EDSTR_ENUMHINT_e_selectionTransferFlagDeselectSource=If the source unit is selected, it will be removed from the selection as a result of this transfer.
EDSTR_ENUMHINT_e_selectionTransferFlagSingleOnly=Selection will only be transferred if the source is the only unit in the selection.
EDSTR_ENUMHINT_e_selectionTransferFlagIncludeControlGroups=The transfer destination unit will be added to any control groups that the source unit is in.
EDSTR_FIELDHINT_SEffectArea_Arc=Used by the arc search
EDSTR_FIELDHINT_SEffectArea_MaxCount=The maximum number of results found allowed
EDSTR_FIELDHINT_SEffectArea_Radius=Used by the arc search
EDSTR_FIELDHINT_SEffectArea_RectangleWidth=Used by the rectangle search
EDSTR_FIELDHINT_SEffectArea_RectangleHeight=Used by the rectangle search
EDSTR_FIELDHINT_SEffectArea_RadiusBonus=Used by the arc and rectangle searches.
EDSTR_FIELDHINT_SEffectArea_FacingAdjustment=Used by the arc and rectangle searches to be able to rotate the search shape. This rotation is added to whatever rotation they may already have from the effect (Impact Angle etc)
EDSTR_FIELDHINT_SEffectMissileBounce_ImpactEffect=If unspecified, it will use the original effect.
EDSTR_FIELDHINT_SEffectModifyWeapon_CooldownAmount=flat value, measured in seconds
EDSTR_FIELDHINT_SEffectModifyWeapon_CooldownFraction=decimal value
EDSTR_FIELDHINT_SEffectSearchRevealerParams_RevealFlags=Line of sight tests are only supported by full circle revealer shapes
EDSTR_FIELDHINT_SEffectSearchRevealerParams_Duration=How long the reveal should last. Zero means don't create a revealer. Use the permanent flag to create a permanent revealer.
EDSTR_FIELDHINT_SEffectSearchRevealerParams_ShapeExpansion=The search shape is expanded by this amount to create the revealer shape.
EDSTR_FIELDHINT_SEffectModifyTurret_Turret=Specify what turret on the turret owner you want to modify
EDSTR_FIELDHINT_SEffectModifyTurret_Target=Specify what to target with the turret
EDSTR_FIELDHINT_SEffectModifyTurret_AimCompleteEffect=The effect to run when the turret points at the target
EDSTR_FIELDHINT_CEffectApplyKinetic_ImpactUnit=The unit to apply the kinetic to.
EDSTR_FIELDHINT_CEffectCreatePersistent_RevealRadius=Used by the arc revealer type to define the radius of the circle that the arc is cut from
EDSTR_FIELDHINT_CEffectCreatePersistent_RevealFlags=Line of sight tests are only supported by full circle revealer shapes
EDSTR_FIELDHINT_CEffectCreatePersistent_RevealArc=Used by the arc revealer type to define the slice of the circle to reveal
EDSTR_FIELDHINT_CEffectCreatePersistent_RevealFacing=Used by both the arc and rectangle revealer types
EDSTR_FIELDHINT_CEffectCreatePersistent_RevealRectangleWidth=Used by the rectangle revealer, defines the rectangle width.
EDSTR_FIELDHINT_CEffectCreatePersistent_RevealRectangleHeight=Used by the rectangle revealer, defines the rectangle height.
EDSTR_FIELDHINT_CEffectCreatePersistent_EffectRandMode=If the RandomEffect flag is on, this specifies what type of randomness to use.

EDSTR_FIELDHINT_CEffectCreatePersistent_OffsetRandMode=If the RandomOffset flag is on, this specifies what type of randomness to use.
EDSTR_FIELDHINT_CEffectCreatePersistent_PeriodRandMode=If the RandomPeriod flag is on, this specifies what type of randomness to use.
EDSTR_FIELDHINT_CEffectDamage_VitalBonusRandom=A random number between 0 and this number will be added to VitalBonus
EDSTR_FIELDHINT_CEffectDamage_VitalFractionCurrentRandom=A random number between 0 and this number will be added to VitalFractionCurrent
EDSTR_FIELDHINT_CEffectDamage_VitalFractionMaxRandom=A random number between 0 and this number will be added to VitalFractionMax
EDSTR_FIELDHINT_CEffectDamage_AreaRelativeOffset=The AreaArray areas are moved this amount relative to the facing. A facing of zero points south, aka (0,-1), so a relative offset of (0,-1) would mean the search was moved south by 1 unit if the facing was zero (south). If the search was facing east, that would move it east by 1 unit.
EDSTR_FIELDHINT_CEffectDamage_RevealerParams=Specify parameters for creating a revealer based on the AreaArray of this effect
EDSTR_FIELDHINT_CEffectEnumArea_AreaRelativeOffset=The AreaArray areas are moved this amount relative to the facing. A facing of zero points south, aka (0,-1), so a relative offset of (0,-1) would mean the search was moved south by 1 unit if the facing was zero (south). If the search was facing east, that would move it east by 1 unit.
EDSTR_FIELDHINT_CEffectEnumArea_RevealerParams=Specify parameters for creating a revealer based on the AreaArray of this effect
EDSTR_FIELDHINT_CEffectModifyUnit_VeterancyBehavior=The veterancy behavior to give XP to, or copy XP between when the copy flag is set. If none specified, the first veterancy behavior will be used.
EDSTR_FIELDHINT_CEffectModifyUnit_SelectTransferUnit=Transfers selection to the impact unit if this unit is selected.
EDSTR_FIELDHINT_CEffectRemoveBehavior_BehaviorAlignment=This effect will remove the specified number of behaviors that are of this alignment.