UI

Reverse Tree:

* If a UI element is the root of a new UI tree, a reverse tree will only be generated when a child is added
* Without a reverse tree the UI element will be skipped over for most (if not all) UI interaction checks
* The reverse tree contains all of the nodes of the UI tree with the root node being the last and the topmost element being the first, hence “reverse” tree.

Scrollable Area:

* SetVisibleAreaPosition should be used instead of SetPosition or SetPositionFromAnchor. This moves the visible area and the underlying base area. The usage is similar to SetPositionFromAnchor.
* Objects inside of the base area (the base area is what moves with the scrollbar) should be added as children to the BaseComponent of the ScrollableArea.

3D Models

* Y forward, Z up when creating models.
* Apply modifiers (important), write normal, include UVs, triangulate faces
* Don’t make meta objects (whatever those are)
* To unwrap object for UV: select the object, open the UV Editing open at the top, press “U” and then select unwrap (or smart uv project)

Parameter values

* enter\_script and exit\_script when applied to bounds will be triggered when the player enters and exits the bounds
* GEN\_SCRIPT when applied to any affected point will be run when that affected point is applied to a tile.
* LOAD\_SCRIPT when applied to any affected point will be run when the feature is loaded into memory.
* rfc (required for clear) when applied to an affected point will parse the resulting string as a comma separated list of key value pairs separated by =’s. IE: alive=f, looted=t

Events

* State flags
  + in\_combat
  + out\_combat
  + quest\_completed:X
  + state\_value:type,id,hash,data,expected value

Event types and parameters

* “unit\_attacked”
  + Unit that was attacked
  + Unit that attacked
* “unit\_context\_menu\_out\_combat”
  + Unit with context menu
* “unit\_context\_menu\_in\_combat”
  + Unit with context menu