

NRP Classes

In order to perform operations on NRP objects via scripting, pointers to internal classes are exported to scripts as Lua userdata. Each of these classes has a number of exported scripting functions associated with them.

Elements that have a physical representation in the game are also known as Entities.

The complete list of classes to be found in scripts follows:

- Account
- ACL
- ACL group
- Ban
- Element
 - Player
 - Ped
 - Vehicle
 - Object
 - Pickup
 - Marker
 - Collision shape
 - Blip
 - Radar area
 - Projectile
 - Team
 - Server console
 - GUI widgets:
 - Button
 - Checkbox
 - Combobox
 - Edit field
 - Gridlist
 - Memo
 - Progress bar
 - Radio button
 - Scrollbar
 - Scrollpane
 - Static image
 - Tab panel
 - Tab
 - Text label
 - Window
 - TXD
 - DFF
 - COL
 - Sound
 - Material
 - Texture
 - Shader
 - DX font
 - GUI font
 - Weapon
 - Camera
 - Effect
 - Browser
 - Light
 - Searchlight
 - Water
- Resource
- Text display
- Text item
- Timer
- XML node
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