A6	3	var, var, var		get incoming cessna coordinates	
03A7	1	nop		no operation	
03A8	1	nop		no operation	
03A9	0	nop		no operation	
03AA	3	float, float, float		play suspect last seen	
03AB	2	car handle, int		set car strong	
03AC	1	int		remove route	
03AD	1	int		toggle rubbish	
03AE	6	float, float, float, float, float, float		remove particle effects in area	
03AF	1	int		toggle streaming	
03B0	1	garage ID		check garage is open	
03B1	1	garage ID		check garage is closed	
03B2	0			start Catalina's helicopter flyby	
03B3	0			start Catalina's helicopter take off	
03B4	0			remove Catalina's helicopter	
03B5	0			check Catalina's helicopter is shot down	
03B6	6	flt, flt, flt, flt, int, int		swap nearest building model	
03B7	1	int		toggle world processing	
03B8	1	player handle		remove all player weapons	
03B9	1	car handle		get Catalina's helicopter	
03BA	6	flt, flt, flt, flt, flt, flt		clear area of cars	
03BB	1	garage ID		set garage door to swing open	
03BC	5	flt, flt, flt, flt, sphere ID			parameters rearranged in SB

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03BD	1	sphere ID		remove sphere	
03BE	0			set Catalina's helicopter fly up	
03BF	2	player handle, int		set everyone ignore player	
03C0	2	char handle, var			parameters rearranged in SB
03C1	2	player handle, var			parameters rearranged in SB
03C2	1	phone ID		check phone is answered	
03C3	3	global var, int, string		display onscreen timer with string	
03C4	3	global var, int, string		display onscreen counter with string	
03C5	4	flt, flt, flt, flt		create random car for car park	
03C6	1	int			
03C7	1	float		set wanted multiplier (untested)	
03C8	0			set camera in front of player	
03C9	1	car handle		check is car visibly damaged	simulated in LC mod
03CA	1	object handle		does object exist?	
03CB	3	flt, flt, flt		load cutscene (?)	
03CC	3	car handle, flt, int		add stuck car check	
03CD	1	car handle		remove stuck car check	
03CE	1	car handle		check car is stuck	
03CF	—	string; int, string		load mission audio	1 parameter in GTA III, 2 parameters in Vice City and San Andreas; parameters rearranged in SB
03D0	—	none; int		is mission audio loaded	0 parameter in GTA III, 1 parameter in Vice City and San Andreas
03D1	—	none; int		play mission audio	0 parameter in GTA III, 1 parameter in Vice City and San Andreas

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03D2	—	none; int		has mission audio finished?	0 parameter in GTA III, 1 parameter in Vice City and San Andreas
03D3	7	flt, flt, flt, var, var, var, var		get closest car node with heading	
03D4	2	garage ID, car handle		check garage contains needed car	
03D5	1	string		clear this print	
03D6	1	string		clear this big print	
03D7	—	flt, flt, flt; int, flt, flt, flt		set mission audio position	3 parameters in GTA III, 4 parameters in Vice City and San Andreas
03D8	0			activate save menu	
03D9	0			check save did complete successfully	
03DA	1	garage ID		set garage camera follows player	
03DB	?			unsupported	
03DC	2	pickup handle, marker handle			parameters rearranged in SB
03DD	3	pickup handle, int, blip handle		add blip sprite to pickup	
03DE	1	flt		set ped density multiplier	
03DF	1	int		force random ped type	
03E0				set text draw before fade	
03E1	1	var		get number of packages found	
03E2	1	int; char handle		save Turismo best time; task char exit any car	
03E3	1	int		set next texture antialiased	
03E4	1	int		set text right justify	
03E5	1	string		print help	
03E6	0			clear help	
03E7	1	int		flash hud	
03E8	0			unsupported	

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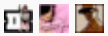
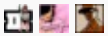
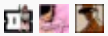
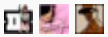
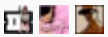
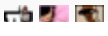
03E9	0			unsupported	
03EA	1	int		toggle generating cars around camera (?)	
03EB	0			clear small prints	
03EC	0			check ev crane collected all cars	
03ED	2	car handle, int		set upsidedown car not damaged	
03EE	1	player handle		can player start mission?	
03EF	1	player handle		make player safe for cutscene	only use before cutscenes
03F0	1	int			
03F1	2	int, int		set pedtype add threat	
03F2	2	int, int		set pedtype remove threat	
03F3	3	car handle, var, var		get car colors	
03F4	1	int		set all cars can be damaged	
03F5	2	car handle, int		set car can be damaged	
03F6	0			unsupported	
03F7	1	int		load island collision data	
03F8	1	var			
03F9	3	char handle, char handle, int		make char converse with char	
03FA	0			unsupported	
03FB	2	car handle, int		set car to stay on current island	
03FC	2	char handle, int		set char to stay on current island	
03FD	—	int; player handle, int		save Patriot Playground time; set player handling responsiveness	1 parameter in GTA III, 2 parameters in Vice City and San Andreas
03FE	—	int; char handle, int		save A Ride in the Park	1 parameter in GTA III, 2 parameters in

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		int; char handle, int		time; set char money	Vice City and San Andreas
03FF	1			save Gripped! time; increase char money in VC/SA	
0400	—	int; object handle, flt, flt, flt, var, var, var		save Multistorey Mayhem time; get offset from object in world coords	1 parameter in GTA III, 7 parameters in Vice City and San Andreas; parameters rearranged in SB
0401	0			increment people saved in ambulance	
0402	0			increment criminals stopped	
0403	1	int		set highest ambulance level	
0404	0			increment fires extinguished	
0405	1	phone ID		enable phone	
0406	1	var		save longest flight in Dodo	
0407	—	int; car handle, flt, flt, flt, var, var, var		save Rigged to Blow time; get offset from car in world coords	1 parameter in GTA III, 7 parameters in Vice City and San Andreas; parameters rearranged in SB
0408	1	int		set total number of rampages	
0409	0			detonate rc buggy	
040A	1	int		remove car from chase	
040B	0			check is French version	
040C	0			check is German version	
040D	—	none; int		clear mission audio	0 parameter in GTA III, 1 parameter in Vice City and San Andreas
040E	1				
040F	1				
0410	2			set gang ped model preference	
0411	2	char handle, int			
0412	2				
0413	2	player handle, int			

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0414	2	player handle, int		set free health care	
0415	2				
0416	0			unsupported	
0417	1	int			
0418	2				
0419	3	player handle, int, var		get ammo in player weapon	parameters rearranged in SB
041A	?			get ammo in char weapon	
041B	0			increment rampages passed	
041C	2	char handle, int		make char say dialogue	
041D	1	flt			
041E	2	int, int		set radio station	
041F	1	int		override hospital level	
0420	1			override police station level	
0421	1	int		set rain	
0422	2	garage ID, car handle		check if garage contains car	
0423	2	car handle, flt		set car improve handling	
0424	0			are measurements in meters?	
0425	2	flt, var		convert meters to feet	parameters rearranged in SB
0426	6	flt, flt, flt, flt, flt, flt			
0427	6	flt, flt, flt, flt, flt, flt			
0428	2	car handle, int		set car to avoid level transitions	
0429	?			set char to avoid level transitions	
042A	2	int, int		check pedtype threat exists	
042B	6	flt, flt, flt, flt, flt, flt		clear area of chars	
042C	1	int		set total missions	

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042D	2	int, var		convert meters to feet int	parameters rearranged in SB
042E	2	int, int/flt		register fastest time (for what?)	
042F	2	int, int/flt		register highest score (for what?)	
0430	3	char handle, car handle, int		warp char into car as passenger	
0431	2	car handle, int		check is car passenger seat free	
0432	3	car handle, int, var		get char in passenger seat	
0433	2	char handle, int		set char as criminal	
0434	0			start credits	
0435	0			stop credits	
0436	0			check credits are finished	
0437	8	int, flt, flt, flt, flt, flt, flt, flt		scatter single particle	parameters rearranged in SB
0438	2	char handle, int		set character to ignore level transitions	
0439	?			unsupported	
043A	0			start foam animation	
043B	1	object handle		update foam animation around object	
043C	1	int		set game sounds disable on fade	
043D	1	int		set intro is playing	
043E	?			unsupported	
043F	0			play finale audio	
0440	0			stop finale audio	
0441	2	car handle, var		get car model	parameters rearranged in SB
0442	2	player handle, car handle		check player is in car	
0443	1	player handle		check player is in any car	
0444	2	fire handle, int		play fire audio	

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0445	0			check improved handling cheat used	
0446	2	char handle, int		set char decapitation	
0447	1	player handle		is player at phone (?)	
0448	2	char handle, car handle		check char is in car	
0449	1	char handle		check char is in any car	
044A	1	player handle		check player is on foot	
044B	1	char handle		check char is on foot	
044C	1	int		load collision with screen	
044D	1	string		load splash	
044E	2	car handle, int		set car to ignore level transitions	
044F	2	car handle, int			
0450	1	car handle			
0451	0			load end of game audio	
0452	?			unsupported	
0453	4	object handle, flt, flt, flt		set object rotation	
0454	3				
0455	?			unsupported	
0456	?			unsupported	
0457	2	player handle, char handle		check player is targeting char	
0458	2			check player is targeting object	
0459	1	string		terminate all scripts with this name	
045A	4	flt, flt, string, int		display text with number	
045B	5	flt, flt, string, int, int		display text with 2 numbers	
045C	0			abort mission	
045D	?				

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045E	5	object handle, object handle, flt, flt, flt		place object relative to object	
045F	2	car handle, int		make all occupants of specified car to exit the car	
0460	2	flt, int			
0461	?			unsupported	
0462	?			unsupported	
0463	3				
0464	8	char handle, car handle, flt, flt, flt, int, flt, int		attach char to car	
0465	1	char handle		detach char from car	
0466	2	car handle, int		set car to stay in "fast" lane	
0467	1	char handle		clear char last weapon damage	
0468	1	car handle		clear car last weapon damage	
0469	10	flt, flt, flt, flt, int, int, int, int, int, var		get random law enforcement in area	parameters rearranged in SB
046A	?			unsupported	
046B	2	char handle, car handle		task leave car and flee	
046C	2	car handle, var		get driver of car	parameters rearranged in SB
046D	2	char handle, var		get char number of followers	parameters rearranged in SB
046E	6	player handle, flt, flt, flt, flt, int		give remote controlled model to player	
046F	2	player handle, var		get current player weapon	
0470	2	char handle, var		get current char weapon	parameters rearranged in SB
0471	5	char handle, object handle, flt, flt, int		locate char by any means near object in 2D radius	
0472	5	char handle, object handle, flt, flt, int		locate char on foot near object in 2D radius	
0473	5	char handle, object handle, flt, flt,		locate char in car near	

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		int		object in 2D radius	
0474	6	char handle, object handle, flt, flt, flt, int		locate char by any means near object in 3D radius	
0475	6	char handle, object handle, flt, flt, flt, int		locate char on foot near object in 3D radius	
0476	6	char handle, object handle, flt, flt, flt, int		locate char in car near object in 3D radius	
0477	3	car handle, int, int		set car driving behavior	
0478	?			unsupported	
0479	?			unsupported	
047A	1	char handle		check char is on any bike	
047B	?			unsupported	
047C	?			unsupported	
047D	?			unsupported	
047E	1	player handle		check player is on any bike	
047F	?			unsupported	
0480	2	char handle, int		check char is looking at death of char with pedtype	
0481	1	flt		set enter car range multiplier	
0482	1	flt		set threat reaction range multiplier	last opcode available for GTA III
0483	2	char handle, int			
0484	2	player handle, var		get remote controlled car	parameters rearranged in SB
0485	0			check if game is PC version	exact opposite to 059A
0486	0			unsupported	
0487	0			unsupported	
0488	1			is model available	
0489	2	char handle, int		shut character up	
048A	1	int		set enable rc detonate	
048B	2	car handle, int			

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048C	3	flt, flt, flt		check pickup at coord exist	
048D	0			unsupported	
048E	0			unsupported	
048F	1	char handle		remove all char weapons	
0490	2	player handle, int		check player has weapon	
0491	2	char handle, int		check char has weapon	
0492	0			unsupported	
0493	2	car handle, int		set tank contact explosion	
0494	5	int, var, var, var, var		get joystick data	
0495	1	car handle		check car is on fire	
0496	2	car handle, int		check car tire is burst	
0497	0			unsupported	
0498	0			unsupported	
0499	0			unsupported	
049A	0			unsupported	
049B	0			unsupported	
049C	3	int, flt, var		create script path	parameters rearranged in SB
049D	2	spath ID, object handle		attach script path to object	
049E	2	spath ID, flt		set script path speed	
049F	2	spath ID, flt		set script path distance	
04A0	0			unsupported	
04A1	1	spath ID		reset script path	
04A2	—	car handle, flt, flt, flt, int; car handle, flt, flt, flt, flt, flt		set heli fly to coord	5 parameters in Vice City, 6 parameters in San Andreas
04A3	2				
04A4	2				
04A5	4	char handle, flt, flt, flt			
04A6	6	flt, flt, flt, int, int, var		create protection pickup	parameters rearranged in SB
04A7	1	char handle		check char is in any boat	

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04A8	1	player handle		check player is in any boat	
04A9	1	char handle		check char is in any heli	
04AA	1	player handle		check player is in any heli	
04AB	1	char handle		check char is in any plane	
04AC	1	player handle		check player is in any plane	
04AD	1	char handle		check char is in water	
04AE	2				
04AF	2				
04B0	2				
04B1	2				
04B2	2				
04B3	2				
04B4	2				
04B5	2				
04B6	2				
04B7	2				
04B8	5	char handle, int, var, var, var		get char weapon in slot	
04B9	12	flt, flt, flt, flt, flt, var, var, var, var, var, var, var		get closest straight road (?)	
04BA	2	car handle, flt		set car forward speed	
04BB	1	int		set interior	
04BC	1	string		set cutscene animation to loop	
04BD	2	car handle, int		mark car as convoy car	
04BE	1	player handle		reset player chaos level	
04BF	2	player handle, var		get player chaos level	parameters rearranged in SB
04C0	6	flt, flt, flt, flt, flt, flt		create police roadblock	
04C1	0			release police roadblock	
04C2	2	char handle, char handle		task char go to char	

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04C3	0			unsupported	
04C4	7	char handle, flt, flt, flt, var, var, var		get offset from char in world coords	parameters rearranged in SB
04C5	1	char handle		check char has been photographed	
04C6	2	char handle, char handle		task aim gun at char	
04C7	1	int		set green scanlines	
04C8	1	char handle		check char is in flying vehicle	
04C9	1	player handle		check player is in flying vehicle	
04CA	0			unsupported	
04CB	0			unsupported	
04CC	0			unsupported	
04CD	0			unsupported	
04CE	5	flt, flt, flt, int, var			parameters rearranged in SB
04CF	1	int		add to money spent on fashion stat	
04D0	2	car handle, flt		force heli looking angle	
04D1	1	car handle		reset heli looking angle	
04D2	—	car handle, flt, flt, flt, int; car handle, flt, flt, flt, flt, flt		set plane fly to coord	5 parameters in Vice City, 6 parameters in San Andreas
04D3	7	flt, flt, flt, int, var, var, var		get Nth closest car node	
04D4	0			unsupported	
04D5	9	flt, flt, flt, flt, int, int, int, int, int		draw corona	
04D6	1	int		set enable rc detonate on contact	
04D7	2	char handle, int		freeze char position	
04D8	2	char handle, int		set char drowns in water	
04D9	2	object handle, int		set object records collisions	
04DA	1	object handle		has object collided with	

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				anything?	
04DB	0			remove rc buggy	
04DC	0			unsupported	
04DD	2	char handle, var		get char armour	parameters rearranged in SB
04DE	0			unsupported	
04DF	2	car handle, int			
04E0	2	car handle, int			
04E1	1	car handle		open and freeze car trunk	
04E2	2	player handle		shut player up	
04E3	3	player handle, int, int		set player mood (??)	
04E4	2	flt, flt		request collision	
04E5	6	object handle, flt, flt, flt, flt, int		locate object in 2D radius	
04E6	8	object handle, flt, flt, flt, flt, flt, flt, int		locate object in 3D radius	
04E7	1	object handle		check object is in water	
04E8	0			unsupported	
04E9	6	object handle, flt, flt, flt, flt, int		check object is in 2D area	
04EA	8	object handle, flt, flt, flt, flt, flt, flt, int		check object is in 3D area	
04EB	3	char handle, int, int		task duck	
04EC	13	string, int, int, int, int, int, int, int, int, int, int, int, int		set zone car class info	
04ED	1	string		request anims	
04EE	1	string		check anims have loaded	
04EF	1	string		remove anims	
04F0	1	char handle			
04F1	1	car handle			
04F2	0			unsupported	
04F3	1	char handle			
04F4	8	char handle, object handle, flt, flt, flt, int, flt, int		attach char to object	

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04F5	3	char handle, player handle, int			
04F6	0			unsupported	
04F7	4	global var, int, int, string		display nth onscreen counter with string	
04F8	13	int, flt, flt, flt, flt, flt, flt, flt, flt, flt, flt, flt, flt			
04F9	2	int, int		set sky colors	
04FA	1	int		reset interior colors	
04FB	0			unsupported	
04FC	7	player handle, var, var, var, var, var, var		store stunt data	
04FD	0			unsupported	
04FE	2	car handle, int		burst car tire	
04FF	1	char handle			
0500	—	player handle, string; player handle, string, string		change player skin	2 parameters in Vice City, 3 parameters in San Andreas
0501	2	player handle, int		set player can do drive by	
0502	3	char handle, flt, flt		task flee to point	
0503	3	flt, flt, flt		create rappel	
0504	0			unsupported	
0505	0			unsupported	
0506	3	int, int, int		set car model components	
0507	1	int		set camera interference	
0508	1	car handle		close all car doors	
0509	5	flt, flt, flt, flt, var		get distance between 2D coords	parameters rearranged in SB
050A	7	flt, flt, flt, flt, flt, flt, var		get distance between 3D coords	parameters rearranged in SB
050B	1	car handle		pop car boot	
050C	0			unsupported	
				is char leaving vehicle to	

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050D	1	char handle		is char leaving vehicle to die?	
050E	2	object handle, car handle			
050F	1	var		get max wanted level	
0510	5	char handle, flt, flt, flt, flt			
0511	0			unsupported	
0512	1	string		print help forever	
0513	2	string, int		print help forever with number	
0514	3	char handle, int, int		set char can be damaged by gang members	
0515	?			unsupported	
0516	?			unsupported	
0517	5	string, flt, flt, flt, var		create locked property pickup	parameters rearranged in SB
0518	6	string, flt, flt, flt, int, var		create forsale property pickup	parameters rearranged in SB
0519	2	car handle, int		freeze car position	
051A	2	char handle, char handle		check char has been damaged by char	
051B	2	char handle, car handle		check char has been damaged by car	
051C	2	car handle, char handle		check car has been damaged by char	
051D	2	car handle, car handle		check car has been damaged by car	
051E	1	var		get current radio station	
051F	0			unsupported	
0520	0			unsupported	
0521	1	char handle		is char drowning in water?	
0522	0			disable cutscene shadows	
0523	3	flt, flt, flt		check if glass has been	

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				shattered nearby	
0524	3	object handle, object handle, int		attach object to object/bone	only works on cutscene objects
0525	3	object handle, object handle, string		attach object to component of object	only works on cutscene objects
0526	2	char handle, int		set char to stay in car when jacked	
0527	0			unsupported	
0528	1	int		add to money spent on weapon stat	
0529	1	int		add to money spent on property stat	
052A	0			unsupported	
052B	2	char handle, int		task use mobile phone	
052C	2	player handle, int		set drunk cam	
052D	0			unsupported	
052E	0			unsupported	
052F	0			unsupported	
0530	0			unsupported	
0531	1	int		add to stores knocked off stat	
0532	0			unsupported	
0533	1	int		add to assassination contracts stat	
0534	1	int		add to pizzas delivered stat	
0535	0			unsupported	
0536	1	int		add to drug deals made ("ice cream sold") stat	
0537	0			unsupported	
0538	0			unsupported	
0539	0			unsupported	

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053A	0			unsupported	
053B	0			unsupported	
053C	2	char handle, int		set char in players group can fight	
053D	1	char handle		clear char wait state	
053E	6	int, flt, flt, flt, flt, var		get random car of specific type in area (no save)	parameters rearranged in SB
053F	2	car handle, int		set can burst car tires	
0540	2	player handle, int		set player auto aim	
0541	1	car handle		fire vehicle gun	
0542	1	int		add property to property owned stat	
0543	1	int		add bloodring kills stat	
0544	1	int		save longest time in bloodring stat	
0545	0			remove everything for giant cutscene (?)	
0546	2	player handle, car handle		check is player touching vehicle	
0547	2	char handle, car handle		check is char touching vehicle	
0548	6	player handle, int, int, flt, flt, flt		check for ped model around player	
0549	1	char handle		clear char follow path	
054A	2	char handle, int		set char can be shot in vehicle	
054B	2	object handle, car handle		attach object to car	only works on cutscene objects
054C	1	string		load mission text	
054D	1	int		set stadium message	
054E	1	char handle		clear char last damage entity	
054F	1	car handle		clear car last damage entity	

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0550	2	object handle, int			
0551	1	int		set Kaufman Cabs radio	
0552	1	int		set riot noise	
0553	0			unsupported	
0554	0			unsupported	
0555	2			remove weapon from char	
0556	8	flt, flt, flt, flt, flt, flt, flt, flt		create cab	
0557	0			release cab	
0558	0			unsupported	
0559	0			unsupported	
055A	1	int		set secondary trash	
055B	5	int, flt, flt, flt, var		create clothes pickup	parameters rearranged in SB
055C	0			unsupported	
055D	2	player handle, int		make player fire proof	
055E	2	player handle, int		increase player max health	
055F	2	player handle, int		increase player max armour	
0560	2	car handle, var		create random char as driver	
0561	3	car handle, int, var		create random char as passenger	parameters rearranged in SB
0562	2	char handle, int		set char ignore threats behind objects	
0563	2	player handle, int		ensure player has a drive-by weapon	
0564	1	car handle		set helicopter simulate crash land	only works on helicopters
0565	4	flt, flt, flt, int		add explosion with no sound	
0566	2	object handle, int		set object area visible	
0567	0			unsupported	

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0568	2	char handle, int		set char never targetted	
0569	1	string		load uncompressed animation	
056A	0			check has cutscene finished	
056B	2	char handle, int		set char to crouch when threatened	
056C	1	char handle		check is char in any police vehicle	
056D	1	char handle		check does char exist	
056E	1	car handle		check does vehicle exist	
056F	0			unsupported	
0570	5	int, flt, flt, flt, var			parameters rearranged in SB
0571	1	char handle		is char stuck?	
0572	1	int		set all taxis have jump boost and nitro	nitro unavailable in Vice City
0573	2	char handle, int			
0574	2	car handle, int			
0575	2				
0576	0			unsupported	
0577	0			unsupported	
0578	1	int		save highest vigilante level stat	
0579	1	char handle		clear all char anims	
057A	2	garage ID, int		set garage to max cars	
057B	0			check wanted stars are flashing	
057C	1	int		set weather table	
057D	1	int		force radio to play audio	
057E	1	int		set radar gray	
057F	2	player handle, var		get player number of coach passengers dropped off	

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0580	3	char handle, car handle, var			parameters rearranged in SB
0581	1	int		display radar	
0582	2	int, int		register best position	
0583	2	player handle, string			
0584	?	char handle		unsupported	
0585	0			check is pressing fire button in car	
0586	1	char handle		checks distribution ped is finished dealing	
0587	2	car handle, int			
0588	2	char handle, int			
0589	?			unsupported	
058A	6	flt, flt, flt, flt, flt, flt			
058B	1	char handle		has char bought ice cream?	
058C	1	var		get progress percentage	
058D	4	flt, flt, flt, flt		set mission restart taxi start	
058E	4	flt, flt, flt, flt		set mission restart taxi destination	
058F	8	char handle, flt, flt, flt, flt, int, int, int		set random ice cream customer in area	
0590	?			unsupported	
0591	4	flt, flt, flt, flt		unlock all car doors in area	
0592	2	int, int		set gang to attack player with cops	
0593	2	char handle, int		set char frightened in jacked car	
0594	2	car handle, int		set vehicle to fade in	
0595	0			register odd job mission passed	
0596	1	player handle		check player is in mission restart taxi	

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0597	1	char handle		is char ducking?	
0598	3	object handle, flt, int		stir ground around object	
0599	1	int		set highest firefighter level stat	
059A	0			is australian game?	exact opposite to 0485
059B	1	car handle		disarm car bomb	
059C	—				1 parameter in Vice City, 2 parameters in San Andreas
059D	1	int			
059E	1	var			
059F	4	object handle, var, var, var		get object velocity	
05A0	?			unsupported	
05A1	4	object handle, flt, flt, flt			
05A2	4	object handle, flt, flt, flt			
05A3	1	object handle		is object static?	
05A4	5	flt, flt, flt, flt, var		get angle between 2D vectors	
05A5	8	flt, flt, flt, flt, flt, flt, flt, flt			
05A6	4	object handle, var, var, var		get object rotation velocity	
05A7	4	object handle, var, var, var		add velocity relative to object velocity	
05A8	2	object handle, var		get object speed	last opcode available for Vice City

Some abbreviations and phrases used in this list:

int
: integer value

flt
: floating-point value

var
: variable to store a value or handle, either global or local unless specified

char
: character including actor and ped, apart from the player and special actor

car

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vehicle including car, bike, helicopter, plane, etc. unless specified

parameters rearranged...

opcodes' parameters were rearranged from their original order mainly for sake of readability

simulated in LC mod

opcode has been correctly or mostly simulated to work in the GTA: Liberty City mod for Vice City

Reference

^ GTAForums: manipulating game memory for fun and profit

External links

- GTAForums: Opcodes for Bartons Editor (GTA3 + VC)
- GTAForums: GTA:SA Opcodes
- GTAForums: MISSION CODING IV - GTA: Liberty City project
- Vice City Opcode Database - retrieved from archive.org
- San Andreas Opcode Database - retrieved from archive.org
- Unified Opcode Database - by PLPynton, hosted by ZAZ
- List of opcodes - by CyQ for use with GTAMA and VCDisAsm
- Latest Vice City opcodes - last update by spaceeinstein
- Opcode Database - last update by Deji at GTAGaming.com

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