

1_BGEE	2_BGEE	1_BGEE2	2_BGEE2	1_IWDEE	2_IWDEE	INFO / Unofficial POSTFIX
INITIAL_MEETING	*	INITIAL_MEETING	*	INITIAL_MEETING	*	MISSING
MORALE	*	MORALE	*	MORALE	*	NOT CLEAR (u_ or v_)
HAPPY	*	HAPPY	*	HAPPY	*	r_
UNHAPPY_ANNOYED	*	UNHAPPY_ANNOYED	*	UNHAPPY_ANNOYED	*	NOT CLEAR (5_ , 6_ or MISSING)
UNHAPPY_SERIOUS	*	UNHAPPY_SERIOUS	*	UNHAPPY_SERIOUS	*	NOT CLEAR (5_ , 6_ or MISSING)
UNHAPPY_BREAKING_POINT	*	UNHAPPY_BREAKING_POINT	*	UNHAPPY_BREAKING_POINT	*	NOT CLEAR (5_ , 6_ or MISSING)
LEADER	b	LEADER	b	LEADER	b	
TIRED	c	TIRED	c	TIRED	c	
BORED	d	BORED	d	BORED	d	
BATTLE_CRY1	a	BATTLE_CRY1	a	BATTLE_CRY1	a	
BATTLE_CRY2	8	BATTLE_CRY2	8	BATTLE_CRY2	8	
BATTLE_CRY3	9	BATTLE_CRY3	9	BATTLE_CRY3	9	
BATTLE_CRY4	*	BATTLE_CRY4	*	BATTLE_CRY4	*	g_
BATTLE_CRY5	*	BATTLE_CRY5	*	BATTLE_CRY5	*	h_
ATTACK1	*	ATTACK1	*	ATTACK1	*	c_
ATTACK2	*	ATTACK2	*	ATTACK2	*	d_
ATTACK3	*	ATTACK3	*	ATTACK3	*	e_
ATTACK4	*	ATTACK4	*	ATTACK4	*	f_
DAMAGE	!l	DAMAGE	!l	DAMAGE	!l	l instead !l
DYING	!m	DYING	!m	DYING	!m	m instead !m
HURT	e	HURT	e	HURT	e	
AREA_FOREST	n	AREA_FOREST	n	AREA_FOREST	n	
AREA_CITY	o	AREA_CITY	o	AREA_CITY	o	
AREA_DUNGEON	p	AREA_DUNGEON	p	AREA_DUNGEON	p	
AREA_DAY	q	AREA_DAY	q	AREA_DAY	q	
AREA_NIGHT	r	AREA_NIGHT	r	AREA_NIGHT	r	
SELECT_COMMON1	f	SELECT_COMMON1	f	SELECT_COMMON1	f	
SELECT_COMMON2	g	SELECT_COMMON2	g	SELECT_COMMON2	g	
SELECT_COMMON3	h	SELECT_COMMON3	h	SELECT_COMMON3	h	
SELECT_COMMON4	0	SELECT_COMMON4	0	SELECT_COMMON4	0	
SELECT_COMMON5	*	SELECT_COMMON5	*	SELECT_COMMON5	*	k_
SELECT_COMMON6	*	SELECT_COMMON6	*	SELECT_COMMON6	*	l_
SELECT_ACTION1	i	SELECT_ACTION1	i	SELECT_ACTION1	i	
SELECT_ACTION2	j	SELECT_ACTION2	j	SELECT_ACTION2	j	
SELECT_ACTION3	k	SELECT_ACTION3	k	SELECT_ACTION3	k	
SELECT_ACTION4	s	SELECT_ACTION4	s	SELECT_ACTION4	s	
SELECT_ACTION5	t	SELECT_ACTION5	t	SELECT_ACTION5	t	
SELECT_ACTION6	u	SELECT_ACTION6	u	SELECT_ACTION6	u	
SELECT_ACTION7	v	SELECT_ACTION7	v	SELECT_ACTION7	v	
INTERACTION1	—	INTERACTION1	—	INTERACTION1	*	NO SOUND (Why postfix in BG[2]EE?)
INTERACTION2	*	INTERACTION2	*	INTERACTION2	*	NO SOUND (for verbal interaction?!)
INTERACTION3	*	INTERACTION3	*	INTERACTION3	*	NO SOUND (for verbal interaction?!)
INTERACTION4	*	INTERACTION4	*	INTERACTION4	*	NO SOUND (for verbal interaction?!)
INTERACTION5	*	INTERACTION5	*	INTERACTION5	*	NO SOUND (for verbal interaction?!)
INSULT1	*	INSULT1	*	SELECT_RARE1	x	INSULT1 MISSING
INSULT2	*	INSULT2	*	SELECT_RARE2	y	INSULT2 MISSING
INSULT3	*	INSULT3	*	SELECT_RARE3	—	INSULT3 MISSING
COMPLIMENT1	*	COMPLIMENT1	*	SELECT_RARE4	#	COMPLIMENT1 MISSNG
COMPLIMENT2	*	COMPLIMENT2	*	SPECIAL1	*	COMPLIMENT2 MISSNG, SPECIAL1 UNUSED?
COMPLIMENT3	*	COMPLIMENT3	*	SPECIAL2	*	COMPLIMENT3 MISSNG, SPECIAL2 UNUSED?
SPECIAL1	*	SPECIAL1	*	SPECIAL3	*	SPECIAL3 UNUSED?
SPECIAL2	*	SPECIAL2	*	REACT_TO_DIE_GENERAL	w	SPECIAL2 UNUSED?
SPECIAL3	*	SPECIAL3	*	REACT_TO_DIE_SPECIFIC	*	SPECIAL3 UNUSED?, q_
REACT_TO_DIE_GENERAL	w	REACT_TO_DIE_GENERAL	w	MISCELLANEOUS	*	MISCELLANEOUS MISSING
REACT_TO_DIE_SPECIFIC	*	REACT_TO_DIE_SPECIFIC	*	RESPONSE_TO_COMPLIMENT1	*	q_, RESPONSE_TO_COMPLIMNET1 MISSING
MISCELLANEOUS	*	MISCELLANEOUS	*	RESPONSE_TO_COMPLIMENT2	*	RESPONSE_TO_COMPLIMNET2 MISSING, MISCELLANEOUS MISSING
RESPONSE_TO_COMPLIMENT1	*	RESPONSE_TO_COMPLIMENT1	*	RESPONSE_TO_COMPLIMENT3	*	RESPONSE_TO_COMPLIMNET3 MISSING
RESPONSE_TO_COMPLIMENT2	*	RESPONSE_TO_COMPLIMENT2	*	RESPONSE_TO_INSULT1	*	RESPONSE_TO_INSULT1 MISSING
RESPONSE_TO_COMPLIMENT3	*	RESPONSE_TO_COMPLIMENT3	*	RESPONSE_TO_INSULT2	*	RESPONSE_TO_INSULT2 MISSING
RESPONSE_TO_INSULT1	*	RESPONSE_TO_INSULT1	*	RESPONSE_TO_INSULT3	*	RESPONSE_TO_INSULT3 MISSING
RESPONSE_TO_INSULT2	*	RESPONSE_TO_INSULT2	*	DIALOG_HOSTILE	*	DIALOG_HOSTILE MISSING
RESPONSE_TO_INSULT3	*	RESPONSE_TO_INSULT3	*	DIALOG_DEFAULT	*	DIALOG_DEFAULT MISSING
DIALOG_HOSTILE	*	DIALOG_HOSTILE	*	CRITICAL_HIT	z	DIALOG_HOSTILE MISSING
DIALOG_DEFAULT	*	DIALOG_DEFAULT	*	CRITICAL_MISS	1	DIALOG_DEFAULT MISSING
SELECT_RARE1	x	SELECT_RARE1	x	TARGET_IMMUNE	2	
SELECT_RARE2	y	SELECT_RARE2	y	INVENTORY_FULL	3	
CRITICAL_HIT	z	CRITICAL_HIT	z	PICKED_POCKET	4	
CRITICAL_MISS	1	CRITICAL_MISS	1	EXISTANCE1	5	
TARGET_IMMUNE	2	TARGET_IMMUNE	2	EXISTANCE2	6	
INVENTORY_FULL	3	INVENTORY_FULL	3	EXISTANCE3	7	
PICKED_POCKET	4	PICKED_POCKET	4	HIDDEN_IN_SHADOWS	5	
EXISTANCE1	5	EXISTANCE1	5	SPELL_DISRUPTED	6	EXISTENCE1 = HIDDEN_INSHADOWS in BG2
HIDDEN_IN_SHADOWS	5	HIDDEN_IN_SHADOWS	5	SET_A_TRAP	7	
EXISTANCE2	6	EXISTANCE2	6			EXISTENCE2 = SPELL_DISRUPTED in BG2
SPELL_DISRUPTED	6	SPELL_DISRUPTED	6			
EXISTANCE3	7	EXISTANCE3	7			EXISTENCE3 = SET_A_TRAP in BG2
SET_A_TRAP	7	SET_A_TRAP	7			