API Changes/Subset Selection:

The following is a function whitelist for functionality available to AI players. Each entry contains the function name, if and how the results are filtered and a reasoning why this filtering should apply.

Function Name	Filtered	Reasoning
Globals.FindUnitsInRadius()	Only in vision	enforcing fog of war
Globals.MinimapEvent()	Only from self	To not spoof as other users
Globals.Say()	Only from self	To not spoof as other users
Globals.ExecuteOrdersFromTable()	Only from self	To not spoof / Grief other users.
Globals.PauseGame()	I HAVE NO IDEA -maybe just not have this, refs can pause right	Could be abused
Globals.GetItemCost()	N/A	Only provides info that is known without even playing
Globals.LoadKeyValues()	N/A	To provide static info that is known without even playing
Globals.RandomFloat()	N/A	To assist logic, doesn't contain information
Globals.RandomInt()	N/A	To assist logic, doesn't contain information
Globals.RandomVector()	N/A	To assist logic, doesn't contain information
Globals.RotateOrientation()	N/A	To assist logic, doesn't contain information
Globals.RotatePosition()	N/A	To assist logic, doesn't contain information
Globals.RotateQuaternionByAxisAngle()	N/A	To assist logic, doesn't contain information
Globals.RotationDelta()	N/A	To assist logic, doesn't

		contain information
CBaseEntity.GetAbsOrigin()	Only in vision	enforcing fog of war
CBaseEntity.GetHealth()	Only in vision	enforcing fog of war
CBaseEntity.GetMaxHealth()	Only in vision	enforcing fog of war
CBaseEntity.GetModelName()	Only in vision	enforcing fog of war (terrorblade)
CBaseEntity.GetOrigin()	Only in vision	enforcing fog of war
CBaseEntity.GetOwner()	N/A	
CBaseEntity.GetOwnerEntity()	N/A	
CBaseEntity.GetTeam()	N/A	
CBaseEntity.GetTeamNumber()	N/A	
CBaseEntity.IsAlive()	N/A	
CEntityInstance.GetClassname()	N/A	
CEntityInstance.GetEntityHandle()	N/A	
CEntityInstance.GetEntityIndex()	N/A	
CEntityInstance.GetName()	N/A	