Action functions

**clone\_area (*arrow* area, *str* edits, *arrowlist* editstring, [*bool* allow\_missing] -> *null*)**

**edit\_all\_areas (*str* edits, *arrowlist* editstring -> *null* )**

**edit\_area (*str* area, edits, *arrowlist* editstring, [*bool* allow\_missing] -> *null*)**

**install\_area (*str* area, edits, *arrowlist* editstring, [*str* location, locbase, *bool* allow\_missing]->*null*)**

Standard editors, no special features. (There is no **make\_area** at present).

Standard-form patch functions

Basic patch functions (absolute)

**wed** (0x8,ASCII)

**to\_north** (0x18,ASCII)

**to\_east** (0x24,ASCII)

**to\_south** (0x30,ASCII)

**to\_west** (0x3c,ASCII)

**rain\_probability** (0x4a,SHORT)

**snow\_probability** (0x4c,SHORT)

**lightning\_probability** (0x50,SHORT)

**area\_script** (0x94,ASCII)

**restmovie\_day** (0xd4,ASCII)

**restmovie\_night** (0xdc,ASCII)

Basic patch functions (relative to entry offset)

*For actors:*

**actor\_name** (0x0,ASCII20) – synonym, **actorname**

**script\_override** (0x50,ASCII)

**script\_class** (0x60,ASCII)

**script\_race** (0x68,ASCII)

**script\_general** (0x58,ASCII)

**script\_default** (0x70,ASCII)

**script\_specifics** (0x78,ASCII)

**actor\_resource** (0x80,ASCII) – synonym, **crefile**

**actor\_x\_coord\_start** (0x20,SHORT)

**actor\_y\_coord\_start** (0x22,SHORT)

**actor\_x\_coord\_dest** (0x24,SHORT)

**actor\_y\_coord\_dest** (0x26,SHORT)

**actor\_orientation** (0x34,SHORT)

**dialog** (0x48,ASCII)

*For triggers:*

**trigger\_name** (0x0,ASCII20)

**trigger\_type** (0x20,SHORT)

**trigger\_dest** (0x38,ASCII) – synonym **destination**

**trigger\_info** (0x64,LONG)

**is\_trapped** (0x6c,SHORT)

**trap\_detected** (0x6e,SHORT)

**trigger\_script** (0x7c,ASCII)

*For doors:*

**door\_name** (0x0,ASCII20)

**door\_id** (0x0,ASCII)

**door\_icon** (0x7c,LONG)

**door\_script** (0x80,ASCII)

**door\_dialog** (0xb8,ASCII)

*For containers:*

**container\_script** (0x48,ASCII)

*For items:*

**item\_resource** (0x0,ASCII)

**item\_charges\_1** (0xa,SHORT)

**item\_charges\_2** (0xc,SHORT)

**item\_charges\_3** (0xe,SHORT)