



Function Memory Addresses (SA)



This article may need to be rewritten.

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Base Functions

Cheats

0x00438480

CCheat::Process

0x00609F50

CCheat::SetWantedLevel

0x00438E90

CCheat::Add2Stars

0x00438E40

CCheat::AddArmourMoneyHealth

0x00438F20
CCheat::ClearWantedLevel
0x00407851
CCheat::CreateCar
0x0043A510
CCheat::CreateCar408
0x0043A500
CCheat::CreateCar409
0x0043A4A0
CCheat::CreateCar432
0x0043A4F0
CCheat::CreateCar442
0x0043A520
CCheat::CreateCar457
0x0043A4D0
CCheat::CreateCar502
0x0043A4E0
CCheat::CreateCar503
0x0043A4B0
CCheat::CreateCar504
0x0043A4C0
CCheat::CreateCar505
0x0043A660
CCheat::CreateCarDozer
0x0043A550
CCheat::CreateCarHunter
0x0043A560
CCheat::CreateCarQuad
0x0043A680
CCheat::CreateCarMonster
0x0043A670
CCheat::CreateCarStuntPlane
0x0043A570
CCheat::CreateCarTanker
0x00438FC0
CCheat::DecreaseGameSpeed
0x00438F90
CCheat::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::PedAttackAll

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**

CFileManager::CloseFile((int))

0x005389D0

CFileManager::CloseFile((int))

0x004AB240

CFileManager::OpenFile((char const *))

0x00538900

CFileManager::OpenFile((char const *))

0x00538950

CFileManager::Read((int,char *,int))

0x005387D0

CFileManager::SetDir((char const *))

0x008232D8

CFileManager::AssignFile

0x00538950

CFileManager::BlockRead

0x0082318B

CFileManager::CloseFile

0x00402B8B

CFileManager::CreateFile

Markers**0x00587CE0**

CMarker::Disable

Players**0x00409D10**

CPlayer::CreatePlayer_Und

0x0056E210

CPed::GetPlayerPed(u32 unknown)

Scripts**0x00486720**

CTheScripts::ReadObjectNamesFromScript((void))

0x00486780

CTheScripts::UpdateObjectIndices((void))

0x00464080

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

0x00469F00

CRunningScript_ProcessOneCommand

0xA43C78

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))

0x005BC80

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_Unc

0x00561AF0
    EnableMissionPack_Unc ( bool enabled )

```

External Link

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

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