



# Function Memory Addresses (SA)



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## Base Functions

### Cheats

#### 0x00438480

CHeat::Process

#### 0x00609F50

CHeat::SetWantedLevel

#### 0x00438E90

CHeat::Add2Stars

#### 0x00438E40

CHeat::AddArmourMoneyHealth

**0x00438F20**

CHeat::ClearWantedLevel

**0x00407851**

CHeat::CreateCar

**0x0043A510**

CHeat::CreateCar408

**0x0043A500**

CHeat::CreateCar409

**0x0043A4A0**

CHeat::CreateCar432

**0x0043A4F0**

CHeat::CreateCar442

**0x0043A520**

CHeat::CreateCar457

**0x0043A4D0**

CHeat::CreateCar502

**0x0043A4E0**

CHeat::CreateCar503

**0x0043A4B0**

CHeat::CreateCar504

**0x0043A4C0**

CHeat::CreateCar505

**0x0043A660**

CHeat::CreateCarDozer

**0x0043A550**

CHeat::CreateCarHunter

**0x0043A560**

CHeat::CreateCarQuad

**0x0043A680**

CHeat::CreateCarMonster

**0x0043A670**

CHeat::CreateCarStuntPlane

**0x0043A570**

CHeat::CreateCarTanker

**0x00438FC0**

CHeat::DecreaseGameSpeed

**0x00438F90**

CHeat::IncreaseGameSpeed

## 0x00439C70

CCheat::EveryoneArmed

## 0x00439600

CCheat::Jetpack

## 0x004399D0

CCheat::SetSkillsMax

## 0x00438F50

CCheat::SetWeather0

## 0x00438F40

CCheat::SetWeather1

## 0x00438F70

CCheat::SetWeather16

## 0x00438F60

CCheat::SetWeather4

## 0x00438F80

CCheat::SetWeather9

## 0x004385B0

CCheat::WeaponSet1

## 0x00438890

CCheat::WeaponSet2

## 0x00438B30

CCheat::WeaponSet3

## 0x00439B20

CCheat::PedsAttackAll

## Cutscene

### 0x004D5ED0

CScene::End

## Data Pools

Data arrays for storing entities.

### 0x00550F10

CPools::Initialise((void))

### 0x005519F0

CPools::ShutDown((void))

### 0x00550570

CPool\_CBuilding\_CBuilding::CPool\_CBuilding\_CBuilding((int))

**0x005507C0**

```
CPool_CColModel_CColModel::CPool_CColModel_CColModel((int))
```

**0x005506F0**

```
CPool_CDummy_CDummyPed::CPool_CDummy_CDummyPed((int))
```

**0x00550320**

```
CPool_CEntryInfoNode_CEntryInfoNode::CPool_CEntryInfoNode_CEntryInfoNode((int))
```

**0x00550960**

```
CPool_CEvent_CEvent::CPool_CEvent_CEvent((int))
```

**0x00550BD0**

```
CPool_CNodeRoute_CNodeRoute::CPool_CNodeRoute_CNodeRoute((int))
```

**0x00550640**

```
CPool_CObject_CObject::CPool_CObject_CObject((int))
```

**0x00550B00**

```
CPool_CPatrolRoute_CPatrolRoute::CPool_CPatrolRoute_CPatrolRoute((int))
```

**0x00550E40**

```
CPool_CPedAttractors_CPedAttractors::CPool_CPedAttractors_CPedAttractors((int))
```

**0x00550D70**

```
CPool_CPedIntelligence_CPedIntelligence::CPool_CPedIntelligence_CPedIntelligence((int))
```

**0x005503F0**

```
CPool_CPed_CPlayerPed::CPool_CPed_CPlayerPed((int))
```

**0x00550A30**

```
CPool_CPointRoute_CPointRoute::CPool_CPointRoute_CPointRoute((int))
```

**0x00550250**

```
CPool_CPtrNodeDouble_CPtrNodeDouble::CPool_CPtrNodeDouble_CPtrNodeDouble((int))
```

**0x00550180**

```
CPool_CPtrNodeSingle_CPtrNodeSingle::CPool_CPtrNodeSingle_CPtrNodeSingle((int))
```

**0x00550CA0**

```
CPool_CTaskAllocator_CTaskAllocator::CPool_CTaskAllocator_CTaskAllocator((int))
```

**0x00550890**

```
CPool_CTask_CTask::CPool_CTask_CTask((int))
```

**0x005504C0**

```
CPool_CVehicle_CAutomobile::CPool_CVehicle_CAutomobile((int))
```

## Directory

These could make end of img files.

**0x0023C470**

```
CDirectory::CDirectory((int))
```

## 0x0023C230

```
CDirectory::FindItem((char const *,uint &,uint &))
```

## 0x0023C340

```
CDirectory::ReadDirFile((char const *))
```

## DX9

### 0x00402C1F

```
CDX9::DeviceControlProc
```

### 0x00807C2B

```
CDX9::Direct3DCreate9
```

### 0x0081805C

```
CDX9::DirectDrawCreateEx
```

### 0x00817523

```
CDX9::DirectInput8Create
```

## Emergency

### 0x00407C50

```
CEmergency::CreatePoliceInCity
```

### 0x0156AB70

```
CEmergency::CreateRoadBlocks
```

## Fading

### 0x0050AC20

```
CFade::Fade
```

## File Management

### 0x004AB260

```
CFileMgr::CloseFile((int))
```

### 0x005389D0

```
CFileMgr::CloseFile((int))
```

### 0x004AB240

```
CFileMgr::OpenFile((char const *))
```

### 0x00538900

```
CFileMgr::OpenFile((char const *))
```

### 0x00538950

```
CFileMgr::Read((int,char *,int))
```

### 0x005387D0

```
CFileMgr::SetDir((char const *))
```

## 0x008232D8

CFileMgr::AssignFile

## 0x00538950

CFileMgr::BlockRead

## 0x0082318B

CFileMgr::CloseFile

## 0x00402B8B

CFileMgr::CreateFile

## Markers

### 0x00587CE0

CMarker::Disable

## Players

### 0x00409D10

CPlayer::CreatePlayer\_Unk

### 0x0056E210

CPed::GetPlayerPed(u32 unknown)

## Scripts

### 0x00486720

CTheScripts::ReadObjectNamesFromScript((void))

### 0x00486780

CTheScripts::UpdateObjectIndices((void))

### 0x00464080

CRunningScript::CollectParameters((uint \*,short)) (GetOpcodeParameters)

### 0x00469F00

CRunningScript\_ProcessOneCommand

### 0x00A43C78

Where the routine above stores opcode parameters values. Max 32 parameters for an opcode it seems. (Although only 16 are ever used.)

### 0x00464370

StoreOpcodeResult()

For opcodes that return a value in a variable parameter, copies the return value from **0xA43C78** to the variable. A complementary function to `GetOpcodeParameters()`.

### 0x0156A2A0

CScript::CreateNewThread

### 0x00465AA0

CScript::EndThread\_Unk

**0x00402B36**

CScript::ExitThreadProc

## Stats

**0x0055C180**

CStat::AddToStat

**0x00532010**

CStat::CrimeCommitted\_Unk

**0x00559FA0**

CStat::DecreaseStat

**0x0057DDE0**

CStat::CreateStatsFile

## Text

**0x008214D0**

CText::CompareStrings

**0x0076FA94**

CText::CompareText

**0x0053CF30**

CText::ConvertGXTEntryToCRC32

**0x0069F7E0**

CText::CopyToStatString

**0x00718660**

CText::CopyString

**0x00745E50**

CText::DialogProc

**0x0071A700**

CText::DrawText

**0x00719610**

CText::EnableTextDrawCentered

**0x008220AD**

CText::ExtractDataFromString

## Vehicles

**0x0043A0B6**

CVehicle::CreateCar

**0x006F7550**

```
CVehicle::CreateTrain
```

**0x006F5DC0**

```
CVehicle::DestroyTrain
```

## UnCategorised

**0x004CE090**

```
CAnimBlendAssocGroup::GetAnimation((uint))
```

**0x00735FD0**

```
CBulletInfo::Initialise((void))
```

**0x00736A40**

```
CExplosion::Initialise((void))
```

**0x00737B40**

```
CProjectileInfo::Initialise((void))
```

**0x007170C0**

```
CRGBA::CRGBA((uchar,uchar,uchar,uchar))
```

**0x00739B60**

```
CShotInfo::Initialise((void))
```

**0x0073A300**

```
CWeapon::InitialiseWeapons((void))
```

**0x005BF750**

```
CWeaponInfo::Initialise((void))
```

**0x0053BC80**

```
LoadGame(char; fileName)
```

Initializes all data structures and loads fileName (which is gta.dat).

**0x005B9030**

```
LoadMapDefinitionFile(char; fileName)
```

Parses and loads dat-files, such as default.dat and gta.dat.

**0x00550F10**

```
AllocatePools()
```

Allocates stuff which LimitAdjuster modifies, such as Peds and Buildings.

**0x0082119A**

```
malloc(size_t size)
```

**0x00748760**

```
int __stdcall WinMain(HINSTANCE hInstance,HINSTANCE hPrevInstance,LPSTR lpCmdLine,int nShowCmd)
```

**0x00747F00**

```
int __stdcall WndProc(HWND hWnd,int msg,WPARAM wParam,int lParam)
```

**0x007486F0**



```
int __cdecl RegisterSAWindow()
```

#### 0x00745560

```
HWND __cdecl CreateSAWindow(HINSTANCE hInstance)
```

#### 0x007476B0

```
void __cdecl PlayMPEG(int nShowCmd, char *filename)
```

Used to play intro videos (Logo.mpg and GTAtitles.mpg)

#### 0x01569F10

```
CMission::ClearLocals
```

#### 0x0156EF70

```
CMission::ClearRoadBlocks
```

#### 0x00572670

```
CMission::ClearZonesInfo
```

#### 0x0040A2A0

```
CreateFiremenInCity
```




#### 0x00561B00


```
DisableMissionFlag_Unk
```

#### 0x00561AF0

```
EnableMissionPack_Unk ( bool enabled )
```

## External Link

-  GTAForums: [GTASA Memory Addresses](#) 
- [SA EXE 1.0 Functions List](#)  - updated 10 Jan, 2008

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