TRIGGERS

* eqDamaged
* eqRepair
* eqRepairNeeded
* eqScrap
* disableEqScanTriggers
* light
* finger
* neck
* body
* head
* legs
* feet
* hands
* arms
* shield
* about\_body
* waist
* wrist
* wield
* dual\_wield
* ears
* eyes
* held
* missile\_wielded
* back
* face
* ankle
* lance
* init
* config

ALIASES

* resizeUI
* doEqScan
* clearEqVariables
* setEqMaxAc
* clearConsole
* toggleEqAutoScan
* toggleConsole
* toggleWarnings
* toggleNewbie
* help

GLOBAL VARIABLES

* using\_msdp
* MSDP
* msdp
* using\_msp
* MSP
* background\_win
* top\_panel
* logo\_win
* top\_right\_panel
* left\_panel
* info\_panel
* bottom\_panel
* health\_win
* mana\_win
* movement\_win
* xp\_win
* opponent\_win
* score\_win
* affect\_win
* area\_win
* eq\_win
* minimap\_win
* console\_win
* score\_button
* affect\_button
* area\_button
* repair\_button
* cancel\_button
* screen\_width
* screen\_height
* bar\_width
* bar\_height
* top\_panel\_height
* left\_panel\_width
* right\_panel\_width
* bottom\_panel\_height
* logo\_width
* opponent\_width
* min\_width
* min\_height
* version\_ok
* timer\_warning
* timer\_critical
* affects
* RoomExit
* RoomType
* ExitCount
* console\_log
* affect\_scroll
* affect\_scroll\_bottom\_max
* area\_scroll
* area\_scroll\_bottom\_max
* repair\_scroll
* repair\_scroll\_bottom\_max
* is\_loaded
* area\_list
* filter\_text
* load\_once
* START\_ROOM
* EQ\_AUTO\_AC
* item\_nodes
* eq
* sorted\_damaged\_eq
* scanned
* repair\_total
* repair\_needed
* cancel\_showing
* alt\_affects\_view
* area\_modifier
* level
* areas\_loaded
* info\_windows
* current\_window
* asset\_path
* colourWhite
* colourGreen
* colourGold
* colourBlack
* colourRed
* colourDarkGray
* colourOrange
* fixed\_width
* fixed\_width\_fb
* bar\_font
* bar\_font\_fb
* default\_font
* default\_font\_fb
* i\_affects
* spelldowns

TIMERS

* A single one shot timer to prevent a freeze during the initial load.

FUNCTIONS

* OnPluginWorldOutputResized()
* OnPluginDisconnect()
* OnPluginInstall()
* OnPluginConnect()
* OnPluginTelnetRequest(type, data)
* OnPluginTelnetSubnegotiation(type, data)
* draw\_panes()
* do\_resize()
* check\_dimensions(width, height)
* init\_script()
* create\_layout()
* draw\_time()
* format\_time(time\_var)
* draw\_energy\_bars()
* draw\_energy\_bar (type, colour, colour2, window, current\_value, max\_value, width, height, xarg)
* outlined\_text (colour, window, text, size, x, y, centre\_width, font)
* draw\_score()
* format\_gold(str)
* format\_stat(str)
* load\_avatar\_img(name, class)
* update\_affects(data)
* draw\_affects()
* draw\_affect\_line(t\_val, y\_offset)
* init\_rooms(data)
* draw\_room(x, y, type, in\_room)
* draw\_minimap()
* init\_area\_list()
* draw\_area\_list()
* print\_area\_line(alias\_name, area\_name, y\_offset, lrange)
* goto\_area(flags, hotspot\_id)
* hide\_cancel()
* draw\_eq\_window()
* draw\_repair\_totals()
* mousedown(flags, hotspot\_id)
* mouseup(flags, hotspot\_id)
* mouseover(flags, hotspot\_id)
* cancelmouseover(flags, hotspot\_id)
* scrollwheel(flags, hotspot\_id)
* hide\_info\_windows()
* StoreVariable(MSDP\_var, MSDP\_val)
* update\_damaged\_eq(name, \_, wildcards)
* set\_eq(name, \_, wildcards)
* delete\_eq\_vars()
* set\_eq\_max\_ac(name, \_, wildcards)
* auto\_detect\_ac(eq\_name)
* toggle\_warnings(name, \_, wildcards)
* toggle\_newbie(name, \_, wildcards)
* enable\_console(name, line, wildcards)
* update\_console()
* clear\_console()
* append\_config()
* note\_dialog(name, line, wildcards)
* split(str, patt)
* decapitalize(str)
* trunc(str, length, repl)
* strip(str)
* encode(str)
* decode(str)
* copy\_table(t)

There are additional binary search functions…