

1_BGEE	1_BGEE2	1_IWDEE	INFO / Unofficial POSTFIX
EXISTANCE4	EXISTANCE4	EXISTANCE4	NOT USED?!
EXISTANCE5	EXISTANCE5	EXISTANCE5	EXISTANCE5 = BIO = No Postfix, only for verbal responses?!
BIO	BIO	BG2EE_SELECT_RARE1	BG2EE_SELECT_RARE1 = 0_ ?!
BG2EE_SELECT_RARE1	BG2EE_SELECT_RARE1	BG2EE_SELECT_RARE2	BG2EE_SELECT_RARE2 = 1_ ?!
BG2EE_SELECT_RARE2	BG2EE_SELECT_RARE2	BG2EE_SELECT_RARE3	BG2EE_SELECT_RARE3 = 2_ ?!
BG2EE_SELECT_RARE3	BG2EE_SELECT_RARE3	BG2EE_SELECT_RARE4	BG2EE_SELECT_RARE4 = 3_ ?!
BG2EE_SELECT_RARE4	BG2EE_SELECT_RARE4	BGEE_IWDEE_ACTION4	BGEE_IWDEE_ACTION4 MISSING ?!
BGEE_ACTION4	BGEE_ACTION4	BGEE_IWDEE_ACTION5	Why different prefixes for the actions ???
BGEE_ACTION5	BGEE_ACTION5	BGEE_IWDEE_ACTION6	Why different prefixes for the actions ???
BGEE_ACTION6	BGEE_ACTION6	BGEE_IWDEE_ACTION7	Why different prefixes for the actions ???
BGEE_ACTION7	BGEE_ACTION7	EE_MORALE2	EE_MORALE2 NOT CLEAR (u_ or v_)
IWDEE_MORALE2	IWDEE_MORALE2	EE_LEADER2	Why different prefixes for morale2 ???, IWDEE_MORALE2 NOT CLEAR (u_ or v_) , EE_LEADER2 = t_ ?!
IWDEE_LEADER2	IWDEE_LEADER2	EE_TIRED2	Why different prefixes for leader2 ???, IWDEE_LEADER2 = t_ ?!, EE_TIRED2 = 4_ ?!
IWDEE_TIRED2	IWDEE_TIRED2	EE_BORED2	Why different prefixes for tired2 ???, IWDEE_TIRED2 = 4_ ?!
IWDEE_BORED2	IWDEE_BORED2	EE_HURT2	Why different prefixes for bored2 ???, IWDEE_BORED2 = i_ ?!, EE_HURT2 = s_ ?!
IWDEE_HURT2	IWDEE_HURT2	EE_SELECT_COMMON7	Why different prefixes for hurt2 ???, IWDEE_HURT2 = s_ ?!, EE_SELECT_COMMON7 = m_ ?!
IWDEE_SELECT_COMMON7	IWDEE_SELECT_COMMON7	EE_DAMAGE2	Why different prefixes for Select_Common7 ???, IWDEE_SELECT_COMMON7 = m_ ?!, EE_DAMAGE2 = n_ ?!
IWDEE_DAMAGE2	IWDEE_DAMAGE2	EE_DAMAGE3	Why different prefixes for damage ???, IWDEE_DAMAGE2 = n_ ?!, EE_DAMAGE3 = o_ ?!
IWDEE_DAMAGE3	IWDEE_DAMAGE3	EE_DYING2	Why different prefixes for dying2 ???, IWDEE_DAMAGE3 = o_ ?! , EE_DYING2 = p_ ?
IWDEE_DYING2	IWDEE_DYING2	EE_REACT_TO_DIE_GENERAL2	Why different prefixes for react_to_die_general2 ???, IWDEE_DYING2 = p_ ?! , EE_REACT_TO_DIE_GENERAL2 = q_ ?!
IWDEE_REACT_TO_DIE_GENERAL2	IWDEE_REACT_TO_DIE_GENERAL2		IWDEE_REACT_TO_DIE_GENERAL2 = q_ ?!