Script4 System Specification

Populous: The Beginning

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Script4

Description: Main System

Enums:

Name: MAX_NUM_MODLES
Description: Maximum number of modules
Value: 42

Name: Module_Commands
Description: Commands module
Value: 9

Name: Module_Control
Description: Control module
Value: 2

Name: Module_DataTypes
Description: Data types module
Value: 4

Name: Module_Defines
Description: Defines module
Value: 6

Name: Module_Draw
Description: Draw module
Value: 3

Name: Module_Execute
Description: Execute module
Value: 20

Name: Module_Game
Description: Game module
Value: 1

Name: Module_GameStates
Description: Game states module
Value: 17

Name: Module_Globals
Description: Globals module
Value: 5

Name: Module_Helpers
Description: Helpers module
Value: 11

Name: Module_Level
Description: Level module
Value: 12

Name: Module_Map
Description: Map module
Value: 13

Name: Module_MapWho

Description: MapWho module
Value: 14

Name: Module_Network
Description: Network module
Value: 19

Name: Module_Objects
Description: Objects module
Value: 7

Name: Module_Palette
Description: Palette module
Value: 18

Name: Module_Person
Description: Person module
Value: 8

Name: Module_Players
Description: Players module
Value: 10

Name: Module_PopScript
Description: PopScript module
Value: 15

Name: Module_Sound
Description: Sound module
Value: 22

Name: Module_StringTools
Description: StringTools module
Value: 16

Name: Module_System
Description: System module
Value: 0

Name: Module_Shapes
Description: Shapes module
Value: 35

Name: Module_LevelEdit
Description: LevelEdit module
Value: 36

Name: Module_Spells
Description: Spells module
Value: 37

Name: Module_Features
Description: Features module
Value: 38

Name: Module_Building
Description: Building module
Value: 39

Name: Module_Flyby

Description: Flyby module
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Name: Module_PersistantData
Description: PersistantData module
Value: 41

Name: Module_Package
Description: Package module
Value: 23

Name: Module_Coroutine
Description: Coroutine module
Value: 24

Name: Module_OS
Description: OS module
Value: 25

Name: Module_Table
Description: Table module
Value: 26

Name: Module_Debug
Description: Debug module
Value: 27

Name: Module_Bit32
Description: Bit32 module
Value: 28

Name: Module_IO
Description: IO module
Value: 29

Name: Module_Ffi
Description: Ffi module
Value: 30

Name: Module_Jit
Description: Jit module
Value: 31

Name: Module_UTF8
Description: UTF8 module
Value: 33

Name: Module_String
Description: String module
Value: 32

Name: Module_Math
Description: Math module
Value: 21

Name: Module_ImGui
Description: ImGui module
Value: 34

Name: MODE_DEBUG

Description: Debug mode
Value: 1

Name: MODE_RELEASE
Description: Release mode
Value: 0

Functions:

Name: gameMode
Description: Returns the game mode.
Parameters: void
Return: int
Deprecated: False

Name: exit
Description: Exits the script.
Parameters: void
Return: void
Deprecated: False

Name: include
Description: Includes a script.
Parameters: std::string path
Return: bool
Deprecated: False

Name: add_script
Description: Adds a script.
Parameters: std::string path
Return: bool
Deprecated: False

Classes:

Name: Hooks

Function Name: OnCreateThing
Description: Called when a thing is created.
Parameters: EngineType thing
Return: void

Function Name: OnFrame
Description: Called every frame.
Parameters: void
Return: void

Function Name: OnKeyDown
Description: Called when a key is pressed.
Parameters: int key
Return: void

Function Name: OnKeyUp
Description: Called when a key is released.
Parameters: int key
Return: void

Function Name: OnChat
Description: Called when a chat message is sent.
Parameters: ULONG player, std::string message
Return: void

Function Name: OnPacket
Description: Called when a packet is received.
Parameters: UBYTE type, SLONG size, char data
Return: void

Function Name: OnImGuiFrame
Description: Called every frame for ImGui.
Parameters: void
Return: void

Function Name: OnSave
Description: Called when the game is saved.
Parameters: void
Return: void

Function Name: OnLoad
Description: Called when the game is loaded.
Parameters: void
Return: void

Function Name: OnTrigger
Description: Called when a trigger is activated.
Parameters: Thing trigger
Return: void

Function Name: OnSwampDrown
Description: Called when a thing drowns in swamp.
Parameters: EngineType thing, EngineType swamp
Return: void

Function Name: OnMouseButton
Description: Called when a mouse button is pressed.
Parameters: int button, int state
Return: void

Function Name: OnSpellCast
Description: Called when a spell is cast.
Parameters: void
Return: void

Function Name: OnPlayerDeath
Description: Called when a player dies.
Parameters: void
Return: void

Function Name: OnLevelInit
Description: Called when a level is initialized.
Parameters: void
Return: void

Function Name: OnSoundEvent
Description: Called when a sound event is triggered.
Parameters: void

Return: void

Function Name: OnDeleteThing
Description: Called when a thing is deleted.
Parameters: void
Return: void

Function Name: OnSwampDrown
Description: Called when a thing drowns in swamp.
Parameters: EngineType thing, EngineType swamp
Return: void

Function Name: OnMapEditInit
Description: Called when the map editor is initialized.
Parameters: void
Return: void

Function Name: OnMapEditDeinit
Description: Called when the map editor is deinitialized.
Parameters: void
Return: void

Function Name: OnMapEditSelect
Description: Called when a thing is selected in the map editor.
Parameters: void
Return: void

Function Name: OnMapEditDeleteAtPointedThing
Description: Called when a thing is deleted in the map editor.
Parameters: void
Return: void

Function Name: OnMapEditDragThing
Description: Called when a thing is dragged in the map editor.
Parameters: void
Return: void

Function Name: OnMapEditReset
Description: Called when the map editor is reset.
Parameters: void
Return: void

Function Name: OnMapEditSwitchModes
Description: Called when the map editor switches modes.
Parameters: void
Return: void

Function Name: OnMapEditDragTerrainDec
Description: Called when terrain is dragged in the map editor.
Parameters: void
Return: void

Function Name: OnMapEditDrawTurn
Description: Called when the map editor draws a turn.
Parameters: void
Return: void

Function Name: OnMapEditNewMap
Description: Called when a new map is created in the map editor.

Parameters: void
Return: void

Script4_Building

Description: Misc

Functions:

Name: remove_building_from_map
Description: Removes a building from the map.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: ensure_boat_hut_sea_cells_valid
Description: Ensures that the boat hut sea cells are valid.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: are_all_boat_hut_cells_valid
Description: Checks if all boat hut cells are valid.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: does_shape_or_bldg_require_more_wood
Description: Checks if the shape or building requires more wood.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: does_building_contain_ghosts
Description: Checks if the building contains ghosts.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: building_get_drum_tower_sentry_radius
Description: Gets the drum tower sentry radius.
Parameters: Thing b
Return: SLONG
Deprecated: False

Name: damage_building_general
Description: Damages the building.
Parameters: Thing b_thing, SLONG damage_amt, SBYTE damaging_player
Return: void
Deprecated: False

Name: destroy_building_and_shape
Description: Destroys the building and shape.
Parameters: Thing s_thing, Thing b_thing
Return: void
Deprecated: False

Name: building_set_damaging_player
Description: Sets the damaging player for the building.

Parameters: Thing t_thing, SBYTE damaging_player
Return: void
Deprecated: False

Name: set_building_on_fire
Description: Sets the building on fire.
Parameters: Thing t_thing, SBYTE damaging_player
Return: void
Deprecated: False

Name: get_building_spy_burn_coord
Description: Gets the building spy burn coordinates.
Parameters: Thing t_thing, Coord2D ret_coord
Return: void
Deprecated: False

Name: change_buildings_dismantle_status
Description: Changes the dismantle status of the building.
Parameters: Thing b_thing, UBYTE dismante_flag
Return: void
Deprecated: False

Name: get_vehicle_building_work_coord
Description: Gets the vehicle building work coordinates.
Parameters: Thing b_thing, Coord2D tc2d
Return: void
Deprecated: False

Name: get_shape_or_bldg_base_pos_coord
Description: Gets the base position coordinates of the shape or building.
Parameters: Thing t_thing, Coord2D tc2d
Return: void
Deprecated: False

Name: get_bldg_queue_person_in_position
Description: Gets the person in position in the building queue.
Parameters: Thing b_thing, SLONG position
Return: Thing
Deprecated: False

Name: get_bldg_queue_person_in_front
Description: Gets the person in front in the building queue.
Parameters: Thing t_thing, Thing b_thing
Return: Thing
Deprecated: False

Name: get_building_centre_coord
Description: Gets the center coordinates of the building.
Parameters: Thing t_thing, Coord2D tc
Return: Coordinates
Deprecated: False

Name: get_building_entrance_coord
Description: Gets the entrance coordinates of the building.
Parameters: Thing t_thing, Coord2D tc
Return: Coordinates
Deprecated: False

Name: set_building_change_owner_mode
Description: Sets the change owner mode for the building.
Parameters: Thing bldg_thing, SBYTE owner
Return: void
Deprecated: False

Name: set_building_rock_mode
Description: Sets the rock mode for the building.
Parameters: Thing t_thing, SLONG duration
Return: void
Deprecated: False

Name: stop_building_rock_mode
Description: Stops the rock mode for the building.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_object_map_shadows
Description: Sets the object map shadows.
Parameters: Thing t_thing, SLONG shadow_depth, UBYTE mode
Return: void
Deprecated: False

Name: player_can_build
Description: Checks if the player can build.
Parameters: SLONG index, SLONG player_num
Return: SLONG
Deprecated: False

Name: set_player_cannot_build
Description: Sets the player cannot build status.
Parameters: SLONG index, SLONG player_num
Return: void
Deprecated: False

Name: set_player_can_build
Description: Sets the player can build status.
Parameters: SLONG index, SLONG player_num
Return: void
Deprecated: False

Name: set_player_can_build_temp
Description: Sets the player can build status temporarily.
Parameters: SLONG index, SLONG player_num, UBYTE one_off_flag
Return: void
Deprecated: False

Name: set_player_cannot_build_temp
Description: Sets the player cannot build status temporarily.
Parameters: SLONG index, SLONG player_num
Return: void
Deprecated: False

Name: get_shape_or_bldg_wood_at_entrance
Description: Gets the wood at the entrance of the shape or building.
Parameters: Thing t_thing

Return: SLONG
Deprecated: False

Name: is_building_under_attack
Description: Checks if the building is under attack.
Parameters: Thing t_thing
Return: SLONG
Deprecated: False

Name: does_queue_bldg_have_queue
Description: Checks if the queue building has a queue.
Parameters: Thing b_thing
Return: UBYTE
Deprecated: False

Name: does_shape_or_building_contain_enemy
Description: Checks if the shape or building contains an enemy.
Parameters: Thing t_thing, SBYTE owner
Return: UBYTE
Deprecated: False

Script4_Commands

Description: Commands module for Script4

Functions:

Name: is_cmd_relevant_for_person_model
Description: Checks if the command is relevant for the person model.
Parameters: UBYTE model, UBYTE cmd_type
Return: UBYTE
Deprecated: False

Name: is_pray_coord_occupied_by_another
Description: Checks if the pray coord is occupied by another person.
Parameters: Thing t_thing, Coord2D t_coord
Return: UBYTE
Deprecated: False

Name: is_guard_area_point_valid
Description: Checks if the guard area point is valid.
Parameters: Coord2D tc2d
Return: UBYTE
Deprecated: False

Name: is_person_at_cmd_point_dest_exact
Description: Checks if the person is at the command point destination exactly.
Parameters: Thing t_thing, Commands cptr
Return: UBYTE
Deprecated: False

Name: is_person_at_cmd_point_dest
Description: Checks if the person is at the command point destination.
Parameters: Thing t_thing, Commands cptr
Return: UBYTE
Deprecated: False

Name: is_flatten_cmd_area_valid
Description: Checks if the flatten command area is valid. -- NOT IMPLEMENTED
Parameters: Coord2D tc2d
Return: UBYTE
Deprecated: True

Name: is_cmd_relevant_for_person
Description: Checks if the command is relevant for the person.
Parameters: Thing t_thing, UBYTE cmd_type
Return: UBYTE
Deprecated: False

Name: is_coord_valid_for_reincarnation_site
Description: Checks if the coord is valid for a reincarnation site.
Parameters: Coord2D t_coord, SBYTE owner
Return: UBYTE
Deprecated: False

Name: is_person_near_cmd_area
Description: Checks if the person is near the command area.

Parameters: Thing t_thing, Commands cptr
Return: UBYTE
Deprecated: False

Name: is_person_ready_near_attack_area
Description: Checks if the person is ready near the attack area.
Parameters: Thing t_thing, Commands cptr
Return: UBYTE
Deprecated: False

Name: get_thing_curr_cmd_list_ptr
Description: Gets the current command list pointer for the thing.
Parameters: Thing t_thing
Return: Commands
Deprecated: False

Name: set_non_context_sensitive_cmd_menu_cmd_command_type
Description: Sets the non-context-sensitive command menu command type.
Parameters: void
Return: void
Deprecated: False

Name: set_players_awaiting_peoples_commands_of_type
Description: Sets the players awaiting peoples commands of type.
Parameters: Player t_player, SLONG model1, SLONG model2, SLONG model3
Return: UBYTE
Deprecated: False

Name: set_players_awaiting_peoples_commands
Description: Sets the players awaiting peoples commands.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_persons_command_complete
Description: Sets the persons command complete.
Parameters: Thing t_thing, SBYTE cmd_idx
Return: void
Deprecated: False

Name: set_persons_next_command
Description: Sets the persons next command.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: set_my_players_context_commands_info
Description: Sets the my players context commands info.
Parameters: UBYTE rebuild_menu
Return: void
Deprecated: False

Name: set_persons_post_command_base_pos
Description: Sets the persons post command base pos.
Parameters: Thing t_thing, Commands cstr
Return: void
Deprecated: False

Name: set_cmd_menu_hilite_item_from_coord
Description: Sets the command menu hilite item from coord.
Parameters: SWORD x, SWORD y
Return: void
Deprecated: False

Name: set_cmd_accept_menu_info
Description: Sets the command accept menu info.
Parameters: void
Return: void
Deprecated: False

Name: set_curr_cmd_menu_item_by_cmd_type
Description: Sets the current command menu item by command type.
Parameters: UBYTE cmd_type
Return: void
Deprecated: False

Name: set_cmd_menu_dflt_drag_area_sizes
Description: Sets the command menu dflt drag area sizes.
Parameters: void
Return: void
Deprecated: False

Name: set_players_people_last_group_flag
Description: Sets the players people last group flag.
Parameters: Player t_player
Return: void
Deprecated: False

Name: remove_all_persons_commands
Description: Removes all persons commands.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: command_person_go_to_coord2d
Description: Commands the person to go to coord2d.
Parameters: Thing t_thing, Coord2D tc2d
Return: SLONG
Deprecated: False

Name: command_person_sabotage_bldg_ptr
Description: Commands the person to sabotage bldg ptr.
Parameters: Thing t_thing, Thing b_thing
Return: SLONG
Deprecated: False

Name: command_person_preach_at_map_idx
Description: Commands the person to preach at map idx.
Parameters: Thing t_thing, SLONG map_idx
Return: SLONG
Deprecated: False

Name: command_person_attack_map_idx
Description: Commands the person to attack map idx.
Parameters: Thing t_thing, SLONG map_idx

Return: SLONG
Deprecated: False

Name: command_person_build_building
Description: Commands the person to build building.
Parameters: Thing t_thing, Thing b_thing
Return: SLONG
Deprecated: False

Name: command_person_dismantle_building
Description: Commands the person to dismantle building.
Parameters: Thing t_thing, Thing b_thing
Return: SLONG
Deprecated: False

Name: command_person_go_into_building
Description: Commands the person to go into building.
Parameters: Thing t_thing, Thing b_thing
Return: SLONG
Deprecated: False

Name: command_person_follow_person_idx
Description: Commands the person to follow person idx.
Parameters: Thing t_thing, SLONG person_idx
Return: SLONG
Deprecated: False

Name: command_person_enter_vehicle
Description: Commands the person to enter vehicle.
Parameters: Thing t_thing, SLONG vehicle_idx
Return: SLONG
Deprecated: False

Name: send_players_curr_cmd_group_to_nearest_bldg
Description: Sends the players curr cmd group to nearest bldg.
Parameters: Player t_player, UBTYE bldg_model
Return: UBYTE
Deprecated: False

Name: add_player_command_entry
Description: Adds the player command entry.
Parameters: Player t_player, UBYTE cmd_type, ThingNum thing_idx, UWORD map_pos
Return: UBYTE
Deprecated: False

Name: set_top_state_for_players_people_in_state
Description: Sets the top state for players people in state.
Parameters: Player t_player, UBYTE state
Return: void
Deprecated: False

Name: add_persons_command
Description: Adds the persons command.
Parameters: Thing t, Commands c, SBYTE cmd
Return: void
Deprecated: False

Name: update_cmd_list_entry

Description: Updates the cmd list entry.
Parameters: Commands c, UBYTE cmd_type, CmdTargetInfo cti, UBYTE input_flags
Return: void
Deprecated: False

Structures:

Commands

UBYTE CommandType
ObjectProxy ControlThingIdx
UBYTE Flags
SWORD NumCommandees
CmdTargetInfo u
Deprecated: False

CmdTargetInfo

UBYTE BldgModel
UBYTE Owner
Coord2D TargetCoord
ObjectProxy TargetIdx
CmdIdxSize TIdxSize
CmdTMIdxs TMIdxs
Deprecated: False

CmdTMIdxs

UBYTE MapIdx
ObjectProxy TargetIdx
Deprecated: False

CmdIdxSize

UBYTE CellsX
UBYTE CellsZ
UBYTE MapIdx
Deprecated: False

Script4_Control

Description: Misc

Functions:

Name: flash_player_msg_on
Description: Turns on the flash player message.
Parameters: UNICODE_CHAR str, SWORD duration, SBYTE player_num, UBYTE attributes
Return: void
Deprecated: False

Name: flash_player_msg_off
Description: Turns off the flash player message.
Parameters: void
Return: void
Deprecated: False

Name: permanent_player_msg_on
Description: Turns on the permanent player message.
Parameters: void
Return: void
Deprecated: False

Name: permanent_player_msg_off
Description: Turns off the permanent player message.
Parameters: UNICODE_CHAR str, SBYTE player_num, UBYTE attributes
Return: void
Deprecated: False

Name: change_game_draw_mode
Description: Changes the game draw mode.
Parameters: void
Return: void
Deprecated: False

Name: enable_inputs
Description: Enables the inputs.
Parameters: SWORD mode, Player t_player
Return: void
Deprecated: False

Name: disable_inputs
Description: Disables the inputs.
Parameters: ULONG type_flags
Return: void
Deprecated: False

Name: am_i_in_any_menu
Description: Checks if the player is in any menu.
Parameters: ULONG type_flags
Return: bool
Deprecated: False

Name: am_i_in_cam_adjust_mode
Description: Checks if the player is in camera adjust mode.

Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_cam_adjust_mode_special
Description: Checks if the player is in special camera adjust mode.
Parameters: void
Return: int
Deprecated: False

Name: am_i_in_cheat_mode
Description: Checks if the player is in cheat mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_command_drag_mode
Description: Checks if the player is in command drag mode.
Parameters: void
Return: int
Deprecated: False

Name: am_i_in_command_mode
Description: Checks if the player is in command mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_confirm_mode
Description: Checks if the player is in confirm mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_debug_thing_mode
Description: Checks if the player is in debug thing mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_drag_select_mode
Description: Checks if the player is in drag select mode.
Parameters: void
Return: int
Deprecated: False

Name: am_i_in_help_mode
Description: Checks if the player is in help mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_info_display_mode
Description: Checks if the player is in info display mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_input_mode
Description: Checks if the player is in input mode.
Parameters: void
Return: int
Deprecated: False

Name: am_i_in_letterbox
Description: Checks if the player is in letterbox mode.
Parameters: void
Return: SLONG
Deprecated: False

Name: am_i_in_network_game
Description: Checks if the player is in network game mode.
Parameters: void
Return: int
Deprecated: False

Name: am_i_in_playback
Description: Checks if the player is in playback mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_smooth_mode
Description: Checks if the player is in smooth mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_swirly_effect_mode
Description: Checks if the player is in swirly effect mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_in_tutorial
Description: Checks if the player is in tutorial mode.
Parameters: void
Return: int
Deprecated: False

Name: am_i_in_world_view
Description: Checks if the player is in world view mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_not_in_cheat_mode
Description: Checks if the player is not in cheat mode.
Parameters: void
Return: int
Deprecated: False

Name: am_i_not_in_encyc
Description: Checks if the player is not in encyclopedia mode.
Parameters: void

Return: bool
Deprecated: False

Name: am_i_not_in_igm
Description: Checks if the player is not in in-game menu mode.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_selecting_building
Description: Checks if the player is selecting a building.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_selecting_guard_post
Description: Checks if the player is selecting a guard post.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_selecting_person
Description: Checks if the player is selecting a person.
Parameters: void
Return: int
Deprecated: False

Name: am_i_selecting_shape
Description: Checks if the player is selecting a shape.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_selecting_vehicle
Description: Checks if the player is selecting a vehicle.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_paused
Description: Checks if the game is paused.
Parameters: void
Return: int
Deprecated: False

Name: am_i_positioning_building
Description: Checks if the player is positioning a building.
Parameters: void
Return: bool
Deprecated: False

Name: am_i_showing_level_stats
Description: Checks if the player is showing level stats.
Parameters: void
Return: int
Deprecated: False

Name: am_i_waiting_for_commands

Description: Checks if the player is waiting for commands.
Parameters: void
Return: bool
Deprecated: False

Name: are_cheats_enabled
Description: Checks if cheats are enabled.
Parameters: void
Return: int
Deprecated: False

Name: are_cheats_not_enabled
Description: Checks if cheats are not enabled.
Parameters: void
Return: bool
Deprecated: False

Name: is_the_level_complete
Description: Checks if the level is complete.
Parameters: void
Return: bool
Deprecated: False

Script4_DataTypes

Description: Misc

Structures:

ComputerAttributes

UBYTE Value[MAX_NUM_ATTRIBSv2]
Deprecated: False

GameParams

SLONG AltChangeNoAffectDist
SWORD CurrParamNum
SWORD CurrParamValueNum
ULONG Flags
ULONG Flags2
ULONG Flags3
SWORD MoveMomentumAmt
SWORD NumParams
Deprecated: False

CurrentGameDescription

UBYTE CurrentLevel
Deprecated: False

NetworkCounts

ULONG GameTurn
ULONG ProcessThings
Deprecated: False

TbSprite

SBYTE Data
UWORD Height
UWORD Width
Deprecated: False

FontNums

UBYTE Debug
UBYTE FlashMsg
UBYTE GameOverMsg
UBYTE GenButtons
UBYTE Input
UBYTE LevelStats
UBYTE Panel
UBYTE PeoplePanel
UBYTE ThingDebug
UBYTE UserMsg
UBYTE VersionInfo
UBYTE VersionInfoSmall

Deprecated: False

TbColour

UBYTE Get32bitValue
UBYTE Set
UBYTE Alpha
UBYTE Blue
UBYTE Green
UBYTE Red
UBYTE Index

Functions:

Function Name: Get32bitValue
Description: Return the 32bit value of the colour
Parameters: void
Return: void

Function Name: Set
Description: Set the colour
Parameters: UBYTE r, UBYTE g, UBYTE b, UBYTE a
Return: void

Deprecated: False

TbRect

SINT Bottom
SINT Left
SINT Right
SINT Top

Functions:

Function Name: Bounding
Description: Return the bounding rect of two rects
Parameters: TbRect a
Return: TbRect

Function Name: Empty
Description: Return an empty rect
Parameters: void
Return: TbRect

Function Name: GetBottomLeft
Description: Return the bottom left of the rect
Parameters: void
Return: Pop3Point

Function Name: GetBottomRight
Description: Return the bottom right of the rect
Parameters: void
Return: Pop3Point

Function Name: GetPosition
Description: Return the position of the rect

Parameters: void
Return: Pop3Point

Function Name: GetSize
Description: Return the size of the rect
Parameters: void
Return: Pop3Size

Function Name: GetTopRight
Description: Return the top right of the rect
Parameters: void
Return: Pop3Point

Function Name: Grow
Description: Grow the rect
Parameters: SINT x, SINT y
Return: void

Function Name: Height
Description: Return the height of the rect
Parameters: void
Return: SINT

Function Name: Intersection
Description: Return the intersection of two rects
Parameters: TbRect a
Return: TbRect

Function Name: Intersects
Description: Return true if the rects intersect
Parameters: TbRect a
Return: bool

Function Name: IsEmpty
Description: Return true if the rect is empty
Parameters: void
Return: bool

Function Name: IsNormal
Description: Return true if the rect is normal
Parameters: void
Return: bool

Function Name: Normalise
Description: Normalise the rect
Parameters: void
Return: void

Function Name: Shrink
Description: Shrink the rect
Parameters: SINT x, SINT y
Return: void

Function Name: Width
Description: Return the width of the rect
Parameters: void
Return: SINT

Deprecated: False

Script4_Defines

Description: Global defines for Populous

Enums:

Name: POP3_VOLUME_NAME
Description: Description for POP3_VOLUME_NAME
Value: POPTB

Name: GAME_DIRECTORY_HARD_DRIVE
Description: Description for GAME_DIRECTORY_HARD_DRIVE
Value: C:

Name: GAME_DIRECTORY_MAIN
Description: Description for GAME_DIRECTORY_MAIN
Value: .Populous

Name: GAME_DIRECTORY_SHOTS
Description: Description for GAME_DIRECTORY_SHOTS
Value: shots

Name: GAME_DIRECTORY_SAVE
Description: Description for GAME_DIRECTORY_SAVE
Value: save

Name: GAME_DIRECTORY_ATTRIBS
Description: Description for GAME_DIRECTORY_ATTRIBS
Value: attribs

Name: GAME_DIRECTORY_EDITOR
Description: Description for GAME_DIRECTORY_EDITOR
Value: editor

Name: GAME_DIRECTORY_LEVELS
Description: Description for GAME_DIRECTORY_LEVELS
Value: levels

Name: GAME_DIRECTORY_SOUND
Description: Description for GAME_DIRECTORY_SOUND
Value: sound

Name: GAME_DIRECTORY_OBJECTS
Description: Description for GAME_DIRECTORY_OBJECTS
Value: objects

Name: GAME_DIRECTORY_MORPH
Description: Description for GAME_DIRECTORY_MORPH
Value: data

Name: GAME_DIRECTORY_HD_LANGUAGE
Description: Description for GAME_DIRECTORY_HD_LANGUAGE
Value: language

Name: GAME_DIRECTORY_DATA
Description: Description for GAME_DIRECTORY_DATA
Value: data

Name: GAME_DIRECTORY_LANGUAGE

Description: Description for GAME_DIRECTORY_LANGUAGE
Value: language

Name: GAME_DIRECTORY_HD_LEVELS
Description: Description for GAME_DIRECTORY_HD_LEVELS
Value: levels

Name: GAME_DIRECTORY_HD_DATA
Description: Description for GAME_DIRECTORY_HD_DATA
Value: data

Name: GAME_DIRECTORY_RDDATA
Description: Description for GAME_DIRECTORY_RDDATA
Value: rddata

Name: GAME_DIRECTORY_MODS
Description: Description for GAME_DIRECTORY_MODS
Value: mods

Name: OOS_STASH_DIR
Description: Description for OOS_STASH_DIR
Value: oos-stash

Name: USER_NAME_ENV_VARIABLE
Description: Description for USER_NAME_ENV_VARIABLE
Value: USERID

Name: SEARCH_DATA_FILE_NAME
Description: Description for SEARCH_DATA_FILE_NAME
Value: data/MWSEARCH.DAT

Name: SHAPES_DATA_FILE_NAME_OLD
Description: Description for SHAPES_DATA_FILE_NAME_OLD
Value: data/SHAPES.DAT

Name: MORPH_FILE_NAME
Description: Description for MORPH_FILE_NAME
Value: Interp.dat

Name: OBJECTIVES_DATA_FILE_NAME
Description: Description for OBJECTIVES_DATA_FILE_NAME
Value: levels/OBJECTIV.DAT

Name: OBJECTIVES_FILE_NAME
Description: Description for OBJECTIVES_FILE_NAME
Value: OBJECTIV.DAT

Name: LEVELS_DATA_FILE_NAME
Description: Description for LEVELS_DATA_FILE_NAME
Value: levels/LEVLSPEC.DAT

Name: LEVELS_DATA_FILE_NAME2
Description: Description for LEVELS_DATA_FILE_NAME2
Value: levels/LEVLSPC2.DAT

Name: LEVELS_FILE_NAME2
Description: Description for LEVELS_FILE_NAME2
Value: LEVLSPC2.DAT

Name: CONSTANTS_FILE_NAME

Description: Description for CONSTANTS_FILE_NAME
Value: constant.dat

Name: LANGUAGE_FILE_NAME
Description: Description for LANGUAGE_FILE_NAME
Value: language.dat

Name: BRIDGES_DATA_FILE_NAME
Description: Description for BRIDGES_DATA_FILE_NAME
Value: data/bridges.dat

Name: ALPHA_TABLE_FILE_NAME
Description: Description for ALPHA_TABLE_FILE_NAME
Value: data/alpha.dat

Name: VERSION_EXTENSION
Description: Description for VERSION_EXTENSION
Value: VER

Name: SCRSHOT_PREFIX
Description: Description for SCRSHOT_PREFIX
Value: SCR

Name: SCRSHOT_EXTENSION
Description: Description for SCRSHOT_EXTENSION
Value: BMP

Name: FLC_PREFIX
Description: Description for FLC_PREFIX
Value: POP3

Name: FLC_EXTENSION
Description: Description for FLC_EXTENSION
Value: FLC

Name: QSAVE_PREFIX
Description: Description for QSAVE_PREFIX
Value: GAM0

Name: QSAVE_EXTENSION
Description: Description for QSAVE_EXTENSION
Value: DAT

Name: CONFIG_PREFIX
Description: Description for CONFIG_PREFIX
Value: CONFIG10

Name: CONFIG_EXTENSION
Description: Description for CONFIG_EXTENSION
Value: DAT

Name: ATTR_PREFIX
Description: Description for ATTR_PREFIX
Value: ATTR

Name: ATTR_EXTENSION
Description: Description for ATTR_EXTENSION
Value: DAT

Name: ATTR_INFO_EXTENSION

Description: Description for ATTR_INFO_EXTENSION
Value: INF

Name: EDITOR_PREFIX
Description: Description for EDITOR_PREFIX
Value: EDITOR

Name: EDITOR_EXTENSION
Description: Description for EDITOR_EXTENSION
Value: DAT

Name: LEVEL_PREFIX
Description: Description for LEVEL_PREFIX
Value: LEVEL

Name: LEVEL_PREFIX2
Description: Description for LEVEL_PREFIX2
Value: LEVL2

Name: LEVEL_EXTENSION
Description: Description for LEVEL_EXTENSION
Value: DAT

Name: QSAVE_NET_PREFIX
Description: Description for QSAVE_NET_PREFIX
Value: GAMN0

Name: QSAVE_NET_TEMP_PREFIX
Description: Description for QSAVE_NET_TEMP_PREFIX
Value: GAMNT

Name: QSAVE_NET_EXTENSION
Description: Description for QSAVE_NET_EXTENSION
Value: DAT

Name: OE_CONFIG_PREFIX
Description: Description for OE_CONFIG_PREFIX
Value: CONFOE

Name: OE_CONFIG_EXTENSION
Description: Description for OE_CONFIG_EXTENSION
Value: DAT

Name: MESSAGE_INFO_EXTENSION
Description: Description for MESSAGE_INFO_EXTENSION
Value: INF

Name: SAVE_GAME_PREFIX
Description: Description for SAVE_GAME_PREFIX
Value: SAVGAM

Name: SAVE_GAME_HEADER_EXTENSION
Description: Description for SAVE_GAME_HEADER_EXTENSION
Value: HDR

Name: SAVE_GAME_LEVEL_EXTENSION
Description: Description for SAVE_GAME_LEVEL_EXTENSION
Value: L

Name: LEVEL_HEADER_EXTENSION

Description: Description for LEVEL_HEADER_EXTENSION
Value: HDR

Name: CP_DATA_PREFIX
Description: Description for CP_DATA_PREFIX
Value: CPATR

Name: CP_DATA_EXTENSION
Description: Description for CP_DATA_EXTENSION
Value: DAT

Name: CP_SCRIPT_PREFIX
Description: Description for CP_SCRIPT_PREFIX
Value: CPSCR

Name: CP_SCRIPT_EXTENSION
Description: Description for CP_SCRIPT_EXTENSION
Value: DAT

Name: VCONFIG_PREFIX
Description: Description for VCONFIG_PREFIX
Value: VCONFIG1

Name: VCONFIG_EXTENSION
Description: Description for VCONFIG_EXTENSION
Value: DAT

Name: RDSAVE_PREFIX
Description: Description for RDSAVE_PREFIX
Value: GM

Name: RDCAM_PREFIX
Description: Description for RDCAM_PREFIX
Value: CP

Name: RDMON_PREFIX
Description: Description for RDMON_PREFIX
Value: MN

Name: RD_EXTENSION
Description: Description for RD_EXTENSION
Value: DAT

Name: FILE_INFO_LENGTH
Description: Description for FILE_INFO_LENGTH
Value: 80

Name: MAX_NUM_EDITOR_FILES
Description: Description for MAX_NUM_EDITOR_FILES
Value: 256

Name: MAX_NUM_ATTR_FILES
Description: Description for MAX_NUM_ATTR_FILES
Value: 256

Name: MAX_NUM_LEVEL_FILES
Description: Description for MAX_NUM_LEVEL_FILES
Value: 256

Name: LFF_SPRITE_DATA

Description: Description for LFF_SPRITE_DATA
Value: 1

Name: LFF_KANJI_DATA
Description: Description for LFF_KANJI_DATA
Value: 2

Name: FILE_FOUND_NONE
Description: Description for FILE_FOUND_NONE
Value: 0

Name: FILE_FOUND_HD
Description: Description for FILE_FOUND_HD
Value: 1

Name: FILE_FOUND_LOCAL
Description: Description for FILE_FOUND_LOCAL
Value: 2

Name: VERSION_NUM_LOAD_SAVE
Description: Description for VERSION_NUM_LOAD_SAVE
Value: 111

Name: VERSION_NUM_CONFIG
Description: Description for VERSION_NUM_CONFIG
Value: 52

Name: VERSION_NUM_VCONFIG
Description: Description for VERSION_NUM_VCONFIG
Value: 2

Name: ATTR_VERSION_NUM
Description: Description for ATTR_VERSION_NUM
Value: 3

Name: EDITOR_VERSION_NUM
Description: Description for EDITOR_VERSION_NUM
Value: 10

Name: LEVEL_VERSION2_NUM
Description: Description for LEVEL_VERSION2_NUM
Value: 11

Name: LEVEL_VERSION2_CUTOFF
Description: Description for LEVEL_VERSION2_CUTOFF
Value: 10

Name: OBJECTS_VERSION_NUM
Description: Description for OBJECTS_VERSION_NUM
Value: 5

Name: SHAPES_VERSION_NUM
Description: Description for SHAPES_VERSION_NUM
Value: 2

Name: MAX_TID_THINGS
Description: Description for MAX_TID_THINGS
Value: 16

Name: MAX_NUM_SPECTATORS

Description: Description for MAX_NUM_SPECTATORS
Value: 1

Name: MAX_NUM_PLAYERS
Description: Description for MAX_NUM_PLAYERS
Value: 10

Name: MAX_NUM_REAL_PLAYERS
Description: Description for MAX_NUM_REAL_PLAYERS
Value: 8

Name: HOSTBOT_PLAYER_NUM
Description: Description for HOSTBOT_PLAYER_NUM
Value: 8

Name: HOSTBOT_DELEGATE_PLAYER_NUM
Description: Description for HOSTBOT_DELEGATE_PLAYER_NUM
Value: 0

Name: MAX_PLAYER_BUILDING_LIMIT
Description: Description for MAX_PLAYER_BUILDING_LIMIT
Value: 160

Name: MAX_BUILDING_LIMIT
Description: Description for MAX_BUILDING_LIMIT
Value: (160*(8)

Name: MAX_NUM_LEVEL_THINGS
Description: Description for MAX_NUM_LEVEL_THINGS
Value: 2000

Name: MAX_NUM_BLOCKS
Description: Description for MAX_NUM_BLOCKS
Value: 256

Name: MAX_NUM_PERS_N_STATES
Description: Description for MAX_NUM_PERS_N_STATES
Value: 4

Name: MAX_NUM_SEARCHES
Description: Description for MAX_NUM_SEARCHES
Value: 120

Name: MAX_PATH_NAME_LEN
Description: Description for MAX_PATH_NAME_LEN
Value: 270

Name: MAX_PLAYER_NAME_LEN
Description: Description for MAX_PLAYER_NAME_LEN
Value: 33

Name: MAX_NUM_FLASH_COUNTS
Description: Description for MAX_NUM_FLASH_COUNTS
Value: 8

Name: MAX_NUM_COMPUTER_STATES
Description: Description for MAX_NUM_COMPUTER_STATES
Value: 5

Name: MAX_MSG_STR_LEN

Description: Description for MAX_MSG_STR_LEN
Value: 80

Name: MAX_VIEW_SIZE_CODE
Description: Description for MAX_VIEW_SIZE_CODE
Value: 32

Name: MAX_ENV_USER_NAME
Description: Description for MAX_ENV_USER_NAME
Value: 32

Name: MAX_NUM_RES_VIEW_SETUPS
Description: Description for MAX_NUM_RES_VIEW_SETUPS
Value: 15

Name: MAX_NUM_GAME_VIEWS
Description: Description for MAX_NUM_GAME_VIEWS
Value: 5

Name: WORLD_NUM_VIEWS
Description: Description for WORLD_NUM_VIEWS
Value: 6

Name: VIEW_TWEEN_COUNT
Description: Description for VIEW_TWEEN_COUNT
Value: 8

Name: ANGLE_TWEEN_COUNT
Description: Description for ANGLE_TWEEN_COUNT
Value: 8

Name: POS_TWEEN_COUNT
Description: Description for POS_TWEEN_COUNT
Value: 8

Name: MAX_NUM_SCENERY
Description: Description for MAX_NUM_SCENERY
Value: 4000

Name: MAX_NUM_ANIM_BLOCKS
Description: Description for MAX_NUM_ANIM_BLOCKS
Value: 24

Name: MAX_NUM_ANIM_BLOCK_FRAMES
Description: Description for MAX_NUM_ANIM_BLOCK_FRAMES
Value: 12

Name: MAX_NUM_ANIM_OBJECTS
Description: Description for MAX_NUM_ANIM_OBJECTS
Value: 24

Name: MAX_NUM_ANIM_OBJECT_FRAMES
Description: Description for MAX_NUM_ANIM_OBJECT_FRAMES
Value: 8

Name: MAX_NUM_PEOPLE_PER_PLAYER
Description: Description for MAX_NUM_PEOPLE_PER_PLAYER
Value: 200

Name: MAX_NUM_LATENCY_FRAMES

Description: Description for MAX_NUM_LATENCY_FRAMES
Value: 100

Name: MAX_NUM_MAP_MARKERS
Description: Description for MAX_NUM_MAP_MARKERS
Value: 4

Name: MAX_NUM_CMD_GROUPS
Description: Description for MAX_NUM_CMD_GROUPS
Value: 4

Name: MAX_NUM_SERIAL_PLAYERS
Description: Description for MAX_NUM_SERIAL_PLAYERS
Value: 2

Name: MAX_SCREEN_MODES
Description: Description for MAX_SCREEN_MODES
Value: 255

Name: MAX_NUM_TRIGGER_THINGS
Description: Description for MAX_NUM_TRIGGER_THINGS
Value: 10

Name: PLAYER_MAINTAINED_MAX_PEOPLE
Description: Description for PLAYER_MAINTAINED_MAX_PEOPLE
Value: 300

Name: NUM_LEVEL_STAT_TYPES
Description: Description for NUM_LEVEL_STAT_TYPES
Value: 12

Name: MAX_NUM_ONE_SHOTS_PER_SPELL
Description: Description for MAX_NUM_ONE_SHOTS_PER_SPELL
Value: 5

Name: MAX_DISPLAY_MESSAGES
Description: Description for MAX_DISPLAY_MESSAGES
Value: 3

Name: SECOND_IN_MILISECONDS
Description: Description for SECOND_IN_MILISECONDS
Value: 1000

Name: HOST_WAIT_TIMEOUT
Description: Description for HOST_WAIT_TIMEOUT
Value: 30

Name: CHAI_SCRIPT_LOAD_TIMEOUT
Description: Description for CHAI_SCRIPT_LOAD_TIMEOUT
Value: 24

Name: MAX_REGISTERS
Description: Description for MAX_REGISTERS
Value: 8000

Name: GAME_NUMBER_SPECTATORS
Description: Description for GAME_NUMBER_SPECTATORS
Value: 0

Name: GAME_NUMBER_PLAYERS

Description: Description for GAME_NUMBER_PLAYERS
Value: 10

Name: NETWORK_NUMBER_PLAYERS
Description: Description for NETWORK_NUMBER_PLAYERS
Value: 10

Name: NETWORK_NUMBER_CHAT
Description: Description for NETWORK_NUMBER_CHAT
Value: 8

Name: MORPH_TABLE_WIDTH
Description: Description for MORPH_TABLE_WIDTH
Value: 10

Name: MORPH_TABLE_HEIGHT
Description: Description for MORPH_TABLE_HEIGHT
Value: 4

Name: MAX_NUM_KEYFRAMES
Description: Description for MAX_NUM_KEYFRAMES
Value: (4*(10/2)

Name: MAX_NUM_MORPH_OBJECTS
Description: Description for MAX_NUM_MORPH_OBJECTS
Value: 25

Name: NUM_PEOPLE_GUI_STATES
Description: Description for NUM_PEOPLE_GUI_STATES
Value: 5

Name: NUM_GUI_PEOPLE_TYPES
Description: Description for NUM_GUI_PEOPLE_TYPES
Value: 5

Name: NUM_SKY_COLOURS
Description: Description for NUM_SKY_COLOURS
Value: 16

Name: RAISE
Description: Description for RAISE
Value: 0

Name: LOWER
Description: Description for LOWER
Value: 1

Name: SCROLL_MARGIN
Description: Description for SCROLL_MARGIN
Value: 1

Name: DEFAULT_CAMERA_HEIGHT
Description: Description for DEFAULT_CAMERA_HEIGHT
Value: 576

Name: MIN_GAME_SPEED
Description: Description for MIN_GAME_SPEED
Value: 0

Name: MAX_GAME_SPEED

Description: Description for MAX_GAME_SPEED
Value: 4

Name: OWNER_NONE
Description: Description for OWNER_NONE
Value: NEUTRAL_PLAYER

Name: NO_PLAYER_NUM
Description: Description for NO_PLAYER_NUM
Value: -1

Name: PLAYER_DEAD_COUNT_MAX
Description: Description for PLAYER_DEAD_COUNT_MAX
Value: 64

Name: DEFAULT_NUM_PEOPLE
Description: Description for DEFAULT_NUM_PEOPLE
Value: 5

Name: INPUT_PROCESSED
Description: Description for INPUT_PROCESSED
Value: 0

Name: INPUT_ACCEPTED
Description: Description for INPUT_ACCEPTED
Value: 1

Name: INPUT_CANCELLED
Description: Description for INPUT_CANCELLED
Value: 2

Name: MAX_NUM_FONTS
Description: Description for MAX_NUM_FONTS
Value: 12

Name: SMALL_FONT
Description: Description for SMALL_FONT
Value: 0

Name: LARGE_FONT
Description: Description for LARGE_FONT
Value: 1

Name: V_SMALL_FONT
Description: Description for V_SMALL_FONT
Value: 2

Name: P3_LARGE_FONT
Description: Description for P3_LARGE_FONT
Value: 3

Name: P3_SMALL_FONT_NORMAL
Description: Description for P3_SMALL_FONT_NORMAL
Value: 4

Name: P3_SMALL_FONT_GREEN
Description: Description for P3_SMALL_FONT_GREEN
Value: 5

Name: P3_V_SMALL_FONT_NORMAL

Description: Description for P3_V_SMALL_FONT_NORMAL
Value: 6

Name: P3_V_SMALL_FONT_GREEN
Description: Description for P3_V_SMALL_FONT_GREEN
Value: 7

Name: SMALL_FONT_2
Description: Description for SMALL_FONT_2
Value: 8

Name: P3_V_LARGE_FONT
Description: Description for P3_V_LARGE_FONT
Value: 9

Name: P3_ENCYC_FONT_GREEN
Description: Description for P3_ENCYC_FONT_GREEN
Value: 10

Name: P3_ENCYC_FONT_RED
Description: Description for P3_ENCYC_FONT_RED
Value: 11

Name: NO_PLAYER
Description: Description for NO_PLAYER
Value: 0

Name: COMPUTER_PLAYER
Description: Description for COMPUTER_PLAYER
Value: 1

Name: HUMAN_PLAYER
Description: Description for HUMAN_PLAYER
Value: 2

Name: UNMARK
Description: Description for UNMARK
Value: 0

Name: MARK
Description: Description for MARK
Value: 1

Name: MARK_NONE
Description: Description for MARK_NONE
Value: 2

Name: MARK_SINGLE
Description: Description for MARK_SINGLE
Value: 3

Name: UNMARK_ALT_CHANGE
Description: Description for UNMARK_ALT_CHANGE
Value: 4

Name: START
Description: Description for START
Value: 0

Name: PROCESS

Description: Description for PROCESS
Value: 1

Name: STOP
Description: Description for STOP
Value: 2

Name: SINGLE
Description: Description for SINGLE
Value: 3

Name: PRE_CONFIG_LOAD
Description: Description for PRE_CONFIG_LOAD
Value: 1

Name: POST_CONFIG_LOAD
Description: Description for POST_CONFIG_LOAD
Value: 2

Name: MODE_ADD
Description: Description for MODE_ADD
Value: 0

Name: MODE_REMOVE
Description: Description for MODE_REMOVE
Value: 1

Name: MODE_CHECK
Description: Description for MODE_CHECK
Value: 2

Name: MODE_ADD_VEHICLE_BUILD
Description: Description for MODE_ADD_VEHICLE_BUILD
Value: 3

Name: MODE_ADD_TRAINING
Description: Description for MODE_ADD_TRAINING
Value: 4

Name: OFFSETS_TO_PTRS
Description: Description for OFFSETS_TO_PTRS
Value: 0

Name: PTRS_TO_OFFSETS
Description: Description for PTRS_TO_OFFSETS
Value: 1

Name: MIN_MOMENTUM
Description: Description for MIN_MOMENTUM
Value: 1

Name: MAX_MOMENTUM
Description: Description for MAX_MOMENTUM
Value: 16

Name: MOMENTUM_DIVISOR
Description: Description for MOMENTUM_DIVISOR
Value: 256

Name: MOMENTUM_FACTOR

Description: Description for MOMENTUM_FACTOR
Value: 8

Name: MOMENTUM_OFFSET
Description: Description for MOMENTUM_OFFSET
Value: 120

Name: SPRITE_DATA_CODE_LORES
Description: Description for SPRITE_DATA_CODE_LORES
Value: 0

Name: SPRITE_DATA_CODE_HIRES
Description: Description for SPRITE_DATA_CODE_HIRES
Value: 1

Name: PLAYER_DRUM_TOWER_CHANGE_FLAG
Description: Description for PLAYER_DRUM_TOWER_CHANGE_FLAG
Value: 14

Name: PLF_RS_PREPARE_IN_PROGRESS
Description: Description for PLF_RS_PREPARE_IN_PROGRESS
Value: 1

Name: PLF_INITIAL_RS_PREPARE_DONE
Description: Description for PLF_INITIAL_RS_PREPARE_DONE
Value: 2

Name: PLF_ONLY_GHOSTS_SELECTED
Description: Description for PLF_ONLY_GHOSTS_SELECTED
Value: 4

Name: PLF_PLAYER_HAS_FREE_SPELLS
Description: Description for PLF_PLAYER_HAS_FREE_SPELLS
Value: 8

Name: PLF_IN_COMMAND_MODE
Description: Description for PLF_IN_COMMAND_MODE
Value: 16

Name: PLF_AUTO_USE_VEHICLES
Description: Description for PLF_AUTO_USE_VEHICLES
Value: 32

Name: PLF_VEHICLE_PEOPLE_SELECTED
Description: Description for PLF_VEHICLE_PEOPLE_SELECTED
Value: 64

Name: PLF_LOCAL_GUI_SELECTION_MODE
Description: Description for PLF_LOCAL_GUI_SELECTION_MODE
Value: 128

Name: PLF_ALL_ARMAGEDDON_PEOPLE_PROCESSED
Description: Description for PLF_ALL_ARMAGEDDON_PEOPLE_PROCESSED
Value: 256

Name: PLF_CP_BLUE_HAS_KILLED_A_GHOST
Description: Description for PLF_CP_BLUE_HAS_KILLED_A_GHOST
Value: 512

Name: PLF_CP_BLUE_HAS_BEEN_IN_ENCYC

Description: Description for PLF_CP_BLUE_HAS_BEEN_IN_ENCYC
Value: 1024

Name: PLF_CP_SHAMAN_ICON_LEFT_CLICKED
Description: Description for PLF_CP_SHAMAN_ICON_LEFT_CLICKED
Value: 2048

Name: PLF_CP_SHAMAN_ICON_RIGHT_CLICKED
Description: Description for PLF_CP_SHAMAN_ICON_RIGHT_CLICKED
Value: 4096

Name: PLF_CP_THING_INFO_ON_HOUSE_SHOWN
Description: Description for PLF_CP_THING_INFO_ON_HOUSE_SHOWN
Value: 8192

Name: PLF_PEOPLE_CURRENTLY_TRAINING
Description: Description for PLF_PEOPLE_CURRENTLY_TRAINING
Value: 16384

Name: PLF_FIGHT_JUMP_INITIALISED
Description: Description for PLF_FIGHT_JUMP_INITIALISED
Value: 32768

Name: PLF_NO_REINC_SITE
Description: Description for PLF_NO_REINC_SITE
Value: 65536

Name: PLF_SCRIPT_LOSE_LEVEL
Description: Description for PLF_SCRIPT_LOSE_LEVEL
Value: 131072

Name: PLF_SCRIPT_WIN_LEVEL
Description: Description for PLF_SCRIPT_WIN_LEVEL
Value: 262144

Name: PLF_SHAMAN_OMNIPRESENCE
Description: Description for PLF_SHAMAN_OMNIPRESENCE
Value: 524288

Name: PLF_NO_BLDG_MENU_WITH_NO_BRAVES
Description: Description for PLF_NO_BLDG_MENU_WITH_NO_BRAVES
Value: 2097152

Name: PLF_BUILD_ERROR_TOO_FAR
Description: Description for PLF_BUILD_ERROR_TOO_FAR
Value: 4194304

Name: PLF_BUILD_ERROR_TOO_CLOSE
Description: Description for PLF_BUILD_ERROR_TOO_CLOSE
Value: 8388608

Name: PLF_BUILD_ERROR_ON_WATER
Description: Description for PLF_BUILD_ERROR_ON_WATER
Value: 16777216

Name: PLF_BUILD_ERROR_NEAR_COAST
Description: Description for PLF_BUILD_ERROR_NEAR_COAST
Value: 33554432

Name: PLF_BUILD_ERROR_ON_REINC_SITE

Description: Description for PLF_BUILD_ERROR_ON_REINC_SITE
Value: 67108864

Name: PLF_BUILD_ERROR_DESTROYED_LAND
Description: Description for PLF_BUILD_ERROR_DESTROYED_LAND
Value: 134217728

Name: PLF_BUILD_ERROR_NOT_FLAT
Description: Description for PLF_BUILD_ERROR_NOT_FLAT
Value: 268435456

Name: PLF_BUILD_ERROR_OBSTACLE
Description: Description for PLF_BUILD_ERROR_OBSTACLE
Value: 536870912

Name: PLF_BUILD_ERROR_FOG
Description: Description for PLF_BUILD_ERROR_FOG
Value: 1073741824

Name: PLF_CP_PERSON_BEING_PREACHED
Description: Description for PLF_CP_PERSON_BEING_PREACHED
Value: 2147483648

Name: PLF2_VICTORY_DANCE_STARTED
Description: Description for PLF2_VICTORY_DANCE_STARTED
Value: 1

Name: PLF2_MARVELLOUS_HOUSE_DEATH
Description: Description for PLF2_MARVELLOUS_HOUSE_DEATH
Value: 2

Name: PLF2_ZOOM_OFFSET
Description: Description for PLF2_ZOOM_OFFSET
Value: 2

Name: PLF2_ZOOM_1_SET
Description: Description for PLF2_ZOOM_1_SET
Value: 4

Name: PLF2_ZOOM_2_SET
Description: Description for PLF2_ZOOM_2_SET
Value: 8

Name: PLF2_ZOOM_3_SET
Description: Description for PLF2_ZOOM_3_SET
Value: 16

Name: PLF2_ZOOM_4_SET
Description: Description for PLF2_ZOOM_4_SET
Value: 32

Name: PLF2_PLAYER_SUBMIT_MODE
Description: Description for PLF2_PLAYER_SUBMIT_MODE
Value: 64

Name: PLF2_SUBMIT_TARGETTING_SHAMAN
Description: Description for PLF2_SUBMIT_TARGETTING_SHAMAN
Value: 128

Name: PLF2_PLAYER_HAS_OWNED_BOATS

Description: Description for PLF2_PLAYER_HAS_OWNED_BOATS
Value: 256

Name: PLF2_PLAYER_HAS_OWNED_BALLOONS
Description: Description for PLF2_PLAYER_HAS_OWNED_BALLOONS
Value: 512

Name: PLF2_SET_SUBMIT_CMD_PENDING
Description: Description for PLF2_SET_SUBMIT_CMD_PENDING
Value: 1024

Name: PLF2_CANNOT_CAST_FROM_VEHICLES
Description: Description for PLF2_CANNOT_CAST_FROM_VEHICLES
Value: 4096

Name: PLF_ALL_BUILDING_ERROR_FLAGS
Description: Description for PLF_ALL_BUILDING_ERROR_FLAGS
Value: 2143289344

Name: SEARCH_MAX_RADIUS
Description: Description for SEARCH_MAX_RADIUS
Value: 32

Name: SEARCH_MAX_DIAM
Description: Description for SEARCH_MAX_DIAM
Value: 64

Name: SEARCH_MAX_AREA
Description: Description for SEARCH_MAX_AREA
Value: 4096

Name: SQUARE
Description: Description for SQUARE
Value: 1

Name: CIRCULAR
Description: Description for CIRCULAR
Value: 2

Name: MAX_NUM_TID_ITEMS
Description: Description for MAX_NUM_TID_ITEMS
Value: 32

Name: MAX_NUM_BMA_SLOTS
Description: Description for MAX_NUM_BMA_SLOTS
Value: 64

Name: BIT_MASK_HEAP_SIZE
Description: Description for BIT_MASK_HEAP_SIZE
Value: 32768

Name: TID_MODE_OPEN
Description: Description for TID_MODE_OPEN
Value: 0

Name: TID_MODE_DISPLAY
Description: Description for TID_MODE_DISPLAY
Value: 1

Name: TID_MODE_CLOSE

Description: Description for TID_MODE_CLOSE
Value: 2

Name: TID_MODE_LAST
Description: Description for TID_MODE_LAST
Value: 2

Name: TID_DISP_TYPE_STANDARD
Description: Description for TID_DISP_TYPE_STANDARD
Value: 0

Name: TID_DISP_TYPE_BIT_MASKED
Description: Description for TID_DISP_TYPE_BIT_MASKED
Value: 1

Name: TID_HARMONY_NUM_ICONS
Description: Description for TID_HARMONY_NUM_ICONS
Value: 6

Name: TID_HARMONY_NUM_LINES
Description: Description for TID_HARMONY_NUM_LINES
Value: 2

Name: TID_LIFE_NUM_LINES
Description: Description for TID_LIFE_NUM_LINES
Value: 2

Name: TID_ENERGY_NUM_LINES
Description: Description for TID_ENERGY_NUM_LINES
Value: 2

Name: TID_MAX_BAR_COUNT
Description: Description for TID_MAX_BAR_COUNT
Value: 512

Name: TID_TRAINING_NUM_LINES
Description: Description for TID_TRAINING_NUM_LINES
Value: 2

Name: TID_TRAINING_WIDTH
Description: Description for TID_TRAINING_WIDTH
Value: 40

Name: BMA_TYPE_DEBUG
Description: Description for BMA_TYPE_DEBUG
Value: 0

Name: BMA_TYPE_CIRCLE_EXPAND
Description: Description for BMA_TYPE_CIRCLE_EXPAND
Value: 99

Name: BMA_TYPE_RADIAL_SWEEP
Description: Description for BMA_TYPE_RADIAL_SWEEP
Value: 98

Name: BMA_TYPE_L_R_SLIDE
Description: Description for BMA_TYPE_L_R_SLIDE
Value: 97

Name: BMA_TYPE_SHUT_CURTAINS

Description: Description for BMA_TYPE_SHUT_CURTAINS
Value: 96

Name: BMA_TYPE_OPEN_CURTAINS
Description: Description for BMA_TYPE_OPEN_CURTAINS
Value: 95

Name: BMA_TYPE_DOUBLE_RADIAL_SWEEP
Description: Description for BMA_TYPE_DOUBLE_RADIAL_SWEEP
Value: 94

Name: BMA_TYPE_FLASH
Description: Description for BMA_TYPE_FLASH
Value: 93

Name: BMA_TYPE_JAGGED_L_R_SLIDE
Description: Description for BMA_TYPE_JAGGED_L_R_SLIDE
Value: 92

Name: BMA_TYPE_OPEN_JAGGED_CURTAINS
Description: Description for BMA_TYPE_OPEN_JAGGED_CURTAINS
Value: 91

Name: BMA_TYPE_V_BLINDS
Description: Description for BMA_TYPE_V_BLINDS
Value: 90

Name: BMA_TYPE_OCTO_RADIAL_SWEEP
Description: Description for BMA_TYPE_OCTO_RADIAL_SWEEP
Value: 89

Name: BMA_TYPE_SLIDING_BLINDS
Description: Description for BMA_TYPE_SLIDING_BLINDS
Value: 88

Name: BMA_TYPE_RANDOM_1
Description: Description for BMA_TYPE_RANDOM_1
Value: 1

Name: BMA_TYPE_SMALL_SWEEPS
Description: Description for BMA_TYPE_SMALL_SWEEPS
Value: 2

Name: BMA_TYPE_EXPAND_SQUARES
Description: Description for BMA_TYPE_EXPAND_SQUARES
Value: 3

Name: BMA_TYPE_SHUT_COMB_CURTAINS
Description: Description for BMA_TYPE_SHUT_COMB_CURTAINS
Value: 4

Name: BMA_TYPE_SMALL_DOUBLE_RADIAL_SWEEPS
Description: Description for BMA_TYPE_SMALL_DOUBLE_RADIAL_SWEEPS
Value: 5

Name: BMA_TYPE_SMALL_DISSOLVE
Description: Description for BMA_TYPE_SMALL_DISSOLVE
Value: 6

Name: BMA_TYPE_SMALL_FLASHES

Description: Description for BMA_TYPE_SMALL_FLASHES
Value: 7

Name: BMA_TYPE_JAGGED_DIAGONAL_V_BLINDS
Description: Description for BMA_TYPE_JAGGED_DIAGONAL_V_BLINDS
Value: 8

Name: BMA_TYPE_SMALL_EXPANDING_CIRCLES
Description: Description for BMA_TYPE_SMALL_EXPANDING_CIRCLES
Value: 9

Name: BMA_TYPE_MOVING_V_BLINDS
Description: Description for BMA_TYPE_MOVING_V_BLINDS
Value: 10

Name: BMA_TYPE_SIDE_JAWS
Description: Description for BMA_TYPE_SIDE_JAWS
Value: 11

Name: BMA_TYPE_SMALL_OPPOSITE_RADIAL_SWEEP
Description: Description for BMA_TYPE_SMALL_OPPOSITE_RADIAL_SWEEP
Value: 12

Name: BMA_TYPE_SMALL_PENTA_RADIAL_SWEEPS
Description: Description for BMA_TYPE_SMALL_PENTA_RADIAL_SWEEPS
Value: 13

Name: BMA_NUM_TYPES
Description: Description for BMA_NUM_TYPES
Value: 14

Name: SOUND_BUF_SIZE
Description: Description for SOUND_BUF_SIZE
Value: 1048576

Name: MAX_NUM_SAMPLE_ENTRIES
Description: Description for MAX_NUM_SAMPLE_ENTRIES
Value: 32

Name: MAX_SAMPLE_PRIORITY
Description: Description for MAX_SAMPLE_PRIORITY
Value: 255

Name: MIN_SAMPLE_PRIORITY
Description: Description for MIN_SAMPLE_PRIORITY
Value: 0

Name: NO_MUSIC
Description: Description for NO_MUSIC
Value: 0

Name: STREAMED_MUSIC
Description: Description for STREAMED_MUSIC
Value: 1

Name: CD_MUSIC
Description: Description for CD_MUSIC
Value: 2

Name: SEF_FIXED_VARS

Description: Description for SEF_FIXED_VARS
Value: 1

Name: SEF_LOOPED
Description: Description for SEF_LOOPED
Value: 2

Name: SEF_AMBIENT
Description: Description for SEF_AMBIENT
Value: 4

Name: SEF_PLAY_ME
Description: Description for SEF_PLAY_ME
Value: 8

Name: SEF_MULTI_ANIM
Description: Description for SEF_MULTI_ANIM
Value: 16

Name: SEF_DELETE_ME
Description: Description for SEF_DELETE_ME
Value: 32

Name: SEF_SENTENCE
Description: Description for SEF_SENTENCE
Value: 64

Name: SEF_STOP_SENTENCE
Description: Description for SEF_STOP_SENTENCE
Value: 128

Name: SEF_LOCK_DELAY
Description: Description for SEF_LOCK_DELAY
Value: 256

Name: SEF_STOPPING
Description: Description for SEF_STOPPING
Value: 512

Name: SEF_DELETE_ME_ANIM
Description: Description for SEF_DELETE_ME_ANIM
Value: 1024

Name: SEF_PLAY_PAUSED
Description: Description for SEF_PLAY_PAUSED
Value: 2048

Name: SEF_CLOSE_BY
Description: Description for SEF_CLOSE_BY
Value: 4096

Name: AMBIENT_FLAG_LOW_LAND
Description: Description for AMBIENT_FLAG_LOW_LAND
Value: 1

Name: AMBIENT_FLAG_HIGH_LAND
Description: Description for AMBIENT_FLAG_HIGH_LAND
Value: 2

Name: AMBIENT_FLAG_WATER

Description: Description for AMBIENT_FLAG_WATER
Value: 4

Name: AMBIENT_FLAG_SPACE
Description: Description for AMBIENT_FLAG_SPACE
Value: 8

Name: PA_NONE
Description: Description for PA_NONE
Value: 0

Name: PA_QUIT_GAME
Description: Description for PA_QUIT_GAME
Value: 1

Name: PA_PLAYER_MOVE
Description: Description for PA_PLAYER_MOVE
Value: 2

Name: PA_ADJUST_CAMERA_ZOOM
Description: Description for PA_ADJUST_CAMERA_ZOOM
Value: 3

Name: PA_ADJUST_CAMERA_LENS
Description: Description for PA_ADJUST_CAMERA_LENS
Value: 4

Name: PA_ADJUST_CAMERA_POS_X
Description: Description for PA_ADJUST_CAMERA_POS_X
Value: 5

Name: PA_ADJUST_CAMERA_POS_Y
Description: Description for PA_ADJUST_CAMERA_POS_Y
Value: 6

Name: PA_ADJUST_CAMERA_POS_Z
Description: Description for PA_ADJUST_CAMERA_POS_Z
Value: 7

Name: PA_ADJUST_CAMERA_ANGLE
Description: Description for PA_ADJUST_CAMERA_ANGLE
Value: 8

Name: PA_ADJUST_CAMERA_TILT
Description: Description for PA_ADJUST_CAMERA_TILT
Value: 9

Name: PA_ADJUST_CAMERA_ROLL
Description: Description for PA_ADJUST_CAMERA_ROLL
Value: 10

Name: PA_ADJUST_CAMERA_SCALE
Description: Description for PA_ADJUST_CAMERA_SCALE
Value: 11

Name: PA_EXIT_GAME
Description: Description for PA_EXIT_GAME
Value: 12

Name: PA_SET_CAMERA_CLS_LINES

Description: Description for PA_SET_CAMERA_CLS_LINES
Value: 13

Name: PA_PLACE_BLDG_MARKER
Description: Description for PA_PLACE_BLDG_MARKER
Value: 14

Name: PA_SET_CAMERA_CENTRE_X
Description: Description for PA_SET_CAMERA_CENTRE_X
Value: 15

Name: PA_SET_CAMERA_CENTRE_Y
Description: Description for PA_SET_CAMERA_CENTRE_Y
Value: 16

Name: PA_REMOVE_BLDG_MARKER
Description: Description for PA_REMOVE_BLDG_MARKER
Value: 17

Name: PA_SET_PLAYER_START_POSITION
Description: Description for PA_SET_PLAYER_START_POSITION
Value: 18

Name: PA_SET_DEBUG_POSITION
Description: Description for PA_SET_DEBUG_POSITION
Value: 19

Name: PA_NET_RESYNC_ALL
Description: Description for PA_NET_RESYNC_ALL
Value: 20

Name: PA_ADJUST_GAME_SPEED
Description: Description for PA_ADJUST_GAME_SPEED
Value: 21

Name: PA_PLAYER_JUMP
Description: Description for PA_PLAYER_JUMP
Value: 22

Name: PA_ADJUST_GAME_PARAM
Description: Description for PA_ADJUST_GAME_PARAM
Value: 23

Name: PA_JOIN_GAME
Description: Description for PA_JOIN_GAME
Value: 24

Name: PA_JOIN_NET_GAME
Description: Description for PA_JOIN_NET_GAME
Value: 25

Name: PA_WAITING_FOR_PLAYERS
Description: Description for PA_WAITING_FOR_PLAYERS
Value: 26

Name: PA_GEN_NET_LEVEL
Description: Description for PA_GEN_NET_LEVEL
Value: 27

Name: PA_EXIT_NET

Description: Description for PA_EXIT_NET
Value: 28

Name: PA_PAUSE
Description: Description for PA_PAUSE
Value: 29

Name: PA_PLAYER_COMMAND_ABORT
Description: Description for PA_PLAYER_COMMAND_ABORT
Value: 30

Name: PA_STEP_PAUSE_RUN
Description: Description for PA_STEP_PAUSE_RUN
Value: 31

Name: PA_STEP_PAUSE_STOP
Description: Description for PA_STEP_PAUSE_STOP
Value: 32

Name: PA_ADJUST_VIEW_CELLS
Description: Description for PA_ADJUST_VIEW_CELLS
Value: 33

Name: PA_ADJUST_CURVE_RADIUS
Description: Description for PA_ADJUST_CURVE_RADIUS
Value: 34

Name: PA_PLAYER_DRAG_START
Description: Description for PA_PLAYER_DRAG_START
Value: 35

Name: PA_PLAYER_DRAG_PROCESS
Description: Description for PA_PLAYER_DRAG_PROCESS
Value: 36

Name: PA_PLAYER_DRAG_END
Description: Description for PA_PLAYER_DRAG_END
Value: 37

Name: PA_UPDATE_PLAYER_CURR_COMMAND
Description: Description for PA_UPDATE_PLAYER_CURR_COMMAND
Value: 38

Name: PA_PLAYER_COMMAND_ACCEPT
Description: Description for PA_PLAYER_COMMAND_ACCEPT
Value: 39

Name: PA_NET_QUICK_SAVE
Description: Description for PA_NET_QUICK_SAVE
Value: 40

Name: PA_NET_QUICK_LOAD
Description: Description for PA_NET_QUICK_LOAD
Value: 41

Name: PA_TOGGLE_PERSON_AWAITING_CMD_STATE
Description: Description for PA_TOGGLE_PERSON_AWAITING_CMD_STATE
Value: 42

Name: PA_DWELLER_LEAVE_BLDG

Description: Description for PA_DWELLER_LEAVE_BLDG
Value: 43

Name: PA_RESET_SEED
Description: Description for PA_RESET_SEED
Value: 44

Name: PA_USER_INPUT_START
Description: Description for PA_USER_INPUT_START
Value: 45

Name: PA_USER_INPUT_BODY_RECEIVE
Description: Description for PA_USER_INPUT_BODY_RECEIVE
Value: 46

Name: PA_USER_INPUT_CONTROL_RECEIVE
Description: Description for PA_USER_INPUT_CONTROL_RECEIVE
Value: 47

Name: PA_USER_INPUT_END
Description: Description for PA_USER_INPUT_END
Value: 48

Name: PA_CHEAT_MORE_MANA
Description: Description for PA_CHEAT_MORE_MANA
Value: 49

Name: PA_NET_QUICK_LOAD_CHECKSUM
Description: Description for PA_NET_QUICK_LOAD_CHECKSUM
Value: 50

Name: PA_NET_QUICK_LOAD_CHECKSUM_AUTO
Description: Description for PA_NET_QUICK_LOAD_CHECKSUM_AUTO
Value: 51

Name: PA_TOGGLE_CAMERA_GAMUT_TYPE
Description: Description for PA_TOGGLE_CAMERA_GAMUT_TYPE
Value: 52

Name: PA_ADJUST_PERSPECTIVE_TRANSLATE
Description: Description for PA_ADJUST_PERSPECTIVE_TRANSLATE
Value: 53

Name: PA_ADJUST_PERSPECTIVE_SCALE
Description: Description for PA_ADJUST_PERSPECTIVE_SCALE
Value: 54

Name: PA_UPDATE_PLAYER_COMMAND_1
Description: Description for PA_UPDATE_PLAYER_COMMAND_1
Value: 55

Name: PA_UPDATE_PLAYER_COMMAND_2
Description: Description for PA_UPDATE_PLAYER_COMMAND_2
Value: 56

Name: PA_UPDATE_PLAYER_COMMAND_3
Description: Description for PA_UPDATE_PLAYER_COMMAND_3
Value: 57

Name: PA_UPDATE_PLAYER_COMMAND_4

Description: Description for PA_UPDATE_PLAYER_COMMAND_4
Value: 58

Name: PA_UPDATE_PLAYER_COMMAND_5
Description: Description for PA_UPDATE_PLAYER_COMMAND_5
Value: 59

Name: PA_UPDATE_PLAYER_COMMAND_6
Description: Description for PA_UPDATE_PLAYER_COMMAND_6
Value: 60

Name: PA_UPDATE_PLAYER_COMMAND_7
Description: Description for PA_UPDATE_PLAYER_COMMAND_7
Value: 61

Name: PA_UPDATE_PLAYER_COMMAND_8
Description: Description for PA_UPDATE_PLAYER_COMMAND_8
Value: 62

Name: PA_TURN_OFF_PEOPLE_TYPE_AWAITING_CMD
Description: Description for PA_TURN_OFF_PEOPLE_TYPE_AWAITING_CMD
Value: 63

Name: PA_SET_BLDG_DISMANTLE_STATUS
Description: Description for PA_SET_BLDG_DISMANTLE_STATUS
Value: 64

Name: PA_CHEAT_FREE_SPELLS
Description: Description for PA_CHEAT_FREE_SPELLS
Value: 65

Name: PA_SPELL_GRAB_A_SOUL
Description: Description for PA_SPELL_GRAB_A_SOUL
Value: 66

Name: PA_SPECIFIC_DWELLER_LEAVE_BLDG
Description: Description for PA_SPECIFIC_DWELLER_LEAVE_BLDG
Value: 67

Name: PA_CHEAT_ALL_SPELLS
Description: Description for PA_CHEAT_ALL_SPELLS
Value: 68

Name: PA_CHEAT_ALL_BUILDINGS
Description: Description for PA_CHEAT_ALL_BUILDINGS
Value: 69

Name: PA_SET_CMD_GROUP_FROM_LAST
Description: Description for PA_SET_CMD_GROUP_FROM_LAST
Value: 70

Name: PA_SELECT_PEOPLE_IN_CMD_GROUP
Description: Description for PA_SELECT_PEOPLE_IN_CMD_GROUP
Value: 72

Name: PA_TOGGLE_ALLIANCE
Description: Description for PA_TOGGLE_ALLIANCE
Value: 73

Name: PA_TRANSPORT_LEVEL

Description: Description for PA_TRANSPORT_LEVEL
Value: 74

Name: PA_PURIFY_LAND
Description: Description for PA_PURIFY_LAND
Value: 75

Name: PA_UNPURIFY_LAND
Description: Description for PA_UNPURIFY_LAND
Value: 76

Name: PA_PLAYER_JUMP_DIRECT
Description: Description for PA_PLAYER_JUMP_DIRECT
Value: 77

Name: PA_UNMASK_SPY
Description: Description for PA_UNMASK_SPY
Value: 78

Name: PA_CAST_A_SPELL_PERM
Description: Description for PA_CAST_A_SPELL_PERM
Value: 79

Name: PA_CAST_A_SPELL_LEVEL_TMP
Description: Description for PA_CAST_A_SPELL_LEVEL_TMP
Value: 80

Name: PA_CAST_A_SPELL_ONCE
Description: Description for PA_CAST_A_SPELL_ONCE
Value: 81

Name: PA_PLAYER_DRAG_ONCE
Description: Description for PA_PLAYER_DRAG_ONCE
Value: 82

Name: PA_SELECT_ALL_OF_MODEL
Description: Description for PA_SELECT_ALL_OF_MODEL
Value: 83

Name: PA_SELECT_ALL_IN_GUI_STATE
Description: Description for PA_SELECT_ALL_IN_GUI_STATE
Value: 84

Name: PA_SELECT_MODEL_IN_GUI_STATE
Description: Description for PA_SELECT_MODEL_IN_GUI_STATE
Value: 85

Name: PA_SET_SPELL_ON_STATUS
Description: Description for PA_SET_SPELL_ON_STATUS
Value: 86

Name: PA_UPDATE_PLAYER_COMMAND_1_ACCEPT
Description: Description for PA_UPDATE_PLAYER_COMMAND_1_ACCEPT
Value: 87

Name: PA_UPDATE_PLAYER_COMMAND_2_ACCEPT
Description: Description for PA_UPDATE_PLAYER_COMMAND_2_ACCEPT
Value: 88

Name: PA_UPDATE_PLAYER_COMMAND_3_ACCEPT

Description: Description for PA_UPDATE_PLAYER_COMMAND_3_ACCEPT
Value: 89

Name: PA_UPDATE_PLAYER_COMMAND_4_ACCEPT
Description: Description for PA_UPDATE_PLAYER_COMMAND_4_ACCEPT
Value: 90

Name: PA_UPDATE_PLAYER_COMMAND_5_ACCEPT
Description: Description for PA_UPDATE_PLAYER_COMMAND_5_ACCEPT
Value: 91

Name: PA_UPDATE_PLAYER_COMMAND_6_ACCEPT
Description: Description for PA_UPDATE_PLAYER_COMMAND_6_ACCEPT
Value: 92

Name: PA_UPDATE_PLAYER_COMMAND_7_ACCEPT
Description: Description for PA_UPDATE_PLAYER_COMMAND_7_ACCEPT
Value: 93

Name: PA_UPDATE_PLAYER_COMMAND_8_ACCEPT
Description: Description for PA_UPDATE_PLAYER_COMMAND_8_ACCEPT
Value: 94

Name: PA_SET_PLAYERS_SEL_LG_MODE
Description: Description for PA_SET_PLAYERS_SEL_LG_MODE
Value: 95

Name: PA_OCCUPANT_LEAVE_VEHICLE
Description: Description for PA_OCCUPANT_LEAVE_VEHICLE
Value: 96

Name: PA_SELECT_ALL_IN_BUILDING
Description: Description for PA_SELECT_ALL_IN_BUILDING
Value: 97

Name: PA_PLACE_GUARD_POST
Description: Description for PA_PLACE_GUARD_POST
Value: 98

Name: PA_RAISE_LAND
Description: Description for PA_RAISE_LAND
Value: 99

Name: PA_LOWER_LAND
Description: Description for PA_LOWER_LAND
Value: 100

Name: PA_SMOOTH_LAND
Description: Description for PA_SMOOTH_LAND
Value: 101

Name: PA_SELECT_ALL_USING_GUARD_POINT
Description: Description for PA_SELECT_ALL_USING_GUARD_POINT
Value: 102

Name: PA_SELECT_ALL_IN_VEHICLE
Description: Description for PA_SELECT_ALL_IN_VEHICLE
Value: 103

Name: PA_RELEASE_WAITERS

Description: Description for PA_RELEASE_WAITERS
Value: 104

Name: PA_REMOVE_BLDG_MARKER_MULTI
Description: Description for PA_REMOVE_BLDG_MARKER_MULTI
Value: 105

Name: PA_PLAYER_DRAG2_START
Description: Description for PA_PLAYER_DRAG2_START
Value: 106

Name: PA_PLAYER_DRAG2_PROCESS
Description: Description for PA_PLAYER_DRAG2_PROCESS
Value: 107

Name: PA_PLAYER_DRAG2_END
Description: Description for PA_PLAYER_DRAG2_END
Value: 108

Name: PA_PLAYER_DRAG2_ONCE
Description: Description for PA_PLAYER_DRAG2_ONCE
Value: 109

Name: PA_SHAMAN_GOTO_SPELL_CAST_POINT
Description: Description for PA_SHAMAN_GOTO_SPELL_CAST_POINT
Value: 110

Name: PA_CANCEL_SPELL_MODE
Description: Description for PA_CANCEL_SPELL_MODE
Value: 111

Name: PA_INVOKE_ARMAGEDDON
Description: Description for PA_INVOKE_ARMAGEDDON
Value: 112

Name: PA_SELECT_ALL_PRAYING
Description: Description for PA_SELECT_ALL_PRAYING
Value: 113

Name: PA_SELECT_MULTIPLE_OF_MODEL
Description: Description for PA_SELECT_MULTIPLE_OF_MODEL
Value: 114

Name: PA_SET_TRAINING_MANA_ON_STATUS
Description: Description for PA_SET_TRAINING_MANA_ON_STATUS
Value: 115

Name: PA_SET_ALL_SPELLS_ON_STATUS
Description: Description for PA_SET_ALL_SPELLS_ON_STATUS
Value: 116

Name: PA_SET_INTEL_SPELLS_ON_STATUS
Description: Description for PA_SET_INTEL_SPELLS_ON_STATUS
Value: 117

Name: PA_CHEAT_MAX_MANA
Description: Description for PA_CHEAT_MAX_MANA
Value: 118

Name: PA_SELECT_ALL_ATTACKING_BUILDING

Description: Description for PA_SELECT_ALL_ATTACKING_BUILDING
Value: 119

Name: PA_REMOVE_SWAMP
Description: Description for PA_REMOVE_SWAMP
Value: 120

Name: PA_PLAYER_DRAG2_ONCE_ADD
Description: Description for PA_PLAYER_DRAG2_ONCE_ADD
Value: 121

Name: PA_RESET_BLDG_PLACE_AUTO_CMD_NUM
Description: Description for PA_RESET_BLDG_PLACE_AUTO_CMD_NUM
Value: 122

Name: PA_SET_PERSON_AWAITING_CMD_STATE
Description: Description for PA_SET_PERSON_AWAITING_CMD_STATE
Value: 123

Name: PA_CHECK_CALL_TO_ARMS
Description: Description for PA_CHECK_CALL_TO_ARMS
Value: 124

Name: PA_SELECT_INDIVIDUAL_PERSON
Description: Description for PA_SELECT_INDIVIDUAL_PERSON
Value: 125

Name: PA_SCATTER_SELECTED
Description: Description for PA_SCATTER_SELECTED
Value: 126

Name: PA_GUI_SELECT_VEHICLE_ALL
Description: Description for PA_GUI_SELECT_VEHICLE_ALL
Value: 127

Name: PA_GUI_SELECT_VEHICLE_MULTIPLE
Description: Description for PA_GUI_SELECT_VEHICLE_MULTIPLE
Value: 128

Name: PA_GUI_SELECT_VEHICLE_SINGLE
Description: Description for PA_GUI_SELECT_VEHICLE_SINGLE
Value: 129

Name: PA_GUARD_SHAMAN_TOGGLE
Description: Description for PA_GUARD_SHAMAN_TOGGLE
Value: 130

Name: PA_TOGGLE_LEVEL_START_MAP_EDIT
Description: Description for PA_TOGGLE_LEVEL_START_MAP_EDIT
Value: 131

Name: PA_LSME_CAST_SPELL
Description: Description for PA_LSME_CAST_SPELL
Value: 132

Name: PA_LSME_RAISE_LOWER
Description: Description for PA_LSME_RAISE_LOWER
Value: 133

Name: PA_CHEAT_PLACE_THING

Description: Description for PA_CHEAT_PLACE_THING
Value: 134

Name: PA_SCRIPT_PLACE_THING
Description: Description for PA_SCRIPT_PLACE_THING
Value: 135

Name: PA_SET_COMPUTER_PLAYERS
Description: Description for PA_SET_COMPUTER_PLAYERS
Value: 136

Name: PA_FEATURES_CONFIG
Description: Description for PA_FEATURES_CONFIG
Value: 135

Name: PA_GSI_RESYNC
Description: Description for PA_GSI_RESYNC
Value: 136

Name: PA_CHECK_CHAI_SCRIPT
Description: Description for PA_CHECK_CHAI_SCRIPT
Value: 137

Name: PA_STOP_CHAI_SCRIPTS
Description: Description for PA_STOP_CHAI_SCRIPTS
Value: 138

Name: PA_START_OOS_LOGGING
Description: Description for PA_START_OOS_LOGGING
Value: 139

Name: PA_STOP_OOS_LOGGING
Description: Description for PA_STOP_OOS_LOGGING
Value: 140

Name: PA_LOAD_OOS_LOG
Description: Description for PA_LOAD_OOS_LOG
Value: 141

Name: PA_SEND_CHAI_CHECKSUM
Description: Description for PA_SEND_CHAI_CHECKSUM
Value: 142

Name: PA_GSI_DUMP
Description: Description for PA_GSI_DUMP
Value: 143

Name: PA_GSI_LOAD
Description: Description for PA_GSI_LOAD
Value: 144

Name: PA_RECORD
Description: Description for PA_RECORD
Value: 145

Name: PA_STOP
Description: Description for PA_STOP
Value: 146

Name: PA_PLAYBACK

Description: Description for PA_PLAYBACK
Value: 147

Name: EM_INIT
Description: Description for EM_INIT
Value: 1

Name: EM_INIT_SET_MSG
Description: Description for EM_INIT_SET_MSG
Value: 1

Name: EM_NET_STOP
Description: Description for EM_NET_STOP
Value: 2

Name: EM_DO_EXIT
Description: Description for EM_DO_EXIT
Value: 3

Name: EM_NET_DROPOUT
Description: Description for EM_NET_DROPOUT
Value: 4

Name: CNFM_MODE_EXIT_GAME
Description: Description for CNFM_MODE_EXIT_GAME
Value: 1

Name: CNFM_MODE_QUICK_LOAD
Description: Description for CNFM_MODE_QUICK_LOAD
Value: 2

Name: CNFM_MODE_QUICK_SAVE
Description: Description for CNFM_MODE_QUICK_SAVE
Value: 3

Name: CNFM_MODE_RESYNC
Description: Description for CNFM_MODE_RESYNC
Value: 4

Name: SEL_FLAG_NO_AUTO_EXIT_VEHICLE
Description: Description for SEL_FLAG_NO_AUTO_EXIT_VEHICLE
Value: 1

Name: SEL_FLAG_NO_VEHICLE_SELECT_ALL
Description: Description for SEL_FLAG_NO_VEHICLE_SELECT_ALL
Value: 2

Name: SEL_FLAG_CMDS_DONE_EXIT_VEHICLE
Description: Description for SEL_FLAG_CMDS_DONE_EXIT_VEHICLE
Value: 4

Name: SM_NORMAL
Description: Description for SM_NORMAL
Value: 0

Name: SM_LEVEL
Description: Description for SM_LEVEL
Value: 1

Name: SM_HOSTING

Description: Description for SM_HOSTING
Value: 2

Name: SM_JOINING
Description: Description for SM_JOINING
Value: 3

Name: GNS_FLAG_SHOW_MOUSE_GRID
Description: Description for GNS_FLAG_SHOW_MOUSE_GRID
Value: 1

Name: GNS_PAUSED
Description: Description for GNS_PAUSED
Value: 2

Name: GNS_HIDE_PANEL
Description: Description for GNS_HIDE_PANEL
Value: 4

Name: GNS_NETWORK
Description: Description for GNS_NETWORK
Value: 8

Name: GNS_NETWORK_RESYNC
Description: Description for GNS_NETWORK_RESYNC
Value: 16

Name: GNS_NET_DROPOUT
Description: Description for GNS_NET_DROPOUT
Value: 32

Name: GNS_SERVER_QUITTING
Description: Description for GNS_SERVER_QUITTING
Value: 64

Name: GNS_ALLOW_ISOLATED_ZERO_ALTS
Description: Description for GNS_ALLOW_ISOLATED_ZERO_ALTS
Value: 128

Name: GNS_NO_PACKET_CLEAR
Description: Description for GNS_NO_PACKET_CLEAR
Value: 256

Name: GNS_NO_NET_AUTO_SAVE
Description: Description for GNS_NO_NET_AUTO_SAVE
Value: 512

Name: GNS_GAME_PARAMS_MODE
Description: Description for GNS_GAME_PARAMS_MODE
Value: 1024

Name: GNS_PACKET_LOCK
Description: Description for GNS_PACKET_LOCK
Value: 2048

Name: GNS_OUT_OF_SYNC
Description: Description for GNS_OUT_OF_SYNC
Value: 4096

Name: GNS_HIDE_SCANNER_MAP

Description: Description for GNS_HIDE_SCANNER_MAP
Value: 8192

Name: GNS_SCROLLING
Description: Description for GNS_SCROLLING
Value: 16384

Name: GNS_CHEAT_MODE
Description: Description for GNS_CHEAT_MODE
Value: 32768

Name: GNS_SHOW_VERSION_INFO
Description: Description for GNS_SHOW_VERSION_INFO
Value: 65536

Name: GNS_VIEW_LOCKED
Description: Description for GNS_VIEW_LOCKED
Value: 131072

Name: GNS_CONFIG_ITEM_CHANGE
Description: Description for GNS_CONFIG_ITEM_CHANGE
Value: 262144

Name: GNS_NO_MOUSE_SCROLL
Description: Description for GNS_NO_MOUSE_SCROLL
Value: 524288

Name: GNS_VIEW_TWEENING_MODE
Description: Description for GNS_VIEW_TWEENING_MODE
Value: 1048576

Name: GNS_TMP_SHAPE_ERROR
Description: Description for GNS_TMP_SHAPE_ERROR
Value: 2097152

Name: GNS_MOUSE_TRACK_MODE
Description: Description for GNS_MOUSE_TRACK_MODE
Value: 4194304

Name: GNS_QUITTING
Description: Description for GNS_QUITTING
Value: 8388608

Name: GNS_CMD_SELECT_MENU_SWAPPED
Description: Description for GNS_CMD_SELECT_MENU_SWAPPED
Value: 16777216

Name: GNS_LEVEL_COMPLETE
Description: Description for GNS_LEVEL_COMPLETE
Value: 33554432

Name: GNS_LEVEL_FAILED
Description: Description for GNS_LEVEL_FAILED
Value: 67108864

Name: GNS_DRAW_SYNC_MSG
Description: Description for GNS_DRAW_SYNC_MSG
Value: 134217728

Name: GNS_POLY_POOL_HAS_BEEN_USED

Description: Description for GNS_POLY_POOL_HAS_BEEN_USED
Value: 268435456

Name: GNS_NO_CONFIG_LOAD
Description: Description for GNS_NO_CONFIG_LOAD
Value: 536870912

Name: GNS_SPARE_SPARE_SPARE_SPARE_SPARE
Description: Description for GNS_SPARE_SPARE_SPARE_SPARE_SPARE
Value: 1073741824

Name: GNS_CONFIRM_MODE
Description: Description for GNS_CONFIRM_MODE
Value: 2147483648

Name: GNS2_SP_SYNC_RECORD
Description: Description for GNS2_SP_SYNC_RECORD
Value: 1

Name: GNS2_SP_SYNC_CHECK
Description: Description for GNS2_SP_SYNC_CHECK
Value: 2

Name: GNS2_DISGUISE_PANEL_ON
Description: Description for GNS2_DISGUISE_PANEL_ON
Value: 4

Name: GNS2_DISGUISE_PANEL_PEOPLE_SHOWN
Description: Description for GNS2_DISGUISE_PANEL_PEOPLE_SHOWN
Value: 8

Name: GNS2_SELECT_A_DISGUISE
Description: Description for GNS2_SELECT_A_DISGUISE
Value: 16

Name: GNS2_SHAKE_MODE
Description: Description for GNS2_SHAKE_MODE
Value: 32

Name: GNS2_TURN_SHAKE_ON
Description: Description for GNS2_TURN_SHAKE_ON
Value: 64

Name: GNS2_INPUT_SCREEN_RES
Description: Description for GNS2_INPUT_SCREEN_RES
Value: 128

Name: GNS2_FRONTEND
Description: Description for GNS2_FRONTEND
Value: 256

Name: GNS2_PLAYING_THE_SELECTION_LEVEL
Description: Description for GNS2_PLAYING_THE_SELECTION_LEVEL
Value: 512

Name: GNS2_OBJECTIVE_1_DONE
Description: Description for GNS2_OBJECTIVE_1_DONE
Value: 1024

Name: GNS2_OBJECTIVE_1_SHIFT

Description: Description for GNS2_OBJECTIVE_1_SHIFT
Value: 10

Name: GNS2_OBJECTIVE_2_DONE
Description: Description for GNS2_OBJECTIVE_2_DONE
Value: 2048

Name: GNS2_OBJECTIVE_3_DONE
Description: Description for GNS2_OBJECTIVE_3_DONE
Value: 4096

Name: GNS2_OBJECTIVE_4_DONE
Description: Description for GNS2_OBJECTIVE_4_DONE
Value: 8192

Name: GNS2_DISC_OBJECTIVE_1_DONE
Description: Description for GNS2_DISC_OBJECTIVE_1_DONE
Value: 16384

Name: GNS2_DISC_OBJECTIVE_1_SHIFT
Description: Description for GNS2_DISC_OBJECTIVE_1_SHIFT
Value: 14

Name: GNS2_DISC_OBJECTIVE_2_DONE
Description: Description for GNS2_DISC_OBJECTIVE_2_DONE
Value: 32768

Name: GNS2_DISC_OBJECTIVE_3_DONE
Description: Description for GNS2_DISC_OBJECTIVE_3_DONE
Value: 65536

Name: GNS2_CONTEXT_COMMAND_MODE
Description: Description for GNS2_CONTEXT_COMMAND_MODE
Value: 131072

Name: GNS2_TMP_NO_CMD_CONTEXT
Description: Description for GNS2_TMP_NO_CMD_CONTEXT
Value: 262144

Name: GNS2_CONTINUE_IS_INVALID
Description: Description for GNS2_CONTINUE_IS_INVALID
Value: 524288

Name: GNS2_SPARE_2
Description: Description for GNS2_SPARE_2
Value: 1048576

Name: GNS2_SPARE_3
Description: Description for GNS2_SPARE_3
Value: 2097152

Name: GNS2_NO_CONSTANTS_LOAD
Description: Description for GNS2_NO_CONSTANTS_LOAD
Value: 4194304

Name: GNS2_MANA_BAR_OFF
Description: Description for GNS2_MANA_BAR_OFF
Value: 8388608

Name: GNS2_SHOW_FINGER_PRINT

Description: Description for GNS2_SHOW_FINGER_PRINT
Value: 16777216

Name: GNS2_CONTINUOUS_SCREEN_SHOTS
Description: Description for GNS2_CONTINUOUS_SCREEN_SHOTS
Value: 33554432

Name: GNS2_IN_TUTORIAL
Description: Description for GNS2_IN_TUTORIAL
Value: 67108864

Name: GNS2_TRANSPORTING
Description: Description for GNS2_TRANSPORTING
Value: 134217728

Name: GNS2_FULL_LEVEL
Description: Description for GNS2_FULL_LEVEL
Value: 268435456

Name: GNS2_VCONFIG_ITEM_CHANGE
Description: Description for GNS2_VCONFIG_ITEM_CHANGE
Value: 536870912

Name: GNS2_VIEW_EDITOR_DRAWN
Description: Description for GNS2_VIEW_EDITOR_DRAWN
Value: 1073741824

Name: GNS2_SPECIFIC_LEVEL_GIVEN
Description: Description for GNS2_SPECIFIC_LEVEL_GIVEN
Value: 2147483648

Name: GNS3_PALETTE_UPDATE_PENDING
Description: Description for GNS3_PALETTE_UPDATE_PENDING
Value: 1

Name: GNS3_SPARE_1
Description: Description for GNS3_SPARE_1
Value: 2

Name: GNS3_NO_PALETTE_CYCLE
Description: Description for GNS3_NO_PALETTE_CYCLE
Value: 4

Name: GNS3_LIGHTNING_BOLT
Description: Description for GNS3_LIGHTNING_BOLT
Value: 8

Name: GNS3_NO_SOUND
Description: Description for GNS3_NO_SOUND
Value: 16

Name: GNS3_DISPLAY_LEVEL_STATS
Description: Description for GNS3_DISPLAY_LEVEL_STATS
Value: 32

Name: GNS3_IN_MAIN_THING_STATE_LOOP
Description: Description for GNS3_IN_MAIN_THING_STATE_LOOP
Value: 64

Name: GNS3_SCALING_SPRITES_ALWAYS

Description: Description for GNS3_SCALING_SPRITES_ALWAYS
Value: 128

Name: GNS3_SCALING_SPRITES_RES_SETUP
Description: Description for GNS3_SCALING_SPRITES_RES_SETUP
Value: 256

Name: GNS3_SCALING_SPRITES_TEMP
Description: Description for GNS3_SCALING_SPRITES_TEMP
Value: 512

Name: GNS3_DO_MEM_SEG_ANALYSIS
Description: Description for GNS3_DO_MEM_SEG_ANALYSIS
Value: 1024

Name: GNS3_SHOW_ATTACK_AREAS
Description: Description for GNS3_SHOW_ATTACK_AREAS
Value: 2048

Name: GNS3_CHECK_MAPWHO_INTEGRITY
Description: Description for GNS3_CHECK_MAPWHO_INTEGRITY
Value: 4096

Name: GNS3_SHOW_WOOD_SEARCH_INFO
Description: Description for GNS3_SHOW_WOOD_SEARCH_INFO
Value: 8192

Name: GNS3_USE_BLDG_ENTRANCE_ALT
Description: Description for GNS3_USE_BLDG_ENTRANCE_ALT
Value: 16384

Name: GNS3_USE_640_480_DEFAULT_RES
Description: Description for GNS3_USE_640_480_DEFAULT_RES
Value: 32768

Name: GNS3_USE_WAD_LOADING
Description: Description for GNS3_USE_WAD_LOADING
Value: 65536

Name: GNS3_CHECK_ANIM_FILE_CHECKSUMS
Description: Description for GNS3_CHECK_ANIM_FILE_CHECKSUMS
Value: 131072

Name: GNS3_DRAG_SELECT_ADD_MODE
Description: Description for GNS3_DRAG_SELECT_ADD_MODE
Value: 262144

Name: GNS3_HIDE_MOUSE_POINTER
Description: Description for GNS3_HIDE_MOUSE_POINTER
Value: 524288

Name: GNS3_SCROLL_SPEED_ADJUST_ON
Description: Description for GNS3_SCROLL_SPEED_ADJUST_ON
Value: 1048576

Name: GNS3_SCANNER_ZOOM
Description: Description for GNS3_SCANNER_ZOOM
Value: 2097152

Name: GNS3_GAME_RECORD

Description: Description for GNS3_GAME_RECORD
Value: 4194304

Name: GNS3_GAME_PLAYBACK
Description: Description for GNS3_GAME_PLAYBACK
Value: 8388608

Name: GNS3_MESSAGES_OFF
Description: Description for GNS3_MESSAGES_OFF
Value: 16777216

Name: GNS3_AUTO_DSELECT_PREFERRED
Description: Description for GNS3_AUTO_DSELECT_PREFERRED
Value: 33554432

Name: GNS3_INPUT_ENABLE_PENDING
Description: Description for GNS3_INPUT_ENABLE_PENDING
Value: 67108864

Name: GNS3_INPUT_DISABLE_PENDING
Description: Description for GNS3_INPUT_DISABLE_PENDING
Value: 134217728

Name: GNS3_INPUT_DISABLED
Description: Description for GNS3_INPUT_DISABLED
Value: 268435456

Name: GNS3_INPUT_DISABLED_BY_SCRIPT
Description: Description for GNS3_INPUT_DISABLED_BY_SCRIPT
Value: 536870912

Name: GNS3_BSCREEN_MEMORY_LOCKED
Description: Description for GNS3_BSCREEN_MEMORY_LOCKED
Value: 1073741824

Name: GNS3_INGAME_OPTIONS
Description: Description for GNS3_INGAME_OPTIONS
Value: 2147483648

Name: GNS4_PLAYER_WASTING_MANA
Description: Description for GNS4_PLAYER_WASTING_MANA
Value: 1

Name: GNS4_NETWORK_PLAYBACK_NO_DISPLAY
Description: Description for GNS4_NETWORK_PLAYBACK_NO_DISPLAY
Value: 2

Name: GNS4_ENUMERATE_ALL_RES
Description: Description for GNS4_ENUMERATE_ALL_RES
Value: 4

Name: GNS4_AUTO_DROP_MESSAGES_OFF
Description: Description for GNS4_AUTO_DROP_MESSAGES_OFF
Value: 8

Name: GNS4_USE_DEMO_LEVELS
Description: Description for GNS4_USE_DEMO_LEVELS
Value: 16

Name: GNS4_CHECK_VOL_NAME

Description: Description for GNS4_CHECK_VOL_NAME
Value: 32

Name: GNS4_HD_DATA_PATH_SET
Description: Description for GNS4_HD_DATA_PATH_SET
Value: 64

Name: GNS4_DISPLAY_FLYBY_INFO
Description: Description for GNS4_DISPLAY_FLYBY_INFO
Value: 128

Name: GNS4_ENCRYPT_CONST_FILE
Description: Description for GNS4_ENCRYPT_CONST_FILE
Value: 256

Name: GNS4_BUGGERED_NETWORK_GAME
Description: Description for GNS4_BUGGERED_NETWORK_GAME
Value: 512

Name: GNS4_DISABLE_SPELLS
Description: Description for GNS4_DISABLE_SPELLS
Value: 2048

Name: GNS4_DISABLE_FRAMERATE_CAP
Description: Description for GNS4_DISABLE_FRAMERATE_CAP
Value: 4096

Name: GNS4_MULTI
Description: Description for GNS4_MULTI
Value: 8192

Name: GNS4_OLDLANG
Description: Description for GNS4_OLDLANG
Value: 16384

Name: GNS4_NOTRACE
Description: Description for GNS4_NOTRACE
Value: 32768

Name: GNS4_AUTORESYNC
Description: Description for GNS4_AUTORESYNC
Value: 65536

Name: GNS4_RECORDAUTOCAM
Description: Description for GNS4_RECORDAUTOCAM
Value: 131072

Name: GNS4_HOTPATCH
Description: Description for GNS4_HOTPATCH
Value: 262144

Name: GNS4_LOCK_SPELLS_ORDER
Description: Description for GNS4_LOCK_SPELLS_ORDER
Value: 16777216

Name: GS_SINGLE_LEVEL
Description: Description for GS_SINGLE_LEVEL
Value: 1

Name: GS_ARMAGEDDON_IN_PROGRESS

Description: Description for GS_ARMAGEDDON_IN_PROGRESS
Value: 2

Name: GS_NO_AUTO_BUILD
Description: Description for GS_NO_AUTO_BUILD
Value: 4

Name: GS_NO_AUTO_HOUSE
Description: Description for GS_NO_AUTO_HOUSE
Value: 8

Name: GS_DONT_HOUSE_SPECIALISTS
Description: Description for GS_DONT_HOUSE_SPECIALISTS
Value: 16

Name: GS_LEVEL_START_MAP_EDIT_MODE
Description: Description for GS_LEVEL_START_MAP_EDIT_MODE
Value: 32

Name: GS_FIGHT_NO_PUSHING
Description: Description for GS_FIGHT_NO_PUSHING
Value: 64

Name: GS_AOD_STATUE_SHAMAN_PROTECT
Description: Description for GS_AOD_STATUE_SHAMAN_PROTECT
Value: 128

Name: GS_GUEST_SPELLS_CHARGE
Description: Description for GS_GUEST_SPELLS_CHARGE
Value: 256

Name: GS_VIEW_NUM_OFFSET
Description: Description for GS_VIEW_NUM_OFFSET
Value: 9

Name: GS_VIEW_NUM_0
Description: Description for GS_VIEW_NUM_0
Value: 512

Name: GS_VIEW_NUM_1
Description: Description for GS_VIEW_NUM_1
Value: 1024

Name: GS_VIEW_NUM_2
Description: Description for GS_VIEW_NUM_2
Value: 2048

Name: GS_VIEW_NUM_3
Description: Description for GS_VIEW_NUM_3
Value: 4096

Name: GS_VIEW_NUM_4
Description: Description for GS_VIEW_NUM_4
Value: 8192

Name: CI_NET_GAME_ONLY
Description: Description for CI_NET_GAME_ONLY
Value: 1

Name: CI_SINGLE_GAME_ONLY

Description: Description for CI_SINGLE_GAME_ONLY
Value: 2

Name: CI_ALL_GAME_TYPES
Description: Description for CI_ALL_GAME_TYPES
Value: 4

Name: CI_SET_DEFAULT_VALUE
Description: Description for CI_SET_DEFAULT_VALUE
Value: 8

Name: CI_CHECK_START_VALUE
Description: Description for CI_CHECK_START_VALUE
Value: 16

Name: CI_TYPE_LIST_END
Description: Description for CI_TYPE_LIST_END
Value: -1

Name: CI_TYPE_NONE
Description: Description for CI_TYPE_NONE
Value: 0

Name: CI_TYPE_BYTE_VALUE
Description: Description for CI_TYPE_BYTE_VALUE
Value: 1

Name: CI_TYPE_WORD_VALUE
Description: Description for CI_TYPE_WORD_VALUE
Value: 2

Name: CI_TYPE_LONG_VALUE
Description: Description for CI_TYPE_LONG_VALUE
Value: 3

Name: CI_TYPE_LONG_FLAGS
Description: Description for CI_TYPE_LONG_FLAGS
Value: 4

Name: CI_TYPE_RAW_MEMORY
Description: Description for CI_TYPE_RAW_MEMORY
Value: 5

Name: CLI_PER100_TO_PER256
Description: Description for CLI_PER100_TO_PER256
Value: 1

Name: CLI_UPDATE_MAX_SLOPE_ENTRIES
Description: Description for CLI_UPDATE_MAX_SLOPE_ENTRIES
Value: 2

Name: CLI_LOADED
Description: Description for CLI_LOADED
Value: 4

Name: PKT_CHK_SEED
Description: Description for PKT_CHK_SEED
Value: 0

Name: PKT_CHK_PLAYER_COUNTS

Description: Description for PKT_CHK_PLAYER_COUNTS
Value: 1

Name: PKT_CHK_NUM_PEOPLE_AND_BLDGS
Description: Description for PKT_CHK_NUM_PEOPLE_AND_BLDGS
Value: 2

Name: PKT_CHK_THINGS_DATA
Description: Description for PKT_CHK_THINGS_DATA
Value: 3

Name: PKT_CHK_SCRIPT3_DATA
Description: Description for PKT_CHK_SCRIPT3_DATA
Value: 4

Name: PKT_CHK_CHEATER
Description: Description for PKT_CHK_CHEATER
Value: 5

Name: PKT_CHK_MAP_DATA
Description: Description for PKT_CHK_MAP_DATA
Value: 6

Name: PKT_CHK_GENERAL_1
Description: Description for PKT_CHK_GENERAL_1
Value: 7

Name: MAX_NUM_CHECKSUMS
Description: Description for MAX_NUM_CHECKSUMS
Value: 1

Name: DT_NONE
Description: Description for DT_NONE
Value: 0

Name: DT_SPRITE
Description: Description for DT_SPRITE
Value: 1

Name: DT_OBJECT
Description: Description for DT_OBJECT
Value: 2

Name: DT_OBJECT2
Description: Description for DT_OBJECT2
Value: 3

Name: DT_OBJECT2_CONSTR
Description: Description for DT_OBJECT2_CONSTR
Value: 4

Name: DT_DEBUG_BOX
Description: Description for DT_DEBUG_BOX
Value: 5

Name: DT_SCALED_SPRITE
Description: Description for DT_SCALED_SPRITE
Value: 6

Name: DT_SPR_CIRCLES

Description: Description for DT_SPR_CIRCLES
Value: 7

Name: DT_TID
Description: Description for DT_TID
Value: 8

Name: DT_SOUL_CONVERT
Description: Description for DT_SOUL_CONVERT
Value: 9

Name: DT_SPRITE_ANIM
Description: Description for DT_SPRITE_ANIM
Value: 10

Name: DT_BEACON_DISPLAY
Description: Description for DT_BEACON_DISPLAY
Value: 11

Name: DT_OBJECT_FACE
Description: Description for DT_OBJECT_FACE
Value: 12

Name: DT_FLY_THINGUMMY
Description: Description for DT_FLY_THINGUMMY
Value: 13

Name: DT_BRIDGE_CONTROL
Description: Description for DT_BRIDGE_CONTROL
Value: 14

Name: DT_OBJECT2_UPLIT
Description: Description for DT_OBJECT2_UPLIT
Value: 15

Name: DT_WALL_PIECE
Description: Description for DT_WALL_PIECE
Value: 16

Name: DT_MANUAL_SCALED_SPRITE
Description: Description for DT_MANUAL_SCALED_SPRITE
Value: 17

Name: DT_LIGHTNING_STRAND
Description: Description for DT_LIGHTNING_STRAND
Value: 18

Name: DT_SWAMP
Description: Description for DT_SWAMP
Value: 19

Name: DF_NO_ANIMATE
Description: Description for DF_NO_ANIMATE
Value: 2

Name: DF_OMNI_DIR
Description: Description for DF_OMNI_DIR
Value: 4

Name: DF_MORPH

Description: Description for DF_MORPH
Value: 8

Name: DF_THING_NO_DRAW
Description: Description for DF_THING_NO_DRAW
Value: 16

Name: DF_NO_ROLL_TILT
Description: Description for DF_NO_ROLL_TILT
Value: 32

Name: DF_SCALABLE_SPECIAL
Description: Description for DF_SCALABLE_SPECIAL
Value: 64

Name: DF_POINTABLE
Description: Description for DF_POINTABLE
Value: 128

Name: DF_DRAW_INFO_SET
Description: Description for DF_DRAW_INFO_SET
Value: 256

Name: DF_USE_SCALE
Description: Description for DF_USE_SCALE
Value: 512

Name: DF_MORPH_STOP_AT_FRAME
Description: Description for DF_MORPH_STOP_AT_FRAME
Value: 1024

Name: DF_MORPH_NOT_OK_TO_STOP
Description: Description for DF_MORPH_NOT_OK_TO_STOP
Value: 2048

Name: DF_MORPH_JUMP_TO_NEW_OBJECT
Description: Description for DF_MORPH_JUMP_TO_NEW_OBJECT
Value: 4096

Name: DF_NO_SPRITE_ANIM_SHADOW
Description: Description for DF_NO_SPRITE_ANIM_SHADOW
Value: 8192

Name: DF_GLASS
Description: Description for DF_GLASS
Value: 16384

Name: DF_USE_ENGINE_SHADOW
Description: Description for DF_USE_ENGINE_SHADOW
Value: 32768

Name: SPRITE_FRAME_FACTOR
Description: Description for SPRITE_FRAME_FACTOR
Value: 4

Name: SPRITE_FRAME_SHIFT
Description: Description for SPRITE_FRAME_SHIFT
Value: 2

Name: FDF_BANK_FLIPPED

Description: Description for FDF_BANK_FLIPPED
Value: 1

Name: FDF_NO_SPRITE_ANIM_SHADOW
Description: Description for FDF_NO_SPRITE_ANIM_SHADOW
Value: 2

Name: FDF_GLASS_ALL
Description: Description for FDF_GLASS_ALL
Value: 4

Name: TDI_SPRITE_F1_D1
Description: Description for TDI_SPRITE_F1_D1
Value: 0

Name: TDI_SPRITE_F4_D1
Description: Description for TDI_SPRITE_F4_D1
Value: 1

Name: TDI_OBJECT_GENERIC
Description: Description for TDI_OBJECT_GENERIC
Value: 2

Name: TDI_OBJECT_GENERIC_ANIM
Description: Description for TDI_OBJECT_GENERIC_ANIM
Value: 3

Name: TDI_OBJECT_GENERIC_MORPH
Description: Description for TDI_OBJECT_GENERIC_MORPH
Value: 4

Name: TDI_OBJECT_BLDG
Description: Description for TDI_OBJECT_BLDG
Value: 5

Name: TDI_DEBUG_BOX
Description: Description for TDI_DEBUG_BOX
Value: 6

Name: TDI_NO_DRAW
Description: Description for TDI_NO_DRAW
Value: 7

Name: TDI_SPRITE_CIRCLES
Description: Description for TDI_SPRITE_CIRCLES
Value: 8

Name: TDI_TID
Description: Description for TDI_TID
Value: 9

Name: TDI_BLDG_CONSTRUCTION
Description: Description for TDI_BLDG_CONSTRUCTION
Value: 10

Name: TDI_SOUL_CONVERT
Description: Description for TDI_SOUL_CONVERT
Value: 11

Name: TDI_BEACON_DISPLAY

Description: Description for TDI_BEACON_DISPLAY
Value: 12

Name: TDI_SPR_ANIM
Description: Description for TDI_SPR_ANIM
Value: 13

Name: TDI_SPR_ANIM_BRAVE
Description: Description for TDI_SPR_ANIM_BRAVE
Value: 14

Name: TDI_SPR_ANIM_WARRIOR
Description: Description for TDI_SPR_ANIM_WARRIOR
Value: 15

Name: TDI_SPR_ANIM_RELIGIOUS
Description: Description for TDI_SPR_ANIM_RELIGIOUS
Value: 16

Name: TDI_SPR_ANIM_SPY
Description: Description for TDI_SPR_ANIM_SPY
Value: 17

Name: TDI_SPR_ANIM_SUPER
Description: Description for TDI_SPR_ANIM_SUPER
Value: 18

Name: TDI_SPR_ANIM_BRAVE_2
Description: Description for TDI_SPR_ANIM_BRAVE_2
Value: 19

Name: TDI_SPR_ANIM_WARRIOR_2
Description: Description for TDI_SPR_ANIM_WARRIOR_2
Value: 20

Name: TDI_SPR_ANIM_RELIGIOUS_2
Description: Description for TDI_SPR_ANIM_RELIGIOUS_2
Value: 21

Name: TDI_SPR_ANIM_SPY_2
Description: Description for TDI_SPR_ANIM_SPY_2
Value: 22

Name: TDI_SPR_ANIM_SUPER_2
Description: Description for TDI_SPR_ANIM_SUPER_2
Value: 23

Name: TDI_SPRITE_F8_D1
Description: Description for TDI_SPRITE_F8_D1
Value: 24

Name: TDI_OBJECT_FACE
Description: Description for TDI_OBJECT_FACE
Value: 25

Name: TDI_FLY_THINGUMMY
Description: Description for TDI_FLY_THINGUMMY
Value: 26

Name: TDI_BRIDGE_CONTROL

Description: Description for TDI_BRIDGE_CONTROL
Value: 27

Name: TDI_OBJECT_UPLIT
Description: Description for TDI_OBJECT_UPLIT
Value: 28

Name: TDI_SPRITE_F4_D1_ALPHA
Description: Description for TDI_SPRITE_F4_D1_ALPHA
Value: 29

Name: TDI_SPRITE_F9_D1_ALPHA
Description: Description for TDI_SPRITE_F9_D1_ALPHA
Value: 30

Name: TDI_SPRITE_F12_D1_ALPHA
Description: Description for TDI_SPRITE_F12_D1_ALPHA
Value: 31

Name: TDI_SPRITE_F8_D1_ALPHA_MIXED
Description: Description for TDI_SPRITE_F8_D1_ALPHA_MIXED
Value: 32

Name: TDI_WALL_PIECE
Description: Description for TDI_WALL_PIECE
Value: 33

Name: TDI_SPRITE_WW
Description: Description for TDI_SPRITE_WW
Value: 34

Name: TDI_LIGHTNING_STRAND
Description: Description for TDI_LIGHTNING_STRAND
Value: 35

Name: TDI_OBJECT_ROLLTILT
Description: Description for TDI_OBJECT_ROLLTILT
Value: 36

Name: TDI_SPRITE_F20_D1_ALPHA_TINTABLE
Description: Description for TDI_SPRITE_F20_D1_ALPHA_TINTABLE
Value: 37

Name: TDI_SPRITE_F9_D1
Description: Description for TDI_SPRITE_F9_D1
Value: 38

Name: TDI_SPRITE_F14_D1_ALPHA
Description: Description for TDI_SPRITE_F14_D1_ALPHA
Value: 39

Name: TDI_SPRITE_F16_D1_ALPHA
Description: Description for TDI_SPRITE_F16_D1_ALPHA
Value: 40

Name: TDI_SPRITE_F8_D1_ALPHA
Description: Description for TDI_SPRITE_F8_D1_ALPHA
Value: 41

Name: TDI_SPRITE_F6_D1_ALPHA

Description: Description for TDI_SPRITE_F6_D1_ALPHA
Value: 42

Name: TDI_SPRITE_F14_D1_ALPHA_TINTABLE
Description: Description for TDI_SPRITE_F14_D1_ALPHA_TINTABLE
Value: 43

Name: TDI_SPRITE_F16_D1_ALPHA_TINTABLE
Description: Description for TDI_SPRITE_F16_D1_ALPHA_TINTABLE
Value: 44

Name: TDI_SPRITE_F8_D1_ALPHA_TINTABLE
Description: Description for TDI_SPRITE_F8_D1_ALPHA_TINTABLE
Value: 45

Name: TDI_SPRITE_F6_D1_ALPHA_TINTABLE
Description: Description for TDI_SPRITE_F6_D1_ALPHA_TINTABLE
Value: 46

Name: TDI_SPRITE_F4_D1_ALPHA_TINTABLE
Description: Description for TDI_SPRITE_F4_D1_ALPHA_TINTABLE
Value: 47

Name: TDI_DAMAGED_BLDG_SMOKE
Description: Description for TDI_DAMAGED_BLDG_SMOKE
Value: 48

Name: TDI_OBJECT_ADD_ON
Description: Description for TDI_OBJECT_ADD_ON
Value: 49

Name: TDI_OBJECT_ADD_MORPH
Description: Description for TDI_OBJECT_ADD_MORPH
Value: 50

Name: TDI_SPRITE_F10_D1_ALPHA
Description: Description for TDI_SPRITE_F10_D1_ALPHA
Value: 51

Name: TDI_SWAMP
Description: Description for TDI_SWAMP
Value: 52

Name: TDI_SCENERY_GENERIC
Description: Description for TDI_SCENERY_GENERIC
Value: TDI_SPRITE_F1_D1

Name: SPY_TO_BRAVE_TDI_OFFSET
Description: Description for SPY_TO_BRAVE_TDI_OFFSET
Value: (13_BRAVE-13_SPY)

Name: AT_NONE
Description: Description for AT_NONE
Value: 0

Name: AT_SPR_NORMAL
Description: Description for AT_SPR_NORMAL
Value: 1

Name: AT_SPR_ANIM

Description: Description for AT_SPR_ANIM
Value: 2

Name: AT_OBJ_NORMAL
Description: Description for AT_OBJ_NORMAL
Value: 3

Name: AT_OBJ_MORPH
Description: Description for AT_OBJ_MORPH
Value: 4

Name: SPRITE_FLAG_NORMAL
Description: Description for SPRITE_FLAG_NORMAL
Value: 0

Name: SPRITE_FLAG_XFLIP
Description: Description for SPRITE_FLAG_XFLIP
Value: 1

Name: SPRITE_FLAG_YFLIP
Description: Description for SPRITE_FLAG_YFLIP
Value: 2

Name: SPRITE_FLAG_GLASS
Description: Description for SPRITE_FLAG_GLASS
Value: 4

Name: SPRITE_FLAG_SCALE
Description: Description for SPRITE_FLAG_SCALE
Value: 8

Name: SPRITE_FLAG_HEIGHT
Description: Description for SPRITE_FLAG_HEIGHT
Value: 16

Name: SPRITE_FLAG_ZOOM
Description: Description for SPRITE_FLAG_ZOOM
Value: 32

Name: SPRITE_FLAG_ONE_COLOR
Description: Description for SPRITE_FLAG_ONE_COLOR
Value: 64

Name: SPRITE_FLAG_SPECIAL
Description: Description for SPRITE_FLAG_SPECIAL
Value: 128

Name: PTAI_NONE
Description: Description for PTAI_NONE
Value: -1

Name: PTAI_STANDING
Description: Description for PTAI_STANDING
Value: 0

Name: PTAI_RUNNING
Description: Description for PTAI_RUNNING
Value: 1

Name: PTAI_LOST_CONTROL

Description: Description for PTAI_LOST_CONTROL
Value: 2

Name: PTAI_PRAYING
Description: Description for PTAI_PRAYING
Value: 3

Name: PTAI_STANDING_WOOD
Description: Description for PTAI_STANDING_WOOD
Value: 4

Name: PTAI_RUNNING_WOOD
Description: Description for PTAI_RUNNING_WOOD
Value: 5

Name: PTAI_WORKING
Description: Description for PTAI_WORKING
Value: 6

Name: PTAI_JUMPING
Description: Description for PTAI_JUMPING
Value: 7

Name: PTAI_PUNCHING
Description: Description for PTAI_PUNCHING
Value: 8

Name: PTAI_FLINCHING
Description: Description for PTAI_FLINCHING
Value: 9

Name: PTAI_PUSHING
Description: Description for PTAI_PUSHING
Value: 10

Name: PTAI_PUSHED
Description: Description for PTAI_PUSHED
Value: 11

Name: PTAI_LOST_CONTROL_FLY
Description: Description for PTAI_LOST_CONTROL_FLY
Value: 12

Name: PTAI_SITTING
Description: Description for PTAI_SITTING
Value: 13

Name: PTAI_SETTING_FIRE
Description: Description for PTAI_SETTING_FIRE
Value: 14

Name: PTAI_FIRING_MISSILE
Description: Description for PTAI_FIRING_MISSILE
Value: 15

Name: PTAI_KICKING
Description: Description for PTAI_KICKING
Value: 16

Name: PTAI_FLYING

Description: Description for PTAI_FLYING
Value: 17

Name: PTAI_LAYING
Description: Description for PTAI_LAYING
Value: 18

Name: PTAI_FALLING
Description: Description for PTAI_FALLING
Value: 19

Name: PTAI_RISING
Description: Description for PTAI_RISING
Value: 20

Name: PTAI_CHEERING_A
Description: Description for PTAI_CHEERING_A
Value: 21

Name: PTAI_CHEERING_B
Description: Description for PTAI_CHEERING_B
Value: 22

Name: PTAI_CHEERING_C
Description: Description for PTAI_CHEERING_C
Value: 23

Name: PTAI_PADDLING
Description: Description for PTAI_PADDLING
Value: 24

Name: PTAI_FLEEING
Description: Description for PTAI_FLEEING
Value: 25

Name: PTAI_DROWNING
Description: Description for PTAI_DROWNING
Value: 26

Name: PTAI_FRYING
Description: Description for PTAI_FRYING
Value: 27

Name: ODF_OUTLINE_POLYS
Description: Description for ODF_OUTLINE_POLYS
Value: 1

Name: ODF_SINGLE_COLOUR
Description: Description for ODF_SINGLE_COLOUR
Value: 2

Name: ODF_NOT_AVAILABLE_YET
Description: Description for ODF_NOT_AVAILABLE_YET
Value: 4

Name: QUIT_NORMAL
Description: Description for QUIT_NORMAL
Value: 1

Name: ERR_NONE

Description: Description for ERR_NONE
Value: 0

Name: ERR_NO_MOUSE
Description: Description for ERR_NO_MOUSE
Value: 1

Name: ERR_PERS_STATE_POP
Description: Description for ERR_PERS_STATE_POP
Value: 2

Name: ERR_PERS_STATE_PUSH
Description: Description for ERR_PERS_STATE_PUSH
Value: 3

Name: ERR_NO_SEARCH
Description: Description for ERR_NO_SEARCH
Value: 4

Name: ERR_CREATING_HD_DIRS
Description: Description for ERR_CREATING_HD_DIRS
Value: 5

Name: ERR_INVALID_CMD_LINE
Description: Description for ERR_INVALID_CMD_LINE
Value: 6

Name: ERR_INVALID_FIGHT_IDX
Description: Description for ERR_INVALID_FIGHT_IDX
Value: 7

Name: ERR_INVALID_THING_LIST
Description: Description for ERR_INVALID_THING_LIST
Value: 8

Name: ERR_LARGE_PERSON_LIFE
Description: Description for ERR_LARGE_PERSON_LIFE
Value: 9

Name: ERR_NO_MORPH_FILE
Description: Description for ERR_NO_MORPH_FILE
Value: 10

Name: ERR_NO_SCREEN
Description: Description for ERR_NO_SCREEN
Value: 11

Name: ERR_NO_CMD_ENTRY
Description: Description for ERR_NO_CMD_ENTRY
Value: 12

Name: ERR_NO_ANIM_INFO
Description: Description for ERR_NO_ANIM_INFO
Value: 13

Name: ERR_TIP_STACK_OVERFLOW
Description: Description for ERR_TIP_STACK_OVERFLOW
Value: 14

Name: ERR_TIP_STACK_UNDERFLOW

Description: Description for ERR_TIP_STACK_UNDERFLOW
Value: 15

Name: ERR_TIP_NO_INIT_PUSH
Description: Description for ERR_TIP_NO_INIT_PUSH
Value: 16

Name: ERR_TIP_NO_STATE_INIT_PUSH
Description: Description for ERR_TIP_NO_STATE_INIT_PUSH
Value: 17

Name: ERR_DIV_BY_ZERO_IN_WORLD_CALC
Description: Description for ERR_DIV_BY_ZERO_IN_WORLD_CALC
Value: 18

Name: ERR_BLDG_SHAPE_MEM_ALLOC
Description: Description for ERR_BLDG_SHAPE_MEM_ALLOC
Value: 19

Name: ERR_MAPWHO_ADDITION_EXISTS
Description: Description for ERR_MAPWHO_ADDITION_EXISTS
Value: 20

Name: ERR_MAPWHO_DELETION_NOT_EXIST
Description: Description for ERR_MAPWHO_DELETION_NOT_EXIST
Value: 21

Name: ERR_NO_JNAV_ENTRY
Description: Description for ERR_NO_JNAV_ENTRY
Value: 22

Name: ERR_SHAPE_INVALID_OWNER
Description: Description for ERR_SHAPE_INVALID_OWNER
Value: 24

Name: ERR_SHAPE_INVALID_IDX
Description: Description for ERR_SHAPE_INVALID_IDX
Value: 25

Name: ERR_FILE_LOAD_PROBLEM
Description: Description for ERR_FILE_LOAD_PROBLEM
Value: 26

Name: ERR_CANNOT_SET_DISPLAYMODE
Description: Description for ERR_CANNOT_SET_DISPLAYMODE
Value: 27

Name: ERR_CANNOT_LOAD_LANGUAGE_FILE
Description: Description for ERR_CANNOT_LOAD_LANGUAGE_FILE
Value: 28

Name: ERR_CHEATING
Description: Description for ERR_CHEATING
Value: 29

Name: MOVE_POS_FORWARDS
Description: Description for MOVE_POS_FORWARDS
Value: 1

Name: MOVE_POS_BACKWARDS

Description: Description for MOVE_POS_BACKWARDS
Value: 2

Name: MOVE_POS_LEFT
Description: Description for MOVE_POS_LEFT
Value: 4

Name: MOVE_POS_RIGHT
Description: Description for MOVE_POS_RIGHT
Value: 8

Name: MOVE_ANGLE_LEFT
Description: Description for MOVE_ANGLE_LEFT
Value: 16

Name: MOVE_ANGLE_RIGHT
Description: Description for MOVE_ANGLE_RIGHT
Value: 32

Name: MOVE_DOUBLE_VALUE
Description: Description for MOVE_DOUBLE_VALUE
Value: 64

Name: NETWORK_WAITING
Description: Description for NETWORK_WAITING
Value: 128

Name: MOVE_POS_INCR
Description: Description for MOVE_POS_INCR
Value: (get_move_pos_incr()

Name: MOVE_POS_Y_INCR
Description: Description for MOVE_POS_Y_INCR
Value: (get_move_pos_y_incr()

Name: MOVE_ANGLE_INCR
Description: Description for MOVE_ANGLE_INCR
Value: (get_move_angle_incr()

Name: FRICTION_ON_GROUND
Description: Description for FRICTION_ON_GROUND
Value: 28

Name: FRICTION_ON_SEA
Description: Description for FRICTION_ON_SEA
Value: 72

Name: FRICTION_IN_AIR
Description: Description for FRICTION_IN_AIR
Value: 2

Name: COAST_ALLOWED
Description: Description for COAST_ALLOWED
Value: (TRUE)

Name: COAST_DISALLOWED
Description: Description for COAST_DISALLOWED
Value: (FALSE)

Name: OPT_CHANGE_RESOLUTION

Description: Description for OPT_CHANGE_RESOLUTION
Value: 1

Name: OPT_SET_RESOLUTION
Description: Description for OPT_SET_RESOLUTION
Value: 2

Name: OPT_INCR_SCREEN_SIZE
Description: Description for OPT_INCR_SCREEN_SIZE
Value: 3

Name: OPT_DECR_SCREEN_SIZE
Description: Description for OPT_DECR_SCREEN_SIZE
Value: 4

Name: OPT_TOGGLE_PAUSE
Description: Description for OPT_TOGGLE_PAUSE
Value: 5

Name: OPT_QUICK_LOAD
Description: Description for OPT_QUICK_LOAD
Value: 6

Name: OPT_QUICK_SAVE
Description: Description for OPT_QUICK_SAVE
Value: 7

Name: OPT_TOGGLE_PANEL
Description: Description for OPT_TOGGLE_PANEL
Value: 8

Name: OPT_TOGGLE_GAME_PARAMS_MODE
Description: Description for OPT_TOGGLE_GAME_PARAMS_MODE
Value: 9

Name: OPT_SET_PAUSE
Description: Description for OPT_SET_PAUSE
Value: 10

Name: OPT_TOGGLE_VERSION_INFO
Description: Description for OPT_TOGGLE_VERSION_INFO
Value: 11

Name: OPT_SET_VIEW_NUM
Description: Description for OPT_SET_VIEW_NUM
Value: 12

Name: OPT_RESET_VIEW_NUM
Description: Description for OPT_RESET_VIEW_NUM
Value: 13

Name: OPT_SET_RES_SETUP_NUM
Description: Description for OPT_SET_RES_SETUP_NUM
Value: 14

Name: OPT_VIEW_ZOOM_IN_OUT
Description: Description for OPT_VIEW_ZOOM_IN_OUT
Value: 15

Name: MAX_NUM_COLOURS

Description: Description for MAX_NUM_COLOURS
Value: 32

Name: CLR_WHITE
Description: Description for CLR_WHITE
Value: 0

Name: CLR_BLACK
Description: Description for CLR_BLACK
Value: 1

Name: CLR_RED
Description: Description for CLR_RED
Value: 2

Name: CLR_GREEN
Description: Description for CLR_GREEN
Value: 3

Name: CLR_BLUE
Description: Description for CLR_BLUE
Value: 4

Name: CLR_YELLOW
Description: Description for CLR_YELLOW
Value: 5

Name: CLR_PINK
Description: Description for CLR_PINK
Value: 6

Name: CLR_TURQUOISE
Description: Description for CLR_TURQUOISE
Value: 7

Name: CLR_DARK_BLUE
Description: Description for CLR_DARK_BLUE
Value: 8

Name: CLR_LIGHT_GREY
Description: Description for CLR_LIGHT_GREY
Value: 9

Name: CLR_DARK_GREY
Description: Description for CLR_DARK_GREY
Value: 10

Name: CLR_DARK_PURPLE
Description: Description for CLR_DARK_PURPLE
Value: 11

Name: CLR_DARK_RED
Description: Description for CLR_DARK_RED
Value: 12

Name: CLR_VDARK_RED
Description: Description for CLR_VDARK_RED
Value: 13

Name: DEBUG_SHOW_FADE_TABLE

Description: Description for DEBUG_SHOW_FADE_TABLE
Value: 1

Name: DEBUG_SHOW_BLOCKS
Description: Description for DEBUG_SHOW_BLOCKS
Value: 2

Name: DEBUG_SHOW_PALETTE
Description: Description for DEBUG_SHOW_PALETTE
Value: 4

Name: DEBUG_SHOW_FRAME_RATE
Description: Description for DEBUG_SHOW_FRAME_RATE
Value: 8

Name: DEBUG_SHOW_POLY_OUTLINES
Description: Description for DEBUG_SHOW_POLY_OUTLINES
Value: 16

Name: DEBUG_SHOW_INFO
Description: Description for DEBUG_SHOW_INFO
Value: 32

Name: DEBUG_POLY_SHADE
Description: Description for DEBUG_POLY_SHADE
Value: 64

Name: DEBUG_SHOW_THING_INFO
Description: Description for DEBUG_SHOW_THING_INFO
Value: 128

Name: DEBUG_SHOW_SIZES
Description: Description for DEBUG_SHOW_SIZES
Value: 256

Name: DEBUG_GARY
Description: Description for DEBUG_GARY
Value: 512

Name: DEBUG_SHOW_BLOCK_COLISION
Description: Description for DEBUG_SHOW_BLOCK_COLISION
Value: 1024

Name: DEBUG_SHOW_GHOST_TABLE
Description: Description for DEBUG_SHOW_GHOST_TABLE
Value: 2048

Name: DEBUG_SHOW_GAMUT
Description: Description for DEBUG_SHOW_GAMUT
Value: 4096

Name: DEBUG_SHOW_ALPHA_TABLES
Description: Description for DEBUG_SHOW_ALPHA_TABLES
Value: 8192

Name: DEBUG_SHOW_SOUND_INFO
Description: Description for DEBUG_SHOW_SOUND_INFO
Value: 16384

Name: DEBUG_SHOW_CYCLES

Description: Description for DEBUG_SHOW_CYCLES
Value: 32768

Name: DEBUG_SHOW_WS_INFO
Description: Description for DEBUG_SHOW_WS_INFO
Value: 65536

Name: DEBUG_SHOW_THING_JNAV_POINTS
Description: Description for DEBUG_SHOW_THING_JNAV_POINTS
Value: 131072

Name: DEBUG_SHOW_TIMING_INFO
Description: Description for DEBUG_SHOW_TIMING_INFO
Value: 262144

Name: DEBUG_SHOW_SCANNER_ZOOM
Description: Description for DEBUG_SHOW_SCANNER_ZOOM
Value: 524288

Name: DEBUG_SHOW_PLAYER_AREAS
Description: Description for DEBUG_SHOW_PLAYER_AREAS
Value: 1048576

Name: DEBUG_SHOW_PERFORMANCE_STATS
Description: Description for DEBUG_SHOW_PERFORMANCE_STATS
Value: 2097152

Name: DEBUG_MAX_DEBUG_DEFINES
Description: Description for DEBUG_MAX_DEBUG_DEFINES
Value: 22

Name: CYCLES_ITEM_GAME
Description: Description for CYCLES_ITEM_GAME
Value: 0

Name: CYCLES_ITEM_DRAW
Description: Description for CYCLES_ITEM_DRAW
Value: 1

Name: CYCLES_ITEM_ENGINE
Description: Description for CYCLES_ITEM_ENGINE
Value: 2

Name: GAMUT_NUM_POINTS
Description: Description for GAMUT_NUM_POINTS
Value: 4

Name: GAMUT_TYPE_CIRCULAR
Description: Description for GAMUT_TYPE_CIRCULAR
Value: 0

Name: GAMUT_TYPE_POINT
Description: Description for GAMUT_TYPE_POINT
Value: 1

Name: GG_MODE_NORMAL
Description: Description for GG_MODE_NORMAL
Value: 0

Name: GG_MODE_SET_MAP_ALTS

Description: Description for GG_MODE_SET_MAP_ALTS
Value: 1

Name: GG_MODE_RESET_MAP
Description: Description for GG_MODE_RESET_MAP
Value: 2

Name: GG_MODE_RESET_GAMUT
Description: Description for GG_MODE_RESET_GAMUT
Value: 3

Name: GG_MODE_GENERATE_GAMUT_INIT
Description: Description for GG_MODE_GENERATE_GAMUT_INIT
Value: 5

Name: GG_MODE_GENERATE_HORIZON_INIT
Description: Description for GG_MODE_GENERATE_HORIZON_INIT
Value: 7

Name: MA_MODE_LOAD_ALL
Description: Description for MA_MODE_LOAD_ALL
Value: 1

Name: MA_MODE_LOAD_SINGLE
Description: Description for MA_MODE_LOAD_SINGLE
Value: 2

Name: MA_MODE_LOAD_DOUBLE
Description: Description for MA_MODE_LOAD_DOUBLE
Value: 3

Name: MA_MODE_LOAD_TRIPLE
Description: Description for MA_MODE_LOAD_TRIPLE
Value: 4

Name: MA_MODE_ALLOC
Description: Description for MA_MODE_ALLOC
Value: 5

Name: MA_MODE_CLEAR_ENTRY
Description: Description for MA_MODE_CLEAR_ENTRY
Value: 6

Name: MA_MODE_CLEAR_ALL
Description: Description for MA_MODE_CLEAR_ALL
Value: 7

Name: MA_MODE_GET_CODE_AND_DATA
Description: Description for MA_MODE_GET_CODE_AND_DATA
Value: 8

Name: MA_FLAG_INCLUDE_IN_TOTAL
Description: Description for MA_FLAG_INCLUDE_IN_TOTAL
Value: 1

Name: MA_IDX_FONT_PAL_PTRS
Description: Description for MA_IDX_FONT_PAL_PTRS
Value: 0

Name: MA_IDX_GRAPHICS

Description: Description for MA_IDX_GRAPHICS
Value: 1

Name: MA_IDX_EDITOR
Description: Description for MA_IDX_EDITOR
Value: 2

Name: MA_IDX_OBJECTS
Description: Description for MA_IDX_OBJECTS
Value: 3

Name: MA_IDX_OLD_OBJECTS
Description: Description for MA_IDX_OLD_OBJECTS
Value: 4

Name: MA_IDX_TEXTURES
Description: Description for MA_IDX_TEXTURES
Value: 5

Name: MA_IDX_GHOST_FADE_ALPHA
Description: Description for MA_IDX_GHOST_FADE_ALPHA
Value: 6

Name: MA_IDX_SOUND
Description: Description for MA_IDX_SOUND
Value: 7

Name: MA_IDX_MUSIC
Description: Description for MA_IDX_MUSIC
Value: 8

Name: MA_IDX_CODE
Description: Description for MA_IDX_CODE
Value: 9

Name: MA_IDX_DATA
Description: Description for MA_IDX_DATA
Value: 10

Name: MA_IDX_ANI_FILES
Description: Description for MA_IDX_ANI_FILES
Value: 11

Name: MA_IDX_SPRITES
Description: Description for MA_IDX_SPRITES
Value: 12

Name: MA_IDX_SKY
Description: Description for MA_IDX_SKY
Value: 13

Name: MA_IDX_SHADOWS
Description: Description for MA_IDX_SHADOWS
Value: 14

Name: MA_IDX_WSCREEN
Description: Description for MA_IDX_WSCREEN
Value: 15

Name: MA_IDX_BSCREEN

Description: Description for MA_IDX_BSCREEN
Value: 16

Name: MA_IDX_POLY_POOL
Description: Description for MA_IDX_POLY_POOL
Value: 17

Name: DMAI_MAX_ENTRIES
Description: Description for DMAI_MAX_ENTRIES
Value: 8000

Name: DEBUG_BLOCK_NUM
Description: Description for DEBUG_BLOCK_NUM
Value: 1

Name: BLOCK_NUM_PLAYER_WOOD
Description: Description for BLOCK_NUM_PLAYER_WOOD
Value: 2

Name: BLOCK_NUM_ALL_WATER
Description: Description for BLOCK_NUM_ALL_WATER
Value: 24

Name: BLOCK_NUM_ALL_GRASS
Description: Description for BLOCK_NUM_ALL_GRASS
Value: 25

Name: BLOCK_NUM_ALL_BEACH
Description: Description for BLOCK_NUM_ALL_BEACH
Value: 26

Name: BLOCK_NUM_ALL_CLIFF
Description: Description for BLOCK_NUM_ALL_CLIFF
Value: 27

Name: BLOCK_NUM_GRASS_FLAT
Description: Description for BLOCK_NUM_GRASS_FLAT
Value: 32

Name: BLOCK_NUM_WALL_DOOR
Description: Description for BLOCK_NUM_WALL_DOOR
Value: 30

Name: BLOCK_NUM_WALL_WINDOW
Description: Description for BLOCK_NUM_WALL_WINDOW
Value: 31

Name: BLOCK_NUM_WALL_PLAIN
Description: Description for BLOCK_NUM_WALL_PLAIN
Value: 29

Name: BLOCK_NUM_ROOF
Description: Description for BLOCK_NUM_ROOF
Value: 28

Name: BLOCK_NUM_WALL2_PLAIN
Description: Description for BLOCK_NUM_WALL2_PLAIN
Value: 33

Name: BLOCK_NUM_WALL2_DOOR

Description: Description for BLOCK_NUM_WALL2_DOOR
Value: 34

Name: BLOCK_NUM_WALL2_WINDOW
Description: Description for BLOCK_NUM_WALL2_WINDOW
Value: 35

Name: BLOCK_NUM_WALL_TYPE_0
Description: Description for BLOCK_NUM_WALL_TYPE_0
Value: 208

Name: BLOCK_NUM_BLDG_MARKERS
Description: Description for BLOCK_NUM_BLDG_MARKERS
Value: 251

Name: BLOCK_NUM_BLDG_MARKER_ERROR
Description: Description for BLOCK_NUM_BLDG_MARKER_ERROR
Value: 255

Name: BLOCK_NUM_BLDG_FRAME
Description: Description for BLOCK_NUM_BLDG_FRAME
Value: 250

Name: BLOCK_NUM_TREE
Description: Description for BLOCK_NUM_TREE
Value: 248

Name: BLOCK_NUM_DOORWAY
Description: Description for BLOCK_NUM_DOORWAY
Value: 242

Name: ABF_END_LIST
Description: Description for ABF_END_LIST
Value: 1

Name: AOF_END_LIST
Description: Description for AOF_END_LIST
Value: 1

Name: ABIDX_FIRE
Description: Description for ABIDX_FIRE
Value: 1

Name: BI_PLAYER_OWNED
Description: Description for BI_PLAYER_OWNED
Value: 1

Name: BI_FIRE_ANIM
Description: Description for BI_FIRE_ANIM
Value: 2

Name: MAX_NUM_BLOCK_COLLIDE_CELLS_X
Description: Description for MAX_NUM_BLOCK_COLLIDE_CELLS_X
Value: 8

Name: BCM_IN_CELL_POS_DIVISOR
Description: Description for BCM_IN_CELL_POS_DIVISOR
Value: 32.0

Name: BCM_COLLIDE_CELL_SIZE

Description: Description for BCM_COLLIDE_CELL_SIZE
Value: 32.0

Name: BCM_IN_CELL_POS_SHIFT
Description: Description for BCM_IN_CELL_POS_SHIFT
Value: 5

Name: BCMF_ALL_LAND
Description: Description for BCMF_ALL_LAND
Value: 1

Name: BCMF_ALL_SEA
Description: Description for BCMF_ALL_SEA
Value: 2

Name: BCMF_SIDE
Description: Description for BCMF_SIDE
Value: 4

Name: BCMF_CORNER
Description: Description for BCMF_CORNER
Value: 8

Name: BCMF_BAY
Description: Description for BCMF_BAY
Value: 16

Name: BCMF_OPPOSITE
Description: Description for BCMF_OPPOSITE
Value: 32

Name: BCMF_COAST
Description: Description for BCMF_COAST
Value: 60

Name: BCM_DRINK_POINT_TYPE_NONE
Description: Description for BCM_DRINK_POINT_TYPE_NONE
Value: 0

Name: BCM_DRINK_POINT_TYPE_NORMAL
Description: Description for BCM_DRINK_POINT_TYPE_NORMAL
Value: 1

Name: BCM_DRINK_POINT_TYPE_SPECIAL
Description: Description for BCM_DRINK_POINT_TYPE_SPECIAL
Value: 2

Name: GM_MAIN_MENU
Description: Description for GM_MAIN_MENU
Value: 1

Name: GM_MAIN_GAME
Description: Description for GM_MAIN_GAME
Value: 2

Name: GM_EDITOR
Description: Description for GM_EDITOR
Value: 3

Name: GM_OBJECT_EDITOR

Description: Description for GM_OBJECT_EDITOR
Value: 4

Name: GM_GAMUT_GENERATION
Description: Description for GM_GAMUT_GENERATION
Value: 5

Name: GM_NETWORK_INTERFACE_2
Description: Description for GM_NETWORK_INTERFACE_2
Value: 6

Name: GM_FRONTEND
Description: Description for GM_FRONTEND
Value: 7

Name: GM_LANGUAGE_TEST
Description: Description for GM_LANGUAGE_TEST
Value: 8

Name: GM_FE_NET
Description: Description for GM_FE_NET
Value: 9

Name: GM_PLANETARY_LEVEL_SELECT
Description: Description for GM_PLANETARY_LEVEL_SELECT
Value: 10

Name: GM_KEY_DEFINE_TEST
Description: Description for GM_KEY_DEFINE_TEST
Value: 11

Name: GM_CREDITS
Description: Description for GM_CREDITS
Value: 12

Name: GM_STATE_INIT
Description: Description for GM_STATE_INIT
Value: 1

Name: GM_STATE_POST_INIT
Description: Description for GM_STATE_POST_INIT
Value: 2

Name: GM_STATE_NORMAL
Description: Description for GM_STATE_NORMAL
Value: 3

Name: GM_STATE_DEINIT
Description: Description for GM_STATE_DEINIT
Value: 4

Name: GM_STATE_PRE_DEINIT
Description: Description for GM_STATE_PRE_DEINIT
Value: 5

Name: GCM_NONE
Description: Description for GCM_NONE
Value: -1

Name: GCM_NORMAL

Description: Description for GCM_NORMAL
Value: 0

Name: GCM_SPARE
Description: Description for GCM_SPARE
Value: 1

Name: GCM_ALTER_SLIDER
Description: Description for GCM_ALTER_SLIDER
Value: 2

Name: GCM_SPARE_1
Description: Description for GCM_SPARE_1
Value: 3

Name: GCM_INPUT
Description: Description for GCM_INPUT
Value: 4

Name: GCM_AIM_SHOT_BLAST
Description: Description for GCM_AIM_SHOT_BLAST
Value: 5

Name: GCM_BLDG_MENU
Description: Description for GCM_BLDG_MENU
Value: 6

Name: GCM_BLDG_POSITION
Description: Description for GCM_BLDG_POSITION
Value: 7

Name: GCM_BLDG_MENU_2
Description: Description for GCM_BLDG_MENU_2
Value: 8

Name: GCM_PLAYER_DRAG
Description: Description for GCM_PLAYER_DRAG
Value: 9

Name: GCM_PLAYER_COMMAND
Description: Description for GCM_PLAYER_COMMAND
Value: 10

Name: GCM_PLAYER_COMMAND_SELECT
Description: Description for GCM_PLAYER_COMMAND_SELECT
Value: 11

Name: GCM_PLAYER_COMMAND_2
Description: Description for GCM_PLAYER_COMMAND_2
Value: 12

Name: GCM_SPELL_CASTING
Description: Description for GCM_SPELL_CASTING
Value: 13

Name: GCM_PLAYER_SMOOTH_LAND
Description: Description for GCM_PLAYER_SMOOTH_LAND
Value: 14

Name: GCM_PLAYER_DRAG_PENDING_NORMAL

Description: Description for GCM_PLAYER_DRAG_PENDING_NORMAL
Value: 15

Name: GCM_PLAYER_DRAG_PENDING_CMD
Description: Description for GCM_PLAYER_DRAG_PENDING_CMD
Value: 16

Name: GCM_CONTEXT_SENSITIVE_HELP
Description: Description for GCM_CONTEXT_SENSITIVE_HELP
Value: 17

Name: GCSM_NORMAL
Description: Description for GCSM_NORMAL
Value: 0

Name: GCSM_CMD_MENU_WAIT_INPUT
Description: Description for GCSM_CMD_MENU_WAIT_INPUT
Value: 0

Name: GCSM_CMD_MENU_SINGLE
Description: Description for GCSM_CMD_MENU_SINGLE
Value: 1

Name: GCSM_CMD_MENU_DRAG
Description: Description for GCSM_CMD_MENU_DRAG
Value: 2

Name: GCSM_CMD_MENU_FULL
Description: Description for GCSM_CMD_MENU_FULL
Value: 3

Name: GCSM_CMD_MENU_SELECT
Description: Description for GCSM_CMD_MENU_SELECT
Value: 4

Name: GCSM_INPUT_PASSWORD
Description: Description for GCSM_INPUT_PASSWORD
Value: 5

Name: GCSM_INPUT_TEAM
Description: Description for GCSM_INPUT_TEAM
Value: 6

Name: DM_NORMAL_VIEW
Description: Description for DM_NORMAL_VIEW
Value: 0

Name: DM_PLAN_VIEW
Description: Description for DM_PLAN_VIEW
Value: 1

Name: DM_WORLD_VIEW
Description: Description for DM_WORLD_VIEW
Value: 2

Name: POP3_SESSION_NAME
Description: Description for POP3_SESSION_NAME
Value: POP3_

Name: MAX_NUM_SESSIONS

Description: Description for MAX_NUM_SESSIONS
Value: 16

Name: MAX_IP_ADDRESS_LENGTH
Description: Description for MAX_IP_ADDRESS_LENGTH
Value: 64

Name: MAX_PHONE_NUM_LENGTH
Description: Description for MAX_PHONE_NUM_LENGTH
Value: 32

Name: MAX_COM_PORTS
Description: Description for MAX_COM_PORTS
Value: 4

Name: MAX_BAUD_RATES
Description: Description for MAX_BAUD_RATES
Value: 10

Name: MAX_PARITY
Description: Description for MAX_PARITY
Value: 4

Name: MAX_FLOW_CONTROL
Description: Description for MAX_FLOW_CONTROL
Value: 5

Name: MAX_STOP_BITS
Description: Description for MAX_STOP_BITS
Value: 3

Name: MAX_MODEM_NAME_LENGTH
Description: Description for MAX_MODEM_NAME_LENGTH
Value: 64

Name: MAX_NUM_MODEMS
Description: Description for MAX_NUM_MODEMS
Value: 4

Name: MAX_CHAT_BUFFER_LENGTH
Description: Description for MAX_CHAT_BUFFER_LENGTH
Value: 64

Name: MAX_LEVEL_NAME_LENGTH
Description: Description for MAX_LEVEL_NAME_LENGTH
Value: 32

Name: MAX_PORT_NUM_LENGTH
Description: Description for MAX_PORT_NUM_LENGTH
Value: 6

Name: MAX_NUM_IP_ADDRESS
Description: Description for MAX_NUM_IP_ADDRESS
Value: 8

Name: MAX_IP_ADDRESS_NAME
Description: Description for MAX_IP_ADDRESS_NAME
Value: 12

Name: MAX_NETWORK_CHATBUFFERS

Description: Description for MAX_NETWORK_CHATBUFFERS
Value: 6

Name: MAX_NETWORK_CHATBUFFER_LENGTH
Description: Description for MAX_NETWORK_CHATBUFFER_LENGTH
Value: 100

Name: NET_NORMAL_MODE
Description: Description for NET_NORMAL_MODE
Value: 0

Name: NET_PHONE_NUMBER_MODE
Description: Description for NET_PHONE_NUMBER_MODE
Value: 1

Name: PA_NET_JOIN_WAIT_FOR_JOINERS
Description: Description for PA_NET_JOIN_WAIT_FOR_JOINERS
Value: 1

Name: PA_NET_JOIN_START_GAME
Description: Description for PA_NET_JOIN_START_GAME
Value: 2

Name: PA_NET_JOIN_ABORT_JOIN
Description: Description for PA_NET_JOIN_ABORT_JOIN
Value: 3

Name: PA_NET_JOIN_CREATE_SESSION
Description: Description for PA_NET_JOIN_CREATE_SESSION
Value: 4

Name: PA_NET_JOIN_JOIN_SESSION
Description: Description for PA_NET_JOIN_JOIN_SESSION
Value: 5

Name: PA_NET_JOIN_SET_LEVEL_NUM
Description: Description for PA_NET_JOIN_SET_LEVEL_NUM
Value: 6

Name: FE_NET_STATE_NOT_CONNECTED
Description: Description for FE_NET_STATE_NOT_CONNECTED
Value: 0

Name: FE_NET_STATE_CREATING
Description: Description for FE_NET_STATE_CREATING
Value: 1

Name: FE_NET_STATE_LOOKING
Description: Description for FE_NET_STATE_LOOKING
Value: 2

Name: FE_NET_STATE_JOINING
Description: Description for FE_NET_STATE_JOINING
Value: 3

Name: FE_NET_STATE_CONNECTED
Description: Description for FE_NET_STATE_CONNECTED
Value: 4

Name: FE_NET_STATE_STARTING

Description: Description for FE_NET_STATE_STARTING
Value: 5

Name: PAL_TYPE_STATIC
Description: Description for PAL_TYPE_STATIC
Value: 0

Name: PAL_TYPE_FADE_NORMAL
Description: Description for PAL_TYPE_FADE_NORMAL
Value: 1

Name: PAL_TYPE_FADE_TO_PALETTE
Description: Description for PAL_TYPE_FADE_TO_PALETTE
Value: 2

Name: PAL_TYPE_FADE_TO_BLACK
Description: Description for PAL_TYPE_FADE_TO_BLACK
Value: 3

Name: PAL_TYPE_FADE_TO_WHITE
Description: Description for PAL_TYPE_FADE_TO_WHITE
Value: 4

Name: PAL_TYPE_FADE_TO_RED
Description: Description for PAL_TYPE_FADE_TO_RED
Value: 5

Name: PAL_TYPE_FADE_TO_GREEN
Description: Description for PAL_TYPE_FADE_TO_GREEN
Value: 6

Name: PAL_TYPE_FADE_TO_BLUE
Description: Description for PAL_TYPE_FADE_TO_BLUE
Value: 7

Name: PAL_DATA_NUM_STEPS_NORMAL
Description: Description for PAL_DATA_NUM_STEPS_NORMAL
Value: 4

Name: PAL_BYTE_SIZE
Description: Description for PAL_BYTE_SIZE
Value: (sizeof(TbPalette)

Name: PAL_MAX_RGB
Description: Description for PAL_MAX_RGB
Value: 255

Name: ORI_SIMPLE_N
Description: Description for ORI_SIMPLE_N
Value: 0

Name: ORI_SIMPLE_E
Description: Description for ORI_SIMPLE_E
Value: 1

Name: ORI_SIMPLE_S
Description: Description for ORI_SIMPLE_S
Value: 2

Name: ORI_SIMPLE_W

Description: Description for ORI_SIMPLE_W
Value: 3

Name: DIR_CODE_NONE
Description: Description for DIR_CODE_NONE
Value: 0

Name: DIR_CODE_NE
Description: Description for DIR_CODE_NE
Value: 1

Name: DIR_CODE_E
Description: Description for DIR_CODE_E
Value: 2

Name: DIR_CODE_SE
Description: Description for DIR_CODE_SE
Value: 4

Name: DIR_CODE_SW
Description: Description for DIR_CODE_SW
Value: 5

Name: DIR_CODE_W
Description: Description for DIR_CODE_W
Value: 6

Name: DIR_CODE_NW
Description: Description for DIR_CODE_NW
Value: 7

Name: BLDG_DIR_N
Description: Description for BLDG_DIR_N
Value: 1

Name: BLDG_DIR_E
Description: Description for BLDG_DIR_E
Value: 2

Name: BLDG_DIR_S
Description: Description for BLDG_DIR_S
Value: 4

Name: BLDG_DIR_W
Description: Description for BLDG_DIR_W
Value: 8

Name: NORTH
Description: Description for NORTH
Value: 1

Name: SOUTH
Description: Description for SOUTH
Value: 2

Name: EAST
Description: Description for EAST
Value: 3

Name: WEST

Description: Description for WEST
Value: 4

Name: NORTH_BIT
Description: Description for NORTH_BIT
Value: 1

Name: SOUTH_BIT
Description: Description for SOUTH_BIT
Value: 2

Name: EAST_BIT
Description: Description for EAST_BIT
Value: 4

Name: WEST_BIT
Description: Description for WEST_BIT
Value: 8

Name: MAX_NUM_COMMANDS
Description: Description for MAX_NUM_COMMANDS
Value: 800

Name: NUM_COMMANDS_PER_PERSON
Description: Description for NUM_COMMANDS_PER_PERSON
Value: 8

Name: NUM_CMD_TYPES_PER_CONTEXT
Description: Description for NUM_CMD_TYPES_PER_CONTEXT
Value: 24

Name: CMD_NONE
Description: Description for CMD_NONE
Value: 0

Name: CMD_EXIT_MENU_ACCEPT
Description: Description for CMD_EXIT_MENU_ACCEPT
Value: 1

Name: CMD_EXIT_MENU_ABORT
Description: Description for CMD_EXIT_MENU_ABORT
Value: 2

Name: CMD_GOTO_POINT
Description: Description for CMD_GOTO_POINT
Value: 3

Name: CMD_FOLLOW_PERSON
Description: Description for CMD_FOLLOW_PERSON
Value: 4

Name: CMD_CREATE_BEACON
Description: Description for CMD_CREATE_BEACON
Value: 5

Name: CMD_BUILD_BUILDING
Description: Description for CMD_BUILD_BUILDING
Value: 6

Name: CMD_GET_WOOD

Description: Description for CMD_GET_WOOD
Value: 7

Name: CMD_GO_IN_BLDG
Description: Description for CMD_GO_IN_BLDG
Value: 8

Name: CMD_DROP_WOOD
Description: Description for CMD_DROP_WOOD
Value: 9

Name: CMD_DISMANTLE_BUILDING
Description: Description for CMD_DISMANTLE_BUILDING
Value: 10

Name: CMD_GUARD_AREA
Description: Description for CMD_GUARD_AREA
Value: 11

Name: CMD_SPARE
Description: Description for CMD_SPARE
Value: 12

Name: CMD_SPY_BURN_WOOD
Description: Description for CMD_SPY_BURN_WOOD
Value: 13

Name: CMD_SPY_INTERROGATE
Description: Description for CMD_SPY_INTERROGATE
Value: 14

Name: CMD_SPY_SABOTAGE
Description: Description for CMD_SPY_SABOTAGE
Value: 15

Name: CMD_SPY_DISGUISE
Description: Description for CMD_SPY_DISGUISE
Value: 16

Name: CMD_RELIGIOUS_PREACH
Description: Description for CMD_RELIGIOUS_PREACH
Value: 17

Name: CMD_MOVE_REINCARN_SITE
Description: Description for CMD_MOVE_REINCARN_SITE
Value: 18

Name: CMD_ATTACK_AREA_2
Description: Description for CMD_ATTACK_AREA_2
Value: 19

Name: CMD_ENTER_PORTAL
Description: Description for CMD_ENTER_PORTAL
Value: 20

Name: CMD_AUTO_ATTACK_AREA
Description: Description for CMD_AUTO_ATTACK_AREA
Value: 21

Name: CMD_GET_INTO_VEHICLE

Description: Description for CMD_GET_INTO_VEHICLE
Value: 22

Name: CMD_GET_OUT_OF_VEHICLE
Description: Description for CMD_GET_OUT_OF_VEHICLE
Value: 23

Name: CMD_CONVERT_WILD
Description: Description for CMD_CONVERT_WILD
Value: 24

Name: CMD_GUARD_AREA_PATROL
Description: Description for CMD_GUARD_AREA_PATROL
Value: 25

Name: CMD_FLATTEN
Description: Description for CMD_FLATTEN
Value: 26

Name: CMD_HEAD_PRAY
Description: Description for CMD_HEAD_PRAY
Value: 27

Name: CMD_ATTACK_TARGET
Description: Description for CMD_ATTACK_TARGET
Value: 28

Name: CMD_GET_DISCOVERY
Description: Description for CMD_GET_DISCOVERY
Value: 29

Name: CMD_GUARD_SHAMAN
Description: Description for CMD_GUARD_SHAMAN
Value: 30

Name: CMD_RELIGIOUS_BLDG_PREACH
Description: Description for CMD_RELIGIOUS_BLDG_PREACH
Value: 31

Name: CMD_AUTO_RELIGIOUS_PREACH
Description: Description for CMD_AUTO_RELIGIOUS_PREACH
Value: 32

Name: CMD_LIBRARY_PRAY
Description: Description for CMD_LIBRARY_PRAY
Value: 33

Name: CMD_SEEK_NEAREST_BLDGS
Description: Description for CMD_SEEK_NEAREST_BLDGS
Value: 34

Name: NUM_COMMAND_TYPES
Description: Description for NUM_COMMAND_TYPES
Value: 34

Name: CMD_FLAG_INVALID
Description: Description for CMD_FLAG_INVALID
Value: 1

Name: CMD_FLAG_ATTACK_BLDGS

Description: Description for CMD_FLAG_ATTACK_BLDGS
Value: 2

Name: CMD_FLAG_WOOD_TREE
Description: Description for CMD_FLAG_WOOD_TREE
Value: 4

Name: CMD_FLAG_SPECIAL_BLDG_ATTACK
Description: Description for CMD_FLAG_SPECIAL_BLDG_ATTACK
Value: 4

Name: CMD_FLAG_WOOD_PILE
Description: Description for CMD_FLAG_WOOD_PILE
Value: 8

Name: CMD_FLAG_NO_SHAMAN_TARGETS
Description: Description for CMD_FLAG_NO_SHAMAN_TARGETS
Value: 8

Name: CMD_FLAG_ALLOW_FULL_FIGHTS
Description: Description for CMD_FLAG_ALLOW_FULL_FIGHTS
Value: 16

Name: CMD_FLAG_AUTO_CMD
Description: Description for CMD_FLAG_AUTO_CMD
Value: 32

Name: CMD_FLAG_FORCED_CMD
Description: Description for CMD_FLAG_FORCED_CMD
Value: 64

Name: CMD_FLAG_CONTINUE_CMD
Description: Description for CMD_FLAG_CONTINUE_CMD
Value: 128

Name: CMD_CONTEXT_ON_MAP
Description: Description for CMD_CONTEXT_ON_MAP
Value: 1

Name: CMD_CONTEXT_ON_SHAPE
Description: Description for CMD_CONTEXT_ON_SHAPE
Value: 2

Name: CMD_CONTEXT_ON_TARGET
Description: Description for CMD_CONTEXT_ON_TARGET
Value: 4

Name: CMD_CONTEXT_ON_WOOD_SOURCE
Description: Description for CMD_CONTEXT_ON_WOOD_SOURCE
Value: 8

Name: CMD_CONTEXT_ON_CELL_TARGET
Description: Description for CMD_CONTEXT_ON_CELL_TARGET
Value: 16

Name: CMD_CONTEXT_ON_BLDG
Description: Description for CMD_CONTEXT_ON_BLDG
Value: 32

Name: CMD_CONTEXT_ON_BLDG_CONSTRUCTION

Description: Description for CMD_CONTEXT_ON_BLDG_CONSTRUCTION
Value: 64

Name: CMD_CONTEXT_OWNED_MAP_ELEM
Description: Description for CMD_CONTEXT_OWNED_MAP_ELEM
Value: 128

Name: CMD_CONTEXT_STATIC_ENEMY_ON_CELL
Description: Description for CMD_CONTEXT_STATIC_ENEMY_ON_CELL
Value: 256

Name: CMD_CONTEXT_ON_PORTAL
Description: Description for CMD_CONTEXT_ON_PORTAL
Value: 512

Name: CMD_CONTEXT_ON_VEHICLE
Description: Description for CMD_CONTEXT_ON_VEHICLE
Value: 1024

Name: CMD_CONTEXT_ON_HEAD
Description: Description for CMD_CONTEXT_ON_HEAD
Value: 2048

Name: CMD_CONTEXT_ON_GUARD_POST
Description: Description for CMD_CONTEXT_ON_GUARD_POST
Value: 4096

Name: CMD_CONTEXT_ON_DISGUISE_PANEL
Description: Description for CMD_CONTEXT_ON_DISGUISE_PANEL
Value: 8192

Name: CMD_CONTEXT_NEAR_WILD_PEOPLE
Description: Description for CMD_CONTEXT_NEAR_WILD_PEOPLE
Value: 16384

Name: CMD_CONTEXT_BLDG_DISMANTLE_MODE
Description: Description for CMD_CONTEXT_BLDG_DISMANTLE_MODE
Value: 32768

Name: CMD_CONTEXT_ENEMY_ON_SHAPE
Description: Description for CMD_CONTEXT_ENEMY_ON_SHAPE
Value: 65536

Name: CMD_CONTEXT_ON_DISCOVERY
Description: Description for CMD_CONTEXT_ON_DISCOVERY
Value: 131072

Name: CMD_CONTEXT_ON_OWN_SHAMAN
Description: Description for CMD_CONTEXT_ON_OWN_SHAMAN
Value: 262144

Name: CMD_CONTEXT_ON_LIBRARY
Description: Description for CMD_CONTEXT_ON_LIBRARY
Value: 524288

Name: CMD_CONTEXT_SPECIAL_CMD_MODE
Description: Description for CMD_CONTEXT_SPECIAL_CMD_MODE
Value: 1048576

Name: CMD_CONTEXT_ON_PRISON

Description: Description for CMD_CONTEXT_ON_PRISON
Value: 2097152

Name: CMD_CONTEXT_ON_BLDG_PANEL
Description: Description for CMD_CONTEXT_ON_BLDG_PANEL
Value: 4194304

Name: CMD_CONTEXT_VALID_GUARD_POST_POS
Description: Description for CMD_CONTEXT_VALID_GUARD_POST_POS
Value: 8388608

Name: CMD_CONTEXT_VALID_PREACHER_FIGHT_TARGET
Description: Description for CMD_CONTEXT_VALID_PREACHER_FIGHT_TARGET
Value: 16777216

Name: CMDTI_TARGET_COORD
Description: Description for CMDTI_TARGET_COORD
Value: 1

Name: CMDTI_TARGET_IDX
Description: Description for CMDTI_TARGET_IDX
Value: 2

Name: CMDTI_TARGET_AND_MAP_IDX
Description: Description for CMDTI_TARGET_AND_MAP_IDX
Value: 4

Name: CMDTI_PROCESS_COLISION
Description: Description for CMDTI_PROCESS_COLISION
Value: 8

Name: CMDTI_USE_FORMATION
Description: Description for CMDTI_USE_FORMATION
Value: 16

Name: CMDTI_USE_TGT_COORD_BASE_POS
Description: Description for CMDTI_USE_TGT_COORD_BASE_POS
Value: 32

Name: CMDTI_CELL_TARGET_IDX
Description: Description for CMDTI_CELL_TARGET_IDX
Value: 64

Name: CMDTI_HARMONY_AFFECTING
Description: Description for CMDTI_HARMONY_AFFECTING
Value: 128

Name: CMDTI_NO_POST_CMD_BASE_POS_RESET
Description: Description for CMDTI_NO_POST_CMD_BASE_POS_RESET
Value: 256

Name: CMDTI_GENERAL_ENEMY_TARGET
Description: Description for CMDTI_GENERAL_ENEMY_TARGET
Value: 512

Name: CMDTI_SPY_DISGUISE_OWNER
Description: Description for CMDTI_SPY_DISGUISE_OWNER
Value: 1024

Name: CMDTI_MAP_IDX_AND_SIZE

Description: Description for CMDTI_MAP_IDX_AND_SIZE
Value: 2048

Name: CMDTI_NO_INITIAL_JNAV
Description: Description for CMDTI_NO_INITIAL_JNAV
Value: 4096

Name: CMDTI_SINGLE_COMMAND
Description: Description for CMDTI_SINGLE_COMMAND
Value: 8192

Name: CMDTI_STAY_IN_VEHICLE
Description: Description for CMDTI_STAY_IN_VEHICLE
Value: 16384

Name: CMDTI_LOOP
Description: Description for CMDTI_LOOP
Value: 32768

Name: CMDTI_ALLOW_COASTAL_TARGET
Description: Description for CMDTI_ALLOW_COASTAL_TARGET
Value: 65536

Name: CMDTI_DISALLOW_BLDG_TARGET
Description: Description for CMDTI_DISALLOW_BLDG_TARGET
Value: 131072

Name: CMDTI_NO_VEHICLE_USE
Description: Description for CMDTI_NO_VEHICLE_USE
Value: 262144

Name: CMDTI_CHECK_BLDG_DISMANTLE
Description: Description for CMDTI_CHECK_BLDG_DISMANTLE
Value: 524288

Name: CMDTI_STAY_IN_VEHICLE_SW
Description: Description for CMDTI_STAY_IN_VEHICLE_SW
Value: 1048576

Name: CMDTI_NO_FIRST_GOTO
Description: Description for CMDTI_NO_FIRST_GOTO
Value: 2097152

Name: CMDTI_ALLOW_SUPER_RETURN_FIRE
Description: Description for CMDTI_ALLOW_SUPER_RETURN_FIRE
Value: 4194304

Name: CMDTI_NO_CALL_TO_ARMS
Description: Description for CMDTI_NO_CALL_TO_ARMS
Value: 8388608

Name: CMDTI_TARGET_BLDG_MODEL
Description: Description for CMDTI_TARGET_BLDG_MODEL
Value: 16777216

Name: CMDTI_BATCH_COMMAND
Description: Description for CMDTI_BATCH_COMMAND
Value: 33554432

Name: CMDTI_OK_FOR_GHOSTS

Description: Description for CMDTI_OK_FOR_GHOSTS
Value: 67108864

Name: CGF_IN_LAST_SELECTED_GROUP
Description: Description for CGF_IN_LAST_SELECTED_GROUP
Value: 1

Name: CGF_IN_GROUP_1
Description: Description for CGF_IN_GROUP_1
Value: 2

Name: CGF_IN_GROUP_2
Description: Description for CGF_IN_GROUP_2
Value: 4

Name: CGF_IN_GROUP_3
Description: Description for CGF_IN_GROUP_3
Value: 8

Name: CGF_IN_GROUP_4
Description: Description for CGF_IN_GROUP_4
Value: 16

Name: CGF_IN_GROUP_5
Description: Description for CGF_IN_GROUP_5
Value: 32

Name: CGF_IN_GROUP_6
Description: Description for CGF_IN_GROUP_6
Value: 64

Name: CGF_CURRENTLY_SELECTED
Description: Description for CGF_CURRENTLY_SELECTED
Value: 128

Name: CMDAI_VIEW_SET
Description: Description for CMDAI_VIEW_SET
Value: 1

Name: CMDAI_CMD_ACCEPTED
Description: Description for CMDAI_CMD_ACCEPTED
Value: 2

Name: FRM_MAX_MEMBER_ROWS
Description: Description for FRM_MAX_MEMBER_ROWS
Value: 4

Name: FRM_MAX_MEMBER_COLS
Description: Description for FRM_MAX_MEMBER_COLS
Value: 3

Name: FRM_MAX_MEMBERS
Description: Description for FRM_MAX_MEMBERS
Value: 12

Name: FRM_CHECK_ANGLE
Description: Description for FRM_CHECK_ANGLE
Value: (DEGREES(20)

Name: FRM_CHECK_COUNT

Description: Description for FRM_CHECK_COUNT
Value: 24

Name: FRM_NEAR_FRM_W_RADIUS
Description: Description for FRM_NEAR_FRM_W_RADIUS
Value: (4*WM_XZ_I2V(MAP_CELL_SIZE)

Name: FRM_POS_OFFSET_SHIFT
Description: Description for FRM_POS_OFFSET_SHIFT
Value: 4

Name: FRM_PERSON_BEHIND_DIST_SQ
Description: Description for FRM_PERSON_BEHIND_DIST_SQ
Value: (WM_XZ_I2V(4)

Name: FRM_NEAR_PEOPLE_CELL_RADIUS
Description: Description for FRM_NEAR_PEOPLE_CELL_RADIUS
Value: 3

Name: FRM_ROW_SEPARATION
Description: Description for FRM_ROW_SEPARATION
Value: 18

Name: FRM_COL_SEPARATION
Description: Description for FRM_COL_SEPARATION
Value: 18

Name: FRM_NEAR_DEST_W_DIST
Description: Description for FRM_NEAR_DEST_W_DIST
Value: (WM_XZ_I2V(((16*MAP_CELL_SIZE)

Name: FRM_LOCK_W_DIST
Description: Description for FRM_LOCK_W_DIST
Value: (WM_XZ_I2V(8)

Name: FRM_RECENT_LAST_NAV_COUNT
Description: Description for FRM_RECENT_LAST_NAV_COUNT
Value: 24

Name: FRM_TOO_FAR_OUT_W_DIST
Description: Description for FRM_TOO_FAR_OUT_W_DIST
Value: (WM_XZ_I2V(4*MAP_CELL_SIZE)

Name: FRM_TOO_FAR_OUT_W_DIST_SQ
Description: Description for FRM_TOO_FAR_OUT_W_DIST_SQ
Value: ((WM_XZ_I2V(4*MAP_CELL_SIZE)*(WM_XZ_I2V(4*MAP_CELL_SIZE))

Name: FSPACE_SEARCH_CELL_RADIUS
Description: Description for FSPACE_SEARCH_CELL_RADIUS
Value: 16

Name: FSPACE_MAX_NUM_PEOPLE
Description: Description for FSPACE_MAX_NUM_PEOPLE
Value: 8

Name: FSPACE_USE_MAX_NUM_PEOPLE
Description: Description for FSPACE_USE_MAX_NUM_PEOPLE
Value: 6

Name: FSPACE_REORG_PENDING_COUNT

Description: Description for FSPACE_REORG_PENDING_COUNT
Value: 10

Name: FSPACE_NUM_POSITIONS
Description: Description for FSPACE_NUM_POSITIONS
Value: 44

Name: RESOURCE_TYPE_WOOD
Description: Description for RESOURCE_TYPE_WOOD
Value: 0

Name: WOOD_CARRYING_FACTOR
Description: Description for WOOD_CARRYING_FACTOR
Value: 100

Name: WOOD_PILE_RESOURCE_UNITS
Description: Description for WOOD_PILE_RESOURCE_UNITS
Value: 100

Name: WPU
Description: Description for WPU
Value: 100

Name: SPM_NORMAL
Description: Description for SPM_NORMAL
Value: 0

Name: SPM_INIT
Description: Description for SPM_INIT
Value: 1

Name: T_TYPE_NONE
Description: Description for T_TYPE_NONE
Value: 0

Name: T_MODEL_NONE
Description: Description for T_MODEL_NONE
Value: 0

Name: T_STATE_NONE
Description: Description for T_STATE_NONE
Value: 0

Name: T_PERSON
Description: Description for T_PERSON
Value: 1

Name: T_BUILDING
Description: Description for T_BUILDING
Value: 2

Name: T_CREATURE
Description: Description for T_CREATURE
Value: 3

Name: T_VEHICLE
Description: Description for T_VEHICLE
Value: 4

Name: T_SCENERY

Description: Description for T_SCENERY
Value: 5

Name: T_GENERAL
Description: Description for T_GENERAL
Value: 6

Name: T_EFFECT
Description: Description for T_EFFECT
Value: 7

Name: T_SHOT
Description: Description for T_SHOT
Value: 8

Name: T_SHAPE
Description: Description for T_SHAPE
Value: 9

Name: T_INTERNAL
Description: Description for T_INTERNAL
Value: 10

Name: T_SPELL
Description: Description for T_SPELL
Value: 11

Name: NUM_THING_TYPES
Description: Description for NUM_THING_TYPES
Value: 11

Name: M_PERSON_NONE
Description: Description for M_PERSON_NONE
Value: 0

Name: M_PERSON_WILD
Description: Description for M_PERSON_WILD
Value: 1

Name: M_PERSON_BRAVE
Description: Description for M_PERSON_BRAVE
Value: 2

Name: M_PERSON_WARRIOR
Description: Description for M_PERSON_WARRIOR
Value: 3

Name: M_PERSON_RELIGIOUS
Description: Description for M_PERSON_RELIGIOUS
Value: 4

Name: M_PERSON_SPY
Description: Description for M_PERSON_SPY
Value: 5

Name: M_PERSON_SUPER_WARRIOR
Description: Description for M_PERSON_SUPER_WARRIOR
Value: 6

Name: M_PERSON_MEDICINE_MAN

Description: Description for M_PERSON_MEDICINE_MAN
Value: 7

Name: M_PERSON_ANGEL
Description: Description for M_PERSON_ANGEL
Value: 8

Name: NUM_PEOPLE_TYPES
Description: Description for NUM_PEOPLE_TYPES
Value: 8

Name: PERSON_FIRST_GUI_MODEL
Description: Description for PERSON_FIRST_GUI_MODEL
Value: 2

Name: PERSON_LAST_GUI_MODEL
Description: Description for PERSON_LAST_GUI_MODEL
Value: 6

Name: M_BUILDING_TEPEE
Description: Description for M_BUILDING_TEPEE
Value: 1

Name: M_BUILDING_TEPEE_2
Description: Description for M_BUILDING_TEPEE_2
Value: 2

Name: M_BUILDING_HUT
Description: Description for M_BUILDING_HUT
Value: 2

Name: M_BUILDING_TEPEE_3
Description: Description for M_BUILDING_TEPEE_3
Value: 3

Name: M_BUILDING_FARM
Description: Description for M_BUILDING_FARM
Value: 3

Name: M_BUILDING_DRUM_TOWER
Description: Description for M_BUILDING_DRUM_TOWER
Value: 4

Name: M_BUILDING_TEMPLE
Description: Description for M_BUILDING_TEMPLE
Value: 5

Name: M_BUILDING_SPY_TRAIN
Description: Description for M_BUILDING_SPY_TRAIN
Value: 6

Name: M_BUILDING_WARRIOR_TRAIN
Description: Description for M_BUILDING_WARRIOR_TRAIN
Value: 7

Name: M_BUILDING_SUPER_TRAIN
Description: Description for M_BUILDING_SUPER_TRAIN
Value: 8

Name: M_BUILDING_RECONVERSION

Description: Description for M_BUILDING_RECONVERSION
Value: 9

Name: M_BUILDING_WALL_PIECE
Description: Description for M_BUILDING_WALL_PIECE
Value: 10

Name: M_BUILDING_GATE
Description: Description for M_BUILDING_GATE
Value: 11

Name: M_BUILDING_CURR_OE_SLOT
Description: Description for M_BUILDING_CURR_OE_SLOT
Value: 12

Name: M_BUILDING_BOAT_HUT_1
Description: Description for M_BUILDING_BOAT_HUT_1
Value: 13

Name: M_BUILDING_BOAT_HUT_2
Description: Description for M_BUILDING_BOAT_HUT_2
Value: 14

Name: M_BUILDING_AIRSHIP_HUT_1
Description: Description for M_BUILDING_AIRSHIP_HUT_1
Value: 15

Name: M_BUILDING_AIRSHIP_HUT_2
Description: Description for M_BUILDING_AIRSHIP_HUT_2
Value: 16

Name: M_BUILDING_GUARD_POST
Description: Description for M_BUILDING_GUARD_POST
Value: 17

Name: M_BUILDING_LIBRARY
Description: Description for M_BUILDING_LIBRARY
Value: 18

Name: M_BUILDING_PRISON
Description: Description for M_BUILDING_PRISON
Value: 19

Name: NUM_BUILDING_TYPES
Description: Description for NUM_BUILDING_TYPES
Value: 19

Name: M_CREATURE_BEAR
Description: Description for M_CREATURE_BEAR
Value: 1

Name: M_CREATURE_BUFFALO
Description: Description for M_CREATURE_BUFFALO
Value: 2

Name: M_CREATURE_WOLF
Description: Description for M_CREATURE_WOLF
Value: 3

Name: M_CREATURE_EAGLE

Description: Description for M_CREATURE_EAGLE
Value: 4

Name: M_CREATURE_RABBIT
Description: Description for M_CREATURE_RABBIT
Value: 5

Name: M_CREATURE_BEAVER
Description: Description for M_CREATURE_BEAVER
Value: 6

Name: M_CREATURE_FISH
Description: Description for M_CREATURE_FISH
Value: 7

Name: NUM_CREATURE_TYPES
Description: Description for NUM_CREATURE_TYPES
Value: 7

Name: M_VEHICLE_BOAT_1
Description: Description for M_VEHICLE_BOAT_1
Value: 1

Name: M_VEHICLE_BOAT_2
Description: Description for M_VEHICLE_BOAT_2
Value: 2

Name: M_VEHICLE_AIRSHIP_1
Description: Description for M_VEHICLE_AIRSHIP_1
Value: 3

Name: M_VEHICLE_AIRSHIP_2
Description: Description for M_VEHICLE_AIRSHIP_2
Value: 4

Name: NUM_VEHICLE_TYPES
Description: Description for NUM_VEHICLE_TYPES
Value: 4

Name: M_SCENERY_TREE_1
Description: Description for M_SCENERY_TREE_1
Value: 1

Name: M_SCENERY_TREE_2
Description: Description for M_SCENERY_TREE_2
Value: 2

Name: M_SCENERY_TREE_3
Description: Description for M_SCENERY_TREE_3
Value: 3

Name: M_SCENERY_TREE_4
Description: Description for M_SCENERY_TREE_4
Value: 4

Name: M_SCENERY_TREE_5
Description: Description for M_SCENERY_TREE_5
Value: 5

Name: M_SCENERY_TREE_6

Description: Description for M_SCENERY_TREE_6
Value: 6

Name: M_SCENERY_PLANT_1
Description: Description for M_SCENERY_PLANT_1
Value: 7

Name: M_SCENERY_PLANT_2
Description: Description for M_SCENERY_PLANT_2
Value: 8

Name: M_SCENERY_HEAD
Description: Description for M_SCENERY_HEAD
Value: 9

Name: M_SCENERY_FIRE
Description: Description for M_SCENERY_FIRE
Value: 10

Name: M_SCENERY_WOOD_PILE
Description: Description for M_SCENERY_WOOD_PILE
Value: 11

Name: M_SCENERY_RS_PILLAR
Description: Description for M_SCENERY_RS_PILLAR
Value: 12

Name: M_SCENERY_ROCK
Description: Description for M_SCENERY_ROCK
Value: 13

Name: M_SCENERY_PORTAL
Description: Description for M_SCENERY_PORTAL
Value: 14

Name: M_SCENERY_ISLAND
Description: Description for M_SCENERY_ISLAND
Value: 15

Name: M_SCENERY_BRIDGE
Description: Description for M_SCENERY_BRIDGE
Value: 16

Name: M_SCENERY_DORMANT_TREE
Description: Description for M_SCENERY_DORMANT_TREE
Value: 17

Name: M_SCENERY_TOP_LEVEL_SCENERY
Description: Description for M_SCENERY_TOP_LEVEL_SCENERY
Value: 18

Name: M_SCENERY_SUB_LEVEL_SCENERY
Description: Description for M_SCENERY_SUB_LEVEL_SCENERY
Value: 19

Name: NUM_SCENERY_TYPES
Description: Description for NUM_SCENERY_TYPES
Value: 19

Name: M_GENERAL_LIGHT

Description: Description for M_GENERAL_LIGHT
Value: 1

Name: M_GENERAL_DISCOVERY
Description: Description for M_GENERAL_DISCOVERY
Value: 2

Name: M_GENERAL_DEBUG_STATIC
Description: Description for M_GENERAL_DEBUG_STATIC
Value: 3

Name: M_GENERAL_DEBUG_FLYING
Description: Description for M_GENERAL_DEBUG_FLYING
Value: 4

Name: M_GENERAL_DEBUG_FLAG
Description: Description for M_GENERAL_DEBUG_FLAG
Value: 5

Name: M_GENERAL_TRIGGER
Description: Description for M_GENERAL_TRIGGER
Value: 6

Name: M_GENERAL_VEHICLE_CONSTRUCTION
Description: Description for M_GENERAL_VEHICLE_CONSTRUCTION
Value: 7

Name: M_GENERAL_MAPWHO_THING
Description: Description for M_GENERAL_MAPWHO_THING
Value: 8

Name: M_GENERAL_BUILDING_ADD_ON
Description: Description for M_GENERAL_BUILDING_ADD_ON
Value: 9

Name: M_GENERAL_DISCOVERY_MARKER
Description: Description for M_GENERAL_DISCOVERY_MARKER
Value: 10

Name: NUM_GENERAL_TYPES
Description: Description for NUM_GENERAL_TYPES
Value: 10

Name: M_EFFECT_SIMPLE_BLAST
Description: Description for M_EFFECT_SIMPLE_BLAST
Value: 1

Name: M_EFFECT_SPRITE_CIRCLES
Description: Description for M_EFFECT_SPRITE_CIRCLES
Value: 2

Name: M_EFFECT_SMOKE
Description: Description for M_EFFECT_SMOKE
Value: 3

Name: M_EFFECT_LIGHTNING_ELEM
Description: Description for M_EFFECT_LIGHTNING_ELEM
Value: 4

Name: M_EFFECT_BURN_CELL_OBSTACLES

Description: Description for M_EFFECT_BURN_CELL_OBSTACLES
Value: 5

Name: M_EFFECT_FLATTEN_LAND
Description: Description for M_EFFECT_FLATTEN_LAND
Value: 6

Name: M_EFFECT_MOVE_RS_PILLAR
Description: Description for M_EFFECT_MOVE_RS_PILLAR
Value: 7

Name: M_EFFECT_PREPARE_RS_LAND
Description: Description for M_EFFECT_PREPARE_RS_LAND
Value: 8

Name: M_EFFECT_SPHERE_EXPLODE_1
Description: Description for M_EFFECT_SPHERE_EXPLODE_1
Value: 9

Name: M_EFFECT_FIREBALL
Description: Description for M_EFFECT_FIREBALL
Value: 10

Name: M_EFFECT_FIRECLOUD
Description: Description for M_EFFECT_FIRECLOUD
Value: 11

Name: M_EFFECT_GHOST_ARMY
Description: Description for M_EFFECT_GHOST_ARMY
Value: 12

Name: M_EFFECT_INVISIBILITY
Description: Description for M_EFFECT_INVISIBILITY
Value: 13

Name: M_EFFECT_EXPLODE_BLDG_PARTIAL
Description: Description for M_EFFECT_EXPLODE_BLDG_PARTIAL
Value: 14

Name: M_EFFECT_VOLCANO
Description: Description for M_EFFECT_VOLCANO
Value: 15

Name: M_EFFECT_HYPNOTISM
Description: Description for M_EFFECT_HYPNOTISM
Value: 16

Name: M_EFFECT_LIGHTNING_BOLT
Description: Description for M_EFFECT_LIGHTNING_BOLT
Value: 17

Name: M_EFFECT_SWAMP
Description: Description for M_EFFECT_SWAMP
Value: 18

Name: M_EFFECT_ANGEL_OF_DEATH
Description: Description for M_EFFECT_ANGEL_OF_DEATH
Value: 19

Name: M_EFFECT_WHIRLWIND

Description: Description for M_EFFECT_WHIRLWIND
Value: 20

Name: M_EFFECT_INSECT_PLAGUE
Description: Description for M_EFFECT_INSECT_PLAGUE
Value: 21

Name: M_EFFECT_FIRESTORM
Description: Description for M_EFFECT_FIRESTORM
Value: 22

Name: M_EFFECT_EROSION
Description: Description for M_EFFECT_EROSION
Value: 23

Name: M_EFFECT_LAND_BRIDGE
Description: Description for M_EFFECT_LAND_BRIDGE
Value: 24

Name: M_EFFECT_WRATH_OF_GOD
Description: Description for M_EFFECT_WRATH_OF_GOD
Value: 25

Name: M_EFFECT_EARTHQUAKE
Description: Description for M_EFFECT_EARTHQUAKE
Value: 26

Name: M_EFFECT_FLY_THINGUMMY
Description: Description for M_EFFECT_FLY_THINGUMMY
Value: 27

Name: M_EFFECT_SPHERE_EXPLODE_AND_FIRE
Description: Description for M_EFFECT_SPHERE_EXPLODE_AND_FIRE
Value: 28

Name: M_EFFECT_BIG_FIRE
Description: Description for M_EFFECT_BIG_FIRE
Value: 29

Name: M_EFFECT_LIGHTNING
Description: Description for M_EFFECT_LIGHTNING
Value: 30

Name: M_EFFECT_FLATTEN
Description: Description for M_EFFECT_FLATTEN
Value: 31

Name: M_EFFECT_GENERAL
Description: Description for M_EFFECT_GENERAL
Value: 32

Name: M_EFFECT_SHAPE_SPARKLE
Description: Description for M_EFFECT_SHAPE_SPARKLE
Value: 33

Name: M_EFFECT_LAVA_FLOW
Description: Description for M_EFFECT_LAVA_FLOW
Value: 34

Name: M_EFFECT_VOLCANO_EXPLOSIONS

Description: Description for M_EFFECT_VOLCANO_EXPLOSIONS
Value: 35

Name: M_EFFECT_PURIFY_LAND
Description: Description for M_EFFECT_PURIFY_LAND
Value: 36

Name: M_EFFECT_UNPURIFY_LAND
Description: Description for M_EFFECT_UNPURIFY_LAND
Value: 37

Name: M_EFFECT_EXPLOSION_1
Description: Description for M_EFFECT_EXPLOSION_1
Value: 38

Name: M_EFFECT_EXPLOSION_2
Description: Description for M_EFFECT_EXPLOSION_2
Value: 39

Name: M_EFFECT_LAVA_SQUARE
Description: Description for M_EFFECT_LAVA_SQUARE
Value: 40

Name: M_EFFECT_WW_ELEMENT
Description: Description for M_EFFECT_WW_ELEMENT
Value: 41

Name: M_EFFECT_LIGHTNING_STRAND
Description: Description for M_EFFECT_LIGHTNING_STRAND
Value: 42

Name: M_EFFECT_WW_DUST
Description: Description for M_EFFECT_WW_DUST
Value: 43

Name: M_EFFECT_RAISE_LAND
Description: Description for M_EFFECT_RAISE_LAND
Value: 44

Name: M_EFFECT_LOWER_LAND
Description: Description for M_EFFECT_LOWER_LAND
Value: 45

Name: M_EFFECT_HILL
Description: Description for M_EFFECT_HILL
Value: 46

Name: M_EFFECT_VALLEY
Description: Description for M_EFFECT_VALLEY
Value: 47

Name: M_EFFECT_PLACE_TREE
Description: Description for M_EFFECT_PLACE_TREE
Value: 48

Name: M_EFFECT_RISE
Description: Description for M_EFFECT_RISE
Value: 49

Name: M_EFFECT_DIP

Description: Description for M_EFFECT_DIP
Value: 50

Name: M_EFFECT_REIN_ROCK_DEBRIS
Description: Description for M_EFFECT_REIN_ROCK_DEBRIS
Value: 51

Name: M_EFFECT_CLEAR_MAPWHO
Description: Description for M_EFFECT_CLEAR_MAPWHO
Value: 52

Name: M_EFFECT_PLACE_SHAMAN
Description: Description for M_EFFECT_PLACE_SHAMAN
Value: 53

Name: M_EFFECT_PLACE_WILD
Description: Description for M_EFFECT_PLACE_WILD
Value: 54

Name: M_EFFECT_BLDG_SMOKE
Description: Description for M_EFFECT_BLDG_SMOKE
Value: 55

Name: M_EFFECT_MUCH_SIMPLER_BLAST
Description: Description for M_EFFECT_MUCH_SIMPLER_BLAST
Value: 56

Name: M_EFFECT_TUMBLING_BRANCH
Description: Description for M_EFFECT_TUMBLING_BRANCH
Value: 57

Name: M_EFFECT_CONVERSION_FLASH
Description: Description for M_EFFECT_CONVERSION_FLASH
Value: 58

Name: M_EFFECT_HYPNOSIS_FLASH
Description: Description for M_EFFECT_HYPNOSIS_FLASH
Value: 59

Name: M_EFFECT_SPARKLE
Description: Description for M_EFFECT_SPARKLE
Value: 60

Name: M_EFFECT_SMALL_SPARKLE
Description: Description for M_EFFECT_SMALL_SPARKLE
Value: 61

Name: M_EFFECT_EXPLOSION_3
Description: Description for M_EFFECT_EXPLOSION_3
Value: 62

Name: M_EFFECT_ROCK_EXPLOSION
Description: Description for M_EFFECT_ROCK_EXPLOSION
Value: 63

Name: M_EFFECT_LAVA_GLOOP
Description: Description for M_EFFECT_LAVA_GLOOP
Value: 64

Name: M_EFFECT_SPLASH

Description: Description for M_EFFECT_SPLASH
Value: 65

Name: M_EFFECT_SMOKE_CLOUD
Description: Description for M_EFFECT_SMOKE_CLOUD
Value: 66

Name: M_EFFECT_SMOKE_CLOUD_CONSTANT
Description: Description for M_EFFECT_SMOKE_CLOUD_CONSTANT
Value: 67

Name: M_EFFECT_FIREBALL_2
Description: Description for M_EFFECT_FIREBALL_2
Value: 68

Name: M_EFFECT_GROUND_SHOCKWAVE
Description: Description for M_EFFECT_GROUND_SHOCKWAVE
Value: 69

Name: M_EFFECT_ORBITER
Description: Description for M_EFFECT_ORBITER
Value: 70

Name: M_EFFECT_BIG_SPARKLE
Description: Description for M_EFFECT_BIG_SPARKLE
Value: 71

Name: M_EFFECT_METEOR
Description: Description for M_EFFECT_METEOR
Value: 72

Name: M_EFFECT_CONVERT_WILD
Description: Description for M_EFFECT_CONVERT_WILD
Value: 73

Name: M_EFFECT_BLDG_SMOKE_2_FULL
Description: Description for M_EFFECT_BLDG_SMOKE_2_FULL
Value: 74

Name: M_EFFECT_BLDG_SMOKE_2_PARTIAL
Description: Description for M_EFFECT_BLDG_SMOKE_2_PARTIAL
Value: 75

Name: M_EFFECT_BLDG_DAMAGED_SMOKE
Description: Description for M_EFFECT_BLDG_DAMAGED_SMOKE
Value: 76

Name: M_EFFECT_DELETE_RS_PILLARS
Description: Description for M_EFFECT_DELETE_RS_PILLARS
Value: 77

Name: M_EFFECT_SPELL_BLAST
Description: Description for M_EFFECT_SPELL_BLAST
Value: 78

Name: M_EFFECT_FIRESTORM_SMOKE
Description: Description for M_EFFECT_FIRESTORM_SMOKE
Value: 79

Name: M_EFFECT_PLAYER_DEAD

Description: Description for M_EFFECT_PLAYER_DEAD
Value: 80

Name: M_EFFECT_REVEAL_FOG_AREA
Description: Description for M_EFFECT_REVEAL_FOG_AREA
Value: 81

Name: M_EFFECT_SHIELD
Description: Description for M_EFFECT_SHIELD
Value: 82

Name: M_EFFECT_BOAT_HUT_REPAIR
Description: Description for M_EFFECT_BOAT_HUT_REPAIR
Value: 83

Name: M_EFFECT_REEDY_GRASS
Description: Description for M_EFFECT_REEDY_GRASS
Value: 84

Name: M_EFFECT_SWAMP_MIST
Description: Description for M_EFFECT_SWAMP_MIST
Value: 85

Name: M_EFFECT_ARMAGEDDON
Description: Description for M_EFFECT_ARMAGEDDON
Value: 86

Name: M_EFFECT_BLOODLUST
Description: Description for M_EFFECT_BLOODLUST
Value: 87

Name: M_EFFECT_TELEPORT
Description: Description for M_EFFECT_TELEPORT
Value: 88

Name: M_EFFECT_ATLANTIS_SET
Description: Description for M_EFFECT_ATLANTIS_SET
Value: 89

Name: M_EFFECT_ATLANTIS_INVOKE
Description: Description for M_EFFECT_ATLANTIS_INVOKE
Value: 90

Name: M_EFFECT_STATUE_TO_AOD
Description: Description for M_EFFECT_STATUE_TO_AOD
Value: 91

Name: M_EFFECT_FILL_ONE_SHOTS
Description: Description for M_EFFECT_FILL_ONE_SHOTS
Value: 92

Name: M_EFFECT_FIRE_ROLL_ELEM
Description: Description for M_EFFECT_FIRE_ROLL_ELEM
Value: 93

Name: M_EFFECT_ARMA_ARENA
Description: Description for M_EFFECT_ARMA_ARENA
Value: 94

Name: NUM_EFFECT_TYPES

Description: Description for NUM_EFFECT_TYPES
Value: 95

Name: M_SHOT_STANDARD
Description: Description for M_SHOT_STANDARD
Value: 1

Name: M_SHOT_STANDARD_2
Description: Description for M_SHOT_STANDARD_2
Value: 2

Name: M_SHOT_STANDARD_3
Description: Description for M_SHOT_STANDARD_3
Value: 3

Name: M_SHOT_FIREBALL
Description: Description for M_SHOT_FIREBALL
Value: 4

Name: M_SHOT_LIGHTNING
Description: Description for M_SHOT_LIGHTNING
Value: 5

Name: M_SHOT_SUPER_WARRIOR
Description: Description for M_SHOT_SUPER_WARRIOR
Value: 6

Name: M_SHOT_VOLCANO_FIREBALL_1
Description: Description for M_SHOT_VOLCANO_FIREBALL_1
Value: 7

Name: M_SHOT_VOLCANO_FIREBALL_2
Description: Description for M_SHOT_VOLCANO_FIREBALL_2
Value: 8

Name: NUM_SHOT_TYPES
Description: Description for NUM_SHOT_TYPES
Value: 8

Name: M_SHAPE_GENERAL
Description: Description for M_SHAPE_GENERAL
Value: 1

Name: NUM_SHAPE_TYPES
Description: Description for NUM_SHAPE_TYPES
Value: 1

Name: M_INTERNAL_FORMATION
Description: Description for M_INTERNAL_FORMATION
Value: 1

Name: M_INTERNAL_BEACON
Description: Description for M_INTERNAL_BEACON
Value: 2

Name: M_INTERNAL_THING_INFO_DISPLAY
Description: Description for M_INTERNAL_THING_INFO_DISPLAY
Value: 3

Name: M_INTERNAL_SOUL_CONVERT

Description: Description for M_INTERNAL_SOUL_CONVERT
Value: 4

Name: M_INTERNAL_SOUL_MAN
Description: Description for M_INTERNAL_SOUL_MAN
Value: 5

Name: M_INTERNAL_MED_MAN_ATTRACT
Description: Description for M_INTERNAL_MED_MAN_ATTRACT
Value: 6

Name: M_INTERNAL_OBJ_FACE
Description: Description for M_INTERNAL_OBJ_FACE
Value: 7

Name: M_INTERNAL_FIGHT
Description: Description for M_INTERNAL_FIGHT
Value: 8

Name: M_INTERNAL_PRE_FIGHT
Description: Description for M_INTERNAL_PRE_FIGHT
Value: 9

Name: M_INTERNAL_GUARD_CONTROL
Description: Description for M_INTERNAL_GUARD_CONTROL
Value: 10

Name: M_INTERNAL_BRIDGE_CONTROL
Description: Description for M_INTERNAL_BRIDGE_CONTROL
Value: 11

Name: M_INTERNAL_SOUL_CONVERT_2
Description: Description for M_INTERNAL_SOUL_CONVERT_2
Value: 12

Name: M_INTERNAL_DT_BEACON
Description: Description for M_INTERNAL_DT_BEACON
Value: 13

Name: M_INTERNAL_PLAYER_RAISE
Description: Description for M_INTERNAL_PLAYER_RAISE
Value: 14

Name: M_INTERNAL_PLAYER_LOWER
Description: Description for M_INTERNAL_PLAYER_LOWER
Value: 15

Name: M_INTERNAL_GUARD_POST_DISPLAY
Description: Description for M_INTERNAL_GUARD_POST_DISPLAY
Value: 16

Name: M_INTERNAL_PLAYER_SMOOTH
Description: Description for M_INTERNAL_PLAYER_SMOOTH
Value: 17

Name: M_INTERNAL_WOOD_DISTRIB
Description: Description for M_INTERNAL_WOOD_DISTRIB
Value: 18

Name: M_INTERNAL_SINKING_BLDG

Description: Description for M_INTERNAL_SINKING_BLDG
Value: 19

Name: NUM_INTERNAL_TYPES
Description: Description for NUM_INTERNAL_TYPES
Value: 19

Name: M_SPELL_NONE
Description: Description for M_SPELL_NONE
Value: 0

Name: M_SPELL_BURN
Description: Description for M_SPELL_BURN
Value: 1

Name: M_SPELL_BLAST
Description: Description for M_SPELL_BLAST
Value: 2

Name: M_SPELL_LIGHTNING_BOLT
Description: Description for M_SPELL_LIGHTNING_BOLT
Value: 3

Name: M_SPELL_WHIRLWIND
Description: Description for M_SPELL_WHIRLWIND
Value: 4

Name: M_SPELL_INSECT_PLAGUE
Description: Description for M_SPELL_INSECT_PLAGUE
Value: 5

Name: M_SPELL_INVISIBILITY
Description: Description for M_SPELL_INVISIBILITY
Value: 6

Name: M_SPELL_HYPNOTISM
Description: Description for M_SPELL_HYPNOTISM
Value: 7

Name: M_SPELL_FIRESTORM
Description: Description for M_SPELL_FIRESTORM
Value: 8

Name: M_SPELL_GHOST_ARMY
Description: Description for M_SPELL_GHOST_ARMY
Value: 9

Name: M_SPELL_EROSION
Description: Description for M_SPELL_EROSION
Value: 10

Name: M_SPELL_SWAMP
Description: Description for M_SPELL_SWAMP
Value: 11

Name: M_SPELL_LAND_BRIDGE
Description: Description for M_SPELL_LAND_BRIDGE
Value: 12

Name: M_SPELL_ANGEL_OF_DEATH

Description: Description for M_SPELL_ANGEL_OF_DEATH
Value: 13

Name: M_SPELL_EARTHQUAKE
Description: Description for M_SPELL_EARTHQUAKE
Value: 14

Name: M_SPELL_FLATTEN
Description: Description for M_SPELL_FLATTEN
Value: 15

Name: M_SPELL_VOLCANO
Description: Description for M_SPELL_VOLCANO
Value: 16

Name: M_SPELL_CONVERT_WILD
Description: Description for M_SPELL_CONVERT_WILD
Value: 17

Name: M_SPELL_ARMAGEDDON
Description: Description for M_SPELL_ARMAGEDDON
Value: 18

Name: M_SPELL_SHIELD
Description: Description for M_SPELL_SHIELD
Value: 19

Name: M_SPELL_BLOODLUST
Description: Description for M_SPELL_BLOODLUST
Value: 20

Name: M_SPELL_TELEPORT
Description: Description for M_SPELL_TELEPORT
Value: 21

Name: NUM_SPELL_TYPES
Description: Description for NUM_SPELL_TYPES
Value: 21

Name: MAX_NUM_NORMAL_SPELLS
Description: Description for MAX_NUM_NORMAL_SPELLS
Value: 32

Name: M_LANDSCAPE_SPELL_NONE
Description: Description for M_LANDSCAPE_SPELL_NONE
Value: 22

Name: M_SPELL_HILL
Description: Description for M_SPELL_HILL
Value: 23

Name: M_SPELL_RISE
Description: Description for M_SPELL_RISE
Value: 24

Name: M_SPELL_VALLEY
Description: Description for M_SPELL_VALLEY
Value: 25

Name: M_SPELL_DIP

Description: Description for M_SPELL_DIP
Value: 26

Name: M_SPELL_PLACE_TREE
Description: Description for M_SPELL_PLACE_TREE
Value: 27

Name: M_SPELL_CLEAR_MAPWHO
Description: Description for M_SPELL_CLEAR_MAPWHO
Value: 28

Name: M_SPELL_PLACE_SHAMAN
Description: Description for M_SPELL_PLACE_SHAMAN
Value: 29

Name: M_SPELL_PLACE_WILD
Description: Description for M_SPELL_PLACE_WILD
Value: 30

Name: NUM_LANDSCAPE_SPELL_TYPES
Description: Description for NUM_LANDSCAPE_SPELL_TYPES
Value: 30

Name: S_PERSON_NONE
Description: Description for S_PERSON_NONE
Value: 0

Name: S_PERSON_STAND_FOR_TIME
Description: Description for S_PERSON_STAND_FOR_TIME
Value: 1

Name: S_PERSON_DROWNING
Description: Description for S_PERSON_DROWNING
Value: 2

Name: S_PERSON_DYING
Description: Description for S_PERSON_DYING
Value: 3

Name: S_PERSON_WANDER
Description: Description for S_PERSON_WANDER
Value: 4

Name: S_PERSON_GOTO_AND_EAT
Description: Description for S_PERSON_GOTO_AND_EAT
Value: 5

Name: S_PERSON_GOTO_AND_DRINK
Description: Description for S_PERSON_GOTO_AND_DRINK
Value: 6

Name: S_PERSON_GOTO_DEBUG_POINT
Description: Description for S_PERSON_GOTO_DEBUG_POINT
Value: 7

Name: S_PERSON_WILD_ROAM
Description: Description for S_PERSON_WILD_ROAM
Value: 8

Name: S_PERSON_SUMMONED

Description: Description for S_PERSON_SUMMONED
Value: 9

Name: S_PERSON_UNDER_COMMAND
Description: Description for S_PERSON_UNDER_COMMAND
Value: 10

Name: S_PERSON_SELECTED
Description: Description for S_PERSON_SELECTED
Value: 11

Name: S_PERSON_RESELECT_WAIT
Description: Description for S_PERSON_RESELECT_WAIT
Value: 12

Name: S_PERSON_BASE_WANDER
Description: Description for S_PERSON_BASE_WANDER
Value: 13

Name: S_PERSON_AWAITING_COMMAND
Description: Description for S_PERSON_AWAITING_COMMAND
Value: 14

Name: S_PERSON_WILD_EAT
Description: Description for S_PERSON_WILD_EAT
Value: 15

Name: S_PERSON_WILD_DRINK
Description: Description for S_PERSON_WILD_DRINK
Value: 16

Name: S_PERSON_GOTO_BASE_AND_WAIT
Description: Description for S_PERSON_GOTO_BASE_AND_WAIT
Value: 17

Name: S_PERSON_GOTO_POINT
Description: Description for S_PERSON_GOTO_POINT
Value: 18

Name: S_PERSON_WAIT_AT_POINT
Description: Description for S_PERSON_WAIT_AT_POINT
Value: 19

Name: S_PERSON_SPARE
Description: Description for S_PERSON_SPARE
Value: 20

Name: S_PERSON_WAIT_IN_BLDG
Description: Description for S_PERSON_WAIT_IN_BLDG
Value: 21

Name: S_PERSON_SPELL_TRANCE
Description: Description for S_PERSON_SPELL_TRANCE
Value: 22

Name: S_PERSON_BEING_PREACHED
Description: Description for S_PERSON_BEING_PREACHED
Value: 23

Name: S_PERSON_IN_WHIRLWIND

Description: Description for S_PERSON_IN_WHIRLWIND
Value: 24

Name: S_PERSON_FIGHT_PERSON_2
Description: Description for S_PERSON_FIGHT_PERSON_2
Value: 25

Name: S_PERSON_RUN_AWAY
Description: Description for S_PERSON_RUN_AWAY
Value: 26

Name: S_PERSON_SWAMP_DROWNING
Description: Description for S_PERSON_SWAMP_DROWNING
Value: 27

Name: S_PERSON_ANGEL_ROAM
Description: Description for S_PERSON_ANGEL_ROAM
Value: 28

Name: S_PERSON_PRE_FIGHT_PERSON_2
Description: Description for S_PERSON_PRE_FIGHT_PERSON_2
Value: 29

Name: S_PERSON_WAIT_IN_VEHICLE
Description: Description for S_PERSON_WAIT_IN_VEHICLE
Value: 30

Name: S_PERSON_ON_FIRE
Description: Description for S_PERSON_ON_FIRE
Value: 31

Name: S_PERSON_WILD_REPOPULATE
Description: Description for S_PERSON_WILD_REPOPULATE
Value: 32

Name: S_PERSON_NAVIGATION_FAILED
Description: Description for S_PERSON_NAVIGATION_FAILED
Value: 33

Name: S_PERSON_WILD_STARE_AT_THING
Description: Description for S_PERSON_WILD_STARE_AT_THING
Value: 34

Name: S_PERSON_SUPRISED_BY_PLAYER
Description: Description for S_PERSON_SUPRISED_BY_PLAYER
Value: 35

Name: S_PERSON_SUPER_RETURN_FIRE
Description: Description for S_PERSON_SUPER_RETURN_FIRE
Value: 36

Name: S_PERSON_WAIT_FIRST_APPEAR
Description: Description for S_PERSON_WAIT_FIRST_APPEAR
Value: 37

Name: S_PERSON_GOTO_SPELL_CAST_POINT
Description: Description for S_PERSON_GOTO_SPELL_CAST_POINT
Value: 38

Name: S_PERSON_ARMAGEDDON_ATTACK_READY

Description: Description for S_PERSON_ARMAGEDDON_ATTACK_READY
Value: 39

Name: S_PERSON_AOD2_VICTIM
Description: Description for S_PERSON_AOD2_VICTIM
Value: 40

Name: S_PERSON_VICTORY_DANCE
Description: Description for S_PERSON_VICTORY_DANCE
Value: 41

Name: S_PERSON_SHAMAN_IN_PRISON
Description: Description for S_PERSON_SHAMAN_IN_PRISON
Value: 42

Name: S_PERSON_SCATTER
Description: Description for S_PERSON_SCATTER
Value: 43

Name: S_PERSON_ELECTROCUTED
Description: Description for S_PERSON_ELECTROCUTED
Value: 44

Name: NUM_PEOPLE_STATES
Description: Description for NUM_PEOPLE_STATES
Value: 45

Name: S_BUILDING_UNDER_CONSTRUCTION
Description: Description for S_BUILDING_UNDER_CONSTRUCTION
Value: 1

Name: S_BUILDING_STAND
Description: Description for S_BUILDING_STAND
Value: 2

Name: S_BUILDING_DYING
Description: Description for S_BUILDING_DYING
Value: 3

Name: S_BUILDING_ON_FIRE
Description: Description for S_BUILDING_ON_FIRE
Value: 4

Name: S_BUILDING_LIBRARY_SINK
Description: Description for S_BUILDING_LIBRARY_SINK
Value: 5

Name: S_BUILDING_CONTROLLED_RAISE
Description: Description for S_BUILDING_CONTROLLED_RAISE
Value: 6

Name: S_CREATURE_DROWNING
Description: Description for S_CREATURE_DROWNING
Value: 1

Name: S_CREATURE_GLOBAL
Description: Description for S_CREATURE_GLOBAL
Value: 2

Name: S_CREATURE_GOTO_AND_DRINK

Description: Description for S_CREATURE_GOTO_AND_DRINK
Value: 3

Name: S_CREATURE_DRINK
Description: Description for S_CREATURE_DRINK
Value: 4

Name: S_CREATURE_STAND_FOR_TIME
Description: Description for S_CREATURE_STAND_FOR_TIME
Value: 5

Name: S_CREATURE_GOTO_AND_EAT
Description: Description for S_CREATURE_GOTO_AND_EAT
Value: 6

Name: S_CREATURE_EAT
Description: Description for S_CREATURE_EAT
Value: 7

Name: S_CREATURE_REPRODUCING
Description: Description for S_CREATURE_REPRODUCING
Value: 8

Name: S_CREATURE_WAITING_FOR_PARTNER
Description: Description for S_CREATURE_WAITING_FOR_PARTNER
Value: 9

Name: S_CREATURE_GOTO_AND_MATE
Description: Description for S_CREATURE_GOTO_AND_MATE
Value: 10

Name: S_CREATURE_GOTO_AND_GRAZE
Description: Description for S_CREATURE_GOTO_AND_GRAZE
Value: 11

Name: S_CREATURE_GRAZE
Description: Description for S_CREATURE_GRAZE
Value: 12

Name: S_CREATURE_GOTO_AND_CATCH_FISH
Description: Description for S_CREATURE_GOTO_AND_CATCH_FISH
Value: 13

Name: S_CREATURE_CATCH_FISH
Description: Description for S_CREATURE_CATCH_FISH
Value: 14

Name: S_CREATURE_RUN_AWAY
Description: Description for S_CREATURE_RUN_AWAY
Value: 15

Name: S_CREATURE_CHASE_AND_EAT
Description: Description for S_CREATURE_CHASE_AND_EAT
Value: 16

Name: S_CREATURE_EAT_MOVING_THING
Description: Description for S_CREATURE_EAT_MOVING_THING
Value: 17

Name: S_CREATURE_EAGLE_WANDER

Description: Description for S_CREATURE_EAGLE_WANDER
Value: 18

Name: S_CREATURE_EAGLE_GLOBAL
Description: Description for S_CREATURE_EAGLE_GLOBAL
Value: 19

Name: S_CREATURE_EAGLE_GOTO_AND_REST
Description: Description for S_CREATURE_EAGLE_GOTO_AND_REST
Value: 20

Name: S_CREATURE_EAGLE_REST
Description: Description for S_CREATURE_EAGLE_REST
Value: 21

Name: S_CREATURE_EAGLE_CRASHED
Description: Description for S_CREATURE_EAGLE_CRASHED
Value: 22

Name: S_CREATURE_DYING
Description: Description for S_CREATURE_DYING
Value: 23

Name: S_VEHICLE_BOAT_STAND
Description: Description for S_VEHICLE_BOAT_STAND
Value: 1

Name: S_VEHICLE_AIRSHIP_STAND
Description: Description for S_VEHICLE_AIRSHIP_STAND
Value: 2

Name: S_VEHICLE_BOAT_TRAVEL
Description: Description for S_VEHICLE_BOAT_TRAVEL
Value: 3

Name: S_VEHICLE_AIRSHIP_TRAVEL
Description: Description for S_VEHICLE_AIRSHIP_TRAVEL
Value: 4

Name: S_VEHICLE_BOAT_DYING
Description: Description for S_VEHICLE_BOAT_DYING
Value: 5

Name: S_VEHICLE_AIRSHIP_DYING
Description: Description for S_VEHICLE_AIRSHIP_DYING
Value: 6

Name: S_VEHICLE_DRIFT_TO_SHORE
Description: Description for S_VEHICLE_DRIFT_TO_SHORE
Value: 7

Name: S_VEHICLE_BOAT_STRANDED
Description: Description for S_VEHICLE_BOAT_STRANDED
Value: 8

Name: S_VEHICLE_BLAST_EXPLODING
Description: Description for S_VEHICLE_BLAST_EXPLODING
Value: 9

Name: S_SCENERY_STAND

Description: Description for S_SCENERY_STAND
Value: 1

Name: S_SCENERY_SINK
Description: Description for S_SCENERY_SINK
Value: 2

Name: S_SCENERY_FIRE
Description: Description for S_SCENERY_FIRE
Value: 3

Name: S_SCENERY_WOOD_PILE
Description: Description for S_SCENERY_WOOD_PILE
Value: 4

Name: S_SCENERY_ON_FIRE
Description: Description for S_SCENERY_ON_FIRE
Value: 5

Name: S_SCENERY_RS_PILLAR
Description: Description for S_SCENERY_RS_PILLAR
Value: 6

Name: S_SCENERY_ROLLING
Description: Description for S_SCENERY_ROLLING
Value: 7

Name: S_SCENERY_DO_NOTHING
Description: Description for S_SCENERY_DO_NOTHING
Value: 8

Name: S_SCENERY_DORMANT_TREE
Description: Description for S_SCENERY_DORMANT_TREE
Value: 9

Name: S_SCENERY_GROUNDED
Description: Description for S_SCENERY_GROUNDED
Value: 10

Name: S_SCENERY_HEAD_RAISE
Description: Description for S_SCENERY_HEAD_RAISE
Value: 11

Name: S_SCENERY_HEAD_LOWER
Description: Description for S_SCENERY_HEAD_LOWER
Value: 12

Name: S_SCENERY_CONTROLLED_RAISE
Description: Description for S_SCENERY_CONTROLLED_RAISE
Value: 13

Name: S_GENERAL_NORMAL
Description: Description for S_GENERAL_NORMAL
Value: 1

Name: S_GENERAL_DEBUG
Description: Description for S_GENERAL_DEBUG
Value: 2

Name: S_GENERAL_DEBUG_FLAG

Description: Description for S_GENERAL_DEBUG_FLAG
Value: 3

Name: S_GENERAL_DISCOVERY
Description: Description for S_GENERAL_DISCOVERY
Value: 4

Name: S_GENERAL_TRIGGER
Description: Description for S_GENERAL_TRIGGER
Value: 5

Name: S_GENERAL_VEHICLE_CONSTRUCTION
Description: Description for S_GENERAL_VEHICLE_CONSTRUCTION
Value: 6

Name: S_GENERAL_BUILDING_ADD_ON
Description: Description for S_GENERAL_BUILDING_ADD_ON
Value: 7

Name: S_GENERAL_DISCOVERY_MARKER
Description: Description for S_GENERAL_DISCOVERY_MARKER
Value: 8

Name: S_GENERAL_MAPWHO_THING
Description: Description for S_GENERAL_MAPWHO_THING
Value: 9

Name: S_GENERAL_CONTROLLED_RAISE
Description: Description for S_GENERAL_CONTROLLED_RAISE
Value: 10

Name: S_EFFECT_NONE
Description: Description for S_EFFECT_NONE
Value: 0

Name: S_EFFECT_SIMPLE_BLAST
Description: Description for S_EFFECT_SIMPLE_BLAST
Value: 1

Name: S_EFFECT_SPRITE_CIRCLES
Description: Description for S_EFFECT_SPRITE_CIRCLES
Value: 2

Name: S_EFFECT_SMOKE
Description: Description for S_EFFECT_SMOKE
Value: 3

Name: S_EFFECT_GENERAL_DIE
Description: Description for S_EFFECT_GENERAL_DIE
Value: 4

Name: S_EFFECT_LIGHTNING_ELEM
Description: Description for S_EFFECT_LIGHTNING_ELEM
Value: 5

Name: S_EFFECT_BURN_CELL_OBSTACLES
Description: Description for S_EFFECT_BURN_CELL_OBSTACLES
Value: 6

Name: S_EFFECT_PREPARE_RS_LAND

Description: Description for S_EFFECT_PREPARE_RS_LAND
Value: 7

Name: S_EFFECT_SPHERE_EXPLODE_1
Description: Description for S_EFFECT_SPHERE_EXPLODE_1
Value: 8

Name: S_EFFECT_FIREBALL
Description: Description for S_EFFECT_FIREBALL
Value: 9

Name: S_EFFECT_FIRECLOUD
Description: Description for S_EFFECT_FIRECLOUD
Value: 10

Name: S_EFFECT_LINK_THING
Description: Description for S_EFFECT_LINK_THING
Value: 11

Name: S_EFFECT_FLATTEN_LAND
Description: Description for S_EFFECT_FLATTEN_LAND
Value: 12

Name: S_EFFECT_GHOST_ARMY
Description: Description for S_EFFECT_GHOST_ARMY
Value: 13

Name: S_EFFECT_INVISIBILITY
Description: Description for S_EFFECT_INVISIBILITY
Value: 14

Name: S_EFFECT_EARTHQUAKE
Description: Description for S_EFFECT_EARTHQUAKE
Value: 15

Name: S_EFFECT_VOLCANO
Description: Description for S_EFFECT_VOLCANO
Value: 16

Name: S_EFFECT_HYPNOTISM
Description: Description for S_EFFECT_HYPNOTISM
Value: 17

Name: S_EFFECT_LIGHTNING_BOLT
Description: Description for S_EFFECT_LIGHTNING_BOLT
Value: 18

Name: S_EFFECT_SWAMP
Description: Description for S_EFFECT_SWAMP
Value: 19

Name: S_EFFECT_ANGEL_OF_DEATH
Description: Description for S_EFFECT_ANGEL_OF_DEATH
Value: 20

Name: S_EFFECT_WHIRLWIND
Description: Description for S_EFFECT_WHIRLWIND
Value: 21

Name: S_EFFECT_INSECT_PLAGUE

Description: Description for S_EFFECT_INSECT_PLAGUE
Value: 22

Name: S_EFFECT_FIRESTORM
Description: Description for S_EFFECT_FIRESTORM
Value: 23

Name: S_EFFECT_EROSION
Description: Description for S_EFFECT_EROSION
Value: 24

Name: S_EFFECT_LAND_BRIDGE
Description: Description for S_EFFECT_LAND_BRIDGE
Value: 25

Name: S_EFFECT_WRATH_OF_GOD
Description: Description for S_EFFECT_WRATH_OF_GOD
Value: 26

Name: S_EFFECT_EXPLODE_BLDG_PARTIAL
Description: Description for S_EFFECT_EXPLODE_BLDG_PARTIAL
Value: 27

Name: S_EFFECT_SPHERE_EXPLODE_AND_FIRE
Description: Description for S_EFFECT_SPHERE_EXPLODE_AND_FIRE
Value: 28

Name: S_EFFECT_BIG_FIRE
Description: Description for S_EFFECT_BIG_FIRE
Value: 29

Name: S_EFFECT_LIGHTNING
Description: Description for S_EFFECT_LIGHTNING
Value: 30

Name: S_EFFECT_FLATTEN
Description: Description for S_EFFECT_FLATTEN
Value: 31

Name: S_EFFECT_SHAPE_SPARKLE
Description: Description for S_EFFECT_SHAPE_SPARKLE
Value: 32

Name: S_EFFECT_LAVA_FLOW
Description: Description for S_EFFECT_LAVA_FLOW
Value: 33

Name: S_EFFECT_VOLCANO_EXPLOSIONS
Description: Description for S_EFFECT_VOLCANO_EXPLOSIONS
Value: 34

Name: S_EFFECT_PURIFY_LAND
Description: Description for S_EFFECT_PURIFY_LAND
Value: 35

Name: S_EFFECT_EXPLOSION_1
Description: Description for S_EFFECT_EXPLOSION_1
Value: 36

Name: S_EFFECT_EXPLOSION_2

Description: Description for S_EFFECT_EXPLOSION_2
Value: 37

Name: S_EFFECT_LAVA_SQUARE
Description: Description for S_EFFECT_LAVA_SQUARE
Value: 38

Name: S_EFFECT_LIGHTNING_STRAND
Description: Description for S_EFFECT_LIGHTNING_STRAND
Value: 39

Name: S_EFFECT_WW_DUST
Description: Description for S_EFFECT_WW_DUST
Value: 40

Name: S_EFFECT_HILL
Description: Description for S_EFFECT_HILL
Value: 41

Name: S_EFFECT_REIN_ROCK_DEBRIS
Description: Description for S_EFFECT_REIN_ROCK_DEBRIS
Value: 42

Name: S_EFFECT_MUCH_SIMPLER_BLAST
Description: Description for S_EFFECT_MUCH_SIMPLER_BLAST
Value: 43

Name: S_EFFECT_TUMBLING_BRANCH
Description: Description for S_EFFECT_TUMBLING_BRANCH
Value: 44

Name: S_EFFECT_CONVERSION_FLASH
Description: Description for S_EFFECT_CONVERSION_FLASH
Value: 45

Name: S_EFFECT_HYPNOSIS_FLASH
Description: Description for S_EFFECT_HYPNOSIS_FLASH
Value: 46

Name: S_EFFECT_SPARKLE
Description: Description for S_EFFECT_SPARKLE
Value: 47

Name: S_EFFECT_SMALL_SPARKLE
Description: Description for S_EFFECT_SMALL_SPARKLE
Value: 48

Name: S_EFFECT_EXPLOSION_3
Description: Description for S_EFFECT_EXPLOSION_3
Value: 49

Name: S_EFFECT_ROCK_EXPLOSION
Description: Description for S_EFFECT_ROCK_EXPLOSION
Value: 50

Name: S_EFFECT_LAVA_GLOOP
Description: Description for S_EFFECT_LAVA_GLOOP
Value: 51

Name: S_EFFECT_SPLASH

Description: Description for S_EFFECT_SPLASH
Value: 52

Name: S_EFFECT_SMOKE_CLOUD
Description: Description for S_EFFECT_SMOKE_CLOUD
Value: 53

Name: S_EFFECT_SMOKE_CLOUD_CONSTANT
Description: Description for S_EFFECT_SMOKE_CLOUD_CONSTANT
Value: 54

Name: S_EFFECT_FIREBALL_2
Description: Description for S_EFFECT_FIREBALL_2
Value: 55

Name: S_EFFECT_GROUND_SHOCKWAVE
Description: Description for S_EFFECT_GROUND_SHOCKWAVE
Value: 56

Name: S_EFFECT_ORBITER
Description: Description for S_EFFECT_ORBITER
Value: 57

Name: S_EFFECT_BIG_SPARKLE
Description: Description for S_EFFECT_BIG_SPARKLE
Value: 58

Name: S_EFFECT_METEOR
Description: Description for S_EFFECT_METEOR
Value: 59

Name: S_EFFECT_CONVERT_WILD
Description: Description for S_EFFECT_CONVERT_WILD
Value: 60

Name: S_EFFECT_BLDG_SMOKE_2
Description: Description for S_EFFECT_BLDG_SMOKE_2
Value: 61

Name: S_EFFECT_BLDG_DAMAGED_SMOKE
Description: Description for S_EFFECT_BLDG_DAMAGED_SMOKE
Value: 62

Name: S_EFFECT_DELETE_RS_PILLARS
Description: Description for S_EFFECT_DELETE_RS_PILLARS
Value: 63

Name: S_EFFECT_FIRESTORM_SMOKE
Description: Description for S_EFFECT_FIRESTORM_SMOKE
Value: 64

Name: S_EFFECT_PLAYER_DEAD
Description: Description for S_EFFECT_PLAYER_DEAD
Value: 65

Name: S_EFFECT_REVEAL_FOG_AREA
Description: Description for S_EFFECT_REVEAL_FOG_AREA
Value: 66

Name: S_EFFECT_FLY_THINGUMMY

Description: Description for S_EFFECT_FLY_THINGUMMY
Value: 67

Name: S_EFFECT_SHIELD
Description: Description for S_EFFECT_SHIELD
Value: 68

Name: S_EFFECT_BOAT_HUT_REPAIR
Description: Description for S_EFFECT_BOAT_HUT_REPAIR
Value: 69

Name: S_EFFECT_REEDY_GRASS
Description: Description for S_EFFECT_REEDY_GRASS
Value: 70

Name: S_EFFECT_ARMAGEDDON
Description: Description for S_EFFECT_ARMAGEDDON
Value: 71

Name: S_EFFECT_BLOODLUST
Description: Description for S_EFFECT_BLOODLUST
Value: 72

Name: S_EFFECT_TELEPORT
Description: Description for S_EFFECT_TELEPORT
Value: 73

Name: S_EFFECT_ATLANTIS_SET
Description: Description for S_EFFECT_ATLANTIS_SET
Value: 74

Name: S_EFFECT_ATLANTIS_INVOKE
Description: Description for S_EFFECT_ATLANTIS_INVOKE
Value: 75

Name: S_EFFECT_STATUE_TO_AOD
Description: Description for S_EFFECT_STATUE_TO_AOD
Value: 76

Name: S_EFFECT_FILL_ONE_SHOTS
Description: Description for S_EFFECT_FILL_ONE_SHOTS
Value: 77

Name: S_EFFECT_FIRE_ROLL
Description: Description for S_EFFECT_FIRE_ROLL
Value: 78

Name: S_EFFECT_ARMA_ARENA
Description: Description for S_EFFECT_ARMA_ARENA
Value: 79

Name: S_EFFECT_FOW_SHOW_MAP
Description: Description for S_EFFECT_FOW_SHOW_MAP
Value: 80

Name: S_SHOT_STANDARD
Description: Description for S_SHOT_STANDARD
Value: 1

Name: S_SHOT_STANDARD_2

Description: Description for S_SHOT_STANDARD_2
Value: 2

Name: S_SHOT_STANDARD_3
Description: Description for S_SHOT_STANDARD_3
Value: 3

Name: S_SHOT_FIREBALL
Description: Description for S_SHOT_FIREBALL
Value: 4

Name: S_SHOT_LIGHTNING
Description: Description for S_SHOT_LIGHTNING
Value: 5

Name: S_SHOT_SUPER_WARRIOR
Description: Description for S_SHOT_SUPER_WARRIOR
Value: 6

Name: S_SHOT_VOLCANO_FIREBALL
Description: Description for S_SHOT_VOLCANO_FIREBALL
Value: 7

Name: S_SHAPE_NORMAL
Description: Description for S_SHAPE_NORMAL
Value: 1

Name: S_SHAPE_CONSTRUCTION
Description: Description for S_SHAPE_CONSTRUCTION
Value: 2

Name: S_INTERNAL_FORMATION
Description: Description for S_INTERNAL_FORMATION
Value: 1

Name: S_INTERNAL_BEACON
Description: Description for S_INTERNAL_BEACON
Value: 2

Name: S_INTERNAL_THING_INFO_DISPLAY
Description: Description for S_INTERNAL_THING_INFO_DISPLAY
Value: 3

Name: S_INTERNAL_SOUL_CONVERT
Description: Description for S_INTERNAL_SOUL_CONVERT
Value: 4

Name: S_INTERNAL_SOUL_MAN
Description: Description for S_INTERNAL_SOUL_MAN
Value: 5

Name: S_INTERNAL_MED_MAN_ATTRACT
Description: Description for S_INTERNAL_MED_MAN_ATTRACT
Value: 6

Name: S_INTERNAL_OBJ_FACE
Description: Description for S_INTERNAL_OBJ_FACE
Value: 7

Name: S_INTERNAL_FIGHT

Description: Description for S_INTERNAL_FIGHT
Value: 8

Name: S_INTERNAL_PRE_FIGHT
Description: Description for S_INTERNAL_PRE_FIGHT
Value: 9

Name: S_INTERNAL_GUARD_CONTROL
Description: Description for S_INTERNAL_GUARD_CONTROL
Value: 10

Name: S_INTERNAL_BRIDGE_CONTROL
Description: Description for S_INTERNAL_BRIDGE_CONTROL
Value: 11

Name: S_INTERNAL_SOUL_CONVERT_2
Description: Description for S_INTERNAL_SOUL_CONVERT_2
Value: 12

Name: S_INTERNAL_DT_BEACON
Description: Description for S_INTERNAL_DT_BEACON
Value: 13

Name: S_INTERNAL_PLAYER_RAISE_LOWER
Description: Description for S_INTERNAL_PLAYER_RAISE_LOWER
Value: 14

Name: S_INTERNAL_GUARD_POST_DISPLAY
Description: Description for S_INTERNAL_GUARD_POST_DISPLAY
Value: 15

Name: S_INTERNAL_PLAYER_SMOOTH
Description: Description for S_INTERNAL_PLAYER_SMOOTH
Value: 16

Name: S_INTERNAL_WOOD_DISTRIB
Description: Description for S_INTERNAL_WOOD_DISTRIB
Value: 17

Name: S_INTERNAL_SINKING_BLDG
Description: Description for S_INTERNAL_SINKING_BLDG
Value: 18

Name: S_SPELL_NONE
Description: Description for S_SPELL_NONE
Value: 0

Name: S_SPELL_BURN
Description: Description for S_SPELL_BURN
Value: 1

Name: S_SPELL_BLAST
Description: Description for S_SPELL_BLAST
Value: 2

Name: S_SPELL_LIGHTNING_BOLT
Description: Description for S_SPELL_LIGHTNING_BOLT
Value: 3

Name: S_SPELL_SWAMP

Description: Description for S_SPELL_SWAMP
Value: 4

Name: S_SPELL_ANGEL_OF_DEATH
Description: Description for S_SPELL_ANGEL_OF_DEATH
Value: 5

Name: S_SPELL_WHIRLWIND
Description: Description for S_SPELL_WHIRLWIND
Value: 6

Name: S_SPELL_INSECT_PLAGUE
Description: Description for S_SPELL_INSECT_PLAGUE
Value: 7

Name: S_SPELL_INVISIBILITY
Description: Description for S_SPELL_INVISIBILITY
Value: 8

Name: S_SPELL_FIRESTORM
Description: Description for S_SPELL_FIRESTORM
Value: 9

Name: S_SPELL_HYPNOTISM
Description: Description for S_SPELL_HYPNOTISM
Value: 10

Name: S_SPELL_GHOST_ARMY
Description: Description for S_SPELL_GHOST_ARMY
Value: 11

Name: S_SPELL_EROSION
Description: Description for S_SPELL_EROSION
Value: 12

Name: S_SPELL_LAND_BRIDGE
Description: Description for S_SPELL_LAND_BRIDGE
Value: 13

Name: S_SPELL_EARTHQUAKE
Description: Description for S_SPELL_EARTHQUAKE
Value: 14

Name: S_SPELL_VOLCANO
Description: Description for S_SPELL_VOLCANO
Value: 15

Name: S_SPELL_CONVERT_WILD
Description: Description for S_SPELL_CONVERT_WILD
Value: 16

Name: S_SPELL_ARMAGEDDON
Description: Description for S_SPELL_ARMAGEDDON
Value: 17

Name: S_SPELL_FLATTEN
Description: Description for S_SPELL_FLATTEN
Value: 18

Name: S_SPELL_SHIELD

Description: Description for S_SPELL_SHIELD
Value: 19

Name: S_SPELL_BLOODLUST
Description: Description for S_SPELL_BLOODLUST
Value: 20

Name: S_SPELL_TELEPORT
Description: Description for S_SPELL_TELEPORT
Value: 21

Name: S_SPELL_LANDSCAPE_NONE
Description: Description for S_SPELL_LANDSCAPE_NONE
Value: 80

Name: S_SPELL_HILL
Description: Description for S_SPELL_HILL
Value: 81

Name: S_SPELL_RISE
Description: Description for S_SPELL_RISE
Value: 82

Name: S_SPELL_VALLEY
Description: Description for S_SPELL_VALLEY
Value: 83

Name: S_SPELL_DIP
Description: Description for S_SPELL_DIP
Value: 84

Name: S_SPELL_PLACE_TREE
Description: Description for S_SPELL_PLACE_TREE
Value: 85

Name: S_SPELL_CLEAR_MAPWHO
Description: Description for S_SPELL_CLEAR_MAPWHO
Value: 86

Name: S_SPELL_PLACE_SHAMAN
Description: Description for S_SPELL_PLACE_SHAMAN
Value: 87

Name: S_SPELL_RAISE_POINT
Description: Description for S_SPELL_RAISE_POINT
Value: 88

Name: S_SPELL_LOWER_POINT
Description: Description for S_SPELL_LOWER_POINT
Value: 89

Name: S_SPELL_PLACE_WILD
Description: Description for S_SPELL_PLACE_WILD
Value: 90

Name: ADD_ON_TYPE_NONE
Description: Description for ADD_ON_TYPE_NONE
Value: 0

Name: ADD_ON_TYPE_WINDMIL

Description: Description for ADD_ON_TYPE_WINDMIL
Value: 1

Name: ADD_ON_TYPE_WOODHUT
Description: Description for ADD_ON_TYPE_WOODHUT
Value: 2

Name: ADD_ON_TYPE_WELL
Description: Description for ADD_ON_TYPE_WELL
Value: 3

Name: NUM_ADD_ON_TYPES
Description: Description for NUM_ADD_ON_TYPES
Value: 3

Name: SS_INIT
Description: Description for SS_INIT
Value: 0

Name: SS_DEINIT
Description: Description for SS_DEINIT
Value: 1

Name: SS_NORMAL
Description: Description for SS_NORMAL
Value: 2

Name: SS_SPKL_GO_NORTH
Description: Description for SS_SPKL_GO_NORTH
Value: 0

Name: SS_SPKL_GO_EAST
Description: Description for SS_SPKL_GO_EAST
Value: 1

Name: SS_SPKL_GO_SOUTH
Description: Description for SS_SPKL_GO_SOUTH
Value: 2

Name: SS_SPKL_GO_WEST
Description: Description for SS_SPKL_GO_WEST
Value: 3

Name: ARMA_SS_PREPARE_LAND
Description: Description for ARMA_SS_PREPARE_LAND
Value: 0

Name: ARMA_SS_PREPARE_FIGHTERS
Description: Description for ARMA_SS_PREPARE_FIGHTERS
Value: 1

Name: ARMA_SS_FIGHTING
Description: Description for ARMA_SS_FIGHTING
Value: 2

Name: SS_P_WAIT_FIND_FREE_SPACE
Description: Description for SS_P_WAIT_FIND_FREE_SPACE
Value: 0

Name: SS_P_WAIT_GOTO_FREE_SPACE_INIT

Description: Description for SS_P_WAIT_GOTO_FREE_SPACE_INIT
Value: 2

Name: SS_P_WAIT_IN_FREE_SPACE_INIT
Description: Description for SS_P_WAIT_IN_FREE_SPACE_INIT
Value: 3

Name: SS_P_WAIT_IN_FSPACE_REORG_PENDING
Description: Description for SS_P_WAIT_IN_FSPACE_REORG_PENDING
Value: 4

Name: SS_P_WAIT_IN_FREE_SPACE
Description: Description for SS_P_WAIT_IN_FREE_SPACE
Value: 5

Name: SS_P_WAIT_IN_FREE_SPACE_TURN_INIT
Description: Description for SS_P_WAIT_IN_FREE_SPACE_TURN_INIT
Value: 7

Name: SS_P_WAIT_IN_FREE_SPACE_STATIC
Description: Description for SS_P_WAIT_IN_FREE_SPACE_STATIC
Value: 8

Name: SS_P_WAIT_IN_FREE_SPACE_SHAMAN_PRAY
Description: Description for SS_P_WAIT_IN_FREE_SPACE_SHAMAN_PRAY
Value: 9

Name: SS_P_WAIT_IN_FREE_SPACE_IDLE_ACTION
Description: Description for SS_P_WAIT_IN_FREE_SPACE_IDLE_ACTION
Value: 10

Name: SS_BB_INIT_COMMANDEE
Description: Description for SS_BB_INIT_COMMANDEE
Value: 0

Name: SS_BB_GOTO_SHAPE_COORD
Description: Description for SS_BB_GOTO_SHAPE_COORD
Value: 1

Name: SS_BB_WAIT_SHAPE_COMMAND
Description: Description for SS_BB_WAIT_SHAPE_COMMAND
Value: 2

Name: SS_BB_CLEAR_OBSTACLES
Description: Description for SS_BB_CLEAR_OBSTACLES
Value: 3

Name: SS_BB_CLEAR_OWNED_PEOPLE
Description: Description for SS_BB_CLEAR_OWNED_PEOPLE
Value: 4

Name: SS_BB_CLEAR_ENEMY_PEOPLE
Description: Description for SS_BB_CLEAR_ENEMY_PEOPLE
Value: 5

Name: SS_BB_CLEAR_CREATURES
Description: Description for SS_BB_CLEAR_CREATURES
Value: 6

Name: SS_BB_COLLECT_WOOD

Description: Description for SS_BB_COLLECT_WOOD
Value: 7

Name: SS_BB_FLATTEN_LAND
Description: Description for SS_BB_FLATTEN_LAND
Value: 8

Name: SS_BB_VACATE_SHAPE_AND_WAIT
Description: Description for SS_BB_VACATE_SHAPE_AND_WAIT
Value: 9

Name: SS_BB_NUM_SUB_STATES
Description: Description for SS_BB_NUM_SUB_STATES
Value: 10

Name: SS_CB_GOTO
Description: Description for SS_CB_GOTO
Value: 1

Name: SS_CB_AT_BEACON_POINT
Description: Description for SS_CB_AT_BEACON_POINT
Value: 2

Name: SS_CW_GOTO
Description: Description for SS_CW_GOTO
Value: 0

Name: SS_CW_AT_BEACON_POINT
Description: Description for SS_CW_AT_BEACON_POINT
Value: 1

Name: SS_DB_INIT_COMMANDEE
Description: Description for SS_DB_INIT_COMMANDEE
Value: 0

Name: SS_DB_GOTO_ENTRANCE
Description: Description for SS_DB_GOTO_ENTRANCE
Value: 1

Name: SS_DB_GOTO_CENTRE
Description: Description for SS_DB_GOTO_CENTRE
Value: 2

Name: SS_DB_GOTO_DISMANTLE
Description: Description for SS_DB_GOTO_DISMANTLE
Value: 3

Name: SS_DB_GOTO_EXIT
Description: Description for SS_DB_GOTO_EXIT
Value: 4

Name: SS_DB_GOTO_AROUND_SHAPE_CENTRE
Description: Description for SS_DB_GOTO_AROUND_SHAPE_CENTRE
Value: 5

Name: SS_BD_NONE
Description: Description for SS_BD_NONE
Value: 0

Name: SS_BD_PROCESS

Description: Description for SS_BD_PROCESS
Value: 1

Name: SS_PF_NONE
Description: Description for SS_PF_NONE
Value: 0

Name: SS_PF_BOTH_GOTO_TO_CENTRE
Description: Description for SS_PF_BOTH_GOTO_TO_CENTRE
Value: 1

Name: SS_PF_WAIT_AT_CENTRE
Description: Description for SS_PF_WAIT_AT_CENTRE
Value: 2

Name: SS_PF_BOTH_EXIT_BLDG
Description: Description for SS_PF_BOTH_EXIT_BLDG
Value: 3

Name: SS_PF_WAIT_FOR_ATTACKER
Description: Description for SS_PF_WAIT_FOR_ATTACKER
Value: 4

Name: SS_PF_RUN_TO_DEFENDER
Description: Description for SS_PF_RUN_TO_DEFENDER
Value: 5

Name: SS_PF_FIRST_PUSH
Description: Description for SS_PF_FIRST_PUSH
Value: 6

Name: SS_PF_FIRST_RECOIL
Description: Description for SS_PF_FIRST_RECOIL
Value: 7

Name: SS_PF_RUN_TO_FIGHT
Description: Description for SS_PF_RUN_TO_FIGHT
Value: 8

Name: SS2_GOTO_SHAPE_ENTRANCE
Description: Description for SS2_GOTO_SHAPE_ENTRANCE
Value: 1

Name: SS2_GOTO_SHAPE_EXIT
Description: Description for SS2_GOTO_SHAPE_EXIT
Value: 2

Name: SS2_GOTO_SHAPE_CENTRE
Description: Description for SS2_GOTO_SHAPE_CENTRE
Value: 3

Name: SS2_WAIT_FOR_TIME
Description: Description for SS2_WAIT_FOR_TIME
Value: 4

Name: SS2_WAIT_FOR_TIME2
Description: Description for SS2_WAIT_FOR_TIME2
Value: 5

Name: SS2_WAIT_FOR_EVER

Description: Description for SS2_WAIT_FOR_EVER
Value: 6

Name: SS2_GOTO_NEXT_JUMP_POINT
Description: Description for SS2_GOTO_NEXT_JUMP_POINT
Value: 7

Name: SS2_JUMP_UP
Description: Description for SS2_JUMP_UP
Value: 8

Name: SS2_JUMP_DOWN
Description: Description for SS2_JUMP_DOWN
Value: 9

Name: SS2_FIND_OBSTACLE
Description: Description for SS2_FIND_OBSTACLE
Value: 10

Name: SS2_GOTO_STATIC_TARGET
Description: Description for SS2_GOTO_STATIC_TARGET
Value: 11

Name: SS2_WAIT_BURN_OBSTACLE
Description: Description for SS2_WAIT_BURN_OBSTACLE
Value: 12

Name: SS2_BACK_AWAY_FOR_TIME
Description: Description for SS2_BACK_AWAY_FOR_TIME
Value: 13

Name: SS2_FIND_OWNED_PEOPLE
Description: Description for SS2_FIND_OWNED_PEOPLE
Value: 14

Name: SS2_GOTO_DESTINATION
Description: Description for SS2_GOTO_DESTINATION
Value: 15

Name: SS2_FIND_OFF_SHAPE_SPACE
Description: Description for SS2_FIND_OFF_SHAPE_SPACE
Value: 16

Name: SS2_FIND_WOOD
Description: Description for SS2_FIND_WOOD
Value: 17

Name: SS2_WANDER_FOR_TIME
Description: Description for SS2_WANDER_FOR_TIME
Value: 18

Name: SS2_EXIT_SHAPE
Description: Description for SS2_EXIT_SHAPE
Value: 19

Name: SS2_BURN_OBSTACLE
Description: Description for SS2_BURN_OBSTACLE
Value: 20

Name: SS2_FREEZE_FOR_TIME

Description: Description for SS2_FREEZE_FOR_TIME
Value: 21

Name: SS2_SPREAD_OFF_SHAPE
Description: Description for SS2_SPREAD_OFF_SHAPE
Value: 22

Name: SS2_GOTO_AROUND_SHAPE_CENTRE
Description: Description for SS2_GOTO_AROUND_SHAPE_CENTRE
Value: 23

Name: SS2_GOTO_TARGET_FOR_TIME
Description: Description for SS2_GOTO_TARGET_FOR_TIME
Value: 24

Name: SS2_GOTO_TARGET_FOR_TIME2
Description: Description for SS2_GOTO_TARGET_FOR_TIME2
Value: 25

Name: SS2_WAIT_FOR_TIME3
Description: Description for SS2_WAIT_FOR_TIME3
Value: 26

Name: SS2_GOTO_DESTINATION_FOR_TIME
Description: Description for SS2_GOTO_DESTINATION_FOR_TIME
Value: 27

Name: SS2_JUMP_UP2
Description: Description for SS2_JUMP_UP2
Value: 28

Name: SS2_REMOVE_WOOD_PILE
Description: Description for SS2_REMOVE_WOOD_PILE
Value: 29

Name: SS2_GOTO_BLDG_ENTRANCE
Description: Description for SS2_GOTO_BLDG_ENTRANCE
Value: 30

Name: SS2_GOTO_BLDG_CENTRE
Description: Description for SS2_GOTO_BLDG_CENTRE
Value: 31

Name: SS2_GOTO_FIGHT_TARGET_FOR_TIME
Description: Description for SS2_GOTO_FIGHT_TARGET_FOR_TIME
Value: 32

Name: SS2_FORCE_OPPONENT_FROM_BLDG
Description: Description for SS2_FORCE_OPPONENT_FROM_BLDG
Value: 33

Name: SS2_GOTO_FIGHT_FOR_TIME
Description: Description for SS2_GOTO_FIGHT_FOR_TIME
Value: 34

Name: SS2_GOTO_PERSON_TARGET_FOR_TIME
Description: Description for SS2_GOTO_PERSON_TARGET_FOR_TIME
Value: 35

Name: SS2_GOTO_BLDG_TARGET_FOR_TIME

Description: Description for SS2_GOTO_BLDG_TARGET_FOR_TIME
Value: 36

Name: SS2_BLDG_RUMMAGE
Description: Description for SS2_BLDG_RUMMAGE
Value: 37

Name: SS2_GOTO_FIGHT_WAIT_POINT
Description: Description for SS2_GOTO_FIGHT_WAIT_POINT
Value: 38

Name: SS2_SEARCH_WAIT_FOR_TIME
Description: Description for SS2_SEARCH_WAIT_FOR_TIME
Value: 39

Name: SS2_WAIT_WATCHING_FIGHT
Description: Description for SS2_WAIT_WATCHING_FIGHT
Value: 40

Name: SS2_GOTO_SEARCH_POINT
Description: Description for SS2_GOTO_SEARCH_POINT
Value: 41

Name: SS2_WAIT_WATCHING_FIGHT_2
Description: Description for SS2_WAIT_WATCHING_FIGHT_2
Value: 42

Name: SS2_GOTO_SPECIAL_FIRING_POINT
Description: Description for SS2_GOTO_SPECIAL_FIRING_POINT
Value: 43

Name: SS2_SPECIAL_FIRE_MISSILE
Description: Description for SS2_SPECIAL_FIRE_MISSILE
Value: 44

Name: SS2_SPECIAL_WAIT_MISSILE_CHARGE
Description: Description for SS2_SPECIAL_WAIT_MISSILE_CHARGE
Value: 45

Name: SS2_BLDG_ATTACK_AND_DAMAGE
Description: Description for SS2_BLDG_ATTACK_AND_DAMAGE
Value: 46

Name: SS2_GOTO_VEHICLE_WORK_POINT
Description: Description for SS2_GOTO_VEHICLE_WORK_POINT
Value: 47

Name: SS2_SPREAD_AROUND_WORK_POINT
Description: Description for SS2_SPREAD_AROUND_WORK_POINT
Value: 48

Name: SS2_WORK_FOREVER
Description: Description for SS2_WORK_FOREVER
Value: 49

Name: SS2_RETURN_TO_SEARCH_SITE
Description: Description for SS2_RETURN_TO_SEARCH_SITE
Value: 50

Name: SS2_REMOVE_TREE

Description: Description for SS2_REMOVE_TREE
Value: 51

Name: SS2_GOTO_PRISON_ATTACK_POINT
Description: Description for SS2_GOTO_PRISON_ATTACK_POINT
Value: 52

Name: SS2_DAMAGE_PRISON
Description: Description for SS2_DAMAGE_PRISON
Value: 53

Name: SS2_GOTO_NEAR_SHAPE_ENTRANCE
Description: Description for SS2_GOTO_NEAR_SHAPE_ENTRANCE
Value: 54

Name: SS2_RET_CODE_NOT_DONE
Description: Description for SS2_RET_CODE_NOT_DONE
Value: 0

Name: SS2_RET_CODE_DONE_VALID
Description: Description for SS2_RET_CODE_DONE_VALID
Value: 1

Name: SS2_RET_CODE_DONE_INVALID
Description: Description for SS2_RET_CODE_DONE_INVALID
Value: 2

Name: SS2_RET_CODE_DONE_NAV_FAIL
Description: Description for SS2_RET_CODE_DONE_NAV_FAIL
Value: 3

Name: SS3_GA_PROCESS_ATTACK
Description: Description for SS3_GA_PROCESS_ATTACK
Value: 0

Name: SS3_GA_GOTO_GUARD_POSITION
Description: Description for SS3_GA_GOTO_GUARD_POSITION
Value: 1

Name: SS3_GA_WAIT_FOR_EVER
Description: Description for SS3_GA_WAIT_FOR_EVER
Value: 2

Name: SS3_GA_DO_JUMP
Description: Description for SS3_GA_DO_JUMP
Value: 3

Name: SS_AA_GOTO_CELL
Description: Description for SS_AA_GOTO_CELL
Value: 0

Name: SS_AA_GOTO_TRG_FIGHT
Description: Description for SS_AA_GOTO_TRG_FIGHT
Value: 1

Name: SS_AA_GOTO_TRG_PERSON
Description: Description for SS_AA_GOTO_TRG_PERSON
Value: 2

Name: SS_AA_GOTO_TRG_BLDG

Description: Description for SS_AA_GOTO_TRG_BLDG
Value: 3

Name: SS_AA_GOTO_TRG_SHAPE
Description: Description for SS_AA_GOTO_TRG_SHAPE
Value: 4

Name: SS_AA_REMOVE_SHAPE
Description: Description for SS_AA_REMOVE_SHAPE
Value: 5

Name: SS_AA_GOTO_TRG_PERSON_BLDG
Description: Description for SS_AA_GOTO_TRG_PERSON_BLDG
Value: 6

Name: SS_AA_WAIT_A_WHILE
Description: Description for SS_AA_WAIT_A_WHILE
Value: 7

Name: SS_AA_WAIT_OUT_PRE_FIGHT
Description: Description for SS_AA_WAIT_OUT_PRE_FIGHT
Value: 8

Name: SS_AA_PROCESS_TRG_FIGHT_SPECIAL
Description: Description for SS_AA_PROCESS_TRG_FIGHT_SPECIAL
Value: 9

Name: SS_AA_PROCESS_TRG_PERSON_SPECIAL
Description: Description for SS_AA_PROCESS_TRG_PERSON_SPECIAL
Value: 10

Name: SS_AA_PROCESS_TRG_BLDG_SPECIAL
Description: Description for SS_AA_PROCESS_TRG_BLDG_SPECIAL
Value: 11

Name: SS_AA_WAIT_TARGET_LAND
Description: Description for SS_AA_WAIT_TARGET_LAND
Value: 12

Name: SS_GB_GOTO_ENTRANCE_INIT
Description: Description for SS_GB_GOTO_ENTRANCE_INIT
Value: 1

Name: SS_GB_WAIT_IN_QUEUE_INIT
Description: Description for SS_GB_WAIT_IN_QUEUE_INIT
Value: 3

Name: SS_GB_GOTO_CENTRE_INIT
Description: Description for SS_GB_GOTO_CENTRE_INIT
Value: 5

Name: SS_GB_GOTO_ENTRANCE_POST_Q_INIT
Description: Description for SS_GB_GOTO_ENTRANCE_POST_Q_INIT
Value: 7

Name: SS_GB_EXIT_INIT
Description: Description for SS_GB_EXIT_INIT
Value: 9

Name: SS_GB_BUILD_VEHICLE_INIT

Description: Description for SS_GB_BUILD_VEHICLE_INIT
Value: 11

Name: SS_GB_WAIT_FOREVER_INIT
Description: Description for SS_GB_WAIT_FOREVER_INIT
Value: 13

Name: SS_BV_GOTO_BUILDING
Description: Description for SS_BV_GOTO_BUILDING
Value: 0

Name: SS_BV_WORKING
Description: Description for SS_BV_WORKING
Value: 1

Name: SS_BV_COLLECTING_WOOD
Description: Description for SS_BV_COLLECTING_WOOD
Value: 2

Name: SS_RS_PILLAR_STAND
Description: Description for SS_RS_PILLAR_STAND
Value: 0

Name: SS_RS_PILLAR_RISING
Description: Description for SS_RS_PILLAR_RISING
Value: 1

Name: SS_RS_PILLAR_SINKING
Description: Description for SS_RS_PILLAR_SINKING
Value: 2

Name: SS_BUILDING_NONE
Description: Description for SS_BUILDING_NONE
Value: 0

Name: SS_BUILDING_EXPLODE
Description: Description for SS_BUILDING_EXPLODE
Value: 1

Name: SS_BUILDING_SINK
Description: Description for SS_BUILDING_SINK
Value: 2

Name: SS_RP_INIT
Description: Description for SS_RP_INIT
Value: 0

Name: SS_RP_GOTO_POINT
Description: Description for SS_RP_GOTO_POINT
Value: 1

Name: SS_RP_TAKE_OUT_BOOK
Description: Description for SS_RP_TAKE_OUT_BOOK
Value: 2

Name: SS_RP_PREACH
Description: Description for SS_RP_PREACH
Value: 3

Name: SS_RP_CLEAN_UP

Description: Description for SS_RP_CLEAN_UP
Value: 4

Name: SS_RP_INSTANT_PREACH
Description: Description for SS_RP_INSTANT_PREACH
Value: 5

Name: TGTF_PEOPLE
Description: Description for TGTF_PEOPLE
Value: 1

Name: TGTF_FIGHTS
Description: Description for TGTF_FIGHTS
Value: 2

Name: TGTF_BUILDING
Description: Description for TGTF_BUILDING
Value: 4

Name: TGTF_ALL
Description: Description for TGTF_ALL
Value: 255

Name: AOD2_FLAG_EXPLODE_PENDING
Description: Description for AOD2_FLAG_EXPLODE_PENDING
Value: 1

Name: AOD2_FLAG_WHIRLWIND_AFFECTED
Description: Description for AOD2_FLAG_WHIRLWIND_AFFECTED
Value: 2

Name: MAX_WALKABLE_ALT_DIFF
Description: Description for MAX_WALKABLE_ALT_DIFF
Value: ((12*(8*ALT_CHANGE_AMT))

Name: MAX_BUILDABLE_ALT_DIFF
Description: Description for MAX_BUILDABLE_ALT_DIFF
Value: 160

Name: MAX_BOAT_HUT_ALT_DIFF
Description: Description for MAX_BOAT_HUT_ALT_DIFF
Value: MAX_BUILDABLE_ALT_DIFF

Name: PERSON_MAGNET_RADIUS
Description: Description for PERSON_MAGNET_RADIUS
Value: 6

Name: PERSON_SPEED_DEFAULT
Description: Description for PERSON_SPEED_DEFAULT
Value: (MAP_CELL_SIZE/8)

Name: PERSON_MIN_SPEED
Description: Description for PERSON_MIN_SPEED
Value: 3

Name: PERSON_MAX_SPEED
Description: Description for PERSON_MAX_SPEED
Value: ((MAP_CELL_SIZE/8)*6)

Name: PERSON_WAIT_TIME_DEFAULT

Description: Description for PERSON_WAIT_TIME_DEFAULT
Value: 16

Name: PERSON_WANDER_TIME_DEFAULT
Description: Description for PERSON_WANDER_TIME_DEFAULT
Value: 10

Name: PERSON_FIGHT_WON_TIME
Description: Description for PERSON_FIGHT_WON_TIME
Value: 16

Name: PERSON_CELEBRATE_JUMP_ALT
Description: Description for PERSON_CELEBRATE_JUMP_ALT
Value: 64

Name: PERSON_LOST_FIGHT_TIME
Description: Description for PERSON_LOST_FIGHT_TIME
Value: 10

Name: PERSON_PLOT_SEARCH_START_RADIUS
Description: Description for PERSON_PLOT_SEARCH_START_RADIUS
Value: 4

Name: PERSON_PLOT_SEARCH_END_RADIUS
Description: Description for PERSON_PLOT_SEARCH_END_RADIUS
Value: 6

Name: PERSON_FIGHT_SEARCH_RADIUS
Description: Description for PERSON_FIGHT_SEARCH_RADIUS
Value: 7

Name: PERSON_NEAR_FIGHT_SEARCH_RADIUS
Description: Description for PERSON_NEAR_FIGHT_SEARCH_RADIUS
Value: 4

Name: PERSON_W_RADIUS
Description: Description for PERSON_W_RADIUS
Value: 56

Name: PERSON_MAGNET_W_RADIUS
Description: Description for PERSON_MAGNET_W_RADIUS
Value: WM_XZ_I2V

Name: PERSON_POINT_W_RADIUS
Description: Description for PERSON_POINT_W_RADIUS
Value: WM_XZ_I2V

Name: PERSON_SHOW_DOWN_RADIUS
Description: Description for PERSON_SHOW_DOWN_RADIUS
Value: ((7-4)

Name: PERSON_SINK_RATE
Description: Description for PERSON_SINK_RATE
Value: (-(MAP_CELL_SIZE/16)

Name: PERSON_DRINKING_POINT_RADIUS
Description: Description for PERSON_DRINKING_POINT_RADIUS
Value: WM_XZ_I2V

Name: PERSON_DROWNED_ALT

Description: Description for PERSON_DROWNED_ALT
Value: (-(1*MAP_CELL_SIZE)

Name: PERSON_DIE_ASCEND_RATE
Description: Description for PERSON_DIE_ASCEND_RATE
Value: (MAP_CELL_SIZE/8)

Name: PERSON_DEAD_ALT
Description: Description for PERSON_DEAD_ALT
Value: (20*MAP_CELL_SIZE)

Name: PERSON_THROWN_SPEED_Y
Description: Description for PERSON_THROWN_SPEED_Y
Value: 384

Name: PERSON_THROWN_SPEED_XZ
Description: Description for PERSON_THROWN_SPEED_XZ
Value: 64

Name: PERSON_MAX_GRADIENT
Description: Description for PERSON_MAX_GRADIENT
Value: (DEGREES(60)

Name: PERSON_MAX_VELOCITY_XZ
Description: Description for PERSON_MAX_VELOCITY_XZ
Value: (((MAP_CELL_SIZE/8)*6))

Name: PERSON_MAX_VELOCITY_Y
Description: Description for PERSON_MAX_VELOCITY_Y
Value: 512

Name: PERSON_MAX_EXT_VELOCITY_XZ
Description: Description for PERSON_MAX_EXT_VELOCITY_XZ
Value: (6*((MAP_CELL_SIZE/8)*6))

Name: PERSON_MAX_EXT_VELOCITY_Y
Description: Description for PERSON_MAX_EXT_VELOCITY_Y
Value: 512

Name: PERSON_MAGNET_CHASE_RADIUS
Description: Description for PERSON_MAGNET_CHASE_RADIUS
Value: ((24*(WM_XZ_I2V(6*MAP_CELL_SIZE)

Name: PERSON_DEBUG_GOTO_COUNT
Description: Description for PERSON_DEBUG_GOTO_COUNT
Value: 50

Name: PERSON_DEFAULT_STAND_TIME
Description: Description for PERSON_DEFAULT_STAND_TIME
Value: 100

Name: WILD_PERSON_NO_SUMMON_TIME
Description: Description for WILD_PERSON_NO_SUMMON_TIME
Value: 256

Name: MAX_FIGHTERS_PER_FIGHT
Description: Description for MAX_FIGHTERS_PER_FIGHT
Value: 6

Name: B_SUMMON_MAX_CELL_RADIUS

Description: Description for B_SUMMON_MAX_CELL_RADIUS
Value: 16

Name: B_SUMMON_STAGGER_START_VALUE
Description: Description for B_SUMMON_STAGGER_START_VALUE
Value: 15

Name: B_SUMMON_SHAKE_HEIGHT
Description: Description for B_SUMMON_SHAKE_HEIGHT
Value: 12

Name: B_SUMMON_TS_VAL
Description: Description for B_SUMMON_TS_VAL
Value: ((1<<3)

Name: B_SUMMON_FLAG_PEOPLE_TS_VAL
Description: Description for B_SUMMON_FLAG_PEOPLE_TS_VAL
Value: ((1<<7)

Name: B_SUMMON_CONVERT_RADIUS
Description: Description for B_SUMMON_CONVERT_RADIUS
Value: (WM_XZ_I2V((16*MAP_CELL_SIZE)

Name: BLOW_TYPE_SUPRISE
Description: Description for BLOW_TYPE_SUPRISE
Value: 0

Name: BLOW_TYPE_NORMAL
Description: Description for BLOW_TYPE_NORMAL
Value: 1

Name: FIGHT_MODE_NORMAL
Description: Description for FIGHT_MODE_NORMAL
Value: 0

Name: FIGHT_MODE_EXPEL_DWELLER
Description: Description for FIGHT_MODE_EXPEL_DWELLER
Value: 1

Name: FIGHT_MODE_ESCORT_WORKER
Description: Description for FIGHT_MODE_ESCORT_WORKER
Value: 2

Name: FIGHT_AREA_COORD_NONE
Description: Description for FIGHT_AREA_COORD_NONE
Value: 0

Name: FIGHT_AREA_COORD_NORMAL
Description: Description for FIGHT_AREA_COORD_NORMAL
Value: 1

Name: FIGHT_AREA_COORD_BLDG
Description: Description for FIGHT_AREA_COORD_BLDG
Value: 2

Name: SWF_RADIUS_START
Description: Description for SWF_RADIUS_START
Value: 6

Name: SWF_RADIUS_END

Description: Description for SWF_RADIUS_END
Value: 10

Name: SWF_RADIUS_MID
Description: Description for SWF_RADIUS_MID -- TBD UPDATE!
Value: ((SWF_RADIUS_START+SWF_RADIUS_END)/2)

Name: SWF_NEAR_AREA_DIST
Description: Description for SWF_NEAR_AREA_DIST -- TBD UPDATE!
Value: (WM_XZ_I2V(SWF_RADIUS_MID+3)*MAP_CELL_SIZE)

Name: THING_GRAVITY
Description: Description for THING_GRAVITY
Value: 32

Name: OBJECT_SINK_RATE
Description: Description for OBJECT_SINK_RATE
Value: (-(MAP_CELL_SIZE/32)

Name: OBJECT_SUNK_ALT
Description: Description for OBJECT_SUNK_ALT
Value: (-((12*MAP_CELL_SIZE)

Name: SHOT_DT_NONE
Description: Description for SHOT_DT_NONE
Value: 0

Name: SHOT_DT_BLAST_CIRCLES
Description: Description for SHOT_DT_BLAST_CIRCLES
Value: 1

Name: MAX_NUM_BLAST_CIRCLES
Description: Description for MAX_NUM_BLAST_CIRCLES
Value: 16

Name: CREATURE_DEFAULT_LIFE
Description: Description for CREATURE_DEFAULT_LIFE
Value: 32

Name: FOOD_W_RADIUS
Description: Description for FOOD_W_RADIUS
Value: 64

Name: AFFECT_ALTITUDE
Description: Description for AFFECT_ALTITUDE
Value: 1

Name: AFFECT_FIRE
Description: Description for AFFECT_FIRE
Value: 2

Name: AFFECT_RAISE_LOWER
Description: Description for AFFECT_RAISE_LOWER
Value: 4

Name: PERSON_DI_STANDING
Description: Description for PERSON_DI_STANDING
Value: 0

Name: PERSON_DI_WALKING

Description: Description for PERSON_DI_WALKING
Value: 1

Name: PERSON_DI_ROLLING
Description: Description for PERSON_DI_ROLLING
Value: 2

Name: TF_DELETED
Description: Description for TF_DELETED
Value: 1

Name: TF_DROWNING
Description: Description for TF_DROWNING
Value: 2

Name: TF_AFFECTED_BY_ALTITUDE
Description: Description for TF_AFFECTED_BY_ALTITUDE
Value: 4

Name: TF_AFFECTED_BY_FIRE
Description: Description for TF_AFFECTED_BY_FIRE
Value: 8

Name: TF_RESET_STATE
Description: Description for TF_RESET_STATE
Value: 16

Name: TF_NO_FACING_ANGLE_UPDATE
Description: Description for TF_NO_FACING_ANGLE_UPDATE
Value: 32

Name: TF_THING_HAS_MAP_SHADOW
Description: Description for TF_THING_HAS_MAP_SHADOW
Value: 64

Name: TF_DEST_ANGLE_MODE
Description: Description for TF_DEST_ANGLE_MODE
Value: 128

Name: TF_PROCESS_WIND_AFFECT
Description: Description for TF_PROCESS_WIND_AFFECT
Value: 256

Name: TF_EXACT_DIST_CHECKING
Description: Description for TF_EXACT_DIST_CHECKING
Value: 512

Name: TF_TIP_STACK_USED
Description: Description for TF_TIP_STACK_USED
Value: 1024

Name: TF_NAVIGATING
Description: Description for TF_NAVIGATING
Value: 2048

Name: TF_UPDATE_DEST_INFO
Description: Description for TF_UPDATE_DEST_INFO
Value: 4096

Name: TF_EXTERNAL_FORCE

Description: Description for TF_EXTERNAL_FORCE
Value: 8192

Name: TF_NO_MOVE_PROCESS
Description: Description for TF_NO_MOVE_PROCESS
Value: 16384

Name: TF_BACKWARDS_MOTION
Description: Description for TF_BACKWARDS_MOTION
Value: 32768

Name: TF_NOT_TARGETABLE
Description: Description for TF_NOT_TARGETABLE
Value: 65536

Name: TF_ON_MAPWHO
Description: Description for TF_ON_MAPWHO
Value: 131072

Name: TF_NO_GRAVITY
Description: Description for TF_NO_GRAVITY
Value: 262144

Name: TF_LOST_CONTROL
Description: Description for TF_LOST_CONTROL
Value: 524288

Name: TF_STATE_LOCKED
Description: Description for TF_STATE_LOCKED
Value: 1048576

Name: TF_NO_ANGLE_CHANGE_LIMIT
Description: Description for TF_NO_ANGLE_CHANGE_LIMIT
Value: 2097152

Name: TF_RESET_NAVIGATION
Description: Description for TF_RESET_NAVIGATION
Value: 4194304

Name: TF_BLDG_DWELLER
Description: Description for TF_BLDG_DWELLER
Value: 8388608

Name: TF_UNDER_PLAYER_CONTROL
Description: Description for TF_UNDER_PLAYER_CONTROL
Value: 16777216

Name: TF_USE_JNAVIGATION
Description: Description for TF_USE_JNAVIGATION
Value: 33554432

Name: TF_NO_BLDG_AFFECT
Description: Description for TF_NO_BLDG_AFFECT
Value: 33554432

Name: TF_I_AM_A_LIGHT
Description: Description for TF_I_AM_A_LIGHT
Value: 67108864

Name: TF_BLDG_NOT_SETUP_ON_MAP

Description: Description for TF_BLDG_NOT_SETUP_ON_MAP
Value: 134217728

Name: TF_FORCE_STAY_IN_BOAT
Description: Description for TF_FORCE_STAY_IN_BOAT
Value: 134217728

Name: TF_DRAW_IN_EDITOR_ONLY
Description: Description for TF_DRAW_IN_EDITOR_ONLY
Value: 268435456

Name: TF_NAVIGATING_BLDG
Description: Description for TF_NAVIGATING_BLDG
Value: 536870912

Name: TF_SUB_STATE_INIT
Description: Description for TF_SUB_STATE_INIT
Value: 1073741824

Name: TF_REGENERATE_JNAV_PATH
Description: Description for TF_REGENERATE_JNAV_PATH
Value: 2147483648

Name: TF_EXTERNAL_CHANGE
Description: Description for TF_EXTERNAL_CHANGE
Value: 8196

Name: TF2_SPECIAL_MOVE_BLDG_WORKER
Description: Description for TF2_SPECIAL_MOVE_BLDG_WORKER
Value: 1

Name: TF2_SPECIAL_MOVE_BLDG_DWELLER
Description: Description for TF2_SPECIAL_MOVE_BLDG_DWELLER
Value: 2

Name: TF2_SPECIAL_MOVE_BLDG_USER
Description: Description for TF2_SPECIAL_MOVE_BLDG_USER
Value: 4

Name: TF2_CURR_COMMAND_NOT_USE_VEHICLES
Description: Description for TF2_CURR_COMMAND_NOT_USE_VEHICLES
Value: 8

Name: TF2_THING_HAS_AN_ASSOCIATED_SOUND
Description: Description for TF2_THING_HAS_AN_ASSOCIATED_SOUND
Value: 16

Name: TF2_THING_IS_A_PERSON_AND_A_SPY
Description: Description for TF2_THING_IS_A_PERSON_AND_A_SPY
Value: 32

Name: TF2_CP_PERSON_HAS_STARTED_ATTACK
Description: Description for TF2_CP_PERSON_HAS_STARTED_ATTACK
Value: 64

Name: TF2_PERSON_NOT_SELECTABLE
Description: Description for TF2_PERSON_NOT_SELECTABLE
Value: 128

Name: TF2_EXTERNALLY_MOVEABLE

Description: Description for TF2_EXTERNALLY_MOVEABLE
Value: 256

Name: TF2_EFFECT_NO_DIE_SEQUENCE
Description: Description for TF2_EFFECT_NO_DIE_SEQUENCE
Value: 512

Name: TF2_FORCE_STAY_IN_BOAT_PENDING
Description: Description for TF2_FORCE_STAY_IN_BOAT_PENDING
Value: 512

Name: TF2_THING_IN_AIR
Description: Description for TF2_THING_IN_AIR
Value: 1024

Name: TF2_THING_IS_A_GHOST_PERSON
Description: Description for TF2_THING_IS_A_GHOST_PERSON
Value: 2048

Name: TF2_THING_IS_AN_INVISIBLE_PERSON
Description: Description for TF2_THING_IS_AN_INVISIBLE_PERSON
Value: 4096

Name: TF2_NO_REGAIN_CONTROL_STATE_RESET
Description: Description for TF2_NO_REGAIN_CONTROL_STATE_RESET
Value: 8192

Name: TF2_THING_IS_A_HYPNOTISED_PERSON
Description: Description for TF2_THING_IS_A_HYPNOTISED_PERSON
Value: 16384

Name: TF2_VISITED_TARGET_ENTRANCE
Description: Description for TF2_VISITED_TARGET_ENTRANCE
Value: 32768

Name: TF2_SPECIAL_MOVE_FIGHT_TARGET
Description: Description for TF2_SPECIAL_MOVE_FIGHT_TARGET
Value: 65536

Name: TF2_DONT_DRAW_IN_WORLD_VIEW
Description: Description for TF2_DONT_DRAW_IN_WORLD_VIEW
Value: 131072

Name: TF2_JUST_BEEN_ATTRACTED
Description: Description for TF2_JUST_BEEN_ATTRACTED
Value: 262144

Name: TF2_USE_ATTACK_AREA_FINAL_COORD
Description: Description for TF2_USE_ATTACK_AREA_FINAL_COORD
Value: 524288

Name: TF2_REACHED_MAX_ATTACKERS
Description: Description for TF2_REACHED_MAX_ATTACKERS
Value: 1048576

Name: TF2_HAS_SPECIAL_ATTACKER
Description: Description for TF2_HAS_SPECIAL_ATTACKER
Value: 2097152

Name: TF2_DUCK_FLAG

Description: Description for TF2_DUCK_FLAG
Value: 4194304

Name: TF2_CAN_USE_VEHICLES_EVER
Description: Description for TF2_CAN_USE_VEHICLES_EVER
Value: 8388608

Name: TF2_CAN_TMP_WALK_ON_SEA
Description: Description for TF2_CAN_TMP_WALK_ON_SEA
Value: 16777216

Name: TF2_IN_AIRSHIP
Description: Description for TF2_IN_AIRSHIP
Value: 33554432

Name: TF2_JNAV_TRUNCATION
Description: Description for TF2_JNAV_TRUNCATION
Value: 67108864

Name: TF2_LAST_CMD_STAY_IN_VEHICLE
Description: Description for TF2_LAST_CMD_STAY_IN_VEHICLE
Value: 134217728

Name: TF2_LAST_JNAV_FAILED
Description: Description for TF2_LAST_JNAV_FAILED
Value: 268435456

Name: TF2_THING_INITED
Description: Description for TF2_THING_INITED
Value: 536870912

Name: TF2_THING_IS_TRIGGERED
Description: Description for TF2_THING_IS_TRIGGERED
Value: 1073741824

Name: TF2_KILLED_BY_STATUE_AOD
Description: Description for TF2_KILLED_BY_STATUE_AOD
Value: 2147483648

Name: TF3_CP_AUTO_COMMAND
Description: Description for TF3_CP_AUTO_COMMAND
Value: 1

Name: TF3_CP_PREACHER_SPECIAL
Description: Description for TF3_CP_PREACHER_SPECIAL
Value: 2

Name: TF3_FIRST_INIT_DONE
Description: Description for TF3_FIRST_INIT_DONE
Value: 4

Name: TF3_INITIAL_BLAST_AFFECT
Description: Description for TF3_INITIAL_BLAST_AFFECT
Value: 8

Name: TF3_TEMP_PROCESS_FLAG_1
Description: Description for TF3_TEMP_PROCESS_FLAG_1
Value: 16

Name: TF3_IN_BLDG_QUEUE

Description: Description for TF3_IN_BLDG_QUEUE
Value: 32

Name: TF3_REACHED_MAX_DWELLERS
Description: Description for TF3_REACHED_MAX_DWELLERS
Value: 64

Name: TF3_TEMP_DELETE_FLAG
Description: Description for TF3_TEMP_DELETE_FLAG
Value: 64

Name: TF3_TRIGGER_DELETION
Description: Description for TF3_TRIGGER_DELETION
Value: 64

Name: TF3_AUTO_EXIT_VEHICLE
Description: Description for TF3_AUTO_EXIT_VEHICLE
Value: 128

Name: TF3_BLDG_NO_ATTACK_DAMAGE
Description: Description for TF3_BLDG_NO_ATTACK_DAMAGE
Value: 128

Name: TF3_INTERPOLATE_ME
Description: Description for TF3_INTERPOLATE_ME
Value: 256

Name: TF3_I_DO_MY_OWN_INTERPOLATION
Description: Description for TF3_I_DO_MY_OWN_INTERPOLATION
Value: 512

Name: TF3_USE_BUCKET_OFFSET
Description: Description for TF3_USE_BUCKET_OFFSET
Value: 1024

Name: TF3_CHECK_AUTO_GUARD
Description: Description for TF3_CHECK_AUTO_GUARD
Value: 2048

Name: TF3_LIFE_CRITICAL
Description: Description for TF3_LIFE_CRITICAL
Value: 4096

Name: TF3_SUPPLY_CRITICAL
Description: Description for TF3_SUPPLY_CRITICAL
Value: 4096

Name: TF3_PERSON_DONT_USE_VEHICLES
Description: Description for TF3_PERSON_DONT_USE_VEHICLES
Value: 8192

Name: TF3_UNDER_CONTROLLED_RAISE
Description: Description for TF3_UNDER_CONTROLLED_RAISE
Value: 16384

Name: TF3_SHIELD_ACTIVE
Description: Description for TF3_SHIELD_ACTIVE
Value: 32768

Name: TF3_RETURN_FIRE_PENDING

Description: Description for TF3_RETURN_FIRE_PENDING
Value: 65536

Name: TF3_NOT_DAMAGABLE
Description: Description for TF3_NOT_DAMAGABLE
Value: 131072

Name: TF3_RESTRICT_ANIM_SPEED
Description: Description for TF3_RESTRICT_ANIM_SPEED
Value: 262144

Name: TF3_BLOODLUST_ACTIVE
Description: Description for TF3_BLOODLUST_ACTIVE
Value: 524288

Name: TF3_NO_ALT_AFFECT_OBJECT_DISTORT
Description: Description for TF3_NO_ALT_AFFECT_OBJECT_DISTORT
Value: 1048576

Name: TF3_SINKING_OBJECT_WATER
Description: Description for TF3_SINKING_OBJECT_WATER
Value: 2097152

Name: TF3_SINKING_OBJECT_LAND
Description: Description for TF3_SINKING_OBJECT_LAND
Value: 4194304

Name: TF3_HAS_AUTO_TID
Description: Description for TF3_HAS_AUTO_TID
Value: 8388608

Name: TF3_MARVELLOUS_HOUSE_DEATH
Description: Description for TF3_MARVELLOUS_HOUSE_DEATH
Value: 16777216

Name: TF3_PRE_AUTO_CMD_MAP_IDX_LOCKED
Description: Description for TF3_PRE_AUTO_CMD_MAP_IDX_LOCKED
Value: 33554432

Name: TF3_AFFECTED_OBJECT_NO_GROUND_HUG
Description: Description for TF3_AFFECTED_OBJECT_NO_GROUND_HUG
Value: 67108864

Name: TF3_LOST_CONTROL_FIGHT
Description: Description for TF3_LOST_CONTROL_FIGHT
Value: 134217728

Name: TF3_CMDS_DONE_EXIT_VEHICLE
Description: Description for TF3_CMDS_DONE_EXIT_VEHICLE
Value: 268435456

Name: TF3_LOCAL
Description: Description for TF3_LOCAL
Value: 536870912

Name: TF3_IN_A_TORNADO
Description: Description for TF3_IN_A_TORNADO
Value: 1073741824

Name: TF3_NO_AUTOGUARD

Description: Description for TF3_NO_AUTOGUARD
Value: 2147483648

Name: TF3_SINKING_OBJECTS
Description: Description for TF3_SINKING_OBJECTS
Value: 6291456

Name: TF2_CLR_SPECIAL_MOVE_CASES
Description: Description for TF2_CLR_SPECIAL_MOVE_CASES
Value: 65543

Name: TF2_ALL_SPECIAL_MOVE_CASES
Description: Description for TF2_ALL_SPECIAL_MOVE_CASES
Value: 65543

Name: PF_IN_FS_WAIT_STATE
Description: Description for PF_IN_FS_WAIT_STATE
Value: 1

Name: PF_RESET_WAIT_SUB_STATE
Description: Description for PF_RESET_WAIT_SUB_STATE
Value: 2

Name: PF_UNDER_TRAINING
Description: Description for PF_UNDER_TRAINING
Value: 4

Name: PF_USE_FORMATION
Description: Description for PF_USE_FORMATION
Value: 8

Name: PF_CMD_SUB_STATE2_INIT
Description: Description for PF_CMD_SUB_STATE2_INIT
Value: 16

Name: PF_UNDER_FORMATION
Description: Description for PF_UNDER_FORMATION
Value: 32

Name: PF_PREACHER_HAS_LISTENERS
Description: Description for PF_PREACHER_HAS_LISTENERS
Value: 64

Name: PF_IN_JUMPING_STATE
Description: Description for PF_IN_JUMPING_STATE
Value: 128

Name: PF_CMD_SUB_STATE3_INIT
Description: Description for PF_CMD_SUB_STATE3_INIT
Value: 256

Name: PF_SUPER_FIRING
Description: Description for PF_SUPER_FIRING
Value: 512

Name: PF_CHECK_AUTO_GUARD
Description: Description for PF_CHECK_AUTO_GUARD
Value: 1024

Name: PF_ON_WAY_TO_TRAINING

Description: Description for PF_ON_WAY_TO_TRAINING
Value: 2048

Name: PF_CP_GROUPING_A
Description: Description for PF_CP_GROUPING_A
Value: 4096

Name: PF_CP_GROUPING_B
Description: Description for PF_CP_GROUPING_B
Value: 8192

Name: PF_CP_GROUPING_C
Description: Description for PF_CP_GROUPING_C
Value: 16384

Name: PF_LAST_CMD_GET_WOOD
Description: Description for PF_LAST_CMD_GET_WOOD
Value: 32768

Name: PF_CMD_SUB_STATE4_INIT
Description: Description for PF_CMD_SUB_STATE4_INIT
Value: 65536

Name: SHF_SHAMAN_ON_BLDG
Description: Description for SHF_SHAMAN_ON_BLDG
Value: 1

Name: SHF_GUARD_AT_CELL_CENTRE
Description: Description for SHF_GUARD_AT_CELL_CENTRE
Value: 2

Name: SHF_REGEN_STATIC_GUARD_POS
Description: Description for SHF_REGEN_STATIC_GUARD_POS
Value: 4

Name: PRF_PREACHER_IN_ANIM
Description: Description for PRF_PREACHER_IN_ANIM
Value: 1

Name: PRF_PREACHER_HAS_FEW_LISTENERS
Description: Description for PRF_PREACHER_HAS_FEW_LISTENERS
Value: 2

Name: PF_CP_GROUPING_OFFSET
Description: Description for PF_CP_GROUPING_OFFSET
Value: 28672

Name: PF2_CP_SET_AS_DRIVER
Description: Description for PF2_CP_SET_AS_DRIVER
Value: 1

Name: PF2_WILD_STAYS_FIXED
Description: Description for PF2_WILD_STAYS_FIXED
Value: 2

Name: SF_SHAPE_TASK_COMPLETED
Description: Description for SF_SHAPE_TASK_COMPLETED
Value: 1

Name: BF_CHANGE_OWNER_MODE

Description: Description for BF_CHANGE_OWNER_MODE
Value: 1

Name: BF_ROCK_MODE
Description: Description for BF_ROCK_MODE
Value: 2

Name: BF_ALLOW_DWELLER_REMOVAL
Description: Description for BF_ALLOW_DWELLER_REMOVAL
Value: 4

Name: BF_CAN_HOUSE_DWELLERS
Description: Description for BF_CAN_HOUSE_DWELLERS
Value: 8

Name: BF_UNDER_ATTACK
Description: Description for BF_UNDER_ATTACK
Value: 16

Name: BF_VEHICLE_WOOD_REQUIRING
Description: Description for BF_VEHICLE_WOOD_REQUIRING
Value: 32

Name: BF_DYING_MODE
Description: Description for BF_DYING_MODE
Value: 64

Name: BF_TRAINING_IN_PROGRESS
Description: Description for BF_TRAINING_IN_PROGRESS
Value: 128

Name: BF_SPARE_4
Description: Description for BF_SPARE_4
Value: 256

Name: BF_TMP_PROCESS
Description: Description for BF_TMP_PROCESS
Value: 512

Name: BF_JUST_TRAINED
Description: Description for BF_JUST_TRAINED
Value: 1024

Name: BF_CP_FLATTENED_AROUND
Description: Description for BF_CP_FLATTENED_AROUND
Value: 2048

Name: BF_CP_WALLED_AROUND
Description: Description for BF_CP_WALLED_AROUND
Value: 4096

Name: BF_RESET_QUEUE_POSITIONS
Description: Description for BF_RESET_QUEUE_POSITIONS
Value: 8192

Name: BF_DO_A_SPROGG
Description: Description for BF_DO_A_SPROGG
Value: 16384

Name: BF_DISMANTLE_MODE

Description: Description for BF_DISMANTLE_MODE
Value: 32768

Name: SHOTF_USE_TRAIL_SMOKE_1
Description: Description for SHOTF_USE_TRAIL_SMOKE_1
Value: 1

Name: SHOTF_USE_TRAIL_SMOKE_2
Description: Description for SHOTF_USE_TRAIL_SMOKE_2
Value: 2

Name: SHOTF_USE_TARGET_THING
Description: Description for SHOTF_USE_TARGET_THING
Value: 4

Name: SCF_FIRE_NO_SMOKE
Description: Description for SCF_FIRE_NO_SMOKE
Value: 1

Name: SCF_FIRE_PARTIAL_BURN
Description: Description for SCF_FIRE_PARTIAL_BURN
Value: 2

Name: SCF_ON_FIRE
Description: Description for SCF_ON_FIRE
Value: 4

Name: SCF_PORTAL_OPEN
Description: Description for SCF_PORTAL_OPEN
Value: 8

Name: SCF_CREATE_POST_FIRE_SMOKE
Description: Description for SCF_CREATE_POST_FIRE_SMOKE
Value: 16

Name: VF_IN_LANDING_STAGE
Description: Description for VF_IN_LANDING_STAGE
Value: 1

Name: VF_REPOS_OCCUPANTS
Description: Description for VF_REPOS_OCCUPANTS
Value: 2

Name: VF_EXITING_BUILDING
Description: Description for VF_EXITING_BUILDING
Value: 4

Name: VF_JUST_CREATED
Description: Description for VF_JUST_CREATED
Value: 128

Name: VF_ENTERED_LANDING_CELL
Description: Description for VF_ENTERED_LANDING_CELL
Value: 256

Name: VF_CLOSE_TO_BASE
Description: Description for VF_CLOSE_TO_BASE
Value: 512

Name: VF_CHECK_DRIFT_TO_SHORE_TARGET

Description: Description for VF_CHECK_DRIFT_TO_SHORE_TARGET
Value: 16384

Name: VF_PROCESS_VEHICLE_ALTITUDE
Description: Description for VF_PROCESS_VEHICLE_ALTITUDE
Value: 32768

Name: VF_VEHICLE_OUT_OF_SERVICE
Description: Description for VF_VEHICLE_OUT_OF_SERVICE
Value: 65536

Name: VF_VEHICLE_TO_BLAST_EXPLODE
Description: Description for VF_VEHICLE_TO_BLAST_EXPLODE
Value: 131072

Name: VF_NO_ALT_AFFECT
Description: Description for VF_NO_ALT_AFFECT
Value: 262144

Name: VF_JUST_COLLIDED
Description: Description for VF_JUST_COLLIDED
Value: 524288

Name: VF_VALID_DISEMBARK_POSITION
Description: Description for VF_VALID_DISEMBARK_POSITION
Value: 1048576

Name: VF_NO_FIND_INITIAL_LANDING_POS
Description: Description for VF_NO_FIND_INITIAL_LANDING_POS
Value: 2097152

Name: VF_STRANDED_EXPLODE
Description: Description for VF_STRANDED_EXPLODE
Value: 4194304

Name: TRF_ACTIVE
Description: Description for TRF_ACTIVE
Value: 1

Name: TRF_TRIGGER
Description: Description for TRF_TRIGGER
Value: 2

Name: TRF_FIRST_TRIGGER_DONE
Description: Description for TRF_FIRST_TRIGGER_DONE
Value: 4

Name: TRF_ENOUGH_PRAYERS
Description: Description for TRF_ENOUGH_PRAYERS
Value: 8

Name: TRF_DISCOVERY_PERMANENT
Description: Description for TRF_DISCOVERY_PERMANENT
Value: 16

Name: TRF_DISCOVERY_ONE_SHOT
Description: Description for TRF_DISCOVERY_ONE_SHOT
Value: 32

Name: TRF_MSG_ICON_CREATED

Description: Description for TRF_MSG_ICON_CREATED
Value: 64

Name: CTI_FLYING
Description: Description for CTI_FLYING
Value: 1

Name: VTI_FLYING
Description: Description for VTI_FLYING
Value: 1

Name: VTI_PLAYER_1_CAN_BUILD
Description: Description for VTI_PLAYER_1_CAN_BUILD
Value: 2

Name: VTI_PLAYER_2_CAN_BUILD
Description: Description for VTI_PLAYER_2_CAN_BUILD
Value: 4

Name: VTI_PLAYER_3_CAN_BUILD
Description: Description for VTI_PLAYER_3_CAN_BUILD
Value: 8

Name: VTI_PLAYER_4_CAN_BUILD
Description: Description for VTI_PLAYER_4_CAN_BUILD
Value: 16

Name: VTI_ALL_PLAYERS_CAN_BUILD
Description: Description for VTI_ALL_PLAYERS_CAN_BUILD
Value: 30

Name: STI_FOOD
Description: Description for STI_FOOD
Value: 1

Name: STI_FLY_THROUGH
Description: Description for STI_FLY_THROUGH
Value: 2

Name: STI_WOOD
Description: Description for STI_WOOD
Value: 4

Name: STI_EAGLE_CAN_SIT_ON
Description: Description for STI_EAGLE_CAN_SIT_ON
Value: 8

Name: STI_TREE
Description: Description for STI_TREE
Value: 16

Name: STI_BURNABLE
Description: Description for STI_BURNABLE
Value: 32

Name: STI_SHAPE_REMOVABLE
Description: Description for STI_SHAPE_REMOVABLE
Value: 64

Name: STI_SHAPE_BURNABLE

Description: Description for STI_SHAPE_BURNABLE
Value: 128

Name: STI_CREATE_MAP_SHADOW
Description: Description for STI_CREATE_MAP_SHADOW
Value: 256

Name: STI_ALLOWED_ON_RS
Description: Description for STI_ALLOWED_ON_RS
Value: 512

Name: STI_NO_RS_CHECK
Description: Description for STI_NO_RS_CHECK
Value: 1024

Name: STI_CHECK_LOSE_CONTROL
Description: Description for STI_CHECK_LOSE_CONTROL
Value: 2048

Name: STI_CREATE_ENGINE_SHADOW
Description: Description for STI_CREATE_ENGINE_SHADOW
Value: 4096

Name: STI_POS_DRAW_NUM
Description: Description for STI_POS_DRAW_NUM
Value: 8192

Name: STI_ALPHA
Description: Description for STI_ALPHA
Value: 16384

Name: STI_POINTABLE
Description: Description for STI_POINTABLE
Value: 32768

Name: STI_NON_OBJECT_DRAW
Description: Description for STI_NON_OBJECT_DRAW
Value: 65536

Name: STI_CREATE_FOW_SEEN_CELLS
Description: Description for STI_CREATE_FOW_SEEN_CELLS
Value: 131072

Name: STI_BLAST_AFFECTED
Description: Description for STI_BLAST_AFFECTED
Value: 262144

Name: STI_OBSTACLE_GENERAL
Description: Description for STI_OBSTACLE_GENERAL
Value: 524288

Name: STI_OBSTACLE_NON_WALK
Description: Description for STI_OBSTACLE_NON_WALK
Value: 1048576

Name: STI_OBSTACLE_SHAPE
Description: Description for STI_OBSTACLE_SHAPE
Value: 2097152

Name: STI_NO_CONTROLLED_RAISE

Description: Description for STI_NO_CONTROLLED_RAISE
Value: 4194304

Name: STI_NON_SINKABLE
Description: Description for STI_NON_SINKABLE
Value: 8388608

Name: STI_DYNAMIC_RESOURCE
Description: Description for STI_DYNAMIC_RESOURCE
Value: 5

Name: PTI_POINTABLE
Description: Description for PTI_POINTABLE
Value: 1

Name: PTI_COMMANDABLE
Description: Description for PTI_COMMANDABLE
Value: 2

Name: PTI_HARMONIC
Description: Description for PTI_HARMONIC
Value: 4

Name: PTI_LIFE
Description: Description for PTI_LIFE
Value: 8

Name: PTI_NOT_TRAINABLE
Description: Description for PTI_NOT_TRAINABLE
Value: 16

Name: PTI_PREACHABLE
Description: Description for PTI_PREACHABLE
Value: 32

Name: PTI_JOIN_FIGHT_SPECIAL
Description: Description for PTI_JOIN_FIGHT_SPECIAL
Value: 64

Name: PTI_DUCK
Description: Description for PTI_DUCK
Value: 128

Name: PTI_NO_RUN_AWAY
Description: Description for PTI_NO_RUN_AWAY
Value: 256

Name: PTI_SW_BLAST_STEEL_BOOTS
Description: Description for PTI_SW_BLAST_STEEL_BOOTS
Value: 512

Name: PTI_NO_ORG_WAIT
Description: Description for PTI_NO_ORG_WAIT
Value: 1024

Name: PTI_NO_AUTO_GUARD_ON_FORCED_CMD
Description: Description for PTI_NO_AUTO_GUARD_ON_FORCED_CMD
Value: 2048

Name: PTI_SW_SPECIAL_TARGET

Description: Description for PTI_SW_SPECIAL_TARGET
Value: 4096

Name: PTI_TARGETS_IN_ALLOWED_VEHICLES
Description: Description for PTI_TARGETS_IN_ALLOWED_VEHICLES
Value: 8192

Name: PTI_NO_SHAMAN_GUARD_BLDG_ATTACK
Description: Description for PTI_NO_SHAMAN_GUARD_BLDG_ATTACK
Value: 16384

Name: TTI_USE_BELOW_256_ALWAYS
Description: Description for TTI_USE_BELOW_256_ALWAYS
Value: 1

Name: TTI_USE_BELOW_256_ON_NEAR_FULL
Description: Description for TTI_USE_BELOW_256_ON_NEAR_FULL
Value: 2

Name: TTI_USE_BELOW_256_ON_FULL
Description: Description for TTI_USE_BELOW_256_ON_FULL
Value: 4

Name: TTI_ALLOWED_IN_EDITOR
Description: Description for TTI_ALLOWED_IN_EDITOR
Value: 8

Name: TTI_NO_TSLICE_INCR
Description: Description for TTI_NO_TSLICE_INCR
Value: 16

Name: TTI_NO_ATLANTIS_STORE
Description: Description for TTI_NO_ATLANTIS_STORE
Value: 32

Name: PSI_NO_AFFECT
Description: Description for PSI_NO_AFFECT
Value: 1

Name: PSI_ALLOW_AUTO_EMPLOYMENT
Description: Description for PSI_ALLOW_AUTO_EMPLOYMENT
Value: 2

Name: PSI_RESET_FSPACE
Description: Description for PSI_RESET_FSPACE
Value: 4

Name: PSI_WAIT_CMD
Description: Description for PSI_WAIT_CMD
Value: 8

Name: PSI_VALID_IN_FIGHT
Description: Description for PSI_VALID_IN_FIGHT
Value: 16

Name: PSI_NOT_PREACHABLE
Description: Description for PSI_NOT_PREACHABLE
Value: 32

Name: PSI_NO_AUTO_GUARD

Description: Description for PSI_NO_AUTO_GUARD
Value: 64

Name: PSI_NO_CLEAR_DOING_TIME
Description: Description for PSI_NO_CLEAR_DOING_TIME
Value: 128

Name: PSI_EXIT_STATE_CHECK_AUTO_GUARD
Description: Description for PSI_EXIT_STATE_CHECK_AUTO_GUARD
Value: 256

Name: PSI_NO_INIT_STATE_SPEED_SET
Description: Description for PSI_NO_INIT_STATE_SPEED_SET
Value: 512

Name: PSI_FIGHT_NON_TARGETABLE
Description: Description for PSI_FIGHT_NON_TARGETABLE
Value: 1024

Name: PSI_ALLOW_SUPER_RETURN_FIRE
Description: Description for PSI_ALLOW_SUPER_RETURN_FIRE
Value: 2048

Name: PSI_ALLOW_CALL_TO_ARMS
Description: Description for PSI_ALLOW_CALL_TO_ARMS
Value: 4096

Name: PSI_NO_SUBMIT_MODE_ATTACK_CMD
Description: Description for PSI_NO_SUBMIT_MODE_ATTACK_CMD
Value: 8192

Name: TMI_PERSON_GENERIC
Description: Description for TMI_PERSON_GENERIC
Value: 0

Name: TMI_CREATURE_GENERIC
Description: Description for TMI_CREATURE_GENERIC
Value: 1

Name: TMI_PERSON_BRAVE
Description: Description for TMI_PERSON_BRAVE
Value: 2

Name: TMI_CREATURE_BEAR
Description: Description for TMI_CREATURE_BEAR
Value: 3

Name: TMI_CREATURE_BUFFALO
Description: Description for TMI_CREATURE_BUFFALO
Value: 4

Name: TMI_CREATURE_WOLF
Description: Description for TMI_CREATURE_WOLF
Value: 5

Name: TMI_CREATURE_EAGLE
Description: Description for TMI_CREATURE_EAGLE
Value: 6

Name: TMI_CREATURE_RABBIT

Description: Description for TMI_CREATURE_RABBIT
Value: 7

Name: TMI_CREATURE_BEAVER
Description: Description for TMI_CREATURE_BEAVER
Value: 8

Name: TMI_CREATURE_FISH
Description: Description for TMI_CREATURE_FISH
Value: 9

Name: TMI_EFFECT_GENERAL
Description: Description for TMI_EFFECT_GENERAL
Value: 10

Name: TMI_ROLLING_THING
Description: Description for TMI_ROLLING_THING
Value: 11

Name: TMI_BOAT_1
Description: Description for TMI_BOAT_1
Value: 12

Name: TMI_AIRSHIP_1
Description: Description for TMI_AIRSHIP_1
Value: 13

Name: TMI_PERSON_WARRIOR
Description: Description for TMI_PERSON_WARRIOR
Value: 14

Name: TMI_PERSON_RELIGIOUS
Description: Description for TMI_PERSON_RELIGIOUS
Value: 15

Name: TMI_PERSON_SPY
Description: Description for TMI_PERSON_SPY
Value: 16

Name: TMI_PERSON_SUPER_WARRIOR
Description: Description for TMI_PERSON_SUPER_WARRIOR
Value: 17

Name: TMI_PERSON_MEDICINE_MAN
Description: Description for TMI_PERSON_MEDICINE_MAN
Value: 18

Name: TMI_ANGEL_OF_DEATH
Description: Description for TMI_ANGEL_OF_DEATH
Value: 19

Name: TMI_FLAG_MAX_SLOPE_UPDATABLE
Description: Description for TMI_FLAG_MAX_SLOPE_UPDATABLE
Value: 1

Name: TMI_FLAG_NON_DROWNABLE
Description: Description for TMI_FLAG_NON_DROWNABLE
Value: 2

Name: TMI_NO_EXT_FORCE_BLDG_CHECK

Description: Description for TMI_NO_EXT_FORCE_BLDG_CHECK
Value: 4

Name: TMI_USE_OWN_MAX_SLOPE_CHECK
Description: Description for TMI_USE_OWN_MAX_SLOPE_CHECK
Value: 8

Name: BDI_CONTROLLED_STEP
Description: Description for BDI_CONTROLLED_STEP
Value: 1

Name: BTI_TRAINING_ALLOWED
Description: Description for BTI_TRAINING_ALLOWED
Value: 1

Name: BTI_PLAYER_1_CAN_BUILD
Description: Description for BTI_PLAYER_1_CAN_BUILD
Value: 2

Name: BTI_PLAYER_2_CAN_BUILD
Description: Description for BTI_PLAYER_2_CAN_BUILD
Value: 4

Name: BTI_PLAYER_3_CAN_BUILD
Description: Description for BTI_PLAYER_3_CAN_BUILD
Value: 8

Name: BTI_PLAYER_4_CAN_BUILD
Description: Description for BTI_PLAYER_4_CAN_BUILD
Value: 16

Name: BTI_ALL_PLAYERS_CAN_BUILD
Description: Description for BTI_ALL_PLAYERS_CAN_BUILD
Value: 30

Name: BTI_NORMAL_HOME
Description: Description for BTI_NORMAL_HOME
Value: 32

Name: BTI_VEHICLE_PRODUCING
Description: Description for BTI_VEHICLE_PRODUCING
Value: 64

Name: BTI_DT_AFFECTING
Description: Description for BTI_DT_AFFECTING
Value: 128

Name: BTI_UPGRADE_BLDG
Description: Description for BTI_UPGRADE_BLDG
Value: 256

Name: BTI_BOAT_TYPE
Description: Description for BTI_BOAT_TYPE
Value: 512

Name: BTI_SPROGGING
Description: Description for BTI_SPROGGING
Value: 1024

Name: BTI_QUEUEING

Description: Description for BTI_QUEUEING
Value: 2048

Name: BTI_SMOKE_PRODUCING
Description: Description for BTI_SMOKE_PRODUCING
Value: 4096

Name: BTI_DRAW_IDX_RELATIVE
Description: Description for BTI_DRAW_IDX_RELATIVE
Value: 8192

Name: BTI_DIFFERENT_CP_BLDGS
Description: Description for BTI_DIFFERENT_CP_BLDGS
Value: 16384

Name: BTI_PERMANENT_BLDG
Description: Description for BTI_PERMANENT_BLDG
Value: 32768

Name: BTI_NON_BURNABLE
Description: Description for BTI_NON_BURNABLE
Value: 65536

Name: BTI_INIT_USE_AVE_ALT
Description: Description for BTI_INIT_USE_AVE_ALT
Value: 131072

Name: BTI_INIT_WIDE_FLAT_AREA
Description: Description for BTI_INIT_WIDE_FLAT_AREA
Value: 262144

Name: BTI_DESTROY_AT_1ST_DAMAGE_STAGE
Description: Description for BTI_DESTROY_AT_1ST_DAMAGE_STAGE
Value: 524288

Name: BTI_NON_OWNER_DWELLERS
Description: Description for BTI_NON_OWNER_DWELLERS
Value: 1048576

Name: BTI_NOT_AVAILABLE_IN_DEMO
Description: Description for BTI_NOT_AVAILABLE_IN_DEMO
Value: 2097152

Name: DROWNING_ON_GOING
Description: Description for DROWNING_ON_GOING
Value: 0

Name: DROWNING_SAVED
Description: Description for DROWNING_SAVED
Value: 1

Name: DROWNING_DROWNED
Description: Description for DROWNING_DROWNED
Value: 2

Name: THING_DEL_COUNT
Description: Description for THING_DEL_COUNT
Value: 3

Name: RECENT_LAST_NAVIGATION_COUNT

Description: Description for RECENT_LAST_NAVIGATION_COUNT
Value: 640

Name: MAX_NAVIGATION_WANDER_FACTOR
Description: Description for MAX_NAVIGATION_WANDER_FACTOR
Value: 480

Name: MAX_LAST_NAVIGATION_COUNT
Description: Description for MAX_LAST_NAVIGATION_COUNT
Value: 800

Name: MAX_JNAV_PATH_TABLE_ENTRIES
Description: Description for MAX_JNAV_PATH_TABLE_ENTRIES
Value: 2400

Name: NUM_SPROG_BANDS
Description: Description for NUM_SPROG_BANDS
Value: 20

Name: MAX_JNAV_FAILED_PATH_TABLE_ENTRIES
Description: Description for MAX_JNAV_FAILED_PATH_TABLE_ENTRIES
Value: 320

Name: NUM_RECENT_BOAT_SEA_DESTS
Description: Description for NUM_RECENT_BOAT_SEA_DESTS
Value: 16

Name: MAX_NUM_VEHICLE_OCCUPANTS
Description: Description for MAX_NUM_VEHICLE_OCCUPANTS
Value: 12

Name: VEHICLE_GET_ON_FRAMES
Description: Description for VEHICLE_GET_ON_FRAMES
Value: 4

Name: MC_CAN_MOVE
Description: Description for MC_CAN_MOVE
Value: 0

Name: MC_INSIDE_BLDG
Description: Description for MC_INSIDE_BLDG
Value: 1

Name: MC_NO_ENTRY
Description: Description for MC_NO_ENTRY
Value: 2

Name: MC_TOO_STEEP
Description: Description for MC_TOO_STEEP
Value: 3

Name: MC_NON_LAND
Description: Description for MC_NON_LAND
Value: 4

Name: MC_NON_SEA
Description: Description for MC_NON_SEA
Value: 5

Name: MC_OTHER_VEHICLES

Description: Description for MC_OTHER_VEHICLES
Value: 6

Name: NAV_FLAG_BOATS_USED
Description: Description for NAV_FLAG_BOATS_USED
Value: 1

Name: NAV_FLAG_AIRSHIPS_USED
Description: Description for NAV_FLAG_AIRSHIPS_USED
Value: 2

Name: NAV_FLAG_SLOT_RESERVED
Description: Description for NAV_FLAG_SLOT_RESERVED
Value: 4

Name: NAV_FLAG_SPARE_2
Description: Description for NAV_FLAG_SPARE_2
Value: 8

Name: NAV_FLAG_SPARE_3
Description: Description for NAV_FLAG_SPARE_3
Value: 16

Name: NAV_FLAG_SPARE_4
Description: Description for NAV_FLAG_SPARE_4
Value: 32

Name: NAV_FLAG_SPARE_5
Description: Description for NAV_FLAG_SPARE_5
Value: 64

Name: NAV_FLAG_SPARE_6
Description: Description for NAV_FLAG_SPARE_6
Value: 128

Name: LAC_NORTH
Description: Description for LAC_NORTH
Value: 0

Name: LAC_NORTH_EAST
Description: Description for LAC_NORTH_EAST
Value: 1

Name: LAC_EAST
Description: Description for LAC_EAST
Value: 2

Name: LAC_SOUTH_EAST
Description: Description for LAC_SOUTH_EAST
Value: 4

Name: LAC_SOUTH_WEST
Description: Description for LAC_SOUTH_WEST
Value: 5

Name: LAC_WEST
Description: Description for LAC_WEST
Value: 6

Name: LAC_NORTH_WEST

Description: Description for LAC_NORTH_WEST
Value: 7

Name: NUM_LAC_ANGLES
Description: Description for NUM_LAC_ANGLES
Value: 8

Name: PGA_RADIUS
Description: Description for PGA_RADIUS
Value: (WM_XZ_I2V((38*MAP_CELL_SIZE)

Name: PGA_MAX_PEOPLE
Description: Description for PGA_MAX_PEOPLE
Value: 100

Name: ALT_QUANTISATION
Description: Description for ALT_QUANTISATION
Value: 64

Name: TISP_STACK_SIZE
Description: Description for TISP_STACK_SIZE
Value: 0

Name: HARMONY_VALUE_SHELTERED
Description: Description for HARMONY_VALUE_SHELTERED
Value: 2

Name: HARMONY_VALUE_UNSHELTERED
Description: Description for HARMONY_VALUE_UNSHELTERED
Value: -1

Name: HARMONY_VALUE_EMPLOYED
Description: Description for HARMONY_VALUE_EMPLOYED
Value: 1

Name: HARMONY_VALUE_UNEMPLOYED
Description: Description for HARMONY_VALUE_UNEMPLOYED
Value: -1

Name: HARMONY_VALUE_UNIT_FARM
Description: Description for HARMONY_VALUE_UNIT_FARM
Value: 4

Name: HARMONY_VALUE_UNIT_DRUM_TOWER
Description: Description for HARMONY_VALUE_UNIT_DRUM_TOWER
Value: 4

Name: HV_FARM
Description: Description for HV_FARM
Value: HARMONY_VALUE_UNIT_FARM

Name: HV_TOWER
Description: Description for HV_TOWER
Value: HARMONY_VALUE_UNIT_DRUM_TOWER

Name: MIN_HARMONY
Description: Description for MIN_HARMONY
Value: (-(1<<10)

Name: MAX_HARMONY

Description: Description for MAX_HARMONY
Value: 1<<10

Name: MIN_HARMONY_INCR
Description: Description for MIN_HARMONY_INCR
Value: -127

Name: MAX_HARMONY_INCR
Description: Description for MAX_HARMONY_INCR
Value: 127

Name: MAX_FIGHT_ENERGY
Description: Description for MAX_FIGHT_ENERGY
Value: 128

Name: MAX_AA_INFO_THINGS
Description: Description for MAX_AA_INFO_THINGS
Value: 64

Name: MAX_AA_DIAM
Description: Description for MAX_AA_DIAM
Value: 8

Name: MAX_REINCARNATION_LEVEL
Description: Description for MAX_REINCARNATION_LEVEL
Value: 8

Name: RS_CELL_RADIUS
Description: Description for RS_CELL_RADIUS
Value: 5

Name: RS_MAX_POINTS_IN_SITE
Description: Description for RS_MAX_POINTS_IN_SITE
Value: ((2*5)

Name: RS_NUM_PILLARS
Description: Description for RS_NUM_PILLARS
Value: 8

Name: RS_SITE_ALT_OFFSET
Description: Description for RS_SITE_ALT_OFFSET
Value: 10

Name: RS_EFFECT_ALT_OFFSET
Description: Description for RS_EFFECT_ALT_OFFSET
Value: 700

Name: TRAINING_MANA_IDX
Description: Description for TRAINING_MANA_IDX
Value: 0

Name: MANA_ADJUST_MODE_NONE
Description: Description for MANA_ADJUST_MODE_NONE
Value: 0

Name: MANA_ADJUST_MODE_TRAINING
Description: Description for MANA_ADJUST_MODE_TRAINING
Value: 1

Name: MANA_FACTOR_PERCENT_TRAINING

Description: Description for MANA_FACTOR_PERCENT_TRAINING
Value: 50

Name: MANA_FACTOR_PERCENT_HOUSED
Description: Description for MANA_FACTOR_PERCENT_HOUSED
Value: 100

Name: MANA_FACTOR_PERCENT_WORKING
Description: Description for MANA_FACTOR_PERCENT_WORKING
Value: 100

Name: NUM_SPECIAL_MANA_COST_BANDS
Description: Description for NUM_SPECIAL_MANA_COST_BANDS
Value: 6

Name: MANA_UPDATE_FREQ
Description: Description for MANA_UPDATE_FREQ
Value: 3

Name: BLDG_DAMAGED_SMOKE_DIE_COUNT
Description: Description for BLDG_DAMAGED_SMOKE_DIE_COUNT
Value: 16

Name: MANUAL_SCALE_SHIFT
Description: Description for MANUAL_SCALE_SHIFT
Value: 8

Name: DEFAULT_MANUAL_SCALE_FACTOR
Description: Description for DEFAULT_MANUAL_SCALE_FACTOR
Value: (1<<(8)

Name: DEBUG_MAX_NUM_OBJECTS
Description: Description for DEBUG_MAX_NUM_OBJECTS
Value: 16

Name: DEBUG_MAX_NUM_FACES
Description: Description for DEBUG_MAX_NUM_FACES
Value: 512

Name: DEBUG_MAX_NUM_POINTS
Description: Description for DEBUG_MAX_NUM_POINTS
Value: 2048

Name: FACE_TYPE_QUAD
Description: Description for FACE_TYPE_QUAD
Value: 0

Name: FACE_TYPE_TRI
Description: Description for FACE_TYPE_TRI
Value: 1

Name: BP_MERGEABLE
Description: Description for BP_MERGEABLE
Value: 1

Name: AVAILABLE_NOT
Description: Description for AVAILABLE_NOT
Value: 0

Name: AVAILABLE_PERM

Description: Description for AVAILABLE_PERM
Value: 1

Name: AVAILABLE_LEVEL
Description: Description for AVAILABLE_LEVEL
Value: 2

Name: AVAILABLE_ONCE
Description: Description for AVAILABLE_ONCE
Value: 3

Name: AVAILABLE_DISCOVERY
Description: Description for AVAILABLE_DISCOVERY
Value: 4

Name: BLDG_MAX_ALT_DIFF
Description: Description for BLDG_MAX_ALT_DIFF
Value: ((5*(8*ALT_CHANGE_AMT))

Name: MAX_NUM_SHAPES
Description: Description for MAX_NUM_SHAPES
Value: 64

Name: BLDG_MAX_DIAM
Description: Description for BLDG_MAX_DIAM
Value: 10

Name: BLDG_SHAPE_MAX_DIAM
Description: Description for BLDG_SHAPE_MAX_DIAM
Value: 12

Name: MAX_BLDG_CELL_RADIUS
Description: Description for MAX_BLDG_CELL_RADIUS
Value: 5

Name: BLDG_MAX_AREA
Description: Description for BLDG_MAX_AREA
Value: 100

Name: BLDG_SHAPE_MAX_AREA
Description: Description for BLDG_SHAPE_MAX_AREA
Value: 144

Name: BLDG_MAX_REQD_BUILDERS
Description: Description for BLDG_MAX_REQD_BUILDERS
Value: 20

Name: BLDG_CONSTRUCT_MAX_STAGES
Description: Description for BLDG_CONSTRUCT_MAX_STAGES
Value: 4

Name: BLDG_MARKER_NUM_ORIENTS
Description: Description for BLDG_MARKER_NUM_ORIENTS
Value: 4

Name: BLDG_SHAPE_POSITIONS_PER_CELL
Description: Description for BLDG_SHAPE_POSITIONS_PER_CELL
Value: 8

Name: SHAPE_MARKER_POSITIONS_PER_CELL

Description: Description for SHAPE_MARKER_POSITIONS_PER_CELL
Value: 16

Name: BLDG_MAX_DWELLERS
Description: Description for BLDG_MAX_DWELLERS
Value: 6

Name: BLDG_MAX_POSSIBLE_NEAR_BLDGS
Description: Description for BLDG_MAX_POSSIBLE_NEAR_BLDGS
Value: (4*((12/2)

Name: BLDG_TOWER_TOO_CLOSE_RADIUS_ENEMY
Description: Description for BLDG_TOWER_TOO_CLOSE_RADIUS_ENEMY
Value: 5

Name: SHAPE_MARKER_SMOKE_STAGE_1
Description: Description for SHAPE_MARKER_SMOKE_STAGE_1
Value: 0

Name: SHAPE_MARKER_SMOKE_STAGE_2
Description: Description for SHAPE_MARKER_SMOKE_STAGE_2
Value: 1

Name: SHAPE_MARKER_SMOKE_STAGE_3
Description: Description for SHAPE_MARKER_SMOKE_STAGE_3
Value: 2

Name: SHAPE_MARKER_ADD_ON_1
Description: Description for SHAPE_MARKER_ADD_ON_1
Value: 3

Name: SHAPE_MARKER_ADD_ON_2
Description: Description for SHAPE_MARKER_ADD_ON_2
Value: 4

Name: SHAPE_MARKER_ADD_ON_3
Description: Description for SHAPE_MARKER_ADD_ON_3
Value: 5

Name: SHAPE_MARKER_FIRE_1
Description: Description for SHAPE_MARKER_FIRE_1
Value: 6

Name: SHAPE_MARKER_FIRE_2
Description: Description for SHAPE_MARKER_FIRE_2
Value: 7

Name: SHAPE_MARKER_FIRE_3
Description: Description for SHAPE_MARKER_FIRE_3
Value: 8

Name: SHAPE_MARKER_FIRE_4
Description: Description for SHAPE_MARKER_FIRE_4
Value: 9

Name: SHAPE_MARKER_FIRE_5
Description: Description for SHAPE_MARKER_FIRE_5
Value: 10

Name: SHAPE_MARKER_FIRE_6

Description: Description for SHAPE_MARKER_FIRE_6
Value: 11

Name: SHAPE_NUM_MARKERS
Description: Description for SHAPE_NUM_MARKERS
Value: 12

Name: SHAPE_NUM_FIRE_MARKERS
Description: Description for SHAPE_NUM_FIRE_MARKERS
Value: 6

Name: SHAPE_NUM_ADD_ON_MARKERS
Description: Description for SHAPE_NUM_ADD_ON_MARKERS
Value: 3

Name: MAX_NUM_WOOD_DISTRIB_ITEMS
Description: Description for MAX_NUM_WOOD_DISTRIB_ITEMS
Value: 16

Name: WOOD_REQD_ABSOLUTE
Description: Description for WOOD_REQD_ABSOLUTE
Value: 0

Name: WOOD_REQD_OUTSTANDING
Description: Description for WOOD_REQD_OUTSTANDING
Value: 1

Name: WOOD_REQD_PRIO_IMMEDIATE
Description: Description for WOOD_REQD_PRIO_IMMEDIATE
Value: 1

Name: WOOD_REQD_PRIO_LATER
Description: Description for WOOD_REQD_PRIO_LATER
Value: 3

Name: BB_TASK_WOOD
Description: Description for BB_TASK_WOOD
Value: 0

Name: BB_TASK_FLATTEN
Description: Description for BB_TASK_FLATTEN
Value: 1

Name: BB_TASK_OBSTACLES
Description: Description for BB_TASK_OBSTACLES
Value: 2

Name: BB_TASK_OWNED
Description: Description for BB_TASK_OWNED
Value: 3

Name: BB_TASK_ENEMY
Description: Description for BB_TASK_ENEMY
Value: 4

Name: BB_TASK_CREATURES
Description: Description for BB_TASK_CREATURES
Value: 5

Name: BB_TASK_VACATE_SHAPE

Description: Description for BB_TASK_VACATE_SHAPE
Value: 6

Name: BB_NUM_TASKS
Description: Description for BB_NUM_TASKS
Value: 7

Name: BLDG_SHAPE_INSIDE_CH
Description: Description for BLDG_SHAPE_INSIDE_CH
Value: #

Name: BLDG_SHAPE_CENTRE_CH
Description: Description for BLDG_SHAPE_CENTRE_CH
Value: @

Name: BLDG_SHAPE_FLAG_INSIDE
Description: Description for BLDG_SHAPE_FLAG_INSIDE
Value: 1

Name: BLDG_SHAPE_FLAG_FLAT
Description: Description for BLDG_SHAPE_FLAG_FLAT
Value: 2

Name: BLDG_SHAPE_FLAG_OUTSIDE
Description: Description for BLDG_SHAPE_FLAG_OUTSIDE
Value: 4

Name: BLDG_SHAPE_FLAG_SPECIAL_1
Description: Description for BLDG_SHAPE_FLAG_SPECIAL_1
Value: 8

Name: BLDG_SHAPE_FLAG_SPECIAL_2
Description: Description for BLDG_SHAPE_FLAG_SPECIAL_2
Value: 16

Name: BLDG_SHAPE_FLAG_SPECIAL_3
Description: Description for BLDG_SHAPE_FLAG_SPECIAL_3
Value: 32

Name: BLDG_SHAPE_FLAG_SPECIAL_4
Description: Description for BLDG_SHAPE_FLAG_SPECIAL_4
Value: 64

Name: BLDG_SHAPE_FLAG_SPECIAL_5
Description: Description for BLDG_SHAPE_FLAG_SPECIAL_5
Value: 128

Name: BLDG_SHAPE_FLAG_ALL_SPECIALS
Description: Description for BLDG_SHAPE_FLAG_ALL_SPECIALS
Value: 248

Name: SHME_MODE_SET_TMP
Description: Description for SHME_MODE_SET_TMP
Value: 0

Name: SHME_MODE_REMOVE_TMP
Description: Description for SHME_MODE_REMOVE_TMP
Value: 1

Name: SHME_MODE_SET_PERM

Description: Description for SHME_MODE_SET_PERM
Value: 2

Name: SHME_MODE_REMOVE_PERM
Description: Description for SHME_MODE_REMOVE_PERM
Value: 3

Name: SHME_MODE_CONVERT_TO_BLDG
Description: Description for SHME_MODE_CONVERT_TO_BLDG
Value: 4

Name: BIF_END_LIST
Description: Description for BIF_END_LIST
Value: 1

Name: BLDG_MENU_MODE_STATIC
Description: Description for BLDG_MENU_MODE_STATIC
Value: 0

Name: BLDG_MENU_MODE_ROTATE_R_INIT
Description: Description for BLDG_MENU_MODE_ROTATE_R_INIT
Value: 2

Name: BLDG_MENU_MODE_ROTATE_L_INIT
Description: Description for BLDG_MENU_MODE_ROTATE_L_INIT
Value: 4

Name: BLDG_MENU_MODE_INIT
Description: Description for BLDG_MENU_MODE_INIT
Value: 5

Name: MAX_NUM_EFFECTS_PER_SPELL
Description: Description for MAX_NUM_EFFECTS_PER_SPELL
Value: 5

Name: SPAC_OFF
Description: Description for SPAC_OFF
Value: 0

Name: SPAC_NORMAL
Description: Description for SPAC_NORMAL
Value: 1

Name: SPAC_GUEST
Description: Description for SPAC_GUEST
Value: 2

Name: SPAC_SPECIAL
Description: Description for SPAC_SPECIAL
Value: 3

Name: LSME_WRANGE
Description: Description for LSME_WRANGE
Value: 7168

Name: CS_TEST
Description: Description for CS_TEST
Value: 0

Name: CS_INACTIVE

Description: Description for CS_INACTIVE
Value: 1

Name: CS_RED
Description: Description for CS_RED
Value: 2

Name: CS_PURPLE
Description: Description for CS_PURPLE
Value: 3

Name: CS_YELLOW
Description: Description for CS_YELLOW
Value: 4

Name: CS_SLIDER_1
Description: Description for CS_SLIDER_1
Value: 5

Name: CS_SLIDER_2
Description: Description for CS_SLIDER_2
Value: 6

Name: CS_SLIDER_3
Description: Description for CS_SLIDER_3
Value: 7

Name: CS_SLIDER_BG
Description: Description for CS_SLIDER_BG
Value: 8

Name: MF_FLASH
Description: Description for MF_FLASH
Value: 1

Name: MF_PERM
Description: Description for MF_PERM
Value: 2

Name: MF_LEFT_SIDE
Description: Description for MF_LEFT_SIDE
Value: 4

Name: MA_FLASHING
Description: Description for MA_FLASHING
Value: 1

Name: MA_PRIVATE
Description: Description for MA_PRIVATE
Value: 2

Name: MAX_NUM_MSGS
Description: Description for MAX_NUM_MSGS
Value: 32

Name: MAX_NUM_RECENT_FIGHTS
Description: Description for MAX_NUM_RECENT_FIGHTS
Value: 16

Name: MSG_ID_NONE

Description: Description for MSG_ID_NONE
Value: -1

Name: DIALOG_STATUS_CLOSED
Description: Description for DIALOG_STATUS_CLOSED
Value: 0

Name: DIALOG_STATUS_NORMAL_OPEN
Description: Description for DIALOG_STATUS_NORMAL_OPEN
Value: 1

Name: DIALOG_STATUS_MODAL_OPEN
Description: Description for DIALOG_STATUS_MODAL_OPEN
Value: 2

Name: DIALOG_STATUS_MODAL_ZOOMING_OPEN
Description: Description for DIALOG_STATUS_MODAL_ZOOMING_OPEN
Value: 3

Name: DIALOG_STATUS_MODAL_ZOOMING_CLOSE
Description: Description for DIALOG_STATUS_MODAL_ZOOMING_CLOSE
Value: 4

Name: DIALOG_STATUS_SCRIPT_OPEN
Description: Description for DIALOG_STATUS_SCRIPT_OPEN
Value: 5

Name: DIALOG_MAX_NUM_BUTTONS
Description: Description for DIALOG_MAX_NUM_BUTTONS
Value: 3

Name: DIALOG_TYPE_STANDARD_OK
Description: Description for DIALOG_TYPE_STANDARD_OK
Value: 0

Name: DIALOG_TYPE_OK_SAVE_EXIT
Description: Description for DIALOG_TYPE_OK_SAVE_EXIT
Value: 1

Name: DIALOG_TYPE_OK_DELETE
Description: Description for DIALOG_TYPE_OK_DELETE
Value: 2

Name: DIALOG_CLOSE_CODE_NONE
Description: Description for DIALOG_CLOSE_CODE_NONE
Value: 0

Name: DIALOG_CLOSE_CODE_OK
Description: Description for DIALOG_CLOSE_CODE_OK
Value: 1

Name: DIALOG_CLOSE_CODE_EXIT
Description: Description for DIALOG_CLOSE_CODE_EXIT
Value: 2

Name: DIALOG_CLOSE_CODE_DELETE
Description: Description for DIALOG_CLOSE_CODE_DELETE
Value: 3

Name: DIALOG_BUTTON_TYPE_OK

Description: Description for DIALOG_BUTTON_TYPE_OK
Value: 0

Name: DIALOG_BUTTON_TYPE_SAVE
Description: Description for DIALOG_BUTTON_TYPE_SAVE
Value: 1

Name: DIALOG_BUTTON_TYPE_EXIT
Description: Description for DIALOG_BUTTON_TYPE_EXIT
Value: 2

Name: DIALOG_BUTTON_TYPE_DELETE
Description: Description for DIALOG_BUTTON_TYPE_DELETE
Value: 3

Name: FLYBY_MAX_NUM_EVENTS
Description: Description for FLYBY_MAX_NUM_EVENTS
Value: 32

Name: FLYBY_EVENT_TYPE_NONE
Description: Description for FLYBY_EVENT_TYPE_NONE
Value: 0

Name: FLYBY_EVENT_TYPE_POSITION
Description: Description for FLYBY_EVENT_TYPE_POSITION
Value: 1

Name: FLYBY_EVENT_TYPE_ANGLE
Description: Description for FLYBY_EVENT_TYPE_ANGLE
Value: 2

Name: FLYBY_EVENT_TYPE_ZOOM
Description: Description for FLYBY_EVENT_TYPE_ZOOM
Value: 3

Name: FLYBY_EVENT_TYPE_INTEREST_POINT
Description: Description for FLYBY_EVENT_TYPE_INTEREST_POINT
Value: 4

Name: FLYBY_EVENT_TYPE_TOOLTIP
Description: Description for FLYBY_EVENT_TYPE_TOOLTIP
Value: 5

Name: FLYBY_EVENT_TYPE_DIALOG
Description: Description for FLYBY_EVENT_TYPE_DIALOG
Value: 6

Name: FLYBY_EVENT_NUM_TYPES
Description: Description for FLYBY_EVENT_NUM_TYPES
Value: 7

Name: FLYBY_TM_ACTIVE_POSITION
Description: Description for FLYBY_TM_ACTIVE_POSITION
Value: 2

Name: FLYBY_TM_ACTIVE_ANGLE
Description: Description for FLYBY_TM_ACTIVE_ANGLE
Value: 4

Name: FLYBY_TM_ACTIVE_ZOOM

Description: Description for FLYBY_TM_ACTIVE_ZOOM
Value: 8

Name: FLYBY_TM_ACTIVE_INTEREST_POINT
Description: Description for FLYBY_TM_ACTIVE_INTEREST_POINT
Value: 16

Name: FLYBY_TM_ACTIVE_TOOLTIP
Description: Description for FLYBY_TM_ACTIVE_TOOLTIP
Value: 32

Name: FLYBY_TM_ACTIVE_DIALOG
Description: Description for FLYBY_TM_ACTIVE_DIALOG
Value: 64

Name: FLYBY_FLAGS_IN_PROGRESS
Description: Description for FLYBY_FLAGS_IN_PROGRESS
Value: 1

Name: FLYBY_FLAGS_INTERUPTED
Description: Description for FLYBY_FLAGS_INTERUPTED
Value: 2

Name: FLYBY_FLAGS_END_TARGETS_SET
Description: Description for FLYBY_FLAGS_END_TARGETS_SET
Value: 4

Name: FLYBY_FLAGS_NO_MORE_EVENTS
Description: Description for FLYBY_FLAGS_NO_MORE_EVENTS
Value: 8

Name: FLYBY_FLAGS_INTERUPTABLE
Description: Description for FLYBY_FLAGS_INTERUPTABLE
Value: 16

Name: FLYBY_FLAGS_INPUTS_PREV_DISABLED
Description: Description for FLYBY_FLAGS_INPUTS_PREV_DISABLED
Value: 32

Name: FLYBY_FLAGS_IN_END_ZOOM_MODE
Description: Description for FLYBY_FLAGS_IN_END_ZOOM_MODE
Value: 64

Name: FLYBY_FLAGS_END_ZOOM_INPUTS_ENABLED
Description: Description for FLYBY_FLAGS_END_ZOOM_INPUTS_ENABLED
Value: 128

Name: DFRATE_LIMIT_FLYBY
Description: Description for DFRATE_LIMIT_FLYBY
Value: 1

Name: DFRATE_LIMIT_RDEMO
Description: Description for DFRATE_LIMIT_RDEMO
Value: 2

Name: DFRATE_LIMIT_SWIRLY
Description: Description for DFRATE_LIMIT_SWIRLY
Value: 4

Name: DFRATE_LIMIT_ALL

Description: Description for DFRATE_LIMIT_ALL
Value: 255

Name: AE_MAP_XZ_SIZE
Description: Description for AE_MAP_XZ_SIZE
Value: 25

Name: AE_MAP_SIZE
Description: Description for AE_MAP_SIZE
Value: 625

Name: AE_MAX_NUM_THINGS
Description: Description for AE_MAX_NUM_THINGS
Value: 50

Name: AAM_RAISE_LOWER
Description: Description for AAM_RAISE_LOWER
Value: 0

Name: AAM_FLATTEN
Description: Description for AAM_FLATTEN
Value: 1

Name: FLATTEN_RADIUS
Description: Description for FLATTEN_RADIUS
Value: 4

Name: ALT_CHANGE_AMT
Description: Description for ALT_CHANGE_AMT
Value: 128

Name: MIN_ALT
Description: Description for MIN_ALT
Value: 0

Name: MAX_ALT
Description: Description for MAX_ALT
Value: 1024

Name: MIN_FLEX_DIST
Description: Description for MIN_FLEX_DIST
Value: 0

Name: MAX_FLEX_DIST
Description: Description for MAX_FLEX_DIST
Value: 768

Name: DRAG_REGION_CELL_RADIUS
Description: Description for DRAG_REGION_CELL_RADIUS
Value: 12

Name: DRAG_REGION_CELL_DIAM
Description: Description for DRAG_REGION_CELL_DIAM
Value: 24

Name: DRAG_REGION_CELL_AREA
Description: Description for DRAG_REGION_CELL_AREA
Value: 576

Name: NUM_ALT_BANDS

Description: Description for NUM_ALT_BANDS
Value: 8

Name: ALT_BAND_SIZE
Description: Description for ALT_BAND_SIZE
Value: 128.0

Name: DME_MAX_NUM_ENTRIES
Description: Description for DME_MAX_NUM_ENTRIES
Value: 255

Name: DME_TYPE_NONE
Description: Description for DME_TYPE_NONE
Value: 0

Name: DME_TYPE_SHAPE
Description: Description for DME_TYPE_SHAPE
Value: 1

Name: DME_TYPE_REGION
Description: Description for DME_TYPE_REGION
Value: 2

Name: DME_STATE_COUNTING
Description: Description for DME_STATE_COUNTING
Value: 1

Name: DME_STATE_RESTORING
Description: Description for DME_STATE_RESTORING
Value: 2

Name: DME_STATE_DELETE_PENDING
Description: Description for DME_STATE_DELETE_PENDING
Value: 3

Name: DME_RESTORE_MODE_FULL
Description: Description for DME_RESTORE_MODE_FULL
Value: 1

Name: DME_RESTORE_MODE_INCR
Description: Description for DME_RESTORE_MODE_INCR
Value: 2

Name: GPF_ANIMATING_WATER_OFF
Description: Description for GPF_ANIMATING_WATER_OFF
Value: 1

Name: GPF_DO_SYNC_CHECKING
Description: Description for GPF_DO_SYNC_CHECKING
Value: 2

Name: GPF_NO_ENGINE_DRAW
Description: Description for GPF_NO_ENGINE_DRAW
Value: 4

Name: GPF_NO_SPRITE_DRAW
Description: Description for GPF_NO_SPRITE_DRAW
Value: 8

Name: GPF_PAUSE_ON_OOS

Description: Description for GPF_PAUSE_ON_OOS
Value: 16

Name: GPF_NON_TEXTURE_MAPPED
Description: Description for GPF_NON_TEXTURE_MAPPED
Value: 32

Name: GPF_NO_POLY_DRAW
Description: Description for GPF_NO_POLY_DRAW
Value: 64

Name: GPF_NO_OBJECTS_DRAW
Description: Description for GPF_NO_OBJECTS_DRAW
Value: 128

Name: GPF_PLAN_HIDE_PEOPLE
Description: Description for GPF_PLAN_HIDE_PEOPLE
Value: 256

Name: GPF_PLAN_HIDE_BLDGS
Description: Description for GPF_PLAN_HIDE_BLDGS
Value: 512

Name: GPF_MOVE_MOMENTUM
Description: Description for GPF_MOVE_MOMENTUM
Value: 1024

Name: GPF_AMBIENT_LIGHT
Description: Description for GPF_AMBIENT_LIGHT
Value: 2048

Name: GPF_POINT_LIGHT
Description: Description for GPF_POINT_LIGHT
Value: 4096

Name: GPF_AMBIENT_SHADOWS
Description: Description for GPF_AMBIENT_SHADOWS
Value: 8192

Name: GPF_POINT_SHADOWS
Description: Description for GPF_POINT_SHADOWS
Value: 16384

Name: GPF_SKY_ON
Description: Description for GPF_SKY_ON
Value: 32768

Name: GPF_FOOTSTEPS_OFF
Description: Description for GPF_FOOTSTEPS_OFF
Value: 65536

Name: GPF_SCALING_SPRITES_UNUSED
Description: Description for GPF_SCALING_SPRITES_UNUSED
Value: 131072

Name: GPF_NO_FORMATIONS
Description: Description for GPF_NO_FORMATIONS
Value: 262144

Name: GPF_SHOW_FRM_POINTS

Description: Description for GPF_SHOW_FRM_POINTS
Value: 524288

Name: GPF_COMPUTER_PLAYER_OFF
Description: Description for GPF_COMPUTER_PLAYER_OFF
Value: 1048576

Name: GPF_SHOW_PEOPLE_PANEL
Description: Description for GPF_SHOW_PEOPLE_PANEL
Value: 2097152

Name: GPF_NO_JNAVIGATION
Description: Description for GPF_NO_JNAVIGATION
Value: 4194304

Name: GPF_FULL_MAP_CHECKSUM
Description: Description for GPF_FULL_MAP_CHECKSUM
Value: 8388608

Name: GPF_SHOW_JNAV_POINTS
Description: Description for GPF_SHOW_JNAV_POINTS
Value: 16777216

Name: GPF_AUTO_GUARD_OFF
Description: Description for GPF_AUTO_GUARD_OFF
Value: 33554432

Name: GPF_BLOW_DAMAGE_OFF
Description: Description for GPF_BLOW_DAMAGE_OFF
Value: 67108864

Name: GPF_SPARE
Description: Description for GPF_SPARE
Value: 134217728

Name: GPF_CAMERA_ZOOM_ON
Description: Description for GPF_CAMERA_ZOOM_ON
Value: 268435456

Name: GPF_SEA_ON
Description: Description for GPF_SEA_ON
Value: 536870912

Name: GPF_HIRES_TEXTURES_OFF
Description: Description for GPF_HIRES_TEXTURES_OFF
Value: 1073741824

Name: GPF_USE_32X32_HIRES
Description: Description for GPF_USE_32X32_HIRES
Value: 2147483648

Name: GPF2_LOCAL_DRAG_OFF
Description: Description for GPF2_LOCAL_DRAG_OFF
Value: 1

Name: GPF2_FOG_OF_WAR
Description: Description for GPF2_FOG_OF_WAR
Value: 2

Name: GPF2_USE_FOG_OF_WAR

Description: Description for GPF2_USE_FOG_OF_WAR
Value: 4

Name: GPF2_ISLAND_LEVEL
Description: Description for GPF2_ISLAND_LEVEL
Value: 8

Name: GPF2_AUTO_QUICK_SAVE
Description: Description for GPF2_AUTO_QUICK_SAVE
Value: 16

Name: GPF2_AUTO_USE_VEHICLES
Description: Description for GPF2_AUTO_USE_VEHICLES
Value: 32

Name: GPF2_KEEP_MIN_POPULATION
Description: Description for GPF2_KEEP_MIN_POPULATION
Value: 64

Name: GPF2_CONTIN_RAISE_LOWER
Description: Description for GPF2_CONTIN_RAISE_LOWER
Value: 128

Name: GPF2_ALLOW_CURSOR_SNAP
Description: Description for GPF2_ALLOW_CURSOR_SNAP
Value: 256

Name: GPF2_FLAT_LAND_DARK
Description: Description for GPF2_FLAT_LAND_DARK
Value: 512

Name: GPF2_TIP_OF_THE_DAY
Description: Description for GPF2_TIP_OF_THE_DAY
Value: 1024

Name: GPF2_TOOLTIPS_ON
Description: Description for GPF2_TOOLTIPS_ON
Value: 2048

Name: GPF2_AUTO_CAMERA_ADJUST
Description: Description for GPF2_AUTO_CAMERA_ADJUST
Value: 4096

Name: GPF2_LENS_FLARE
Description: Description for GPF2_LENS_FLARE
Value: 8192

Name: GPF2_PANEL_SOUNDS_OFF
Description: Description for GPF2_PANEL_SOUNDS_OFF
Value: 16384

Name: GPF2_HUMAN_SHAMAN_OMNIPRESENCE
Description: Description for GPF2_HUMAN_SHAMAN_OMNIPRESENCE
Value: 32768

Name: GPF2_OWNED_TARGET_SELECT
Description: Description for GPF2_OWNED_TARGET_SELECT
Value: 65536

Name: GPF2_AUTO_CAST_SPELL

Description: Description for GPF2_AUTO_CAST_SPELL
Value: 131072

Name: GPF2_SCROLLING_TOOLTIPS
Description: Description for GPF2_SCROLLING_TOOLTIPS
Value: 262144

Name: GPF2_FLIP_ROTATION
Description: Description for GPF2_FLIP_ROTATION
Value: 524288

Name: GPF2_DESELECT
Description: Description for GPF2_DESELECT
Value: 1048576

Name: GPF2_SWAP_ROTATE_MOVE
Description: Description for GPF2_SWAP_ROTATE_MOVE
Value: 2097152

Name: GPF2_BEEN_IN_TUTORIAL
Description: Description for GPF2_BEEN_IN_TUTORIAL
Value: 4194304

Name: GPF2_RIGHT_CLICKED_ON_A_SPELL
Description: Description for GPF2_RIGHT_CLICKED_ON_A_SPELL
Value: 8388608

Name: GPF2_RIGHT_CLICKED_NO_WASTE
Description: Description for GPF2_RIGHT_CLICKED_NO_WASTE
Value: 16777216

Name: GPF2_LETTERBOX
Description: Description for GPF2_LETTERBOX
Value: 33554432

Name: GPF2_MARVELLOUS_SOUND
Description: Description for GPF2_MARVELLOUS_SOUND
Value: 67108864

Name: GPF2_NEW_PATH2
Description: Description for GPF2_NEW_PATH2
Value: 134217728

Name: GPF2_GAME_TIPS
Description: Description for GPF2_GAME_TIPS
Value: 268435456

Name: GPF2_GAME_TIPS_FORCE
Description: Description for GPF2_GAME_TIPS_FORCE
Value: 536870912

Name: GPF2_GAME_NO_WIN
Description: Description for GPF2_GAME_NO_WIN
Value: 1073741824

Name: GPF2_NO_FLYBY
Description: Description for GPF2_NO_FLYBY
Value: 2147483648

Name: GPF3_WIDE_SCREEN_GUI_SCALE

Description: Description for GPF3_WIDE_SCREEN_GUI_SCALE
Value: 2

Name: GPF3_OD_NO_DISCOVERY_AWARD
Description: Description for GPF3_OD_NO_DISCOVERY_AWARD
Value: 8

Name: GPF3_NO_SCRIPT_MESSAGE
Description: Description for GPF3_NO_SCRIPT_MESSAGE
Value: 1

Name: GPF3_NO_GAME_OVER_PROCESS
Description: Description for GPF3_NO_GAME_OVER_PROCESS
Value: 16

Name: GPF3_FOG_OF_WAR_KEEP_STATE
Description: Description for GPF3_FOG_OF_WAR_KEEP_STATE
Value: 32

Name: GPT_NONE
Description: Description for GPT_NONE
Value: 0

Name: GPT_YES_NO
Description: Description for GPT_YES_NO
Value: 1

Name: GPT_NUMERIC
Description: Description for GPT_NUMERIC
Value: 2

Name: GPVT_CHAR
Description: Description for GPVT_CHAR
Value: 0

Name: GPVT_WORD
Description: Description for GPVT_WORD
Value: 1

Name: GPVT_LONG
Description: Description for GPVT_LONG
Value: 2

Name: GPVT_LONG_FLAGS
Description: Description for GPVT_LONG_FLAGS
Value: 3

Name: GPIF_MYPLAYER_ONLY
Description: Description for GPIF_MYPLAYER_ONLY
Value: 1

Name: GPIF_LIST_END
Description: Description for GPIF_LIST_END
Value: 2

Name: WORLD_WIDTH
Description: Description for WORLD_WIDTH
Value: 64

Name: WORLD_HALF_WIDTH

Description: Description for WORLD_HALF_WIDTH
Value: 32

Name: WORLD_WIDTH_MOD
Description: Description for WORLD_WIDTH_MOD
Value: 1024

Name: WORLD_HALF_WIDTH_MOD
Description: Description for WORLD_HALF_WIDTH_MOD
Value: (64_MOD >> 1)

Name: WORLD_HEIGHT
Description: Description for WORLD_HEIGHT
Value: 64

Name: WORLD_HALF_HEIGHT
Description: Description for WORLD_HALF_HEIGHT
Value: 32

Name: WORLD_HEIGHT_MOD
Description: Description for WORLD_HEIGHT_MOD
Value: 512

Name: WORLD_HALF_HEIGHT_MOD
Description: Description for WORLD_HALF_HEIGHT_MOD
Value: (64_MOD >> 1)

Name: NO_STAGE
Description: Description for NO_STAGE
Value: 0

Name: OUT_IN_ONE_STAGE_START
Description: Description for OUT_IN_ONE_STAGE_START
Value: 12

Name: OUT_IN_ONE_STAGE_END
Description: Description for OUT_IN_ONE_STAGE_END
Value: 13

Name: IN_IN_ONE_STAGE_START
Description: Description for IN_IN_ONE_STAGE_START
Value: 15

Name: IN_IN_ONE_STAGE_END
Description: Description for IN_IN_ONE_STAGE_END
Value: 16

Name: ONE_STAGE_DIST
Description: Description for ONE_STAGE_DIST
Value: 100000

Name: VIEW_STANDARD
Description: Description for VIEW_STANDARD
Value: 0

Name: VIEW_ISLAND
Description: Description for VIEW_ISLAND
Value: 1

Name: VIEW_PLAN

Description: Description for VIEW_PLAN
Value: 2

Name: VIEW_ZOOMED_IN
Description: Description for VIEW_ZOOMED_IN
Value: 3

Name: VIEW_WORLD_STAGE
Description: Description for VIEW_WORLD_STAGE
Value: 4

Name: SCENERY_TREE1
Description: Description for SCENERY_TREE1
Value: (SP_TREE_1)

Name: SCENERY_TREE2
Description: Description for SCENERY_TREE2
Value: (SP_TREE_2)

Name: SCENERY_SHEEP
Description: Description for SCENERY_SHEEP
Value: (SP_SHEEP)

Name: SCENERY_LIGHT
Description: Description for SCENERY_LIGHT
Value: (SP_LAMP)

Name: CONT_FRACT
Description: Description for CONT_FRACT
Value: 0

Name: MOD_FRACT
Description: Description for MOD_FRACT
Value: 1

Name: HYBRID_FRACT
Description: Description for HYBRID_FRACT
Value: 2

Name: LO_HYBRID
Description: Description for LO_HYBRID
Value: 3

Name: MID_HYBRID
Description: Description for MID_HYBRID
Value: 4

Name: HI_HYBRID
Description: Description for HI_HYBRID
Value: 5

Name: LANDGEN_ERODE
Description: Description for LANDGEN_ERODE
Value: 6

Name: MAX_NUM_LIGHT_SOURCES
Description: Description for MAX_NUM_LIGHT_SOURCES
Value: 50

Name: LIGHT_DIAMETER

Description: Description for LIGHT_DIAMETER
Value: 7

Name: LIGHT_AREA
Description: Description for LIGHT_AREA
Value: 49

Name: MAX_SHADE_INCR
Description: Description for MAX_SHADE_INCR
Value: 31

Name: MAX_SHADE_VALUE
Description: Description for MAX_SHADE_VALUE
Value: 31

Name: MIN_SHADE_VALUE
Description: Description for MIN_SHADE_VALUE
Value: 0

Name: LIGHT_SRC_FADE_OUT
Description: Description for LIGHT_SRC_FADE_OUT
Value: 1

Name: MAX_ILLUMINATION_VALUE
Description: Description for MAX_ILLUMINATION_VALUE
Value: 128

Name: MAX_FLICKER_VALUE
Description: Description for MAX_FLICKER_VALUE
Value: 64

Name: LIGHT_BITS
Description: Description for LIGHT_BITS
Value: 5

Name: LIGHT_MASK
Description: Description for LIGHT_MASK
Value: 31

Name: LIGHT_ENTRIES
Description: Description for LIGHT_ENTRIES
Value: 1024

Name: LIGHT_STEP
Description: Description for LIGHT_STEP
Value: 64

Name: TRIGGER_TYPE_PROXIMITY
Description: Description for TRIGGER_TYPE_PROXIMITY
Value: 0

Name: TRIGGER_TYPE_TIMED
Description: Description for TRIGGER_TYPE_TIMED
Value: 1

Name: TRIGGER_TYPE_PLAYER_DEATH
Description: Description for TRIGGER_TYPE_PLAYER_DEATH
Value: 2

Name: TRIGGER_TYPE_SHAMAN_PROXIMITY

Description: Description for TRIGGER_TYPE_SHAMAN_PROXIMITY
Value: 3

Name: TRIGGER_TYPE_LIBRARY
Description: Description for TRIGGER_TYPE_LIBRARY
Value: 4

Name: TRIGGER_TYPE_SHAMAN_AOD
Description: Description for TRIGGER_TYPE_SHAMAN_AOD
Value: 5

Name: NUM_TRIGGER_TYPES
Description: Description for NUM_TRIGGER_TYPES
Value: 6

Name: TRIGGER_PRAY_TIME
Description: Description for TRIGGER_PRAY_TIME
Value: 192

Name: TRIGGER_REACTIVATE_TIME
Description: Description for TRIGGER_REACTIVATE_TIME
Value: 768

Name: DISCOVERY_TRIGGER_NORMAL
Description: Description for DISCOVERY_TRIGGER_NORMAL
Value: 0

Name: DISCOVERY_TRIGGER_IMMEDIATE
Description: Description for DISCOVERY_TRIGGER_IMMEDIATE
Value: 1

Name: HEAD_TYPE_NONE
Description: Description for HEAD_TYPE_NONE
Value: 0

Name: HEAD_TYPE_SHAMAN_TOTEM
Description: Description for HEAD_TYPE_SHAMAN_TOTEM
Value: 1

Name: HEAD_TYPE_ONE_SHOT
Description: Description for HEAD_TYPE_ONE_SHOT
Value: 2

Name: HEAD_TYPE_PERMANENT
Description: Description for HEAD_TYPE_PERMANENT
Value: 3

Name: HEAD_TYPE_TRIGGER_EVENT
Description: Description for HEAD_TYPE_TRIGGER_EVENT
Value: 4

Name: HEAD_TYPE_AOD_STATUE
Description: Description for HEAD_TYPE_AOD_STATUE
Value: 5

Name: DIF_FORCE_ENABLE
Description: Description for DIF_FORCE_ENABLE
Value: 1

Name: DIF_AOD2_STATUE

Description: Description for DIF_AOD2_STATUE
Value: 2

Name: DIF_PLAYER_JUST_DIED
Description: Description for DIF_PLAYER_JUST_DIED
Value: 4

Name: DIF_LEVEL_START_ZOOM_IN
Description: Description for DIF_LEVEL_START_ZOOM_IN
Value: 8

Name: DIF_MODAL_DIALOG
Description: Description for DIF_MODAL_DIALOG
Value: 16

Name: DIF_ROLLING_DEMO
Description: Description for DIF_ROLLING_DEMO
Value: 32

Name: DIF_FLYBY
Description: Description for DIF_FLYBY
Value: 64

Name: DIF_SCRIPT
Description: Description for DIF_SCRIPT
Value: 128

Name: DIF_ARMAGEDDON
Description: Description for DIF_ARMAGEDDON
Value: 256

Name: DFLT_PERSP_OFFSET
Description: Description for DFLT_PERSP_OFFSET
Value: 6500

Name: DFLT_PERSP_SCALE
Description: Description for DFLT_PERSP_SCALE
Value: 11

Name: NUM_SAVE_THINGS
Description: Description for NUM_SAVE_THINGS
Value: 100

Name: NUM_ACCESS_THINGS
Description: Description for NUM_ACCESS_THINGS
Value: 50

Name: SHADOW_DEPTH
Description: Description for SHADOW_DEPTH
Value: 9

Name: LEVEL_FLAGS_USE_FOG
Description: Description for LEVEL_FLAGS_USE_FOG
Value: 1

Name: LEVEL_FLAGS_HUMAN_SHAMAN_OMNI
Description: Description for LEVEL_FLAGS_HUMAN_SHAMAN_OMNI
Value: 2

Name: LEVEL_FLAGS_LEVEL_EDIT

Description: Description for LEVEL_FLAGS_LEVEL_EDIT
Value: 8

Name: LEVEL_FLAGS_NO_GUEST
Description: Description for LEVEL_FLAGS_NO_GUEST
Value: 16

Name: LEVEL_NO_REINCARNATE_TIME
Description: Description for LEVEL_NO_REINCARNATE_TIME
Value: 32

Name: CF_PERSON_NEAR
Description: Description for CF_PERSON_NEAR
Value: 1

Name: CF_BEAR_NEAR
Description: Description for CF_BEAR_NEAR
Value: 2

Name: CF_BUFFALO_NEAR
Description: Description for CF_BUFFALO_NEAR
Value: 4

Name: CF_WOLF_NEAR
Description: Description for CF_WOLF_NEAR
Value: 8

Name: CF_EAGLE_NEAR
Description: Description for CF_EAGLE_NEAR
Value: 16

Name: CF_RABBIT_NEAR
Description: Description for CF_RABBIT_NEAR
Value: 32

Name: CF_BEAVER_NEAR
Description: Description for CF_BEAVER_NEAR
Value: 64

Name: CF_CREATURE_NEAR
Description: Description for CF_CREATURE_NEAR
Value: 126

Name: CF_IN_HEAT
Description: Description for CF_IN_HEAT
Value: 128

Name: CF_WANT_IN_GROUP
Description: Description for CF_WANT_IN_GROUP
Value: 256

Name: CF_IN_GROUP
Description: Description for CF_IN_GROUP
Value: 512

Name: CF_SEARCHING_FOR_FOOD
Description: Description for CF_SEARCHING_FOR_FOOD
Value: 1024

Name: CF_SEARCHING_FOR_WATER

Description: Description for CF_SEARCHING_FOR_WATER
Value: 2048

Name: CF_LOOKED_FOR_RABBIT
Description: Description for CF_LOOKED_FOR_RABBIT
Value: 4096

Name: CF_LOOKED_FOR_BEAVER
Description: Description for CF_LOOKED_FOR_BEAVER
Value: 8192

Name: CF_LOOKED_FOR_FISH
Description: Description for CF_LOOKED_FOR_FISH
Value: 16384

Name: CF_LOOKED_FOR_VEG
Description: Description for CF_LOOKED_FOR_VEG
Value: 32768

Name: CF_LOOKED_FOR_HUMANS
Description: Description for CF_LOOKED_FOR_HUMANS
Value: 65536

Name: CF_NO_HEIGHT_CHECK
Description: Description for CF_NO_HEIGHT_CHECK
Value: 131072

Name: CREATURE_W_RADIUS
Description: Description for CREATURE_W_RADIUS
Value: 56

Name: CREATURE_DRINK_RADIUS
Description: Description for CREATURE_DRINK_RADIUS
Value: 2

Name: CREATURE_EAT_RADIUS
Description: Description for CREATURE_EAT_RADIUS
Value: 10

Name: CREATURE_DEFAULT_STAND_TIME
Description: Description for CREATURE_DEFAULT_STAND_TIME
Value: 30

Name: CREATURE_LIFE_SCALE
Description: Description for CREATURE_LIFE_SCALE
Value: 2

Name: CREATURE_ADULT_OFFSET
Description: Description for CREATURE_ADULT_OFFSET
Value: 1200

Name: CREATURE_OLD_AGE_OFFSET
Description: Description for CREATURE_OLD_AGE_OFFSET
Value: 1200

Name: CREATURE_GROUP_DIVISOR
Description: Description for CREATURE_GROUP_DIVISOR
Value: 100

Name: CREATURE_TEMP_EAT

Description: Description for CREATURE_TEMP_EAT
Value: 15

Name: CREATURE_TEMP_DRINK
Description: Description for CREATURE_TEMP_DRINK
Value: 16

Name: CREATURE_TEMP_MATE
Description: Description for CREATURE_TEMP_MATE
Value: 17

Name: CREATURE_TEMP_RUN
Description: Description for CREATURE_TEMP_RUN
Value: 18

Name: EAGLE_MIN_ALT
Description: Description for EAGLE_MIN_ALT
Value: 50

Name: EAGLE_ALT_INCR
Description: Description for EAGLE_ALT_INCR
Value: 16

Name: EAGLE_ALT_DECR
Description: Description for EAGLE_ALT_DECR
Value: 8

Name: EAGLE_ALT_CHANGE
Description: Description for EAGLE_ALT_CHANGE
Value: 24

Name: EAGLE_BASE_DIR_MIN
Description: Description for EAGLE_BASE_DIR_MIN
Value: (DEGREES(2)

Name: EAGLE_BASE_DIR_LIMIT
Description: Description for EAGLE_BASE_DIR_LIMIT
Value: (DEGREES(8)

Name: EAGLE_BASE_MOVE_COUNT
Description: Description for EAGLE_BASE_MOVE_COUNT
Value: 20

Name: EAGLE_BASE_SPEED
Description: Description for EAGLE_BASE_SPEED
Value: ((5*MAP_CELL_SIZE)

Name: EAGLE_COLLIDE_RADIUS
Description: Description for EAGLE_COLLIDE_RADIUS
Value: ((32*MAP_CELL_SIZE)

Name: EAGLE_HOME_RADIUS
Description: Description for EAGLE_HOME_RADIUS
Value: ((48*MAP_CELL_SIZE)

Name: EAGLE_MM_HEAD_HOME_INIT
Description: Description for EAGLE_MM_HEAD_HOME_INIT
Value: 1

Name: EAGLE_MM_MOVE_AWAY_INIT

Description: Description for EAGLE_MM_MOVE_AWAY_INIT
Value: 3

Name: EAGLE_FRAME_AT_REST
Description: Description for EAGLE_FRAME_AT_REST
Value: 1

Name: EAGLE_FRAME_OUTSTRETCHED_WINGS
Description: Description for EAGLE_FRAME_OUTSTRETCHED_WINGS
Value: 1

Name: MOUSE_NAV_NOTHING
Description: Description for MOUSE_NAV_NOTHING
Value: 0

Name: MOUSE_NAV_MOVE
Description: Description for MOUSE_NAV_MOVE
Value: 1

Name: MOUSE_NAV_ROTATE
Description: Description for MOUSE_NAV_ROTATE
Value: 2

Name: MOUSE_NAV_ROTATE_RADIUS
Description: Description for MOUSE_NAV_ROTATE_RADIUS
Value: 200

Name: CREATURE_COLOUR
Description: Description for CREATURE_COLOUR
Value: 137

Name: SCENERY_COLOUR
Description: Description for SCENERY_COLOUR
Value: 168

Name: SCENERY_ON_FIRE_DURATION
Description: Description for SCENERY_ON_FIRE_DURATION
Value: 40

Name: SPY_START_FIRE_DURATION
Description: Description for SPY_START_FIRE_DURATION
Value: 16

Name: SPY_INTERROGATE_WAIT
Description: Description for SPY_INTERROGATE_WAIT
Value: 30

Name: SPY_INTERROGATE_TID_DURATION
Description: Description for SPY_INTERROGATE_TID_DURATION
Value: 30

Name: SPY_SABOTAGE_WAIT
Description: Description for SPY_SABOTAGE_WAIT
Value: 30

Name: RELIGIOUS_LOOK_AROUND_TIME
Description: Description for RELIGIOUS_LOOK_AROUND_TIME
Value: 40

Name: RELIGIOUS_PREACH_TIME

Description: Description for RELIGIOUS_PREACH_TIME
Value: 840

Name: RELIGIOUS_PREACH_DIAM
Description: Description for RELIGIOUS_PREACH_DIAM
Value: 3

Name: MAX_NUM_PREACH_POSITIONS
Description: Description for MAX_NUM_PREACH_POSITIONS
Value: 48

Name: MAX_NUM_PRAY_POSITIONS
Description: Description for MAX_NUM_PRAY_POSITIONS
Value: 50

Name: SPF_ACTIVE
Description: Description for SPF_ACTIVE
Value: 1

Name: SPF_PLAYER_1_CAN_CAST
Description: Description for SPF_PLAYER_1_CAN_CAST
Value: 2

Name: SPF_PLAYER_2_CAN_CAST
Description: Description for SPF_PLAYER_2_CAN_CAST
Value: 4

Name: SPF_PLAYER_3_CAN_CAST
Description: Description for SPF_PLAYER_3_CAN_CAST
Value: 8

Name: SPF_PLAYER_4_CAN_CAST
Description: Description for SPF_PLAYER_4_CAN_CAST
Value: 16

Name: SPF_ALL_PLAYERS_CAN_CAST
Description: Description for SPF_ALL_PLAYERS_CAN_CAST
Value: 30

Name: SPF_CP_OFFENSIVE
Description: Description for SPF_CP_OFFENSIVE
Value: 32

Name: SPF_CP_MAX_BLDGS
Description: Description for SPF_CP_MAX_BLDGS
Value: 64

Name: SPF_CP_MULTIPLE_CAST
Description: Description for SPF_CP_MULTIPLE_CAST
Value: 128

Name: SPF_CP_BLDG_TARGET
Description: Description for SPF_CP_BLDG_TARGET
Value: 256

Name: SPF_CP_TREE_TARGET
Description: Description for SPF_CP_TREE_TARGET
Value: 512

Name: SPF_CP_PEOPLE_VALID

Description: Description for SPF_CP_PEOPLE_VALID
Value: 1024

Name: SPF_DRAWN
Description: Description for SPF_DRAWN
Value: 2048

Name: SPF_EOG_REWARD
Description: Description for SPF_EOG_REWARD
Value: 4096

Name: SPF_24
Description: Description for SPF_24
Value: 8192

Name: SPF_USE_TARGET_THING
Description: Description for SPF_USE_TARGET_THING
Value: 16384

Name: SPF_NO_RANGE_INDICATION
Description: Description for SPF_NO_RANGE_INDICATION
Value: 32768

Name: SPF_NOT_AVAILABLE_IN_DEMO
Description: Description for SPF_NOT_AVAILABLE_IN_DEMO
Value: 65536

Name: MED_MAN_SPELL_PANEL_RADIUS
Description: Description for MED_MAN_SPELL_PANEL_RADIUS
Value: 11

Name: MED_MAN_SPELL_RADIUS
Description: Description for MED_MAN_SPELL_RADIUS
Value: 20

Name: MAX_NUM_GHOSTS_PER_PLAYER
Description: Description for MAX_NUM_GHOSTS_PER_PLAYER
Value: 60

Name: NUM_PEOPLE_IN_GHOST_ARMY
Description: Description for NUM_PEOPLE_IN_GHOST_ARMY
Value: 6

Name: EARTHQUAKE_DURATION
Description: Description for EARTHQUAKE_DURATION
Value: 120

Name: EARTHQUAKE_START_DELAY
Description: Description for EARTHQUAKE_START_DELAY
Value: 20

Name: EARTHQUAKE_END_DELAY
Description: Description for EARTHQUAKE_END_DELAY
Value: 20

Name: EARTHQUAKE_MAX_DROP
Description: Description for EARTHQUAKE_MAX_DROP
Value: 600

Name: MAX_EARTH_SHAKE_VAL

Description: Description for MAX_EARTH_SHAKE_VAL
Value: 256

Name: VOLCANO_DURATION
Description: Description for VOLCANO_DURATION
Value: 160

Name: VOLCANO_START_DELAY
Description: Description for VOLCANO_START_DELAY
Value: 80

Name: VOLCANO_END_DELAY
Description: Description for VOLCANO_END_DELAY
Value: 20

Name: VOLCANO_HEIGHT
Description: Description for VOLCANO_HEIGHT
Value: 1024

Name: VOLCANO_SMOKE_START_NUM
Description: Description for VOLCANO_SMOKE_START_NUM
Value: 10

Name: MAX_VOLCANO_SHAKE_VAL
Description: Description for MAX_VOLCANO_SHAKE_VAL
Value: 128

Name: WHIRLWIND_DURATION
Description: Description for WHIRLWIND_DURATION
Value: 200

Name: EROSION_DURATION
Description: Description for EROSION_DURATION
Value: 64

Name: INVISIBLE_COUNT
Description: Description for INVISIBLE_COUNT
Value: 300

Name: INSECT_PLAGUE_DURATION
Description: Description for INSECT_PLAGUE_DURATION
Value: 200

Name: INSECT_PLAGUE_NUM_FLYS
Description: Description for INSECT_PLAGUE_NUM_FLYS
Value: 60

Name: INSECT_PLAGUE_SPEED
Description: Description for INSECT_PLAGUE_SPEED
Value: 80

Name: IP_STATE_INIT
Description: Description for IP_STATE_INIT
Value: 0

Name: IP_STATE_MOVE_AROUND
Description: Description for IP_STATE_MOVE_AROUND
Value: 1

Name: IP_STATE_ENTER_BUILDING

Description: Description for IP_STATE_ENTER_BUILDING
Value: 2

Name: IP_STATE_CHASE_PERSON
Description: Description for IP_STATE_CHASE_PERSON
Value: 3

Name: FLY_X_ACCEL
Description: Description for FLY_X_ACCEL
Value: 32

Name: FLY_Y_ACCEL
Description: Description for FLY_Y_ACCEL
Value: 32

Name: FLY_Z_ACCEL
Description: Description for FLY_Z_ACCEL
Value: 32

Name: FLY_X_VEL
Description: Description for FLY_X_VEL
Value: 128

Name: FLY_Y_VEL
Description: Description for FLY_Y_VEL
Value: 128

Name: FLY_Z_VEL
Description: Description for FLY_Z_VEL
Value: 128

Name: FLY_NUM_FRIENDS
Description: Description for FLY_NUM_FRIENDS
Value: 5

Name: FLY_RADIUS
Description: Description for FLY_RADIUS
Value: 6

Name: FLY_NUM_ATTACKS
Description: Description for FLY_NUM_ATTACKS
Value: 10

Name: FLY_FRIEND_MAX_OFFSET
Description: Description for FLY_FRIEND_MAX_OFFSET
Value: 256

Name: FLY_NORMAL
Description: Description for FLY_NORMAL
Value: 0

Name: FLY_GOTO_WAYPOINT_1
Description: Description for FLY_GOTO_WAYPOINT_1
Value: 1

Name: FLY_GOTO_WAYPOINT_2
Description: Description for FLY_GOTO_WAYPOINT_2
Value: 2

Name: FLY_GOTO_WAYPOINT_3

Description: Description for FLY_GOTO_WAYPOINT_3
Value: 3

Name: FLY_IN_WHIRLWIND
Description: Description for FLY_IN_WHIRLWIND
Value: 4

Name: FLY_NO_CHEAT
Description: Description for FLY_NO_CHEAT
Value: 0

Name: FLY_CHEAT
Description: Description for FLY_CHEAT
Value: 1

Name: SWAMP_DURATION
Description: Description for SWAMP_DURATION
Value: 450

Name: NUM_SWAMP_THINGS_PER_TURN
Description: Description for NUM_SWAMP_THINGS_PER_TURN
Value: 2

Name: MAX_SWAMP_THINGS_PER_PLAYER
Description: Description for MAX_SWAMP_THINGS_PER_PLAYER
Value: 30

Name: FIRESTORM_DURATION
Description: Description for FIRESTORM_DURATION
Value: 300

Name: FIRESTORM_CLOUD_RADIUS
Description: Description for FIRESTORM_CLOUD_RADIUS
Value: 2

Name: FIRESTORM_NUM_ROCKS
Description: Description for FIRESTORM_NUM_ROCKS
Value: 2

Name: FIRESTORM_NUM_FIREBALLS
Description: Description for FIRESTORM_NUM_FIREBALLS
Value: 1

Name: FS_STATE_INIT
Description: Description for FS_STATE_INIT
Value: 0

Name: FS_STATE_STORM
Description: Description for FS_STATE_STORM
Value: 1

Name: BIG_FIRE_DURATION
Description: Description for BIG_FIRE_DURATION
Value: 127

Name: BUILDING_BURN_TIME
Description: Description for BUILDING_BURN_TIME
Value: 127

Name: BUILDING_BURN_RUN_AWAY_DELAY

Description: Description for BUILDING_BURN_RUN_AWAY_DELAY
Value: 8

Name: BUILDING_BURN_STAGE1_DELAY
Description: Description for BUILDING_BURN_STAGE1_DELAY
Value: 48

Name: BUILDING_BURN_STAGE2_DELAY
Description: Description for BUILDING_BURN_STAGE2_DELAY
Value: 90

Name: LIGHTNING_DURATION
Description: Description for LIGHTNING_DURATION
Value: 3

Name: LIGHTNING_TOP_RADIUS
Description: Description for LIGHTNING_TOP_RADIUS
Value: 200

Name: LIGHTNING_BOTTOM_RADIUS
Description: Description for LIGHTNING_BOTTOM_RADIUS
Value: 0

Name: LIGHTNING_RADIUS_CHANGE
Description: Description for LIGHTNING_RADIUS_CHANGE
Value: 200

Name: LIGHTNING_STAGES
Description: Description for LIGHTNING_STAGES
Value: 9

Name: LIGHTNING_HEIGHT
Description: Description for LIGHTNING_HEIGHT
Value: 1024

Name: LIGHTNING_SPR_PER_STAGE
Description: Description for LIGHTNING_SPR_PER_STAGE
Value: 10

Name: ANGEL_HOVER_COUNT
Description: Description for ANGEL_HOVER_COUNT
Value: 300

Name: ANGEL_HOVER_ALT
Description: Description for ANGEL_HOVER_ALT
Value: 300

Name: ANGEL_LOWER_COUNT
Description: Description for ANGEL_LOWER_COUNT
Value: 10

Name: ANGEL_SEARCH_PER_TURN
Description: Description for ANGEL_SEARCH_PER_TURN
Value: 10

Name: ANGEL_LOCAL_SEARCH_RAD
Description: Description for ANGEL_LOCAL_SEARCH_RAD
Value: 3

Name: ANGEL_WIDE_SEARCH_RAD

Description: Description for ANGEL_WIDE_SEARCH_RAD
Value: 13

Name: ANGEL_WAIT_TIME
Description: Description for ANGEL_WAIT_TIME
Value: 10

Name: ANGEL_KILL_LIMIT
Description: Description for ANGEL_KILL_LIMIT
Value: 10

Name: BLAST_LIFE_REDUCTION
Description: Description for BLAST_LIFE_REDUCTION
Value: 25

Name: MAX_MANA_VALUE
Description: Description for MAX_MANA_VALUE
Value: 1000000

Name: SPELL_GRAB_A_SOUL_MANA_COST
Description: Description for SPELL_GRAB_A_SOUL_MANA_COST
Value: 30000

Name: CONVERT_PERSON_MANA_COST
Description: Description for CONVERT_PERSON_MANA_COST
Value: 6000

Name: START_MANA_VALUE
Description: Description for START_MANA_VALUE
Value: (7*C(1)VER1_MANA_COST)

Name: RAISE_LOWER_MANA_COST
Description: Description for RAISE_LOWER_MANA_COST
Value: 1000

Name: ADD_WALL
Description: Description for ADD_WALL
Value: 0

Name: REMOVE_WALL
Description: Description for REMOVE_WALL
Value: 1

Name: WALL_TYPE_0
Description: Description for WALL_TYPE_0
Value: 0

Name: WALL_TYPE_1
Description: Description for WALL_TYPE_1
Value: (E2_ME_FLAGS_WALL_TYPE_LO_BIT)

Name: WALL_TYPE_2
Description: Description for WALL_TYPE_2
Value: (E2_ME_FLAGS_WALL_TYPE_HI_BIT)

Name: WALL_TYPE_3
Description: Description for WALL_TYPE_3
Value: (E2_ME_FLAGS_WALL_TYPE)

Name: WALL_ORIENT_0

Description: Description for WALL_ORIENT_0
Value: 0

Name: WALL_ORIENT_1
Description: Description for WALL_ORIENT_1
Value: (E2_ME_FLAGS_WALL_ORIENT_LO_BIT)

Name: WALL_ORIENT_2
Description: Description for WALL_ORIENT_2
Value: (E2_ME_FLAGS_WALL_ORIENT_HI_BIT)

Name: WALL_ORIENT_3
Description: Description for WALL_ORIENT_3
Value: (E2_ME_FLAGS_WALL_ORIENT)

Name: WALL_HERE
Description: Description for WALL_HERE
Value: 1

Name: OTHER_BUILDING_HERE
Description: Description for OTHER_BUILDING_HERE
Value: 2

Name: SS_SC_BEAM_DOWN
Description: Description for SS_SC_BEAM_DOWN
Value: 0

Name: SS_SC_BEAM_DOWN2
Description: Description for SS_SC_BEAM_DOWN2
Value: 1

Name: SS_SC_SOUL_UP
Description: Description for SS_SC_SOUL_UP
Value: 2

Name: SS_SC_SOUL_AND_BEAM_UP
Description: Description for SS_SC_SOUL_AND_BEAM_UP
Value: 3

Name: SS_SC_SOUL_CONVERT
Description: Description for SS_SC_SOUL_CONVERT
Value: 4

Name: SS_SC_SOUL_AND_BEAM_DOWN
Description: Description for SS_SC_SOUL_AND_BEAM_DOWN
Value: 5

Name: SS_SC_SOUL_TO_PERSON
Description: Description for SS_SC_SOUL_TO_PERSON
Value: 6

Name: SS_SC_BEAM_UP
Description: Description for SS_SC_BEAM_UP
Value: 7

Name: SS_SC_SOUL_IN_LIMBO
Description: Description for SS_SC_SOUL_IN_LIMBO
Value: 8

Name: SS_SC2_FALL_DOWN

Description: Description for SS_SC2_FALL_DOWN
Value: 0

Name: SS_SC2_WAIT_LYING
Description: Description for SS_SC2_WAIT_LYING
Value: 1

Name: SS_SC2_START_RISE
Description: Description for SS_SC2_START_RISE
Value: 2

Name: SS_SC2_RISE
Description: Description for SS_SC2_RISE
Value: 3

Name: SS_SC2_SOUL_IN_LIMBO
Description: Description for SS_SC2_SOUL_IN_LIMBO
Value: 4

Name: SS_SC2_SOUL_RETURN
Description: Description for SS_SC2_SOUL_RETURN
Value: 5

Name: SS_SC2_SOUL_RETURN_POPULATION
Description: Description for SS_SC2_SOUL_RETURN_POPULATION
Value: 6

Name: SOUL_MAN_LIMBO_TIME
Description: Description for SOUL_MAN_LIMBO_TIME
Value: 300

Name: SOUL_MEDICINE_MAN_LIMBO_TIME
Description: Description for SOUL_MEDICINE_MAN_LIMBO_TIME
Value: 300

Name: WILD_SS_WANDER
Description: Description for WILD_SS_WANDER
Value: 0

Name: WILD_SS_STAND
Description: Description for WILD_SS_STAND
Value: 1

Name: WILD_SS_WANDER_FOR_TIME
Description: Description for WILD_SS_WANDER_FOR_TIME
Value: 2

Name: WILD_SS_WAIT_CONVERSION
Description: Description for WILD_SS_WAIT_CONVERSION
Value: 3

Name: MAX_SPIN_SPEED
Description: Description for MAX_SPIN_SPEED
Value: 16

Name: ITEM_SPIN_SPEED
Description: Description for ITEM_SPIN_SPEED
Value: 16

Name: TEXT_PAD_X

Description: Description for TEXT_PAD_X
Value: 25

Name: TEXT_PAD_Y
Description: Description for TEXT_PAD_Y
Value: 4

Name: BOX_GAP_Y
Description: Description for BOX_GAP_Y
Value: 10

Name: FE_STATE_NORMAL
Description: Description for FE_STATE_NORMAL
Value: 0

Name: FE_STATE_TEXT_ENTRY
Description: Description for FE_STATE_TEXT_ENTRY
Value: 1

Name: FE_SCREEN_3D_TOP
Description: Description for FE_SCREEN_3D_TOP
Value: 0

Name: FE_SCREEN_MENUS
Description: Description for FE_SCREEN_MENUS
Value: 1

Name: FE_SCREEN_LEVEL_OPTIONS
Description: Description for FE_SCREEN_LEVEL_OPTIONS
Value: 2

Name: FE_SCREEN_GAME_OPTIONS
Description: Description for FE_SCREEN_GAME_OPTIONS
Value: 3

Name: FE_LEVEL_OPTION_SPELLS
Description: Description for FE_LEVEL_OPTION_SPELLS
Value: 0

Name: FE_LEVEL_OPTION_BUILDINGS
Description: Description for FE_LEVEL_OPTION_BUILDINGS
Value: 1

Name: FE_LEVEL_OPTION_VEHICLES
Description: Description for FE_LEVEL_OPTION_VEHICLES
Value: 2

Name: PA_FRONTEND_NOTHING
Description: Description for PA_FRONTEND_NOTHING
Value: 0

Name: PA_FRONTEND_EXIT
Description: Description for PA_FRONTEND_EXIT
Value: 1

Name: PA_FRONTEND_DO_OPTION
Description: Description for PA_FRONTEND_DO_OPTION
Value: 2

Name: PA_FRONTEND_NEXT_OPTION

Description: Description for PA_FRONTEND_NEXT_OPTION
Value: 3

Name: PA_FRONTEND_PREV_OPTION
Description: Description for PA_FRONTEND_PREV_OPTION
Value: 4

Name: PA_FRONTEND_CHAR
Description: Description for PA_FRONTEND_CHAR
Value: 5

Name: PA_FRONTEND_START_SINGLE_LEVEL
Description: Description for PA_FRONTEND_START_SINGLE_LEVEL
Value: 6

Name: PA_FRONTEND_PREV_SINGLE_LEVEL
Description: Description for PA_FRONTEND_PREV_SINGLE_LEVEL
Value: 7

Name: PA_FRONTEND_NEXT_SINGLE_LEVEL
Description: Description for PA_FRONTEND_NEXT_SINGLE_LEVEL
Value: 8

Name: PA_FRONTEND_TOGGLE_SPELL
Description: Description for PA_FRONTEND_TOGGLE_SPELL
Value: 9

Name: PA_FRONTEND_TOGGLE_BUILDING
Description: Description for PA_FRONTEND_TOGGLE_BUILDING
Value: 10

Name: PA_FRONTEND_TOGGLE_VEHICLE
Description: Description for PA_FRONTEND_TOGGLE_VEHICLE
Value: 11

Name: PA_FRONTEND_LEVEL_OPTION_PREV
Description: Description for PA_FRONTEND_LEVEL_OPTION_PREV
Value: 12

Name: PA_FRONTEND_LEVEL_OPTION_NEXT
Description: Description for PA_FRONTEND_LEVEL_OPTION_NEXT
Value: 13

Name: PA_FRONTEND_LEVEL_PLAYER_PREV
Description: Description for PA_FRONTEND_LEVEL_PLAYER_PREV
Value: 14

Name: PA_FRONTEND_LEVEL_PLAYER_NEXT
Description: Description for PA_FRONTEND_LEVEL_PLAYER_NEXT
Value: 15

Name: PA_FRONTEND_TOGGLE_GAME_OPTION
Description: Description for PA_FRONTEND_TOGGLE_GAME_OPTION
Value: 16

Name: PA_FRONTEND_CHANGE_GAME_OPTION
Description: Description for PA_FRONTEND_CHANGE_GAME_OPTION
Value: 17

Name: PA_FRONTEND_PREV_GAME_OPTION

Description: Description for PA_FRONTEND_PREV_GAME_OPTION
Value: 18

Name: PA_FRONTEND_NEXT_GAME_OPTION
Description: Description for PA_FRONTEND_NEXT_GAME_OPTION
Value: 19

Name: PA_FRONTEND_OPTION_UP
Description: Description for PA_FRONTEND_OPTION_UP
Value: 20

Name: PA_FRONTEND_OPTION_DOWN
Description: Description for PA_FRONTEND_OPTION_DOWN
Value: 21

Name: PA_FRONTEND_PREV_SESSION
Description: Description for PA_FRONTEND_PREV_SESSION
Value: 22

Name: PA_FRONTEND_NEXT_SESSION
Description: Description for PA_FRONTEND_NEXT_SESSION
Value: 23

Name: FE_PAGE_MAIN
Description: Description for FE_PAGE_MAIN
Value: 0

Name: FE_PAGE_GAME
Description: Description for FE_PAGE_GAME
Value: 1

Name: FE_PAGE_DISK
Description: Description for FE_PAGE_DISK
Value: 2

Name: FE_PAGE_NET
Description: Description for FE_PAGE_NET
Value: 3

Name: FE_PAGE_OPTIONS
Description: Description for FE_PAGE_OPTIONS
Value: 4

Name: FE_PAGE_LOAD_GAME_SLOTS
Description: Description for FE_PAGE_LOAD_GAME_SLOTS
Value: 5

Name: FE_PAGE_NEW_GAME_SLOTS
Description: Description for FE_PAGE_NEW_GAME_SLOTS
Value: 6

Name: FE_PAGE_SAVE_GAME_SLOTS
Description: Description for FE_PAGE_SAVE_GAME_SLOTS
Value: 7

Name: FE_PAGE_OBJECTIVES
Description: Description for FE_PAGE_OBJECTIVES
Value: 8

Name: FE_PAGE_MAIN_GAME

Description: Description for FE_PAGE_MAIN_GAME
Value: 0

Name: FE_PAGE_MAIN_DISK
Description: Description for FE_PAGE_MAIN_DISK
Value: 1

Name: FE_PAGE_MAIN_NET
Description: Description for FE_PAGE_MAIN_NET
Value: 2

Name: FE_PAGE_MAIN_OPTIONS
Description: Description for FE_PAGE_MAIN_OPTIONS
Value: 3

Name: FE_PAGE_MAIN_QUIT
Description: Description for FE_PAGE_MAIN_QUIT
Value: 4

Name: FE_PAGE_GAME_CONTINUE
Description: Description for FE_PAGE_GAME_CONTINUE
Value: 0

Name: FE_PAGE_GAME_NEW_COMPLETE
Description: Description for FE_PAGE_GAME_NEW_COMPLETE
Value: 1

Name: FE_PAGE_GAME_NEW_SINGLE
Description: Description for FE_PAGE_GAME_NEW_SINGLE
Value: 2

Name: FE_PAGE_GAME_TUTORIAL
Description: Description for FE_PAGE_GAME_TUTORIAL
Value: 3

Name: FE_PAGE_DISK_LOAD
Description: Description for FE_PAGE_DISK_LOAD
Value: 0

Name: FE_PAGE_DISK_SAVE
Description: Description for FE_PAGE_DISK_SAVE
Value: 1

Name: FE_PAGE_NET_DPLAY_IPX
Description: Description for FE_PAGE_NET_DPLAY_IPX
Value: 0

Name: FE_PAGE_NET_IPX
Description: Description for FE_PAGE_NET_IPX
Value: 1

Name: FE_PAGE_NET_SERIAL
Description: Description for FE_PAGE_NET_SERIAL
Value: 2

Name: FE_PAGE_NET_MODEM
Description: Description for FE_PAGE_NET_MODEM
Value: 3

Name: FE_PAGE_NET_IP

Description: Description for FE_PAGE_NET_IP
Value: 4

Name: FE_PAGE_NEW_GAME_SLOTS_1
Description: Description for FE_PAGE_NEW_GAME_SLOTS_1
Value: 0

Name: FE_PAGE_NEW_GAME_SLOTS_2
Description: Description for FE_PAGE_NEW_GAME_SLOTS_2
Value: 1

Name: FE_PAGE_NEW_GAME_SLOTS_3
Description: Description for FE_PAGE_NEW_GAME_SLOTS_3
Value: 2

Name: FE_PAGE_NEW_GAME_SLOTS_4
Description: Description for FE_PAGE_NEW_GAME_SLOTS_4
Value: 3

Name: FE_PAGE_NEW_GAME_SLOTS_5
Description: Description for FE_PAGE_NEW_GAME_SLOTS_5
Value: 4

Name: FE_PAGE_NEW_GAME_SLOTS_6
Description: Description for FE_PAGE_NEW_GAME_SLOTS_6
Value: 5

Name: FE_PAGE_NEW_GAME_SLOTS_7
Description: Description for FE_PAGE_NEW_GAME_SLOTS_7
Value: 6

Name: FE_PAGE_NEW_GAME_SLOTS_8
Description: Description for FE_PAGE_NEW_GAME_SLOTS_8
Value: 7

Name: FE_PAGE_LOAD_GAME_INTERNAL
Description: Description for FE_PAGE_LOAD_GAME_INTERNAL
Value: 0

Name: FE_PAGE_LOAD_GAME_SLOTS_1
Description: Description for FE_PAGE_LOAD_GAME_SLOTS_1
Value: 1

Name: FE_PAGE_LOAD_GAME_SLOTS_2
Description: Description for FE_PAGE_LOAD_GAME_SLOTS_2
Value: 2

Name: FE_PAGE_LOAD_GAME_SLOTS_3
Description: Description for FE_PAGE_LOAD_GAME_SLOTS_3
Value: 3

Name: FE_PAGE_LOAD_GAME_SLOTS_4
Description: Description for FE_PAGE_LOAD_GAME_SLOTS_4
Value: 4

Name: FE_PAGE_LOAD_GAME_SLOTS_5
Description: Description for FE_PAGE_LOAD_GAME_SLOTS_5
Value: 5

Name: FE_PAGE_LOAD_GAME_SLOTS_6

Description: Description for FE_PAGE_LOAD_GAME_SLOTS_6
Value: 6

Name: FE_PAGE_LOAD_GAME_SLOTS_7
Description: Description for FE_PAGE_LOAD_GAME_SLOTS_7
Value: 7

Name: FE_PAGE_LOAD_GAME_SLOTS_8
Description: Description for FE_PAGE_LOAD_GAME_SLOTS_8
Value: 8

Name: FE_PAGE_SAVE_GAME_SLOTS_1
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_1
Value: 0

Name: FE_PAGE_SAVE_GAME_SLOTS_2
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_2
Value: 1

Name: FE_PAGE_SAVE_GAME_SLOTS_3
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_3
Value: 2

Name: FE_PAGE_SAVE_GAME_SLOTS_4
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_4
Value: 3

Name: FE_PAGE_SAVE_GAME_SLOTS_5
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_5
Value: 4

Name: FE_PAGE_SAVE_GAME_SLOTS_6
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_6
Value: 5

Name: FE_PAGE_SAVE_GAME_SLOTS_7
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_7
Value: 6

Name: FE_PAGE_SAVE_GAME_SLOTS_8
Description: Description for FE_PAGE_SAVE_GAME_SLOTS_8
Value: 7

Name: FE_PAGE_OBJECTIVES_CONTINUE
Description: Description for FE_PAGE_OBJECTIVES_CONTINUE
Value: 0

Name: TOP_LEVEL_MAP_NUM
Description: Description for TOP_LEVEL_MAP_NUM
Value: 54

Name: PORTAL_STATUS_WAITING_OPEN
Description: Description for PORTAL_STATUS_WAITING_OPEN
Value: 0

Name: PORTAL_STATUS_OPEN
Description: Description for PORTAL_STATUS_OPEN
Value: 1

Name: PORTAL_STATUS_CLOSED

Description: Description for PORTAL_STATUS_CLOSED
Value: 2

Name: MAX_PORTAL_TYPES
Description: Description for MAX_PORTAL_TYPES
Value: 5

Name: MAX_NUM_LEVELS
Description: Description for MAX_NUM_LEVELS
Value: 31

Name: OBJECTIVES_PER_LEVEL
Description: Description for OBJECTIVES_PER_LEVEL
Value: 4

Name: MAX_LENGTH_SAVE_NAMEv2
Description: Description for MAX_LENGTH_SAVE_NAMEv2
Value: 32

Name: INTERNAL_SAVE_SLOT
Description: Description for INTERNAL_SAVE_SLOT
Value: 0

Name: MAX_NUM_SCRIPT3
Description: Description for MAX_NUM_SCRIPT3
Value: 10

Name: MAX_NUM_LEVEL_MARKERS
Description: Description for MAX_NUM_LEVEL_MARKERS
Value: 13

Name: MAX_NUM_LEVEL_MARKERSv2
Description: Description for MAX_NUM_LEVEL_MARKERSv2
Value: 256

Name: NO_MARKER
Description: Description for NO_MARKER
Value: -1

Name: MAX_NUM_LEVELSv2
Description: Description for MAX_NUM_LEVELSv2
Value: 30

Name: LSI_TOP_LEVEL_INDEX
Description: Description for LSI_TOP_LEVEL_INDEX
Value: 0

Name: LSI_ACCESS_LEVEL_INDEX
Description: Description for LSI_ACCESS_LEVEL_INDEX
Value: 1

Name: LSI_SUB_LEVEL_INDEX
Description: Description for LSI_SUB_LEVEL_INDEX
Value: 7

Name: NUM_ACCESS_LEVELS
Description: Description for NUM_ACCESS_LEVELS
Value: 6

Name: LEVEL_DETAILS

Description: Description for LEVEL_DETAILS
Value: 0

Name: PLAYER_DETAILS
Description: Description for PLAYER_DETAILS
Value: 1

Name: CP_NAME
Description: Description for CP_NAME
Value: 1

Name: CP_WALLS
Description: Description for CP_WALLS
Value: 2

Name: CP_THINGS
Description: Description for CP_THINGS
Value: 3

Name: CP_ATTRIBS
Description: Description for CP_ATTRIBS
Value: 4

Name: LH_THINGS
Description: Description for LH_THINGS
Value: 1

Name: LH_ALLIES
Description: Description for LH_ALLIES
Value: 2

Name: LH_NAME
Description: Description for LH_NAME
Value: 3

Name: LH_PLAYERS
Description: Description for LH_PLAYERS
Value: 4

Name: LH_TYPE
Description: Description for LH_TYPE
Value: 5

Name: LH_START_POS
Description: Description for LH_START_POS
Value: 6

Name: LH_START_ANGLE
Description: Description for LH_START_ANGLE
Value: 7

Name: LH_OBJ_BANK
Description: Description for LH_OBJ_BANK
Value: 8

Name: LH_OBJ_FOG
Description: Description for LH_OBJ_FOG
Value: 9

Name: LH_SHAMAN_OMNI

Description: Description for LH_SHAMAN_OMNI
Value: 10

Name: LH_NO_GUEST
Description: Description for LH_NO_GUEST
Value: 11

Name: LH_CP
Description: Description for LH_CP
Value: 12

Name: OD_FLAG_COMPLETED
Description: Description for OD_FLAG_COMPLETED
Value: 1

Name: OD_FLAG_IN_PROGRESS
Description: Description for OD_FLAG_IN_PROGRESS
Value: 2

Name: OD_FLAG_ABLE_TO_PLAY
Description: Description for OD_FLAG_ABLE_TO_PLAY
Value: 4

Name: OD_FLAG_FIGHTING_PERFORMED
Description: Description for OD_FLAG_FIGHTING_PERFORMED
Value: 8

Name: OD_FLAG_DISC_OBJECTIVE_1_DONE
Description: Description for OD_FLAG_DISC_OBJECTIVE_1_DONE
Value: 512

Name: OD_FLAG_DISC_OBJECTIVE_1_SHIFT
Description: Description for OD_FLAG_DISC_OBJECTIVE_1_SHIFT
Value: 9

Name: OD_FLAG_DISC_OBJECTIVE_2_DONE
Description: Description for OD_FLAG_DISC_OBJECTIVE_2_DONE
Value: 1024

Name: OD_FLAG_DISC_OBJECTIVE_3_DONE
Description: Description for OD_FLAG_DISC_OBJECTIVE_3_DONE
Value: 2048

Name: OD_FLAG_OBJECTIVE_1_DONE
Description: Description for OD_FLAG_OBJECTIVE_1_DONE
Value: 4096

Name: OD_FLAG_OBJECTIVE_1_SHIFT
Description: Description for OD_FLAG_OBJECTIVE_1_SHIFT
Value: 12

Name: OD_FLAG_OBJECTIVE_2_DONE
Description: Description for OD_FLAG_OBJECTIVE_2_DONE
Value: 8192

Name: OD_FLAG_OBJECTIVE_3_DONE
Description: Description for OD_FLAG_OBJECTIVE_3_DONE
Value: 16384

Name: OD_FLAG_OBJECTIVE_4_DONE

Description: Description for OD_FLAG_OBJECTIVE_4_DONE
Value: 32768

Name: MAX_NUM_OBJECTIVES
Description: Description for MAX_NUM_OBJECTIVES
Value: 48

Name: OBJECTIVE_NOTHING
Description: Description for OBJECTIVE_NOTHING
Value: 0

Name: OBJECTIVE_KILL_SIDE
Description: Description for OBJECTIVE_KILL_SIDE
Value: 1

Name: OBJECTIVE_KILL_OPPOSITION
Description: Description for OBJECTIVE_KILL_OPPOSITION
Value: 2

Name: OBJECTIVE_KILL_NUM_PEOPLE
Description: Description for OBJECTIVE_KILL_NUM_PEOPLE
Value: 3

Name: OBJECTIVE_OCCUPY_SITE
Description: Description for OBJECTIVE_OCCUPY_SITE
Value: 4

Name: OBJECTIVE_CONTROL_ALL_PEOPLE
Description: Description for OBJECTIVE_CONTROL_ALL_PEOPLE
Value: 5

Name: OBJECTIVE_CONTROL_NUM_PEOPLE
Description: Description for OBJECTIVE_CONTROL_NUM_PEOPLE
Value: 6

Name: OBJECTIVE_NO_FIGHTING
Description: Description for OBJECTIVE_NO_FIGHTING
Value: 7

Name: OBJECTIVE_NUM_BUILDINGS
Description: Description for OBJECTIVE_NUM_BUILDINGS
Value: 8

Name: NUM_OBJECTIVE_TYPES
Description: Description for NUM_OBJECTIVE_TYPES
Value: 9

Name: NUM_INVENTION_TYPES
Description: Description for NUM_INVENTION_TYPES
Value: 4

Name: MAX_DISCOVERIES_PER_LEVEL
Description: Description for MAX_DISCOVERIES_PER_LEVEL
Value: 3

Name: DISC_TYPE_NONE
Description: Description for DISC_TYPE_NONE
Value: 0

Name: DISC_TYPE_SPELL

Description: Description for DISC_TYPE_SPELL
Value: 1

Name: DISC_TYPE_BUILDING
Description: Description for DISC_TYPE_BUILDING
Value: 2

Name: DISC_TYPE_VEHICLE
Description: Description for DISC_TYPE_VEHICLE
Value: 3

Name: NUM_DISC_TYPES
Description: Description for NUM_DISC_TYPES
Value: 3

Name: DISCOVERY_CHECK_MODE_ALL
Description: Description for DISCOVERY_CHECK_MODE_ALL
Value: 0

Name: DISCOVERY_CHECK_MODE_SPELLS
Description: Description for DISCOVERY_CHECK_MODE_SPELLS
Value: 1

Name: DISCOVERY_CHECK_MODE_BLDGS
Description: Description for DISCOVERY_CHECK_MODE_BLDGS
Value: 2

Name: FOLDER_TUTORIAL
Description: Description for FOLDER_TUTORIAL
Value: 0

Name: FOLDER_BUILDINGS
Description: Description for FOLDER_BUILDINGS
Value: 1

Name: FOLDER_COMMANDS
Description: Description for FOLDER_COMMANDS
Value: 2

Name: FOLDER_PEOPLE
Description: Description for FOLDER_PEOPLE
Value: 3

Name: FOLDER_PANELS
Description: Description for FOLDER_PANELS
Value: 4

Name: FOLDER_SPELLS
Description: Description for FOLDER_SPELLS
Value: 5

Name: FOLDER_BUILDINGS_IF
Description: Description for FOLDER_BUILDINGS_IF
Value: 6

Name: FOLDER_COMMANDS_IF
Description: Description for FOLDER_COMMANDS_IF
Value: 7

Name: PAGE_TUTORIAL_MAIN

Description: Description for PAGE_TUTORIAL_MAIN
Value: 0

Name: PAGE_TUTORIAL_SUB1
Description: Description for PAGE_TUTORIAL_SUB1
Value: 1

Name: PAGE_TUTORIAL_SUB2
Description: Description for PAGE_TUTORIAL_SUB2
Value: 2

Name: PAGE_TUTORIAL_SUB3
Description: Description for PAGE_TUTORIAL_SUB3
Value: 3

Name: PAGE_BUILDINGS_TEPEE
Description: Description for PAGE_BUILDINGS_TEPEE
Value: 0

Name: PAGE_BUILDINGS_TEPEE_2
Description: Description for PAGE_BUILDINGS_TEPEE_2
Value: 1

Name: PAGE_BUILDINGS_TEPEE_3
Description: Description for PAGE_BUILDINGS_TEPEE_3
Value: 2

Name: PAGE_BUILDINGS_DRUM_TOWER
Description: Description for PAGE_BUILDINGS_DRUM_TOWER
Value: 3

Name: PAGE_BUILDINGS_TEMPLE
Description: Description for PAGE_BUILDINGS_TEMPLE
Value: 4

Name: PAGE_BUILDINGS_SPY_TRAIN
Description: Description for PAGE_BUILDINGS_SPY_TRAIN
Value: 5

Name: PAGE_BUILDINGS_WARRIOR_TRAIN
Description: Description for PAGE_BUILDINGS_WARRIOR_TRAIN
Value: 6

Name: PAGE_BUILDINGS_SUPER_TRAIN
Description: Description for PAGE_BUILDINGS_SUPER_TRAIN
Value: 7

Name: PAGE_BUILDINGS_WALL
Description: Description for PAGE_BUILDINGS_WALL
Value: 8

Name: PAGE_BUILDINGS_GATE
Description: Description for PAGE_BUILDINGS_GATE
Value: 9

Name: PAGE_BUILDINGS_BOAT_HUT_1
Description: Description for PAGE_BUILDINGS_BOAT_HUT_1
Value: 10

Name: PAGE_BUILDINGS_AIRSHIP_HUT_1

Description: Description for PAGE_BUILDINGS_AIRSHIP_HUT_1
Value: 11

Name: PAGE_COMMANDS_ACCEPT
Description: Description for PAGE_COMMANDS_ACCEPT
Value: 0

Name: PAGE_COMMANDS_ABORT
Description: Description for PAGE_COMMANDS_ABORT
Value: 1

Name: PAGE_COMMANDS_GOTO
Description: Description for PAGE_COMMANDS_GOTO
Value: 2

Name: PAGE_COMMANDS_FOLLOW
Description: Description for PAGE_COMMANDS_FOLLOW
Value: 3

Name: PAGE_COMMANDS_CREATE_BEACON
Description: Description for PAGE_COMMANDS_CREATE_BEACON
Value: 4

Name: PAGE_COMMANDS_BUILD_BUILDING
Description: Description for PAGE_COMMANDS_BUILD_BUILDING
Value: 5

Name: PAGE_COMMANDS_GET_WOOD
Description: Description for PAGE_COMMANDS_GET_WOOD
Value: 6

Name: PAGE_COMMANDS_ENTER_BLDG
Description: Description for PAGE_COMMANDS_ENTER_BLDG
Value: 7

Name: PAGE_COMMANDS_DROP_WOOD
Description: Description for PAGE_COMMANDS_DROP_WOOD
Value: 8

Name: PAGE_COMMANDS_DISMANTLE_BUILDING
Description: Description for PAGE_COMMANDS_DISMANTLE_BUILDING
Value: 9

Name: PAGE_COMMANDS_GUARD_AREA
Description: Description for PAGE_COMMANDS_GUARD_AREA
Value: 10

Name: PAGE_COMMANDS_SPY_BURN_WOOD
Description: Description for PAGE_COMMANDS_SPY_BURN_WOOD
Value: 11

Name: PAGE_COMMANDS_SPY_INTERROGATE
Description: Description for PAGE_COMMANDS_SPY_INTERROGATE
Value: 12

Name: PAGE_COMMANDS_SPY_SABOTAGE
Description: Description for PAGE_COMMANDS_SPY_SABOTAGE
Value: 13

Name: PAGE_COMMANDS_SPY_DISGUISE

Description: Description for PAGE_COMMANDS_SPY_DISGUISE
Value: 14

Name: PAGE_COMMANDS_RELIGIOUS_PREACH
Description: Description for PAGE_COMMANDS_RELIGIOUS_PREACH
Value: 15

Name: PAGE_COMMANDS_ATTACK
Description: Description for PAGE_COMMANDS_ATTACK
Value: 16

Name: PAGE_COMMANDS_ENTER_PORTAL
Description: Description for PAGE_COMMANDS_ENTER_PORTAL
Value: 17

Name: PAGE_PEOPLE_WILD
Description: Description for PAGE_PEOPLE_WILD
Value: 0

Name: PAGE_PEOPLE_BRAVE
Description: Description for PAGE_PEOPLE_BRAVE
Value: 1

Name: PAGE_PEOPLE_WARRIOR
Description: Description for PAGE_PEOPLE_WARRIOR
Value: 2

Name: PAGE_PEOPLE_RELIGIOUS
Description: Description for PAGE_PEOPLE_RELIGIOUS
Value: 3

Name: PAGE_PEOPLE_SPY
Description: Description for PAGE_PEOPLE_SPY
Value: 4

Name: PAGE_PEOPLE_SUPER_WARRIOR
Description: Description for PAGE_PEOPLE_SUPER_WARRIOR
Value: 5

Name: PAGE_PEOPLE_MEDICINE_MAN
Description: Description for PAGE_PEOPLE_MEDICINE_MAN
Value: 6

Name: PAGE_PEOPLE_ANGEL
Description: Description for PAGE_PEOPLE_ANGEL
Value: 7

Name: PAGE_PANELS_PEOPLE
Description: Description for PAGE_PANELS_PEOPLE
Value: 0

Name: PAGE_PANELS_MAP
Description: Description for PAGE_PANELS_MAP
Value: 1

Name: PAGE_PANELS_SCORE
Description: Description for PAGE_PANELS_SCORE
Value: 2

Name: PAGE_PANELS_SPELLS

Description: Description for PAGE_PANELS_SPELLS
Value: 3

Name: PAGE_PANELS_BUILDING
Description: Description for PAGE_PANELS_BUILDING
Value: 4

Name: PAGE_PANELS_ALLIES
Description: Description for PAGE_PANELS_ALLIES
Value: 5

Name: PAGE_PANELS_FILOFAX
Description: Description for PAGE_PANELS_FILOFAX
Value: 6

Name: PAGE_SPELLS_BURN
Description: Description for PAGE_SPELLS_BURN
Value: 0

Name: PAGE_SPELLS_BLAST
Description: Description for PAGE_SPELLS_BLAST
Value: 1

Name: PAGE_SPELLS_LIGHTNING_BOLT
Description: Description for PAGE_SPELLS_LIGHTNING_BOLT
Value: 2

Name: PAGE_SPELLS_WHIRLWIND
Description: Description for PAGE_SPELLS_WHIRLWIND
Value: 3

Name: PAGE_SPELLS_INSECT_PLAGUE
Description: Description for PAGE_SPELLS_INSECT_PLAGUE
Value: 4

Name: PAGE_SPELLS_INVISIBILITY
Description: Description for PAGE_SPELLS_INVISIBILITY
Value: 5

Name: PAGE_SPELLS_HYPNOTISM
Description: Description for PAGE_SPELLS_HYPNOTISM
Value: 6

Name: PAGE_SPELLS_FIRESTORM
Description: Description for PAGE_SPELLS_FIRESTORM
Value: 7

Name: PAGE_SPELLS_GHOST_ARMY
Description: Description for PAGE_SPELLS_GHOST_ARMY
Value: 8

Name: PAGE_SPELLS_EROSION
Description: Description for PAGE_SPELLS_EROSION
Value: 9

Name: PAGE_SPELLS_SWAMP
Description: Description for PAGE_SPELLS_SWAMP
Value: 10

Name: PAGE_SPELLS_LAND_BRIDGE

Description: Description for PAGE_SPELLS_LAND_BRIDGE
Value: 11

Name: PAGE_SPELLS_ANGEL_OF_DEATH
Description: Description for PAGE_SPELLS_ANGEL_OF_DEATH
Value: 12

Name: PAGE_SPELLS_EARTHQUAKE
Description: Description for PAGE_SPELLS_EARTHQUAKE
Value: 13

Name: PAGE_SPELLS_FLATTEN
Description: Description for PAGE_SPELLS_FLATTEN
Value: 14

Name: PAGE_SPELLS_VOLCANO
Description: Description for PAGE_SPELLS_VOLCANO
Value: 15

Name: PAGE_SPELLS_WILD_CONVERT
Description: Description for PAGE_SPELLS_WILD_CONVERT
Value: 16

Name: PAGE_SPELLS_WRATH_OF_GOD
Description: Description for PAGE_SPELLS_WRATH_OF_GOD
Value: 17

Name: PAGE_SPELLS_SHIELD
Description: Description for PAGE_SPELLS_SHIELD
Value: 18

Name: PAGE_BUILDINGS_IF_HOW_TO_USE
Description: Description for PAGE_BUILDINGS_IF_HOW_TO_USE
Value: 0

Name: PAGE_COMMANDS_IF_HOW_TO_USE
Description: Description for PAGE_COMMANDS_IF_HOW_TO_USE
Value: 0

Name: TOOL_TIP_TURNS_TIME
Description: Description for TOOL_TIP_TURNS_TIME
Value: 10

Name: TOOL_TIP_MAX_WIDTH
Description: Description for TOOL_TIP_MAX_WIDTH
Value: 80

Name: STRING_TYPE_NORMAL
Description: Description for STRING_TYPE_NORMAL
Value: 0

Name: STRING_TYPE_PLAYER_NAMED
Description: Description for STRING_TYPE_PLAYER_NAMED
Value: 1

Name: STRING_TYPE_OTHER_PLAYER_NAMED
Description: Description for STRING_TYPE_OTHER_PLAYER_NAMED
Value: 2

Name: STRING_TYPE_MAX_POP

Description: Description for STRING_TYPE_MAX_POP
Value: 3

Name: MAX_NUM_ISLANDS
Description: Description for MAX_NUM_ISLANDS
Value: 20

Name: MAX_NUM_BRIDGES
Description: Description for MAX_NUM_BRIDGES
Value: 10

Name: BRIDGE_FLAG_CAN_SEE
Description: Description for BRIDGE_FLAG_CAN_SEE
Value: 1

Name: ON
Description: Description for ON
Value: 1

Name: OFF
Description: Description for OFF
Value: 0

Name: GET_THERE_BY_LAND
Description: Description for GET_THERE_BY_LAND
Value: 0

Name: GET_THERE_BY_WATER
Description: Description for GET_THERE_BY_WATER
Value: 1

Name: GET_THERE_BY_AIR
Description: Description for GET_THERE_BY_AIR
Value: 2

Name: DEMO_LEVEL_NUMBER_1
Description: Description for DEMO_LEVEL_NUMBER_1
Value: 28

Name: DEMO_LEVEL_NUMBER_2
Description: Description for DEMO_LEVEL_NUMBER_2
Value: 29

Name: DEMO_LEVEL_NUMBER_3
Description: Description for DEMO_LEVEL_NUMBER_3
Value: 30

Name: DEMO_LEVEL_MULTI_NUMBER_1
Description: Description for DEMO_LEVEL_MULTI_NUMBER_1
Value: 134

Name: CGDF_BUILD_ERROR_TOO_FAR
Description: Description for CGDF_BUILD_ERROR_TOO_FAR
Value: 1

Name: CGDF_BUILD_ERROR_TOO_CLOSE
Description: Description for CGDF_BUILD_ERROR_TOO_CLOSE
Value: 2

Name: CGDF_BUILD_ERROR_ON_WATER

Description: Description for CGDF_BUILD_ERROR_ON_WATER
Value: 4

Name: CGDF_BUILD_ERROR_NEAR_COAST
Description: Description for CGDF_BUILD_ERROR_NEAR_COAST
Value: 8

Name: CGDF_BUILD_ERROR_ON_REINC_SITE
Description: Description for CGDF_BUILD_ERROR_ON_REINC_SITE
Value: 16

Name: CGDF_BUILD_ERROR_DESTROYED_LAND
Description: Description for CGDF_BUILD_ERROR_DESTROYED_LAND
Value: 32

Name: CGDF_BUILD_ERROR_NOT_FLAT
Description: Description for CGDF_BUILD_ERROR_NOT_FLAT
Value: 64

Name: CGDF_BUILD_ERROR_OBSTACLE
Description: Description for CGDF_BUILD_ERROR_OBSTACLE
Value: 128

Name: CGDF_SINGLE_LEVEL
Description: Description for CGDF_SINGLE_LEVEL
Value: 256

Name: CGDF_SPELL_ERROR_NO_MANA_MSG
Description: Description for CGDF_SPELL_ERROR_NO_MANA_MSG
Value: 512

Name: CGDF_ENEMY_SHAMAN_DEAD_MSG
Description: Description for CGDF_ENEMY_SHAMAN_DEAD_MSG
Value: 1024

Name: CGDF_BUILD_ERROR_FOG
Description: Description for CGDF_BUILD_ERROR_FOG
Value: 2048

Name: CGDF_YOUR_SHAMAN_DEAD
Description: Description for CGDF_YOUR_SHAMAN_DEAD
Value: 4096

Name: CGDF_YOUR_BLDG_DISMANTLE
Description: Description for CGDF_YOUR_BLDG_DISMANTLE
Value: 8192

Name: CGDF_YOUR_BLDG_DESTROYED
Description: Description for CGDF_YOUR_BLDG_DESTROYED
Value: 16384

Name: CGDF_NO_LANDBRIDGE_ON_WATER
Description: Description for CGDF_NO_LANDBRIDGE_ON_WATER
Value: 32768

Name: CGDF_NO_LANDBRIDGE_ON_SELF
Description: Description for CGDF_NO_LANDBRIDGE_ON_SELF
Value: 65536

Name: CGDF_NO_SHAMAN_SHIELD

Description: Description for CGDF_NO_SHAMAN_SHIELD
Value: 131072

Name: CGDF_NO_SHAMAN_INVIS
Description: Description for CGDF_NO_SHAMAN_INVIS
Value: 262144

Name: CGDF_NO_SHAMAN_HYPNO_ON_WILD
Description: Description for CGDF_NO_SHAMAN_HYPNO_ON_WILD
Value: 524288

Name: CGDF_NO_SHAMAN_BLOODLUST
Description: Description for CGDF_NO_SHAMAN_BLOODLUST
Value: 1048576

Name: CGDF_SOME_CANT_WALK_HERE
Description: Description for CGDF_SOME_CANT_WALK_HERE
Value: 2097152

Name: CGDF_ALL_CANT_WALK_HERE
Description: Description for CGDF_ALL_CANT_WALK_HERE
Value: 4194304

Name: CGDF_MANA_INCOME_LOW
Description: Description for CGDF_MANA_INCOME_LOW
Value: 8388608

Name: CGDF_REACHED_MAX_POP
Description: Description for CGDF_REACHED_MAX_POP
Value: 16777216

Name: CGDF_SAVED_IN_PLS
Description: Description for CGDF_SAVED_IN_PLS
Value: 33554432

Name: CGDF_WASTING_MANA
Description: Description for CGDF_WASTING_MANA
Value: 67108864

Name: CGDF_NO_LANDBRIDGE_FROM_BALLOON
Description: Description for CGDF_NO_LANDBRIDGE_FROM_BALLOON
Value: 134217728

Name: SCRIPT_MAX_NUM_USER_VARS
Description: Description for SCRIPT_MAX_NUM_USER_VARS
Value: 1024

Name: SCRIPT_MAX_NUM_INTERNAL_VARS
Description: Description for SCRIPT_MAX_NUM_INTERNAL_VARS
Value: 1088

Name: SCRIPT_MAX_NUM_CODES
Description: Description for SCRIPT_MAX_NUM_CODES
Value: 4096

Name: SCRIPT_MAX_NUM_FIELDS
Description: Description for SCRIPT_MAX_NUM_FIELDS
Value: 512

Name: FE_OPT_NULL

Description: Description for FE_OPT_NULL
Value: 0

Name: FE_OPT_YES_NO
Description: Description for FE_OPT_YES_NO
Value: 1

Name: FE_OPT_NUMERIC
Description: Description for FE_OPT_NUMERIC
Value: 2

Name: FE_OPT_AUDIO
Description: Description for FE_OPT_AUDIO
Value: 0

Name: FE_OPT_SOUND
Description: Description for FE_OPT_SOUND
Value: 1

Name: FE_OPT_SOUND_VOL
Description: Description for FE_OPT_SOUND_VOL
Value: 2

Name: FE_OPT_MUSIC
Description: Description for FE_OPT_MUSIC
Value: 3

Name: FE_OPT_MUSIC_VOL
Description: Description for FE_OPT_MUSIC_VOL
Value: 4

Name: FE_OPT_MUSIC_TYPE
Description: Description for FE_OPT_MUSIC_TYPE
Value: 5

Name: FE_OPT_STREAM_TRACK
Description: Description for FE_OPT_STREAM_TRACK
Value: 6

Name: FE_OPT_CD_TRACK
Description: Description for FE_OPT_CD_TRACK
Value: 7

Name: FE_OPT_DETAIL
Description: Description for FE_OPT_DETAIL
Value: 8

Name: FE_OPT_RESOLUTION
Description: Description for FE_OPT_RESOLUTION
Value: 9

Name: FE_OPT_FOOTSTEPS
Description: Description for FE_OPT_FOOTSTEPS
Value: 10

Name: FE_OPT_WATER
Description: Description for FE_OPT_WATER
Value: 11

Name: SCR2T_TRIGGERD

Description: Description for SCR2T_TRIGGERD
Value: 0

Name: SCR2T_INJURED
Description: Description for SCR2T_INJURED
Value: 1

Name: NUMBER_OF_ACTIONS
Description: Description for NUMBER_OF_ACTIONS
Value: 42

Name: MULTIFLAG_FOG
Description: Description for MULTIFLAG_FOG
Value: 1

Name: MULTIFLAG_GUEST_TELE
Description: Description for MULTIFLAG_GUEST_TELE
Value: 2

Name: MULTIFLAG_GUEST_BLOOD
Description: Description for MULTIFLAG_GUEST_BLOOD
Value: 4

Name: MULTIFLAG_GUEST_ARMA
Description: Description for MULTIFLAG_GUEST_ARMA
Value: 8

Name: MULTIFLAG_GUEST_RANDOM
Description: Description for MULTIFLAG_GUEST_RANDOM
Value: 16

Name: MULTIFLAG_SHAMAN_LIVES
Description: Description for MULTIFLAG_SHAMAN_LIVES
Value: 32

Name: MULTIFLAG_LEVEL_EDIT
Description: Description for MULTIFLAG_LEVEL_EDIT
Value: 128

Name: MAX_NUMBER_DEVICES
Description: Description for MAX_NUMBER_DEVICES
Value: 16

Name: DisplayMLeftButton
Description: Description for DisplayMLeftButton
Value: _IsKeyDown

Name: DisplayMRightButton
Description: Description for DisplayMRightButton
Value: _IsKeyDown

Name: DisplayMMiddleButton
Description: Description for DisplayMMiddleButton
Value: _IsKeyDown

Name: TRUE
Description: Description for TRUE
Value: 1

Name: FALSE

Description: Description for FALSE
Value: 0

Name: LIST_NONE
Description: Description for LIST_NONE
Value: -1

Name: PEOPLELIST
Description: Description for PEOPLELIST
Value: 0

Name: BUILDINGLIST
Description: Description for BUILDINGLIST
Value: 1

Name: BUILDINGMARKERLIST
Description: Description for BUILDINGMARKERLIST
Value: 2

Name: FORMATIONSLIST
Description: Description for FORMATIONSLIST
Value: 3

Name: BEACONSLIST
Description: Description for BEACONSLIST
Value: 4

Name: WILDLIST
Description: Description for WILDLIST
Value: 5

Name: FIGHTLIST
Description: Description for FIGHTLIST
Value: 6

Name: PREFIGHTLIST
Description: Description for PREFIGHTLIST
Value: 7

Name: SPECIALLIST
Description: Description for SPECIALLIST
Value: 8

Name: AIRSHIPSLIST
Description: Description for AIRSHIPSLIST
Value: 9

Name: BOATLIST
Description: Description for BOATLIST
Value: 10

Name: TRIGGERLIST
Description: Description for TRIGGERLIST
Value: 11

Name: TRIGGERHEADLIST
Description: Description for TRIGGERHEADLIST
Value: 12

Name: SWAMPLIST

Description: Description for SWAMPLIST
Value: 13

Name: WOODLIST
Description: Description for WOODLIST
Value: 14

Name: LB_DRAW_FLAG_XFLIP
Description: Description for LB_DRAW_FLAG_XFLIP
Value: 0x00000001

Name: LB_DRAW_FLAG_YFLIP
Description: Description for LB_DRAW_FLAG_YFLIP
Value: 0x00000002

Name: LB_DRAW_FLAG_OUTLINE
Description: Description for LB_DRAW_FLAG_OUTLINE
Value: 0x00000004

Name: LB_DRAW_FLAG_GLASS
Description: Description for LB_DRAW_FLAG_GLASS
Value: 0x00000008

Name: LB_DRAW_FLAG_INVERT_GLASS
Description: Description for LB_DRAW_FLAG_INVERT_GLASS
Value: 0x00000010

Name: LB_DRAW_FLAG_FADE
Description: Description for LB_DRAW_FLAG_FADE
Value: 0x00000020

Name: TRIBE_NEUTRAL
Description: Description for TRIBE_NEUTRAL
Value: 8

Name: TRIBE_BLUE
Description: Description for TRIBE_BLUE
Value: 0

Name: TRIBE_RED
Description: Description for TRIBE_RED
Value: 1

Name: TRIBE_YELLOW
Description: Description for TRIBE_YELLOW
Value: 2

Name: TRIBE_GREEN
Description: Description for TRIBE_GREEN
Value: 3

Name: TRIBE_CYAN
Description: Description for TRIBE_CYAN
Value: 4

Name: TRIBE_PINK
Description: Description for TRIBE_PINK
Value: 5

Name: TRIBE_BLACK

Description: Description for TRIBE_BLACK
Value: 6

Name: TRIBE_ORANGE
Description: Description for TRIBE_ORANGE
Value: 7

Name: TRIBE_HOSTBOT
Description: Description for TRIBE_HOSTBOT
Value: 8

Name: NO_DIFFICULTY
Description: Description for NO_DIFFICULTY
Value: 0

Name: DIFF_EASY
Description: Description for DIFF_EASY
Value: 1

Name: DIFF_MEDIUM
Description: Description for DIFF_MEDIUM
Value: 2

Name: DIFF_HARD
Description: Description for DIFF_HARD
Value: 3

Script4_Draw

Description: The Script4 Draw module

Enums:

Name: TDI_SPRITE_F4_D1_FI1
Description: Description for TDI_SPRITE_F4_D1_FI1
Value: 53

Name: TDI_SPRITE_F8_D1_FI1
Description: Description for TDI_SPRITE_F8_D1_FI1
Value: 54

Name: TDI_SPRITE_F16_D1_FI1
Description: Description for TDI_SPRITE_F16_D1_FI1
Value: 55

Name: S_ANIM_WILD_STAND
Description: Description for S_ANIM_WILD_STAND
Value: 0

Name: S_ANIM_WILD_RUN
Description: Description for S_ANIM_WILD_RUN
Value: 1

Name: S_ANIM_WILD_EAT
Description: Description for S_ANIM_WILD_EAT
Value: 2

Name: S_ANIM_WILD_DRINK
Description: Description for S_ANIM_WILD_DRINK
Value: 3

Name: S_ANIM_WILD_KNEEL
Description: Description for S_ANIM_WILD_KNEEL
Value: 4

Name: S_ANIM_BEAR_STAND
Description: Description for S_ANIM_BEAR_STAND
Value: 5

Name: S_ANIM_BEAR_RUN
Description: Description for S_ANIM_BEAR_RUN
Value: 6

Name: S_ANIM_BUFFALO_STAND
Description: Description for S_ANIM_BUFFALO_STAND
Value: 7

Name: S_ANIM_BUFFALO_RUN
Description: Description for S_ANIM_BUFFALO_RUN
Value: 8

Name: S_ANIM_WOLF_STAND
Description: Description for S_ANIM_WOLF_STAND
Value: 9

Name: S_ANIM_WOLF_RUN

Description: Description for S_ANIM_WOLF_RUN
Value: 10

Name: S_ANIM_RABBIT_STAND
Description: Description for S_ANIM_RABBIT_STAND
Value: 11

Name: S_ANIM_RABBIT_RUN
Description: Description for S_ANIM_RABBIT_RUN
Value: 12

Name: S_ANIM_BEAVER_STAND
Description: Description for S_ANIM_BEAVER_STAND
Value: 13

Name: S_ANIM_BEAVER_RUN
Description: Description for S_ANIM_BEAVER_RUN
Value: 14

Name: S_ANIM_BRAVE_STAND
Description: Description for S_ANIM_BRAVE_STAND
Value: 15

Name: S_ANIM_WARRIOR_STAND
Description: Description for S_ANIM_WARRIOR_STAND
Value: 16

Name: S_ANIM_RELIGIOUS_STAND
Description: Description for S_ANIM_RELIGIOUS_STAND
Value: 17

Name: S_ANIM_SPY_STAND
Description: Description for S_ANIM_SPY_STAND
Value: 18

Name: S_ANIM_SUPER_STAND
Description: Description for S_ANIM_SUPER_STAND
Value: 19

Name: S_ANIM_SHAMEN_STAND
Description: Description for S_ANIM_SHAMEN_STAND
Value: 20

Name: S_ANIM_BRAVE_RUN
Description: Description for S_ANIM_BRAVE_RUN
Value: 21

Name: S_ANIM_WARRIOR_RUN
Description: Description for S_ANIM_WARRIOR_RUN
Value: 22

Name: S_ANIM_RELIGIOUS_RUN
Description: Description for S_ANIM_RELIGIOUS_RUN
Value: 23

Name: S_ANIM_SPY_RUN
Description: Description for S_ANIM_SPY_RUN
Value: 24

Name: S_ANIM_SUPER_RUN

Description: Description for S_ANIM_SUPER_RUN
Value: 25

Name: S_ANIM_SHAMEN_RUN
Description: Description for S_ANIM_SHAMEN_RUN
Value: 26

Name: S_ANIM_BRAVE_WORK
Description: Description for S_ANIM_BRAVE_WORK
Value: 27

Name: S_ANIM_WARRIOR_WORK
Description: Description for S_ANIM_WARRIOR_WORK
Value: 28

Name: S_ANIM_RELIGIOUS_WORK
Description: Description for S_ANIM_RELIGIOUS_WORK
Value: 29

Name: S_ANIM_SPY_WORK
Description: Description for S_ANIM_SPY_WORK
Value: 30

Name: S_ANIM_SUPER_WORK
Description: Description for S_ANIM_SUPER_WORK
Value: 31

Name: S_ANIM_BRAVE_PRAY
Description: Description for S_ANIM_BRAVE_PRAY
Value: 32

Name: S_ANIM_WARRIOR_PRAY
Description: Description for S_ANIM_WARRIOR_PRAY
Value: 33

Name: S_ANIM_RELIGIOUS_PRAY
Description: Description for S_ANIM_RELIGIOUS_PRAY
Value: 34

Name: S_ANIM_SPY_PRAY
Description: Description for S_ANIM_SPY_PRAY
Value: 35

Name: S_ANIM_SUPER_PRAY
Description: Description for S_ANIM_SUPER_PRAY
Value: 36

Name: S_ANIM_SHAMEN_PRAY
Description: Description for S_ANIM_SHAMEN_PRAY
Value: 37

Name: S_ANIM_BRAVE_JUMP
Description: Description for S_ANIM_BRAVE_JUMP
Value: 38

Name: S_ANIM_WARRIOR_JUMP
Description: Description for S_ANIM_WARRIOR_JUMP
Value: 39

Name: S_ANIM_RELIGIOUS_JUMP

Description: Description for S_ANIM_RELIGIOUS_JUMP
Value: 40

Name: S_ANIM_SPY_JUMP
Description: Description for S_ANIM_SPY_JUMP
Value: 41

Name: S_ANIM_SUPER_JUMP
Description: Description for S_ANIM_SUPER_JUMP
Value: 42

Name: S_ANIM_BRAVE_STAND_WOOD
Description: Description for S_ANIM_BRAVE_STAND_WOOD
Value: 43

Name: S_ANIM_WARRIOR_STAND_WOOD
Description: Description for S_ANIM_WARRIOR_STAND_WOOD
Value: 44

Name: S_ANIM_RELIGIOUS_STAND_WOOD
Description: Description for S_ANIM_RELIGIOUS_STAND_WOOD
Value: 45

Name: S_ANIM_SPY_STAND_WOOD
Description: Description for S_ANIM_SPY_STAND_WOOD
Value: 46

Name: S_ANIM_SUPER_STAND_WOOD
Description: Description for S_ANIM_SUPER_STAND_WOOD
Value: 47

Name: S_ANIM_BRAVE_RUN_WOOD
Description: Description for S_ANIM_BRAVE_RUN_WOOD
Value: 48

Name: S_ANIM_WARRIOR_RUN_WOOD
Description: Description for S_ANIM_WARRIOR_RUN_WOOD
Value: 49

Name: S_ANIM_RELIGIOUS_RUN_WOOD
Description: Description for S_ANIM_RELIGIOUS_RUN_WOOD
Value: 50

Name: S_ANIM_SPY_RUN_WOOD
Description: Description for S_ANIM_SPY_RUN_WOOD
Value: 51

Name: S_ANIM_SUPER_RUN_WOOD
Description: Description for S_ANIM_SUPER_RUN_WOOD
Value: 52

Name: S_ANIM_BRAVE_PUNCH
Description: Description for S_ANIM_BRAVE_PUNCH
Value: 53

Name: S_ANIM_WARRIOR_PUNCH
Description: Description for S_ANIM_WARRIOR_PUNCH
Value: 54

Name: S_ANIM_RELIGIOUS_PUNCH

Description: Description for S_ANIM_RELIGIOUS_PUNCH
Value: 55

Name: S_ANIM_SPY_PUNCH
Description: Description for S_ANIM_SPY_PUNCH
Value: 56

Name: S_ANIM_SUPER_PUNCH
Description: Description for S_ANIM_SUPER_PUNCH
Value: 57

Name: S_ANIM_BRAVE_FLINCH
Description: Description for S_ANIM_BRAVE_FLINCH
Value: 58

Name: S_ANIM_WARRIOR_FLINCH
Description: Description for S_ANIM_WARRIOR_FLINCH
Value: 59

Name: S_ANIM_RELIGIOUS_FLINCH
Description: Description for S_ANIM_RELIGIOUS_FLINCH
Value: 60

Name: S_ANIM_SPY_FLINCH
Description: Description for S_ANIM_SPY_FLINCH
Value: 61

Name: S_ANIM_SUPER_FLINCH
Description: Description for S_ANIM_SUPER_FLINCH
Value: 62

Name: S_ANIM_BRAVE_PUSH
Description: Description for S_ANIM_BRAVE_PUSH
Value: 63

Name: S_ANIM_WARRIOR_PUSH
Description: Description for S_ANIM_WARRIOR_PUSH
Value: 64

Name: S_ANIM_RELIGIOUS_PUSH
Description: Description for S_ANIM_RELIGIOUS_PUSH
Value: 65

Name: S_ANIM_SPY_PUSH
Description: Description for S_ANIM_SPY_PUSH
Value: 66

Name: S_ANIM_SUPER_PUSH
Description: Description for S_ANIM_SUPER_PUSH
Value: 67

Name: S_ANIM_BRAVE_PUSHED
Description: Description for S_ANIM_BRAVE_PUSHED
Value: 68

Name: S_ANIM_WARRIOR_PUSHED
Description: Description for S_ANIM_WARRIOR_PUSHED
Value: 69

Name: S_ANIM_RELIGIOUS_PUSHED

Description: Description for S_ANIM_RELIGIOUS_PUSHED
Value: 70

Name: S_ANIM_SPY_PUSHED
Description: Description for S_ANIM_SPY_PUSHED
Value: 71

Name: S_ANIM_SUPER_PUSHED
Description: Description for S_ANIM_SUPER_PUSHED
Value: 72

Name: S_ANIM_BRAVE_SIT
Description: Description for S_ANIM_BRAVE_SIT
Value: 73

Name: S_ANIM_WARRIOR_SIT
Description: Description for S_ANIM_WARRIOR_SIT
Value: 74

Name: S_ANIM_RELIGIOUS_SIT
Description: Description for S_ANIM_RELIGIOUS_SIT
Value: 75

Name: S_ANIM_SPY_SIT
Description: Description for S_ANIM_SPY_SIT
Value: 76

Name: S_ANIM_SUPER_SIT
Description: Description for S_ANIM_SUPER_SIT
Value: 77

Name: S_ANIM_BRAVE_FLY
Description: Description for S_ANIM_BRAVE_FLY
Value: 78

Name: S_ANIM_WARRIOR_FLY
Description: Description for S_ANIM_WARRIOR_FLY
Value: 79

Name: S_ANIM_RELIGIOUS_FLY
Description: Description for S_ANIM_RELIGIOUS_FLY
Value: 80

Name: S_ANIM_SPY_FLY
Description: Description for S_ANIM_SPY_FLY
Value: 81

Name: S_ANIM_SUPER_FLY
Description: Description for S_ANIM_SUPER_FLY
Value: 82

Name: S_ANIM_BRAVE_KICK
Description: Description for S_ANIM_BRAVE_KICK
Value: 83

Name: S_ANIM_WARRIOR_KICK
Description: Description for S_ANIM_WARRIOR_KICK
Value: 84

Name: S_ANIM_RELIGIOUS_KICK

Description: Description for S_ANIM_RELIGIOUS_KICK
Value: 85

Name: S_ANIM_SPY_KICK
Description: Description for S_ANIM_SPY_KICK
Value: 86

Name: S_ANIM_SUPER_KICK
Description: Description for S_ANIM_SUPER_KICK
Value: 87

Name: S_ANIM_BRAVE_LAY
Description: Description for S_ANIM_BRAVE_LAY
Value: 88

Name: S_ANIM_WARRIOR_LAY
Description: Description for S_ANIM_WARRIOR_LAY
Value: 89

Name: S_ANIM_RELIGIOUS_LAY
Description: Description for S_ANIM_RELIGIOUS_LAY
Value: 90

Name: S_ANIM_SPY_LAY
Description: Description for S_ANIM_SPY_LAY
Value: 91

Name: S_ANIM_SUPER_LAY
Description: Description for S_ANIM_SUPER_LAY
Value: 92

Name: S_ANIM_SHAMEN_LEVITATE
Description: Description for S_ANIM_SHAMEN_LEVITATE
Value: 93

Name: S_ANIM_SUPER_FIST_ATTACK
Description: Description for S_ANIM_SUPER_FIST_ATTACK
Value: 94

Name: S_ANIM_RELIGIOUS_BOOK_OUT
Description: Description for S_ANIM_RELIGIOUS_BOOK_OUT
Value: 95

Name: S_ANIM_RELIGIOUS_BOOK_IN
Description: Description for S_ANIM_RELIGIOUS_BOOK_IN
Value: 96

Name: S_ANIM_RELIGIOUS_PREACH
Description: Description for S_ANIM_RELIGIOUS_PREACH
Value: 97

Name: S_ANIM_RELIGIOUS_PREACH_ONE
Description: Description for S_ANIM_RELIGIOUS_PREACH_ONE
Value: 98

Name: S_ANIM_RELIGIOUS_PREACH_TWO
Description: Description for S_ANIM_RELIGIOUS_PREACH_TWO
Value: 99

Name: S_ANIM_BRAVE_SET_FIRE

Description: Description for S_ANIM_BRAVE_SET_FIRE
Value: 100

Name: S_ANIM_SPY_SET_FIRE
Description: Description for S_ANIM_SPY_SET_FIRE
Value: 101

Name: S_ANIM_AOD_STAND
Description: Description for S_ANIM_AOD_STAND
Value: 102

Name: S_ANIM_AOD_WALK
Description: Description for S_ANIM_AOD_WALK
Value: 103

Name: S_ANIM_AOD_FLY
Description: Description for S_ANIM_AOD_FLY
Value: 104

Name: S_ANIM_AOD_SLASH
Description: Description for S_ANIM_AOD_SLASH
Value: 105

Name: S_ANIM_SHAMEN_PUNCH
Description: Description for S_ANIM_SHAMEN_PUNCH
Value: 106

Name: S_ANIM_SHAMEN_FLY
Description: Description for S_ANIM_SHAMEN_FLY
Value: 107

Name: S_ANIM_WILD_FLY
Description: Description for S_ANIM_WILD_FLY
Value: 108

Name: S_ANIM_FSHAMEN_CAST
Description: Description for S_ANIM_FSHAMEN_CAST
Value: 109

Name: S_ANIM_BRAVE_ROLL
Description: Description for S_ANIM_BRAVE_ROLL
Value: 110

Name: S_ANIM_WARRIOR_ROLL
Description: Description for S_ANIM_WARRIOR_ROLL
Value: 111

Name: S_ANIM_RELIGIOUS_ROLL
Description: Description for S_ANIM_RELIGIOUS_ROLL
Value: 112

Name: S_ANIM_SPY_ROLL
Description: Description for S_ANIM_SPY_ROLL
Value: 113

Name: S_ANIM_SUPER_ROLL
Description: Description for S_ANIM_SUPER_ROLL
Value: 114

Name: S_ANIM_BRAVE_FALL

Description: Description for S_ANIM_BRAVE_FALL
Value: 115

Name: S_ANIM_WARRIOR_FALL
Description: Description for S_ANIM_WARRIOR_FALL
Value: 116

Name: S_ANIM_RELIGIOUS_FALL
Description: Description for S_ANIM_RELIGIOUS_FALL
Value: 117

Name: S_ANIM_SPY_FALL
Description: Description for S_ANIM_SPY_FALL
Value: 118

Name: S_ANIM_SUPER_FALL
Description: Description for S_ANIM_SUPER_FALL
Value: 119

Name: S_ANIM_BRAVE_RISE
Description: Description for S_ANIM_BRAVE_RISE
Value: 120

Name: S_ANIM_WARRIOR_RISE
Description: Description for S_ANIM_WARRIOR_RISE
Value: 121

Name: S_ANIM_RELIGIOUS_RISE
Description: Description for S_ANIM_RELIGIOUS_RISE
Value: 122

Name: S_ANIM_SPY_RISE
Description: Description for S_ANIM_SPY_RISE
Value: 123

Name: S_ANIM_SUPER_RISE
Description: Description for S_ANIM_SUPER_RISE
Value: 124

Name: S_ANIM_FSHAMEN_KICK
Description: Description for S_ANIM_FSHAMEN_KICK
Value: 125

Name: S_ANIM_FSHAMEN_FALL
Description: Description for S_ANIM_FSHAMEN_FALL
Value: 126

Name: S_ANIM_FSHAMEN_LAY
Description: Description for S_ANIM_FSHAMEN_LAY
Value: 127

Name: S_ANIM_FSHAMEN_RISE
Description: Description for S_ANIM_FSHAMEN_RISE
Value: 128

Name: S_ANIM_FSHAMEN_ROLL
Description: Description for S_ANIM_FSHAMEN_ROLL
Value: 129

Name: S_ANIM_WILD_ROLL

Description: Description for S_ANIM_WILD_ROLL
Value: 130

Name: S_ANIM_BRAVE_CHEER_A
Description: Description for S_ANIM_BRAVE_CHEER_A
Value: 131

Name: S_ANIM_WARRIOR_CHEER_A
Description: Description for S_ANIM_WARRIOR_CHEER_A
Value: 132

Name: S_ANIM_RELIGIOUS_CHEER_A
Description: Description for S_ANIM_RELIGIOUS_CHEER_A
Value: 133

Name: S_ANIM_SPY_CHEER_A
Description: Description for S_ANIM_SPY_CHEER_A
Value: 134

Name: S_ANIM_SUPER_CHEER_A
Description: Description for S_ANIM_SUPER_CHEER_A
Value: 135

Name: S_ANIM_BRAVE_CHEER_B
Description: Description for S_ANIM_BRAVE_CHEER_B
Value: 136

Name: S_ANIM_WARRIOR_CHEER_B
Description: Description for S_ANIM_WARRIOR_CHEER_B
Value: 137

Name: S_ANIM_RELIGIOUS_CHEER_B
Description: Description for S_ANIM_RELIGIOUS_CHEER_B
Value: 138

Name: S_ANIM_SPY_CHEER_B
Description: Description for S_ANIM_SPY_CHEER_B
Value: 139

Name: S_ANIM_SUPER_CHEER_B
Description: Description for S_ANIM_SUPER_CHEER_B
Value: 140

Name: S_ANIM_BRAVE_CHEER_C
Description: Description for S_ANIM_BRAVE_CHEER_C
Value: 141

Name: S_ANIM_WARRIOR_CHEER_C
Description: Description for S_ANIM_WARRIOR_CHEER_C
Value: 142

Name: S_ANIM_RELIGIOUS_CHEER_C
Description: Description for S_ANIM_RELIGIOUS_CHEER_C
Value: 143

Name: S_ANIM_SPY_CHEER_C
Description: Description for S_ANIM_SPY_CHEER_C
Value: 144

Name: S_ANIM_SUPER_CHEER_C

Description: Description for S_ANIM_SUPER_CHEER_C
Value: 145

Name: S_ANIM_BRAVE_PADDLE
Description: Description for S_ANIM_BRAVE_PADDLE
Value: 146

Name: S_ANIM_WARRIOR_PADDLE
Description: Description for S_ANIM_WARRIOR_PADDLE
Value: 147

Name: S_ANIM_RELIGIOUS_PADDLE
Description: Description for S_ANIM_RELIGIOUS_PADDLE
Value: 148

Name: S_ANIM_SPY_PADDLE
Description: Description for S_ANIM_SPY_PADDLE
Value: 149

Name: S_ANIM_SUPER_PADDLE
Description: Description for S_ANIM_SUPER_PADDLE
Value: 150

Name: S_ANIM_AOD2_STAND
Description: Description for S_ANIM_AOD2_STAND
Value: 151

Name: S_ANIM_AOD2_FLY
Description: Description for S_ANIM_AOD2_FLY
Value: 152

Name: S_ANIM_AOD2_WALK
Description: Description for S_ANIM_AOD2_WALK
Value: 153

Name: S_ANIM_AOD2_SLASH
Description: Description for S_ANIM_AOD2_SLASH
Value: 154

Name: S_ANIM_AOD2_DIE
Description: Description for S_ANIM_AOD2_DIE
Value: 155

Name: S_ANIM_BRAVE_FLEE
Description: Description for S_ANIM_BRAVE_FLEE
Value: 156

Name: S_ANIM_WARRIOR_FLEE
Description: Description for S_ANIM_WARRIOR_FLEE
Value: 157

Name: S_ANIM_RELIGIOUS_FLEE
Description: Description for S_ANIM_RELIGIOUS_FLEE
Value: 158

Name: S_ANIM_SPY_FLEE
Description: Description for S_ANIM_SPY_FLEE
Value: 159

Name: S_ANIM_SUPER_FLEE

Description: Description for S_ANIM_SUPER_FLEE
Value: 160

Name: S_ANIM_BRAVE_SCRATCH
Description: Description for S_ANIM_BRAVE_SCRATCH
Value: 161

Name: S_ANIM_WARRIOR_PRESS_UP
Description: Description for S_ANIM_WARRIOR_PRESS_UP
Value: 162

Name: S_ANIM_SUPER_PRESS_UP
Description: Description for S_ANIM_SUPER_PRESS_UP
Value: 163

Name: S_ANIM_SPY_JUGGLE
Description: Description for S_ANIM_SPY_JUGGLE
Value: 164

Name: S_ANIM_SHAMAN_STUCK
Description: Description for S_ANIM_SHAMAN_STUCK
Value: 165

Name: S_ANIM_BRAVE_ELECTRIC
Description: Description for S_ANIM_BRAVE_ELECTRIC
Value: 166

Name: S_ANIM_SHAMAN_ELECTRIC
Description: Description for S_ANIM_SHAMAN_ELECTRIC
Value: 167

Functions:

Name: GFSetUpForcedToolTip
Description: Sets up the forced tooltip.
Parameters: UBYTE type_code, UWORD map_idx, SWORD duration, UWORD string_id
Return: UBYTE
Deprecated: False

Name: DrawTextStr
Description: Draws a text string.
Parameters: SINT x, SINT y, UNICODE_CHAR pText
Return: UBYTE
Deprecated: False

Name: LbDraw_Line
Description: Draws a line
Parameters: SINT x1, SINT y1, SINT x2, SINT y2, TbColour Colour
Return: void
Deprecated: False

Name: LbDraw_VerticalLine
Description: Draws a vertical line
Parameters: SINT x1, SINT y1, SINT x2, SINT y2, TbColour Colour
Return: void
Deprecated: False

Name: LbDraw_HorizontalLine

Description: Draws a horizontal line
Parameters: SINT x, SINT y, SINT Length, TbColour Colour
Return: void
Deprecated: False

Name: LbDraw_Pixel
Description: Draws a pixel
Parameters: SINT x, SINT y, TbColour Colour
Return: void
Deprecated: False

Name: CharWidth
Description: Returns the width of a character in pixels. The default value is A.
Parameters: UBYTE c
Return: SLONG
Deprecated: False

Name: CharHeight
Description: Returns the height of a character in pixels. The default value is A.
Parameters: UBYTE c
Return: SLONG
Deprecated: False

Name: UnlockSurface
Description: Unlocks a drawing surface
Parameters: void
Return: void
Deprecated: False

Name: LockSurface
Description: Locks a drawing surface
Parameters: void
Return: UBYTE
Deprecated: False

Name: LbScreen_Swap
Description: Swaps the front and back buffers
Parameters: ULONG flags
Return: TbError
Deprecated: False

Name: LbDraw_SetFlagsOn
Description: Sets a flag
Parameters: ULONG fMask
Return: void
Deprecated: False

Name: LbDraw_SetFlagsOff
Description: Clears a flag
Parameters: ULONG fMask
Return: void
Deprecated: False

Name: set_pop3_palette
Description: Sets the pop3 palette
Parameters: TbPalette pPalette
Return: void

Deprecated: False

Name: LbDraw_Sprite
Description: Draws a sprite
Parameters: SINT x, SINT y, TbSprite lpSprite
Return: void
Deprecated: False

Name: LbDraw_ScaledSprite
Description: Draws a scaled sprite
Parameters: SINT x, SINT y, TbSprite lpSprite, UINT nDestWidth, UINT nDestHeight
Return: void
Deprecated: False

Name: LbDraw_SetClipRect
Description: Sets the clipping rectangle
Parameters: TbRect clipwindow
Return: void
Deprecated: False

Name: LbDraw_ReleaseClipRect
Description: Releases the clipping rectangle
Parameters: void
Return: void
Deprecated: False

Name: LbDraw_SetViewPort
Description: Sets the viewport
Parameters: TbRect viewport
Return: void
Deprecated: False

Name: LbDraw_ReleaseViewPort
Description: Releases the viewport
Parameters: void
Return: void
Deprecated: False

Name: GUICurrentMenu
Description: Returns the current menu
Parameters: void
Return: MenuId
Deprecated: False

Name: LbDraw_Text
Description: Draws a text string
Parameters: SINT x, SINT y, TBCHAR pText, TbColour Colour
Return: void
Deprecated: False

Name: get_sprite
Description: Returns a sprite
Parameters: UBYTE bank, ULONG num
Return: TbSprite
Deprecated: False

Name: LbDraw_Rectangle
Description: Draws a filled rectangle

Parameters: TbRect rect, UBYTE col
Return: void
Deprecated: False

Name: LbDraw_RectangleOutline
Description: Draws a rectangle outline
Parameters: TbRect pRect, UBYTE Colour
Return: void
Deprecated: False

Name: LbDraw_Circle
Description: Draws a circle
Parameters: SINT a, SINT b, UINT c, UBYTE d
Return: void
Deprecated: False

Name: LbDraw_CircleOutline
Description: Draws a circle outline
Parameters: SINT a, SINT b, UINT c, UBYTE d
Return: void
Deprecated: False

Name: LbDraw_Triangle
Description: Draws a triangle
Parameters: SINT a, SINT b, SINT c, SINT d, SINT e, SINT f, UBYTE g
Return: void
Deprecated: False

Name: LbDraw_CircleFilled
Description: Draws a filled circle
Parameters: SINT a, SINT b, UINT c, UBYTE d
Return: void
Deprecated: False

Name: LbDraw_PropText
Description: Draws proportional text
Parameters: SINT a, SINT b, TBCHAR c, UBYTE d
Return: void
Deprecated: False

Name: LbDraw_UnicodePropText
Description: Draws proportional Unicode text
Parameters: SINT a, SINT b, UNICHAR c, UBYTE d
Return: void
Deprecated: False

Name: COLOUR
Description: Converts a SLONG to a color
Parameters: SLONG c
Return: UBYTE
Deprecated: False

Name: SetDrawColour
Description: Sets the drawing color
Parameters: SLONG c
Return: void
Deprecated: False

Name: SetFont
Description: Sets the font
Parameters: UBYTE bank
Return: void
Deprecated: False

Name: PopSetFont
Description: Sets the font for Pop
Parameters: UBYTE bank
Return: void
Deprecated: False

Name: font
Description: Returns the font at the specified index
Parameters: int idx
Return: TbSprite
Deprecated: False

Name: SetDrawFlagOn
Description: Sets a drawing flag on
Parameters: int flag
Return: void
Deprecated: False

Name: SetDrawFlagOff
Description: Sets a drawing flag off
Parameters: int flag
Return: void
Deprecated: False

Name: DrawBox
Description: Draws a box
Parameters: int x, int y, int w, int h, UBYTE c
Return: void
Deprecated: False

Name: ScreenWidth
Description: Returns the screen width
Parameters: void
Return: SWORD
Deprecated: False

Name: ScreenHeight
Description: Returns the screen height
Parameters: void
Return: SWORD
Deprecated: False

Name: ScreenDepth
Description: Returns the screen depth
Parameters: void
Return: SWORD
Deprecated: False

Name: isSurfaceLocked
Description: Checks if the surface is locked
Parameters: void

Return: UBYTE
Deprecated: False

Name: CharWidth2
Description: Returns the width of a character
Parameters: void
Return: SLONG
Deprecated: False

Name: CharHeight2
Description: Returns the height of a character
Parameters: void
Return: SLONG
Deprecated: False

Name: string_width
Description: Returns the width of a string
Parameters: std::string str
Return: SLONG
Deprecated: False

Name: GFGetGuiWidth
Description: Returns the GUI width
Parameters: void
Return: SLONG
Deprecated: False

Name: clear_all_screens
Description: Clears all screens
Parameters: void
Return: void
Deprecated: False

Name: clear_any_screen_effect_modes
Description: Clears any screen effect modes
Parameters: void
Return: void
Deprecated: False

Name: draw_sky_clr_overlay
Description: Draws a sky color overlay
Parameters: UBYTE color, WORD duration
Return: void
Deprecated: False

Name: set_thing_draw_info
Description: Sets the draw info for a thing
Parameters: Thing t_thing, UBYTE table_idx, SWORD draw_num
Return: void
Deprecated: False

Name: set_person_draw_info_by_anim
Description: Sets the draw info for a person by animation
Parameters: Thing t_thing, SWORD anim_info_idx
Return: void
Deprecated: False

Name: change_sprite_bank

Description: Changes the sprite bank
Parameters: UBYTE bank, UBYTE new_bank
Return: void
Deprecated: False

Name: DrawStretchyButtonBox
Description: Draw a stretchy button box
Parameters: TbRect t_rect, BorderLayout t_border
Return: void
Deprecated: False

Structures:

DrawInfo

SBYTE Alpha
SWORD DrawNum
UBYTE DrawTableIdx
UWORD Flags
UWORD FrameCount
UBYTE FrameNum
SBYTE SeqNum
std::vector<function<void(Thing_SLONG_SLONG_SLONG_SLONG)>> OnPersFrame
Deprecated: False

DrawnAtInfo

SWORD EngineDrawnAtX
SWORD EngineDrawnAtY
SWORD ScannerDrawnAtX
SWORD ScannerDrawnAtY
Deprecated: False

BorderLayout

UWORD TopLeft
UWORD Top
UWORD TopRight
UWORD Left
UWORD Centre
UWORD Right
UWORD BottomLeft
UWORD Bottom
UWORD BottomRight
Deprecated: False

Script4_Execute

Description: Executes code in supervisor or another script. Root permission required

Functions:

Name: Execute
Description: Execute in another script. Required root permissions
Parameters: std::string script, std::string msg
Return: protected_function_result
Deprecated: False

Name: Execute
Description: Executes a script. Required root permissions
Parameters: std::string msg
Return: protected_function_result
Deprecated: False

Script4_Features

Description: Misc

Enums:

Name: F_CANCEL_FALL_DMG
Description: NA
Value: 0

Name: CAST_TO_ESCAPE_BURNING
Description: NA
Value: 1

Name: CAST_TO_ESCAPE_COR_CREATION
Description: NA
Value: 2

Name: ALLOWING_TOWER_PLANS_TO_DISTRACT_ENEMIES
Description: NA
Value: 3

Name: DISMANTLING_HUTS_FOR_BRAVES
Description: NA
Value: 4

Name: DISABLE_PAUSE
Description: NA
Value: 5

Name: WOOD_SEARCH_NO_ALLY_BASE
Description: NA
Value: 6

Name: WOOD_SEARCH_NO_AUTO_TREES
Description: NA
Value: 7

Name: MINIMAP_ENEMIES
Description: NA
Value: 8

Name: WILD_NO_RESPAWN
Description: NA
Value: 9

Name: SWARM_IGNORES_ALLIES
Description: NA
Value: 10

Name: DISABLE_ALLY_CHANGE
Description: NA
Value: 11

Name: BUILD_NEAR_ALLIES
Description: NA
Value: 12

Name: SUPER_WARRIOR_NO_AMENDMENT

Description: NA
Value: 13

Name: HIDE_ALLY_CHANGES
Description: NA
Value: 14

Name: FEATURE_ENUM_MAX_SIZE
Description: NA
Value: 15

Functions:

Name: enable_feature
Description: Not allowed on network.
Parameters: int idx
Return: void
Deprecated: False

Name: disable_feature
Description: Not allowed on network.
Parameters: int idx
Return: void
Deprecated: False

Name: is_feature_enabled
Description: Is Feature Enabled?
Parameters: int idx
Return: bool
Deprecated: False

Script4_FlyBy

Description: Misc

Enums:

Name: FLYBY_MAX_NUM_EVENTS
Description: Maximum number of flyby events
Value: 32

Name: FLYBY_EVENT_TYPE_NONE
Description: No event type
Value: 0

Name: FLYBY_EVENT_TYPE_POSITION
Description: Event type for position
Value: 1

Name: FLYBY_EVENT_TYPE_ANGLE
Description: Event type for angle
Value: 2

Name: FLYBY_EVENT_TYPE_ZOOM
Description: Event type for zoom
Value: 3

Name: FLYBY_EVENT_TYPE_INTEREST_POINT
Description: Event type for interest point
Value: 4

Name: FLYBY_EVENT_TYPE_TOOLTIP
Description: Event type for tooltip
Value: 5

Name: FLYBY_EVENT_TYPE_DIALOG
Description: Event type for dialog
Value: 6

Name: FLYBY_EVENT_NUM_TYPES
Description: Number of event types
Value: 7

Functions:

Name: flyby_in_progress
Description: Checks if a flyby is in progress
Parameters: void
Return: ULONG
Deprecated: False

Name: flyby_create_new
Description: Creates a new flyby
Parameters: void
Return: void
Deprecated: False

Name: flyby_start

Description: Starts the flyby
Parameters: void
Return: void
Deprecated: False

Name: flyby_stop
Description: Stops the flyby
Parameters: void
Return: void
Deprecated: False

Name: flyby_interupt
Description: Interrupts the flyby
Parameters: void
Return: void
Deprecated: False

Name: flyby_set_interuptable
Description: Sets whether the flyby can be interrupted
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: flyby_register_event
Description: Registers a flyby event
Parameters: UBYTE type, SWORD data, SWORD start_time, SWORD duration, UBYTE data2
Return: void
Deprecated: False

Name: flyby_register_end_targets
Description: Registers the end targets for the flyby
Parameters: UWORD map_idx, SWORD angle, SWORD zoom_level
Return: void
Deprecated: False

Name: script_flyby_register_event_position
Description: Registers a position event for the flyby
Parameters: UWORD map_idx, SWORD start_tens_secs, SWORD duration_tens_secs
Return: void
Deprecated: False

Name: script_flyby_register_event_angle
Description: Registers an angle event for the flyby
Parameters: SWORD angle, SWORD sense, SWORD start_tens_secs, SWORD duration_tens_secs
Return: void
Deprecated: False

Name: script_flyby_register_event_zoom
Description: Registers a zoom event for the flyby
Parameters: SWORD zoom_level, SWORD start_tens_secs, SWORD duration_tens_secs
Return: void
Deprecated: False

Name: script_flyby_register_event_interest_point
Description: Registers an interest point event for the flyby
Parameters: UWORD map_idx, SWORD start_tens_secs, SWORD duration_tens_secs
Return: void

Deprecated: False

Name: script_flyby_register_event_tooltip
Description: Registers a tooltip event for the flyby
Parameters: UWORD map_idx, SWORD type_code, SWORD start_tens_secs, SWORD duration_tens_secs
Return: void
Deprecated: False

Name: script_flyby_open_dialog
Description: Opens a dialog during the flyby
Parameters: SWORD string_idx, SWORD start_tens_secs
Return: void
Deprecated: False

Name: script_flyby_register_end_targets
Description: Registers the end targets for the flyby
Parameters: UWORD map_idx, SWORD angle, SWORD zoom_level
Return: void
Deprecated: False

Script4_Game

Description: Game functions

Functions:

Name: G_RANDOM
Description: Generates a random number with the given modulus.
Parameters: SLONG mod
Return: SLONG
Deprecated: False

Name: EVERY_2POW_TURNS
Description: Checks if the current turn is a multiple of 2^amount.
Parameters: SLONG amount
Return: Bool
Deprecated: False

Name: notify_user
Description: Displays a custom dialog message to the user.
Parameters: std::string str
Return: void
Deprecated: False

Name: log_msg
Description: Logs a message to the chat.
Parameters: UBYTE pn, std::string msg
Return: void
Deprecated: False

Name: _IsKeyDown
Description: Checks if a specific key is currently pressed.
Parameters: Pop3InputKey key
Return: Bool
Deprecated: False

Name: process_options
Description: Processes game options.
Parameters: void
Return: void
Deprecated: False

Name: clear_game_packets
Description: Clears local game packets and resets game turn count.
Parameters: void
Return: void
Deprecated: False

Name: set_correct_gui_menu
Description: Sets the correct GUI menu.
Parameters: void
Return: void
Deprecated: False

Name: reset_local_players_game_over_status
Description: Resets the game over status for local players.

Parameters: void
Return: void
Deprecated: False

Name: clear_local_game_packets
Description: Clears local game packets.
Parameters: void
Return: void
Deprecated: False

Name: getTurn
Description: Gets the current process turn count.
Parameters: void
Return: ULONG
Deprecated: False

Name: getRealTurn
Description: Gets the real game turn count.
Parameters: void
Return: ULONG
Deprecated: False

Name: L_RANDOM
Description: Generates a random number with the given modulus.
Parameters: SLONG mod
Return: SLONG
Deprecated: False

Name: get_game_difficulty
Description: Gets the current game difficulty.
Parameters: void
Return: UBYTE
Deprecated: False

Name: set_view_params_by_size_code
Description: Sets view parameters based on size code.
Parameters: UBYTE size_code, UBYTE use_panel_offset
Return: void
Deprecated: False

Name: disable_player_error_messages
Description: Disables various player error messages. CGDF_SPELL_ERROR_NO_MANA_MSG &
CGDF_ENEMY_SHAMAN_DEAD_MSG & CGDF_BUILD_ERROR_FOG &
CGDF_YOUR_SHAMAN_DEAD & CGDF_YOUR_BLDG_DISMANTLE &
CGDF_YOUR_BLDG_DESTROYED & CGDF_NO_LANDBRIDGE_ON_WATER &
CGDF_NO_LANDBRIDGE_FROM_BALLOON & CGDF_NO_LANDBRIDGE_ON_SELF &
CGDF_NO_SHAMAN_SHIELD & CGDF_NO_SHAMAN_INVIS &
CGDF_NO_SHAMAN_HYPNO_ON_WILD & CGDF_NO_SHAMAN_BLOODLUST &
CGDF_SOME_CANT_WALK_HERE & CGDF_ALL_CANT_WALK_HERE &
CGDF_MANA_INCOME_LOW & CGDF_REACHED_MAX_POP
Parameters: void
Return: void
Deprecated: False

Script4_GameStates

Description: Game state functions for Script4

Functions:

Name: save_game_state
Description: Saves the current game state.
Parameters: void
Return: int - Index of the saved game state
Deprecated: False

Name: overwrite_game_state
Description: Overwrites an existing game state.
Parameters: ULONG idx
Return: void
Deprecated: False

Name: load_game_state
Description: Loads a saved game state.
Parameters: ULONG idx
Return: void
Deprecated: False

Name: delete_game_state
Description: Deletes a saved game state.
Parameters: ULONG idx
Return: void
Deprecated: False

Name: save_game_state_to_disk
Description: Saves a game state to disk.
Parameters: ULONG idx
Return: void
Deprecated: False

Script4_Globals

Description: Global functions for Script4

Functions:

Name: gsi
Description: Returns a pointer to the GlobalSaveItems instance.
Parameters: void
Return: GlobalSaveItems
Deprecated: False

Name: gnsi
Description: Returns a pointer to the GlobalNonSaveItems instance.
Parameters: void
Return: GlobalNonSaveItems
Deprecated: False

Name: gci
Description: Returns a pointer to the GlobalClassesItems instance.
Parameters: void
Return: GlobalClassesItems
Deprecated: False

Name: constants
Description: Returns a pointer to the P3Constants instance.
Parameters: void
Return: P3Constants
Deprecated: False

Name: people_type_info
Description: Returns a pointer to the array of PeopleTypeInfo instances.
Parameters: void
Return: PeopleTypeInfo[9]
Deprecated: False

Name: thing_type_info
Description: Returns a pointer to the array of ThingTypeInfo instances.
Parameters: void
Return: ThingTypeInfo[12]
Deprecated: False

Name: spells_type_info
Description: Returns a pointer to the array of SpellsTypeInfo instances.
Parameters: void
Return: SpellsTypeInfo[31]
Deprecated: False

Name: building_type_info
Description: Returns a pointer to the array of BuildingTypeInfo instances.
Parameters: void
Return: BuildingTypeInfo[20]
Deprecated: False

Name: vehicle_type_info
Description: Returns a pointer to the array of VehicleTypeInfo instances.

Parameters: void
Return: VehicleTypeInfo[5]
Deprecated: False

Name: scenery_type_info
Description: Returns a pointer to the array of SceneryTypeInfo instances.
Parameters: void
Return: SceneryTypeInfo[20]
Deprecated: False

Name: thing_draw_info
Description: Returns a pointer to the array of ThingDrawTableInfo instances.
Parameters: void
Return: ThingDrawTableInfo[57]
Deprecated: False

Name: world_info
Description: Returns a pointer to the array of WorldInfo instances.
Parameters: void
Return: WorldInfo[9]
Deprecated: False

Name: player_info
Description: Returns a pointer to the array of PlayersInfo instances.
Parameters: void
Return: PlayersInfo[9]
Deprecated: False

Name: thing_move_info
Description: Returns a pointer to the array of ThingMoveInfo instances.
Parameters: void
Return: ThingMoveInfo[21]
Deprecated: False

Name: encyclopedia_info
Description: Returns a pointer to the array of EncyclopediaData instances.
Parameters: void
Return: EncyclopediaData[88]
Deprecated: False

Structures:

GlobalSaveItems

Level
NetworkCounts
Player Players[MAX_NUM_PLAYERS]
UBYTE CurrNumPlayers
UBYTE CurrMaxNumPlayers
UBYTE CurrObjectBank
UBYTE CurrLevelFlags
SBYTE GameSpeed
SLONG StartNumWildPeople
ULONG SpellsPresentOnLevel
ULONG BuildingsPresentOnLevel
ULONG PermBuildingsPresentOnLevel

LevelInfo
ThisLevelInfo
LevelStats
FogOfWar FogOfWar
ULONG Flags
Deprecated: False

GlobalNonSaveItems

SBYTE PlayerNum
SWORD PhysScreenW
SWORD PhysScreenH
SWORD ScreenW
SWORD ScreenH
SWORD ScreenD
FontNums
ULONG Flags
ULONG Flags2
ULONG Flags3
ULONG Flags4
GameParams
LevelHeaderv3
SWORD StartLevelNumber
SBYTE DwellCapacityValidity
CurrentGameDescription
AudioInfo
TbSoundSystem* SoundSystem
SLONG NumWildPeople
UBYTE CamShakeAmount
SWORD SizeCode
ObjectHiliteInfo
Deprecated: False

PeopleTypeInfo

SWORD ToolTipStrId1
SWORD ToolTipStrId2
UBYTE TopState
UBYTE UnemployedState
UBYTE MoveInfoIdx
UBYTE BaseHunger
UBYTE BaseThirst
UBYTE SightCells
SWORD DrownRate
SWORD DrownAlt
SWORD ManaValue
ULONG DefaultLife
SWORD CanCarryWood
UBYTE BaseFightEnergy
UBYTE FightPriority
UBYTE GuardDiamIdle
UBYTE GuardDiamCmd
UBYTE LifeIncrease
UWORD AttackPower

UBYTE WoodCutTime
UBYTE KilledValue
SWORD ConvValue
SBYTE GhostingValue
UBYTE Radius
UBYTE CPDefenceValue
SLONG HumanConvManaCost
SLONG ComputerConvManaCost
SWORD SWBlastPer256
UBYTE GotoPointDistCheck
UBYTE AutoGuardFreq
UBYTE FogSightRadius
UWORD Flags
Deprecated: False

ThingTypeInfo

UBYTE NumModels
UBYTE Flags
UBYTE ListFlags
Deprecated: False

SpellsTypeInfo

SWORD Active
SWORD NetworkOnly
SLONG Cost
UWORD Model
SWORD GUIButtonId
SWORD CursorSpriteNum
UWORD DiscoveryDrawIdx
SWORD AvailableSpriteIdx
SWORD NotAvailableSpriteIdx
SWORD ClickedSpriteIdx
SWORD ToolTipStrIdx
SWORD ToolTipStrIdxLSME
ULONG Flags
SLONG WorldCoordRange
SLONG WorldCoordRangeLSME
UBYTE OneOffMaximum
UBYTE LSMEOneOffMaximum
UBYTE ShieldReboundable
SWORD PanelSampleIdx
SWORD PanelSampleCount
UBYTE PanelSampleType
UBYTE CreateCastMsg
SWORD CastMsgTimeout
SWORD EncyclPage
SWORD OptimalChargeSecs
UBYTE DrawOffsetX
UBYTE DrawOffsetY
UBYTE ShotModels[2]
UBYTE EffectModels[MAX_NUM_EFFECTS_PER_SPELL]
Deprecated: False

BuildingTypeInfo

UWORD ObjectIdx
SWORD ButtonTooltipText
SWORD ToolTipStrId1
SWORD ToolTipStrId2
SWORD ToolTipStrId3
UWORD DiscoveryObjectIdx
UWORD DrawTableIdx
SWORD GUIButtonId
UWORD CursorSpriteNum
UWORD MinBuilders
UWORD MaxBuilders
UWORD DfltBuilders
UWORD ReqdShapeWood
UWORD ReqdBldgWood
UWORD AtlantisWoodDecr
UBYTE MaxNumWoodCollectors
UBYTE MaxNumFlatteners
UBYTE MaxNumDwellers
UBYTE MaxNumAttackers
UWORD WaiterWanderRadius
UWORD WorkWanderRadius
SWORD WorkAltOffset
UWORD UnitHarmonyIncr
UWORD TrainingLength
UWORD ConversionCount
UWORD DamageThreshold
UBYTE BldgValue
UBYTE ModelProduced
SBYTE GuiStateGroup
SBYTE UpgradeLevel
SBYTE UpgradeModel
SBYTE ShadowDepth
SWORD UpgradeTime
SWORD HousedBldgManaFactor
SWORD PeopleMinMaxPopValue
SWORD SproggingTime
SWORD AddOnInfo
SBYTE ArmageddonValue
SBYTE ArmageddonModel
SWORD FlattenAmt
SWORD RepairAltIncr
SWORD MaxAltDiff
ULONG Flags
Deprecated: False

SceneryTypeInfo

UWORD DrawTableIdx
SWORD ToolTipStrId
SWORD DfltResourceValue
SWORD ResourceGrowth

SWORD DormantTime
SWORD DrawNum
SWORD DrownRate
SWORD DrownAlt
UBYTE Colour
UBYTE TopState
SBYTE MoveInfoIdx
SBYTE ShadowDepth
ULONG Flags
Deprecated: False

ThingDrawTableInfo

SBYTE DrawType
SBYTE NumFramesPerDir
SBYTE DirNumBeforeReflect
SBYTE FrameSpeedIncr
UBYTE AnimationType
SBYTE AnimGroup
SBYTE AnimVersion
SBYTE Alpha
UBYTE NonLooped
UWORD Flags
Deprecated: False

WorldInfo

UBYTE Building
UBYTE Person
UBYTE SPerson
UBYTE Alpha
Deprecated: False

PlayersInfo

UBYTE Colour
UBYTE LiteColour
UBYTE DarkColour
UBYTE Alpha
UBYTE ManaBarClr
Deprecated: False

ThingMoveInfo

SWORD BaseSpeed
SWORD ChaseSpeed
UWORD Flags
SWORD Gravity
SWORD GroundFriction
SWORD MaxAngleChange
SWORD MaxDrawAngleChange
SWORD MaxExtSpeedXZ
SWORD MaxExtSpeedY
SWORD MaxSlope
SWORD MaxSpeedXZ

SWORD MaxSpeedY
SWORD WaterFriction
Deprecated: False

EncyclopediaData

SLONG PageId
ULONG Flags
SLONG StrId
Deprecated: False

ObjectHiliteInfo

UBYTE ClrIdxAlly
UBYTE ClrIdxEnemy
UBYTE ClrIdxNeutral
UBYTE SprClrIdxAlly
UBYTE SprClrIdxEnemy
UBYTE SprClrIdxNeutral
Deprecated: False

P3Constants

SLONG MaxManaValue
SLONG StartManaValue
SLONG ConvertPersonManaCost
SLONG GrabSoulManaCost
SLONG TrainingManaBucketSize
SLONG HumanManaAdjustFactor
SLONG ComputerManaAdjustFactor
SLONG HarmonyUnsheltered
SLONG HarmonySheltered
SLONG HarmonyEmployed
SLONG HarmonyUnemployed
SLONG MaxHarmonyIncr
SLONG MinHarmonyIncr
SLONG TrainingManaFactor
SLONG HousedManaFactor
SLONG WorkingManaFactor
SLONG MaxManaFactor
SLONG ManaUpdateFreq
SLONG MaxWalkableAltDiff
SLONG MaxWalkableAltDiffShallow
SLONG MaxBuildableAltDiff
SLONG MaxBoatHutAltDiff
SLONG MaxBuildingDestroyAltDiff
SLONG RaiseLowerManaCost
SLONG TriggerReactivateCount
SLONG SuperWarriorFireRate
SLONG SuperWarriorBlastDamage
SLONG SuperWarriorFireRateTower
SLONG SuperWarriorBlastDamageTower
SLONG SproggRatePer256Bands[NUM_SPROG_BANDS]
SLONG HypnoNumPeopleAffected

```
SLONG SwampNumPeopleAffected
SLONG LightningNumPeopleAffected
SLONG InvisNumPeopleAffected
SLONG ShieldNumPeopleAffected
SLONG BloodlustNumPeopleAffected
SLONG ShapeNearBldgCells
SLONG ShamenDeadManaPer256Lost
SLONG ShamenDeadManaPer256Gained
SLONG InvisibleCount
SLONG HypnotisedCount
SLONG ShieldCount
SLONG BldgDamageDelay
SLONG PreacheeCheckConvFreq
SLONG PreacheeConvertChance
SLONG BloodlustCount
SLONG BldgBlastDamage
SLONG PersBlastDamage
SLONG SwarmPersonDamage
SLONG LandBridgeMaxAltChange
SLONG BraveDtRadius
SLONG WarriorDtRadius
SLONG ReligiousDtRadius
SLONG SpyDtRadius
SLONG SuperWarriorDtRadius
SLONG MedicineManDtRadius
SLONG FallOutOfWhirlwindDamage
SLONG AltBandSpellRadiusAffectPer256[NUM_ALT_BANDS]
SLONG AltBandSuperRadiusAffectPer256[NUM_ALT_BANDS]
SLONG SpecialConvManaCostPer256Bands[NUM_SPECIAL_MANA_COST_BANDS]
SLONG FirestormDuration
SLONG SpyDisguiseDelay
SLONG MultipleSelectNumber
SLONG DMETimeBeforeRestore
SLONG AOD2KillCount
SLONG AOD2Duration
SLONG LandBridgeDuration
SLONG BloodlustDamageMultiplier
SLONG BloodlustHealthMultiplier
SLONG BloodlustSWarriorBlastRate
SLONG FriendliesAffectedByBlast
SLONG IdleBravesMana
SLONG IdleSpecialistsMana
SLONG BusyBravesMana
SLONG BusySpecialistsMana
SLONG LSMENumTreesPerShot
SLONG LSMENumWildsPerShot
SLONG LSMETimeLimitSeconds
SLONG LSMEPointAltAlterAmount
SLONG HumanReincStartDelay
SLONG LSMEWorldCoordRangeRaiseLower
SLONG AOD2StatueSecsBeforeSeekShaman
SLONG SuperWarriorBlastDamageShamanInVehiclePer256
SLONG ConvertRadius
```

SLONG SwampRadius
SLONG LandbridgeWidth
SLONG FlattenRadius
SLONG EarthquakeRadius
SLONG ErodeRadius
SLONG FirestormRadius
SLONG VolcanoRadius
SLONG SwampItemsPerPlayer
SLONG SwampDuration
SLONG ReligiousListeners
Deprecated: False

Script4_Helpers

Description: The Script4 Helpers module

Enums:

Name: LB_KEY_NONE
Description: Description for LB_KEY_NONE
Value: 0

Name: LB_KEY_ESC
Description: Description for LB_KEY_ESC
Value: VK_ESCAPE

Name: LB_KEY_1
Description: Description for LB_KEY_1
Value: 0x31

Name: LB_KEY_2
Description: Description for LB_KEY_2
Value: 0x32

Name: LB_KEY_3
Description: Description for LB_KEY_3
Value: 0x33

Name: LB_KEY_4
Description: Description for LB_KEY_4
Value: 0x34

Name: LB_KEY_5
Description: Description for LB_KEY_5
Value: 0x35

Name: LB_KEY_6
Description: Description for LB_KEY_6
Value: 0x36

Name: LB_KEY_7
Description: Description for LB_KEY_7
Value: 0x37

Name: LB_KEY_8
Description: Description for LB_KEY_8
Value: 0x38

Name: LB_KEY_9
Description: Description for LB_KEY_9
Value: 0x39

Name: LB_KEY_0
Description: Description for LB_KEY_0
Value: 0x30

Name: LB_KEY_MINUS
Description: Description for LB_KEY_MINUS
Value: VK_OEM_MINUS

Name: LB_KEY_EQUAL

Description: Description for LB_KEY_EQUAL
Value: VK_OEM_PLUS

Name: LB_KEY_BACKSPACE
Description: Description for LB_KEY_BACKSPACE
Value: VK_BACK

Name: LB_KEY_TAB
Description: Description for LB_KEY_TAB
Value: VK_TAB

Name: LB_KEY_Q
Description: Description for LB_KEY_Q
Value: 0x51

Name: LB_KEY_W
Description: Description for LB_KEY_W
Value: 0x57

Name: LB_KEY_E
Description: Description for LB_KEY_E
Value: 0x45

Name: LB_KEY_R
Description: Description for LB_KEY_R
Value: 0x52

Name: LB_KEY_T
Description: Description for LB_KEY_T
Value: 0x54

Name: LB_KEY_Y
Description: Description for LB_KEY_Y
Value: 0x59

Name: LB_KEY_U
Description: Description for LB_KEY_U
Value: 0x55

Name: LB_KEY_I
Description: Description for LB_KEY_I
Value: 0x49

Name: LB_KEY_O
Description: Description for LB_KEY_O
Value: 0x4F

Name: LB_KEY_P
Description: Description for LB_KEY_P
Value: 0x50

Name: LB_KEY_LSBRACKET
Description: Description for LB_KEY_LSBRACKET
Value: VK_OEM_4

Name: LB_KEY_RSBRACKET
Description: Description for LB_KEY_RSBRACKET
Value: VK_OEM_6

Name: LB_KEY_RETURN

Description: Description for LB_KEY_RETURN
Value: VK_RETURN

Name: LB_KEY_LCONTROL
Description: Description for LB_KEY_LCONTROL
Value: VK_LCONTROL

Name: LB_KEY_A
Description: Description for LB_KEY_A
Value: 0x41

Name: LB_KEY_S
Description: Description for LB_KEY_S
Value: 0x53

Name: LB_KEY_D
Description: Description for LB_KEY_D
Value: 0x44

Name: LB_KEY_F
Description: Description for LB_KEY_F
Value: 0x46

Name: LB_KEY_G
Description: Description for LB_KEY_G
Value: 0x47

Name: LB_KEY_H
Description: Description for LB_KEY_H
Value: 0x48

Name: LB_KEY_J
Description: Description for LB_KEY_J
Value: 0x4A

Name: LB_KEY_K
Description: Description for LB_KEY_K
Value: 0x4B

Name: LB_KEY_L
Description: Description for LB_KEY_L
Value: 0x4C

Name: LB_KEY_COLON
Description: Description for LB_KEY_COLON
Value: VK_OEM_1

Name: LB_KEY_QUOTE
Description: Description for LB_KEY_QUOTE
Value: VK_OEM_8

Name: LB_KEY_QUOTE2
Description: Description for LB_KEY_QUOTE2
Value: VK_OEM_3

Name: LB_KEY_LSHIFT
Description: Description for LB_KEY_LSHIFT
Value: VK_LSHIFT

Name: LB_KEY_HASH

Description: Description for LB_KEY_HASH
Value: VK_OEM_6

Name: LB_KEY_Z
Description: Description for LB_KEY_Z
Value: 0x5A

Name: LB_KEY_X
Description: Description for LB_KEY_X
Value: 0x58

Name: LB_KEY_C
Description: Description for LB_KEY_C
Value: 0x43

Name: LB_KEY_V
Description: Description for LB_KEY_V
Value: 0x56

Name: LB_KEY_B
Description: Description for LB_KEY_B
Value: 0x42

Name: LB_KEY_N
Description: Description for LB_KEY_N
Value: 0x4E

Name: LB_KEY_M
Description: Description for LB_KEY_M
Value: 0x4D

Name: LB_KEY_COMMA
Description: Description for LB_KEY_COMMA
Value: VK_OEM_COMMA

Name: LB_KEY_DOT
Description: Description for LB_KEY_DOT
Value: VK_OEM_PERIOD

Name: LB_KEY_SLASH
Description: Description for LB_KEY_SLASH
Value: VK_OEM_2

Name: LB_KEY_RSHIFT
Description: Description for LB_KEY_RSHIFT
Value: VK_RSHIFT

Name: LB_KEY_LALT
Description: Description for LB_KEY_LALT
Value: VK_LMENU

Name: LB_KEY_SPACE
Description: Description for LB_KEY_SPACE
Value: VK_SPACE

Name: LB_KEY_CAPS
Description: Description for LB_KEY_CAPS
Value: VK_CAPITAL

Name: LB_KEY_F1

Description: Description for LB_KEY_F1
Value: 0x70

Name: LB_KEY_F2
Description: Description for LB_KEY_F2
Value: 0x71

Name: LB_KEY_F3
Description: Description for LB_KEY_F3
Value: 0x72

Name: LB_KEY_F4
Description: Description for LB_KEY_F4
Value: 0x73

Name: LB_KEY_F5
Description: Description for LB_KEY_F5
Value: 0x74

Name: LB_KEY_F6
Description: Description for LB_KEY_F6
Value: 0x75

Name: LB_KEY_F7
Description: Description for LB_KEY_F7
Value: 0x76

Name: LB_KEY_F8
Description: Description for LB_KEY_F8
Value: 0x77

Name: LB_KEY_F9
Description: Description for LB_KEY_F9
Value: 0x78

Name: LB_KEY_F10
Description: Description for LB_KEY_F10
Value: 0x79

Name: LB_KEY_NUM_ASTERISK
Description: Description for LB_KEY_NUM_ASTERISK
Value: VK_MULTIPLY

Name: LB_KEY_NUM_LOCK
Description: Description for LB_KEY_NUM_LOCK
Value: VK_NUMLOCK

Name: LB_KEY_SCROLL_LOCK
Description: Description for LB_KEY_SCROLL_LOCK
Value: VK_SCROLL

Name: LB_KEY_NUM_7
Description: Description for LB_KEY_NUM_7
Value: VK_NUMPAD7

Name: LB_KEY_NUM_8
Description: Description for LB_KEY_NUM_8
Value: VK_NUMPAD8

Name: LB_KEY_NUM_9

Description: Description for LB_KEY_NUM_9
Value: VK_NUMPAD9

Name: LB_KEY_NUM_MINUS
Description: Description for LB_KEY_NUM_MINUS
Value: VK_OEM_MINUS

Name: LB_KEY_NUM_4
Description: Description for LB_KEY_NUM_4
Value: VK_NUMPAD4

Name: LB_KEY_NUM_5
Description: Description for LB_KEY_NUM_5
Value: VK_NUMPAD5

Name: LB_KEY_NUM_6
Description: Description for LB_KEY_NUM_6
Value: VK_NUMPAD6

Name: LB_KEY_NUM_PLUS
Description: Description for LB_KEY_NUM_PLUS
Value: VK_OEM_PLUS

Name: LB_KEY_NUM_1
Description: Description for LB_KEY_NUM_1
Value: VK_NUMPAD1

Name: LB_KEY_NUM_2
Description: Description for LB_KEY_NUM_2
Value: VK_NUMPAD2

Name: LB_KEY_NUM_3
Description: Description for LB_KEY_NUM_3
Value: VK_NUMPAD3

Name: LB_KEY_NUM_0
Description: Description for LB_KEY_NUM_0
Value: VK_NUMPAD0

Name: LB_KEY_NUM_INSERT
Description: Description for LB_KEY_NUM_INSERT
Value: VK_NUMPAD0

Name: LB_KEY_NUM_DOT
Description: Description for LB_KEY_NUM_DOT
Value: VK_OEM_PERIOD

Name: LB_KEY_NUM_DELETE
Description: Description for LB_KEY_NUM_DELETE
Value: VK_DELETE

Name: LB_KEY_BACKSLASH
Description: Description for LB_KEY_BACKSLASH
Value: VK_OEM_5

Name: LB_KEY_F11
Description: Description for LB_KEY_F11
Value: 0x7A

Name: LB_KEY_F12

Description: Description for LB_KEY_F12
Value: 0x7B

Name: LB_KEY_NUM_ENTER
Description: Description for LB_KEY_NUM_ENTER
Value: VK_RETURN

Name: LB_KEY_RCONTROL
Description: Description for LB_KEY_RCONTROL
Value: VK_RCONTROL

Name: LB_KEY_NUM_SLASH
Description: Description for LB_KEY_NUM_SLASH
Value: VK_DIVIDE

Name: LB_KEY_PRINT_SCR
Description: Description for LB_KEY_PRINT_SCR
Value: VK_SNAPSHOT

Name: LB_KEY_RALT
Description: Description for LB_KEY_RALT
Value: VK_RMENU

Name: LB_KEY_BREAK
Description: Description for LB_KEY_BREAK
Value: VK_PAUSE

Name: LB_KEY_PAUSE
Description: Description for LB_KEY_PAUSE
Value: VK_PAUSE

Name: LB_KEY_HOME
Description: Description for LB_KEY_HOME
Value: VK_HOME

Name: LB_KEY_UP
Description: Description for LB_KEY_UP
Value: VK_UP

Name: LB_KEY_PGUP
Description: Description for LB_KEY_PGUP
Value: VK_PRIOR

Name: LB_KEY_LEFT
Description: Description for LB_KEY_LEFT
Value: VK_LEFT

Name: LB_KEY_RIGHT
Description: Description for LB_KEY_RIGHT
Value: VK_RIGHT

Name: LB_KEY_END
Description: Description for LB_KEY_END
Value: VK_END

Name: LB_KEY_DOWN
Description: Description for LB_KEY_DOWN
Value: VK_DOWN

Name: LB_KEY_PGDN

Description: Description for LB_KEY_PGDN
Value: VK_NEXT

Name: LB_KEY_INSERT
Description: Description for LB_KEY_INSERT
Value: VK_INSERT

Name: LB_KEY_DELETE
Description: Description for LB_KEY_DELETE
Value: VK_DELETE

Name: LB_KEY_MOUSE0
Description: Description for LB_KEY_MOUSE0
Value: 256

Name: LB_KEY_MOUSE1
Description: Description for LB_KEY_MOUSE1
Value: 287

Name: LB_KEY_MOUSE2
Description: Description for LB_KEY_MOUSE2
Value: 258

Name: LB_KEY_MOUSE3
Description: Description for LB_KEY_MOUSE3
Value: 259

Functions:

Name: isFlagEnabled
Description: Checks if a flag is enabled.
Parameters: ULONG flag1, ULONG flag2
Return: bool
Deprecated: False

Name: enableFlag
Description: Enables a flag.
Parameters: ULONG flag1, ULONG flag2
Return: void
Deprecated: False

Name: disableFlag
Description: Disables a flag.
Parameters: ULONG flag1, ULONG flag2
Return: void
Deprecated: False

Name: get_mouse_pointed_at_coord2d
Description: Gets the 2D coordinates the mouse is pointing at.
Parameters: void
Return: Coord2D
Deprecated: False

Name: get_mouse_pointed_at_thing
Description: Gets the thing the mouse is pointing at.
Parameters: void
Return: ObjectProxy

Deprecated: False

Name: get_mouse_pointed_at_obj
Description: Gets the object the mouse is pointing at.
Parameters: void
Return: ObjectProxy
Deprecated: False

Name: get_mouse_x
Description: Gets the X coordinate of the mouse.
Parameters: void
Return: SWORD
Deprecated: False

Name: get_mouse_y
Description: Gets the Y coordinate of the mouse.
Parameters: void
Return: int
Deprecated: False

Name: ms_script_create_msg_narrative
Description: Creates a narrative message.
Parameters: SWORD string_id
Return: void
Deprecated: False

Name: ms_script_create_msg_objective
Description: Creates an objective message.
Parameters: SWORD string_id
Return: void
Deprecated: False

Name: ms_script_create_msg_information
Description: Creates an information message.
Parameters: SWORD string_id
Return: void
Deprecated: False

Name: ms_script_set_last_msg_zoom_data
Description: Sets the zoom data for the last message.
Parameters: Coord2D tc2d, SWORD angle
Return: void
Deprecated: False

Name: ms_script_set_last_msg_timeout
Description: Sets the timeout for the last message.
Parameters: SLONG timeout_count
Return: void
Deprecated: False

Name: ms_script_set_last_msg_delete_on_dlg_ok
Description: Sets the last message to delete on dialog OK.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_return_zoom_on_dlg_ok
Description: Sets the last message to return zoom on dialog OK.

Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_delete_on_rmb_zoom
Description: Sets the last message to delete on right mouse button zoom.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_open_dlg_on_rmb_zoom
Description: Sets the last message to open dialog on right mouse button zoom.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_create_return_msg_on_rmb_zoom
Description: Sets the last message to create return message on right mouse button zoom.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_open_dlg_on_rmb_delete
Description: Sets the last message to open dialog on right mouse button delete.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_zoom_on_lmb_open_dlg
Description: Sets the last message to zoom on left mouse button open dialog.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_auto_open_dlg
Description: Sets the last message to auto open dialog.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_set_last_msg_user_def_id
Description: Sets the user defined ID for the last message.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Name: ms_script_remove_msg_by_user_def_id
Description: Removes a message by user defined ID.
Parameters: UBYTE set_flag
Return: void
Deprecated: False

Script4_Imgui

Description: Functions for ImGui

Functions:

Name: imgui_framerate
Description: Returns the current ImGui framerate
Parameters: void
Return: float
Deprecated: False

Script4_Level

Description: Level functions for Script4

Functions:

Name: load_level
Description: Loads a level by its number.
Parameters: SLONG level_num
Return: SLONG
Deprecated: False

Name: load_level_by_name
Description: Loads a level by its name.
Parameters: std::string filename
Return: SLONG
Deprecated: False

Structures:

LevelHeaderv3

PlayerThings DefaultThings
CHAR Name[MAX_LENGTH_SAVE_NAMEv2]
UBYTE NumPlayers
UBYTE ComputerPlayerIndex[MAX_NUM_LEVEL2_PLAYERS
UBYTE DefaultAllies[MAX_NUM_LEVEL2_PLAYERS]
UBYTE LevelType
UBYTE ObjectsBankNum
UBYTE LevelFlags
USHORT Markers[MAX_NUM_LEVEL_MARKERSv2]
Deprecated: False

Level

MapElement MapElements[MAP_X_SIZE*MAP_Z_SIZE]
UBYTE WildBuckets[COMPUTER_WILD_NUM_BUCKETS]
Deprecated: False

ThisLevelInfo

DiscoveryDescription Discoveries[MAX_DISCOVERIES_PER_LEVEL]
PlayerThings PlayersThings[MAX_NUM_PLAYERS]
ComputerAttributes Attribs[MAX_NUM_PLAYERS]
ObjectiveDataV2 ObjectiveData
UBYTE Allies[MAX_NUM_PLAYERS]
ScriptInfo ScriptInfo[MAX_NUM_PLAYERS]
Deprecated: False

LevelInfo

Coord2D PlayerStartPositions[MAX_NUM_PLAYERS]
Deprecated: False

Script4_LevelEdit

Description: Level editor functions for Script4

Enums:

Name: EM_Normal
Description: Normal editor mode
Value: 0

Name: EM_PlaceObject
Description: Place object editor mode
Value: 1

Name: EM_DragObject
Description: Drag object editor mode
Value: 2

Name: EM_TerrainEdit
Description: Terrain edit editor mode
Value: 3

Name: EM_NoAccessSquares
Description: No access squares editor mode
Value: 4

Name: BTM_Normal
Description: Normal brush tool mode
Value: 0

Name: BTM_Flatten
Description: Flatten brush tool mode
Value: 1

Name: BTM_Smooth
Description: Smooth brush tool mode
Value: 2

Name: BM_BSQUARE
Description: Square brush mode
Value: 0

Name: BM_BCIRCLE
Description: Circle brush mode
Value: 1

Functions:

Name: mei
Description: Returns a pointer to the MapEditor instance
Parameters: void
Return: MapEditor
Deprecated: False

Name: get_pointed_at_thing
Description: Returns the current object which the mouse is pointed at.
Parameters: void

Return: Thing
Deprecated: False

Name: mapedit_select
Description: Selects an object which the mouse is pointed at. If the state is EditorModes::PlaceObject then it creates an object.
Parameters: void
Return: void
Deprecated: False

Name: mapedit_reset
Description: Resets map editor selected, trigger, and marker index and closes all open windows.
Parameters: void
Return: void
Deprecated: False

Name: is_editor_drag_valid
Description: Checks if we're in mode NORMAL and if we're in the editor
Parameters: void
Return: bool
Deprecated: False

Name: mapedit_delete_pointed_at_thing
Description: Delete the current thing being pointed at (obtained by get_pointed_at_thing())
Parameters: void
Return: void
Deprecated: False

Name: mapedit_init
Description: Level Edit init this is where you would put your menu stuff
Parameters: void
Return: void
Deprecated: False

Name: mapedit_smooth_terrain
Description: This smooths terrain at mouse position and brush size.
Parameters: void
Return: void
Deprecated: False

Name: mapedit_flatten_terrain
Description: This flattens terrain at mouse position and brush size.
Parameters: void
Return: void
Deprecated: False

Name: mapedit_change_terrain
Description: This increases or decreases the height of land at cursor and brush size.
Parameters: bool increase
Return: void
Deprecated: False

Name: mapedit_drag_terrain_dec
Description: This decreases land height at cursor and brush size.
Parameters: void
Return: void
Deprecated: False

Name: mapedit_drag_thing
Description: This handles how the game responds to click events. This will if game mode is TerrainEdit raise land, smooth land, or flatten land at cursor and brush size. If game mode is NoAccessSquares this will toggle a no access square. If Normal will move a unit to the new cursor position.
Parameters: void
Return: void
Deprecated: False

Name: mapedit_deinit
Description: This is invoked right before the level editor unloads and returns to main game
Parameters: void
Return: void
Deprecated: False

Name: mapedit_switchmodes
Description: This switches editor modes and resets data to default and closes open windows.
Parameters: EditorModes mode
Return: void
Deprecated: False

Name: mapedit_do_new_map
Description: Generates a new map with default data
Parameters: void
Return: void
Deprecated: False

Name: mapedit_save_map
Description: Level Save with name
Parameters: std::string name
Return: void
Deprecated: False

Name: mapedit_do_save
Description: Level Save by gnsi.StartLevelNumber
Parameters: void
Return: void
Deprecated: False

Name: mapedit_load_map
Description: Load Map by gnsi.StartLevelNumber
Parameters: void
Return: void
Deprecated: False

Name: mapedit_smooth_cell
Description: Smooths a cell and the surrounding cells
Parameters: MapElement me
Return: void
Deprecated: False

Name: mapedit_smooth_map
Description: Smooths the entire map
Parameters: void
Return: void
Deprecated: False

Name: am_i_in_editor

Description: Are you in the editor?
Parameters: void
Return: bool
Deprecated: False

Name: addEditorMenuItem
Description: Adds function to the Plugins menu
Parameters: std::string topmenu, std::string func_name, std::function func
Return: void
Deprecated: False

Structures:

CurrentSpawnThing

UBYTE Type
UBYTE Model
UBYTE Owner
SWORD Angle
Deprecated: False

TerrainEditor

BrushModes brush
unsigned long
unsigned long
BrushToolModes mode
bool LevelLand
Deprecated: False

MapEditor

ULONG EditorTurn
bool ShowCurrTriggerOnly
bool ShowTriggers
bool ShowMarkers
bool ShowNoAccessSquares
bool ShowCollideData
bool ShowObstacles
bool ShowZones
bool ShowObjectBoarders
ObjectProxy CurrTrigger
ObjectProxy CurrSelected
ULONG SelectedTurn
EditorModes Mode
CurrentSpawnThing CurrT
TerrainEditor TE
smap<UWORD_map<UWORD_pair<string_string>>> ObjectStrings
vector<string> MarkerStringCache
int CurrPointedAtMarkerIdx
int CurrMarkerIdx
string currentFilePath
ULONG WaterHeight
Deprecated: False

Script4_Map

Description: Map functions for Script4

Functions:

Name: MAP_XZ_2_WORLD_XYZ
Description: Converts map XZ coordinates to world XYZ coordinates.
Parameters: SLONG x, SLONG z
Return: Coord3D
Deprecated: False

Name: MAP_ELEM_PTR_2_IDX
Description: Converts a map element pointer to an index.
Parameters: MapElement me
Return: UWORD
Deprecated: False

Name: MAP_ELEM_IDX_2_PTR
Description: Converts a map element index to a pointer.
Parameters: UWORD idx
Return: MapElement
Deprecated: False

Name: ensure_point_on_ground
Description: Ensures a point is on the ground.
Parameters: Coord3D tc
Return: void
Deprecated: False

Name: is_map_point_land
Description: Checks if a map point is land.
Parameters: Coord2D t_coord
Return: UBYTE
Deprecated: False

Name: is_sub_cell_walkable_in_direction
Description: Checks if a sub-cell is walkable in a given direction.
Parameters: UBYTE x, UBYTE z, UWORD angle
Return: UBYTE
Deprecated: False

Name: is_map_cell_a_building_belonging_to_player
Description: Checks if a map cell contains a building belonging to a player.
Parameters: UWORD pos, SLONG player
Return: SLONG
Deprecated: False

Name: is_map_cell_n_squares_away_from_other_owned_building
Description: Checks if a map cell is n squares away from another owned building.
Parameters: UWORD pos, SLONG n, SLONG player
Return: SLONG
Deprecated: False

Name: is_map_cell_flat_and_land
Description: Checks if a map cell is flat and land.

Parameters: UWORD map_idx
Return: UBYTE
Deprecated: False

Name: is_map_cell_flat
Description: Checks if a map cell is flat.
Parameters: UWORD map_idx
Return: UBYTE
Deprecated: False

Name: is_map_cell_land
Description: Checks if a map cell is land.
Parameters: UWORD map_idx
Return: UBYTE
Deprecated: False

Name: is_map_point_sea
Description: Checks if a map point is sea.
Parameters: Coord2D t_coord
Return: UBYTE
Deprecated: False

Name: is_map_cell_near_coast
Description: Checks if a map cell is near the coast.
Parameters: UWORD map_idx, SWORD cell_radius
Return: UBYTE
Deprecated: False

Name: is_map_cell_bldg_markable
Description: Checks if a map cell is markable for building.
Parameters: Player player, UWORD map_idx, UBYTE shape_special_flags, UBYTE bldg_model,
UWORD excl_idx, UBYTE check_surround_slopes
Return: UBYTE
Deprecated: False

Name: is_cell_markable_with_near_bldgs_and_markers
Description: Checks if a cell is markable with nearby buildings and markers.
Parameters: UWORD map_idx, SWORD excl_idx, SBYTE player_num
Return: UBYTE
Deprecated: False

Name: are_list_map_elems_flat
Description: Checks if a list of map elements are flat.
Parameters: MapElemList mel, SLONG num_cells
Return: UBYTE
Deprecated: False

Name: are_surround_cells_too_steep_for_building
Description: Checks if surrounding cells are too steep for building.
Parameters: UWORD map_idx, SWORD bldg_model
Return: UBYTE
Deprecated: False

Name: are_surround_cells_too_steep_for_wall
Description: Checks if surrounding cells are too steep for a wall.
Parameters: UWORD map_idx
Return: UBYTE

Deprecated: False

Name: are_surround_cells_all_land
Description: Checks if surrounding cells are all land.
Parameters: UWORD map_idx
Return: UBYTE
Deprecated: False

Name: get_world_dist_xyz
Description: Gets the world distance between two 3D coordinates.
Parameters: Coord3D t1, Coord3D t2
Return: SLONG
Deprecated: False

Name: get_coastline_point
Description: Gets a point on the coastline.
Parameters: Coord2D t_coord, MapElement me, UWORD radius
Return: SLONG
Deprecated: False

Name: get_max_and_min_alts_for_cell
Description: Gets the maximum and minimum altitudes for a cell.
Parameters: UWORD map_idx, UWORD min, UWORD max
Return: void
Deprecated: False

Name: get_max_alt_diff_for_coord2d
Description: Gets the maximum altitude difference for a 2D coordinate.
Parameters: Coord2D tc2d
Return: SLONG
Deprecated: False

Name: get_shade_from_dir_code
Description: Gets the shade from a direction code.
Parameters: SBYTE dir_code
Return: UBYTE
Deprecated: False

Name: get_max_alt_diff_for_cell
Description: Gets the maximum altitude difference for a cell.
Parameters: UWORD map_idx
Return: SLONG
Deprecated: False

Name: get_map_square_from_map_idxs
Description: Gets a map square from map indices.
Parameters: MapSquare ms, UWORD map_cell1, UWORD map_cell2
Return: void
Deprecated: False

Name: get_map_elem_list_average_alt
Description: Gets the average altitude of a list of map elements.
Parameters: MapElemList mel, SLONG num_cells
Return: SWORD
Deprecated: False

Name: get_cell_surround_map_element
Description: Gets the surrounding map element of a cell.

Parameters: UWORD map_idx, UBYTE point_num
Return: MapElement
Deprecated: False

Name: get_closest_map_cell_thing_type
Description: Gets the closest map cell thing type.
Parameters: UBYTE thing_type, UBYTE thing_model, Coord2D map_cell_coord, Coord2D base_coord
Return: Thing
Deprecated: False

Name: get_world_dist_xz
Description: Gets the world distance between two 2D coordinates.
Parameters: Coord2D t1, Coord2D t2
Return: SLONG
Deprecated: False

Name: get_dist_xz_cell_quick
Description: Gets the quick distance between two cells in XZ plane.
Parameters: UWORD map_idx1, UWORD map_idx2
Return: SLONG
Deprecated: False

Name: get_world_dist_xz_quick
Description: Gets the quick world distance between two 2D coordinates.
Parameters: Coord2D t1, Coord2D t2
Return: SLONG
Deprecated: False

Name: get_world_dist_xyz_quick
Description: Gets the quick world distance between two 3D coordinates.
Parameters: Coord3D t1, Coord3D t2
Return: SLONG
Deprecated: False

Name: get_world_dist_xz_cell
Description: Gets the world distance between two cells in XZ plane.
Parameters: UWORD map_idx1, UWORD map_idx2
Return: SLONG
Deprecated: False

Name: get_wrap_dist_1d
Description: Gets the wrapped distance in 1D.
Parameters: SLONG x1, SLONG x2
Return: SLONG
Deprecated: False

Name: get_signed_wrap_world_dist_1d
Description: Gets the signed wrapped world distance in 1D.
Parameters: SLONG start, SLONG end
Return: SLONG
Deprecated: False

Name: world_coord2d_to_map_ptr
Description: Converts a 2D world coordinate to a map pointer.
Parameters: Coord2D t_coord
Return: MapElement
Deprecated: False

Name: world_coord3d_to_map_ptr
Description: Converts a 3D world coordinate to a map pointer.
Parameters: Coord3D t_coord
Return: MapElement
Deprecated: False

Name: world_coord2d_to_map_idx
Description: Converts a 2D world coordinate to a map index.
Parameters: Coord2D t_coord
Return: UWORD
Deprecated: False

Name: world_coord3d_to_map_idx
Description: Converts a 3D world coordinate to a map index.
Parameters: Coord3D t_coord
Return: UWORD
Deprecated: False

Name: map_ptr_to_world_coord2d
Description: Converts a map pointer to a 2D world coordinate.
Parameters: MapElement me, Coord2D t_coord
Return: void
Deprecated: False

Name: map_ptr_to_world_coord2d_centre
Description: Converts a map pointer to the center of a 2D world coordinate.
Parameters: MapElement me, Coord2D t_coord
Return: void
Deprecated: False

Name: map_idx_to_world_coord2d
Description: Converts a map index to a 2D world coordinate.
Parameters: UWORD map_idx, Coord2D t_coord
Return: void
Deprecated: False

Name: map_idx_to_world_coord2d_centre
Description: Converts a map index to the center of a 2D world coordinate.
Parameters: UWORD map_idx, Coord2D t_coord
Return: void
Deprecated: False

Name: map_idx_sub_cell_to_world_coord2d_centre
Description: Converts a map index sub-cell to the center of a 2D world coordinate.
Parameters: UWORD map_idx, Coord2D t_coord
Return: void
Deprecated: False

Name: map_idx_to_world_coord3d
Description: Converts a map index to a 3D world coordinate.
Parameters: UWORD map_idx, Coord3D t_coord
Return: void
Deprecated: False

Name: map_idx_to_world_coord3d_centre
Description: Converts a map index to the center of a 3D world coordinate.
Parameters: UWORD map_idx, Coord3D t_coord

Return: void
Deprecated: False

Name: map_idx_to_world_coord3d_no_alt
Description: Converts a map index to a 3D world coordinate without altitude.
Parameters: UWORD map_idx, Coord3D t_coord
Return: void
Deprecated: False

Name: map_idx_to_world_coord3d_centre_no_alt
Description: Converts a map index to the center of a 3D world coordinate without altitude.
Parameters: UWORD map_idx, Coord3D t_coord
Return: void
Deprecated: False

Name: map_xz_to_world_coord2d
Description: Converts map XZ coordinates to a 2D world coordinate.
Parameters: UBYTE x, UBYTE z, Coord2D t_coord
Return: void
Deprecated: False

Name: world_to_in_cell_position
Description: Converts a world coordinate to an in-cell position.
Parameters: UWORD wx
Return: SLONG
Deprecated: False

Name: world_coord_start_of_cell
Description: Gets the start of a cell from a world coordinate.
Parameters: UWORD wx
Return: SLONG
Deprecated: False

Name: get_map_elem_collide_table_idx
Description: Gets the collide table index of a map element.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: set_map_elem_collide_table_idx
Description: Sets the collide table index of a map element.
Parameters: MapElement me, UBYTE value
Return: void
Deprecated: False

Name: is_map_elem_warrior_in_drum_tower_flag_set_for_player
Description: Checks if the warrior in drum tower flag is set for a player in a map element.
Parameters: MapElement me, UBYTE player_num
Return: UBYTE
Deprecated: False

Name: is_map_elem_coast
Description: Checks if a map element is a coast.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: is_map_elem_all_land

Description: Checks if a map element is all land.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: is_map_elem_all_sea
Description: Checks if a map element is all sea.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: is_map_elem_all_grass
Description: Checks if a map element is all grass.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: is_map_elem_sea_or_coast
Description: Checks if a map element is sea or coast.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: is_map_elem_land_or_coast
Description: Checks if a map element is land or coast.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: is_coord2d_at_cell_centre
Description: Checks if a 2D coordinate is at the center of a cell.
Parameters: Coord2D t_coord
Return: UBYTE
Deprecated: False

Name: centre_coord_on_block
Description: Centers a 2D coordinate on a block.
Parameters: Coord2D t_coord
Return: void
Deprecated: False

Name: centre_coord3d_on_block
Description: Centers a 3D coordinate on a block.
Parameters: Coord3D t_coord
Return: void
Deprecated: False

Name: zero_coord_on_block
Description: Zeros a 2D coordinate on a block.
Parameters: Coord2D t_coord
Return: void
Deprecated: False

Name: randomize_coord_on_block
Description: Randomizes a 2D coordinate on a block.
Parameters: Coord2D t_coord
Return: void

Deprecated: False

Name: zero_coord3d_on_block
Description: Zeros a 3D coordinate on a block.
Parameters: Coord3D t_coord
Return: void
Deprecated: False

Name: is_building_on_map_cell
Description: Checks if there is a building on a map cell.
Parameters: UWORD map_idx
Return: UBYTE
Deprecated: False

Name: ensure_thing_on_ground
Description: Ensures a thing is on the ground.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: ensure_point_above_ground
Description: Ensures a point is above the ground.
Parameters: Coord3D tc
Return: void
Deprecated: False

Name: is_map_cell_obstacle_free
Description: Checks if a map cell is obstacle-free.
Parameters: UWORD map_idx
Return: UBYTE
Deprecated: False

Name: is_thing_on_ground
Description: Checks if a thing is on the ground.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_coord_on_ground
Description: Checks if a coordinate is on the ground.
Parameters: Coord3D tc
Return: UBYTE
Deprecated: False

Name: is_point_too_steep_for_moving_thing
Description: Checks if a point is too steep for a moving thing.
Parameters: Coord2D tc, Thing t
Return: UBYTE
Deprecated: False

Name: is_point_steeper_than
Description: Checks if a point is steeper than a given altitude difference.
Parameters: Coord2D tc, SWORD alt_diff
Return: UBYTE
Deprecated: False

Name: is_cell_too_steep_for_building
Description: Checks if a cell is too steep for building.

Parameters: UWORD map_idx, SWORD bldg_model
Return: UBYTE
Deprecated: False

Name: is_cell_too_steep_for_building_destroy
Description: Checks if a cell is too steep for building destruction.
Parameters: UWORD map_idx, SWORD bldg_model
Return: UBYTE
Deprecated: False

Name: coord2D_to_coord3D
Description: Converts a 2D coordinate to a 3D coordinate.
Parameters: Coord2D c2, Coord3D c3
Return: void
Deprecated: False

Name: coord3D_to_coord2D
Description: Converts a 3D coordinate to a 2D coordinate.
Parameters: Coord3D c3, Coord2D c2
Return: void
Deprecated: False

Name: get_four_surround_map_cell_info
Description: Gets information about the four surrounding map cells.
Parameters: Coord2D t_coord, MapElemList mel
Return: void
Deprecated: False

Name: get_four_alt_surround_map_cell_info
Description: Gets information about the four alternate surrounding map cells.
Parameters: UWORD map_idx, MapElemList mel
Return: void
Deprecated: False

Name: get_nine_surround_map_cell_info
Description: Gets information about the nine surrounding map cells.
Parameters: Coord2D t_coord, MapElemList mel
Return: void
Deprecated: False

Name: coord2d_to_jnav_point
Description: Converts a 2D coordinate to a JNAV point.
Parameters: Coord2D tc2d, wraphug_waypoint point
Return: void
Deprecated: False

Name: jnav_point_to_coord2d
Description: Converts a JNAV point to a 2D coordinate.
Parameters: wraphug_waypoint point, Coord2D tc2d
Return: void
Deprecated: False

Name: get_jnav_point_dist_sq
Description: Gets the squared distance between two JNAV points.
Parameters: wraphug_waypoint start, wraphug_waypoint end
Return: SLONG
Deprecated: False

Name: get_jnav_thing_start_and_end_points
Description: Gets the start and end points of a JNAV thing.
Parameters: Thing t_thing, wraphug_waypoint start, wraphug_waypoint end
Return: void
Deprecated: False

Name: are_coords_on_same_map_cell
Description: Checks if two coordinates are on the same map cell.
Parameters: Coord2D tc1, Coord2D tc2
Return: UWORD
Deprecated: False

Name: set_map_elem_owner
Description: Sets the owner of a map element.
Parameters: MapElement me, UBYTE owner
Return: void
Deprecated: False

Name: validate_thing_coord
Description: Validates the coordinates of a thing.
Parameters: Coord3D tc, Thing t_thing
Return: void
Deprecated: False

Name: increment_map_idx_by_orient
Description: Increments a map index by orientation.
Parameters: MapPosXZ m, SBYTE orient
Return: void
Deprecated: False

Name: set_map_elem_object_shadow
Description: Sets the object shadow of a map element.
Parameters: MapElement me, SLONG obj_shadow
Return: void
Deprecated: False

Name: get_map_elem_object_shadow
Description: Gets the object shadow of a map element.
Parameters: MapElement me
Return: SLONG
Deprecated: False

Name: set_map_elem_lava_num
Description: Sets the lava number of a map element.
Parameters: MapElement me, SLONG lava_num
Return: void
Deprecated: False

Name: get_map_elem_lava_num
Description: Gets the lava number of a map element.
Parameters: MapElement me
Return: SLONG
Deprecated: False

Name: point_altitude_with_objects
Description: Gets the altitude of a point considering objects.
Parameters: SWORD wx, SWORD wz

Return: SWORD
Deprecated: False

Name: point_altitude
Description: Gets the altitude of a point.
Parameters: SWORD wx, SWORD wz
Return: SWORD
Deprecated: False

Name: set_square_map_params
Description: Sets the parameters of a square map.
Parameters: UWORD map_idx, SWORD radius, UBYTE update
Return: void
Deprecated: False

Name: affect_mapwho_area
Description: Affects the mapwho area.
Parameters: UBYTE affect_code, UWORD map_idx, SWORD radius
Return: void
Deprecated: False

Name: coord2d_to_map_xz
Description: Converts a 2D coordinate to map XZ coordinates.
Parameters: Coord2D c2d
Return: MapPosXZ
Deprecated: False

Name: coord3d_to_map_xz
Description: Converts a 3D coordinate to map XZ coordinates.
Parameters: Coord3D c3d
Return: MapPosXZ
Deprecated: False

Name: map_ptr_to_map_xz
Description: Converts a map pointer to map XZ coordinates.
Parameters: MapElement me
Return: MapPosXZ
Deprecated: False

Name: map_idx_to_map_xz
Description: Converts a map index to map XZ coordinates.
Parameters: UWORD idx
Return: MapPosXZ
Deprecated: False

Name: map_xz_to_coord2d
Description: Converts map XZ coordinates to a 2D coordinate.
Parameters: MapPosXZ m
Return: Coord2D
Deprecated: False

Name: map_xz_to_coord3d
Description: Converts map XZ coordinates to a 3D coordinate.
Parameters: MapPosXZ m
Return: Coord3D
Deprecated: False

Name: map_xz_to_map_ptr

Description: Converts map XZ coordinates to a map pointer.
Parameters: MapPosXZ m
Return: MapElement
Deprecated: False

Name: map_xz_to_map_idx
Description: Converts map XZ coordinates to a map index.
Parameters: MapPosXZ m
Return: UWORD
Deprecated: False

Name: map_ptr_to_coord3d
Description: Converts a map pointer to a 3D coordinate.
Parameters: MapElement me
Return: Coord3D
Deprecated: False

Name: map_ptr_to_map_idx
Description: Converts a map pointer to a map index.
Parameters: MapElement me
Return: UWORD
Deprecated: False

Name: SearchMapCells
Description: Searches map cells with a given function.
Parameters: unsigned int _type, unsigned int _angle, unsigned int _startRad, unsigned int _startEnd, UWORD _pos, std::function _f
Return: bool
Deprecated: False

Name: SearchMapCellsXZ
Description: Searches map cells with XZ coordinates and a given function.
Parameters: unsigned int _type, unsigned int _angle, unsigned int _startRad, unsigned int _startEnd, UWORD _pos, std::function _f
Return: bool
Deprecated: False

Name: marker_to_coord3d
Description: Converts a marker index to a 3D coordinate.
Parameters: UWORD marker_idx
Return: Coord3D
Deprecated: False

Name: marker_to_coord2d
Description: Converts a marker index to a 2D coordinate.
Parameters: UWORD marker_idx
Return: Coord2D
Deprecated: False

Name: marker_to_elem_ptr
Description: Converts a marker index to a map element pointer.
Parameters: UWORD marker_idx
Return: MapElement
Deprecated: False

Name: marker_to_coord3d_centre
Description: Converts a marker index to the center of a 3D coordinate.

Parameters: UWORD marker_idx
Return: Coord3D
Deprecated: False

Name: marker_to_coord2d_centre
Description: Converts a marker index to the center of a 2D coordinate.
Parameters: UWORD marker_idx
Return: Coord2D
Deprecated: False

Name: count_people_of_type_in_area
Description: Counts the number of people of a specific type in an area.
Parameters: int _x, int _z, int type, int opponent, int radius
Return: int
Deprecated: False

Name: reveal_fog_area
Description: Reveals the fog of war in a specified area.
Parameters: SLONG x, SLONG z, SLONG radius
Return: void
Deprecated: False

Name: get_height_at_xz
Description: Gets the height at the given XZ coordinates.
Parameters: int x, int z
Return: SLONG
Deprecated: False

Structures:

Coord2D

SWORD Xpos
SWORD Zpos
Deprecated: False

Coord3D

SWORD Xpos
SWORD Zpos
SWORD Ypos
Deprecated: False

Coord3DDebug

UBYTE Xpos0
UBYTE Xpos1
UBYTE Ypos0
UBYTE Ypos1
UBYTE Zpos0
UBYTE Zpos1
Deprecated: False

MapPosXZ

UWORD Pos

UWORD XZ
Deprecated: False

PosAsXZ

UBYTE X
UBYTE Z
Deprecated: False

ThingPos

Coord2D D2
Coord3D D3
Coord3DDebug D3Debug
Deprecated: False

MapElement

SWORD Alt
UBYTE Cliff
UBYTE CollideTableIdxAndWDTFlags
ULONG Flags
ULONG Flags2
ObjectList MapWhoList
ObjectList MapWhoLocalList
ULONG ObjectShadowAndLavaNum
SHORT OwnerInfo
ObjectList PlayerMapWho[MAX_NUM_PLAYERS]
UBYTE Shade1
SBYTE ShadeIncr
ObjectProxy ShapeOrBldgIdx
MapPosXZ Pos
UBYTE X
UBYTE Y
Deprecated: False

Script4_MapWho

Description: MapWho module for Script4

Functions:

Name: move_thing_within_mapwho
Description: Moves a thing within to another coord2d on the mapwho
Parameters: Thing t_thing, Coord3D new_pos
Return: SLONG
Deprecated: False

Name: set_mapwho_obstacle_flag
Description: Sets a mapwho obstacle flag
Parameters: UWORD map_idx
Return: void
Deprecated: False

Name: delete_thing_from_mapwho
Description: Deletes a thing from the mapwho
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: add_thing_to_mapwho
Description: Adds a thing to the mapwho
Parameters: Thing t_thing, Coord3D pos
Return: void
Deprecated: False

Script4_Network

Description: Network functions for Script4

Functions:

Name: Send
Description: Sends a packet
Parameters: UWORD packetType, std::string data
Return: void
Deprecated: False

Name: SendEx
Description: Sends a packet
Parameters: DWORD from, UWORD packetType, std::string data
Return: void
Deprecated: False

Script4_Objects

Description: Object functions for Script4

Enums:

Name: Inkey
Description: Inkey
Value: Inkey

Functions:

Name: getPlayerContainer
Description: Retrieves the player container.
Parameters: UBYTE pn
Return: PlayerContainer
Deprecated: False

Name: getLists
Description: Retrieves the object lists.
Parameters: bool local
Return: lists
Deprecated: False

Name: createThing
Description: Creates a new thing.
Parameters: UBYTE type, UBYTE model, UBYTE owner, Coord3D pos, bool local, bool ghost
Return: Thing
Deprecated: False

Name: getShaman
Description: Retrieves the shaman for a player.
Parameters: UBYTE pn
Return: Thing
Deprecated: False

Name: swapOwner
Description: Swaps the owner of a thing.
Parameters: Thing t, UBYTE pn
Return: void
Deprecated: False

Name: FindNextGlobalTypeList
Description: Finds the next global type list.
Parameters: UBYTE type, Thing t
Return: Thing
Deprecated: False

Name: FindNextGlobalUsedList
Description: Finds the next global used list.
Parameters: Thing t
Return: Thing
Deprecated: False

Name: FindNextSpecialList

Description: Finds the next special list.
Parameters: UBYTE pn, UBYTE list, Thing t
Return: Thing
Deprecated: False

Name: DestroyThing
Description: Destroys a thing.
Parameters: Thing t
Return: void
Deprecated: False

Name: objectCounts
Description: Retrieves the number of objects in use.
Parameters: void
Return: size_t
Deprecated: False

Name: GetThing
Description: Retrieves a thing by its number.
Parameters: ThingNum num
Return: Thing
Deprecated: False

Name: findWood
Description: Finds wood for a thing.
Parameters: Thing t
Return: Wood
Deprecated: False

Name: ProcessGlobalTypeList
Description: Processes the global type list.
Parameters: UBYTE type, std::function f
Return: Thing
Deprecated: False

Name: ProcessGlobalUsedList
Description: Processes the global used list.
Parameters: std::function f
Return: Thing
Deprecated: False

Name: ProcessGlobalSpecialListAll
Description: Processes the global special list for all types.
Parameters: UBYTE type, std::function f
Return: Thing
Deprecated: False

Name: ProcessGlobalSpecialList
Description: Processes the global special list for a specific player.
Parameters: UBYTE pn, UBYTE type, std::function f
Return: Thing
Deprecated: False

Name: uninit_thing
Description: Uninitializes a thing.
Parameters: Thing t_thing
Return: void

Deprecated: False

Name: uninit_triggered_thing
Description: Uninitializes a triggered thing.
Parameters: Thing t_thing
Return: bool
Deprecated: False

Name: reinit_riggered_thing
Description: Reinitializes a triggered thing.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: uninit_all_triggered_things
Description: Uninitializes all triggered things.
Parameters: void
Return: void
Deprecated: False

Name: copy_thing_data
Description: Copies data from one thing to another.
Parameters: Thing trg_thing, Thing src_thing
Return: void
Deprecated: False

Name: CREATE_THING_FOR_TRAINING
Description: Creates a thing for training.
Parameters: UBYTE t, UBYTE m, UBYTE o, Coord3D p, ULONG p1, ULONG p2, ULONG p3, ULONG p4
Return: Thing
Deprecated: False

Name: CREATE_THING_WITH_PARAMS4
Description: Creates a thing with four parameters.
Parameters: UBYTE t, UBYTE m, UBYTE o, Coord3D p, ULONG p1, ULONG p2, ULONG p3, ULONG p4
Return: Thing
Deprecated: False

Name: CREATE_THING_WITH_PARAMS5
Description: Creates a thing with five parameters.
Parameters: UBYTE t, UBYTE m, UBYTE o, Coord3D p, ULONG p1, ULONG p2, ULONG p3, ULONG p4, ULONG p5
Return: Thing
Deprecated: False

Name: CREATE_THING_FOR_BUILDING_UPGRADING
Description: Creates a thing for building upgrading.
Parameters: UBYTE t, UBYTE m, UBYTE o, Coord3D p, ULONG p1, ULONG p2, ULONG p3, ULONG p4, ULONG p5
Return: Thing
Deprecated: False

Name: create_super_warrior_shot
Description: Creates a super warrior shot.

Parameters: UBYTE o, Coord3D p, ULONG p1, Thing p2, Thing p3, Coord3D p4, SWORD extra_damage
Return: Thing
Deprecated: False

Name: ProcessObjectListVector
Description: Processes an object list vector.
Parameters: eastl::vector list, std::function f
Return: void
Deprecated: False

Name: ConvertObjectListVectorToThingVector
Description: Converts an object list vector to a thing vector.
Parameters: eastl::vector list
Return: eastl::vector
Deprecated: False

Name: delete_thing_type
Description: Deletes a thing type.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_object_thing_morphing
Description: Sets object thing morphing.
Parameters: Thing t_thing, SLONG obj_idx_morph, SLONG obj_idx_from, SLONG obj_idx_to, SLONG num_frames
Return: void
Deprecated: False

Name: clear_perm_uncover_all_players
Description: Clears the permanent uncover for all players.
Parameters: MapElement me
Return: void
Deprecated: False

Name: clear_perm_uncover
Description: Clears the permanent uncover for a player.
Parameters: size_t pn, MapElement me
Return: void
Deprecated: False

Name: doesMapCellContainWood
Description: Checks if a map cell contains wood.
Parameters: MapElement me, SBYTE owner
Return: bool
Deprecated: False

Name: doesMapCellGroupContainWood
Description: Checks if a group of map cells contains wood.
Parameters: UWORD map_idx, SBYTE owner
Return: bool
Deprecated: False

Name: getCheapPathCost
Description: Gets the cost of the cheapest path between two map positions.
Parameters: MapPosXZ m1, MapPosXZ m2

Return: SLONG
Deprecated: False

Classes:

Name: Script4Triggers

Function Name: createTrigger
Description: Creates a new trigger.
Parameters: int owner, Coord3D pos, int cell_radius, int pray_time, int occurrences, int inactive_time, int trigger_count
Return: bool

Function Name: setStartInactive
Description: Sets the trigger to start inactive.
Parameters: bool active
Return: void

Function Name: setPlayerOwned
Description: Sets the trigger to be player-owned.
Parameters: bool active
Return: void

Function Name: setTriggerType
Description: Sets the type of the trigger.
Parameters: int type
Return: void

Function Name: linkThing
Description: Links a Thing to the trigger.
Parameters: Thing person
Return: int

Function Name: unlinkThing
Description: Unlinks a Thing from the trigger.
Parameters: Thing person
Return: int

Function Name: linkStone
Description: Links a stone to the trigger.
Parameters: Thing stone
Return: void

Function Name: unlinkStone
Description: Unlinks the stone from the trigger.
Parameters: void
Return: void

Function Name: getStone
Description: Gets the linked stone.
Parameters: void
Return: Thing

Function Name: setFlag
Description: Sets a flag on the trigger.
Parameters: int flag
Return: void

Function Name: unsetFlag
Description: Unsets a flag on the trigger.
Parameters: int flag
Return: void

Function Name: isFlagSet
Description: Checks if a flag is set on the trigger.
Parameters: int flag
Return: bool

Function Name: isTriggerActive
Description: Checks if the trigger is active.
Parameters: void
Return: bool

Function Name: activateTrigger
Description: Activates the trigger.
Parameters: void
Return: void

Function Name: deactivateTrigger
Description: Deactivates the trigger.
Parameters: void
Return: void

Function Name: deleteTrigger
Description: Deletes the trigger.
Parameters: void
Return: void

Function Name: isTriggerValid
Description: Checks if the trigger is valid.
Parameters: void
Return: bool

Function Name: spawnStone
Description: Spawns a stone at the given position and rotation.
Parameters: Coord3D position, int rotation
Return: void

Function Name: spawnStoneXZ
Description: Spawns a stone at the given X and Z coordinates and rotation.
Parameters: UWORD x, UWORD z, int rotation
Return: void

Function Name: getTrigger
Description: Gets the current trigger.
Parameters: void
Return: Thing

Name: ObjectList

Function Name: front
Description: Returns the first element in the list.
Parameters: void
Return: Thing

Function Name: tail

Description: Returns the last element in the list.
Parameters: void
Return: Thing

Function Name: getNextThing
Description: Gets the next element in the list.
Parameters: Thing t
Return: Thing

Function Name: getPreviousThing
Description: Gets the previous element in the list.
Parameters: Thing t
Return: Thing

Function Name: count
Description: Returns the number of elements in the list.
Parameters: void
Return: size_t

Function Name: whatListAmI
Description: Returns the type of the list.
Parameters: void
Return: enum ObjectListType

Function Name: AmIInList
Description: Checks if a Thing is in the list.
Parameters: Thing t
Return: OBJLIST

Function Name: isEmpty
Description: Checks if the list is empty.
Parameters: void
Return: bool

Function Name: getNth
Description: Returns the nth element in the list.
Parameters: size_t i
Return: Thing

Function Name: processList2
Description: Processes the list with a given function.
Parameters: std::function f
Return: Thing

Function Name: toObjectProxyVector
Description: Converts the list to a vector of ObjectProxy.
Parameters: void
Return: eastl::vector

Function Name: toThingVector
Description: Converts the list to a vector of Thing.
Parameters: void
Return: eastl::vector

Name: script3_profiler

Function Name: log
Description: Logs the time taken since the last start.

Parameters: std::string file, unsigned int line
Return: void

Function Name: start
Description: Starts the profiler.
Parameters: void
Return: void

Function Name: time_taken
Description: Returns the time taken since the last start.
Parameters: void
Return: unsigned long long

Name: FogOfWar

Function Name: setPlayerNum
Description: Sets the player number.
Parameters: size_t pnum
Return: void

Function Name: getPlayerNum
Description: Gets the player number.
Parameters: void
Return: size_t

Function Name: uncover
Description: Uncovers a map element for a player.
Parameters: size_t pn, MapElement me
Return: void

Function Name: uncover_for_all_players
Description: Uncovers a map element for all players.
Parameters: MapElement me
Return: void

Function Name: perm_uncover_all_players
Description: Permanently uncovers a map element for all players.
Parameters: MapElement me
Return: void

Function Name: is_total_fog
Description: Checks if a map element is totally fogged.
Parameters: MapElement map_element
Return: bool

Function Name: clear_perm_uncover_all_players
Description: Clears the permanent uncover for all players.
Parameters: MapElement me
Return: void

Function Name: clear_perm_uncover
Description: Clears the permanent uncover for a player.
Parameters: size_t pn, MapElement me
Return: void

Function Name: perm_uncover
Description: Permanently uncovers a map element for a player.
Parameters: size_t pn, MapElement me

Return: void

Function Name: perm_uncover_reinc
Description: Permanently uncovers a map element for a player with reincarnation.
Parameters: size_t pn, MapElement me, bool reinc
Return: void

Function Name: is_uncovered
Description: Checks if a map element is uncovered.
Parameters: MapElement me
Return: bool

Function Name: is_uncovered_pn
Description: Checks if a map element is uncovered for a player.
Parameters: size_t playernum, MapElement me
Return: bool

Function Name: processThing
Description: Processes a thing.
Parameters: Thing t
Return: void

Function Name: processPlayerReinc
Description: Processes player reincarnation.
Parameters: Player t_player, UBYTE mode
Return: void

Function Name: processPlayerDeath
Description: Processes player death.
Parameters: Player t_player
Return: void

Function Name: ProcessPermEffect
Description: Processes a permanent effect.
Parameters: UWORD pos
Return: void

Function Name: ProcessLightningStrike
Description: Processes a lightning strike.
Parameters: Thing t
Return: void

Function Name: get_thing_radius
Description: Gets the radius of a thing.
Parameters: Thing t
Return: ULONG

Function Name: update_tiles
Description: Updates the tiles for a player.
Parameters: size_t pn
Return: bool

Function Name: update
Description: Updates the fog of war.
Parameters: void
Return: void

Function Name: clear
Description: Clears the fog of war.

Parameters: void
Return: void

Function Name: addFOWPlayerNoCoverThing
Description: Adds a thing to the no cover list for a player.
Parameters: Thing t
Return: void

Name: ObjectProxy

Function Name: get
Description: Gets the Thing object.
Parameters: void
Return: Thing

Function Name: isNull
Description: Checks if the proxy is null.
Parameters: void
Return: bool

Function Name: getThingNum
Description: Gets the Thing number.
Parameters: void
Return: ThingNum

Function Name: getType
Description: Gets the type of the Thing.
Parameters: void
Return: UBYTE

Function Name: getFlags
Description: Gets the flags of the Thing.
Parameters: void
Return: UBYTE

Function Name: setFlags
Description: Sets the flags of the Thing.
Parameters: UBYTE f
Return: void

Function Name: unsetFlag
Description: Unsets a flag of the Thing.
Parameters: UBYTE f
Return: void

Function Name: is_type
Description: Checks if the Thing is of a certain type.
Parameters: UBYTE t
Return: bool

Function Name: is_flag_enabled
Description: Checks if a flag is enabled for the Thing.
Parameters: UBYTE f
Return: bool

Function Name: set
Description: Sets the Thing object.
Parameters: Thing refT

Return: void

Function Name: set
Description: Sets the Thing number.
Parameters: ThingNum tnum
Return: void

Structures:

AODDrawThing

SWORD TargetDrawNum
SBYTE TweenCount
Deprecated: False

Beacon

SBYTE CurrCellRadius
SBYTE TimeBeforeSearchStart
SWORD InfluenceFactor
ObjectProxy LinkedThingIdx
SWORD Count
BeaconDisplayInfo BDInfo[3]
SBYTE CurrMaxCellRadius
Deprecated: False

Blast

SLONG Duration
SLONG MaxEffectWorldRadius
SWORD CurrCellRadius
SWORD MaxCellRadius
SWORD MaxEffectSpeed
SWORD RadiusIncrement
SWORD AltIncrement
UBYTE Flags
UBYTE AffectAll
UBYTE DoneFirstAffect
UBYTE BurningBlast
Deprecated: False

BridgeControl

ObjectProxy BridgeThingIdx
Deprecated: False

Creature

SLONG MeStoreIdx
ULONG Flags
SWORD Life
SWORD Count
ObjectProxy TargetIdx
ObjectProxy LeaderIdx

SWORD Hunger
SWORD Thirst
UBYTE Leadership
UBYTE MaxMembersInGroup
UBYTE MembersInGroup
SWORD EagleRoll
SWORD PrefAlt
SWORD AheadAlt
UBYTE AheadAltCount
UBYTE RaiseAlt
Deprecated: False

Discovery

SLONG ManaAmt
SLONG DiscoveryModel
ObjectProxy DrawLinkThing
SWORD CountToPlayerUpdate
UBYTE DiscoveryType
UBYTE TriggerType
UBYTE DiscoveringPlayer
UBYTE CountToEffect
UBYTE AvailabilityType
Deprecated: False

DiscoveryMarker

SLONG ManaAmt
SLONG DiscoveryModel
UBYTE DiscoveryType
Deprecated: False

DormantTree

SWORD Type
SWORD Model
SLONG Count
Deprecated: False

DTBeacon

ObjectProxy LinkedThingIdx
SBYTE CurrMaxCellRange
SBYTE CurrBldgCellRange
SBYTE CurrDwellerCellRange
UBYTE RecalcBldgRange
UBYTE RecalcDwellerRange
Deprecated: False

Fight

ObjectProxy FighterIdxs[MAX_FIGHTERS_PER_FIGHT]
ObjectProxy LinkBldgIdx
SBYTE Owner1
SBYTE Owner2

SBYTE TotalFighters
ObjectProxy UnderDogIdx
SBYTE WinningOwner
Deprecated: False

Formation

UBYTE FirstFreePos
UBYTE NumMembers
ObjectProxy ThingIdxs[FRM_MAX_MEMBERS]
BytePosOffsets PosOffsets[FRM_MAX_MEMBERS]
Deprecated: False

General

Coord2D BasePos
UBYTE Orient
Deprecated: False

Vehicle

UBYTE CollideWait
UBYTE DelayBeforeSendingHome
UBYTE FightGroup
ULONG Flags
UBYTE LastUserOwner
SWORD Life
SWORD NextNavRegenCount
UBYTE NumOccupants
UBYTE OccupantChangeCount
VehicleOccupantInfo Occupants[MAX_NUM_VEHICLE_OCCUPANTS]
SWORD StuckAngleIncr
UBYTE StuckCount
SWORD VerticalSpeed
SWORD WaitCount
Deprecated: False

WoodDistribControl

WDCItem Items[MAX_NUM_WOOD_DISTRIB_ITEMS]
Deprecated: False

EffectWhirlwind

UBYTE ConeHeight
SWORD Count
SWORD Duration
UBYTE NumCircuits
UBYTE NumElements
UBYTE OverWaterCount
UWORD Rotation
UBYTE TopRadius
Deprecated: False

Person

SWORD Life
SWORD MaxLife
UBYTE Hunger
UBYTE Thirst
ObjectProxy TargetIdx
SWORD WoodCarrying
UBYTE CmdGroupFlags
CommandPtrType CmdIdxs[NUM_COMMANDS_PER_PERSON]
UBYTE CurrCmd
UBYTE CurrCmdType
ObjectProxy CmdLinkThingIdx
ObjectProxy FightIdx
ObjectProxy BldgQueueLinkIdx
ObjectProxy VehicleIdx
std::vector<std::function<int(Thing*, SBYTE,
std::vector<std::function<void(Thing*)>> OnDeath
std::vector<std::function<int(Thing*, SLONG)>>
std::vector<std::function<int(Thing*)>> OnUnmask
Deprecated: False

PersonThingData

PersonOwned Owned
PersonWild Wild
Deprecated: False

PersonOwned

UBYTE BloodlustCount
SBYTE Count2
UBYTE FightGroup
UBYTE GuardPosSlot
UBYTE HypnoTime
SWORD InHouseCount
UBYTE InvisibleCount
SBYTE LastDamagedBy
UBYTE OnFireCount
SBYTE OriginalHypnoOwner
UBYTE ShieldCount
UBYTE SubState2a
UBYTE SubState3
UBYTE SubState4
UWORD TimeDoingNothing
PersonOwned::ut u
UWORD Junk[5]
Deprecated: False

PersonOwned::ut

UBYTE AngelHasKilled
UBYTE MissileFireCount
UBYTE PreacherFlags
UBYTE ShamanFlags
WORD SpyDisguiseOwner

Deprecated: False

PersonWild

UBYTE NextOwner
UBYTE ProcessSummon
WildSummonInfo
UWORD TimeBeforeSummonable
UBYTE UnderInfluence
Deprecated: False

BytePosOffsets

SBYTE XO
SBYTE ZO
Deprecated: False

BeaconDisplayInfo

SWORD Alt
UBYTE Flags
SWORD Radius
Deprecated: False

Points3DWord

SWORD WX
SWORD WY
SWORD WZ
Deprecated: False

EffectGeneral

SWORD Count
SWORD Duration
ObjectProxy EffectLinkThing
ObjectProxy AttackedThingsIdxs[FLY_NUM_ATTACKS]
SWORD ScaleFactorX
SWORD ScaleFactorY
Deprecated: False

EffectGeneral::ut

EffectAlphaInfo AlphaInfo
EffectStatueToAOD AODStatue
EffectArmageddon Armageddon
EffectAtlantis Atlantis
EffectEarthquake Earthquake
EffectFireCloud FireCloud
EffectFireStorm FireStorm
EffectFlatten Flatten
EffectFlyThing FlyThing
EffectInsectPlague InsectPlague
EffectLandAlter LandAlter
EffectLandBridge LandBridge
EffectLavaFlow LavaFlow

EffectLightning Lightning
EffectMeteor Meteor
EffectOrbiter Orbiter
EffectRSPrepare RSPrepare
EffectSwamp Swamp
Deprecated: False

EffectFireCloud

SBYTE Count2
SWORD HorizRadius
UBYTE NumElems
SWORD VertRadius
Deprecated: False

EffectRSPrepare

SWORD FireRadius
ULONG Flags
SWORD LandRadius
Deprecated: False

EffectEarthquake

Coord2D MePos
SWORD Side
Deprecated: False

EffectLandBridge

SLONG NumSteps
UBYTE Type
SLONG MainStep
SLONG YStep
SLONG SecondaryStep
SWORD StartAlt
SWORD EndAlt
SWORD StartAltDiff
SWORD EndAltDiff
MapPosXZ StartMapPos
MapPosXZ EndMapPos
Deprecated: False

EffectInsectPlague

UBYTE NumElems
UBYTE SS2
Coord2D StartPos
Deprecated: False

Thing

UBYTE Type
UBYTE Model
SBYTE Owner
UBYTE TimeSlice

ThingNum ThingNum
SWORD AngleXZ
ULONG Flags
ULONG Flags2
ULONG Flags3
ULONG Flags4
UBYTE CurrNumAttackers
UBYTE LastAttackCountDown
UBYTE State
UBYTE SubState
UBYTE MoveInfoIdx
DrawInfo DrawInfo
Movement Move
ThingPos Pos
ThingPos InterpolatePosInc
SWORD InterpolateAngleXZInc
MapElement* ME
ThingTypeData u
Deprecated: False

ThingTypeData

ObjectThingInfo ObjectInfo
DrawnAtInfo DrawnAtInfo
Person Pers
Building Bldg
Creature Creature
Scenery Scenery
Platform Platform
Vehicle Vehicle
General General
Shape Shape
Blast Blast
SpriteCircles SprCircles
Formation Formation
Beacon Beacon
DTBeacon DTBeacon
TIDThing TIDThing
SoulConvert SoulConvert
MedManAttract MedManAttract
EffectGeneral Effect
ShotGeneral Shot
SpellGeneral Spell
ObjectFaceThing ObjFace
Fight Fight
PreFight PreFight
SoulMan SoulMan
GuardAreaControl GuardControl
BridgeControl BridgeControl
EffectWhirlwind Whirlwind
Discovery Discovery
Trigger Trigger
DormantTree DormantTree

WoodDistribControl WDC
DiscoveryMarker DiscoveryMarker
AODDrawThing AODDrawThing
Deprecated: False

GuardAreaControl

ULONG GameTurnProcessed
SWORD CurrPeopleCount
SWORD PrevPeopleCount
SWORD PrevPeopleCountTotal
UWORD MapIdx
SWORD CurrDist
SBYTE CellsX
SBYTE CellsZ
UBYTE EnemyPresence
SBYTE Count1
SBYTE Count2
Deprecated: False

MedManAttract

ObjectProxy MedManIdx
ObjectProxy BeaconIdx
ObjectProxy FireIdx
SWORD Count
Deprecated: False

ObjectThingInfo

SLONG Scale
UWORD Tilt
UWORD Roll
UBYTE StopFrame
UBYTE NumFrames
SWORD CurrentFrame
SWORD KeyStart
SWORD KeyStop
SBYTE ConstructionStage
Deprecated: False

ObjectFaceThing

Points3DWord
SBYTE NumPoints
SBYTE PolyDrawMode
SWORD FaceIdx
SWORD YIncr
SWORD AngleIncrs[3]
SBYTE DrawFrame
ObjectProxy WWThingIdx
Deprecated: False

PreFight

ObjectProxy LinkBldgIdx
ObjectProxy FighterIdxs[2]
SBYTE Owner1
SBYTE Owner2
Deprecated: False

Scenery

UINT Cost[MAX_NUM_REAL_PLAYERS]
ObjectProxy BridgeIdx
ObjectProxy WWThingIdx
ObjectProxy LinkTriggerIdx
SWORD Type
SWORD Duration
SLONG MaxScale
SWORD ScaleIncr
SWORD ResourceRemaining
SWORD GrowthRate
SWORD AltOffset
UWORD UnitsEnroute
UBYTE PortalStatus
UBYTE PortalLevel
UBYTE PortalType
UBYTE UserId
UBYTE IslandNum
UBYTE BridgeNum
UBYTE LevelDrawNum
UBYTE Flags
UBYTE HeadType
UBYTE PlayerEnroute
std::vector<std::function<void(Thing*, SLONG)>>
Deprecated: False

EffectFlyThing

SWORD PrefOffsetY
Coord2D,
UBYTE Colour
Deprecated: False

EffectFireStorm

Coord2D
Deprecated: False

EffectLightning

SLONG RandSeed
UBYTE Stages
UBYTE Remainder
Coord3D
Deprecated: False

EffectFlatten

SWORD LandRadius
SWORD FireRadius
SLONG PrefAlt
SLONG Radius
Deprecated: False

EffectLavaFlow

SWORD MaxRadius
SWORD CurrRadius
SLONG Volume
Deprecated: False

EffectLandAlter

UWORD MePos
SBYTE Sense
UBYTE Radius
UWORD Height
Deprecated: False

EffectAlphaInfo

UBYTE Alpha[3]
UBYTE Prob[2]
Deprecated: False

EffectTumblingBranch

ObjectProxy WWThingIdx
Deprecated: False

EffectAttached

ObjectProxy ThingIdx
Deprecated: False

Trigger

UBYTE TriggerType
UBYTE CellRadius
UBYTE RandomValue
SBYTE NumOccurences
UBYTE CurrRadius
UBYTE Flags
UBYTE ResetCount
UBYTE NumPlayersCurrPraying
UBYTE StartInactive
UBYTE CreatePlayerOwned
ThingNum EditorThingIdxs[MAX_NUM_TRIGGER_THINGS]
SWORD Counts[MAX_NUM_PLAYERS]
SWORD TriggerCount
SWORD CountToReactivate
ObjectProxy HeadThingIdx
SWORD InactiveTime
SLONG PrayCount

SLONG PrayTime
SWORD TriggeredPendingCount
SBYTE TriggeringPlayer
SBYTE TriggeringLastTouchedPlayer
UBYTE Pad
SWORD OriginalInactiveTime
std::vector<std::function<int(Thing*)>> OnTriggerActivate
std::vector<std::function<void(Thing*)>> OnTriggerFirst
Deprecated: False

Shape

SWORD AcquiredWood
UWORD AttackDamageDelay
UBYTE BldgModel
ObjectProxy BldgThingIdx
UBYTE Flags
SBYTE LastDamagedBy
UBYTE NumWorkers
UBYTE Orient
UWORD OriginMapIdx
SWORD OtherWallAlt
UBYTE ShapeIdx
UBYTE TimeOut
ObjectProxy WorkerIdxs[BLDG_MAX_REQD_BUILDERS]
Deprecated: False

ShotGeneral

SWORD Count
SWORD ItemsPerTurn
SWORD SpeedPerItem
UWORD Flags
Coord3D StartCoord
Coord3D TargetCoord
UBYTE EffectType
UBYTE EffectModel
UBYTE EffectNumParams
UBYTE ItemDuration
SWORD EffectParams[4]
ObjectProxy ItemThingIdxs[6]
ObjectProxy SpecialThingIdxs[2]
ObjectProxy TargetThingIdx
SWORD Count2
UWORD ShotThingParent
Deprecated: False

SoulConvert

UBYTE BeamClr
SWORD Count
UBYTE CurrModel
UBYTE FallenToGround
SWORD NumReturns

ObjectProxy ReturnBldgIdx
UBYTE ReturnModel
SLONG ReturnOwner
ObjectProxy SoulManIdx
UBYTE WoodUnitsToDrop
Deprecated: False

SpellGeneral

UBYTE ChargePlayer
Coord3D Shot2StartCoord
ObjectProxy ShotThingIdx
Coord3D TargetCoord
ObjectProxy TargetThingIdx
Deprecated: False

SpriteCircles

UBYTE Colour
SWORD Duration
SWORD RadiusCurr
SWORD RadiusEnd
SWORD RadiusIncr
SWORD RadiusStart
Deprecated: False

TIDThing

SWORD CellResourceValue
ObjectProxy GuardingPersonIdx
ObjectProxy PersonFightingBldgIdx
ThingNum TIDIdx
UBYTE TIDTypeCode
UBYTE TIDTypeFlags
Deprecated: False

Movement

SWORD BldgDieCount
SWORD BldgDrawNum
SWORD CurrAngleXZ
MovementDestInfo CurrDest
Coord2D FinalCoord
UWORD LastNavigation
SBYTE LastWoodSearchEngineIdx
SWORD NavigationCount
UWORD ObjectBlastedMapIdx
SBYTE ObjectBlastedCount
SWORD SelfPowerSpeed
Coord2D StageCoord
General3D Velocity
UWORD WanderFactor
Deprecated: False

General3D

SWORD X
SWORD Y
SWORD Z
Deprecated: False

MovementDestAngleInfo

SWORD XZ
SWORD ZY
Deprecated: False

EffectOrbiter

UWORD AngleStep
SBYTE Direction
UBYTE Lissajoux
UWORD Phi
UWORD Radius
UWORD Theta
Deprecated: False

EffectMeteor

UWORD YSpeed
UBYTE Radius
Deprecated: False

EffectArmageddon

SWORD CreateArenaCount
SWORD EndArmageddon
SWORD GotoBattleCount
SBYTE LastShamanCastingIdx
SWORD NumPeopleMovePerTurn[MAX_NUM_PLAYERS]
UBYTE PlayerArenaOrder[MAX_NUM_PLAYERS]
UBYTE ProcessBldgDestroy
UBYTE ProcessCameraAngle
UBYTE ProcessCreateArena
UBYTE ProcessLineUpPeople
UBYTE ProcessReincSites
SWORD ShamanSpellCastCount
SWORD SilenceBeforeAttackTime
SWORD SoundEffectCount
Deprecated: False

EffectAtlantis

SBYTE CreateOwner
Deprecated: False

EffectStatueToAOD

SWORD CurrentStage
SWORD StageCount
Deprecated: False

EffectFireRoll

SWORD AODLinkThing
SWORD CurrentStage
SWORD StageCount
SWORD StatueLinkThing
Deprecated: False

EffectSwamp

SBYTE ReedsPositionCode
Deprecated: False

Building

ObjectProxy AddOnIdx
Coord2D BasePos
ObjectProxy BeaconIdx
ObjectProxy ChimneySmokeIdx
SBYTE Count
UWORD Damaged
SBYTE DrawOwner
ObjectProxy Dwellers[BLDG_MAX_DWELLERS]
UWORD Flags
SBYTE HasBuildingExistedBefore
SBYTE LastDamagedBy
ULONG LastPersonLeftAt
ULONG LastPersonTrainedAt
ObjectProxy LinkTriggerIdx
SBYTE NumDwellers
SBYTE NumExpected
SBYTE NumExpectedCountDown
UWORD PersonToBeTrainedIdx
SBYTE PrevOwner
SBYTE PrevStage
UBYTE QueueInteractCount
ObjectProxy QueueLinkIdx
UBYTE QueueReorderPos
ObjectProxy ShapeThingIdx
SWORD SproggingCount
SBYTE TIDIdx
ObjectProxy TmpProcessChild
UWORD TrainingManaCost
UWORD TrainingManaStored
SWORD UpgradeCount
SWORD VehicleAcquiredWood
ObjectProxy VehicleConstrThingIdx
Deprecated: False

Script4_Palette

Description: Palette functions for Script4

Enums:

Name: PEI_MODE_NONE
Description: No effect mode
Value: 0

Name: PEI_MODE_LIGHTNING
Description: Lightning effect mode
Value: 1

Name: PEI_MODE_FIRESTORM
Description: Firestorm effect mode
Value: 2

Name: PEI_MODE_LIGHTNINGSTORM
Description: Lightning storm effect mode
Value: 3

Name: PEI_MODE_RESTORE
Description: Restore effect mode
Value: 4

Functions:

Name: Fepal_Get
Description: Retrieves a palette entry from FENGlobal.
Parameters: UBYTE val
Return: TbPaletteEntry
Deprecated: False

Name: Pal_Get
Description: Retrieves a palette entry from the global palette.
Parameters: UBYTE val
Return: TbPaletteEntry
Deprecated: False

Name: Fade_Pal_Get
Description: Retrieves a palette entry from the fade palette.
Parameters: UBYTE val
Return: TbPaletteEntry
Deprecated: False

Name: Alpha_Table_Get
Description: Retrieves an alpha table entry.
Parameters: ULONG val
Return: AlphaTableFormat
Deprecated: False

Name: init_sky_effect_mode
Description: Initializes a sky effect mode.
Parameters: UBYTE mode
Return: void

Deprecated: False

Structures:

TbPaletteEntry

UBYTE Red
UBYTE Green
UBYTE Blue
UBYTE Reserved
ULONG Packed
Deprecated: False

AlphaTableFormat

UBYTE Red
UBYTE Green
UBYTE Blue
Deprecated: False

Script4_PersistantData

Description: Load and save configurations from disk

Classes:

Name: PersistentData

Function Name: set_file
Description: Sets the file to use for saving and loading data
Parameters: string filename
Return: void

Function Name: read_file
Description: Reads data from a file set by set_file
Parameters: void
Return: void

Function Name: write_file
Description: Writes data to a file set by set_file
Parameters: void
Return: void

Function Name: file_exists
Description: Returns true if a file exists at the path set by set_file
Parameters: void
Return: bool

Function Name: add_data
Description: Adds data to the MyData structure
Parameters: string key, MyData value
Return: void

Function Name: remove_data
Description: Removes data from the MyData structure
Parameters: string key
Return: void

Function Name: get_data
Description: Returns data from the MyData structure
Parameters: string key
Return: MyData

Structures:

MyData

map<string,int> MyInts
map<string,bool> MyBools
map<string,double> MyDoubles
map<string,string> MyStrings
Deprecated: False

Script4_Person

Description: Person functions for Script4

Functions:

Name: is_person_selectable
Description: Checks if a person is selectable.
Parameters: Thing t_thing, UBYTE allow_ghosts
Return: UBYTE
Deprecated: False

Name: is_aod2_post_swoop_path_valid
Description: Checks if the AOD2 post swoop path is valid.
Parameters: Thing t_thing, SWORD angle
Return: UBYTE
Deprecated: False

Name: is_spy_in_process_of_disguising
Description: Checks if a spy is in the process of disguising.
Parameters: Thing t
Return: SLONG
Deprecated: False

Name: is_person_a_spy_disguised_as_me
Description: Checks if a person is a spy disguised as the player.
Parameters: Thing, SLONG
Return: SLONG
Deprecated: False

Name: is_person_guarding
Description: Checks if a person is guarding.
Parameters: Thing t
Return: UBYTE
Deprecated: False

Name: is_person_preaching
Description: Checks if a person is preaching.
Parameters: Thing t
Return: UBYTE
Deprecated: False

Name: is_person_currently_praying_at_head
Description: Checks if a person is currently praying at the head.
Parameters: Thing t_thing
Return: SLONG
Deprecated: False

Name: is_person_currently_attacking_a_building
Description: Checks if a person is currently attacking a building.
Parameters: Thing t
Return: SLONG
Deprecated: False

Name: is_aod2_swoop_path_valid
Description: Checks if the AOD2 swoop path is valid.

Parameters: Thing t_thing, Thing target
Return: UBYTE
Deprecated: False

Name: is_person_currently_watching_a_fight
Description: Checks if a person is currently watching a fight.
Parameters: Thing t_thing
Return: SLONG
Deprecated: False

Name: is_person_guarding_map_idx
Description: Checks if a person is guarding a specific map index.
Parameters: Thing t_thing, UWORD map_idx
Return: UBYTE
Deprecated: False

Name: is_a_new_wild_man_allowed
Description: Checks if a new wild man is allowed.
Parameters: None
Return: UBYTE
Deprecated: False

Name: is_person_available_for_auto_employment
Description: Checks if a person is available for auto employment.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_map_elem_waitable_on
Description: Checks if a map element is waitable on.
Parameters: MapElement me
Return: UBYTE
Deprecated: False

Name: is_free_space_point_waitable_on
Description: Checks if a free space point is waitable on.
Parameters: ThingFreeSpaceInfo fsi, Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_target_an_ally
Description: Checks if a target is an ally.
Parameters: Thing target, Thing attacker
Return: UBYTE
Deprecated: False

Name: is_person_in_any_vehicle
Description: Checks if a person is in any vehicle.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_person_in_drum_tower
Description: Checks if a person is in a drum tower.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_person_in_bldg_training
Description: Checks if a person is in building training.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_thing_targetable
Description: Checks if a thing is targetable.
Parameters: Thing t
Return: UBYTE
Deprecated: False

Name: is_person_valid_fight_target
Description: Checks if a person is a valid fight target.
Parameters: Thing target, Thing attacker
Return: UBYTE
Deprecated: False

Name: is_person_valid_fight_target_for_person_type
Description: Checks if a person is a valid fight target for a specific person type.
Parameters: Thing target, Thing attacker
Return: UBYTE
Deprecated: False

Name: is_person_airborne_valid_fight_target
Description: Checks if a person is an airborne valid fight target.
Parameters: Thing target, Thing attacker
Return: UBYTE
Deprecated: False

Name: is_person_in_fight_targetable_state
Description: Checks if a person is in a fight targetable state.
Parameters: Thing target
Return: UBYTE
Deprecated: False

Name: is_person_in_bldg_valid_preacher_target
Description: Checks if a person in a building is a valid preacher target.
Parameters: Thing target
Return: UBYTE
Deprecated: False

Name: is_fighter_in_valid_state
Description: Checks if a fighter is in a valid state.
Parameters: Thing t
Return: UBYTE
Deprecated: False

Name: is_person_on_a_shape
Description: Checks if a person is on a shape.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_person_on_a_building
Description: Checks if a person is on a building.
Parameters: Thing t_thing

Return: UBYTE
Deprecated: False

Name: is_person_on_a_shape_or_building
Description: Checks if a person is on a shape or building.
Parameters: Thing t_thing
Return: Thing
Deprecated: False

Name: is_person_stationery
Description: Checks if a person is stationery.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_person_accepting_commands
Description: Checks if a person is accepting commands.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_person_in_boat
Description: Checks if a person is in a boat.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_person_in_airship
Description: Checks if a person is in an airship.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: is_person_on_a_building_type
Description: Checks if a person is on a specific building type.
Parameters: Thing t_thing, UBYTE model
Return: Thing
Deprecated: False

Name: is_person_driver_in_any_vehicle
Description: Checks if a person is a driver in any vehicle.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: does_vehicle_contain_given_person_model
Description: Checks if a vehicle contains a given person model.
Parameters: Thing t_thing, SLONG rider_model
Return: UBYTE
Deprecated: False

Name: is_person_currently_praying_at_head
Description: Checks if a person is currently praying at the head.
Parameters: Thing t_thing
Return: SLONG
Deprecated: False

Name: is_person_waiting_for_command

Description: Checks if a person is waiting for a command.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: has_person_failed_navigation
Description: Checks if a person has failed navigation.
Parameters: Thing t_thing
Return: SLONG
Deprecated: False

Name: get_person_unemployed_state
Description: Gets the unemployed state of a person.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: get_final_spy_disguise_owner
Description: Gets the final spy disguise owner.
Parameters: Thing t
Return: SLONG
Deprecated: False

Name: get_spy_disguise_owner
Description: Gets the spy disguise owner.
Parameters: Thing
Return: SLONG
Deprecated: False

Name: get_aod2_path_info
Description: Gets the AOD2 path information.
Parameters: Thing t_thing, SLONG angle, SLONG ret_count, Coord2D ret_tc2d
Return: void
Deprecated: False

Name: get_first_person_using_guard_beacon
Description: Gets the first person using the guard beacon.
Parameters: Thing t_thing, SBYTE player_num
Return: Thing
Deprecated: False

Name: get_nearest_valid_person_base_coord
Description: Gets the nearest valid person base coordinate.
Parameters: Thing t_thing, Coord2D ret_coord
Return: UBYTE
Deprecated: False

Name: get_person_top_state
Description: Gets the top state of a person.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: get_persons_building_queue_position
Description: Gets the position of a person in the building queue.
Parameters: Thing t_thing, Thing b_thing
Return: SLONG

Deprecated: False

Name: set_near_people_suprised_by_player_event
Description: Sets nearby people to be surprised by a player event.
Parameters: SBYTE player_num, Coord2D event_coord, SLONG cell_dist
Return: void
Deprecated: False

Name: set_aod2_draw_info
Description: Sets the AOD2 draw information.
Parameters: Thing draw_thing, SLONG draw_num, UBYTE set_direct
Return: void
Deprecated: False

Name: set_final_spy_disguise_owner
Description: Sets the final spy disguise owner.
Parameters: Thing t, SLONG owner
Return: void
Deprecated: False

Name: set_spy_in_process_of_disguising
Description: Sets a spy in the process of disguising.
Parameters: Thing t, SLONG count
Return: void
Deprecated: False

Name: set_spy_disguise_owner
Description: Sets the spy disguise owner.
Parameters: Thing, SLONG
Return: void
Deprecated: False

Name: set_shamans_base_pos_toward_players_camera
Description: Sets the shaman's base position toward the player's camera.
Parameters: SBYTE player_num
Return: void
Deprecated: False

Name: set_person_draw_info_by_ptai_with_airborne_checking
Description: Sets the person's draw information by PTAI with airborne checking.
Parameters: Thing t_thing, SWORD ptai
Return: void
Deprecated: False

Name: set_person_varied_stand_or_cheer_anim
Description: Sets the person's varied stand or cheer animation.
Parameters: Thing t_thing, SLONG chance_of_cheer
Return: void
Deprecated: False

Name: set_person_cheering_speed_and_anim
Description: Sets the person's cheering speed and animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_all_players_people_flag
Description: Sets a flag for all players' people.

Parameters: SBYTE player_num, ULONG flag
Return: void
Deprecated: False

Name: set_person_standing_speed_and_anim
Description: Sets the person's standing speed and animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_drowning_speed_and_anim
Description: Sets the person's drowning speed and animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_running_speed_and_anim
Description: Sets the person's running speed and animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_attacking_speed_and_anim
Description: Sets the person's attacking speed and animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_working_speed_and_anim
Description: Sets the person's working speed and animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_last_damaging_player
Description: Sets the last damaging player of the person.
Parameters: Thing t_thing, SBYTE damaging_player
Return: void
Deprecated: False

Name: set_preacher_preaching
Description: Sets the preacher to preaching state.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_selected_status_of_all_in_vehicle
Description: Sets the selected status of all in a vehicle.
Parameters: Thing t_thing, UBYTE select_flag, Thing t_first_selected
Return: SLONG
Deprecated: False

Name: set_person_top_state
Description: Sets the top state of a person.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: set_person_new_state
Description: Sets the new state of a person.
Parameters: Thing t_thing, UBYTE state
Return: UBYTE
Deprecated: False

Name: set_person_lost_control
Description: Sets the person to lost control state.
Parameters: Thing t
Return: void
Deprecated: False

Name: set_person_fast_self_power_speed
Description: Sets the person's fast self power speed.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_standing_anim
Description: Sets the person's standing animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_drowning_anim
Description: Sets the person's drowning animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_running_anim
Description: Sets the person's running animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_fleeing_anim
Description: Sets the person's fleeing animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_flying_anim
Description: Sets the person's flying animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_working_anim
Description: Sets the person's working animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_jumping_anim
Description: Sets the person's jumping animation.
Parameters: Thing t_thing

Return: UBYTE
Deprecated: False

Name: set_person_punching_anim
Description: Sets the person's punching animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_flinching_anim
Description: Sets the person's flinching animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_pushing_anim
Description: Sets the person's pushing animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_pushed_anim
Description: Sets the person's pushed animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_person_sitting_anim
Description: Sets the person's sitting animation.
Parameters: Thing t_thing
Return: SLONG
Deprecated: False

Name: set_person_kicking_anim
Description: Sets the person's kicking animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_special_person_fire_missile_anim
Description: Sets the special person's fire missile animation.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: set_special_move_case_flag
Description: Sets the special move case flag.
Parameters: Thing t_thing, ULONG flag
Return: void
Deprecated: False

Name: set_person_failed_navigation
Description: Sets the person to failed navigation state.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: unmask_spy

Description: Unmasks a spy.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: explode_angel_of_death
Description: Causes the angel of death to explode.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: people_see_if_should_help_build_house
Description: Checks if people should help build a house.
Parameters: Thing t_thing
Return: SLONG
Deprecated: False

Name: convert_wild_man_into_brave
Description: Converts a wild man into a brave.
Parameters: Thing wild, SBYTE owner, Coord2D tc2d
Return: Thing
Deprecated: False

Name: check_enemy_presence_alert_triggering
Description: Checks if enemy presence alert should be triggered.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: create_wild_man_converted_effect
Description: Creates an effect when a wild man is converted.
Parameters: Thing t_thing, Coord3D tc3d
Return: void
Deprecated: False

Name: check_moving_thing_in_control
Description: Checks if a moving thing is in control.
Parameters: Thing t_thing
Return: UBYTE
Deprecated: False

Name: search_map_for_drinking_point
Description: Searches the map for a drinking point.
Parameters: Coord2D tc, Coord2D upd_tc, UWORD start_angle, UBYTE cell_radius
Return: UBYTE
Deprecated: False

Name: search_map_food_for_person
Description: Searches the map for food for a person.
Parameters: Thing t_thing, UBYTE food_type
Return: Thing
Deprecated: False

Name: change_persons_bldg_dwelling_status
Description: Changes the dwelling status of a person in a building.
Parameters: Thing t_thing, UBYTE dweller_flag
Return: void

Deprecated: False

Name: change_persons_vehicle_occupancy_status
Description: Changes the vehicle occupancy status of a person.
Parameters: Thing t_thing, UBYTE dweller_flag
Return: void
Deprecated: False

Name: person_drop_carrying_wood
Description: Makes a person drop the wood they are carrying.
Parameters: Thing t_thing, UBYTE no_centralise
Return: void
Deprecated: False

Name: damage_person
Description: Damages a person.
Parameters: Thing victim, SBYTE damaging_player, SLONG damage_value, UBYTE ignore_shield
Return: void
Deprecated: False

Name: validate_any_return_fire_target
Description: Validates any return fire target.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: create_brave_person_thing
Description: Creates a brave person thing.
Parameters: SBYTE owner, Coord3D tc
Return: Thing
Deprecated: False

Name: person_goto_point
Description: Makes a person go to a specified point.
Parameters: Thing t, bool useJNAV, Coord2D pos
Return: void
Deprecated: False

Name: ensure_person_removed_from_any_building
Description: Ensures a person is removed from any building.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: person_look_at_building_centre
Description: Makes a person look at the center of a building.
Parameters: Thing t_thing, Thing b_thing
Return: void
Deprecated: False

Name: remove_person_from_building_queue
Description: Removes a person from the building queue.
Parameters: Thing t_thing
Return: void
Deprecated: False

Name: add_person_to_building_queue
Description: Adds a person to the building queue.

Parameters: Thing t_thing, Thing b_thing
Return: SLONG
Deprecated: False

Name: remove_person_from_building_dwellers
Description: Removes a person from the building dwellers.
Parameters: Thing b_thing, Thing specific_thing
Return: Thing
Deprecated: False

Name: clear_person_failed_navigation
Description: Clears the failed navigation state of a person.
Parameters: Thing t_thing
Return: void
Deprecated: False

Script4_Players

Description: Player functions for Script4

Functions:

Name: get_player_name
Description: Returns the name of the player
Parameters: UBYTE pn, bool online
Return: std::string
Deprecated: False

Name: set_player_name
Description: Sets the name of the player
Parameters: UBYTE pn, std::string name, bool online
Return: void
Deprecated: False

Name: computer_set_base_pos
Description: Sets the base position for the computer player
Parameters: Player t_player, UBYTE x, UBYTE z
Return: void
Deprecated: False

Name: computer_init_player
Description: Initializes the computer player
Parameters: Player t_player
Return: void
Deprecated: False

Name: set_players_shaman_initial_command
Description: Sets the initial command for the shaman
Parameters: Player t_player
Return: void
Deprecated: False

Name: destroy_reinc
Description: Destroys the reincarnation site
Parameters: Player t_player
Return: void
Deprecated: False

Name: transfer_tribe_to_another_player
Description: Transfers the tribe to another player
Parameters: SBYTE player_idx_to, SBYTE player_idx_from
Return: void
Deprecated: False

Name: are_players_allied
Description: Checks if players are allied
Parameters: UBYTE player1, UBYTE player2
Return: UBYTE
Deprecated: False

Name: set_players_enemies
Description: Sets the players as enemies

Parameters: SBYTE player1, SBYTE ally_num
Return: void
Deprecated: False

Name: set_players_allied
Description: Sets the players as enemies
Parameters: SBYTE player1, SBYTE ally_num
Return: void
Deprecated: False

Name: getPlayer
Description: Gets the player
Parameters: UBYTE pn
Return: Player
Deprecated: False

Name: set_player_max_population
Description: Sets the maximum population for the player
Parameters: Player t_player, SLONG max_pop
Return: void
Deprecated: False

Name: set_player_reinc_site_on
Description: Sets the reincarnation site on
Parameters: Player t_player
Return: void
Deprecated: False

Name: set_player_reinc_site_off
Description: Sets the reincarnation site off
Parameters: Player t_player
Return: void
Deprecated: False

Name: is_player_reinc_site_on
Description: Checks if the reincarnation site is on
Parameters: Player t_player
Return: ULONG
Deprecated: False

Name: mark_reincarnation_site_mes
Description: Marks the reincarnation site squares
Parameters: Player t_player
Return: void
Deprecated: False

Name: set_myplayer_camera_new_postion
Description: Sets the camera position for the player
Parameters: Coord2D tc2d, SWORD angle
Return: void
Deprecated: False

Name: set_player_submit_mode_on
Description: Sets the player submit mode on
Parameters: Player t_player
Return: void
Deprecated: False

Name: set_player_submit_mode_off
Description: Sets the player submit mode off
Parameters: Player t_player
Return: void
Deprecated: False

Name: is_player_in_submit_mode
Description: Checks if the player is in submit mode
Parameters: Player t_player
Return: ULONG
Deprecated: False

Structures:

Player

Camera Camera
ComputerPlayerInfo CP
PlayerUserMsg UserMsg
PlayerUserMsg UserDisplayMsgs[MAX_DISPLAY_MESSAGES]
Coord2D StartPosition
PlayerDragSelectInfo DragSelInfo
PlayerDragSelect2Info DragSel2Info
PlayerCommandInfo CommandInfo
Coord3D ReincarnSiteCoord
GuardShamanInfo GuardShaman
PlayerGeneralLimits LimitsGeneral
PlayerBuildingLimits LimitsBuilding
PlayerSpellLimits LimitsSpell
SLONG NumPeople
SLONG StartNumPeople
SLONG NumBuildings
SLONG NumBuildingMarkers
SLONG NumPeopleAwaitingCommand
SLONG NumPeopleInCurrCmdGroup
SLONG NumDeadSoulConverts
SLONG NumWildToRepopulate
ULONG Flags
ULONG Flags2
SLONG Life
SLONG DeadCount
SLONG Mana
SLONG ManaTransferAmt
SLONG ManaUnspent
SLONG TotalSpellsMana
SLONG LastManaIncr
SLONG OptimalManaIncome
SLONG SpellsMana[MAX_NUM_NORMAL_SPELLS]
ULONG LastSpellsOnStatus
SLONG NumGhostPeople
SLONG RaiseLowerStartAlt
SWORD ManaTransferCount
SWORD ManaTransferRate

UWORD ShotMapIdx
SWORD ReincarnSiteNextAlt
ObjectProxy ReincarnSitePillarThingIdxs[RS_NUM_PILLARS]
ObjectProxy TempBuildingIdxs[NUM_BUILDING_TYPES+1]
UWORD NumPeopleConverted
UWORD PeopleKilled[MAX_NUM_PLAYERS]
SWORD NumPeopleOfType[NUM_PEOPLE_TYPES+1]
SWORD NumLocalPeopleOfType[NUM_PEOPLE_TYPES+1]
SWORD NumPeopleInMainState[NUM_PEOPLE_STATES]
SWORD NumPeopleInGuiState[NUM_PEOPLE_TYPES+1][NUM_PEOPLE_GUI_STATES+1]
SWORD NumLocalPeopleInGuiState[NUM_PEOPLE_TYPES+1][NUM_PEOPLE_GUI_STATES+1]
SWORD NumBuildingsOfType[NUM_BUILDING_TYPES+1]
SWORD NumVehiclesOfType[NUM_VEHICLE_TYPES+1]
SWORD NumBuiltOrPartBuiltBuildingsOfType[NUM_BUILDING_TYPES+1]
SWORD NumBldgMarkersOfType[NUM_BUILDING_TYPES+1]
SWORD NumPeopleInBoats[NUM_PEOPLE_TYPES+1]
SWORD NumLocalPeopleInBoats[NUM_PEOPLE_TYPES+1]
SWORD NumPeopleInBalloons[NUM_PEOPLE_TYPES+1]
SWORD NumLocalPeopleInBalloons[NUM_PEOPLE_TYPES+1]
SBYTE PlayerType
UBYTE PlayerActive
UBYTE JoinedGame
SBYTE PlayerNum
UBYTE PeopleTypesSelected
UBYTE PersonHasDiedCount
UBYTE SpellModelForLastStatusStore
UBYTE SpellsCast[NUM_SPELL_TYPES+1]
UBYTE PreLSMENumOneShots[NUM_LANDSCAPE_SPELL_TYPES+1]
UBYTE ShamanLives
UWORD BldgPlacementAutoCmdNum
SBYTE NextDisplayMsg
UBYTE SpellDelayCount
SBYTE MigratedPlayer
Deprecated: False

PlayerSpellLimits

UBYTE MaxCharges[NUM_SPELL_TYPES+1]
SLONG Cost[NUM_SPELL_TYPES+1]
SLONG WorldCoordRange[NUM_SPELL_TYPES+1]
Deprecated: False

PlayerGeneralLimits

UWORD MaxPopulation
UWORD MaxBuildings
Deprecated: False

PlayerBuildingLimits

UWORD MaxBuildingsOfType[NUM_BUILDING_TYPES+1]
Deprecated: False

PlayerThings

ULONG BuildingsAvailable
ULONG BuildingsAvailableLevel
ULONG BuildingsAvailableOnce
UBYTE Flags
ULONG SpellsAvailable
ULONG SpellsAvailableLevel
UBYTE SpellsAvailableOnce[MAX_NUM_NORMAL_SPELLS]
ULONG SpellsNotCharging
UBYTE TrainingManaOff
UWORD VehiclesAvailable
Deprecated: False

PlayerContainer

Thing* Shaman
ObjectList PlayerLists[MAX_LISTS]
Deprecated: False

Script4_Popscript

Description: The Script4 Popscript module

Enums:

Name: INT_GAME_TURN
Description: Description for INT_GAME_TURN
Value: 0

Name: INT_MY_NUM_PEOPLE
Description: Description for INT_MY_NUM_PEOPLE
Value: 1

Name: INT_BLUE_PEOPLE
Description: Description for INT_BLUE_PEOPLE
Value: 2

Name: INT_RED_PEOPLE
Description: Description for INT_RED_PEOPLE
Value: 3

Name: INT_YELLOW_PEOPLE
Description: Description for INT_YELLOW_PEOPLE
Value: 4

Name: INT_GREEN_PEOPLE
Description: Description for INT_GREEN_PEOPLE
Value: 5

Name: INT_MY_NUM_KILLED_BY_HUMAN
Description: Description for INT_MY_NUM_KILLED_BY_HUMAN
Value: 6

Name: INT_RED_KILLED_BY_HUMAN
Description: Description for INT_RED_KILLED_BY_HUMAN
Value: 7

Name: INT_YELLOW_KILLED_BY_HUMAN
Description: Description for INT_YELLOW_KILLED_BY_HUMAN
Value: 8

Name: INT_GREEN_KILLED_BY_HUMAN
Description: Description for INT_GREEN_KILLED_BY_HUMAN
Value: 9

Name: INT_WILD_PEOPLE
Description: Description for INT_WILD_PEOPLE
Value: 10

Name: INT_BLUE_MANA
Description: Description for INT_BLUE_MANA
Value: 11

Name: INT_RED_MANA
Description: Description for INT_RED_MANA
Value: 12

Name: INT_YELLOW_MANA

Description: Description for INT_YELLOW_MANA
Value: 13

Name: INT_GREEN_MANA
Description: Description for INT_GREEN_MANA
Value: 14

Name: ATTR_EXPANSION
Description: Description for ATTR_EXPANSION
Value: 0

Name: ATTR_PREF_SPY_TRAINS
Description: Description for ATTR_PREF_SPY_TRAINS
Value: 1

Name: ATTR_PREF_RELIGIOUS_TRAINS
Description: Description for ATTR_PREF_RELIGIOUS_TRAINS
Value: 2

Name: ATTR_PREF_WARRIOR_TRAINS
Description: Description for ATTR_PREF_WARRIOR_TRAINS
Value: 3

Name: ATTR_PREF_SUPER_WARRIOR_TRAINS
Description: Description for ATTR_PREF_SUPER_WARRIOR_TRAINS
Value: 4

Name: ATTR_PREF_SPY_PEOPLE
Description: Description for ATTR_PREF_SPY_PEOPLE
Value: 5

Name: ATTR_PREF_RELIGIOUS_PEOPLE
Description: Description for ATTR_PREF_RELIGIOUS_PEOPLE
Value: 6

Name: ATTR_PREF_WARRIOR_PEOPLE
Description: Description for ATTR_PREF_WARRIOR_PEOPLE
Value: 7

Name: ATTR_PREF_SUPER_WARRIOR_PEOPLE
Description: Description for ATTR_PREF_SUPER_WARRIOR_PEOPLE
Value: 8

Name: ATTR_MAX_BUILDINGS_ON_GO
Description: Description for ATTR_MAX_BUILDINGS_ON_GO
Value: 9

Name: ATTR_HOUSE_PERCENTAGE
Description: Description for ATTR_HOUSE_PERCENTAGE
Value: 10

Name: ATTR_AWAY_BRAVE
Description: Description for ATTR_AWAY_BRAVE
Value: 11

Name: ATTR_AWAY_WARRIOR
Description: Description for ATTR_AWAY_WARRIOR
Value: 12

Name: ATTR_AWAY_RELIGIOUS

Description: Description for ATTR_AWAY_RELIGIOUS
Value: 13

Name: ATTR_DEFENSE_RAD_INCR
Description: Description for ATTR_DEFENSE_RAD_INCR
Value: 14

Name: ATTR_MAX_DEFENSIVE_ACTIONS
Description: Description for ATTR_MAX_DEFENSIVE_ACTIONS
Value: 15

Name: ATTR_AWAY_SPY
Description: Description for ATTR_AWAY_SPY
Value: 16

Name: ATTR_AWAY_SUPER_WARRIOR
Description: Description for ATTR_AWAY_SUPER_WARRIOR
Value: 17

Name: ATTR_ATTACK_PERCENTAGE
Description: Description for ATTR_ATTACK_PERCENTAGE
Value: 18

Name: ATTR_AWAY_MEDICINE_MAN
Description: Description for ATTR_AWAY_MEDICINE_MAN
Value: 19

Name: ATTR_PEOPLE_PER_BOAT
Description: Description for ATTR_PEOPLE_PER_BOAT
Value: 20

Name: ATTR_PEOPLE_PER_BALLOON
Description: Description for ATTR_PEOPLE_PER_BALLOON
Value: 21

Name: ATTR_DONT_USE_BOATS
Description: Description for ATTR_DONT_USE_BOATS
Value: 22

Name: ATTR_MAX_SPY_ATTACKS
Description: Description for ATTR_MAX_SPY_ATTACKS
Value: 23

Name: ATTR_ENEMY_SPY_MAX_STAND
Description: Description for ATTR_ENEMY_SPY_MAX_STAND
Value: 24

Name: ATTR_MAX_ATTACKS
Description: Description for ATTR_MAX_ATTACKS
Value: 25

Name: ATTR_EMPTY_AT_WAYPOINT
Description: Description for ATTR_EMPTY_AT_WAYPOINT
Value: 26

Name: ATTR_SPY_CHECK_FREQUENCY
Description: Description for ATTR_SPY_CHECK_FREQUENCY
Value: 27

Name: ATTR_RETREAT_VALUE

Description: Description for ATTR_RETREAT_VALUE
Value: 28

Name: ATTR_BASE_UNDER_ATTACK_RETREAT
Description: Description for ATTR_BASE_UNDER_ATTACK_RETREAT
Value: 29

Name: ATTR_RANDOM_BUILD_SIDE
Description: Description for ATTR_RANDOM_BUILD_SIDE
Value: 30

Name: ATTR_USE_PREACHER_FOR_DEFENCE
Description: Description for ATTR_USE_PREACHER_FOR_DEFENCE
Value: 31

Name: ATTR_SHAMEN_BLAST
Description: Description for ATTR_SHAMEN_BLAST
Value: 32

Name: ATTR_MAX_TRAIN_AT_ONCE
Description: Description for ATTR_MAX_TRAIN_AT_ONCE
Value: 33

Name: ATTR_GROUP_OPTION
Description: Description for ATTR_GROUP_OPTION
Value: 34

Name: ATTR_PREF_BOAT_HUTS
Description: Description for ATTR_PREF_BOAT_HUTS
Value: 35

Name: ATTR_PREF_BALLOON_HUTS
Description: Description for ATTR_PREF_BALLOON_HUTS
Value: 36

Name: ATTR_PREF_BOAT_DRIVERS
Description: Description for ATTR_PREF_BOAT_DRIVERS
Value: 37

Name: ATTR_PREF_BALLOON_DRIVERS
Description: Description for ATTR_PREF_BALLOON_DRIVERS
Value: 38

Name: ATTR_FIGHT_STOP_DISTANCE
Description: Description for ATTR_FIGHT_STOP_DISTANCE
Value: 39

Name: ATTR_SPY_DISCOVER_CHANCE
Description: Description for ATTR_SPY_DISCOVER_CHANCE
Value: 40

Name: ATTR_COUNT_PREACH_DAMAGE
Description: Description for ATTR_COUNT_PREACH_DAMAGE
Value: 41

Name: ATTR_DONT_GROUP_AT_DT
Description: Description for ATTR_DONT_GROUP_AT_DT
Value: 42

Name: ATTR_SPELL_DELAY

Description: Description for ATTR_SPELL_DELAY
Value: 43

Name: ATTR_DONT_DELETE_USELESS_BOAT_HOUSE
Description: Description for ATTR_DONT_DELETE_USELESS_BOAT_HOUSE
Value: 44

Name: ATTR_BOAT_HOUSE_BROKEN
Description: Description for ATTR_BOAT_HOUSE_BROKEN
Value: 45

Name: ATTR_DONT_AUTO_TRAIN_PREACHERS
Description: Description for ATTR_DONT_AUTO_TRAIN_PREACHERS
Value: 46

Name: ATTR_SPARE_6
Description: Description for ATTR_SPARE_6
Value: 47

Name: INT_MY_MANA
Description: Description for INT_MY_MANA
Value: 1048

Name: INT_M_SPELL_BURN_COST
Description: Description for INT_M_SPELL_BURN_COST
Value: 1049

Name: INT_M_SPELL_BLAST_COST
Description: Description for INT_M_SPELL_BLAST_COST
Value: 1050

Name: INT_M_SPELL_LIGHTNING_BOLT_COST
Description: Description for INT_M_SPELL_LIGHTNING_BOLT_COST
Value: 1051

Name: INT_M_SPELL_WHIRLWIND_COST
Description: Description for INT_M_SPELL_WHIRLWIND_COST
Value: 1052

Name: INT_M_SPELL_INSECT_PLAGUE_COST
Description: Description for INT_M_SPELL_INSECT_PLAGUE_COST
Value: 1053

Name: INT_M_SPELL_INVISIBILITY_COST
Description: Description for INT_M_SPELL_INVISIBILITY_COST
Value: 1054

Name: INT_M_SPELL_HYPNOTISM_COST
Description: Description for INT_M_SPELL_HYPNOTISM_COST
Value: 1055

Name: INT_M_SPELL_FIRESTORM_COST
Description: Description for INT_M_SPELL_FIRESTORM_COST
Value: 1056

Name: INT_M_SPELL_GHOST_ARMY_COST
Description: Description for INT_M_SPELL_GHOST_ARMY_COST
Value: 1057

Name: INT_M_SPELL_EROSION_COST

Description: Description for INT_M_SPELL_EROSION_COST
Value: 1058

Name: INT_M_SPELL_SWAMP_COST
Description: Description for INT_M_SPELL_SWAMP_COST
Value: 1059

Name: INT_M_SPELL_LAND_BRIDGE_COST
Description: Description for INT_M_SPELL_LAND_BRIDGE_COST
Value: 1060

Name: INT_M_SPELL_ANGEL_OF_DEATH_COST
Description: Description for INT_M_SPELL_ANGEL_OF_DEATH_COST
Value: 1061

Name: INT_M_SPELL_EARTHQUAKE_COST
Description: Description for INT_M_SPELL_EARTHQUAKE_COST
Value: 1062

Name: INT_M_SPELL_FLATTEN_COST
Description: Description for INT_M_SPELL_FLATTEN_COST
Value: 1063

Name: INT_M_SPELL_VOLCANO_COST
Description: Description for INT_M_SPELL_VOLCANO_COST
Value: 1064

Name: INT_M_SPELL_WRATH_OF_GOD_COST
Description: Description for INT_M_SPELL_WRATH_OF_GOD_COST
Value: 1065

Name: INT_M_BUILDING_TEPEE
Description: Description for INT_M_BUILDING_TEPEE
Value: 1066

Name: INT_M_BUILDING_HUT
Description: Description for INT_M_BUILDING_HUT
Value: 1067

Name: INT_M_BUILDING_FARM
Description: Description for INT_M_BUILDING_FARM
Value: 1068

Name: INT_M_BUILDING_DRUM_TOWER
Description: Description for INT_M_BUILDING_DRUM_TOWER
Value: 1069

Name: INT_M_BUILDING_TEMPLE
Description: Description for INT_M_BUILDING_TEMPLE
Value: 1070

Name: INT_M_BUILDING_SPY_TRAIN
Description: Description for INT_M_BUILDING_SPY_TRAIN
Value: 1071

Name: INT_M_BUILDING_WARRIOR_TRAIN
Description: Description for INT_M_BUILDING_WARRIOR_TRAIN
Value: 1072

Name: INT_M_BUILDING_SUPER_TRAIN

Description: Description for INT_M_BUILDING_SUPER_TRAIN
Value: 1073

Name: INT_M_BUILDING_RECONVERSION
Description: Description for INT_M_BUILDING_RECONVERSION
Value: 1074

Name: INT_M_BUILDING_WALL_PIECE
Description: Description for INT_M_BUILDING_WALL_PIECE
Value: 1075

Name: INT_M_BUILDING_GATE
Description: Description for INT_M_BUILDING_GATE
Value: 1076

Name: INT_M_BUILDING_CURR_OE_SLOT
Description: Description for INT_M_BUILDING_CURR_OE_SLOT
Value: 1077

Name: INT_M_BUILDING_BOAT_HUT_1
Description: Description for INT_M_BUILDING_BOAT_HUT_1
Value: 1078

Name: INT_M_BUILDING_BOAT_HUT_2
Description: Description for INT_M_BUILDING_BOAT_HUT_2
Value: 1079

Name: INT_M_BUILDING_AIRSHIP_HUT_1
Description: Description for INT_M_BUILDING_AIRSHIP_HUT_1
Value: 1080

Name: INT_M_BUILDING_AIRSHIP_HUT_2
Description: Description for INT_M_BUILDING_AIRSHIP_HUT_2
Value: 1081

Name: INT_B_BUILDING_TEPEE
Description: Description for INT_B_BUILDING_TEPEE
Value: 1082

Name: INT_B_BUILDING_HUT
Description: Description for INT_B_BUILDING_HUT
Value: 1083

Name: INT_B_BUILDING_FARM
Description: Description for INT_B_BUILDING_FARM
Value: 1084

Name: INT_B_BUILDING_DRUM_TOWER
Description: Description for INT_B_BUILDING_DRUM_TOWER
Value: 1085

Name: INT_B_BUILDING_TEMPLE
Description: Description for INT_B_BUILDING_TEMPLE
Value: 1086

Name: INT_B_BUILDING_SPY_TRAIN
Description: Description for INT_B_BUILDING_SPY_TRAIN
Value: 1087

Name: INT_B_BUILDING_WARRIOR_TRAIN

Description: Description for INT_B_BUILDING_WARRIOR_TRAIN
Value: 1088

Name: INT_B_BUILDING_SUPER_TRAIN
Description: Description for INT_B_BUILDING_SUPER_TRAIN
Value: 1089

Name: INT_B_BUILDING_RECONVERSION
Description: Description for INT_B_BUILDING_RECONVERSION
Value: 1090

Name: INT_B_BUILDING_WALL_PIECE
Description: Description for INT_B_BUILDING_WALL_PIECE
Value: 1091

Name: INT_B_BUILDING_GATE
Description: Description for INT_B_BUILDING_GATE
Value: 1092

Name: INT_B_BUILDING_CURR_OE_SLOT
Description: Description for INT_B_BUILDING_CURR_OE_SLOT
Value: 1093

Name: INT_B_BUILDING_BOAT_HUT_1
Description: Description for INT_B_BUILDING_BOAT_HUT_1
Value: 1094

Name: INT_B_BUILDING_BOAT_HUT_2
Description: Description for INT_B_BUILDING_BOAT_HUT_2
Value: 1095

Name: INT_B_BUILDING_AIRSHIP_HUT_1
Description: Description for INT_B_BUILDING_AIRSHIP_HUT_1
Value: 1096

Name: INT_B_BUILDING_AIRSHIP_HUT_2
Description: Description for INT_B_BUILDING_AIRSHIP_HUT_2
Value: 1097

Name: INT_R_BUILDING_TEPEE
Description: Description for INT_R_BUILDING_TEPEE
Value: 1098

Name: INT_R_BUILDING_HUT
Description: Description for INT_R_BUILDING_HUT
Value: 1099

Name: INT_R_BUILDING_FARM
Description: Description for INT_R_BUILDING_FARM
Value: 1100

Name: INT_R_BUILDING_DRUM_TOWER
Description: Description for INT_R_BUILDING_DRUM_TOWER
Value: 1101

Name: INT_R_BUILDING_TEMPLE
Description: Description for INT_R_BUILDING_TEMPLE
Value: 1102

Name: INT_R_BUILDING_SPY_TRAIN

Description: Description for INT_R_BUILDING_SPY_TRAIN
Value: 1103

Name: INT_R_BUILDING_WARRIOR_TRAIN
Description: Description for INT_R_BUILDING_WARRIOR_TRAIN
Value: 1104

Name: INT_R_BUILDING_SUPER_TRAIN
Description: Description for INT_R_BUILDING_SUPER_TRAIN
Value: 1105

Name: INT_R_BUILDING_RECONVERSION
Description: Description for INT_R_BUILDING_RECONVERSION
Value: 1106

Name: INT_R_BUILDING_WALL_PIECE
Description: Description for INT_R_BUILDING_WALL_PIECE
Value: 1107

Name: INT_R_BUILDING_GATE
Description: Description for INT_R_BUILDING_GATE
Value: 1108

Name: INT_R_BUILDING_CURR_OE_SLOT
Description: Description for INT_R_BUILDING_CURR_OE_SLOT
Value: 1109

Name: INT_R_BUILDING_BOAT_HUT_1
Description: Description for INT_R_BUILDING_BOAT_HUT_1
Value: 1110

Name: INT_R_BUILDING_BOAT_HUT_2
Description: Description for INT_R_BUILDING_BOAT_HUT_2
Value: 1111

Name: INT_R_BUILDING_AIRSHIP_HUT_1
Description: Description for INT_R_BUILDING_AIRSHIP_HUT_1
Value: 1112

Name: INT_R_BUILDING_AIRSHIP_HUT_2
Description: Description for INT_R_BUILDING_AIRSHIP_HUT_2
Value: 1113

Name: INT_Y_BUILDING_TEPEE
Description: Description for INT_Y_BUILDING_TEPEE
Value: 1114

Name: INT_Y_BUILDING_HUT
Description: Description for INT_Y_BUILDING_HUT
Value: 1115

Name: INT_Y_BUILDING_FARM
Description: Description for INT_Y_BUILDING_FARM
Value: 1116

Name: INT_Y_BUILDING_DRUM_TOWER
Description: Description for INT_Y_BUILDING_DRUM_TOWER
Value: 1117

Name: INT_Y_BUILDING_TEMPLE

Description: Description for INT_Y_BUILDING_TEMPLE
Value: 1118

Name: INT_Y_BUILDING_SPY_TRAIN
Description: Description for INT_Y_BUILDING_SPY_TRAIN
Value: 1119

Name: INT_Y_BUILDING_WARRIOR_TRAIN
Description: Description for INT_Y_BUILDING_WARRIOR_TRAIN
Value: 1120

Name: INT_Y_BUILDING_SUPER_TRAIN
Description: Description for INT_Y_BUILDING_SUPER_TRAIN
Value: 1121

Name: INT_Y_BUILDING_RECONVERSION
Description: Description for INT_Y_BUILDING_RECONVERSION
Value: 1122

Name: INT_Y_BUILDING_WALL_PIECE
Description: Description for INT_Y_BUILDING_WALL_PIECE
Value: 1123

Name: INT_Y_BUILDING_GATE
Description: Description for INT_Y_BUILDING_GATE
Value: 1124

Name: INT_Y_BUILDING_CURR_OE_SLOT
Description: Description for INT_Y_BUILDING_CURR_OE_SLOT
Value: 1125

Name: INT_Y_BUILDING_BOAT_HUT_1
Description: Description for INT_Y_BUILDING_BOAT_HUT_1
Value: 1126

Name: INT_Y_BUILDING_BOAT_HUT_2
Description: Description for INT_Y_BUILDING_BOAT_HUT_2
Value: 1127

Name: INT_Y_BUILDING_AIRSHIP_HUT_1
Description: Description for INT_Y_BUILDING_AIRSHIP_HUT_1
Value: 1128

Name: INT_Y_BUILDING_AIRSHIP_HUT_2
Description: Description for INT_Y_BUILDING_AIRSHIP_HUT_2
Value: 1129

Name: INT_G_BUILDING_TEPEE
Description: Description for INT_G_BUILDING_TEPEE
Value: 1130

Name: INT_G_BUILDING_HUT
Description: Description for INT_G_BUILDING_HUT
Value: 1131

Name: INT_G_BUILDING_FARM
Description: Description for INT_G_BUILDING_FARM
Value: 1132

Name: INT_G_BUILDING_DRUM_TOWER

Description: Description for INT_G_BUILDING_DRUM_TOWER
Value: 1133

Name: INT_G_BUILDING_TEMPLE
Description: Description for INT_G_BUILDING_TEMPLE
Value: 1134

Name: INT_G_BUILDING_SPY_TRAIN
Description: Description for INT_G_BUILDING_SPY_TRAIN
Value: 1135

Name: INT_G_BUILDING_WARRIOR_TRAIN
Description: Description for INT_G_BUILDING_WARRIOR_TRAIN
Value: 1136

Name: INT_G_BUILDING_SUPER_TRAIN
Description: Description for INT_G_BUILDING_SUPER_TRAIN
Value: 1137

Name: INT_G_BUILDING_RECONVERSION
Description: Description for INT_G_BUILDING_RECONVERSION
Value: 1138

Name: INT_G_BUILDING_WALL_PIECE
Description: Description for INT_G_BUILDING_WALL_PIECE
Value: 1139

Name: INT_G_BUILDING_GATE
Description: Description for INT_G_BUILDING_GATE
Value: 1140

Name: INT_G_BUILDING_CURR_OE_SLOT
Description: Description for INT_G_BUILDING_CURR_OE_SLOT
Value: 1141

Name: INT_G_BUILDING_BOAT_HUT_1
Description: Description for INT_G_BUILDING_BOAT_HUT_1
Value: 1142

Name: INT_G_BUILDING_BOAT_HUT_2
Description: Description for INT_G_BUILDING_BOAT_HUT_2
Value: 1143

Name: INT_G_BUILDING_AIRSHIP_HUT_1
Description: Description for INT_G_BUILDING_AIRSHIP_HUT_1
Value: 1144

Name: INT_G_BUILDING_AIRSHIP_HUT_2
Description: Description for INT_G_BUILDING_AIRSHIP_HUT_2
Value: 1145

Name: INT_M_PERSON_BRAVE
Description: Description for INT_M_PERSON_BRAVE
Value: 1146

Name: INT_M_PERSON_WARRIOR
Description: Description for INT_M_PERSON_WARRIOR
Value: 1147

Name: INT_M_PERSON_RELIGIOUS

Description: Description for INT_M_PERSON_RELIGIOUS
Value: 1148

Name: INT_M_PERSON_SPY
Description: Description for INT_M_PERSON_SPY
Value: 1149

Name: INT_M_PERSON_SUPER_WARRIOR
Description: Description for INT_M_PERSON_SUPER_WARRIOR
Value: 1150

Name: INT_M_PERSON_MEDICINE_MAN
Description: Description for INT_M_PERSON_MEDICINE_MAN
Value: 1151

Name: INT_B_PERSON_BRAVE
Description: Description for INT_B_PERSON_BRAVE
Value: 1152

Name: INT_B_PERSON_WARRIOR
Description: Description for INT_B_PERSON_WARRIOR
Value: 1153

Name: INT_B_PERSON_RELIGIOUS
Description: Description for INT_B_PERSON_RELIGIOUS
Value: 1154

Name: INT_B_PERSON_SPY
Description: Description for INT_B_PERSON_SPY
Value: 1155

Name: INT_B_PERSON_SUPER_WARRIOR
Description: Description for INT_B_PERSON_SUPER_WARRIOR
Value: 1156

Name: INT_B_PERSON_MEDICINE_MAN
Description: Description for INT_B_PERSON_MEDICINE_MAN
Value: 1157

Name: INT_R_PERSON_BRAVE
Description: Description for INT_R_PERSON_BRAVE
Value: 1158

Name: INT_R_PERSON_WARRIOR
Description: Description for INT_R_PERSON_WARRIOR
Value: 1159

Name: INT_R_PERSON_RELIGIOUS
Description: Description for INT_R_PERSON_RELIGIOUS
Value: 1160

Name: INT_R_PERSON_SPY
Description: Description for INT_R_PERSON_SPY
Value: 1161

Name: INT_R_PERSON_SUPER_WARRIOR
Description: Description for INT_R_PERSON_SUPER_WARRIOR
Value: 1162

Name: INT_R_PERSON_MEDICINE_MAN

Description: Description for INT_R_PERSON_MEDICINE_MAN
Value: 1163

Name: INT_Y_PERSON_BRAVE
Description: Description for INT_Y_PERSON_BRAVE
Value: 1164

Name: INT_Y_PERSON_WARRIOR
Description: Description for INT_Y_PERSON_WARRIOR
Value: 1165

Name: INT_Y_PERSON_RELIGIOUS
Description: Description for INT_Y_PERSON_RELIGIOUS
Value: 1166

Name: INT_Y_PERSON_SPY
Description: Description for INT_Y_PERSON_SPY
Value: 1167

Name: INT_Y_PERSON_SUPER_WARRIOR
Description: Description for INT_Y_PERSON_SUPER_WARRIOR
Value: 1168

Name: INT_Y_PERSON_MEDICINE_MAN
Description: Description for INT_Y_PERSON_MEDICINE_MAN
Value: 1169

Name: INT_G_PERSON_BRAVE
Description: Description for INT_G_PERSON_BRAVE
Value: 1170

Name: INT_G_PERSON_WARRIOR
Description: Description for INT_G_PERSON_WARRIOR
Value: 1171

Name: INT_G_PERSON_RELIGIOUS
Description: Description for INT_G_PERSON_RELIGIOUS
Value: 1172

Name: INT_G_PERSON_SPY
Description: Description for INT_G_PERSON_SPY
Value: 1173

Name: INT_G_PERSON_SUPER_WARRIOR
Description: Description for INT_G_PERSON_SUPER_WARRIOR
Value: 1174

Name: INT_G_PERSON_MEDICINE_MAN
Description: Description for INT_G_PERSON_MEDICINE_MAN
Value: 1175

Name: INT_BLUE_KILLED_BY_ME
Description: Description for INT_BLUE_KILLED_BY_ME
Value: 1176

Name: INT_RED_KILLED_BY_ME
Description: Description for INT_RED_KILLED_BY_ME
Value: 1177

Name: INT_YELLOW_KILLED_BY_ME

Description: Description for INT_YELLOW_KILLED_BY_ME
Value: 1178

Name: INT_GREEN_KILLED_BY_ME
Description: Description for INT_GREEN_KILLED_BY_ME
Value: 1179

Name: INT_MY_NUM_KILLED_BY_BLUE
Description: Description for INT_MY_NUM_KILLED_BY_BLUE
Value: 1180

Name: INT_MY_NUM_KILLED_BY_RED
Description: Description for INT_MY_NUM_KILLED_BY_RED
Value: 1181

Name: INT_MY_NUM_KILLED_BY_YELLOW
Description: Description for INT_MY_NUM_KILLED_BY_YELLOW
Value: 1182

Name: INT_MY_NUM_KILLED_BY_GREEN
Description: Description for INT_MY_NUM_KILLED_BY_GREEN
Value: 1183

Name: INT_BURN
Description: Description for INT_BURN
Value: 1184

Name: INT_BLAST
Description: Description for INT_BLAST
Value: 1185

Name: INT_LIGHTNING_BOLT
Description: Description for INT_LIGHTNING_BOLT
Value: 1186

Name: INT_WHIRLWIND
Description: Description for INT_WHIRLWIND
Value: 1187

Name: INT_INSECT_PLAGUE
Description: Description for INT_INSECT_PLAGUE
Value: 1188

Name: INT_INVISIBILITY
Description: Description for INT_INVISIBILITY
Value: 1189

Name: INT_HYPNOTISM
Description: Description for INT_HYPNOTISM
Value: 1190

Name: INT_FIRESTORM
Description: Description for INT_FIRESTORM
Value: 1191

Name: INT_GHOST_ARMY
Description: Description for INT_GHOST_ARMY
Value: 1192

Name: INT_EROSION

Description: Description for INT_EROSION
Value: 1193

Name: INT_SWAMP
Description: Description for INT_SWAMP
Value: 1194

Name: INT_LAND_BRIDGE
Description: Description for INT_LAND_BRIDGE
Value: 1195

Name: INT_ANGEL_OF_DEATH
Description: Description for INT_ANGEL_OF_DEATH
Value: 1196

Name: INT_EARTHQUAKE
Description: Description for INT_EARTHQUAKE
Value: 1197

Name: INT_FLATTEN
Description: Description for INT_FLATTEN
Value: 1198

Name: INT_VOLCANO
Description: Description for INT_VOLCANO
Value: 1199

Name: INT_WRATH_OF_GOD
Description: Description for INT_WRATH_OF_GOD
Value: 1200

Name: INT_BRAVE
Description: Description for INT_BRAVE
Value: 1201

Name: INT_WARRIOR
Description: Description for INT_WARRIOR
Value: 1202

Name: INT_RELIGIOUS
Description: Description for INT_RELIGIOUS
Value: 1203

Name: INT_SPY
Description: Description for INT_SPY
Value: 1204

Name: INT_SUPER_WARRIOR
Description: Description for INT_SUPER_WARRIOR
Value: 1205

Name: INT_MEDICINE_MAN
Description: Description for INT_MEDICINE_MAN
Value: 1206

Name: INT_TEPEE
Description: Description for INT_TEPEE
Value: 1207

Name: INT_HUT

Description: Description for INT_HUT
Value: 1208

Name: INT_FARM
Description: Description for INT_FARM
Value: 1209

Name: INT_DRUM_TOWER
Description: Description for INT_DRUM_TOWER
Value: 1210

Name: INT_TEMPLE
Description: Description for INT_TEMPLE
Value: 1211

Name: INT_SPY_TRAIN
Description: Description for INT_SPY_TRAIN
Value: 1212

Name: INT_WARRIOR_TRAIN
Description: Description for INT_WARRIOR_TRAIN
Value: 1213

Name: INT_SUPER_TRAIN
Description: Description for INT_SUPER_TRAIN
Value: 1214

Name: INT_RECONVERSION
Description: Description for INT_RECONVERSION
Value: 1215

Name: INT_WALL_PIECE
Description: Description for INT_WALL_PIECE
Value: 1216

Name: INT_GATE
Description: Description for INT_GATE
Value: 1217

Name: INT_BOAT_HUT_1
Description: Description for INT_BOAT_HUT_1
Value: 1218

Name: INT_BOAT_HUT_2
Description: Description for INT_BOAT_HUT_2
Value: 1219

Name: INT_AIRSHIP_HUT_1
Description: Description for INT_AIRSHIP_HUT_1
Value: 1220

Name: INT_AIRSHIP_HUT_2
Description: Description for INT_AIRSHIP_HUT_2
Value: 1221

Name: INT_NO_SPECIFIC_PERSON
Description: Description for INT_NO_SPECIFIC_PERSON
Value: 1222

Name: INT_NO_SPECIFIC_BUILDING

Description: Description for INT_NO_SPECIFIC_BUILDING
Value: 1223

Name: INT_NO_SPECIFIC_SPELL
Description: Description for INT_NO_SPECIFIC_SPELL
Value: 1224

Name: INT_TARGET_MEDICINE_MAN
Description: Description for INT_TARGET_MEDICINE_MAN
Value: 1225

Name: INT_M_VEHICLE_BOAT_1
Description: Description for INT_M_VEHICLE_BOAT_1
Value: 1226

Name: INT_M_VEHICLE_AIRSHIP_1
Description: Description for INT_M_VEHICLE_AIRSHIP_1
Value: 1227

Name: INT_B_VEHICLE_BOAT_1
Description: Description for INT_B_VEHICLE_BOAT_1
Value: 1228

Name: INT_B_VEHICLE_AIRSHIP_1
Description: Description for INT_B_VEHICLE_AIRSHIP_1
Value: 1229

Name: INT_R_VEHICLE_BOAT_1
Description: Description for INT_R_VEHICLE_BOAT_1
Value: 1230

Name: INT_R_VEHICLE_AIRSHIP_1
Description: Description for INT_R_VEHICLE_AIRSHIP_1
Value: 1231

Name: INT_Y_VEHICLE_BOAT_1
Description: Description for INT_Y_VEHICLE_BOAT_1
Value: 1232

Name: INT_Y_VEHICLE_AIRSHIP_1
Description: Description for INT_Y_VEHICLE_AIRSHIP_1
Value: 1233

Name: INT_G_VEHICLE_BOAT_1
Description: Description for INT_G_VEHICLE_BOAT_1
Value: 1234

Name: INT_G_VEHICLE_AIRSHIP_1
Description: Description for INT_G_VEHICLE_AIRSHIP_1
Value: 1235

Name: INT_CP_FREE_ENTRIES
Description: Description for INT_CP_FREE_ENTRIES
Value: 1236

Name: INT_RANDOM_100
Description: Description for INT_RANDOM_100
Value: 1237

Name: INT_NUM_SHAMEN_DEFENDERS

Description: Description for INT_NUM_SHAMEN_DEFENDERS
Value: 1238

Name: INT_CAMERA_ANGLE
Description: Description for INT_CAMERA_ANGLE
Value: 1239

Name: INT_CAMERA_X
Description: Description for INT_CAMERA_X
Value: 1240

Name: INT_CAMERA_Z
Description: Description for INT_CAMERA_Z
Value: 1241

Name: INT_M_SPELL_SHIELD_COST
Description: Description for INT_M_SPELL_SHIELD_COST
Value: 1242

Name: INT_SHIELD
Description: Description for INT_SHIELD
Value: 1243

Name: INT_CONVERT
Description: Description for INT_CONVERT
Value: 1244

Name: INT_TELEPORT
Description: Description for INT_TELEPORT
Value: 1245

Name: INT_BLOODLUST
Description: Description for INT_BLOODLUST
Value: 1246

Name: ATTACK_MARKER
Description: Description for ATTACK_MARKER
Value: 0

Name: ATTACK_BUILDING
Description: Description for ATTACK_BUILDING
Value: 1

Name: ATTACK_PERSON
Description: Description for ATTACK_PERSON
Value: 2

Name: ATTACK_NORMAL
Description: Description for ATTACK_NORMAL
Value: 0

Name: ATTACK_BY_BOAT
Description: Description for ATTACK_BY_BOAT
Value: 1

Name: ATTACK_BY_BALLOON
Description: Description for ATTACK_BY_BALLOON
Value: 2

Name: GUARD_NORMAL

Description: Description for GUARD_NORMAL
Value: 0

Name: GUARD_WITH_GHOSTS
Description: Description for GUARD_WITH_GHOSTS
Value: 1

Name: CP_AT_TYPE_CONSTRUCT_BUILDING
Description: Description for CP_AT_TYPE_CONSTRUCT_BUILDING
Value: 0

Name: CP_AT_TYPE_FETCH_WOOD
Description: Description for CP_AT_TYPE_FETCH_WOOD
Value: 1

Name: CP_AT_TYPE_MED_MAN_GET_WILD_PEEPS
Description: Description for CP_AT_TYPE_MED_MAN_GET_WILD_PEEPS
Value: 2

Name: CP_AT_TYPE_HOUSE_A_PERSON
Description: Description for CP_AT_TYPE_HOUSE_A_PERSON
Value: 3

Name: CP_AT_TYPE_SEND_GHOSTS
Description: Description for CP_AT_TYPE_SEND_GHOSTS
Value: 4

Name: CP_AT_TYPE_BRING_NEW_PEOPLE_BACK
Description: Description for CP_AT_TYPE_BRING_NEW_PEOPLE_BACK
Value: 5

Name: CP_AT_TYPE_TRAIN_PEOPLE
Description: Description for CP_AT_TYPE_TRAIN_PEOPLE
Value: 6

Name: CP_AT_TYPE_POPULATE_DRUM_TOWER
Description: Description for CP_AT_TYPE_POPULATE_DRUM_TOWER
Value: 7

Name: CP_AT_TYPE_DEFEND
Description: Description for CP_AT_TYPE_DEFEND
Value: 8

Name: CP_AT_TYPE_DEFEND_BASE
Description: Description for CP_AT_TYPE_DEFEND_BASE
Value: 9

Name: CP_AT_TYPE_SPELL_DEFENCE
Description: Description for CP_AT_TYPE_SPELL_DEFENCE
Value: 10

Name: CP_AT_TYPE_PREACH
Description: Description for CP_AT_TYPE_PREACH
Value: 11

Name: CP_AT_TYPE_BUILD_WALLS
Description: Description for CP_AT_TYPE_BUILD_WALLS
Value: 12

Name: CP_AT_TYPE_SABOTAGE

Description: Description for CP_AT_TYPE_SABOTAGE
Value: 13

Name: CP_AT_TYPE_SPELL_OFFENSIVE
Description: Description for CP_AT_TYPE_SPELL_OFFENSIVE
Value: 14

Name: CP_AT_TYPE_SUPER_DEFEND
Description: Description for CP_AT_TYPE_SUPER_DEFEND
Value: 15

Name: CP_AT_TYPE_BUILD_VEHICLE
Description: Description for CP_AT_TYPE_BUILD_VEHICLE
Value: 16

Name: CP_AT_TYPE_FETCH_LOST_PEOPLE
Description: Description for CP_AT_TYPE_FETCH_LOST_PEOPLE
Value: 17

Name: CP_AT_TYPE_FETCH_LOST_VEHICLE
Description: Description for CP_AT_TYPE_FETCH_LOST_VEHICLE
Value: 18

Name: CP_AT_TYPE_FETCH_FAR_VEHICLE
Description: Description for CP_AT_TYPE_FETCH_FAR_VEHICLE
Value: 19

Name: CP_AT_TYPE_AUTO_ATTACK
Description: Description for CP_AT_TYPE_AUTO_ATTACK
Value: 20

Name: CP_AT_TYPE_MED_MAN_DEFEND
Description: Description for CP_AT_TYPE_MED_MAN_DEFEND
Value: 21

Name: CP_AT_TYPE_FLATTEN_BASE
Description: Description for CP_AT_TYPE_FLATTEN_BASE
Value: 22

Name: CP_AT_TYPE_BUILD_OUTER_DEFENCES
Description: Description for CP_AT_TYPE_BUILD_OUTER_DEFENCES
Value: 23

Name: CP_AT_TYPE_GUARD_AT_MARKER
Description: Description for CP_AT_TYPE_GUARD_AT_MARKER
Value: 24

Name: CP_AT_TYPE_SEND_ALL_TO_MARKER
Description: Description for CP_AT_TYPE_SEND_ALL_TO_MARKER
Value: 25

Name: CP_AT_TYPE_PRAY_AT_HEAD
Description: Description for CP_AT_TYPE_PRAY_AT_HEAD
Value: 26

Name: CP_AT_TYPE_BOAT_PATROL
Description: Description for CP_AT_TYPE_BOAT_PATROL
Value: 27

Name: CP_AT_TYPE_DEFEND_SHAMEN

Description: Description for CP_AT_TYPE_DEFEND_SHAMEN
Value: 28

Functions:

Name: computer_build_at_xz
Description: Builds a building at a specified position.
Parameters: Player t_player, SLONG x, SLONG z, SLONG bldg_model
Return: void
Deprecated: False

Name: computer_build_at_c3d
Description: Builds a building at a specified position.
Parameters: Player t_player, Coord3D pos, SLONG bldg_model
Return: void
Deprecated: False

Name: FLYBY_OPEN_DIALOG
Description: Opens a flyby dialog.
Parameters: SWORD string_idx, SWORD start_tens_secs
Return: void
Deprecated: False

Name: KILL_TEAM_IN_AREA
Description: Deletes people in a specified area.
Parameters: SLONG x, SLONG z, SLONG rad
Return: void
Deprecated: False

Name: CLEAR_ALL_MSG
Description: Deletes all messages staggered.
Parameters: void
Return: void
Deprecated: False

Name: SET_MSG_ID
Description: Sets the user-defined ID for the last message.
Parameters: SWORD user_def_id
Return: void
Deprecated: False

Name: MSG_ID
Description: Gets the user-defined ID for the last message.
Parameters: void
Return: SLONG
Deprecated: False

Name: TRIGGER_LEVEL_LOST
Description: Triggers the level lost event.
Parameters: void
Return: void
Deprecated: False

Name: TRIGGER_LEVEL_WON
Description: Triggers the level won event.
Parameters: void

Return: void
Deprecated: False

Name: FLYBY_CREATE_NEW
Description: Creates a new flyby.
Parameters: void
Return: void
Deprecated: False

Name: FLYBY_START
Description: Starts the flyby.
Parameters: void
Return: void
Deprecated: False

Name: FLYBY_STOP
Description: Stops the flyby.
Parameters: void
Return: void
Deprecated: False

Name: FLYBY_ALLOW_INTERRUPT
Description: Sets whether the flyby can be interrupted.
Parameters: BYTE allow_flag
Return: void
Deprecated: False

Name: ENABLE_USER_INPUTS
Description: Enables a flag.
Parameters: void
Return: void
Deprecated: False

Name: DISABLE_USER_INPUTS
Description: Disables a flag.
Parameters: void
Return: void
Deprecated: False

Name: OPEN_DIALOG
Description: Opens a dialog with a specified index.
Parameters: SLONG index
Return: void
Deprecated: False

Name: ZOOM_TO
Description: Zooms to a specified position.
Parameters: SLONG x, SLONG z, SWORD angle
Return: void
Deprecated: False

Name: AUTO_MESSAGES
Description: Enables or disables automatic messages.
Parameters: SLONG on
Return: void
Deprecated: False

Name: CLEAR_SHAMAN_LEFT_CLICK

Description: Clears the left click flag for the shaman icon.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: CLEAR_SHAMAN_RIGHT_CLICK
Description: Clears the right click flag for the shaman icon.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: IS_SHAMAN_ICON_LEFT_CLICKED
Description: Checks if the shaman icon has been left clicked.
Parameters: SLONG pn
Return: bool
Deprecated: False

Name: IS_SHAMAN_ICON_RIGHT_CLICKED
Description: Checks if the shaman icon has been right clicked.
Parameters: SLONG pn
Return: bool
Deprecated: False

Name: TRACK_TO_MARKER
Description: Tracks the camera to a specified marker.
Parameters: SLONG idx
Return: void
Deprecated: False

Name: IS_PRISON_ON_LEVEL
Description: Checks if there is a prison on the level.
Parameters: void
Return: SLONG
Deprecated: False

Name: GIVE_ONE_SHOT
Description: Gives a one-shot spell to a player.
Parameters: SLONG spell, SLONG pn
Return: void
Deprecated: False

Name: RESET_BASE_MARKER
Description: Resets the base marker for a player.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: SET_BASE_MARKER
Description: Sets the base marker for a player.
Parameters: SLONG pn, SLONG marker
Return: void
Deprecated: False

Name: TURN_PUSH
Description: Enables or disables pushing in fights.
Parameters: SLONG on
Return: void

Deprecated: False

Name: HAS_TIMER_REACHED_ZERO
Description: Checks if the timer has reached zero.
Parameters: void
Return: bool
Deprecated: False

Name: SET_TIMER_GOING
Description: Sets the timer with a specified value and decrement.
Parameters: SLONG value, SLONG decrement
Return: void
Deprecated: False

Name: FLYBY_SET_EVENT_POS
Description: Sets the position for a flyby event.
Parameters: SLONG x, SLONG z, SLONG start, SLONG duration
Return: void
Deprecated: False

Name: FLYBY_SET_EVENT_ANGLE
Description: Sets the angle for a flyby event.
Parameters: SLONG angle, SLONG start, SLONG duration
Return: void
Deprecated: False

Name: FLYBY_SET_EVENT_ZOOM
Description: Sets the zoom level for a flyby event.
Parameters: SLONG zoom, SLONG start, SLONG duration
Return: void
Deprecated: False

Name: FLYBY_SET_EVENT_INT_POINT
Description: Sets the interest point for a flyby event.
Parameters: SLONG x, SLONG z, SLONG start, SLONG duration
Return: void
Deprecated: False

Name: FLYBY_SET_EVENT_TOOLTIP
Description: Sets the tooltip for a flyby event.
Parameters: SLONG x, SLONG z, SLONG code, SLONG start, SLONG duration
Return: void
Deprecated: False

Name: FLYBY_SET_END_TARGET
Description: Sets the end target for a flyby event.
Parameters: SLONG x, SLONG z, SLONG angle, SLONG zoom
Return: void
Deprecated: False

Name: REMOVE_TIMER
Description: Removes the timer.
Parameters: void
Return: void
Deprecated: False

Name: KILL_ALL_MSG_ID
Description: Kills all messages with a specified ID.

Parameters: SLONG msg_id
Return: void
Deprecated: False

Name: DELETE_SMOKE_STUFF
Description: Deletes smoke stuff in a specified area.
Parameters: SLONG x, SLONG z, SLONG rad
Return: void
Deprecated: False

Name: FORCE_TOOLTIP
Description: Forces a tooltip to appear.
Parameters: SLONG x, SLONG z, SLONG code, SLONG duration
Return: void
Deprecated: False

Name: IS_SHAMAN_IN_AREA
Description: Checks if a shaman is in a specified area.
Parameters: SLONG pn, SLONG marker, SLONG radius
Return: SLONG
Deprecated: False

Name: COUNT_ANGELS
Description: Counts the number of angels for a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: GET_NUM_PEOPLE_CONVERTED
Description: Gets the number of people converted by a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: CREATE_MSG_NARRATIVE
Description: Creates a narrative message.
Parameters: SLONG index
Return: void
Deprecated: False

Name: CREATE_MSG_OBJECTIVE
Description: Creates an objective message.
Parameters: SLONG index
Return: void
Deprecated: False

Name: CREATE_MSG_INFORMATION
Description: Creates an information message.
Parameters: SLONG index
Return: void
Deprecated: False

Name: CREATE_MSG_INFORMATION_ZOOM
Description: Creates an information message with zoom.
Parameters: SLONG index, SLONG x, SLONG z, SLONG angle
Return: void
Deprecated: False

Name: SET_MSG_ZOOM
Description: Sets the zoom for the last message.
Parameters: SLONG x, SLONG z, SLONG angle
Return: void
Deprecated: False

Name: SET_MSG_TIMEOUT
Description: Sets the timeout for the last message.
Parameters: SLONG time
Return: void
Deprecated: False

Name: SET_MSG_DELETE_ON_OK
Description: Sets the last message to be deleted on OK.
Parameters: void
Return: void
Deprecated: False

Name: SET_MSG_RETURN_ON_OK
Description: Sets the last message to return on OK.
Parameters: void
Return: void
Deprecated: False

Name: SET_MSG_DELETE_ON_RMB_ZOOM
Description: Sets the last message to be deleted on RMB zoom.
Parameters: void
Return: void
Deprecated: False

Name: SET_MSG_OPEN_DLG_ON_RMB_ZOOM
Description: Sets the last message to open dialog on RMB zoom.
Parameters: void
Return: void
Deprecated: False

Name: SET_MSG_CREATE_RETURN_MSG_ON_RMB_ZOOM
Description: Sets the last message to create return message on RMB zoom.
Parameters: void
Return: void
Deprecated: False

Name: SET_MSG_OPEN_DLG_ON_RMB_DELETE
Description: Sets the last message to open dialog on RMB delete.
Parameters: void
Return: void
Deprecated: False

Name: SET_MSG_ZOOM_ON_LMB_OPEN_DLG
Description: Sets the last message to zoom on LMB open dialog.
Parameters: void
Return: void
Deprecated: False

Name: FIX_WILD_IN_AREA
Description: Marks wild in area as fixed.
Parameters: SLONG x, SLONG z, SLONG rad

Return: void
Deprecated: False

Name: SET_MSG_OK_SAVE_EXIT_DLG
Description: Sets the last message to OK save exit dialog.
Parameters: void
Return: void
Deprecated: False

Name: SET_SPECIAL_NO_BLDG_PANEL
Description: Sets special no building panel.
Parameters: SLONG on
Return: void
Deprecated: False

Name: SET_MSG_AUTO_OPEN_DLG
Description: Sets the last message to auto open dialog.
Parameters: void
Return: void
Deprecated: False

Name: REMOVE_HEAD_AT_POS
Description: Removes head at specified position.
Parameters: SLONG x, SLONG z
Return: void
Deprecated: False

Name: GET_NUM_PEOPLE_BEING_PREACHED
Description: Gets the number of people being preached.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: DONT_HOUSE_SPECIALISTS
Description: Sets the flag to not house specialists.
Parameters: SLONG on
Return: void
Deprecated: False

Name: SET_AUTO_HOUSE
Description: Sets the flag for auto house.
Parameters: SLONG on
Return: void
Deprecated: False

Name: STOP_CAMERA_ROTATION
Description: Stops the camera rotation.
Parameters: void
Return: void
Deprecated: False

Name: TRIGGER_THING
Description: Triggers a thing at specified index.
Parameters: SLONG idx
Return: void
Deprecated: False

Name: TURN_PANEL_ON

Description: Turns the panel on.
Parameters: SLONG idx
Return: void
Deprecated: False

Name: FLASH_BUTTON
Description: Flashes a button.
Parameters: SLONG id, SLONG on
Return: void
Deprecated: False

Name: DESELECT_ALL_PEOPLE
Description: Deselects all people.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: SET_AUTO_BUILD
Description: Sets the flag for auto build.
Parameters: SLONG on
Return: void
Deprecated: False

Name: GIVE_MANA_TO_PLAYER
Description: Gives mana to a player.
Parameters: SLONG pn, SLONG mana
Return: void
Deprecated: False

Name: GET_HEAD_TRIGGER_COUNT
Description: Gets the head trigger count at specified position.
Parameters: SLONG x, SLONG z
Return: SLONG
Deprecated: False

Name: COUNT_GUARD_POSTS
Description: Counts the guard posts in specified area.
Parameters: SLONG x, SLONG z, SLONG rad
Return: SLONG
Deprecated: False

Name: GET_HEIGHT_AT_POS
Description: Gets the height at specified marker position.
Parameters: SLONG marker
Return: SLONG
Deprecated: False

Name: GET_MSG_ID
Description: Gets the ID of the last message.
Parameters: void
Return: SLONG
Deprecated: False

Name: IS_PLAYER_IN_WORLD_VIEW
Description: Checks if the player is in world view. Cannot be used in multiplayer!
Parameters: void
Return: bool

Deprecated: False

Name: READ_CP_ATTRIB
Description: Reads a CP attribute.
Parameters: int pn, int attrib
Return: int
Deprecated: False

Name: WRITE_CP_ATTRIB
Description: Writes a CP attribute.
Parameters: int pn, int attrib, UBYTE value
Return: void
Deprecated: False

Name: GIVE_UP_AND_SULK
Description: Sets the player to give up and sulk mode.
Parameters: SLONG pn, SLONG on
Return: void
Deprecated: False

Name: DELAY_MAIN_DRUM_TOWER
Description: Delays the main drum tower.
Parameters: SLONG on, SLONG pn
Return: void
Deprecated: False

Name: COUNT_PEOPLE_IN_HOUSES
Description: Counts the number of people in houses.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: START_REINC_NOW
Description: Starts the reincarnation site now.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: ATTACK
Description: Executes an attack.
Parameters: SBYTE team, SBYTE opponent, SLONG people, SLONG target_type, SLONG target_model, SLONG damage, SLONG spell1, SLONG spell2, SLONG spell3, SLONG attack_type, SLONG look_after, SLONG marker, SBYTE marker2, SBYTE direction
Return: SLONG
Deprecated: False

Name: SET_MARKER_ENTRY
Description: Sets a marker entry.
Parameters: SLONG pn, SLONG entry, SLONG marker1, SLONG marker2, SLONG num_braves, SLONG num_warriors, SLONG num_s_warriors, SLONG num_preachers
Return: void
Deprecated: False

Name: SET_SPELL_ENTRY
Description: Sets a spell entry.
Parameters: SLONG pn, SLONG entry, SLONG spell, SLONG min_mana, SLONG frequency, SLONG min_people, SLONG base_spell

Return: void
Deprecated: False

Name: MARKER_ENTRIES
Description: Sets marker entries.
Parameters: SLONG pn, SLONG entry1, SLONG entry2, SLONG entry3, SLONG entry4
Return: void
Deprecated: False

Name: CAMERA_ROTATION
Description: Sets the camera rotation.
Parameters: SLONG pn, SLONG angle
Return: void
Deprecated: False

Name: CALL_TO_ARMS
Description: Calls to arms.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: MARVELLOUS_HOUSE_DEATH
Description: Sets marvellous house death flag.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: SET_DEFENCE_RADIUS
Description: Sets the defence radius.
Parameters: SLONG pn, SLONG rad
Return: void
Deprecated: False

Name: SET_NO_REINC
Description: Sets no reincarnation flag.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: CHECK_IF_PERSON_PREACHED_TO
Description: Checks if a person is being preached to.
Parameters: SLONG pn, SLONG user_result, SLONG user_x_pos, SLONG user_z_pos
Return: void
Deprecated: False

Name: SET_BUCKET_USAGE
Description: Sets the bucket usage.
Parameters: SLONG pn, SLONG on
Return: void
Deprecated: False

Name: EXTRA_WOOD_COLLECTION
Description: Sets extra wood collection.
Parameters: SLONG on, SLONG pn
Return: void
Deprecated: False

Name: SET_WOOD_COLLECTION_RADII

Description: Sets wood collection radii.
Parameters: SLONG pn, SLONG min, SLONG max, SLONG x, SLONG z
Return: void
Deprecated: False

Name: SET_BUCKET_COUNT_FOR_SPELL
Description: Sets the bucket count for a spell.
Parameters: SLONG pn, SLONG spell, SLONG multiplier
Return: void
Deprecated: False

Name: SET_REINCARNATION
Description: Sets reincarnation flag.
Parameters: SLONG on, SLONG pn
Return: void
Deprecated: False

Name: TARGET_PLAYER_DT_AND_S
Description: Targets player drum towers and super warriors.
Parameters: SLONG pn, SLONG target
Return: void
Deprecated: False

Name: COUNT_WITH_BUILD_COMMAND
Description: Counts the number of blue people with build command.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: CLEAR_HOUSE_INFO_FLAG
Description: Clears the house info flag for a player.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: COUNT_SHAPES
Description: Counts the number of shapes for a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: IS_SHAMAN_SELECTED
Description: Checks if the shaman is selected.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: HAS_PLAYER_BEEN_IN_ENCYC
Description: Checks if the player has been in the encyclopedia.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: SEND_PEOPLE_TO_MARKER
Description: Sends all blue people to a specified marker.
Parameters: SLONG pn, SLONG marker
Return: void

Deprecated: False

Name: PARTIAL_BUILDING_COUNT
Description: Sets the partial building count flag for a player.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: IS_SHAMAN_AVAILABLE_FOR_ATTACK
Description: Checks if the shaman is available for attack.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: TRACK_SHAMAN_EXTRA_BOLLOCKS
Description: Tracks the shaman with extra parameters.
Parameters: SLONG pn, SLONG angle
Return: void
Deprecated: False

Name: TRACK_SHAMAN_TO_ANGLE
Description: Tracks the shaman to a specified angle.
Parameters: SLONG pn, SLONG angle
Return: void
Deprecated: False

Name: MOVE_SHAMAN_TO_MARKER
Description: Moves the shaman to a specified marker.
Parameters: SLONG pn, SLONG marker
Return: void
Deprecated: False

Name: OH_LOOK_PLAYER_HAS_JUST_KILLED_HIS_FIRST_GHOST
Description: Checks if the player has killed their first ghost.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: NAV_CHECK
Description: Checks the navigation path for a script query.
Parameters: SLONG pn, SLONG opponentnum, SLONG target_type, SLONG target_model, SLONG remember
Return: SLONG
Deprecated: False

Name: ONLY_STAND_AT_MARKERS
Description: Sets the flag to only stand at markers.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: CLEAR_STANDING_PEOPLE
Description: Clears the standing people in the attack group.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: CLEAR_GUARDING_FROM

Description: Clears the guarding people from specified entries.
Parameters: SLONG pn, SLONG entry1, SLONG entry2, SLONG entry3, SLONG entry4
Return: void
Deprecated: False

Name: IS_BUILDING_NEAR
Description: Checks if a building is near a specified position.
Parameters: SLONG pn, SLONG bldg_model, SLONG x, SLONG z, SLONG radius
Return: SLONG
Deprecated: False

Name: DEFEND_SHAMEN
Description: Defends the shaman with a specified number of people.
Parameters: SLONG pn, SLONG num_people
Return: void
Deprecated: False

Name: SEND_SHAMEN_DEFENDERS_HOME
Description: Sends the shaman defenders back home.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: VEHICLE_PATROL
Description: Sets up a vehicle patrol.
Parameters: SLONG pn, SLONG num_people, SLONG marker1, SLONG marker2, SLONG marker3, SLONG marker4, SLONG vehicle_type
Return: void
Deprecated: False

Name: PRAY_AT_HEAD
Description: Prays at a specified head marker with a specified number of people.
Parameters: SLONG pn, SLONG num_people, SLONG marker
Return: void
Deprecated: False

Name: I_HAVE_ONE_SHOT
Description: Checks if the player has a one-shot spell or building available.
Parameters: SLONG pn, SLONG type, SLONG model
Return: SLONG
Deprecated: False

Name: PUT_PERSON_IN_DT
Description: Puts a person in a drum tower at a specified position.
Parameters: SLONG pn, SLONG person_type, SLONG x, SLONG z
Return: void
Deprecated: False

Name: TRAIN_PEOPLE_NOW
Description: Trains a specified number of people of a specified type.
Parameters: SLONG pn, SLONG num_people, SLONG people_type
Return: void
Deprecated: False

Name: SET_BUILDING_DIRECTION
Description: Sets the building direction for a player.
Parameters: SLONG pn, SLONG dir

Return: void
Deprecated: False

Name: SET_BASE_RADIUS
Description: Sets the base marker radius for a player.
Parameters: SLONG pn, SLONG radius
Return: void
Deprecated: False

Name: COUNT_PEOPLE_IN_MARKER
Description: Counts the number of people in a specified marker radius.
Parameters: SLONG opponent, SLONG marker, SLONG radius
Return: SLONG
Deprecated: False

Name: SET_DRUM_TOWER_POS
Description: Sets the drum tower position for a player.
Parameters: SLONG pn, SLONG x, SLONG z
Return: void
Deprecated: False

Name: CONVERT_AT_MARKER
Description: Converts people at a specified marker.
Parameters: SLONG pn, SLONG marker
Return: void
Deprecated: False

Name: GET_SPELLS_CAST
Description: Gets the number of spells cast by a player.
Parameters: SLONG pn, SLONG spell
Return: SLONG
Deprecated: False

Name: GET_NUM_ONE_OFF_SPELLS
Description: Gets the number of one-off spells a player has.
Parameters: SLONG pn, SLONG spell
Return: SLONG
Deprecated: False

Name: SEND_ALL_PEOPLE_TO_MARKER
Description: Sends all people to a specified marker.
Parameters: SLONG pn, SLONG marker
Return: void
Deprecated: False

Name: GUARD_BETWEEN_MARKERS
Description: Guards between two markers with specified number of people.
Parameters: SLONG pn, SLONG marker1, SLONG marker2, SLONG num_braves, SLONG num_warriors, SLONG num_s_warriors, SLONG num_preachers, SLONG type
Return: void
Deprecated: False

Name: BUILD_DRUM_TOWER
Description: Builds a drum tower at a specified position.
Parameters: SLONG pn, SLONG x, SLONG z
Return: void
Deprecated: False

Name: SET_ATTACK_VARIABLE
Description: Sets the attack result variable for a player.
Parameters: SLONG pn, SLONG var
Return: void
Deprecated: False

Name: SEND_GHOST_PEOPLE
Description: Sends a specified number of ghost people.
Parameters: SLONG pn, SLONG num
Return: void
Deprecated: False

Name: SPELL_ATTACK
Description: Executes a spell attack.
Parameters: SLONG pn, SLONG spell_num, SLONG marker, SLONG direction
Return: void
Deprecated: False

Name: STATE_SET
Description: Sets or clears a state flag for a player.
Parameters: SLONG pn, SLONG on, SLONG flag
Return: void
Deprecated: False

Name: SHAMAN_DEFEND
Description: Sets the shaman to defend a base position.
Parameters: SLONG pn, SLONG x, SLONG z, SLONG on
Return: void
Deprecated: False

Name: HAS_HOUSE_INFO_BEEN_SHOWN
Description: Checks if house info has been shown for a player.
Parameters: SLONG pn
Return: bool
Deprecated: False

Name: DONT_TARGET_DRUM_TOWERS
Description: Prevents targeting of drum towers.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: TARGET_DRUM_TOWERS
Description: Enables targeting of drum towers.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: TARGET_SHAMAN
Description: Enables targeting of the shaman.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: DONT_TARGET_SHAMAN
Description: Prevents targeting of the shaman.
Parameters: SLONG pn

Return: void
Deprecated: False

Name: DONT_TARGET_S_WARRIORS
Description: Prevents targeting of enemy super warriors.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: TARGET_S_WARRIORS
Description: Enables targeting of enemy super warriors.
Parameters: SLONG pn
Return: void
Deprecated: False

Name: PLAYERS_PEOPLE_OF_TYPE
Description: Returns the number of people of a specific type for a player.
Parameters: SLONG pn, SLONG type
Return: SLONG
Deprecated: False

Name: PLAYERS_BUILDING_OF_TYPE
Description: Returns the number of buildings of a specific type for a player.
Parameters: SLONG pn, SLONG type
Return: SLONG
Deprecated: False

Name: PLAYERS_ALL_BUILDING_OF_TYPE
Description: Returns the number of all buildings of a specific type for a player.
Parameters: SLONG pn, SLONG type
Return: SLONG
Deprecated: False

Name: PLAYERS_VEHICLE_OF_TYPE
Description: Returns the number of vehicles of a specific type for a player.
Parameters: SLONG pn, SLONG type
Return: SLONG
Deprecated: False

Name: SPELL_COST
Description: Returns the cost of a specific spell.
Parameters: SLONG spell
Return: SLONG
Deprecated: False

Name: PLAYERS_SPELL_COST
Description: Returns the cost of a specific spell for a player.
Parameters: SLONG spell, SLONG player_num
Return: SLONG
Deprecated: False

Name: PLAYERS_KILLED_BY_PLAYER
Description: Returns the number of people killed by a player.
Parameters: SLONG pn, SLONG opponent
Return: SLONG
Deprecated: False

Name: FREE_ENTRIES

Description: Returns the number of free entries in the action table for a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: NUM_SHAMEN_DEFENDERS
Description: Returns the number of people defending the shaman for a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: CAMERA_X
Description: Returns the X coordinate of the camera.
Parameters: void
Return: SLONG
Deprecated: False

Name: CAMERA_Z
Description: Returns the Z coordinate of the camera.
Parameters: void
Return: SLONG
Deprecated: False

Name: MANA
Description: Returns the mana of a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: GET_NUM_OF_AVAILABLE_BOATS
Description: Returns the number of available boats for a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: GET_NUM_PEOPLE
Description: Returns the number of people for a player.
Parameters: SLONG pn
Return: SLONG
Deprecated: False

Name: GET_USER_VARIABLE_VALUE
Description: Returns the value of a user variable for a player.
Parameters: SLONG pn, SLONG idx
Return: SLONG
Deprecated: False

Name: SET_USER_VARIABLE_VALUE
Description: Sets the value of a user variable for a player.
Parameters: SLONG pn, SLONG idx, SLONG val
Return: void
Deprecated: False

Name: GET_USER_VARIABLE_BOOLEAN_VALUE
Description: Returns the boolean value of a user variable for a player.
Parameters: SLONG pn, SLONG idx
Return: bool

Deprecated: False

Name: SET_USER_VARIABLE_BOOLEAN_VALUE
Description: Sets the boolean value of a user variable for a player.
Parameters: SLONG pn, SLONG idx, bool val
Return: void
Deprecated: False

Name: computer_number_action_entries_of_type
Description: Returns the number of action entries of a specific type for a player.
Parameters: SLONG pn, SLONG type
Return: SLONG
Deprecated: False

Name: computer_sort_people_into_sensible_houses
Description: Sorts people into sensible houses for a player.
Parameters: Player t_player
Return: void
Deprecated: False

Name: computer_dont_sort_people_into_sensible_houses
Description: Prevents sorting people into sensible houses for a player.
Parameters: Player t_player
Return: void
Deprecated: False

Name: computer_check_nav_path_for_script_query
Description: Checks the navigation path for a script query.
Parameters: Player t_player, SLONG start_pos, SLONG end_pos
Return: SLONG
Deprecated: False

Name: computer_check_spell_bucket_usage
Description: Checks the spell bucket usage for a player.
Parameters: Thing mm, SLONG spell
Return: SLONG
Deprecated: False

Script4_Shapes

Description: Shape management functions for Script4

Functions:

Name: process_shape_map_elements
Description: Processes the shape map elements.
Parameters: ULONG map_cell_data, UBYTE bldg_model, UBYTE orient, SBYTE player_num, UBYTE mode
Return: void
Deprecated: False

Name: is_shape_valid_at_map_pos
Description: Checks if a shape is valid at a map position.
Parameters: ULONG map_cell_data, UBYTE bldg_model, UBYTE orient, SBYTE player_num
Return: UBYTE
Deprecated: False

Script4_Sound

Description: Sound management functions for Script4

Enums:

Name: SND_EVENT_NONE
Description: Description for SND_EVENT_NONE
Value: 0

Name: SND_EVENT_CHOP_WOOD
Description: Description for SND_EVENT_CHOP_WOOD
Value: 1

Name: SND_EVENT_STOMP
Description: Description for SND_EVENT_STOMP
Value: 2

Name: SND_EVENT_EAT
Description: Description for SND_EVENT_EAT
Value: 3

Name: SND_EVENT_SPLASH
Description: Description for SND_EVENT_SPLASH
Value: 4

Name: SND_EVENT_CONVERT
Description: Description for SND_EVENT_CONVERT
Value: 5

Name: SND_EVENT_FIRE
Description: Description for SND_EVENT_FIRE
Value: 6

Name: SND_EVENT_BEAMDOWN
Description: Description for SND_EVENT_BEAMDOWN
Value: 7

Name: SND_EVENT_BEAMUP
Description: Description for SND_EVENT_BEAMUP
Value: 8

Name: SND_EVENT_LAND_OOF
Description: Description for SND_EVENT_LAND_OOF
Value: 9

Name: SND_EVENT_LIFT_WOOD
Description: Description for SND_EVENT_LIFT_WOOD
Value: 10

Name: SND_EVENT_DROP_WOOD
Description: Description for SND_EVENT_DROP_WOOD
Value: 11

Name: SND_EVENT_CONSTRUCTION
Description: Description for SND_EVENT_CONSTRUCTION
Value: 12

Name: SND_EVENT_PUSH

Description: Description for SND_EVENT_PUSH
Value: 13

Name: SND_EVENT_PUNCH
Description: Description for SND_EVENT_PUNCH
Value: 14

Name: SND_EVENT_SHAMAN_DIE
Description: Description for SND_EVENT_SHAMAN_DIE
Value: 15

Name: SND_EVENT_DIE
Description: Description for SND_EVENT_DIE
Value: 16

Name: SND_EVENT_DROWN
Description: Description for SND_EVENT_DROWN
Value: 17

Name: SND_EVENT_BLDG_EXPLODE
Description: Description for SND_EVENT_BLDG_EXPLODE
Value: 18

Name: SND_EVENT_SHRAPNEL
Description: Description for SND_EVENT_SHRAPNEL
Value: 19

Name: SND_EVENT_BUILD
Description: Description for SND_EVENT_BUILD
Value: 20

Name: SND_EVENT_LANDSPLIT
Description: Description for SND_EVENT_LANDSPLIT
Value: 21

Name: SND_EVENT_OH
Description: Description for SND_EVENT_OH
Value: 22

Name: SND_EVENT_FOOTSTEP
Description: Description for SND_EVENT_FOOTSTEP
Value: 23

Name: SND_EVENT_SHAM_SELECTED
Description: Description for SND_EVENT_SHAM_SELECTED
Value: 24

Name: SND_EVENT_SHAM_AFFIRM
Description: Description for SND_EVENT_SHAM_AFFIRM
Value: 25

Name: SND_EVENT_SCREAM
Description: Description for SND_EVENT_SCREAM
Value: 26

Name: SND_EVENT_GRUNT
Description: Description for SND_EVENT_GRUNT
Value: 27

Name: SND_EVENT_SPOT_AMBIENT

Description: Description for SND_EVENT_SPOT_AMBIENT
Value: 28

Name: SND_EVENT_LAND_AMB_LOOP
Description: Description for SND_EVENT_LAND_AMB_LOOP
Value: 29

Name: SND_EVENT_COAST_AMB_LOOP
Description: Description for SND_EVENT_COAST_AMB_LOOP
Value: 30

Name: SND_EVENT_HIGH_LAND_AMB_LOOP
Description: Description for SND_EVENT_HIGH_LAND_AMB_LOOP
Value: 31

Name: SND_EVENT_SEA_AMB_LOOP
Description: Description for SND_EVENT_SEA_AMB_LOOP
Value: 32

Name: SND_EVENT_SPACE_AMB_LOOP
Description: Description for SND_EVENT_SPACE_AMB_LOOP
Value: 33

Name: SND_EVENT_GHOST_DIE
Description: Description for SND_EVENT_GHOST_DIE
Value: 34

Name: SND_EVENT_FIGHT_ALARM
Description: Description for SND_EVENT_FIGHT_ALARM
Value: 35

Name: SND_EVENT_BLDG_STAMP
Description: Description for SND_EVENT_BLDG_STAMP
Value: 36

Name: SND_EVENT_NOBLDG_STAMP
Description: Description for SND_EVENT_NOBLDG_STAMP
Value: 37

Name: SND_EVENT_BLDG_ROTATE
Description: Description for SND_EVENT_BLDG_ROTATE
Value: 38

Name: SND_EVENT_SWORD
Description: Description for SND_EVENT_SWORD
Value: 39

Name: SND_EVENT_BIRTH
Description: Description for SND_EVENT_BIRTH
Value: 40

Name: SND_EVENT_BUILD_BRIDGE
Description: Description for SND_EVENT_BUILD_BRIDGE
Value: 41

Name: SND_EVENT_HYPNOTISE
Description: Description for SND_EVENT_HYPNOTISE
Value: 42

Name: SND_EVENT_FLESH_HIT

Description: Description for SND_EVENT_FLESH_HIT
Value: 43

Name: SND_EVENT_W_SPLASH
Description: Description for SND_EVENT_W_SPLASH
Value: 44

Name: SND_EVENT_CHARGE1
Description: Description for SND_EVENT_CHARGE1
Value: 45

Name: SND_EVENT_CHARGE2
Description: Description for SND_EVENT_CHARGE2
Value: 46

Name: SND_EVENT_CHARGE3
Description: Description for SND_EVENT_CHARGE3
Value: 47

Name: SND_EVENT_CHARGE99
Description: Description for SND_EVENT_CHARGE99
Value: 48

Name: SND_EVENT_INVIS
Description: Description for SND_EVENT_INVIS
Value: 49

Name: SND_EVENT_FLESH_OUCH
Description: Description for SND_EVENT_FLESH_OUCH
Value: 50

Name: SND_EVENT_PREACH
Description: Description for SND_EVENT_PREACH
Value: 51

Name: SND_EVENT_WOOD_STRESS
Description: Description for SND_EVENT_WOOD_STRESS
Value: 52

Name: SND_EVENT_INVIS_OFF
Description: Description for SND_EVENT_INVIS_OFF
Value: 53

Name: SND_EVENT_SET_ALIGHT
Description: Description for SND_EVENT_SET_ALIGHT
Value: 54

Name: SND_EVENT_OK1
Description: Description for SND_EVENT_OK1
Value: 55

Name: SND_EVENT_OK2
Description: Description for SND_EVENT_OK2
Value: 56

Name: SND_EVENT_OK3
Description: Description for SND_EVENT_OK3
Value: 57

Name: SND_EVENT_OK99

Description: Description for SND_EVENT_OK99
Value: 58

Name: SND_EVENT_OK1_SPY
Description: Description for SND_EVENT_OK1_SPY
Value: 59

Name: SND_EVENT_OK2_SPY
Description: Description for SND_EVENT_OK2_SPY
Value: 60

Name: SND_EVENT_OK3_SPY
Description: Description for SND_EVENT_OK3_SPY
Value: 61

Name: SND_EVENT_OK99_SPY
Description: Description for SND_EVENT_OK99_SPY
Value: 62

Name: SND_EVENT_OK1_PRE
Description: Description for SND_EVENT_OK1_PRE
Value: 63

Name: SND_EVENT_OK2_PRE
Description: Description for SND_EVENT_OK2_PRE
Value: 64

Name: SND_EVENT_OK3_PRE
Description: Description for SND_EVENT_OK3_PRE
Value: 65

Name: SND_EVENT_OK99_PRE
Description: Description for SND_EVENT_OK99_PRE
Value: 66

Name: SND_EVENT_BOW2
Description: Description for SND_EVENT_BOW2
Value: 67

Name: SND_EVENT_BOW3
Description: Description for SND_EVENT_BOW3
Value: 68

Name: SND_EVENT_BOW99
Description: Description for SND_EVENT_BOW99
Value: 69

Name: SND_EVENT_BOW2_SPY
Description: Description for SND_EVENT_BOW2_SPY
Value: 70

Name: SND_EVENT_BOW3_SPY
Description: Description for SND_EVENT_BOW3_SPY
Value: 71

Name: SND_EVENT_BOW99_SPY
Description: Description for SND_EVENT_BOW99_SPY
Value: 72

Name: SND_EVENT_BOW2_PRE

Description: Description for SND_EVENT_BOW2_PRE
Value: 73

Name: SND_EVENT_BOW3_PRE
Description: Description for SND_EVENT_BOW3_PRE
Value: 74

Name: SND_EVENT_BOW99_PRE
Description: Description for SND_EVENT_BOW99_PRE
Value: 75

Name: SND_EVENT_BALLOON_BREAK
Description: Description for SND_EVENT_BALLOON_BREAK
Value: 76

Name: SND_EVENT_BOAT_BREAK
Description: Description for SND_EVENT_BOAT_BREAK
Value: 77

Name: SND_EVENT_BALLOON_RIDE
Description: Description for SND_EVENT_BALLOON_RIDE
Value: 78

Name: SND_EVENT_BOAT_RIDE
Description: Description for SND_EVENT_BOAT_RIDE
Value: 79

Name: SND_EVENT_SEAGULL_AMBIENT
Description: Description for SND_EVENT_SEAGULL_AMBIENT
Value: 80

Name: SND_EVENT_ONFIRE
Description: Description for SND_EVENT_ONFIRE
Value: 81

Name: SND_EVENT_HEADPRAY
Description: Description for SND_EVENT_HEADPRAY
Value: 82

Name: SND_EVENT_BLDG_ONFIRE
Description: Description for SND_EVENT_BLDG_ONFIRE
Value: 83

Name: SND_EVENT_SPACE_AMB
Description: Description for SND_EVENT_SPACE_AMB
Value: 84

Name: SND_EVENT_ROCK_SPLASH
Description: Description for SND_EVENT_ROCK_SPLASH
Value: 85

Name: SND_EVENT_BOW_SPY
Description: Description for SND_EVENT_BOW_SPY
Value: 86

Name: SND_EVENT_CMD_MENU_POPUP
Description: Description for SND_EVENT_CMD_MENU_POPUP
Value: 89

Name: SND_EVENT_CMD_MENU_HILITE

Description: Description for SND_EVENT_CMD_MENU_HILITE
Value: 90

Name: SND_EVENT_SELECT_CMD
Description: Description for SND_EVENT_SELECT_CMD
Value: 91

Name: SND_EVENT_ACCEPT_CMD
Description: Description for SND_EVENT_ACCEPT_CMD
Value: 92

Name: SND_EVENT_DO_CMDS
Description: Description for SND_EVENT_DO_CMDS
Value: 93

Name: SND_EVENT_BLDG_MENU_POPUP
Description: Description for SND_EVENT_BLDG_MENU_POPUP
Value: 94

Name: SND_EVENT_BLDG_MENU_SPIN
Description: Description for SND_EVENT_BLDG_MENU_SPIN
Value: 95

Name: SND_EVENT_SELECT_BLDG
Description: Description for SND_EVENT_SELECT_BLDG
Value: 96

Name: SND_EVENT_PLACE_BLDG
Description: Description for SND_EVENT_PLACE_BLDG
Value: 97

Name: SND_EVENT_SELECT_PEEP
Description: Description for SND_EVENT_SELECT_PEEP
Value: 98

Name: SND_EVENT_SNAPSHOT
Description: Description for SND_EVENT_SNAPSHOT
Value: 99

Name: SND_EVENT_GUI_CLICK
Description: Description for SND_EVENT_GUI_CLICK
Value: 100

Name: SND_EVENT_OPT_HILITE
Description: Description for SND_EVENT_OPT_HILITE
Value: 101

Name: SND_EVENT_OPT_SELECT
Description: Description for SND_EVENT_OPT_SELECT
Value: 102

Name: SND_EVENT_PORTAL_GLOW
Description: Description for SND_EVENT_PORTAL_GLOW
Value: 103

Name: SND_EVENT_TREE_GLOW
Description: Description for SND_EVENT_TREE_GLOW
Value: 104

Name: SND_EVENT_BUILDING_GLOW

Description: Description for SND_EVENT_BUILDING_GLOW
Value: 105

Name: SND_EVENT_CONFIRM
Description: Description for SND_EVENT_CONFIRM
Value: 106

Name: SND_EVENT_SHAMAN_RETURN
Description: Description for SND_EVENT_SHAMAN_RETURN
Value: 107

Name: SND_EVENT_WAR_LOOP
Description: Description for SND_EVENT_WAR_LOOP
Value: 108

Name: SND_EVENT_PAGETURN
Description: Description for SND_EVENT_PAGETURN
Value: 109

Name: SND_EVENT_ZOOMIN
Description: Description for SND_EVENT_ZOOMIN
Value: 110

Name: SND_EVENT_ZOOMOUT
Description: Description for SND_EVENT_ZOOMOUT
Value: 111

Name: SND_EVENT_DISCOVERY
Description: Description for SND_EVENT_DISCOVERY
Value: 112

Name: SND_EVENT_DISCOVERY_START
Description: Description for SND_EVENT_DISCOVERY_START
Value: 113

Name: SND_EVENT_DISCOVERY_END
Description: Description for SND_EVENT_DISCOVERY_END
Value: 114

Name: SND_EVENT_SPELL_CLICK
Description: Description for SND_EVENT_SPELL_CLICK
Value: 115

Name: SND_EVENT_SHAM_DANCE
Description: Description for SND_EVENT_SHAM_DANCE
Value: 116

Name: SND_EVENT_SHAM_BURN
Description: Description for SND_EVENT_SHAM_BURN
Value: 117

Name: SND_EVENT_SHAM_BLAST
Description: Description for SND_EVENT_SHAM_BLAST
Value: 118

Name: SND_EVENT_SHAM_LGHTNG
Description: Description for SND_EVENT_SHAM_LGHTNG
Value: 119

Name: SND_EVENT_SHAM_WIND

Description: Description for SND_EVENT_SHAM_WIND
Value: 120

Name: SND_EVENT_SHAM_INSECT
Description: Description for SND_EVENT_SHAM_INSECT
Value: 121

Name: SND_EVENT_SHAM_INVIS
Description: Description for SND_EVENT_SHAM_INVIS
Value: 122

Name: SND_EVENT_SHAM_HYPNO
Description: Description for SND_EVENT_SHAM_HYPNO
Value: 123

Name: SND_EVENT_SHAM_FSTORM
Description: Description for SND_EVENT_SHAM_FSTORM
Value: 124

Name: SND_EVENT_SHAM_GHOST
Description: Description for SND_EVENT_SHAM_GHOST
Value: 125

Name: SND_EVENT_SHAM_ERODE
Description: Description for SND_EVENT_SHAM_ERODE
Value: 126

Name: SND_EVENT_SHAM_SWAMP
Description: Description for SND_EVENT_SHAM_SWAMP
Value: 127

Name: SND_EVENT_SHAM_BRDGE
Description: Description for SND_EVENT_SHAM_BRDGE
Value: 128

Name: SND_EVENT_SHAM_ANGEL
Description: Description for SND_EVENT_SHAM_ANGEL
Value: 129

Name: SND_EVENT_SHAM_QUAKE
Description: Description for SND_EVENT_SHAM_QUAKE
Value: 130

Name: SND_EVENT_SHAM_FLATTEN
Description: Description for SND_EVENT_SHAM_FLATTEN
Value: 131

Name: SND_EVENT_SHAM_VOLCANO
Description: Description for SND_EVENT_SHAM_VOLCANO
Value: 132

Name: SND_EVENT_SHAM_CONVERT
Description: Description for SND_EVENT_SHAM_CONVERT
Value: 133

Name: SND_EVENT_SHAM_WRATH
Description: Description for SND_EVENT_SHAM_WRATH
Value: 134

Name: SND_EVENT_SHAM_SHIELD

Description: Description for SND_EVENT_SHAM_SHIELD
Value: 135

Name: SND_EVENT_SHAM_BLOODLUST
Description: Description for SND_EVENT_SHAM_BLOODLUST
Value: 136

Name: SND_EVENT_SHAM_TELEPORT
Description: Description for SND_EVENT_SHAM_TELEPORT
Value: 137

Name: SND_EVENT_ESHAMAN_DIE
Description: Description for SND_EVENT_ESHAMAN_DIE
Value: 138

Name: SND_EVENT_ESCREAM
Description: Description for SND_EVENT_ESCREAM
Value: 139

Name: SND_EVENT_ESHAM_DANCE
Description: Description for SND_EVENT_ESHAM_DANCE
Value: 140

Name: SND_EVENT_ESHAM_BURN
Description: Description for SND_EVENT_ESHAM_BURN
Value: 141

Name: SND_EVENT_ESHAM_BLAST
Description: Description for SND_EVENT_ESHAM_BLAST
Value: 142

Name: SND_EVENT_ESHAM_LGHTNG
Description: Description for SND_EVENT_ESHAM_LGHTNG
Value: 143

Name: SND_EVENT_ESHAM_WIND
Description: Description for SND_EVENT_ESHAM_WIND
Value: 144

Name: SND_EVENT_ESHAM_INSECT
Description: Description for SND_EVENT_ESHAM_INSECT
Value: 145

Name: SND_EVENT_ESHAM_INVIS
Description: Description for SND_EVENT_ESHAM_INVIS
Value: 146

Name: SND_EVENT_ESHAM_HYPNO
Description: Description for SND_EVENT_ESHAM_HYPNO
Value: 147

Name: SND_EVENT_ESHAM_FSTORM
Description: Description for SND_EVENT_ESHAM_FSTORM
Value: 148

Name: SND_EVENT_ESHAM_GHOST
Description: Description for SND_EVENT_ESHAM_GHOST
Value: 149

Name: SND_EVENT_ESHAM_ERODE

Description: Description for SND_EVENT_ESHAM_ERODE
Value: 150

Name: SND_EVENT_ESHAM_SWAMP
Description: Description for SND_EVENT_ESHAM_SWAMP
Value: 151

Name: SND_EVENT_ESHAM_BRDGE
Description: Description for SND_EVENT_ESHAM_BRDGE
Value: 152

Name: SND_EVENT_ESHAM_ANGEL
Description: Description for SND_EVENT_ESHAM_ANGEL
Value: 153

Name: SND_EVENT_ESHAM_QUAKE
Description: Description for SND_EVENT_ESHAM_QUAKE
Value: 154

Name: SND_EVENT_ESHAM_FLATTEN
Description: Description for SND_EVENT_ESHAM_FLATTEN
Value: 155

Name: SND_EVENT_ESHAM_VOLCANO
Description: Description for SND_EVENT_ESHAM_VOLCANO
Value: 156

Name: SND_EVENT_ESHAM_CONVERT
Description: Description for SND_EVENT_ESHAM_CONVERT
Value: 157

Name: SND_EVENT_ESHAM_WRATH
Description: Description for SND_EVENT_ESHAM_WRATH
Value: 158

Name: SND_EVENT_ESHAM_SHIELD
Description: Description for SND_EVENT_ESHAM_SHIELD
Value: 159

Name: SND_EVENT_ESHAM_BLOODLUST
Description: Description for SND_EVENT_ESHAM_BLOODLUST
Value: 160

Name: SND_EVENT_ESHAM_TELEPORT
Description: Description for SND_EVENT_ESHAM_TELEPORT
Value: 161

Name: SND_EVENT_REIN_BUILD
Description: Description for SND_EVENT_REIN_BUILD
Value: 163

Name: SND_EVENT_REIN_ROCK
Description: Description for SND_EVENT_REIN_ROCK
Value: 164

Name: SND_EVENT_SP_DANCE
Description: Description for SND_EVENT_SP_DANCE
Value: 165

Name: SND_EVENT_SP_BLAST

Description: Description for SND_EVENT_SP_BLAST
Value: 166

Name: SND_EVENT_SP_LIGHTNING
Description: Description for SND_EVENT_SP_LIGHTNING
Value: 167

Name: SND_EVENT_SP_WHIRLWIND
Description: Description for SND_EVENT_SP_WHIRLWIND
Value: 168

Name: SND_EVENT_SP_INSECT
Description: Description for SND_EVENT_SP_INSECT
Value: 169

Name: SND_EVENT_SP_INVIS
Description: Description for SND_EVENT_SP_INVIS
Value: 170

Name: SND_EVENT_SP_HYPNO
Description: Description for SND_EVENT_SP_HYPNO
Value: 171

Name: SND_EVENT_SP_FIRESTORM
Description: Description for SND_EVENT_SP_FIRESTORM
Value: 172

Name: SND_EVENT_SP_GHOST
Description: Description for SND_EVENT_SP_GHOST
Value: 173

Name: SND_EVENT_SP_ERODE
Description: Description for SND_EVENT_SP_ERODE
Value: 174

Name: SND_EVENT_SP_SWAMP
Description: Description for SND_EVENT_SP_SWAMP
Value: 175

Name: SND_EVENT_SP_LND_BRDGE
Description: Description for SND_EVENT_SP_LND_BRDGE
Value: 176

Name: SND_EVENT_SP_ANGEL
Description: Description for SND_EVENT_SP_ANGEL
Value: 177

Name: SND_EVENT_SP_QUAKE
Description: Description for SND_EVENT_SP_QUAKE
Value: 178

Name: SND_EVENT_SP_FLATTEN
Description: Description for SND_EVENT_SP_FLATTEN
Value: 179

Name: SND_EVENT_SP_VOLC_START
Description: Description for SND_EVENT_SP_VOLC_START
Value: 180

Name: SND_EVENT_SP_VOLC_RISE

Description: Description for SND_EVENT_SP_VOLC_RISE
Value: 181

Name: SND_EVENT_SP_WRATH
Description: Description for SND_EVENT_SP_WRATH
Value: 182

Name: SND_EVENT_EXPLOSION_1
Description: Description for SND_EVENT_EXPLOSION_1
Value: 183

Name: SND_EVENT_SKY_FIRE
Description: Description for SND_EVENT_SKY_FIRE
Value: 184

Name: SND_EVENT_CONVERT_WILDMAN
Description: Description for SND_EVENT_CONVERT_WILDMAN
Value: 185

Name: SND_EVENT_VOLCANO_FIRE
Description: Description for SND_EVENT_VOLCANO_FIRE
Value: 186

Name: SND_EVENT_FIRE_HIT
Description: Description for SND_EVENT_FIRE_HIT
Value: 187

Name: SND_EVENT_SHOT_STANDARD
Description: Description for SND_EVENT_SHOT_STANDARD
Value: 188

Name: SND_EVENT_SHOT_STANDARD_2
Description: Description for SND_EVENT_SHOT_STANDARD_2
Value: 189

Name: SND_EVENT_SHOT_FIREBALL
Description: Description for SND_EVENT_SHOT_FIREBALL
Value: 190

Name: SND_EVENT_SHOT_LIGHTNING
Description: Description for SND_EVENT_SHOT_LIGHTNING
Value: 191

Name: SND_EVENT_SHOT_S_WARRIOR
Description: Description for SND_EVENT_SHOT_S_WARRIOR
Value: 192

Name: SND_EVENT_SHOT_VOLCANO
Description: Description for SND_EVENT_SHOT_VOLCANO
Value: 193

Name: SND_EVENT_ENEMY_PREACH
Description: Description for SND_EVENT_ENEMY_PREACH
Value: 194

Name: SND_EVENT_WM_EAT2
Description: Description for SND_EVENT_WM_EAT2
Value: 195

Name: SND_EVENT_WM_DRINK2

Description: Description for SND_EVENT_WM_DRINK2
Value: 196

Name: SND_EVENT_GUARD_POST
Description: Description for SND_EVENT_GUARD_POST
Value: 197

Name: SND_EVENT_STONE_HEAD
Description: Description for SND_EVENT_STONE_HEAD
Value: 198

Name: SND_EVENT_SPOT_AMBIENT2
Description: Description for SND_EVENT_SPOT_AMBIENT2
Value: 199

Name: SND_EVENT_SHIELD
Description: Description for SND_EVENT_SHIELD
Value: 200

Name: SND_EVENT_INTO_AIR
Description: Description for SND_EVENT_INTO_AIR
Value: 201

Name: SND_EVENT_ROCK_SINK
Description: Description for SND_EVENT_ROCK_SINK
Value: 202

Name: SND_EVENT_SPOT_AMBIENT3
Description: Description for SND_EVENT_SPOT_AMBIENT3
Value: 203

Name: SND_EVENT_HELLLAND_AMB_LOOP
Description: Description for SND_EVENT_HELLLAND_AMB_LOOP
Value: 194

Name: SND_EVENT_HELLCOAST_AMB_LOOP
Description: Description for SND_EVENT_HELLCOAST_AMB_LOOP
Value: 195

Name: SND_EVENT_HELLHIGH_LAND_AMB_LOOP
Description: Description for SND_EVENT_HELLHIGH_LAND_AMB_LOOP
Value: 196

Name: SND_EVENT_HELLSEA_AMB_LOOP
Description: Description for SND_EVENT_HELLSEA_AMB_LOOP
Value: 197

Name: SND_EVENT_DISCOBLDG
Description: Description for SND_EVENT_DISCOBLDG
Value: 198

Name: SND_EVENT_DISCOBLDG_START
Description: Description for SND_EVENT_DISCOBLDG_START
Value: 199

Name: SND_EVENT_DISCOBLDG_END
Description: Description for SND_EVENT_DISCOBLDG_END
Value: 200

Name: SND_EVENT_DISCOBLDG_CIRC

Description: Description for SND_EVENT_DISCOBLDG_CIRC
Value: 201

Name: SND_EVENT_TWEETS
Description: Description for SND_EVENT_TWEETS
Value: 202

Name: SND_EVENT_SHAMKILL_SWIRL
Description: Description for SND_EVENT_SHAMKILL_SWIRL
Value: 203

Name: SND_EVENT_SHAMDIE_SWIRL
Description: Description for SND_EVENT_SHAMDIE_SWIRL
Value: 204

Name: SND_EVENT_INTO_WWIND
Description: Description for SND_EVENT_INTO_WWIND
Value: 205

Name: SND_EVENT_PLANET_WOOSH
Description: Description for SND_EVENT_PLANET_WOOSH
Value: 206

Name: SND_EVENT_BRANCH_BREAK
Description: Description for SND_EVENT_BRANCH_BREAK
Value: 207

Name: SND_EVENT_ICESEA_AMB_LOOP
Description: Description for SND_EVENT_ICESEA_AMB_LOOP
Value: 208

Name: SND_EVENT_PLACE_AIRSHIP_HUT
Description: Description for SND_EVENT_PLACE_AIRSHIP_HUT
Value: 209

Name: SND_EVENT_PLACE_BOAT_HUT
Description: Description for SND_EVENT_PLACE_BOAT_HUT
Value: 210

Name: SND_EVENT_ANGEL_APPEAR
Description: Description for SND_EVENT_ANGEL_APPEAR
Value: 211

Name: SND_EVENT_ANGEL_FALL
Description: Description for SND_EVENT_ANGEL_FALL
Value: 212

Name: SND_EVENT_ANGEL_LAND
Description: Description for SND_EVENT_ANGEL_LAND
Value: 213

Name: SND_EVENT_ANGEL_WINGFLAP
Description: Description for SND_EVENT_ANGEL_WINGFLAP
Value: 214

Name: SND_EVENT_ANGEL_BLAST
Description: Description for SND_EVENT_ANGEL_BLAST
Value: 215

Name: SND_EVENT_BOOKMARK_SET

Description: Description for SND_EVENT_BOOKMARK_SET
Value: 216

Name: SND_EVENT_BOOKMARK_GOTO
Description: Description for SND_EVENT_BOOKMARK_GOTO
Value: 217

Name: SND_EVENT_CLICK
Description: Description for SND_EVENT_CLICK
Value: 218

Name: SND_EVENT_NEWPLAYER
Description: Description for SND_EVENT_NEWPLAYER
Value: 219

Name: SND_EVENT_NOCANDO
Description: Description for SND_EVENT_NOCANDO
Value: 220

Name: SND_EVENT_SHAM_NOCANDO
Description: Description for SND_EVENT_SHAM_NOCANDO
Value: 221

Name: SND_EVENT_INFO_DROP
Description: Description for SND_EVENT_INFO_DROP
Value: 222

Name: SND_EVENT_INFO_BOUNCE
Description: Description for SND_EVENT_INFO_BOUNCE
Value: 223

Functions:

Name: queue_sound_event
Description: Queues a sound event for a specific thing.
Parameters: Thing t_thing, UWORD event, UWORD flags
Return: void
Deprecated: False

Name: queue_fixed_sound_event
Description: Queues a fixed sound event.
Parameters: UWORD event, UWORD flags
Return: void
Deprecated: False

Name: queue_custom_sound_event
Description: Queues a custom sound event for a specific thing.
Parameters: Thing t_thing, std::string soundFile, UBYTE volume
Return: void
Deprecated: False

Name: start_custom_music
Description: Starts playing custom music.
Parameters: std::string music_path, bool loop
Return: void
Deprecated: False

Name: stop_custom_music

Description: Stops playing custom music.
Parameters: None
Return: void
Deprecated: False

Name: str_to_char_ptr
Description: Converts a std::string to a const char*.
Parameters: std::string str
Return: char
Deprecated: False

Structures:

AudioInfo

UBYTE AmbientType
Deprecated: False

Script4_Spells

Description: Spell management functions for Script4

Functions:

Name: player_can_cast
Description: Checks if the player can cast a spell.
Parameters: SLONG index, SLONG player_num
Return: SLONG
Deprecated: False

Name: reduce_number_of_shots_from_a_head
Description: Reduces the number of shots from a head.
Parameters: SLONG player_num, SLONG model
Return: void
Deprecated: False

Name: increment_number_of_shots_from_a_head
Description: Increments the number of shots from a head.
Parameters: SLONG player_num, SLONG model
Return: void
Deprecated: False

Name: increment_number_of_one_shots
Description: Increments the number of one-shot spells a player has.
Parameters: SLONG player_num, SLONG model
Return: void
Deprecated: False

Name: reduce_number_of_one_shots
Description: Reduces the number of one-shot spells a player has.
Parameters: SLONG player_num, SLONG model
Return: void
Deprecated: False

Name: how_many_one_shots_from_a_head_does_player_have
Description: Gets the number of one-shot spells from a head a player has.
Parameters: SLONG player_num, SLONG model
Return: SLONG
Deprecated: False

Name: set_number_of_one_shots_from_a_head_player_has
Description: Sets the number of one-shot spells from a head a player has.
Parameters: SLONG player_num, SLONG head_model, SLONG num
Return: void
Deprecated: False

Name: how_many_one_shots_of_a_spell_does_player_have
Description: Gets the number of one-shot spells a player has.
Parameters: SLONG player_num, SLONG spell_model
Return: SLONG
Deprecated: False

Name: set_number_of_one_shots_of_a_spell_player_has
Description: Sets the number of one-shot spells a player has.

Parameters: SLONG player_num, SLONG spell_model, SLONG num
Return: void
Deprecated: False

Name: is_spell_switched_on
Description: Checks if a spell is switched on.
Parameters: SLONG player_num, SLONG spell_model
Return: SLONG
Deprecated: False

Name: set_player_spell_switched_on
Description: Sets a spell to be switched on for a player.
Parameters: SLONG player_num, SLONG spell_model
Return: void
Deprecated: False

Name: set_player_spell_switched_off
Description: Sets a spell to be switched off for a player.
Parameters: SLONG player_num, SLONG spell_model
Return: void
Deprecated: False

Name: set_player_can_cast
Description: Allows a player to cast a spell.
Parameters: SLONG index, SLONG player_num
Return: void
Deprecated: False

Name: set_player_cannot_cast
Description: Prevents a player from casting a spell.
Parameters: SLONG index, SLONG player_num
Return: void
Deprecated: False

Name: is_spell_a_guest_spell
Description: Checks if a spell is a guest spell.
Parameters: SLONG spell_model
Return: UBYTE
Deprecated: False

Name: is_spell_mana_chargeable
Description: Checks if a spell is mana chargeable.
Parameters: SLONG spell_model
Return: bool
Deprecated: False

Name: set_player_can_cast_temp
Description: Temporarily allows a player to cast a spell.
Parameters: SLONG index, SLONG player_num, UBYTE one_off_flag
Return: void
Deprecated: False

Name: spells_what_is_maximum_number_of_one_offs
Description: Gets the maximum number of one-off spells.
Parameters: SLONG spell_model
Return: SLONG
Deprecated: False

Name: set_special_guest_spell_model
Description: Sets the special guest spell model.
Parameters: SLONG spell_model
Return: void
Deprecated: False

Name: get_special_guest_spell_model
Description: Gets the special guest spell model.
Parameters: void
Return: SLONG
Deprecated: False

Name: set_spell_model_for_button
Description: Sets the spell model for a button.
Parameters: SLONG button_id, SLONG spell_model
Return: void
Deprecated: False

Script4_StringTools

Description: String tools for Script4

Functions:

Name: StringTokenizer
Description: Tokenizes a string
Parameters: std::string text, std::string token, int opt
Return: vector
Deprecated: False

Script4_System

Description: Contains the core engine functions

Functions:

Name: assertmsg
Description: Asserts a message
Parameters: bool val, std::string msg
Return: void
Deprecated: False

Name: load_script
Description: Loads a script
Parameters: std::string path
Return: bool
Deprecated: False

Name: remove_script
Description: Removes a script
Parameters: std::string path
Return: void
Deprecated: False

Name: OBJECT_BREAK
Description: OBJECT_BREAK() is no longer supported use 'return false;'
Parameters: void
Return: void
Deprecated: False

Name: get_script_filepath
Description: Returns the filepath of a script
Parameters: std::string filename
Return: string
Deprecated: False

Name: fatalError
Description: Throws a fatal error
Parameters: std::string msg
Return: void
Deprecated: False

Name: log
Description: Prints a message to the games console and log file
Parameters: std::string msg
Return: void
Deprecated: False

Name: screenshot
Description: Takes a screenshot
Parameters: void
Return: void
Deprecated: False

Classes:

Name: SaveData

Function Name: push_data
Description: Pushes the data into the SaveData object.
Parameters: void
Return: void

Function Name: pop_bool
Description: Pops a bool from the SaveData object.
Parameters: void
Return: bool

Function Name: pop_float
Description: Pops a float from the SaveData object.
Parameters: void
Return: float

Function Name: pop_int
Description: Pops an int from the SaveData object.
Parameters: void
Return: int

Function Name: pop_objectproxy
Description: Pops an objectproxy from the SaveData object.
Parameters: void
Return: objectproxy

Function Name: pop_string
Description: Pops a string from the SaveData object.
Parameters: void
Return: string

Function Name: push_bool
Description: Pushes a bool into the SaveData object.
Parameters: bool b
Return: void

Function Name: push_float
Description: Pushes a float into the SaveData object.
Parameters: float f
Return: void

Function Name: push_int
Description: Pushes an int into the SaveData object.
Parameters: int i
Return: void

Function Name: push_objectproxy
Description: Pushes an objectproxy into the SaveData object.
Parameters: ObjectProxy obj
Return: void

Function Name: push_string
Description: Pushes a string into the SaveData object.
Parameters: std::string str
Return: void