| Address | Function Name/Prototype |
| --- | --- |
| 04000040 | ipl3\_entry |
| 80246000 | entry\_point |
| 80246050 | void handle\_debug\_key\_sequences(void); |
| 80246170 | void unknown\_main\_func(void); |
| 802461FC | void setup\_mesg\_queues(void); |
| 802462E0 | void alloc\_pool(void); |
| 80246338 | void create\_thread(OSThread \*thread, OSId id, void (\*entry)(void \*), void \*arg, void \*sp, OSPri pri); |
| 8024639C | void handle\_nmi\_request(void); |
| 802463EC | void receive\_new\_tasks(void); |
| 8024651C | void start\_sptask(s32 taskType); |
| 8024659C | void interrupt\_gfx\_sptask(void); |
| 802465EC | void start\_gfx\_sptask(void); |
| 80246648 | void pretend\_audio\_sptask\_done(void); |
| 8024669C | void handle\_vblank(void); |
| 802467FC | void handle\_sp\_complete(void); |
| 8024694C | void handle\_dp\_complete(void); |
| 802469B8 | void thread3\_main(UNUSED void \*arg); |
| 80246B14 | void set\_vblank\_handler(s32 index, struct VblankHandler \*handler, OSMesgQueue \*queue, OSMesg \*msg); |
| 80246B74 | void send\_sp\_task\_message(OSMesg \*msg); |
| 80246BB4 | void dispatch\_audio\_sptask(struct SPTask \*spTask); |
| 80246C10 | void send\_display\_list(struct SPTask \*spTask); |
| 80246C9C | void turn\_on\_audio(void); |
| 80246CB8 | void turn\_off\_audio(void); |
| 80246CF0 | void thread1\_idle(UNUSED void \*arg); |
| 80246DF8 | void main\_func(void); |
| 80246E70 | void my\_rdp\_init(void); |
| 802471A4 | void my\_rsp\_init(void); |
| 80247284 | void clear\_z\_buffer(void); |
| 802473C8 | void display\_frame\_buffer(void); |
| 802474B8 | void clear\_frame\_buffer(s32 color); |
| 80247620 | void clear\_viewport(Vp \*viewport, s32 color); |
| 8024784C | void draw\_screen\_borders(void); |
| 802479BC | void make\_viewport\_clip\_rect(Vp \*viewport); |
| 80247B3C | void create\_task\_structure(void); |
| 80247CCC | void init\_render\_image(void); |
| 80247D14 | void end\_master\_display\_list(void); |
| 80247DB4 | void draw\_reset\_bars(void); |
| 80247F08 | void rendering\_init(void); |
| 80247FDC | void config\_gfx\_pool(void); |
| 80248090 | void display\_and\_vsync(void); |
| 802481E0 | void record\_demo(void); |
| 80248304 | void adjust\_analog\_stick(struct Controller \*controller); |
| 80248498 | void run\_demo\_inputs(void); |
| 80248638 | void read\_controller\_inputs(void); |
| 80248824 | void init\_controllers(void); |
| 80248964 | void setup\_game\_memory(void); |
| 80248AF0 | void thread5\_game\_loop(UNUSED void \*arg); |
| 80248C40 | void reset\_volume(void); |
| 80248C58 | lower\_background\_noise |
| 80248CE8 | raise\_background\_noise |
| 80248D78 | void disable\_background\_sound(void); |
| 80248DC0 | void enable\_background\_sound(void); |
| 80248E08 | void set\_sound\_mode(u16 soundMode); |
| 80248E54 | void play\_menu\_sounds\_extra(s32 a, void \*b); |
| 80248FEC | void play\_painting\_eject\_sound(void); |
| 80249070 | void play\_infinite\_stairs\_music(void); |
| 80249178 | void set\_background\_music(u16 a, u16 seqArgs, s16 fadeTimer); |
| 8024922C | void fadeout\_music(s16 fadeOutTime); |
| 8024927C | void fadeout\_level\_music(s16 fadeTimer); |
| 802492D0 | void play\_cutscene\_music(u16 seqArgs); |
| 80249310 | void play\_shell\_music(void); |
| 8024934C | void stop\_shell\_music(void); |
| 80249398 | void play\_cap\_music(u16 seqArgs); |
| 80249404 | void fadeout\_cap\_music(void); |
| 80249448 | void stop\_cap\_music(void); |
| 80249494 | void play\_menu\_sounds\_extra(s32 a, void \*b); |
| 802494D8 | void audio\_game\_loop\_tick(void); |
| 80249500 | void thread4\_sound(UNUSED void \*arg); |
| 802495E0 | u16 level\_control\_timer(s32 timerOp); |
| 802496B8 | u32 pressed\_pause(void); |
| 80249764 | void set\_play\_mode(s16 playMode); |
| 8024978C | void warp\_special(s32 arg); |
| 802497B8 | void fade\_into\_special\_warp(u32 arg, u32 color); |
| 8024983C | void load\_level\_init\_text(u32 arg); |
| 8024995C | void init\_door\_warp(struct SpawnInfo \*spawnInfo, u32 arg1); |
| 80249A10 | void set\_mario\_initial\_cap\_powerup(struct MarioState \*m); |
| 80249AB4 | void set\_mario\_initial\_action(struct MarioState \*m, u32 spawnType, u32 actionArg); |
| 80249CD8 | void init\_mario\_after\_warp(void); |
| 8024A124 | void warp\_area(void); |
| 8024A18C | void warp\_level(void); |
| 8024A1D8 | void warp\_credits(void); |
| 8024A374 | void check\_instant\_warp(void); |
| 8024A584 | s16 music\_changed\_through\_warp(s16 arg); |
| 8024A700 | void initiate\_warp(s16 destLevel, s16 destArea, s16 destWarpNode, s32 arg3); |
| 8024A7B4 | get\_painting\_warp\_node |
| 8024A85C | void initiate\_painting\_warp(void); |
| 8024A9CC | s16 level\_trigger\_warp(struct MarioState \*m, s32 warpOp); |
| 8024AEDC | void initiate\_delayed\_warp(void); |
| 8024B13C | void update\_hud\_values(void); |
| 8024B390 | void basic\_update(UNUSED s16 \*arg); |
| 8024B3E4 | s32 play\_mode\_normal(void); |
| 8024B5D4 | s32 play\_mode\_paused(void); |
| 8024B6CC | s32 play\_mode\_frame\_advance(void); |
| 8024B798 | void level\_set\_transition(s16 length, void (\*updateFunction)(s16 \*)); |
| 8024B7C0 | s32 play\_mode\_change\_area(void); |
| 8024B880 | s32 play\_mode\_change\_level(void); |
| 8024B940 | s32 play\_mode\_unused(void); |
| 8024B9B8 | s32 update\_level(void); |
| 8024BA8C | void level\_cmd\_init\_level(void); |
| 8024BCD8 | s32 lvl\_init\_or\_update(s16 initOrUpdate, UNUSED s32 unused); |
| 8024BD5C | s32 lvl\_init\_from\_save\_file(UNUSED s16 arg0, s32 levelNum); |
| 8024BE14 | s32 lvl\_set\_current\_level(UNUSED s16 arg0, s32 levelNum); |
| 8024BFA0 | s32 lvl\_play\_the\_end\_screen\_sound(UNUSED s16 arg0, UNUSED s32 arg1); |
| 8024BFF0 | u32 get\_mario\_cap\_flag(struct Object \*capObject); |
| 8024C0B8 | u32 object\_facing\_mario(struct MarioState \*m, struct Object \*o, s16 angleRange); |
| 8024C16C | s16 mario\_obj\_angle\_to\_object(struct MarioState \*m, struct Object \*o); |
| 8024C1D8 | u32 determine\_interaction(struct MarioState \*m, struct Object \*o); |
| 8024C51C | u32 attack\_object(struct Object \*o, s32 interaction); |
| 8024C618 | void mario\_stop\_riding\_object(struct MarioState \*m); |
| 8024C66C | void mario\_grab\_used\_object(struct MarioState \*m); |
| 8024C6C0 | void mario\_drop\_held\_object(struct MarioState \*m); |
| 8024C780 | void mario\_throw\_held\_object(struct MarioState \*m); |
| 8024C894 | void mario\_stop\_riding\_and\_holding(struct MarioState \*m); |
| 8024C8FC | does\_mario\_have\_normal\_cap\_on\_head |
| 8024C928 | void mario\_blow\_off\_cap(struct MarioState \*m, f32 capSpeed); |
| 8024CA68 | u32 mario\_lose\_cap\_to\_enemy(u32 arg); |
| 8024CAF8 | void mario\_retrieve\_cap(void); |
| 8024CB58 | u32 able\_to\_grab\_object(struct MarioState \*m, UNUSED struct Object \*o); |
| 8024CBFC | mario\_get\_collided\_object |
| 8024CC7C | u32 mario\_check\_object\_grab(struct MarioState \*m); |
| 8024CE08 | u32 bully\_knock\_back\_mario(struct MarioState \*mario); |
| 8024D0B4 | void bounce\_off\_object(struct MarioState \*m, struct Object \*o, f32 velY); |
| 8024D130 | void hit\_object\_from\_below(struct MarioState \*m, UNUSED struct Object \*o); |
| 8024D16C | u32 unused\_determine\_knockback\_action(struct MarioState \*m); |
| 8024D2BC | u32 determine\_knockback\_action(struct MarioState \*m, UNUSED s32 arg); |
| 8024D578 | void push\_mario\_out\_of\_object(struct MarioState \*m, struct Object \*o, f32 padding); |
| 8024D72C | void bounce\_back\_from\_attack(struct MarioState \*m, u32 interaction); |
| 8024D804 | u32 should\_push\_or\_pull\_door(struct MarioState \*m, struct Object \*o); |
| 8024D8B0 | u32 take\_damage\_from\_interact\_object(struct MarioState \*m); |
| 8024D998 | u32 take\_damage\_and\_knock\_back(struct MarioState \*m, struct Object \*o); |
| 8024DAAC | void reset\_mario\_pitch(struct MarioState \*m); |
| 8024DB2C | u32 interact\_coin(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024DBF0 | u32 interact\_water\_ring(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024DC28 | u32 interact\_star\_or\_key(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024DE4C | u32 interact\_bbh\_entrance(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024DF10 | u32 interact\_warp\_door(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024E0C4 | u32 interact\_warp\_door(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024E2FC | u32 get\_door\_save\_file\_flag(struct Object \*door); |
| 8024E420 | u32 interact\_door(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024E6EC | u32 interact\_cannon\_base(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024E778 | u32 interact\_igloo\_barrier(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024E7D4 | u32 interact\_tornado(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024E8F0 | u32 interact\_whirlpool(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024E9D0 | u32 interact\_strong\_wind(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024EAD8 | u32 interact\_flame(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024EC54 | u32 interact\_snufit\_bullet(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024ED84 | u32 interact\_clam\_or\_bubba(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024EE44 | u32 interact\_bully(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024EFF8 | u32 interact\_shock(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F134 | u32 interact\_stub(UNUSED struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F170 | u32 interact\_mr\_blizzard(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F1E0 | u32 interact\_hit\_from\_below(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F354 | u32 interact\_bounce\_top(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F4AC | u32 interact\_unknown\_08(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F55C | u32 interact\_damage(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F5CC | u32 interact\_breakable(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F6A4 | u32 interact\_koopa\_shell(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F7A8 | u32 check\_object\_grab\_mario(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024F8BC | u32 interact\_pole(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024FA60 | void set\_mario\_interact\_hoot\_if\_in\_range(UNUSED s32 sp0, UNUSED s32 sp4, f32 sp8); |
| 8024FB30 | u32 interact\_cap(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 8024FD2C | u32 interact\_grabbable(struct MarioState \*m, u32 interactType, struct Object \*o); |
| 8024FE6C | u32 mario\_can\_talk(struct MarioState \*m, u32 arg); |
| 8024FF04 | u32 check\_read\_sign(struct MarioState \*m, struct Object \*o); |
| 80250098 | u32 check\_npc\_talk(struct MarioState \*m, struct Object \*o); |
| 80250198 | u32 interact\_text(struct MarioState \*m, UNUSED u32 interactType, struct Object \*o); |
| 80250230 | void check\_kick\_or\_punch\_wall(struct MarioState \*m); |
| 802503F0 | void mario\_process\_interactions(struct MarioState \*m); |
| 802505C8 | void check\_death\_barrier(struct MarioState \*m); |
| 8025065C | void check\_lava\_boost(struct MarioState \*m); |
| 80250724 | void pss\_begin\_slide(UNUSED struct MarioState \*m); |
| 80250778 | void pss\_end\_slide(struct MarioState \*m); |
| 802507FC | void mario\_handle\_special\_floors(struct MarioState \*m); |
| 80250940 | s32 is\_anim\_at\_end(struct MarioState \*m); |
| 8025097C | s32 is\_anim\_past\_end(struct MarioState \*m); |
| 802509B8 | s16 set\_mario\_animation(struct MarioState \*m, s32 targetAnimID); |
| 80250B04 | s16 set\_mario\_anim\_with\_accel(struct MarioState \*m, s32 targetAnimID, s32 accel); |
| 80250C7C | void set\_anim\_to\_frame(struct MarioState \*m, s16 animFrame); |
| 80250D38 | s32 is\_anim\_past\_frame(struct MarioState \*m, s16 animFrame); |
| 80250E54 | s16 find\_mario\_anim\_flags\_and\_translation(struct Object \*obj, s32 yaw, Vec3s translation); |
| 80251020 | void update\_mario\_pos\_for\_anim(struct MarioState \*m); |
| 802510DC | s16 return\_mario\_anim\_y\_translation(struct MarioState \*m); |
| 80251120 | void play\_sound\_if\_no\_flag(struct MarioState \*m, u32 soundBits, u32 flags); |
| 8025118C | void play\_mario\_jump\_sound(struct MarioState \*m); |
| 80251274 | void adjust\_sound\_for\_speed(struct MarioState \*m); |
| 80251310 | void play\_sound\_and\_spawn\_particles(struct MarioState \*m, u32 soundBits, u32 waveParticleType); |
| 80251444 | void play\_mario\_action\_sound(struct MarioState \*m, u32 soundBits, u32 waveParticleType); |
| 802514AC | void play\_mario\_landing\_sound\_once(struct MarioState \*m, u32 soundBits); |
| 80251510 | void play\_mario\_landing\_sound\_once(struct MarioState \*m, u32 soundBits); |
| 80251574 | void play\_mario\_heavy\_landing\_sound\_once(struct MarioState \*m, u32 soundBits); |
| 802515D8 | void play\_mario\_heavy\_landing\_sound\_once(struct MarioState \*m, u32 soundBits); |
| 8025163C | void play\_mario\_sound(struct MarioState \*m, s32 actionSound, s32 marioSound); |
| 80251708 | void mario\_set\_forward\_vel(struct MarioState \*m, f32 forwardVel); |
| 8025177C | s32 mario\_get\_floor\_class(struct MarioState \*m); |
| 802518A8 | u32 mario\_get\_terrain\_sound\_addend(struct MarioState \*m); |
| 80251A48 | resolve\_and\_return\_wall\_collisions |
| 80251AFC | f32 vec3f\_find\_ceil(Vec3f pos, f32 height, struct Surface \*\*ceil); |
| 80251B54 | s32 mario\_facing\_downhill(struct MarioState \*m, s32 turnYaw); |
| 80251BD4 | u32 mario\_floor\_is\_slippery(struct MarioState \*m); |
| 80251CFC | s32 mario\_floor\_is\_slope(struct MarioState \*m); |
| 80251E24 | s32 mario\_floor\_is\_steep(struct MarioState \*m); |
| 80251F24 | f32 find\_floor\_height\_relative\_polar(struct MarioState \*m, s16 angleFromMario, f32 distFromMario); |
| 80252000 | s16 find\_floor\_slope(struct MarioState \*m, s16 yawOffset); |
| 802521A0 | void update\_mario\_sound\_and\_camera(struct MarioState \*m); |
| 8025229C | void set\_steep\_jump\_action(struct MarioState \*m); |
| 802523C8 | void set\_mario\_y\_vel\_based\_on\_fspeed(struct MarioState \*m, f32 initialVelY, f32 multiplier); |
| 80252460 | u32 set\_mario\_action\_airborne(struct MarioState \*m, u32 action, u32 actionArg); |
| 802529E4 | u32 set\_mario\_action\_moving(struct MarioState \*m, u32 action, UNUSED u32 actionArg); |
| 80252BD4 | u32 set\_mario\_action\_submerged(struct MarioState \*m, u32 action, UNUSED u32 actionArg); |
| 80252C18 | u32 set\_mario\_action\_cutscene(struct MarioState \*m, u32 action, UNUSED u32 actionArg); |
| 80252CF4 | s32 hurt\_and\_set\_mario\_action(struct MarioState \*m, u32 action, u32 actionArg, s16 hurtCounter); |
| 80252E5C | s32 set\_jump\_from\_landing(struct MarioState \*m); |
| 802530A0 | s32 set\_jumping\_action(struct MarioState \*m, u32 action, u32 actionArg); |
| 80253178 | s32 drop\_and\_set\_mario\_action(struct MarioState \*m, u32 action, u32 actionArg); |
| 802531C4 | s32 hurt\_and\_set\_mario\_action(struct MarioState \*m, u32 action, u32 actionArg, s16 hurtCounter); |
| 80253218 | s32 check\_common\_action\_exits(struct MarioState \*m); |
| 80253300 | s32 check\_common\_hold\_action\_exits(struct MarioState \*m); |
| 802533E4 | s32 transition\_submerged\_to\_walking(struct MarioState \*m); |
| 80253488 | s32 set\_water\_plunge\_action(struct MarioState \*m); |
| 80253588 | void squish\_mario\_model(struct MarioState \*m); |
| 80253720 | void debug\_print\_speed\_action\_normal(struct MarioState \*m); |
| 80253838 | void update\_mario\_button\_inputs(struct MarioState \*m); |
| 8025395C | void update\_mario\_joystick\_inputs(struct MarioState \*m); |
| 80253A60 | void update\_mario\_geometry\_inputs(struct MarioState \*m); |
| 80253D58 | void update\_mario\_inputs(struct MarioState \*m); |
| 80253EC0 | void set\_submerged\_cam\_preset\_and\_spawn\_bubbles(struct MarioState \*m); |
| 80254060 | void update\_mario\_health(struct MarioState \*m); |
| 802542B4 | void update\_mario\_info\_for\_cam(struct MarioState \*m); |
| 80254338 | void mario\_reset\_bodystate(struct MarioState \*m); |
| 80254390 | void sink\_mario\_in\_quicksand(struct MarioState \*m); |
| 802543E8 | u32 update\_and\_return\_cap\_flags(struct MarioState \*m); |
| 80254588 | void mario\_update\_hitbox\_and\_cap\_model(struct MarioState \*m); |
| 80254768 | void debug\_update\_mario\_cap(u16 button, s32 flags, u16 capTimer, u16 capMusic); |
| 80254830 | s32 execute\_mario\_action(UNUSED struct Object \*o); |
| 80254B20 | void level\_cmd\_init\_mario(void); |
| 80254F44 | void init\_mario\_from\_save\_file(void); |
| 80255080 | f32 get\_additive\_y\_vel\_for\_jumps(void); |
| 802550C0 | void transfer\_bully\_speed(struct BullyCollisionData \*obj1, struct BullyCollisionData \*obj2); |
| 80255238 | init\_bully\_collision\_data |
| 802552FC | void mario\_bonk\_reflection(struct MarioState \*m, u32 negateSpeed); |
| 80255414 | u32 mario\_update\_quicksand(struct MarioState \*m, f32 sinkingSpeed); |
| 80255654 | u32 mario\_push\_off\_steep\_floor(struct MarioState \*m, u32 action, u32 actionArg); |
| 8025570C | u32 mario\_update\_moving\_sand(struct MarioState \*m); |
| 8025580C | u32 mario\_update\_windy\_ground(struct MarioState \*m); |
| 802559B0 | void stop\_and\_set\_height\_to\_floor(struct MarioState \*m); |
| 80255A34 | s32 stationary\_ground\_step(struct MarioState \*m); |
| 80255B04 | s32 perform\_ground\_quarter\_step(struct MarioState \*m, Vec3f nextPos); |
| 80255D88 | s32 perform\_ground\_step(struct MarioState \*m); |
| 80255EC4 | u32 check\_ledge\_grab(struct MarioState \*m, struct Surface \*wall, Vec3f intendedPos, Vec3f nextPos); |
| 802560AC | s32 perform\_air\_quarter\_step(struct MarioState \*m, Vec3f intendedPos, u32 stepArg); |
| 802564E0 | void apply\_twirl\_gravity(struct MarioState \*m); |
| 80256584 | u32 should\_strengthen\_gravity\_for\_jump\_ascent(struct MarioState \*m); |
| 8025661C | void apply\_gravity(struct MarioState \*m); |
| 802569F8 | void apply\_vertical\_wind(struct MarioState \*m); |
| 80256B24 | s32 perform\_air\_step(struct MarioState \*m, u32 stepArg); |
| 80256CD8 | void set\_vel\_from\_pitch\_and\_yaw(struct MarioState \*m); |
| 80256D8C | void set\_vel\_from\_yaw(struct MarioState \*m); |
| 80256E00 | s32 get\_credits\_str\_width(char \*str); |
| 80256E88 | void print\_displaying\_credits\_entry(void); |
| 80257060 | void bhv\_end\_peach\_loop(void); |
| 802570DC | void bhv\_end\_toad\_loop(void); |
| 80257198 | s32 geo\_switch\_peach\_eyes(s32 run, struct GraphNode \*node, UNUSED s32 a2); |
| 802572B0 | s32 get\_star\_collection\_dialog(struct MarioState \*m); |
| 8025733C | void handle\_save\_menu(struct MarioState \*m); |
| 80257450 | spawn\_obj\_at\_mario\_rel\_yaw |
| 802574E8 | void cutscene\_take\_cap\_off(struct MarioState \*m); |
| 80257548 | void cutscene\_put\_cap\_on(struct MarioState \*m); |
| 802575A8 | s32 mario\_ready\_to\_speak(void); |
| 80257640 | s32 set\_mario\_npc\_dialog(s32 actionArg); |
| 80257748 | s32 act\_reading\_npc\_dialog(struct MarioState \*m); |
| 80257980 | s32 act\_waiting\_for\_dialog(struct MarioState \*m); |
| 80257A0C | s32 act\_disappeared(struct MarioState \*m); |
| 80257AB0 | s32 act\_reading\_automatic\_dialog(struct MarioState \*m); |
| 80257CE4 | s32 act\_reading\_sign(struct MarioState \*m); |
| 80257EAC | s32 act\_debug\_free\_move(struct MarioState \*m); |
| 80258184 | void general\_star\_dance\_handler(struct MarioState \*m, s32 isInWater); |
| 80258420 | s32 act\_star\_dance\_water(struct MarioState \*m); |
| 802584DC | s32 act\_star\_dance\_water(struct MarioState \*m); |
| 802585C0 | s32 act\_fall\_after\_star\_grab(struct MarioState \*m); |
| 802586CC | s32 common\_death\_handler(struct MarioState \*m, s32 animation, s32 frameToDeathWarp); |
| 80258744 | s32 act\_standing\_death(struct MarioState \*m); |
| 802587EC | s32 act\_electrocution(struct MarioState \*m); |
| 8025883C | s32 act\_suffocation(struct MarioState \*m); |
| 8025888C | s32 act\_death\_on\_back(struct MarioState \*m); |
| 802588F8 | s32 act\_death\_on\_stomach(struct MarioState \*m); |
| 80258964 | s32 act\_quicksand\_death(struct MarioState \*m); |
| 80258A7C | s32 act\_eaten\_by\_bubba(struct MarioState \*m); |
| 80258B24 | s32 launch\_mario\_until\_land(struct MarioState \*m, s32 endAction, s32 animation, f32 forwardVel); |
| 80258BA8 | s32 act\_unlocking\_key\_door(struct MarioState \*m); |
| 80258DAC | s32 act\_unlocking\_star\_door(struct MarioState \*m); |
| 80258F94 | s32 act\_entering\_star\_door(struct MarioState \*m); |
| 80259264 | s32 act\_going\_through\_door(struct MarioState \*m); |
| 802593CC | s32 act\_warp\_door\_spawn(struct MarioState \*m); |
| 802594D4 | s32 act\_emerge\_from\_pipe(struct MarioState \*m); |
| 80259608 | s32 act\_spawn\_spin\_airborne(struct MarioState \*m); |
| 80259740 | s32 act\_spawn\_spin\_landing(struct MarioState \*m); |
| 802597AC | s32 act\_exit\_airborne(struct MarioState \*m); |
| 80259854 | s32 act\_falling\_exit\_airborne(struct MarioState \*m); |
| 802598D0 | s32 act\_exit\_land\_save\_dialog(struct MarioState \*m); |
| 80259C30 | s32 act\_death\_exit\_land(struct MarioState \*m); |
| 80259CE8 | s32 act\_unused\_death\_exit(struct MarioState \*m); |
| 80259D74 | s32 act\_falling\_death\_exit(struct MarioState \*m); |
| 80259E00 | s32 act\_special\_exit\_airborne(struct MarioState \*m); |
| 80259EF8 | s32 act\_special\_death\_exit(struct MarioState \*m); |
| 80259FCC | s32 act\_spawn\_no\_spin\_airborne(struct MarioState \*m); |
| 8025A040 | s32 act\_spawn\_no\_spin\_landing(struct MarioState \*m); |
| 8025A0BC | s32 act\_bbh\_enter\_spin(struct MarioState \*m); |
| 8025A494 | s32 act\_bbh\_enter\_jump(struct MarioState \*m); |
| 8025A610 | s32 act\_teleport\_fade\_out(struct MarioState \*m); |
| 8025A6FC | s32 act\_teleport\_fade\_in(struct MarioState \*m); |
| 8025A858 | s32 act\_shocked(struct MarioState \*m); |
| 8025A9AC | void obj\_act\_squished(f32 baseScale); |
| 8025AE0C | s32 act\_putting\_on\_cap(struct MarioState \*m); |
| 8025AEA8 | stuck\_in\_ground\_handler |
| 8025AFFC | s32 act\_head\_stuck\_in\_ground(struct MarioState \*m); |
| 8025B050 | s32 act\_butt\_stuck\_in\_ground(struct MarioState \*m); |
| 8025B0A4 | s32 act\_feet\_stuck\_in\_ground(struct MarioState \*m); |
| 8025B0F8 | void advance\_cutscene\_step(struct MarioState \*m); |
| 8025B11C | void intro\_cutscene\_hide\_hud\_and\_mario(struct MarioState \*m); |
| 8025B178 | void intro\_cutscene\_peach\_lakitu\_scene(struct MarioState \*m); |
| 8025B234 | void intro\_cutscene\_raise\_pipe(struct MarioState \*m); |
| 8025B2EC | void intro\_cutscene\_jump\_out\_of\_pipe(struct MarioState \*m); |
| 8025B404 | void intro\_cutscene\_land\_outside\_pipe(struct MarioState \*m); |
| 8025B454 | void intro\_cutscene\_lower\_pipe(struct MarioState \*m); |
| 8025B520 | void intro\_cutscene\_set\_mario\_to\_idle(struct MarioState \*m); |
| 8025B58C | s32 act\_intro\_cutscene(struct MarioState \*m); |
| 8025B654 | void jumbo\_star\_cutscene\_falling(struct MarioState \*m); |
| 8025B760 | s32 jumbo\_star\_cutscene\_taking\_off(struct MarioState \*m); |
| 8025B9A8 | s32 jumbo\_star\_cutscene\_flying(struct MarioState \*m); |
| 8025BBEC | s32 act\_jumbo\_star\_cutscene(struct MarioState \*m); |
| 8025BC80 | void generate\_yellow\_sparkles(s16 x, s16 y, s16 z, f32 radius); |
| 8025BEB8 | f32 end\_obj\_set\_visual\_pos(struct Object \*o); |
| 8025BF64 | void end\_peach\_cutscene\_mario\_falling(struct MarioState \*m); |
| 8025C014 | void end\_peach\_cutscene\_mario\_landing(struct MarioState \*m); |
| 8025C0C4 | void end\_peach\_cutscene\_summon\_jumbo\_star(struct MarioState \*m); |
| 8025C1C0 | void end\_peach\_cutscene\_spawn\_peach(struct MarioState \*m); |
| 8025C498 | void end\_peach\_cutscene\_descend\_peach(struct MarioState \*m); |
| 8025C600 | void end\_peach\_cutscene\_run\_to\_peach(struct MarioState \*m); |
| 8025C6F8 | void end\_peach\_cutscene\_dialog\_1(struct MarioState \*m); |
| 8025C904 | void end\_peach\_cutscene\_dialog\_2(struct MarioState \*m); |
| 8025CA48 | void end\_peach\_cutscene\_kiss\_from\_peach(struct MarioState \*m); |
| 8025CBDC | void end\_peach\_cutscene\_star\_dance(struct MarioState \*m); |
| 8025CD6C | void end\_peach\_cutscene\_dialog\_3(struct MarioState \*m); |
| 8025CEF0 | void end\_peach\_cutscene\_run\_to\_castle(struct MarioState \*m); |
| 8025CFE4 | void end\_peach\_cutscene\_fade\_out(struct MarioState \*m); |
| 8025D040 | s32 act\_end\_peach\_cutscene(struct MarioState \*m); |
| 8025D1D4 | s32 act\_credits\_cutscene(struct MarioState \*m); |
| 8025D4F0 | s32 act\_end\_waving\_cutscene(struct MarioState \*m); |
| 8025D70C | s32 check\_for\_instant\_quicksand(struct MarioState \*m); |
| 8025D798 | s32 mario\_execute\_cutscene\_action(struct MarioState \*m); |
| 8025DD70 | void add\_tree\_leaf\_particles(struct MarioState \*m); |
| 8025DE1C | void play\_climbing\_sounds(struct MarioState \*m, s32 b); |
| 8025DF04 | s32 set\_pole\_position(struct MarioState \*m, f32 offsetY); |
| 8025E21C | s32 act\_holding\_pole(struct MarioState \*m); |
| 8025E5A8 | s32 act\_climbing\_pole(struct MarioState \*m); |
| 8025E7A4 | s32 act\_grab\_pole\_slow(struct MarioState \*m); |
| 8025E830 | s32 act\_grab\_pole\_fast(struct MarioState \*m); |
| 8025E930 | s32 act\_top\_of\_pole\_transition(struct MarioState \*m); |
| 8025EA30 | s32 act\_top\_of\_pole\_jump(struct MarioState \*m); |
| 8025EB50 | s32 perform\_hanging\_step(struct MarioState \*m, Vec3f nextPos); |
| 8025ECFC | s32 update\_hang\_moving(struct MarioState \*m); |
| 8025EED0 | void update\_hang\_stationary(struct MarioState \*m); |
| 8025EF58 | s32 act\_start\_hanging(struct MarioState \*m); |
| 8025F0B4 | s32 act\_hanging(struct MarioState \*m); |
| 8025F1E4 | s32 act\_hang\_moving(struct MarioState \*m); |
| 8025F384 | s32 let\_go\_of\_ledge(struct MarioState \*m); |
| 8025F4B4 | void climb\_up\_ledge(struct MarioState \*m); |
| 8025F560 | void update\_ledge\_climb\_camera(struct MarioState \*m); |
| 8025F644 | void update\_ledge\_climb(struct MarioState \*m, s32 animation, u32 endAction); |
| 8025F6C0 | s32 act\_ledge\_grab(struct MarioState \*m); |
| 8025F970 | s32 act\_ledge\_climb\_slow(struct MarioState \*m); |
| 8025FA64 | s32 act\_ledge\_climb\_down(struct MarioState \*m); |
| 8025FAE8 | s32 act\_ledge\_climb\_fast(struct MarioState \*m); |
| 8025FB90 | s32 act\_grabbed(struct MarioState \*m); |
| 8025FC6C | s32 act\_in\_cannon(struct MarioState \*m); |
| 80260154 | s32 act\_tornado\_twirling(struct MarioState \*m); |
| 80260568 | s32 check\_common\_automatic\_cancels(struct MarioState \*m); |
| 802605D0 | s32 mario\_execute\_automatic\_action(struct MarioState \*m); |
| 802608B0 | s32 check\_common\_idle\_cancels(struct MarioState \*m); |
| 80260AAC | s32 check\_common\_hold\_idle\_cancels(struct MarioState \*m); |
| 80260CB4 | s32 act\_idle(struct MarioState \*m); |
| 80260F94 | void play\_anim\_sound(struct MarioState \*m, u32 actionState, s32 animFrame, u32 sound); |
| 80261000 | s32 act\_start\_sleeping(struct MarioState \*m); |
| 80261268 | s32 act\_sleeping(struct MarioState \*m); |
| 802614FC | s32 act\_waking\_up(struct MarioState \*m); |
| 8026168C | s32 act\_shivering(struct MarioState \*m); |
| 802618D8 | s32 act\_coughing(struct MarioState \*m); |
| 802619D0 | s32 act\_hold\_idle(struct MarioState \*m); |
| 80261AD0 | s32 act\_hold\_heavy\_idle(struct MarioState \*m); |
| 80261BF8 | s32 act\_standing\_against\_wall(struct MarioState \*m); |
| 80261CEC | s32 act\_in\_quicksand(struct MarioState \*m); |
| 80261DB4 | s32 act\_crouching(struct MarioState \*m); |
| 80261F70 | s32 act\_panting(struct MarioState \*m); |
| 80262080 | s32 act\_hold\_panting\_unused(struct MarioState \*m); |
| 8026217C | void stopping\_step(struct MarioState \*m, s32 animID, u32 action); |
| 802621DC | s32 act\_braking\_stop(struct MarioState \*m); |
| 802622DC | s32 act\_butt\_slide\_stop(struct MarioState \*m); |
| 80262398 | s32 act\_hold\_butt\_slide\_stop(struct MarioState \*m); |
| 80262490 | s32 act\_slide\_kick\_slide\_stop(struct MarioState \*m); |
| 80262530 | s32 act\_start\_crouching(struct MarioState \*m); |
| 80262650 | s32 act\_stop\_crouching(struct MarioState \*m); |
| 80262770 | s32 act\_start\_crawling(struct MarioState \*m); |
| 80262890 | s32 act\_stop\_crawling(struct MarioState \*m); |
| 80262980 | s32 act\_shockwave\_bounce(struct MarioState \*m); |
| 80262BC4 | s32 landing\_step(struct MarioState \*m, s32 arg1, u32 action); |
| 80262C34 | s32 check\_common\_landing\_cancels(struct MarioState \*m, u32 action); |
| 80262D68 | s32 act\_jump\_land\_stop(struct MarioState \*m); |
| 80262DC4 | s32 act\_double\_jump\_land\_stop(struct MarioState \*m); |
| 80262E20 | s32 act\_side\_flip\_land\_stop(struct MarioState \*m); |
| 80262E94 | s32 act\_freefall\_land\_stop(struct MarioState \*m); |
| 80262EF0 | s32 act\_triple\_jump\_land\_stop(struct MarioState \*m); |
| 80262F50 | s32 act\_backflip\_land\_stop(struct MarioState \*m); |
| 80262FEC | s32 act\_lava\_boost\_land(struct MarioState \*m); |
| 8026305C | s32 act\_long\_jump\_land\_stop(struct MarioState \*m); |
| 802630F8 | s32 act\_hold\_jump\_land\_stop(struct MarioState \*m); |
| 802631F0 | s32 act\_hold\_freefall\_land\_stop(struct MarioState \*m); |
| 802632E8 | s32 act\_air\_throw\_land(struct MarioState \*m); |
| 802633B4 | s32 act\_twirl\_land(struct MarioState \*m); |
| 8026350C | s32 act\_ground\_pound\_land(struct MarioState \*m); |
| 802635E8 | s32 act\_first\_person(struct MarioState \*m); |
| 80263784 | s32 check\_common\_stationary\_cancels(struct MarioState \*m); |
| 80263898 | s32 mario\_execute\_stationary\_action(struct MarioState \*m); |
| 80263E60 | s16 tilt\_body\_running(struct MarioState \*m); |
| 80263EE4 | void play\_step\_sound(struct MarioState \*m, s16 frame1, s16 frame2); |
| 80264024 | void align\_with\_floor(struct MarioState \*m); |
| 8026409C | s32 begin\_walking\_action(struct MarioState \*m, f32 forwardVel, u32 action, u32 actionArg); |
| 802640FC | void check\_ledge\_climb\_down(struct MarioState \*m); |
| 802642B4 | void slide\_bonk(struct MarioState \*m, u32 fastAction, u32 slowAction); |
| 80264340 | s32 set\_triple\_jump\_action(struct MarioState \*m, UNUSED u32 action, UNUSED u32 actionArg); |
| 8026440C | void update\_sliding\_angle(struct MarioState \*m, f32 accel, f32 lossFactor); |
| 80264740 | s32 update\_sliding(struct MarioState \*m, f32 stopSpeed); |
| 80264B54 | void apply\_slope\_accel(struct MarioState \*m); |
| 80264D80 | s32 apply\_landing\_accel(struct MarioState \*m, f32 frictionFactor); |
| 80264E18 | void update\_shell\_speed(struct MarioState \*m); |
| 80265080 | s32 apply\_slope\_decel(struct MarioState \*m, f32 decelCoef); |
| 802651B0 | s32 update\_decelerating\_speed(struct MarioState \*m); |
| 80265244 | void update\_walking\_speed(struct MarioState \*m); |
| 80265458 | s32 should\_begin\_sliding(struct MarioState \*m); |
| 80265514 | s32 analog\_stick\_held\_back(struct MarioState \*m); |
| 80265558 | s32 check\_ground\_dive\_or\_punch(struct MarioState \*m); |
| 80265620 | s32 begin\_braking\_action(struct MarioState \*m); |
| 80265700 | void anim\_and\_audio\_for\_walk(struct MarioState \*m); |
| 80265B1C | void anim\_and\_audio\_for\_hold\_walk(struct MarioState \*m); |
| 80265D90 | void anim\_and\_audio\_for\_heavy\_walk(struct MarioState \*m); |
| 80265DF8 | void push\_or\_sidle\_wall(struct MarioState \*m, Vec3f startPos); |
| 80266038 | void tilt\_body\_walking(struct MarioState \*m, s16 startYaw); |
| 802661CC | void tilt\_body\_ground\_shell(struct MarioState \*m, s16 startYaw); |
| 80266354 | s32 act\_walking(struct MarioState \*m); |
| 802665B4 | s32 act\_move\_punching(struct MarioState \*m); |
| 80266734 | s32 act\_hold\_walking(struct MarioState \*m); |
| 8026699C | s32 act\_hold\_heavy\_walking(struct MarioState \*m); |
| 80266AF8 | s32 act\_turning\_around(struct MarioState \*m); |
| 80266D4C | s32 act\_finish\_turning\_around(struct MarioState \*m); |
| 80266E48 | s32 act\_braking\_stop(struct MarioState \*m); |
| 80266FC8 | s32 act\_decelerating(struct MarioState \*m); |
| 80267240 | s32 act\_hold\_decelerating(struct MarioState \*m); |
| 80267504 | s32 act\_riding\_shell\_ground(struct MarioState \*m); |
| 80267728 | s32 act\_crawling(struct MarioState \*m); |
| 8026795C | s32 act\_burning\_ground(struct MarioState \*m); |
| 80267C24 | void tilt\_body\_butt\_slide(struct MarioState \*m); |
| 80267CE4 | void common\_slide\_action(struct MarioState \*m, u32 endAction, u32 airAction, s32 animation); |
| 80267FA4 | common\_slide\_action\_with\_jump |
| 80268074 | s32 act\_butt\_slide\_air(struct MarioState \*m); |
| 802680D4 | s32 act\_hold\_butt\_slide\_air(struct MarioState \*m); |
| 80268168 | s32 act\_crouch\_slide(struct MarioState \*m); |
| 80268338 | s32 act\_slide\_kick\_slide\_stop(struct MarioState \*m); |
| 802684AC | s32 stomach\_slide\_action(struct MarioState \*m, u32 stopAction, u32 airAction, s32 animation); |
| 802685C0 | s32 act\_stomach\_slide\_stop(struct MarioState \*m); |
| 80268608 | s32 act\_hold\_stomach\_slide(struct MarioState \*m); |
| 80268684 | s32 act\_dive\_slide(struct MarioState \*m); |
| 802687B8 | s32 common\_ground\_knockback\_action(struct MarioState \*m, s32 animation, s32 arg2, s32 arg3, s32 arg4); |
| 802689F8 | s32 act\_hard\_backward\_ground\_kb(struct MarioState \*m); |
| 80268ADC | s32 act\_hard\_forward\_ground\_kb(struct MarioState \*m); |
| 80268B64 | s32 act\_backward\_ground\_kb(struct MarioState \*m); |
| 80268BB0 | s32 act\_forward\_ground\_kb(struct MarioState \*m); |
| 80268BFC | s32 act\_soft\_backward\_ground\_kb(struct MarioState \*m); |
| 80268C48 | s32 act\_soft\_forward\_ground\_kb(struct MarioState \*m); |
| 80268C94 | s32 act\_ground\_bonk(struct MarioState \*m); |
| 80268D04 | s32 act\_death\_exit\_land(struct MarioState \*m); |
| 80268DCC | u32 common\_landing\_action(struct MarioState \*m, s16 animation, u32 airAction); |
| 80268F78 | s32 check\_common\_landing\_cancels(struct MarioState \*m, u32 action); |
| 80269108 | s32 act\_jump\_land\_stop(struct MarioState \*m); |
| 80269170 | s32 act\_freefall\_land\_stop(struct MarioState \*m); |
| 802691D8 | s32 act\_side\_flip\_land\_stop(struct MarioState \*m); |
| 80269264 | s32 act\_hold\_jump\_land\_stop(struct MarioState \*m); |
| 80269300 | s32 act\_hold\_freefall\_land\_stop(struct MarioState \*m); |
| 8026939C | s32 act\_long\_jump\_land\_stop(struct MarioState \*m); |
| 8026947C | s32 act\_double\_jump\_land\_stop(struct MarioState \*m); |
| 802694E4 | s32 act\_triple\_jump\_land\_stop(struct MarioState \*m); |
| 80269588 | s32 act\_backflip\_land\_stop(struct MarioState \*m); |
| 80269640 | quicksand\_jump\_land\_action |
| 80269788 | s32 act\_quicksand\_jump\_land(struct MarioState \*m); |
| 802697DC | s32 act\_hold\_quicksand\_jump\_land(struct MarioState \*m); |
| 80269830 | s32 check\_common\_moving\_cancels(struct MarioState \*m); |
| 80269954 | s32 mario\_execute\_moving\_action(struct MarioState \*m); |
| 80269F40 | void play\_flip\_sounds(struct MarioState \*m, s16 frame1, s16 frame2, s16 frame3); |
| 80269FC0 | void play\_far\_fall\_sound(struct MarioState \*m); |
| 8026A090 | void play\_knockback\_sound(struct MarioState \*m); |
| 8026A12C | s32 lava\_boost\_on\_wall(struct MarioState \*m); |
| 8026A224 | s32 check\_fall\_damage(struct MarioState \*m, u32 hardFallAction); |
| 8026A400 | s32 check\_kick\_or\_dive\_in\_air(struct MarioState \*m); |
| 8026A494 | s32 should\_get\_stuck\_in\_ground(struct MarioState \*m); |
| 8026A598 | s32 check\_fall\_damage\_or\_get\_stuck(struct MarioState \*m, u32 hardFallAction); |
| 8026A62C | s32 check\_horizontal\_wind(struct MarioState \*m); |
| 8026A818 | void update\_air\_with\_turn(struct MarioState \*m); |
| 8026AA48 | void update\_air\_without\_turn(struct MarioState \*m); |
| 8026ACD8 | void update\_lava\_boost\_or\_twirling(struct MarioState \*m); |
| 8026AE5C | void update\_flying\_yaw(struct MarioState \*m); |
| 8026B004 | void update\_flying\_pitch(struct MarioState \*m); |
| 8026B17C | void update\_flying(struct MarioState \*m); |
| 8026B444 | u32 common\_air\_action\_step(struct MarioState \*m, u32 landAction, s32 animation, u32 stepArg); |
| 8026B6A0 | s32 act\_jump\_kick(struct MarioState \*m); |
| 8026B740 | s32 act\_double\_jump(struct MarioState \*m); |
| 8026B814 | s32 act\_triple\_jump(struct MarioState \*m); |
| 8026B90C | s32 act\_backflip(struct MarioState \*m); |
| 8026B9AC | s32 act\_freefall(struct MarioState \*m); |
| 8026BAB8 | s32 act\_hold\_jump(struct MarioState \*m); |
| 8026BBB4 | s32 act\_hold\_freefall(struct MarioState \*m); |
| 8026BCC0 | s32 act\_side\_flip(struct MarioState \*m); |
| 8026BDCC | s32 act\_wall\_kick\_air(struct MarioState \*m); |
| 8026BE78 | s32 act\_long\_jump(struct MarioState \*m); |
| 8026BF40 | s32 act\_riding\_shell\_air(struct MarioState \*m); |
| 8026C034 | s32 act\_twirling(struct MarioState \*m); |
| 8026C1E0 | s32 act\_dive(struct MarioState \*m); |
| 8026C4B8 | s32 act\_air\_throw(struct MarioState \*m); |
| 8026C5D0 | s32 act\_water\_jump(struct MarioState \*m); |
| 8026C738 | s32 act\_hold\_water\_jump(struct MarioState \*m); |
| 8026C880 | s32 act\_steep\_jump(struct MarioState \*m); |
| 8026C9FC | s32 act\_ground\_pound(struct MarioState \*m); |
| 8026CD0C | s32 act\_burning\_jump(struct MarioState \*m); |
| 8026CE50 | s32 act\_burning\_fall(struct MarioState \*m); |
| 8026CF28 | s32 act\_crazy\_box\_bounce(struct MarioState \*m); |
| 8026D1B0 | common\_air\_knockback\_step |
| 8026D33C | s32 check\_wall\_kick(struct MarioState \*m); |
| 8026D3C8 | s32 act\_backward\_air\_kb(struct MarioState \*m); |
| 8026D43C | s32 act\_forward\_air\_kb(struct MarioState \*m); |
| 8026D4B0 | s32 act\_hard\_backward\_air\_kb(struct MarioState \*m); |
| 8026D508 | s32 act\_hard\_forward\_air\_kb(struct MarioState \*m); |
| 8026D560 | s32 act\_thrown\_backward(struct MarioState \*m); |
| 8026D608 | s32 act\_thrown\_forward(struct MarioState \*m); |
| 8026D6FC | s32 act\_soft\_bonk(struct MarioState \*m); |
| 8026D770 | s32 act\_getting\_blown(struct MarioState \*m); |
| 8026D988 | s32 act\_air\_hit\_wall(struct MarioState \*m); |
| 8026DB54 | s32 act\_forward\_rollout(struct MarioState \*m); |
| 8026DCF4 | s32 act\_backward\_rollout(struct MarioState \*m); |
| 8026DE98 | s32 act\_butt\_slide\_air(struct MarioState \*m); |
| 8026E088 | s32 act\_hold\_butt\_slide\_air(struct MarioState \*m); |
| 8026E2B4 | s32 act\_lava\_boost(struct MarioState \*m); |
| 8026E59C | s32 act\_slide\_kick(struct MarioState \*m); |
| 8026E810 | s32 act\_jump\_kick(struct MarioState \*m); |
| 8026E968 | s32 act\_shot\_from\_cannon(struct MarioState \*m); |
| 8026EC00 | s32 act\_flying\_triple\_jump(struct MarioState \*m); |
| 8026F158 | s32 act\_riding\_hoot(struct MarioState \*m); |
| 8026F2EC | s32 act\_flying\_triple\_jump(struct MarioState \*m); |
| 8026F614 | s32 act\_top\_of\_pole\_jump(struct MarioState \*m); |
| 8026F660 | s32 act\_vertical\_wind(struct MarioState \*m); |
| 8026F840 | s32 act\_special\_triple\_jump(struct MarioState \*m); |
| 8026FA18 | s32 check\_common\_airborne\_cancels(struct MarioState \*m); |
| 8026FB04 | s32 mario\_execute\_airborne\_action(struct MarioState \*m); |
| 80270110 | void set\_swimming\_at\_surface\_particles(struct MarioState \*m, u32 particleFlag); |
| 802701CC | s32 swimming\_near\_surface(struct MarioState \*m); |
| 80270234 | f32 get\_buoyancy(struct MarioState \*m); |
| 80270304 | u32 perform\_water\_full\_step(struct MarioState \*m, Vec3f nextPos); |
| 80270500 | void apply\_water\_current(struct MarioState \*m, Vec3f step); |
| 80270918 | u32 perform\_water\_step(struct MarioState \*m); |
| 80270A74 | BAD\_RETURN(u32) update\_water\_pitch(struct MarioState \*m); |
| 80270B4C | void stationary\_slow\_down(struct MarioState \*m); |
| 80270C94 | void update\_swimming\_speed(struct MarioState \*m, f32 decelThreshold); |
| 80270E40 | void update\_swimming\_yaw(struct MarioState \*m); |
| 80270FD8 | void update\_swimming\_pitch(struct MarioState \*m); |
| 802710C4 | void common\_idle\_step(struct MarioState \*m, s32 animation, s32 arg); |
| 802711D4 | s32 act\_water\_idle(struct MarioState \*m); |
| 802712C0 | s32 act\_hold\_water\_idle(struct MarioState \*m); |
| 802713BC | s32 act\_water\_action\_end(struct MarioState \*m); |
| 802714A8 | s32 act\_hold\_water\_action\_end(struct MarioState \*m); |
| 802715EC | void reset\_float\_globals(struct MarioState \*m); |
| 8027163C | void float\_surface\_gfx(struct MarioState \*m); |
| 80271704 | void common\_swimming\_step(struct MarioState \*m, s16 swimStrength); |
| 80271918 | void play\_swimming\_noise(struct MarioState \*m); |
| 8027197C | s32 check\_water\_jump(struct MarioState \*m); |
| 80271AA0 | s32 act\_breaststroke(struct MarioState \*m); |
| 80271D04 | s32 act\_swimming\_end(struct MarioState \*m); |
| 80271EB4 | s32 act\_flutter\_kick(struct MarioState \*m); |
| 8027202C | s32 act\_hold\_breaststroke(struct MarioState \*m); |
| 8027226C | s32 act\_hold\_swimming\_end(struct MarioState \*m); |
| 802723F0 | s32 act\_hold\_flutter\_kick(struct MarioState \*m); |
| 80272548 | s32 act\_water\_shell\_swimming(struct MarioState \*m); |
| 8027267C | s32 check\_water\_grab(struct MarioState \*m); |
| 80272778 | s32 act\_water\_throw(struct MarioState \*m); |
| 80272870 | s32 act\_water\_punch(struct MarioState \*m); |
| 80272A60 | void common\_water\_knockback\_step(struct MarioState \*m, s32 animation, u32 endAction, s32 arg3); |
| 80272B1C | s32 act\_backward\_water\_kb(struct MarioState \*m); |
| 80272B64 | s32 act\_forward\_water\_kb(struct MarioState \*m); |
| 80272BAC | s32 act\_water\_shocked(struct MarioState \*m); |
| 80272CBC | s32 act\_drowning(struct MarioState \*m); |
| 80272DC0 | s32 act\_water\_death(struct MarioState \*m); |
| 80272E3C | s32 act\_water\_plunge(struct MarioState \*m); |
| 80273160 | s32 act\_caught\_in\_whirlpool(struct MarioState \*m); |
| 80273518 | void play\_metal\_water\_jumping\_sound(struct MarioState \*m, u32 landing); |
| 802735A4 | void play\_metal\_water\_walking\_sound(struct MarioState \*m); |
| 80273618 | void update\_metal\_water\_walking\_speed(struct MarioState \*m); |
| 802737F4 | s32 update\_metal\_water\_jump\_speed(struct MarioState \*m); |
| 80273A2C | s32 act\_metal\_water\_standing(struct MarioState \*m); |
| 80273BD4 | s32 act\_hold\_metal\_water\_standing(struct MarioState \*m); |
| 80273CD0 | s32 act\_metal\_water\_walking(struct MarioState \*m); |
| 80273E74 | s32 act\_hold\_metal\_water\_walking(struct MarioState \*m); |
| 80274030 | s32 act\_metal\_water\_jump\_land(struct MarioState \*m); |
| 80274134 | s32 act\_hold\_metal\_water\_jump\_land(struct MarioState \*m); |
| 80274268 | s32 act\_metal\_water\_falling(struct MarioState \*m); |
| 80274384 | s32 act\_hold\_metal\_water\_falling(struct MarioState \*m); |
| 802744AC | s32 act\_metal\_water\_jump\_land(struct MarioState \*m); |
| 80274580 | s32 act\_hold\_metal\_water\_jump\_land(struct MarioState \*m); |
| 80274688 | s32 act\_metal\_water\_fall\_land(struct MarioState \*m); |
| 8027475C | s32 act\_hold\_metal\_water\_fall\_land(struct MarioState \*m); |
| 80274864 | s32 check\_common\_submerged\_cancels(struct MarioState \*m); |
| 8027499C | s32 mario\_execute\_submerged\_action(struct MarioState \*m); |
| 80274EB0 | void animated\_stationary\_ground\_step(struct MarioState \*m, s32 animation, u32 endAction); |
| 80274F10 | s32 mario\_update\_punch\_sequence(struct MarioState \*m); |
| 80275328 | s32 act\_punching(struct MarioState \*m); |
| 8027546C | s32 act\_picking\_up\_bowser(struct MarioState \*m); |
| 802755FC | s32 act\_dive\_picking\_up(struct MarioState \*m); |
| 802756C8 | s32 act\_placing\_down(struct MarioState \*m); |
| 80275794 | s32 act\_throwing(struct MarioState \*m); |
| 802758C0 | s32 act\_heavy\_throw(struct MarioState \*m); |
| 802759B4 | s32 act\_stomach\_slide\_stop(struct MarioState \*m); |
| 80275A80 | s32 act\_picking\_up\_bowser(struct MarioState \*m); |
| 80275B34 | s32 act\_holding\_bowser(struct MarioState \*m); |
| 80275E78 | s32 act\_releasing\_bowser(struct MarioState \*m); |
| 80275F0C | s32 check\_common\_object\_cancels(struct MarioState \*m); |
| 80275FE0 | s32 mario\_execute\_object\_action(struct MarioState \*m); |
| 802761D0 | geo\_envfx\_main |
| 802763D4 | geo\_skybox\_main |
| 802764B0 | geo\_draw\_mario\_head\_goddard |
| 8027657C | void toad\_message\_faded(void); |
| 802765FC | void toad\_message\_opaque(void); |
| 802766B4 | void toad\_message\_talking(void); |
| 802767B8 | void toad\_message\_opacifying(void); |
| 80276804 | void toad\_message\_fading(void); |
| 8027684C | void bhv\_toad\_message\_loop(void); |
| 80276910 | void bhv\_toad\_message\_init(void); |
| 80276AA0 | void star\_door\_unlock\_spawn\_particles(s16 angleOffset); |
| 80276BB8 | void bhv\_unlock\_door\_star\_init(void); |
| 80276CCC | void bhv\_unlock\_door\_star\_loop(void); |
| 80276F90 | Gfx \*make\_gfx\_mario\_alpha(struct GraphNodeGenerated \*node, s16 alpha); |
| 802770A4 | geo\_mirror\_mario\_set\_alpha |
| 80277150 | geo\_switch\_mario\_stand\_run |
| 802771BC | geo\_switch\_mario\_eyes |
| 80277294 | geo\_mario\_tilt\_torso |
| 802773A4 | geo\_mario\_head\_rotation |
| 802774F4 | geo\_switch\_mario\_hand |
| 802775CC | geo\_mario\_hand\_foot\_scaler |
| 802776D8 | geo\_switch\_mario\_cap\_effect |
| 80277740 | geo\_switch\_mario\_cap\_on\_off |
| 80277824 | geo\_mario\_rotate\_wing\_cap\_wings |
| 8027795C | geo\_switch\_mario\_hand\_grab\_pos |
| 80277B14 | geo\_render\_mirror\_mario |
| 80277D6C | geo\_mirror\_mario\_backface\_culling |
| 80277EE0 | set\_segment\_base\_addr |
| 80277F20 | void \*get\_segment\_base\_addr(s32 segment); |
| 80277F50 | void \*segmented\_to\_virtual(const void \*addr); |
| 80277FA8 | void \*virtual\_to\_segmented(u32 segment, const void \*addr); |
| 80277FF0 | void move\_segment\_table\_to\_dmem(void); |
| 80278074 | void main\_pool\_init(void \*start, void \*end); |
| 80278120 | void \*main\_pool\_alloc(u32 size, u32 side); |
| 80278238 | u32 main\_pool\_free(void \*addr); |
| 80278358 | void \*main\_pool\_realloc(void \*addr, u32 size); |
| 802783C8 | u32 main\_pool\_available(void); |
| 802783E8 | u32 main\_pool\_push\_state(void); |
| 80278498 | u32 main\_pool\_pop\_state(void); |
| 80278504 | void \*dynamic\_dma\_read(u8 \*srcStart, u8 \*srcEnd, u32 side); |
| 80278610 | void \*dynamic\_dma\_read(u8 \*srcStart, u8 \*srcEnd, u32 side); |
| 8027868C | void \*load\_segment\_decompress\_heap(u32 segment, u8 \*srcStart, u8 \*srcEnd); |
| 802786F0 | void \*load\_to\_fixed\_pool\_addr(u8 \*destAddr, u8 \*srcStart, u8 \*srcEnd); |
| 802787D8 | void \*load\_segment\_decompress\_heap(u32 segment, u8 \*srcStart, u8 \*srcEnd); |
| 802788B4 | void \*load\_segment\_decompress\_heap(u32 segment, u8 \*srcStart, u8 \*srcEnd); |
| 80278974 | void load\_engine\_code\_segment(void); |
| 80278A14 | alloc\_only\_pool\_init |
| 80278AB8 | void \*alloc\_only\_pool\_alloc(struct AllocOnlyPool \*pool, s32 size); |
| 80278B28 | alloc\_only\_pool\_resize |
| 80278B98 | mem\_pool\_init |
| 80278C58 | void \*mem\_pool\_alloc(struct MemoryPool \*pool, u32 size); |
| 80278D74 | void mem\_pool\_free(struct MemoryPool \*pool, void \*addr); |
| 80278F2C | void \*alloc\_display\_list(u32 size); |
| 80278FA0 | struct MarioAnimDmaRelatedThing \*func\_802789F0(u8 \*srcAddr); |
| 80279028 | void func\_80278A78(struct MarioAnimation \*a, void \*b, struct Animation \*target); |
| 80279084 | s32 load\_patchable\_table(struct MarioAnimation \*a, u32 index); |
| 80279174 | s32 read\_eeprom\_data(void \*buffer, s32 size); |
| 80279218 | s32 write\_eeprom\_data(void \*buffer, s32 size); |
| 802792C0 | u16 calc\_checksum(u8 \*data, s32 size); |
| 80279314 | s32 verify\_save\_block\_signature(void \*buffer, s32 size, u16 magic); |
| 8027939C | void add\_save\_block\_signature(void \*buffer, s32 size, u16 magic); |
| 802793FC | void restore\_main\_menu\_data(s32 srcSlot); |
| 802794A0 | void save\_main\_menu\_data(void); |
| 8027951C | void wipe\_main\_menu\_data(void); |
| 802795A0 | s32 get\_coin\_score\_age(s32 fileIndex, s32 courseIndex); |
| 802795D4 | void set\_coin\_score\_age(s32 fileIndex, s32 courseIndex, s32 age); |
| 80279650 | void touch\_coin\_score\_age(s32 fileIndex, s32 courseIndex); |
| 80279700 | void touch\_high\_score\_ages(s32 fileIndex); |
| 80279748 | void restore\_save\_file\_data(s32 fileIndex, s32 srcSlot); |
| 80279840 | void save\_file\_do\_save(s32 fileIndex); |
| 802798FC | void save\_file\_erase(s32 fileIndex); |
| 80279960 | save\_file\_copy |
| 802799DC | void save\_file\_load\_all(void); |
| 80279BC8 | void save\_file\_reload(void); |
| 80279C44 | void save\_file\_collect\_star\_or\_key(s16 coinScore, s16 starIndex); |
| 80279E44 | s32 save\_file\_exists(s32 fileIndex); |
| 80279E80 | u32 save\_file\_get\_max\_coin\_score(s32 courseIndex); |
| 80279F80 | s32 save\_file\_get\_course\_star\_count(s32 fileIndex, s32 courseIndex); |
| 8027A010 | s32 save\_file\_get\_total\_star\_count(s32 fileIndex, s32 minCourse, s32 maxCourse); |
| 8027A0A8 | void save\_file\_set\_flags(u32 flags); |
| 8027A0F4 | void save\_file\_clear\_flags(u32 flags); |
| 8027A16C | u32 save\_file\_get\_flags(void); |
| 8027A1C8 | u32 save\_file\_get\_star\_flags(s32 fileIndex, s32 courseIndex); |
| 8027A23C | void save\_file\_set\_star\_flags(s32 fileIndex, s32 courseIndex, u32 starFlags); |
| 8027A310 | s32 save\_file\_get\_course\_coin\_score(s32 fileIndex, s32 courseIndex); |
| 8027A340 | s32 save\_file\_is\_cannon\_unlocked(void); |
| 8027A390 | void save\_file\_set\_cannon\_unlocked(void); |
| 8027A418 | void save\_file\_set\_cap\_pos(s16 x, s16 y, s16 z); |
| 8027A4AC | s32 save\_file\_get\_cap\_pos(Vec3s capPos); |
| 8027A564 | void save\_file\_set\_sound\_mode(u16 mode); |
| 8027A5B4 | u16 save\_file\_get\_sound\_mode(void); |
| 8027A5D4 | void save\_file\_move\_cap\_to\_default\_location(void); |
| 8027A698 | void disable\_warp\_checkpoint(void); |
| 8027A6B0 | void check\_if\_should\_set\_warp\_checkpoint(struct WarpNode \*warpNode); |
| 8027A718 | s32 check\_warp\_checkpoint(struct WarpNode \*warpNode); |
| 8027A7D0 | void override\_viewport\_and\_clip(Vp \*a, Vp \*b, u8 c, u8 d, u8 e); |
| 8027A83C | void set\_warp\_transition\_rgb(u8 red, u8 green, u8 blue); |
| 8027A8B0 | void print\_intro\_text(void); |
| 8027A93C | u32 get\_mario\_spawn\_type(struct Object \*o); |
| 8027A9C8 | area\_get\_warp\_node |
| 8027AA28 | area\_get\_warp\_node\_from\_params |
| 8027AA74 | void load\_obj\_warp\_nodes(void); |
| 8027AB04 | void clear\_areas(void); |
| 8027AD74 | void clear\_area\_graph\_nodes(void); |
| 8027AE44 | void load\_area\_terrain(s16 index, s16 \*data, s8 \*surfaceRooms, s16 \*macroObjects); |
| 8027AF48 | void level\_cmd\_unload\_area(void); |
| 8027AFBC | void unload\_mario\_area(void); |
| 8027B038 | void unload\_mario\_area(void); |
| 8027B0C0 | void change\_area(s32 index); |
| 8027B164 | void area\_update\_objects(void); |
| 8027B1A0 | void play\_transition\_after\_delay(s16 transType, s16 time, u8 red, u8 green, u8 blue, s16 delay); |
| 8027B35C | void play\_transition\_after\_delay(s16 transType, s16 time, u8 red, u8 green, u8 blue, s16 delay); |
| 8027B3B4 | void render\_game(void); |
| 8027B6C0 | void geo\_process\_master\_list\_sub(struct GraphNodeMasterList \*node); |
| 8027B904 | void geo\_append\_display\_list(void \*displayList, s16 layer); |
| 8027BA00 | void geo\_process\_master\_list(struct GraphNodeMasterList \*node); |
| 8027BA98 | void geo\_process\_ortho\_projection(struct GraphNodeOrthoProjection \*node); |
| 8027BC74 | void geo\_process\_perspective(struct GraphNodePerspective \*node); |
| 8027BDF0 | void geo\_process\_level\_of\_detail(struct GraphNodeLevelOfDetail \*node); |
| 8027BE84 | void geo\_process\_switch(struct GraphNodeSwitchCase \*node); |
| 8027BF58 | void geo\_process\_camera(struct GraphNodeCamera \*node); |
| 8027C114 | void geo\_process\_translation\_rotation(struct GraphNodeTranslationRotation \*node); |
| 8027C238 | void geo\_process\_translation(struct GraphNodeTranslation \*node); |
| 8027C35C | void geo\_process\_rotation(struct GraphNodeRotation \*node); |
| 8027C474 | void geo\_process\_scale(struct GraphNodeScale \*node); |
| 8027C594 | void geo\_process\_billboard(struct GraphNodeBillboard \*node); |
| 8027C73C | void geo\_process\_display\_list(struct GraphNodeDisplayList \*node); |
| 8027C7A4 | void geo\_process\_generated\_list(struct GraphNodeGenerated \*node); |
| 8027C858 | void geo\_process\_background(struct GraphNodeBackground \*node); |
| 8027CA70 | void geo\_process\_animated\_part(struct GraphNodeAnimatedPart \*node); |
| 8027CF38 | void geo\_set\_animation\_globals(struct GraphNodeObject\_sub \*node, s32 hasAnimation); |
| 8027D0B8 | void geo\_process\_shadow(struct GraphNodeShadow \*node); |
| 8027D518 | int obj\_is\_in\_view(struct GraphNodeObject \*node, Mat4 matrix); |
| 8027D6FC | void geo\_process\_object\_parent(struct GraphNodeObjectParent \*node); |
| 8027DA10 | void geo\_process\_object\_parent(struct GraphNodeObjectParent \*node); |
| 8027DA84 | void geo\_process\_held\_object(struct GraphNodeHeldObject \*node); |
| 8027DE68 | void geo\_try\_process\_children(struct GraphNode \*node); |
| 8027DEA8 | void geo\_process\_node\_and\_siblings(struct GraphNode \*firstNode); |
| 8027E130 | void geo\_process\_root(struct GraphNodeRoot \*node, Vp \*b, Vp \*c, s32 clearColor); |
| 8027E3E0 | void profiler\_log\_thread5\_time(enum ProfilerGameEvent eventID); |
| 8027E490 | void profiler\_log\_thread4\_time(void); |
| 8027E520 | void profiler\_log\_gfx\_time(enum ProfilerGfxEvent eventID); |
| 8027E5CC | void profiler\_log\_vblank\_time(void); |
| 8027E65C | void draw\_profiler\_bar(OSTime clockBase, OSTime clockStart, OSTime clockEnd, s16 posY, u16 color); |
| 8027E958 | void draw\_reference\_profiler\_bars(void); |
| 8027EBCC | void draw\_profiler\_mode\_1(void); |
| 8027EEAC | void draw\_profiler\_mode\_0(void); |
| 8027F460 | void draw\_profiler(void); |
| 8027F4E0 | void \*load\_segment\_decompress\_heap(u32 segment, u8 \*srcStart, u8 \*srcEnd); |
| 8027F590 | void set\_camera\_shake\_from\_hit(s16 shake); |
| 8027F8B8 | void set\_environmental\_camera\_shake(s16 shake); |
| 8027F9F0 | void set\_camera\_shake\_from\_point(s16 shake, f32 posX, f32 posY, f32 posZ); |
| 8027FB74 | void unused\_set\_camera\_pitch\_shake\_env(s16 shake); |
| 8027FC18 | f32 calc\_y\_to\_curr\_floor(f32 \*posOff, f32 posMul, f32 posBound, f32 \*focOff, f32 focMul, f32 focBound); |
| 8027FE20 | void focus\_on\_mario(Vec3f focus, Vec3f pos, f32 posYOff, f32 focYOff, f32 dist, s16 pitch, s16 yaw); |
| 8027FF00 | UNUSED void set\_pos\_to\_mario(Vec3f foc, Vec3f pos, f32 yOff, f32 focYOff, f32 dist, s16 pitch, s16 yaw); |
| 8027FFF8 | void set\_camera\_height(struct Camera \*c, f32 goalHeight); |
| 80280368 | s16 look\_down\_slopes(s16 camYaw); |
| 802804F4 | void pan\_ahead\_of\_player(struct Camera \*c); |
| 802806A4 | s16 find\_in\_bounds\_yaw\_wdw\_bob\_thi(Vec3f pos, Vec3f origin, s16 yaw); |
| 80280810 | s32 update\_radial\_camera(struct Camera \*c, Vec3f focus, Vec3f pos); |
| 80280970 | s32 update\_8\_directions\_camera(struct Camera \*c, Vec3f focus, Vec3f pos); |
| 80280B00 | void radial\_camera\_move(struct Camera \*c); |
| 80281188 | void lakitu\_zoom(f32 rangeDist, s16 rangePitch); |
| 802813BC | void radial\_camera\_input\_default(struct Camera \*c); |
| 802813EC | void update\_yaw\_and\_dist\_from\_c\_up(UNUSED struct Camera \*c); |
| 8028146C | void mode\_radial\_camera(struct Camera \*c); |
| 80281588 | void mode\_8\_directions\_camera(struct Camera \*c); |
| 802816A0 | s32 update\_outward\_radial\_camera(struct Camera \*c, Vec3f focus, Vec3f pos); |
| 802817FC | void mode\_outward\_radial\_camera(struct Camera \*c); |
| 80281904 | s32 update\_parallel\_tracking\_camera(struct Camera \*c, Vec3f focus, Vec3f pos); |
| 80282280 | s32 update\_fixed\_camera(struct Camera \*c, Vec3f focus, UNUSED Vec3f pos); |
| 802826A0 | s32 update\_boss\_fight\_camera(struct Camera \*c, Vec3f focus, Vec3f pos); |
| 80282C0C | s32 unused\_update\_mode\_5\_camera(UNUSED struct Camera \*c, UNUSED Vec3f focus, UNUSED Vec3f pos); |
| 80282C3C | void mode\_boss\_fight\_camera(struct Camera \*c); |
| 80282C7C | void mode\_parallel\_tracking\_camera(struct Camera \*c); |
| 80282CE0 | void mode\_fixed\_camera(struct Camera \*c); |
| 80282D78 | s32 update\_behind\_mario\_camera(struct Camera \*c, Vec3f focus, Vec3f pos); |
| 80283340 | void mode\_behind\_mario\_camera(struct Camera \*c); |
| 80283578 | s16 update\_slide\_camera(struct Camera \*c); |
| 802839E4 | void mode\_behind\_mario\_camera(struct Camera \*c); |
| 80283A18 | s32 nop\_update\_water\_camera(UNUSED struct Camera \*c, UNUSED Vec3f focus, UNUSED Vec3f pos); |
| 80283A34 | void mode\_water\_surface\_camera(struct Camera \*c); |
| 80283A68 | s32 update\_mario\_camera(UNUSED struct Camera \*c, Vec3f focus, Vec3f pos); |
| 80283AF8 | s16 update\_default\_camera(struct Camera \*c); |
| 80284CB8 | void mode\_default\_camera(struct Camera \*c); |
| 80284CFC | void mode\_lakitu\_camera(struct Camera \*c); |
| 80284D38 | void mode\_mario\_camera(struct Camera \*c); |
| 80284D74 | s32 update\_spiral\_stairs\_camera(struct Camera \*c, Vec3f focus, Vec3f pos); |
| 802850AC | void mode\_spiral\_stairs\_camera(struct Camera \*c); |
| 802850EC | s32 update\_slide\_or\_0f\_camera(UNUSED struct Camera \*c, Vec3f focus, Vec3f pos); |
| 8028517C | UNUSED void unused\_mode\_0f\_camera(struct Camera \*c); |
| 802851DC | void mode\_slide\_camera(struct Camera \*c); |
| 8028526C | void store\_lakitu\_cam\_info\_for\_c\_up(struct Camera \*c); |
| 802852F4 | s32 set\_mode\_c\_up(struct Camera \*c); |
| 80285370 | s32 exit\_c\_up(struct Camera \*c); |
| 80285808 | s32 update\_c\_up(UNUSED struct Camera \*c, Vec3f focus, Vec3f pos); |
| 802858A4 | void move\_mario\_head\_c\_up(UNUSED struct Camera \*c); |
| 80285A2C | void move\_into\_c\_up(struct Camera \*c); |
| 80285D20 | s32 mode\_c\_up\_camera(struct Camera \*c); |
| 80285ED8 | s32 update\_in\_cannon(UNUSED struct Camera \*c, Vec3f focus, Vec3f pos); |
| 80285F60 | void mode\_cannon\_camera(struct Camera \*c); |
| 8028603C | void transition\_next\_state(UNUSED struct Camera \*c, s16 frames); |
| 80286088 | void transition\_to\_camera\_mode(struct Camera \*c, s16 newMode, s16 numFrames); |
| 80286188 | void set\_camera\_mode\_radial(struct Camera \*c, s16 transitionTime); |
| 80286420 | void update\_lakitu(struct Camera \*c); |
| 802868F8 | void update\_camera\_yaw(struct Camera \*c); |
| 80286F68 | void reset\_camera(struct Camera \*c); |
| 8028724C | void init\_camera(struct Camera \*c); |
| 802879EC | void zoom\_out\_if\_paused\_and\_outside(struct GraphNodeCamera \*camera); |
| 80287BC4 | void select\_mario\_cam\_mode(void); |
| 80287BE0 | void create\_camera(struct GraphNodeCamera \*gc, struct AllocOnlyPool \*pool); |
| 80287CB8 | void update\_graph\_node\_camera(struct GraphNodeCamera \*gc); |
| 80287D30 | geo\_camera\_main |
| 80287DE8 | void vec3f\_sub(Vec3f dst, Vec3f src); |
| 80287E28 | void object\_pos\_to\_vec3f(Vec3f dst, struct Object \*o); |
| 80287E50 | void vec3f\_to\_object\_pos(struct Object \*o, Vec3f src); |
| 80287E78 | void unused\_object\_angle\_to\_vec3s(Vec3s dst, struct Object \*o); |
| 80287EA0 | void evaluate\_cubic\_spline(f32 u, Vec3f Q, Vec3f a0, Vec3f a1, Vec3f a2, Vec3f a3); |
| 802882E4 | s32 move\_point\_along\_spline(Vec3f p, struct CutsceneSplinePoint spline[], s16 \*splineSegment, f32 \*progress); |
| 80288624 | s32 cam\_select\_alt\_mode(s32 selection); |
| 80288718 | s32 set\_cam\_angle(s32 mode); |
| 80288888 | void set\_handheld\_shake(u8 mode); |
| 802889B0 | void shake\_camera\_handheld(Vec3f pos, Vec3f focus); |
| 80288CE4 | s32 find\_c\_buttons\_pressed(u16 currentState, u16 buttonsPressed, u16 buttonsDown); |
| 80288E68 | s32 update\_camera\_hud\_status(struct Camera \*c); |
| 80288F5C | s32 collide\_with\_walls(Vec3f pos, f32 offsetY, f32 radius); |
| 80289198 | s32 vec3f\_compare(Vec3f pos, f32 posX, f32 posY, f32 posZ); |
| 80289214 | s32 clamp\_pitch(Vec3f from, Vec3f to, s16 maxPitch, s16 minPitch); |
| 802892D8 | s32 is\_within\_100\_units\_of\_mario(f32 posX, f32 posY, f32 posZ); |
| 8028935C | s32 set\_or\_approach\_f32\_asymptotic(f32 \*dst, f32 goal, f32 scale); |
| 802893F4 | s32 approach\_f32\_asymptotic\_bool(f32 \*current, f32 target, f32 multiplier); |
| 80289488 | f32 approach\_f32\_asymptotic(f32 current, f32 target, f32 multiplier); |
| 802894B4 | s32 approach\_s16\_asymptotic\_bool(s16 \*current, s16 target, s16 divisor); |
| 8028956C | s32 approach\_s16\_asymptotic(s16 current, s16 target, s16 divisor); |
| 80289610 | void set\_or\_approach\_vec3f\_asymptotic(Vec3f dst, Vec3f goal, f32 xMul, f32 yMul, f32 zMul); |
| 80289684 | void set\_or\_approach\_vec3f\_asymptotic(Vec3f dst, Vec3f goal, f32 xMul, f32 yMul, f32 zMul); |
| 802896F8 | void approach\_vec3s\_asymptotic(Vec3s current, Vec3s target, s16 xMul, s16 yMul, s16 zMul); |
| 8028976C | s32 camera\_approach\_s16\_symmetric\_bool(s16 \*current, s16 target, s16 increment); |
| 8028984C | s32 camera\_approach\_s16\_symmetric(s16 current, s16 target, s16 increment); |
| 8028993C | s32 set\_or\_approach\_s16\_symmetric(s16 \*current, s16 target, s16 increment); |
| 802899CC | s32 camera\_approach\_f32\_symmetric\_bool(f32 \*current, f32 target, f32 increment); |
| 80289B0C | f32 camera\_approach\_f32\_symmetric(f32 current, f32 target, f32 increment); |
| 80289C00 | void random\_vec3s(Vec3s dst, s16 xRange, s16 yRange, s16 zRange); |
| 80289D20 | s16 reduce\_by\_dist\_from\_camera(s16 value, f32 maxDist, f32 posX, f32 posY, f32 posZ); |
| 80289F88 | s32 clamp\_positions\_and\_find\_yaw(Vec3f pos, Vec3f origin, f32 xMax, f32 xMin, f32 zMax, f32 zMin); |
| 8028A080 | s32 calc\_avoid\_yaw(s16 yawFromMario, s16 wallYaw); |
| 8028A0F4 | s32 is\_surf\_within\_bounding\_box(struct Surface \*surf, f32 xMax, f32 yMax, f32 zMax); |
| 8028A4EC | s32 is\_behind\_surface(Vec3f pos, struct Surface \*surf); |
| 8028A6BC | s32 is\_range\_behind\_surface(Vec3f from, Vec3f to, struct Surface \*surf, s16 range, s16 surfType); |
| 8028A7EC | s32 is\_mario\_behind\_surface(UNUSED struct Camera \*c, struct Surface \*surf); |
| 8028A834 | void scale\_along\_line(Vec3f dst, Vec3f from, Vec3f to, f32 scale); |
| 8028A8E8 | s32 is\_pos\_in\_bounds(Vec3f pos, Vec3f center, Vec3f bounds, s16 boundsYaw); |
| 8028AA28 | s16 calculate\_pitch(Vec3f from, Vec3f to); |
| 8028AAD8 | s16 calculate\_yaw(Vec3f from, Vec3f to); |
| 8028AB60 | void calculate\_angles(Vec3f from, Vec3f to, s16 \*pitch, s16 \*yaw); |
| 8028AC28 | f32 calc\_abs\_dist(Vec3f a, Vec3f b); |
| 8028ACCC | f32 calc\_hor\_dist(Vec3f a, Vec3f b); |
| 8028AD4C | void rotate\_in\_xz(Vec3f dst, Vec3f src, s16 yaw); |
| 8028AE1C | void rotate\_in\_yz(Vec3f dst, Vec3f src, s16 pitch); |
| 8028AEF0 | void set\_camera\_pitch\_shake(s16 mag, s16 decay, s16 inc); |
| 8028AF4C | void set\_camera\_yaw\_shake(s16 mag, s16 decay, s16 inc); |
| 8028B00C | void set\_camera\_roll\_shake(s16 mag, s16 decay, s16 inc); |
| 8028B068 | void set\_pitch\_shake\_from\_point(s16 mag, s16 decay, s16 inc, f32 maxDist, f32 posX, f32 posY, f32 posZ); |
| 8028B11C | void set\_yaw\_shake\_from\_point(s16 mag, s16 decay, s16 inc, f32 maxDist, f32 posX, f32 posY, f32 posZ); |
| 8028B1D0 | void increment\_shake\_offset(s16 \*offset, s16 increment); |
| 8028B218 | void shake\_camera\_pitch(Vec3f pos, Vec3f focus); |
| 8028B32C | void shake\_camera\_yaw(Vec3f pos, Vec3f focus); |
| 8028B438 | void shake\_camera\_roll(s16 \*roll); |
| 8028B50C | s32 offset\_yaw\_outward\_radial(struct Camera \*c, s16 areaYaw); |
| 8028B724 | void cutscene\_intro\_peach\_play\_message\_music(void); |
| 8028B754 | void cutscene\_intro\_peach\_play\_lakitu\_flying\_music(void); |
| 8028B784 | void play\_camera\_buzz\_if\_cdown(void); |
| 8028B7C4 | void play\_camera\_buzz\_if\_cbutton(void); |
| 8028B804 | void play\_camera\_buzz\_if\_c\_sideways(void); |
| 8028B850 | void play\_sound\_cbutton\_up(void); |
| 8028B884 | void play\_sound\_cbutton\_down(void); |
| 8028B8B8 | void play\_sound\_cbutton\_side(void); |
| 8028B8EC | void play\_sound\_button\_change\_blocked(void); |
| 8028B920 | void play\_sound\_rbutton\_changed(void); |
| 8028B954 | void play\_sound\_if\_cam\_switched\_to\_lakitu\_or\_mario(void); |
| 8028B9C4 | s32 radial\_camera\_input(struct Camera \*c, UNUSED f32 unused); |
| 8028BD34 | s32 trigger\_cutscene\_dialog(s32 trigger); |
| 8028BD98 | void handle\_c\_button\_movement(struct Camera \*c); |
| 8028C038 | void clear\_cutscene\_vars(UNUSED struct Camera \*c); |
| 8028C13C | void start\_cutscene(struct Camera \*c, u8 cutscene); |
| 8028C18C | s32 determine\_dance\_cutscene(UNUSED struct Camera \*c); |
| 8028C26C | u8 open\_door\_cutscene(u8 pullResult, u8 pushResult); |
| 8028C2C8 | u8 get\_cutscene\_from\_mario\_status(struct Camera \*c); |
| 8028C7A0 | void warp\_camera(f32 displacementX, f32 displacementY, f32 displacementZ); |
| 8028C8F0 | void approach\_camera\_height(struct Camera \*c, f32 goal, f32 inc); |
| 8028C9CC | void set\_focus\_rel\_mario(struct Camera \*c, f32 leftRight, f32 yOff, f32 forwBack, s16 yawOff); |
| 8028CB08 | void unused\_set\_pos\_rel\_mario(struct Camera \*c, f32 leftRight, f32 yOff, f32 forwBack, s16 yawOff); |
| 8028CBF0 | void offset\_rotated\_coords(Vec3f dst, Vec3f from, Vec3s rotation, f32 xTo, f32 yTo, f32 zTo); |
| 8028CD94 | void offset\_rotated\_coords(Vec3f dst, Vec3f from, Vec3s rotation, f32 xTo, f32 yTo, f32 zTo); |
| 8028CDEC | void determine\_pushing\_or\_pulling\_door(s16 \*rotation); |
| 8028CE24 | next\_lakitu\_state |
| 8028D41C | UNUSED void stop\_transitional\_movement(void); |
| 8028D44C | s32 set\_camera\_mode\_fixed(struct Camera \*c, s16 x, s16 y, s16 z); |
| 8028D5AC | void set\_camera\_mode\_8\_directions(struct Camera \*c); |
| 8028D5FC | void set\_camera\_mode\_boss\_fight(struct Camera \*c); |
| 8028D658 | void set\_camera\_mode\_close\_cam(u8 \*mode); |
| 8028D698 | void set\_camera\_mode\_radial(struct Camera \*c, s16 transitionTime); |
| 8028D79C | void parallel\_tracking\_init(struct Camera \*c, struct ParallelTrackingPoint \*path); |
| 8028D888 | void set\_fixed\_cam\_axis\_sa\_lobby(UNUSED s16 preset); |
| 8028D92C | void check\_blocking\_area\_processing(const u8 \*mode); |
| 8028DA18 | cam\_rr\_exit\_building\_side |
| 8028DA50 | cam\_rr\_exit\_building\_top |
| 8028DAEC | cam\_rr\_enter\_building\_window |
| 8028DB38 | cam\_rr\_enter\_building |
| 8028DBB4 | cam\_rr\_enter\_building\_side |
| 8028DBF4 | cam\_cotmc\_exit\_waterfall |
| 8028DC1C | cam\_sl\_snowman\_head\_8dir |
| 8028DC70 | cam\_sl\_free\_roam |
| 8028DCA4 | void move\_camera\_through\_floor\_while\_descending(struct Camera \*c, f32 height); |
| 8028DD48 | cam\_hmc\_enter\_maze |
| 8028DE2C | cam\_hmc\_elevator\_black\_hole |
| 8028DE5C | cam\_hmc\_elevator\_maze\_emergency\_exit |
| 8028DE90 | cam\_hmc\_elevator\_lake |
| 8028DEC4 | cam\_hmc\_elevator\_maze |
| 8028DEF8 | cam\_ssl\_enter\_pyramid\_top |
| 8028DF24 | cam\_ssl\_pyramid\_center |
| 8028DF6C | cam\_ssl\_boss\_room |
| 8028DFB4 | cam\_thi\_move\_cam\_through\_tunnel |
| 8028DFE8 | cam\_thi\_look\_through\_tunnel |
| 8028E01C | cam\_bob\_tower |
| 8028E064 | cam\_bob\_default\_free\_roam |
| 8028E098 | cam\_castle\_hmc\_start\_pool\_cutscene |
| 8028E0EC | cam\_castle\_lobby\_entrance |
| 8028E164 | cam\_castle\_look\_upstairs |
| 8028E210 | cam\_castle\_basement\_look\_downstairs |
| 8028E298 | cam\_castle\_enter\_lobby |
| 8028E300 | cam\_castle\_enter\_spiral\_stairs |
| 8028E334 | UNUSED BAD\_RETURN(s32) cam\_castle\_leave\_spiral\_stairs(struct Camera \*c); |
| 8028E38C | cam\_castle\_close\_mode |
| 8028E3B8 | cam\_castle\_leave\_lobby\_sliding\_door |
| 8028E3F0 | cam\_castle\_enter\_lobby\_sliding\_door |
| 8028E41C | cam\_bbh\_room\_6 |
| 8028E450 | cam\_bbh\_fall\_off\_roof |
| 8028E47C | cam\_bbh\_fall\_into\_pool |
| 8028E524 | cam\_bbh\_room\_1 |
| 8028E55C | cam\_bbh\_leave\_front\_door |
| 8028E594 | cam\_bbh\_room\_2\_lower |
| 8028E5CC | cam\_bbh\_room\_4 |
| 8028E604 | cam\_bbh\_room\_8 |
| 8028E63C | cam\_bbh\_room\_5\_library |
| 8028E674 | cam\_bbh\_room\_5\_library\_to\_hidden\_transition |
| 8028E6C4 | cam\_bbh\_room\_5\_hidden\_to\_library\_transition |
| 8028E714 | cam\_bbh\_room\_5\_hidden |
| 8028E758 | cam\_bbh\_room\_3 |
| 8028E790 | cam\_bbh\_room\_7\_mr\_i |
| 8028E7C8 | cam\_bbh\_room\_7\_mr\_i\_to\_coffins\_transition |
| 8028E818 | cam\_bbh\_room\_7\_coffins\_to\_mr\_i\_transition |
| 8028E868 | cam\_bbh\_elevator\_room\_lower |
| 8028E8A0 | cam\_bbh\_room\_0\_back\_entrance |
| 8028E8CC | cam\_bbh\_elevator |
| 8028E930 | cam\_bbh\_room\_12\_upper |
| 8028E974 | cam\_bbh\_enter\_front\_door |
| 8028E9A0 | cam\_bbh\_room\_2\_library |
| 8028E9D8 | cam\_bbh\_room\_2\_library\_to\_trapdoor\_transition |
| 8028EA28 | cam\_bbh\_room\_2\_trapdoor |
| 8028EA60 | cam\_bbh\_room\_2\_trapdoor\_transition |
| 8028EAB0 | cam\_bbh\_room\_9\_attic |
| 8028EAE8 | cam\_bbh\_room\_9\_attic\_transition |
| 8028EB38 | cam\_bbh\_room\_9\_mr\_i\_transition |
| 8028EB88 | cam\_bbh\_room\_13\_balcony |
| 8028EBC0 | cam\_bbh\_room\_0 |
| 8028EC04 | cam\_ccm\_enter\_slide\_shortcut |
| 8028EC2C | cam\_ccm\_leave\_slide\_shortcut |
| 8028EC58 | void surface\_type\_modes\_thi(struct Camera \*c); |
| 8028ED30 | u32 set\_mode\_if\_not\_set\_by\_surface(struct Camera \*c, u8 mode); |
| 8028ED98 | void surface\_type\_modes\_thi(struct Camera \*c); |
| 8028EEB0 | s16 camera\_course\_processing(struct Camera \*c); |
| 8028F670 | void resolve\_geometry\_collisions(Vec3f pos, UNUSED Vec3f lastGood); |
| 8028F914 | s32 rotate\_camera\_around\_walls(struct Camera \*c, Vec3f cPos, s16 \*avoidYaw, s16 yawRange); |
| 8028FC9C | void find\_mario\_floor\_and\_ceil(struct PlayerGeometry \*pg); |
| 8028FE24 | u8 start\_object\_cutscene\_without\_focus(u8 cutscene); |
| 8028FE58 | u8 start\_object\_cutscene\_without\_focus(u8 cutscene); |
| 8028FE84 | s32 unused\_dialog\_cutscene\_response(u8 cutscene); |
| 8028FF04 | s16 cutscene\_object\_with\_dialog(u8 cutscene, struct Object \*o, s16 dialogID); |
| 8028FFC8 | s16 cutscene\_object\_without\_dialog(u8 cutscene, struct Object \*o); |
| 8029000C | s16 cutscene\_object(u8 cutscene, struct Object \*o); |
| 80290098 | void update\_camera\_yaw(struct Camera \*c); |
| 802900E0 | void cutscene\_reset\_spline(void); |
| 80290104 | void stop\_cutscene\_and\_retrieve\_stored\_info(struct Camera \*c); |
| 80290168 | void cap\_switch\_save(s16 dummy); |
| 802901A4 | void init\_spline\_point(struct CutsceneSplinePoint \*splinePoint, s8 index, u8 speed, Vec3s point); |
| 802901FC | void copy\_spline\_segment(struct CutsceneSplinePoint dst[], struct CutsceneSplinePoint src[]); |
| 802903B8 | s16 cutscene\_common\_set\_dialog\_state(s32 state); |
| 8029040C | UNUSED void unused\_cutscene\_mario\_dialog\_looking\_down(UNUSED struct Camera \*c); |
| 80290440 | UNUSED void unused\_cutscene\_mario\_dialog\_looking\_up(UNUSED struct Camera \*c); |
| 80290474 | UNUSED void unused\_cutscene\_mario\_dialog\_looking\_up(UNUSED struct Camera \*c); |
| 802904A8 | cutscene\_intro\_peach\_start\_letter\_music |
| 802904E4 | cutscene\_intro\_peach\_start\_flying\_music |
| 8029051C | void reset\_pan\_distance(UNUSED struct Camera \*c); |
| 8029053C | void player2\_rotate\_cam(struct Camera \*c, s16 minPitch, s16 maxPitch, s16 minYaw, s16 maxYaw); |
| 80290784 | void store\_info\_cannon(struct Camera \*c); |
| 802907F4 | void retrieve\_info\_cannon(struct Camera \*c); |
| 80290864 | void store\_info\_star(struct Camera \*c); |
| 802908E8 | void retrieve\_info\_star(struct Camera \*c); |
| 80290938 | UNUSED void unused\_vec3s\_to\_vec3f(Vec3f dst, Vec3s src); |
| 80290984 | UNUSED void unused\_vec3f\_to\_vec3s(Vec3s dst, Vec3f src); |
| 802909D0 | void pan\_camera(struct Camera \*c, s16 incPitch, s16 incYaw); |
| 80290A5C | cutscene\_shake\_explosion |
| 80290A90 | UNUSED void unused\_start\_bowser\_bounce\_shake(UNUSED struct Camera \*c); |
| 80290ABC | void rotate\_and\_move\_vec3f(Vec3f to, Vec3f from, f32 incDist, s16 incPitch, s16 incYaw); |
| 80290B54 | void set\_flag\_post\_door(struct Camera \*c); |
| 80290BA4 | void cutscene\_soften\_music(UNUSED struct Camera \*c); |
| 80290BD8 | void cutscene\_unsoften\_music(UNUSED struct Camera \*c); |
| 80290C1C | cutscene\_unused\_start |
| 80290C30 | cutscene\_unused\_loop |
| 80290C44 | cutscene\_ending\_mario\_fall\_start |
| 80290C9C | cutscene\_ending\_mario\_fall\_focus\_mario |
| 80290D90 | cutscene\_ending\_mario\_fall |
| 80290E00 | cutscene\_ending\_mario\_land\_closeup |
| 80290E74 | cutscene\_ending\_reset\_spline |
| 80290EB0 | cutscene\_ending\_fly\_up\_to\_window |
| 80290F1C | cutscene\_ending\_stars\_free\_peach |
| 80290F8C | cutscene\_ending\_mario\_land |
| 80291074 | cutscene\_ending\_peach\_appear\_closeup |
| 80291108 | cutscene\_ending\_peach\_appears |
| 802911C8 | cutscene\_ending\_peach\_descends\_start |
| 80291208 | cutscene\_ending\_follow\_peach\_descent |
| 8029127C | cutscene\_ending\_peach\_descent\_lower\_focus |
| 802912B8 | cutscene\_ending\_peach\_descent\_back\_to\_mario |
| 80291354 | cutscene\_ending\_peach\_descends |
| 8029142C | cutscene\_ending\_mario\_to\_peach |
| 802914CC | cutscene\_ending\_look\_up\_at\_castle |
| 80291514 | cutscene\_ending\_peach\_wakeup |
| 802915D4 | cutscene\_ending\_dialog |
| 80291654 | cutscene\_ending\_kiss\_closeup |
| 802916B8 | cutscene\_ending\_kiss\_here\_we\_go |
| 80291774 | cutscene\_ending\_kiss |
| 802917E4 | cutscene\_ending\_look\_at\_sky |
| 8029184C | cutscene\_ending\_zoom\_fov |
| 80291870 | cutscene\_ending\_cake\_for\_mario |
| 80291924 | cutscene\_ending\_stop |
| 80291964 | cutscene\_grand\_star\_start |
| 802919DC | cutscene\_grand\_star\_front\_of\_mario |
| 80291AB4 | cutscene\_grand\_star\_mario\_jump |
| 80291B18 | cutscene\_grand\_star\_accel\_cvar2 |
| 80291B68 | cutscene\_grand\_star\_approach\_mario |
| 80291BF4 | cutscene\_grand\_star\_move\_cvar2 |
| 80291C3C | cutscene\_grand\_star\_focus\_mario |
| 80291CD0 | cutscene\_grand\_star |
| 80291DB0 | cutscene\_grand\_star\_fly\_start |
| 80291E84 | cutscene\_grand\_star\_fly\_move\_to\_mario |
| 80291F18 | cutscene\_grand\_star\_fly\_mario\_offscreen |
| 80292038 | cutscene\_grand\_star\_fly\_app\_cvars |
| 80292164 | cutscene\_grand\_star\_fly |
| 802921FC | void focus\_in\_front\_of\_mario(struct Camera \*c, f32 dist, f32 speed); |
| 8029228C | cutscene\_dance\_move\_to\_mario |
| 80292324 | cutscene\_dance\_rotate |
| 80292370 | cutscene\_dance\_rotate\_move\_back |
| 802923B8 | cutscene\_dance\_rotate\_move\_towards\_mario |
| 80292400 | BAD\_RETURN(s32) cutscene\_dance\_unused(UNUSED struct Camera \*c); |
| 80292414 | cutscene\_dance\_default\_focus\_mario |
| 8029244C | cutscene\_dance\_rotate\_focus\_mario |
| 80292484 | cutscene\_dance\_shake\_fov |
| 802924B8 | cutscene\_dance\_default\_rotate |
| 80292628 | star\_dance\_bound\_yaw |
| 802926DC | cutscene\_dance\_closeup\_start |
| 802927D0 | cutscene\_dance\_closeup\_focus\_mario |
| 80292868 | cutscene\_dance\_closeup\_fly\_above |
| 80292974 | cutscene\_dance\_closeup\_fly\_closer |
| 80292A20 | cutscene\_dance\_closeup\_zoom |
| 80292A4C | cutscene\_dance\_closeup\_shake\_fov |
| 80292A80 | cutscene\_dance\_closeup |
| 80292C00 | cutscene\_dance\_fly\_away\_start |
| 80292D80 | cutscene\_dance\_fly\_away\_approach\_mario |
| 80292E2C | cutscene\_dance\_fly\_away\_focus\_mario |
| 80292EC4 | void cutscene\_pan\_cvar9(struct Camera \*c); |
| 80292F40 | cutscene\_dance\_fly\_rotate\_around\_mario |
| 80292F98 | cutscene\_dance\_fly\_away\_rotate\_while\_flying |
| 80292FE4 | cutscene\_dance\_fly\_away\_shake\_fov |
| 80293018 | cutscene\_dance\_fly\_away |
| 802930F0 | cutscene\_key\_dance\_jump\_cvar |
| 80293164 | cutscene\_key\_dance\_jump\_closeup |
| 802931C0 | cutscene\_key\_dance\_jump\_lower\_left |
| 80293220 | cutscene\_key\_dance\_jump\_above |
| 8029328C | cutscene\_key\_dance\_jump\_last |
| 802932F4 | cutscene\_key\_dance\_shake\_fov |
| 80293328 | cutscene\_key\_dance\_handheld\_shake |
| 80293354 | cutscene\_key\_dance\_focus\_mario |
| 8029338C | cutscene\_key\_dance |
| 80293488 | cutscene\_bowser\_area\_shake\_fov |
| 802934B4 | cutscene\_bowser\_area\_start\_bowser\_walking |
| 802934D8 | cutscene\_bowser\_arena\_set\_pos |
| 80293548 | cutscene\_bowser\_arena\_focus\_sine |
| 802935E0 | cutscene\_bowser\_arena\_set\_focus |
| 80293624 | cutscene\_bowser\_arena\_adjust\_offsets |
| 8029369C | cutscene\_bowser\_arena\_pan\_left |
| 802936DC | cutscene\_bowser\_arena\_mario\_dialog |
| 80293708 | void cutscene\_stop\_dialog(UNUSED struct Camera \*c); |
| 80293734 | cutscene\_bowser\_arena\_start |
| 802937E8 | bowser\_fight\_intro\_dialog |
| 8029386C | cutscene\_bowser\_arena\_dialog |
| 802938C8 | cutscene\_bowser\_arena\_end |
| 80293944 | cutscene\_bowser\_arena |
| 80293ABC | cutscene\_star\_spawn\_store\_info |
| 80293AE8 | cutscene\_star\_spawn\_focus\_star |
| 80293B70 | cutscene\_star\_spawn\_update\_boss\_fight |
| 80293BF4 | cutscene\_star\_spawn\_fly\_back |
| 80293C2C | cutscene\_star\_spawn |
| 80293CB0 | cutscene\_star\_spawn\_back |
| 80293D5C | cutscene\_star\_spawn\_end |
| 80293D90 | cutscene\_exit\_waterfall\_warp |
| 80293DD4 | cutscene\_exit\_to\_castle\_grounds\_focus\_mario |
| 80293E7C | cutscene\_exit\_waterfall |
| 80293ED8 | cutscene\_exit\_to\_castle\_grounds\_end |
| 80293F2C | cutscene\_exit\_fall\_to\_castle\_grounds\_warp |
| 80293F70 | cutscene\_exit\_fall\_to\_castle\_grounds |
| 80293FCC | cutscene\_red\_coin\_star\_start |
| 80294024 | cutscene\_red\_coin\_star\_focus\_xz |
| 80294088 | cutscene\_red\_coin\_star\_focus\_y |
| 802940CC | cutscene\_red\_coin\_star\_look\_up\_at\_star |
| 8029410C | cutscene\_red\_coin\_star\_warp |
| 802942CC | cutscene\_red\_coin\_star\_set\_fov |
| 802942F0 | cutscene\_red\_coin\_star |
| 802943D4 | cutscene\_red\_coin\_star\_end |
| 80294428 | void cutscene\_goto\_cvar\_pos(struct Camera \*c, f32 goalDist, s16 goalPitch, s16 rotPitch, s16 rotYaw); |
| 80294718 | cutscene\_prepare\_cannon\_start |
| 802947A4 | cutscene\_prepare\_cannon\_fly\_to\_cannon |
| 8029480C | void cannon\_approach\_prev(f32 \*value, f32 target); |
| 802948A0 | cutscene\_prepare\_cannon\_fly\_back |
| 80294A14 | cutscene\_prepare\_cannon |
| 80294A94 | cutscene\_prepare\_cannon\_end |
| 80294AE8 | void water\_death\_move\_to\_mario\_side(struct Camera \*c); |
| 80294B78 | void death\_goto\_mario(struct Camera \*c); |
| 80294BB4 | cutscene\_death\_standing\_start |
| 80294C28 | cutscene\_death\_standing\_goto\_mario |
| 80294C5C | cutscene\_death\_standing |
| 80294CC4 | cutscene\_death\_stomach\_start |
| 80294D48 | cutscene\_death\_stomach\_goto\_mario |
| 80294D88 | void unused\_water\_death\_move\_to\_side\_of\_mario(struct Camera \*c); |
| 80294DB4 | cutscene\_death\_stomach |
| 80294E24 | cutscene\_bbh\_death\_start |
| 80294EA8 | cutscene\_bbh\_death\_goto\_mario |
| 80294EE8 | cutscene\_bbh\_death |
| 80294F58 | cutscene\_quicksand\_death\_start |
| 80294F94 | cutscene\_quicksand\_death\_goto\_mario |
| 80294FEC | cutscene\_quicksand\_death |
| 802950B0 | cutscene\_suffocation\_fly\_away |
| 80295140 | cutscene\_suffocation\_stay\_above\_gas |
| 802951F0 | cutscene\_suffocation\_rotate |
| 80295270 | cutscene\_suffocation |
| 80295310 | cutscene\_enter\_pool\_start |
| 802953DC | cutscene\_enter\_pool\_loop |
| 80295418 | cutscene\_enter\_pool |
| 80295480 | cutscene\_pyramid\_top\_explode\_start |
| 802954EC | cutscene\_pyramid\_top\_explode\_zoom\_in |
| 80295518 | cutscene\_pyramid\_top\_explode\_focus |
| 80295580 | cutscene\_pyramid\_top\_explode\_warp |
| 80295670 | cutscene\_pyramid\_top\_explode\_closeup |
| 80295740 | cutscene\_pyramid\_top\_explode\_cam\_shake |
| 8029576C | cutscene\_pyramid\_top\_explode\_warp\_back |
| 802957C8 | cutscene\_pyramid\_top\_explode |
| 80295894 | cutscene\_pyramid\_top\_explode\_end |
| 802958D4 | cutscene\_enter\_pyramid\_top\_start |
| 80295930 | cutscene\_enter\_pyramid\_top |
| 802959CC | void unused\_cutscene\_goto\_cvar(struct Camera \*c); |
| 80295A58 | cutscene\_dialog\_start |
| 80295BF0 | cutscene\_dialog\_move\_mario\_shoulder |
| 80295E24 | cutscene\_dialog\_create\_dialog\_box |
| 80295E8C | void end\_peach\_cutscene\_dialog\_3(struct MarioState \*m); |
| 80295FB0 | cutscene\_dialog\_set\_flag |
| 80295FD8 | cutscene\_dialog\_end |
| 80296020 | cutscene\_read\_message\_start |
| 802960B0 | void unused\_cam\_to\_mario(struct Camera \*c); |
| 80296160 | cutscene\_read\_message |
| 802962C8 | cutscene\_read\_message\_set\_flag |
| 802962F0 | cutscene\_read\_message\_end |
| 80296318 | cutscene\_exit\_succ\_start |
| 802963B8 | cutscene\_non\_painting\_set\_cam\_pos |
| 8029652C | cutscene\_non\_painting\_set\_cam\_focus |
| 8029665C | cutscene\_exit\_bowser\_succ\_focus\_left |
| 8029669C | cutscene\_exit\_bowser\_key\_toss\_shake |
| 802966E4 | cutscene\_exit\_succ\_shake\_landing |
| 80296710 | cutscene\_exit\_bowser\_succ |
| 802967C4 | cutscene\_non\_painting\_end |
| 8029685C | cutscene\_exit\_non\_painting\_succ\_override\_cvar |
| 802968A0 | cutscene\_exit\_non\_painting\_succ |
| 8029695C | cutscene\_non\_painting\_death\_start |
| 802969F8 | cutscene\_exit\_bowser\_death |
| 80296A64 | cutscene\_non\_painting\_death\_override\_offset |
| 80296B30 | cutscene\_non\_painting\_death |
| 80296BC8 | cutscene\_cap\_switch\_press\_start |
| 80296C4C | cutscene\_cap\_switch\_press\_rotate\_around\_mario |
| 80296D60 | cutscene\_cap\_switch\_press\_lower\_cam |
| 80296DA8 | cutscene\_cap\_switch\_press\_approach\_mario |
| 80296EB4 | cutscene\_cap\_switch\_press\_pan\_left |
| 80296F38 | cutscene\_cap\_switch\_press\_create\_dialog |
| 80296F70 | UNUSED BAD\_RETURN(s32) unused\_cap\_switch\_retrieve\_info(struct Camera \*c); |
| 80296FA8 | cutscene\_cap\_switch\_press |
| 80297148 | cutscene\_unlock\_key\_door\_start |
| 8029720C | cutscene\_unlock\_key\_door\_approach\_mario |
| 80297290 | cutscene\_unlock\_key\_door\_focus\_lock |
| 802972EC | cutscene\_unlock\_key\_door\_stub |
| 80297300 | cutscene\_unlock\_key\_door\_fly\_back |
| 80297384 | cutscene\_unlock\_key\_door\_fov\_shake |
| 802973B0 | cutscene\_unlock\_key\_door |
| 80297464 | intro\_peach\_move\_camera\_start\_to\_pipe |
| 80297560 | peach\_letter\_text |
| 8029758C | play\_sound\_peach\_reading\_letter |
| 802975C4 | cutscene\_intro\_peach\_start\_to\_pipe\_spline |
| 8029762C | cutscene\_intro\_peach\_dialog |
| 802976BC | cutscene\_intro\_peach\_follow\_pipe\_spline |
| 80297728 | cutscene\_intro\_peach\_clear\_cutscene\_status |
| 80297748 | cutscene\_intro\_peach\_zoom\_fov |
| 80297784 | cutscene\_intro\_peach\_reset\_spline |
| 802977C8 | cutscene\_intro\_peach\_handheld\_shake\_off |
| 802977F4 | intro\_pipe\_exit\_text |
| 80297820 | play\_sound\_intro\_turn\_on\_hud |
| 8029784C | cutscene\_intro\_peach\_fly\_to\_pipe |
| 80297908 | cutscene\_intro\_peach\_mario\_appears |
| 80297A38 | cutscene\_intro\_peach\_reset\_fov |
| 80297A64 | cutscene\_intro\_peach\_letter |
| 80297B58 | cutscene\_end\_waving\_start |
| 80297B84 | cutscene\_end\_waving |
| 80297C14 | cutscene\_credits\_reset\_spline |
| 80297C40 | cutscene\_credits |
| 802980DC | cutscene\_sliding\_doors\_open\_start |
| 8029819C | cutscene\_sliding\_doors\_open\_set\_cvars |
| 80298218 | cutscene\_sliding\_doors\_go\_under\_doorway |
| 80298254 | cutscene\_sliding\_doors\_fly\_back\_up |
| 80298290 | cutscene\_sliding\_doors\_follow\_mario |
| 802983B4 | cutscene\_sliding\_doors\_open |
| 80298458 | cutscene\_double\_doors\_end |
| 802984A0 | cutscene\_enter\_painting\_stub |
| 802984B4 | cutscene\_enter\_painting |
| 802987B0 | cutscene\_exit\_painting\_start |
| 8029894C | cutscene\_exit\_painting\_move\_to\_mario |
| 802989E8 | cutscene\_exit\_painting\_move\_to\_floor |
| 80298AF8 | cutscene\_exit\_painting |
| 80298BA0 | cutscene\_unused\_exit\_start |
| 80298C2C | cutscene\_unused\_exit\_focus\_mario |
| 80298CCC | cutscene\_exit\_painting\_end |
| 80298D44 | cutscene\_enter\_cannon\_end |
| 80298D9C | cutscene\_enter\_cannon\_raise |
| 80298FE8 | cutscene\_enter\_cannon\_start |
| 80299100 | cutscene\_door\_start |
| 80299154 | cutscene\_door\_fix\_cam |
| 802991A8 | cutscene\_door\_loop |
| 802991F0 | cutscene\_door\_move\_behind\_mario |
| 802992CC | cutscene\_door\_follow\_mario |
| 80299360 | cutscene\_door\_end |
| 80299404 | cutscene\_door\_mode |
| 802994E8 | void play\_cutscene\_music(u16 seqArgs); |
| 8029A2F8 | s32 cutscene\_event(CameraEvent event, struct Camera \*c, s16 start, s16 end); |
| 8029A37C | s32 cutscene\_spawn\_obj(u32 obj, s16 frame); |
| 8029A3B4 | void set\_fov\_shake\_from\_point\_preset(u8 preset, f32 posX, f32 posY, f32 posZ); |
| 8029A41C | void set\_fov\_shake\_from\_point\_preset(u8 preset, f32 posX, f32 posY, f32 posZ); |
| 8029A4D0 | void shake\_camera\_fov(struct GraphNodePerspective \*perspective); |
| 8029A5BC | UNUSED void unused\_deactivate\_sleeping\_camera(UNUSED struct MarioState \*m); |
| 8029A5E8 | void set\_fov\_30(UNUSED struct MarioState \*m); |
| 8029A60C | void approach\_fov\_20(UNUSED struct MarioState \*m); |
| 8029A64C | void set\_fov\_45(UNUSED struct MarioState \*m); |
| 8029A670 | void set\_fov\_29(UNUSED struct MarioState \*m); |
| 8029A694 | void zoom\_fov\_30(UNUSED struct MarioState \*m); |
| 8029A6F4 | void fov\_default(struct MarioState \*m); |
| 8029A81C | UNUSED void unused\_approach\_fov\_30(UNUSED struct MarioState \*m); |
| 8029A858 | void approach\_fov\_30(UNUSED struct MarioState \*m); |
| 8029A894 | void approach\_fov\_60(UNUSED struct MarioState \*m); |
| 8029A8D0 | void approach\_fov\_45(struct MarioState \*m); |
| 8029A968 | void approach\_fov\_80(UNUSED struct MarioState \*m); |
| 8029A9A4 | void set\_fov\_bbh(struct MarioState \*m); |
| 8029AA3C | geo\_camera\_fov |
| 8029AB94 | void set\_fov\_function(u8 func); |
| 8029ABB0 | void cutscene\_set\_fov\_shake\_preset(u8 preset); |
| 8029AC30 | void set\_fov\_shake\_from\_point\_preset(u8 preset, f32 posX, f32 posY, f32 posZ); |
| 8029AD80 | UNUSED void unused\_displace\_obj\_randomly(struct Object \*o, f32 xRange, f32 yRange, f32 zRange); |
| 8029AE40 | UNUSED void unused\_rotate\_obj\_randomly(struct Object \*o, f32 pitchRange, f32 yawRange); |
| 8029AEF8 | void obj\_rotate\_towards\_point(struct Object \*o, Vec3f point, s16 pitchOff, s16 yawOff, s16 pitchDiv, s16 yawDiv); |
| 8029AF98 | intro\_peach\_set\_pos\_and\_opacity |
| 8029B08C | bhv\_intro\_peach\_loop |
| 8029B28C | intro\_lakitu\_set\_offset\_from\_camera |
| 8029B358 | intro\_lakitu\_set\_focus |
| 8029B3C8 | intro\_lakitu\_set\_pos\_and\_focus |
| 8029B49C | bhv\_intro\_lakitu\_loop |
| 8029BDE4 | bhv\_end\_birds\_1\_loop |
| 8029BF64 | bhv\_end\_birds\_2\_loop |
| 8029C0E4 | spawn\_child\_obj\_relative |
| 8029C254 | bhv\_intro\_scene\_loop |
| 8029C770 | void nop\_change\_course(void); |
| 8029C780 | void copy\_mario\_state\_to\_object(void); |
| 8029C9CC | void cur\_obj\_spawn\_particles(struct SpawnParticlesInfo \*info); |
| 8029CA58 | void bhv\_mario\_update(void); |
| 8029CB34 | s32 update\_objects\_starting\_at(struct ObjectNode \*objList, struct ObjectNode \*firstObj); |
| 8029CBC8 | s32 update\_objects\_during\_time\_stop(struct ObjectNode \*objList, struct ObjectNode \*firstObj); |
| 8029CD28 | s32 update\_objects\_in\_list(struct ObjectNode \*objList); |
| 8029CD98 | s32 unload\_deactivated\_objects\_in\_list(struct ObjectNode \*objList); |
| 8029CE58 | void set\_object\_respawn\_info\_bits(struct Object \*obj, u8 bits); |
| 8029CEDC | void unload\_objects\_from\_area(UNUSED s32 unused, s32 areaIndex); |
| 8029CFB0 | void spawn\_objects\_from\_info(UNUSED s32 unused, struct SpawnInfo \*spawnInfo); |
| 8029D1E8 | void clear\_objects(void); |
| 8029D324 | void update\_terrain\_objects(void); |
| 8029D374 | void update\_non\_terrain\_objects(void); |
| 8029D428 | void unload\_deactivated\_objects(void); |
| 8029D4D0 | u16 unused\_get\_elapsed\_time(u64 \*cycleCounts, s32 index); |
| 8029D690 | void area\_update\_objects(void); |
| 8029D890 | geo\_update\_projectile\_pos\_from\_parent |
| 8029D924 | geo\_update\_layer\_transparency |
| 8029DB48 | geo\_switch\_anim\_state |
| 8029DBD4 | geo\_switch\_area |
| 8029DCD4 | void obj\_update\_pos\_from\_parent\_transformation(Mat4 a0, struct Object \*a1); |
| 8029DDA8 | void obj\_apply\_scale\_to\_matrix(struct Object \*obj, Mat4 dst, Mat4 src); |
| 8029DE80 | void create\_transformation\_from\_matrices(Mat4 a0, Mat4 a1, Mat4 a2); |
| 8029E1B0 | void obj\_set\_held\_state(struct Object \*obj, const BehaviorScript \*heldBehavior); |
| 8029E27C | f32 lateral\_dist\_between\_objects(struct Object \*obj1, struct Object \*obj2); |
| 8029E2F8 | f32 dist\_between\_objects(struct Object \*obj1, struct Object \*obj2); |
| 8029E398 | void cur\_obj\_forward\_vel\_approach\_upward(f32 target, f32 increment); |
| 8029E3E8 | s32 approach\_f32\_signed(f32 \*value, f32 target, f32 increment); |
| 8029E494 | f32 approach\_f32\_symmetric(f32 value, f32 target, f32 increment); |
| 8029E530 | s16 approach\_s16\_symmetric(s16 value, s16 target, s16 increment); |
| 8029E5EC | s32 cur\_obj\_rotate\_yaw\_toward(s16 target, s16 increment); |
| 8029E694 | s16 obj\_angle\_to\_object(struct Object \*obj1, struct Object \*obj2); |
| 8029E714 | s16 obj\_turn\_toward\_object(struct Object \*obj, struct Object \*target, s16 angleIndex, s16 turnAmount); |
| 8029E8BC | void obj\_set\_parent\_relative\_pos(struct Object \*obj, s16 relX, s16 relY, s16 relZ); |
| 8029E914 | void cur\_obj\_set\_pos\_to\_home\_with\_debug(void); |
| 8029E96C | void obj\_set\_angle(struct Object \*obj, s16 pitch, s16 yaw, s16 roll); |
| 8029E9AC | spawn\_object\_abs\_with\_rot |
| 8029EA24 | spawn\_object\_rel\_with\_rot |
| 8029EAAC | spawn\_obj\_with\_transform\_flags |
| 8029EB04 | s32 bhv\_cmd\_spawn\_water\_droplet(void); |
| 8029ED20 | spawn\_object\_at\_origin |
| 8029EE24 | try\_to\_spawn\_object |
| 8029EEB8 | spawn\_object\_with\_scale |
| 8029EF20 | void obj\_build\_relative\_transform(struct Object \*obj); |
| 8029EF64 | spawn\_object\_relative |
| 8029EFFC | spawn\_object\_relative\_with\_scale |
| 8029F070 | void cur\_obj\_move\_using\_vel\_and\_gravity(void); |
| 8029F0C8 | void obj\_copy\_graph\_y\_offset(struct Object \*dst, struct Object \*src); |
| 8029F0E0 | void obj\_copy\_pos\_and\_angle(struct Object \*dst, struct Object \*src); |
| 8029F120 | void obj\_copy\_pos(struct Object \*dst, struct Object \*src); |
| 8029F148 | void obj\_copy\_angle(struct Object \*dst, struct Object \*src); |
| 8029F188 | void obj\_set\_gfx\_pos\_from\_pos(struct Object \*obj); |
| 8029F1B0 | void geo\_obj\_init\_animation\_accel(struct GraphNodeObject \*graphNode, struct Animation \*\*animPtrAddr, u32 animAccel); |
| 8029F200 | void linear\_mtxf\_mul\_vec3f(Mat4 m, Vec3f dst, Vec3f v); |
| 8029F274 | void linear\_mtxf\_transpose\_mul\_vec3f(Mat4 m, Vec3f dst, Vec3f v); |
| 8029F2EC | void obj\_apply\_scale\_to\_transform(struct Object \*obj); |
| 8029F3A8 | void obj\_copy\_scale(struct Object \*dst, struct Object \*src); |
| 8029F3D0 | void obj\_scale\_xyz(struct Object \*obj, f32 xScale, f32 yScale, f32 zScale); |
| 8029F404 | void cur\_obj\_scale\_over\_time(s32 a0, s32 a1, f32 sp10, f32 sp14); |
| 8029F430 | void cur\_obj\_scale\_over\_time(s32 a0, s32 a1, f32 sp10, f32 sp14); |
| 8029F464 | void cur\_obj\_init\_animation\_and\_extend\_if\_at\_end(s32 animIndex); |
| 8029F4B4 | void cur\_obj\_init\_animation\_with\_sound(s32 animIndex); |
| 8029F514 | void cur\_obj\_init\_animation\_with\_accel\_and\_sound(s32 animIndex, f32 accel); |
| 8029F59C | void obj\_init\_animation\_with\_sound(struct Object \*obj, const struct Animation \* const\* animations, s32 animIndex); |
| 8029F600 | void cur\_obj\_enable\_rendering\_and\_become\_tangible(struct Object \*obj); |
| 8029F620 | void cur\_obj\_enable\_rendering\_if\_mario\_in\_room(void); |
| 8029F644 | void cur\_obj\_disable\_rendering\_and\_become\_intangible(struct Object \*obj); |
| 8029F66C | void cur\_obj\_disable\_rendering(void); |
| 8029F694 | void cur\_obj\_unhide(void); |
| 8029F6BC | s32 cur\_obj\_hide\_if\_mario\_far\_away\_y(f32 distY); |
| 8029F6E0 | void cur\_obj\_set\_pos\_relative\_to\_parent(f32 dleft, f32 dy, f32 dforward); |
| 8029F7D8 | void cur\_obj\_set\_pos\_relative\_to\_parent(f32 dleft, f32 dy, f32 dforward); |
| 8029F820 | void cur\_obj\_enable\_rendering\_2(void); |
| 8029F848 | void cur\_obj\_unused\_init\_on\_floor(void); |
| 8029F8EC | void cur\_obj\_set\_face\_angle\_to\_move\_angle(void); |
| 8029F914 | u32 get\_object\_list\_from\_behavior(const BehaviorScript \*behavior); |
| 8029F95C | cur\_obj\_nearest\_object\_with\_behavior |
| 8029F998 | f32 cur\_obj\_dist\_to\_nearest\_object\_with\_behavior(const BehaviorScript \*behavior); |
| 8029F9EC | cur\_obj\_find\_nearest\_object\_with\_behavior |
| 8029FB1C | find\_unimportant\_object |
| 8029FB68 | s32 count\_unimportant\_objects(void); |
| 8029FBDC | s32 count\_objects\_with\_behavior(const BehaviorScript \*behavior); |
| 8029FC9C | cur\_obj\_find\_nearby\_held\_actor |
| 8029FD8C | void cur\_obj\_reset\_timer\_and\_subaction(void); |
| 8029FDB4 | void cur\_obj\_change\_action(s32 action); |
| 8029FE00 | void cur\_obj\_set\_vel\_from\_mario\_vel(f32 f12, f32 f14); |
| 8029FE6C | cur\_obj\_reverse\_animation |
| 8029FEA4 | cur\_obj\_extend\_animation\_if\_at\_end |
| 8029FF04 | s32 cur\_obj\_check\_if\_near\_animation\_end(void); |
| 8029FFA4 | s32 cur\_obj\_check\_if\_at\_animation\_end(void); |
| 802A0008 | s32 cur\_obj\_check\_anim\_frame\_in\_range(s32 startFrame, s32 rangeLength); |
| 802A0050 | s32 cur\_obj\_check\_anim\_frame\_in\_range(s32 startFrame, s32 rangeLength); |
| 802A00AC | s32 cur\_obj\_check\_frame\_prior\_current\_frame(s16 \*a0); |
| 802A0114 | s32 mario\_is\_in\_air\_action(void); |
| 802A0154 | s32 mario\_is\_dive\_sliding(void); |
| 802A0198 | void cur\_obj\_set\_y\_vel\_and\_animation(f32 sp18, s32 sp1C); |
| 802A01D8 | void cur\_obj\_unrender\_and\_reset\_state(s32 sp18, s32 sp1C); |
| 802A0234 | void cur\_obj\_move\_after\_thrown\_or\_dropped(f32 forwardVel, f32 velY); |
| 802A0380 | void cur\_obj\_get\_thrown\_or\_placed(f32 forwardVel, f32 velY, s32 thrownAction); |
| 802A0474 | void cur\_obj\_get\_dropped(void); |
| 802A04C0 | void cur\_obj\_set\_model(s32 modelID); |
| 802A04F0 | void mario\_set\_flag(s32 flag); |
| 802A0514 | s32 cur\_obj\_clear\_interact\_status\_flag(s32 flag); |
| 802A0568 | void obj\_mark\_for\_deletion(struct Object \*obj); |
| 802A057C | void cur\_obj\_disable(void); |
| 802A05B4 | void cur\_obj\_become\_intangible(void); |
| 802A05D4 | void cur\_obj\_become\_tangible(void); |
| 802A05F0 | void obj\_become\_tangible(struct Object \*obj); |
| 802A0604 | void cur\_obj\_update\_floor\_height(void); |
| 802A064C | cur\_obj\_update\_floor\_height\_and\_get\_floor |
| 802A069C | void apply\_drag\_to\_value(f32 \*value, f32 dragStrength); |
| 802A079C | void cur\_obj\_apply\_drag\_xz(f32 dragStrength); |
| 802A07E8 | void cur\_obj\_move\_xz\_using\_fvel\_and\_yaw(void); |
| 802A0AB0 | void cur\_obj\_move\_update\_underwater\_flags(void); |
| 802A0BDC | void cur\_obj\_move\_update\_ground\_air\_flags(UNUSED f32 gravity, f32 bounciness); |
| 802A0D84 | f32 cur\_obj\_move\_y\_and\_get\_water\_level(f32 gravity, f32 buoyancy); |
| 802A0E68 | void cur\_obj\_move\_y\_with\_terminal\_vel(void); |
| 802A10F0 | s32 clear\_move\_flag(u32 \*bitSet, s32 flag); |
| 802A113C | void cur\_obj\_unused\_resolve\_wall\_collisions(f32 offsetY, f32 radius); |
| 802A11A8 | s16 abs\_angle\_diff(s16 x0, s16 x1); |
| 802A120C | void cur\_obj\_move\_xz\_using\_fvel\_and\_yaw(void); |
| 802A12A4 | void cur\_obj\_move\_y\_with\_terminal\_vel(void); |
| 802A1308 | void cur\_obj\_compute\_vel\_xz(void); |
| 802A1370 | f32 increment\_velocity\_toward\_range(f32 value, f32 center, f32 zeroThreshold, f32 increment); |
| 802A1424 | s32 obj\_check\_if\_collided\_with\_object(struct Object \*obj1, struct Object \*obj2); |
| 802A148C | void cur\_obj\_set\_behavior(const BehaviorScript \*behavior); |
| 802A14C4 | void obj\_set\_behavior(struct Object \*obj, const BehaviorScript \*behavior); |
| 802A14FC | s32 cur\_obj\_has\_behavior(const BehaviorScript \*behavior); |
| 802A1554 | s32 obj\_has\_behavior(struct Object \*obj, const BehaviorScript \*behavior); |
| 802A15AC | f32 cur\_obj\_lateral\_dist\_from\_mario\_to\_home(void); |
| 802A1634 | f32 cur\_obj\_lateral\_dist\_to\_home(void); |
| 802A16AC | s32 cur\_obj\_outside\_home\_square(f32 halfLength); |
| 802A1774 | s32 cur\_obj\_outside\_home\_rectangle(f32 minX, f32 maxX, f32 minZ, f32 maxZ); |
| 802A184C | void cur\_obj\_set\_pos\_to\_home\_with\_debug(void); |
| 802A188C | void cur\_obj\_set\_pos\_to\_home\_and\_stop(void); |
| 802A18DC | s32 cur\_obj\_shake\_y\_until(s32 cycles, s32 amount); |
| 802A1930 | void cur\_obj\_start\_cam\_event(UNUSED struct Object \*obj, s32 cameraEvent); |
| 802A1960 | void set\_mario\_interact\_hoot\_if\_in\_range(UNUSED s32 sp0, UNUSED s32 sp4, f32 sp8); |
| 802A19AC | void obj\_set\_billboard(struct Object \*obj); |
| 802A19C8 | void cur\_obj\_set\_hitbox\_radius\_and\_height(f32 radius, f32 height); |
| 802A19F0 | void cur\_obj\_set\_hurtbox\_radius\_and\_height(f32 radius, f32 height); |
| 802A1A18 | obj\_spawn\_loot\_coins |
| 802A1B34 | void obj\_spawn\_loot\_blue\_coins(struct Object \*obj, s32 numCoins, f32 sp28, s16 posJitter); |
| 802A1B8C | void obj\_spawn\_loot\_yellow\_coins(struct Object \*obj, s32 numCoins, f32 sp28); |
| 802A1BDC | void cur\_obj\_spawn\_loot\_coin\_at\_mario\_pos(void); |
| 802A1C68 | f32 cur\_obj\_abs\_y\_dist\_to\_home(void); |
| 802A1CC4 | s32 cur\_obj\_advance\_looping\_anim(void); |
| 802A1D7C | s32 cur\_obj\_detect\_steep\_floor(s16 steepAngleDegrees); |
| 802A1F3C | s32 cur\_obj\_resolve\_wall\_collisions(void); |
| 802A20F4 | void cur\_obj\_update\_floor\_and\_walls(void); |
| 802A21D4 | void cur\_obj\_update\_floor\_and\_resolve\_wall\_collisions(s16 steepSlopeDegrees); |
| 802A2320 | void cur\_obj\_update\_floor\_and\_walls(void); |
| 802A2348 | void cur\_obj\_move\_standard(s16 steepSlopeAngleDegrees); |
| 802A24D0 | s32 cur\_obj\_within\_12k\_bounds(void); |
| 802A25B4 | void cur\_obj\_move\_using\_vel\_and\_gravity(void); |
| 802A2644 | void cur\_obj\_move\_using\_fvel\_and\_gravity(void); |
| 802A2674 | void cur\_obj\_set\_pos\_relative\_to\_parent(f32 dleft, f32 dy, f32 dforward); |
| 802A2748 | s16 cur\_obj\_angle\_to\_home(void); |
| 802A27B0 | void obj\_set\_gfx\_pos\_at\_obj\_pos(struct Object \*obj1, struct Object \*obj2); |
| 802A2804 | void obj\_translate\_local(struct Object \*obj, s16 posIndex, s16 localTranslateIndex); |
| 802A2930 | void obj\_build\_transform\_from\_pos\_and\_angle(struct Object \*obj, s16 posIndex, s16 angleIndex); |
| 802A2A18 | void obj\_set\_throw\_matrix\_from\_transform(struct Object \*obj); |
| 802A2A84 | void obj\_build\_transform\_relative\_to\_parent(struct Object \*obj); |
| 802A2B28 | void obj\_create\_transform\_from\_self(struct Object \*obj); |
| 802A2B6C | void cur\_obj\_rotate\_move\_angle\_using\_vel(void); |
| 802A2BC4 | void cur\_obj\_rotate\_face\_angle\_using\_vel(void); |
| 802A2C1C | void cur\_obj\_set\_face\_angle\_to\_move\_angle(void); |
| 802A2C5C | s32 cur\_obj\_follow\_path(UNUSED s32 unusedArg); |
| 802A2ED4 | void chain\_segment\_init(struct ChainSegment \*segment); |
| 802A2F14 | f32 random\_f32\_around\_zero(f32 diameter); |
| 802A2F5C | void obj\_scale\_random(struct Object \*obj, f32 rangeLength, f32 minScale); |
| 802A2FC0 | void obj\_translate\_xyz\_random(struct Object \*obj, f32 rangeLength); |
| 802A308C | void obj\_translate\_xz\_random(struct Object \*obj, f32 rangeLength); |
| 802A3124 | void obj\_build\_vel\_from\_transform(struct Object \*a0); |
| 802A31E0 | void cur\_obj\_set\_pos\_via\_transform(void); |
| 802A3268 | s16 cur\_obj\_reflect\_move\_angle\_off\_wall(void); |
| 802A32AC | void cur\_obj\_spawn\_particles(struct SpawnParticlesInfo \*info); |
| 802A34A4 | s32 cur\_obj\_set\_hitbox\_and\_die\_if\_attacked(struct ObjectHitbox \*hitbox, s32 deathSound, s32 noLootCoins); |
| 802A3604 | s32 signum\_positive(s32 x); |
| 802A3634 | f32 absf(f32 x); |
| 802A3674 | s32 absi(s32 a0); |
| 802A36A4 | s32 cur\_obj\_wait\_then\_blink(s32 timeUntilBlinking, s32 numBlinks); |
| 802A3754 | s32 cur\_obj\_is\_mario\_ground\_pounding\_platform(void); |
| 802A37AC | void spawn\_mist\_particles\_variable(s32 count, s32 offsetY, f32 size); |
| 802A37DC | void spawn\_mist\_particles\_with\_sound(u32 sp18); |
| 802A3818 | void cur\_obj\_push\_mario\_away\_from\_cylinder(f32 radius, f32 extentY); |
| 802A390C | void cur\_obj\_push\_mario\_away\_from\_cylinder(f32 radius, f32 extentY); |
| 802A399C | void bhv\_dust\_smoke\_loop(void); |
| 802A3A4C | s32 cur\_obj\_set\_direction\_table(s8 \*a0); |
| 802A3A88 | s32 cur\_obj\_progress\_direction\_table(void); |
| 802A3B40 | void cur\_obj\_scale\_over\_time(s32 a0, s32 a1, f32 sp10, f32 sp14); |
| 802A3C18 | void cur\_obj\_set\_pos\_to\_home\_with\_debug(void); |
| 802A3CFC | s32 cur\_obj\_is\_mario\_on\_platform(void); |
| 802A3D40 | s32 cur\_obj\_shake\_y\_until(s32 cycles, s32 amount); |
| 802A3DD4 | s32 cur\_obj\_move\_up\_and\_down(s32 a0); |
| 802A3E30 | void cur\_obj\_call\_action\_function(void (\*actionFunctions[])(void)); |
| 802A3E80 | struct Object \*spawn\_star\_with\_no\_lvl\_exit(s32 sp20, s32 sp24); |
| 802A3EF8 | void spawn\_base\_star\_with\_no\_lvl\_exit(void); |
| 802A3F24 | s32 bit\_shift\_left(s32 a0); |
| 802A3F48 | s32 cur\_obj\_mario\_far\_away(void); |
| 802A404C | s32 is\_mario\_moving\_fast\_or\_in\_air(s32 speedThreshold); |
| 802A40B8 | s32 is\_item\_in\_array(s8 item, s8 \*array); |
| 802A4120 | void bhv\_init\_room(void); |
| 802A4210 | void cur\_obj\_enable\_rendering\_if\_mario\_in\_room(void); |
| 802A4360 | s32 cur\_obj\_set\_hitbox\_and\_die\_if\_attacked(struct ObjectHitbox \*hitbox, s32 deathSound, s32 noLootCoins); |
| 802A4440 | void obj\_explode\_and\_spawn\_coins(f32 sp18, s32 sp1C); |
| 802A44F4 | void obj\_set\_collision\_data(struct Object \*obj, const void \*segAddr); |
| 802A452C | void cur\_obj\_if\_hit\_wall\_bounce\_away(void); |
| 802A4564 | s32 cur\_obj\_hide\_if\_mario\_far\_away\_y(f32 distY); |
| 802A45E4 | geo\_offset\_klepto\_held\_object |
| 802A462C | s32 geo\_offset\_klepto\_debug(s32 callContext, struct GraphNode \*a1, UNUSED s32 sp8); |
| 802A46CC | s32 obj\_is\_hidden(struct Object \*obj); |
| 802A4704 | void enable\_time\_stop\_including\_mario(void); |
| 802A4728 | void disable\_time\_stop\_including\_mario(void); |
| 802A4750 | void set\_time\_stop\_flags(s32 flags); |
| 802A4774 | void clear\_time\_stop\_flags(s32 flags); |
| 802A47A0 | s32 cur\_obj\_can\_mario\_activate\_textbox\_2(f32 radius, f32 height); |
| 802A48BC | s32 cur\_obj\_can\_mario\_activate\_textbox\_2(f32 radius, f32 height); |
| 802A48FC | void cur\_obj\_end\_dialog(s32 dialogFlags, s32 dialogResult); |
| 802A4960 | s32 cur\_obj\_update\_dialog\_with\_cutscene(s32 actionArg, s32 dialogFlags, s32 cutsceneTable, s32 dialogID); |
| 802A4BE4 | s32 cur\_obj\_update\_dialog\_with\_cutscene(s32 actionArg, s32 dialogFlags, s32 cutsceneTable, s32 dialogID); |
| 802A4F04 | s32 cur\_obj\_has\_model(u16 modelID); |
| 802A4F58 | void cur\_obj\_align\_gfx\_with\_floor(void); |
| 802A5034 | s32 mario\_is\_within\_rectangle(s16 minX, s16 maxX, s16 minZ, s16 maxZ); |
| 802A50FC | void cur\_obj\_shake\_screen(s32 shake); |
| 802A513C | s32 obj\_attack\_collided\_from\_other\_object(struct Object \*obj); |
| 802A51AC | s32 cur\_obj\_was\_attacked\_or\_ground\_pounded(void); |
| 802A5228 | void obj\_copy\_behavior\_params(struct Object \*dst, struct Object \*src); |
| 802A5248 | void cur\_obj\_init\_animation\_and\_anim\_frame(s32 animIndex, s32 animFrame); |
| 802A5288 | s32 cur\_obj\_init\_animation\_and\_check\_if\_near\_end(s32 animIndex); |
| 802A52C4 | void cur\_obj\_init\_animation\_and\_extend\_if\_at\_end(s32 animIndex); |
| 802A52F8 | s32 cur\_obj\_check\_grabbed\_mario(void); |
| 802A5358 | s32 player\_performed\_grab\_escape\_action(void); |
| 802A540C | void cur\_obj\_unused\_play\_footstep\_sound(s32 animFrame1, s32 animFrame2, s32 sound); |
| 802A5460 | void enable\_time\_stop\_including\_mario(void); |
| 802A5498 | void disable\_time\_stop\_including\_mario(void); |
| 802A54D8 | s32 cur\_obj\_check\_interacted(void); |
| 802A5524 | void cur\_obj\_spawn\_loot\_blue\_coin(void); |
| 802A5588 | void cur\_obj\_spawn\_star\_at\_y\_offset(f32 targetX, f32 targetY, f32 targetZ, f32 offsetY); |
| 802A5620 | star\_door\_update\_pos |
| 802A56BC | bhv\_star\_door\_loop |
| 802A58DC | bhv\_piranha\_particle\_loop |
| 802A597C | mr\_i\_piranha\_particle\_act\_0 |
| 802A5A44 | mr\_i\_piranha\_particle\_act\_1 |
| 802A5AA0 | bhv\_mr\_i\_particle\_loop |
| 802A5ACC | spawn\_mr\_i\_particle |
| 802A5BD4 | bhv\_mr\_i\_body\_loop |
| 802A5D4C | mr\_i\_act\_3 |
| 802A6518 | mr\_i\_act\_2 |
| 802A68A0 | mr\_i\_act\_1 |
| 802A6AD8 | mr\_i\_act\_0 |
| 802A6B7C | bhv\_mr\_i\_loop |
| 802A6C20 | bhv\_pole\_init |
| 802A6C74 | bhv\_giant\_pole\_loop |
| 802A6CF4 | bhv\_thi\_huge\_island\_top\_loop |
| 802A6D64 | bhv\_thi\_tiny\_island\_top\_loop |
| 802A6EE4 | cap\_switch\_act\_0 |
| 802A7020 | cap\_switch\_act\_1 |
| 802A708C | cap\_switch\_act\_2 |
| 802A7160 | cap\_switch\_act\_3 |
| 802A7170 | bhv\_cap\_switch\_loop |
| 802A719C | geo\_update\_held\_mario\_pos |
| 802A7230 | bhv\_bobomb\_anchor\_mario\_loop |
| 802A7264 | king\_bobomb\_act\_0 |
| 802A7384 | mario\_is\_far\_below\_object |
| 802A73D8 | king\_bobomb\_act\_2 |
| 802A7598 | king\_bobomb\_act\_3 |
| 802A7804 | king\_bobomb\_act\_1 |
| 802A78D8 | king\_bobomb\_act\_6 |
| 802A7A60 | king\_bobomb\_act\_7 |
| 802A7B1C | king\_bobomb\_act\_8 |
| 802A7B5C | king\_bobomb\_act\_4 |
| 802A7D14 | king\_bobomb\_act\_5 |
| 802A7FBC | king\_bobomb\_move |
| 802A8064 | bhv\_king\_bobomb\_loop |
| 802A816C | bhv\_beta\_chest\_bottom\_init |
| 802A81E8 | bhv\_beta\_chest\_bottom\_loop |
| 802A821C | bhv\_beta\_chest\_lid\_loop |
| 802A8370 | bhv\_water\_air\_bubble\_init |
| 802A83A0 | bhv\_water\_air\_bubble\_loop |
| 802A8630 | bhv\_bubble\_wave\_init |
| 802A86BC | scale\_bubble\_random |
| 802A870C | bhv\_bubble\_maybe\_loop |
| 802A88A4 | bhv\_small\_water\_wave\_loop |
| 802A8A38 | scale\_bubble\_sin |
| 802A8B18 | bhv\_particle\_init |
| 802A8BC0 | bhv\_particle\_loop |
| 802A8C88 | bhv\_small\_bubbles\_loop |
| 802A8CDC | bhv\_fish\_group\_loop |
| 802A8D48 | bhv\_water\_waves\_init |
| 802A8D98 | bhv\_cannon\_base\_unused\_loop |
| 802A8DC0 | opened\_cannon\_act\_0 |
| 802A8F40 | opened\_cannon\_act\_4 |
| 802A9114 | opened\_cannon\_act\_6 |
| 802A92FC | opened\_cannon\_act\_5 |
| 802A93F8 | opened\_cannon\_act\_1 |
| 802A9440 | opened\_cannon\_act\_2 |
| 802A9460 | opened\_cannon\_act\_3 |
| 802A9498 | bhv\_cannon\_base\_loop |
| 802A94F8 | bhv\_cannon\_barrel\_loop |
| 802A958C | common\_anchor\_mario\_behavior |
| 802A9708 | bhv\_chuckya\_anchor\_mario\_loop |
| 802A973C | unknown\_chuckya\_function |
| 802A98C4 | approach\_forward\_vel |
| 802A9994 | chuckya\_act\_0 |
| 802A9D08 | chuckya\_act\_1 |
| 802A9F54 | chuckya\_act\_3 |
| 802A9FC8 | chuckya\_act\_2 |
| 802AA02C | chuckya\_move |
| 802AA0AC | bhv\_chuckya\_loop |
| 802AA1B8 | bhv\_wf\_breakable\_wall\_loop |
| 802AA280 | check\_mario\_attacking |
| 802AA3C8 | init\_kickable\_board\_rock |
| 802AA3F4 | bhv\_kickable\_board\_loop |
| 802AA700 | bhv\_tower\_door\_loop |
| 802AA774 | bhv\_wf\_rotating\_wooden\_platform\_loop |
| 802AA830 | bhv\_rotating\_platform\_loop |
| 802AA948 | set\_koopa\_shell\_underwater\_hitbox |
| 802AA97C | bhv\_koopa\_shell\_underwater\_loop |
| 802AAA60 | bhv\_warp\_loop |
| 802AAB54 | bhv\_fading\_warp\_loop |
| 802AAC48 | bhv\_white\_puff\_exploding\_loop |
| 802AAE8C | void spawn\_mist\_particles\_variable(s32 count, s32 offsetY, f32 size); |
| 802AAF48 | bhv\_spawned\_star\_init |
| 802AAFFC | set\_sparkle\_spawn\_star\_hitbox |
| 802AB060 | set\_home\_to\_mario |
| 802AB158 | set\_y\_home\_to\_pos |
| 802AB18C | slow\_star\_rotation |
| 802AB1C8 | bhv\_spawned\_star\_loop |
| 802AB558 | bhv\_spawn\_star\_no\_level\_exit |
| 802AB5C8 | bhv\_coin\_sparkles\_init |
| 802AB650 | bhv\_yellow\_coin\_init |
| 802AB70C | bhv\_yellow\_coin\_loop |
| 802AB748 | bhv\_temp\_coin\_loop |
| 802AB7A4 | bhv\_coin\_init |
| 802AB860 | bhv\_coin\_loop |
| 802ABA40 | bhv\_coin\_formation\_spawn\_loop |
| 802ABC04 | spawn\_coin\_in\_formation |
| 802ABEE4 | bhv\_coin\_formation\_init |
| 802ABF0C | bhv\_coin\_formation\_loop |
| 802AC068 | coin\_inside\_boo\_act\_1 |
| 802AC15C | coin\_inside\_boo\_act\_0 |
| 802AC294 | bhv\_coin\_inside\_boo\_loop |
| 802AC2C0 | bhv\_coin\_sparkles\_loop |
| 802AC2EC | bhv\_golden\_coin\_sparkles\_loop |
| 802AC3A8 | bhv\_punch\_tiny\_triangle\_loop |
| 802AC4A0 | bhv\_punch\_tiny\_triangle\_init |
| 802AC5B4 | bhv\_wall\_tiny\_star\_particle\_loop |
| 802AC678 | bhv\_tiny\_star\_particles\_init |
| 802AC78C | bhv\_pound\_tiny\_star\_particle\_loop |
| 802AC864 | bhv\_pound\_tiny\_star\_particle\_init |
| 802AC910 | door\_animation\_and\_reset |
| 802AC958 | set\_door\_camera\_event |
| 802AC9D0 | play\_door\_open\_noise |
| 802ACA6C | play\_warp\_door\_open\_noise |
| 802ACAC8 | bhv\_door\_loop |
| 802ACC3C | bhv\_door\_init |
| 802ACE80 | bhv\_star\_door\_loop\_2 |
| 802AD078 | grindel\_thwomp\_act\_4 |
| 802AD10C | grindel\_thwomp\_act\_2 |
| 802AD1A4 | grindel\_thwomp\_act\_3 |
| 802AD238 | grindel\_thwomp\_act\_1 |
| 802AD2D0 | grindel\_thwomp\_act\_0 |
| 802AD34C | bhv\_grindel\_thwomp\_loop |
| 802AD378 | bhv\_tumbling\_bridge\_platform\_loop |
| 802AD580 | tumbling\_bridge\_act\_1 |
| 802AD76C | tumbling\_bridge\_act\_2 |
| 802AD7F4 | tumbling\_bridge\_act\_3 |
| 802AD828 | tumbling\_bridge\_act\_0 |
| 802AD890 | bhv\_tumbling\_bridge\_loop |
| 802AD8BC | elevator\_starting\_shake |
| 802AD8F0 | elevator\_act\_0 |
| 802ADA4C | elevator\_act\_1 |
| 802ADB88 | elevator\_act\_2 |
| 802ADCE4 | elevator\_act\_4 |
| 802ADD70 | elevator\_act\_3 |
| 802ADDF8 | bhv\_elevator\_init |
| 802ADF6C | bhv\_elevator\_loop |
| 802ADF98 | bhv\_water\_mist\_spawn\_loop |
| 802ADFD8 | bhv\_water\_mist\_loop |
| 802AE0CC | spawn\_triangle\_break\_particles |
| 802AE238 | bhv\_water\_mist\_2\_loop |
| 802AE304 | bhv\_pound\_white\_puffs\_init |
| 802AE334 | spawn\_mist\_from\_global |
| 802AE360 | bhv\_ground\_sand\_init |
| 802AE394 | spawn\_smoke\_with\_velocity |
| 802AE45C | clear\_particle\_flags |
| 802AE48C | bhv\_ground\_snow\_init |
| 802AE4C0 | spawn\_wind\_particles |
| 802AE534 | bhv\_wind\_loop |
| 802AE85C | bhv\_unused\_particle\_spawn\_loop |
| 802AE908 | bhv\_ukiki\_cage\_star\_loop |
| 802AEA6C | ukiki\_cage\_act\_wait\_for\_ukiki |
| 802AEAB8 | ukiki\_cage\_act\_spin |
| 802AEB1C | ukiki\_cage\_act\_fall |
| 802AEB74 | ukiki\_cage\_act\_hide |
| 802AEB9C | bhv\_ukiki\_cage\_loop |
| 802AEBC8 | bhv\_squishable\_platform\_loop |
| 802AEC40 | bhv\_bitfs\_sinking\_platform\_loop |
| 802AECA8 | bhv\_ddd\_moving\_pole\_loop |
| 802AECDC | bhv\_bitfs\_sinking\_cage\_platform\_loop |
| 802AEDC0 | bhv\_beta\_moving\_flames\_spawn\_loop |
| 802AEEA4 | bhv\_beta\_moving\_flames\_loop |
| 802AEF1C | bhv\_flamethrower\_flame\_loop |
| 802AF1E8 | bhv\_flamethrower\_loop |
| 802AF3FC | bhv\_rr\_rotating\_bridge\_platform\_loop |
| 802AF448 | bhv\_bouncing\_fireball\_flame\_loop |
| 802AF5F8 | bhv\_bouncing\_fireball\_loop |
| 802AF7C4 | bhv\_bowser\_shock\_wave\_loop |
| 802AF9CC | bhv\_black\_smoke\_upward\_loop |
| 802AFA0C | bhv\_black\_smoke\_bowser\_loop |
| 802AFAE4 | bhv\_black\_smoke\_mario\_loop |
| 802AFBF8 | bhv\_flame\_mario\_loop |
| 802AFCE4 | bhv\_beta\_fish\_splash\_spawner\_loop |
| 802AFD1C | bhv\_spindrift\_loop |
| 802AFEE8 | bhv\_wf\_solid\_tower\_platform\_loop |
| 802AFF30 | bhv\_wf\_elevator\_tower\_platform\_loop |
| 802B00E4 | bhv\_wf\_sliding\_tower\_platform\_loop |
| 802B0244 | spawn\_and\_init\_wf\_platforms |
| 802B039C | spawn\_wf\_platform\_group |
| 802B04B4 | bhv\_tower\_platform\_group\_loop |
| 802B0614 | bhv\_tree\_snow\_or\_leaf\_loop |
| 802B0974 | bhv\_snow\_leaf\_particle\_spawn\_init |
| 802B0B9C | square\_plat\_set\_yaw\_until\_timer |
| 802B0BEC | bhv\_squarish\_path\_moving\_loop |
| 802B0D48 | bhv\_piranha\_plant\_waking\_bubbles\_loop |
| 802B0DF0 | bhv\_piranha\_plant\_bubble\_loop |
| 802B1278 | bhv\_purple\_switch\_loop |
| 802B14F4 | check\_if\_moving\_over\_floor |
| 802B15E8 | bhv\_pushable\_loop |
| 802B1714 | breakable\_box\_init |
| 802B17F4 | hidden\_breakable\_box\_actions |
| 802B19D8 | hidden\_unbreakable\_box\_actions |
| 802B1AE0 | bhv\_hidden\_object\_loop |
| 802B1B2C | bhv\_breakable\_box\_loop |
| 802B1BB0 | geo\_move\_mario\_part\_from\_parent |
| 802B1C54 | bhv\_heave\_ho\_throw\_mario\_loop |
| 802B1D7C | heave\_ho\_act\_1 |
| 802B1E6C | heave\_ho\_act\_2 |
| 802B1FF4 | heave\_ho\_act\_3 |
| 802B20A0 | heave\_ho\_act\_0 |
| 802B2154 | heave\_ho\_move |
| 802B2278 | bhv\_heave\_ho\_loop |
| 802B2340 | bhv\_ccm\_touched\_star\_spawn\_loop |
| 802B23E0 | bhv\_unused\_poundable\_platform |
| 802B2494 | bhv\_beta\_trampoline\_spring\_loop |
| 802B25AC | bhv\_beta\_trampoline\_top\_loop |
| 802B26A4 | jumping\_box\_act\_0 |
| 802B27D8 | jumping\_box\_act\_1 |
| 802B2824 | jumping\_box\_free\_update |
| 802B288C | bhv\_jumping\_box\_loop |
| 802B29B8 | bhv\_boo\_cage\_loop |
| 802B2BC8 | void spawn\_sparkle\_particles(s32 n, s32 a1, s32 a2, s32 r); |
| 802B2D10 | bhv\_alpha\_boo\_key\_loop |
| 802B2DAC | beta\_boo\_key\_dropped\_loop |
| 802B2F34 | beta\_boo\_key\_drop |
| 802B3064 | beta\_boo\_key\_inside\_boo\_loop |
| 802B3108 | bhv\_beta\_boo\_key\_loop |
| 802B3134 | arc\_to\_goal\_pos |
| 802B3250 | grand\_star\_zero\_velocity |
| 802B329C | bhv\_grand\_star\_loop |
| 802B3600 | bhv\_bowser\_key\_loop |
| 802B37B8 | bhv\_white\_puff\_smoke\_init |
| 802B3810 | bhv\_bullet\_bill\_init |
| 802B3830 | bullet\_bill\_act\_0 |
| 802B38B8 | bullet\_bill\_act\_1 |
| 802B394C | bullet\_bill\_act\_2 |
| 802B3B08 | bullet\_bill\_act\_3 |
| 802B3B24 | bullet\_bill\_act\_4 |
| 802B3BE0 | bhv\_bullet\_bill\_loop |
| 802B3C2C | bowser\_tail\_anchor\_act\_0 |
| 802B3CDC | bowser\_tail\_anchor\_act\_1 |
| 802B3D10 | bowser\_tail\_anchor\_act\_2 |
| 802B3D74 | bhv\_bowser\_tail\_anchor\_loop |
| 802B3DF4 | bhv\_bowser\_flame\_spawn\_loop |
| 802B4080 | bhv\_bowser\_body\_anchor\_loop |
| 802B4184 | cap\_switch\_act\_1 |
| 802B41FC | UNUSED void unused\_start\_bowser\_bounce\_shake(UNUSED struct Camera \*c); |
| 802B4288 | bowser\_set\_anim\_look\_up\_and\_walk |
| 802B4300 | bowser\_set\_anim\_slow\_gait |
| 802B4368 | bowser\_set\_anim\_look\_down |
| 802B43DC | bowser\_initialize\_action |
| 802B4478 | bowser\_act\_text\_wait |
| 802B44BC | bowser\_act\_intro\_walk |
| 802B459C | bowser\_debug\_actions |
| 802B45F4 | bowser\_bitdw\_act\_controller |
| 802B473C | bowser\_bitfs\_act\_controller |
| 802B48D4 | bowser\_general\_bits\_act\_controller |
| 802B4A1C | bowser\_set\_act\_jump |
| 802B4A3C | bowser\_bits\_act\_controller |
| 802B4AF4 | bowser\_reset\_fallen\_off\_stage |
| 802B4BAC | bowser\_act\_unused\_slow\_walk |
| 802B4BE8 | bowser\_act\_default |
| 802B4CA4 | bowser\_act\_breath\_fire |
| 802B4D14 | bowser\_act\_walk\_to\_mario |
| 802B4F00 | bowser\_act\_teleport |
| 802B5104 | bowser\_act\_spit\_fire\_into\_sky |
| 802B5218 | bowser\_act\_hit\_mine |
| 802B53F4 | bowser\_set\_anim\_in\_air |
| 802B5444 | bowser\_land |
| 802B5554 | bowser\_short\_second\_hop |
| 802B55CC | bowser\_act\_jump |
| 802B5798 | bowser\_act\_jump\_towards\_mario |
| 802B58BC | bowser\_act\_hit\_edge |
| 802B59CC | bowser\_act\_spit\_fire\_onto\_floor |
| 802B5AEC | bowser\_turn\_on\_timer |
| 802B5C00 | bowser\_act\_turn\_from\_edge |
| 802B5C40 | bowser\_act\_charge\_mario |
| 802B5F6C | bowser\_check\_hit\_mine |
| 802B5FEC | bowser\_act\_thrown\_dropped |
| 802B611C | bowser\_set\_goal\_invisible |
| 802B6190 | bowser\_act\_jump\_onto\_stage |
| 802B6568 | bowser\_act\_dance |
| 802B65D0 | bowser\_spawn\_grand\_star\_key |
| 802B6670 | bowser\_fly\_back\_dead |
| 802B6730 | bowser\_dead\_bounce |
| 802B67D4 | bowser\_dead\_wait\_for\_mario |
| 802B6878 | bowser\_dead\_twirl\_into\_trophy |
| 802B6A10 | bowser\_dead\_hide |
| 802B6A78 | bowser\_dead\_not\_bits\_end |
| 802B6BAC | bowser\_dead\_bits\_end |
| 802B6CF0 | bowser\_act\_dead |
| 802B6E40 | bowser\_tilt\_platform |
| 802B6EE0 | bowser\_act\_ride\_tilting\_platform |
| 802B711C | bowser\_check\_fallen\_off\_stage |
| 802B71E4 | bowser\_free\_update |
| 802B72D4 | bowser\_held\_update |
| 802B7418 | bowser\_thrown\_dropped\_update |
| 802B75A4 | bhv\_bowser\_loop |
| 802B7878 | bhv\_bowser\_init |
| 802B798C | geo\_update\_body\_rot\_from\_parent |
| 802B7A20 | bowser\_open\_eye\_switch |
| 802B7C64 | geo\_switch\_bowser\_eyes |
| 802B7D44 | geo\_bits\_bowser\_coloring |
| 802B7E68 | falling\_bowser\_plat\_act\_0 |
| 802B7EF0 | falling\_bowser\_plat\_act\_1 |
| 802B8024 | falling\_bowser\_plat\_act\_2 |
| 802B8384 | bhv\_falling\_bowser\_platform\_loop |
| 802B83B0 | bowser\_flame\_despawn |
| 802B8434 | bowser\_flame\_should\_despawn |
| 802B84AC | bhv\_flame\_bowser\_init |
| 802B85B0 | bhv\_flame\_large\_burning\_out\_init |
| 802B8654 | bowser\_flame\_move |
| 802B8734 | bhv\_flame\_bowser\_loop |
| 802B8960 | bhv\_flame\_moving\_forward\_growing\_init |
| 802B89EC | bhv\_flame\_moving\_forward\_growing\_loop |
| 802B8B1C | bhv\_flame\_floating\_landing\_init |
| 802B8C38 | bhv\_flame\_floating\_landing\_loop |
| 802B8D68 | bhv\_blue\_bowser\_flame\_init |
| 802B8E7C | bhv\_blue\_bowser\_flame\_loop |
| 802B9034 | bhv\_flame\_bouncing\_init |
| 802B90EC | bhv\_flame\_bouncing\_loop |
| 802B921C | bhv\_blue\_flames\_group\_loop |
| 802B935C | bhv\_blue\_fish\_movement\_loop |
| 802B9790 | bhv\_tank\_fish\_group\_loop |
| 802B98D4 | void vec3f\_copy\_2(Vec3f dest, Vec3f src); |
| 802B98FC | bhv\_checkerboard\_elevator\_group\_init |
| 802B9A78 | checkerboard\_plat\_act\_move\_y |
| 802B9AF8 | checkerboard\_plat\_act\_rotate |
| 802B9BB4 | bhv\_checkerboard\_platform\_init |
| 802B9BD8 | bhv\_checkerboard\_platform\_loop |
| 802B9E94 | bhv\_ddd\_warp\_loop |
| 802B9EFC | water\_level\_pillar\_undrained |
| 802BA13C | water\_level\_pillar\_drained |
| 802BA19C | bhv\_water\_level\_pillar\_init |
| 802BA1E0 | bhv\_water\_level\_pillar\_loop |
| 802BA25C | bhv\_invisible\_objects\_under\_bridge\_init |
| 802BA2B0 | geo\_scale\_bowser\_key |
| 802BA2F8 | bhv\_bowser\_key\_unlock\_door\_loop |
| 802BA458 | bhv\_bowser\_key\_course\_exit\_loop |
| 802BA5BC | bhv\_moat\_grills\_loop |
| 802BA608 | bhv\_rotating\_clock\_arm\_loop |
| 802BA7E0 | handle\_cap\_ukiki\_reset |
| 802BA868 | is\_cap\_ukiki\_and\_mario\_has\_normal\_cap\_on\_head |
| 802BA8C4 | geo\_update\_projectile\_pos\_from\_parent\_copy |
| 802BA958 | idle\_ukiki\_taunt |
| 802BAB7C | ukiki\_act\_idle |
| 802BAE40 | ukiki\_act\_return\_home |
| 802BAEC4 | ukiki\_act\_wait\_to\_respawn |
| 802BAF10 | ukiki\_act\_unused\_turn |
| 802BAF64 | ukiki\_act\_turn\_to\_mario |
| 802BB07C | ukiki\_act\_run |
| 802BB288 | ukiki\_act\_jump |
| 802BB3B8 | ukiki\_act\_go\_to\_cage |
| 802BB798 | ukiki\_free\_loop |
| 802BB838 | ukiki\_blink\_timer |
| 802BB888 | cage\_ukiki\_held\_loop |
| 802BBA3C | cap\_ukiki\_held\_loop |
| 802BBB98 | bhv\_ukiki\_init |
| 802BBC0C | bhv\_ukiki\_loop |
| 802BBD6C | lll\_octagonal\_mesh\_move |
| 802BBFD8 | lll\_octagonal\_mesh\_find\_y\_offset |
| 802BC0F0 | bhv\_lll\_moving\_octagonal\_mesh\_platform\_loop |
| 802BC22C | bhv\_lll\_sinking\_rock\_block\_loop |
| 802BC294 | bhv\_lll\_rotating\_hex\_flame\_loop |
| 802BC348 | fire\_bar\_spawn\_flames |
| 802BC4F4 | fire\_bar\_act\_0 |
| 802BC538 | fire\_bar\_act\_1 |
| 802BC590 | fire\_bar\_act\_2 |
| 802BC5FC | fire\_bar\_act\_3 |
| 802BC618 | bhv\_lll\_rotating\_block\_fire\_bars\_loop |
| 802BC660 | bhv\_lll\_wood\_piece\_loop |
| 802BC728 | bhv\_lll\_floating\_wood\_bridge\_loop |
| 802BC898 | bhv\_volcano\_flames\_loop |
| 802BC934 | hexagonal\_ring\_spawn\_flames |
| 802BCA74 | bhv\_lll\_rotating\_hexagonal\_ring\_loop |
| 802BCCE8 | sinking\_rectangular\_plat\_actions |
| 802BCDA8 | bhv\_lll\_sinking\_rectangular\_platform\_loop |
| 802BCE58 | bhv\_lll\_sinking\_square\_platforms\_loop |
| 802BCE9C | create\_transform\_from\_normals |
| 802BCF40 | bhv\_platform\_normals\_init |
| 802BCFC4 | approach\_by\_increment |
| 802BD058 | bhv\_tilting\_inverted\_pyramid\_loop |
| 802BD3E4 | koopa\_shell\_spawn\_water\_drop |
| 802BD488 | bhv\_koopa\_shell\_flame\_loop |
| 802BD5DC | bhv\_koopa\_shell\_flame\_spawn |
| 802BD62C | koopa\_shell\_spawn\_sparkles |
| 802BD680 | bhv\_koopa\_shell\_loop |
| 802BD8D0 | tox\_box\_shake\_screen |
| 802BD91C | tox\_box\_move |
| 802BDB04 | tox\_box\_act\_4 |
| 802BDB3C | tox\_box\_act\_5 |
| 802BDB74 | tox\_box\_act\_6 |
| 802BDBAC | tox\_box\_act\_7 |
| 802BDBE4 | tox\_box\_act\_1 |
| 802BDC7C | tox\_box\_act\_2 |
| 802BDCC8 | tox\_box\_act\_3 |
| 802BDD14 | tox\_box\_act\_0 |
| 802BDD68 | bhv\_tox\_box\_loop |
| 802BDD9C | piranha\_plant\_act\_idle |
| 802BDE10 | piranha\_plant\_check\_interactions |
| 802BDEEC | piranha\_plant\_act\_sleeping |
| 802BE034 | piranha\_plant\_act\_woken\_up |
| 802BE0B8 | piranha\_plant\_reset\_when\_far |
| 802BE0EC | piranha\_plant\_attacked |
| 802BE150 | piranha\_plant\_act\_shrink\_and\_die |
| 802BE234 | piranha\_plant\_act\_wait\_to\_respawn |
| 802BE278 | piranha\_plant\_act\_respawn |
| 802BE350 | piranha\_plant\_act\_biting |
| 802BE49C | mario\_moving\_fast\_enough\_to\_make\_piranha\_plant\_bite |
| 802BE50C | piranha\_plant\_act\_stopped\_biting |
| 802BE5A0 | bhv\_piranha\_plant\_loop |
| 802BE628 | bhv\_lll\_bowser\_puzzle\_spawn\_piece |
| 802BE6D4 | bhv\_lll\_bowser\_puzzle\_spawn\_pieces |
| 802BE79C | bhv\_lll\_bowser\_puzzle\_loop |
| 802BE8A8 | bhv\_lll\_bowser\_puzzle\_piece\_action\_0 |
| 802BE8B8 | bhv\_lll\_bowser\_puzzle\_piece\_action\_1 |
| 802BE8F4 | bhv\_lll\_bowser\_puzzle\_piece\_update |
| 802BE9DC | bhv\_lll\_bowser\_puzzle\_piece\_move |
| 802BEB14 | bhv\_lll\_bowser\_puzzle\_piece\_idle |
| 802BEB54 | bhv\_lll\_bowser\_puzzle\_piece\_move\_left |
| 802BEB8C | bhv\_lll\_bowser\_puzzle\_piece\_move\_right |
| 802BEBC4 | bhv\_lll\_bowser\_puzzle\_piece\_move\_up |
| 802BEBFC | bhv\_lll\_bowser\_puzzle\_piece\_move\_down |
| 802BEC34 | bhv\_lll\_bowser\_puzzle\_piece\_loop |
| 802BECB0 | s32 set\_obj\_anim\_with\_accel\_and\_sound(s16 a0, s16 a1, s32 a2); |
| 802BED7C | play\_penguin\_walking\_sound |
| 802BEDEC | tuxies\_mother\_act\_2 |
| 802BEF8C | tuxies\_mother\_act\_1 |
| 802BF1D8 | tuxies\_mother\_act\_0 |
| 802BF3C0 | bhv\_tuxies\_mother\_loop |
| 802BF424 | small\_penguin\_dive\_with\_mario |
| 802BF474 | small\_penguin\_act\_2 |
| 802BF57C | small\_penguin\_act\_1 |
| 802BF648 | small\_penguin\_act\_3 |
| 802BF6E4 | small\_penguin\_act\_4 |
| 802BF760 | small\_penguin\_act\_0 |
| 802BF90C | small\_penguin\_act\_5 |
| 802BFA14 | small\_penguin\_free\_actions |
| 802BFA88 | bhv\_small\_penguin\_loop |
| 802BFBAC | geo\_switch\_tuxie\_mother\_eyes |
| 802BFCD8 | fish\_act\_spawn |
| 802BFEB8 | fish\_act\_respawn |
| 802BFF20 | fish\_act\_init |
| 802BFF3C | bhv\_large\_fish\_group\_loop |
| 802BFF68 | fish\_regroup |
| 802C00B4 | fish\_group\_act\_rotation |
| 802C0348 | fish\_group\_act\_move |
| 802C06A8 | fish\_group\_act\_animate |
| 802C0768 | bhv\_fish\_loop |
| 802C08A8 | bhv\_wdw\_express\_elevator\_loop |
| 802C0AAC | bub\_spawner\_act\_0 |
| 802C0B50 | bub\_spawner\_act\_1 |
| 802C0BA4 | bub\_spawner\_act\_2 |
| 802C0BC4 | bub\_spawner\_act\_3 |
| 802C0BE0 | bhv\_bub\_spawner\_loop |
| 802C0C0C | bub\_move\_vertically |
| 802C0CD4 | bub\_act\_0 |
| 802C0D44 | bub\_act\_1 |
| 802C0F90 | bub\_act\_2 |
| 802C1204 | bhv\_bub\_loop |
| 802C12C0 | bhv\_rotating\_exclamation\_box\_loop |
| 802C1308 | exclamation\_box\_act\_0 |
| 802C13EC | exclamation\_box\_act\_1 |
| 802C14B0 | exclamation\_box\_act\_2 |
| 802C15B8 | exclamation\_box\_act\_3 |
| 802C17BC | exclamation\_box\_spawn\_contents |
| 802C18D0 | exclamation\_box\_act\_4 |
| 802C1988 | exclamation\_box\_act\_5 |
| 802C19C0 | bhv\_exclamation\_box\_loop |
| 802C19FC | bhv\_sound\_spawner\_init |
| 802C1A40 | bhv\_bowsers\_sub\_loop |
| 802C1A80 | bhv\_sushi\_shark\_collision\_loop |
| 802C1A90 | bhv\_sushi\_shark\_loop |
| 802C1C44 | bhv\_sunken\_ship\_part\_loop |
| 802C1CD4 | bhv\_ship\_part\_3\_loop |
| 802C1E10 | bhv\_jrb\_sliding\_box\_loop |
| 802C2190 | bhv\_white\_puff\_1\_loop |
| 802C2274 | bhv\_white\_puff\_2\_loop |
| 802C22B8 | bhv\_hidden\_blue\_coin\_loop |
| 802C242C | bhv\_blue\_coin\_switch\_loop |
| 802C263C | bhv\_openable\_cage\_door\_loop |
| 802C26F8 | bhv\_openable\_grill\_loop |
| 802C2930 | bhv\_init\_changing\_water\_level\_loop |
| 802C2A24 | bhv\_water\_level\_diamond\_loop |
| 802C2CE8 | tweester\_scale\_and\_move |
| 802C2EBC | tweester\_act\_idle |
| 802C2FBC | tweester\_act\_chase |
| 802C31C4 | tweester\_act\_hide |
| 802C329C | bhv\_tweester\_loop |
| 802C32E8 | bhv\_tweester\_sand\_particle\_loop |
| 802C33F4 | boo\_stop |
| 802C3440 | bhv\_boo\_init |
| 802C3460 | boo\_should\_be\_stopped |
| 802C3534 | boo\_should\_be\_active |
| 802C3684 | bhv\_courtyard\_boo\_triplet\_init |
| 802C3748 | boo\_approach\_target\_opacity\_and\_update\_scale |
| 802C3884 | boo\_oscillate |
| 802C39D4 | boo\_vanish\_or\_appear |
| 802C3B08 | boo\_set\_move\_yaw\_for\_during\_hit |
| 802C3C04 | boo\_move\_during\_hit |
| 802C3CD0 | big\_boo\_shake\_after\_hit |
| 802C3D50 | boo\_reset\_after\_hit |
| 802C3D9C | boo\_update\_after\_bounced\_on |
| 802C3E80 | big\_boo\_update\_during\_nonlethal\_hit |
| 802C3F8C | boo\_update\_during\_death |
| 802C4118 | obj\_has\_attack\_type |
| 802C4158 | boo\_get\_attack\_status |
| 802C4210 | boo\_chase\_mario |
| 802C43F4 | boo\_act\_0 |
| 802C4508 | boo\_act\_5 |
| 802C45B0 | boo\_act\_1 |
| 802C46D8 | boo\_act\_2 |
| 802C4720 | boo\_act\_3 |
| 802C4790 | boo\_act\_4 |
| 802C4824 | bhv\_boo\_loop |
| 802C48C0 | big\_boo\_act\_0 |
| 802C49F0 | big\_boo\_act\_1 |
| 802C4B54 | big\_boo\_act\_2 |
| 802C4B9C | big\_boo\_spawn\_ghost\_hunt\_star |
| 802C4BD4 | big\_boo\_spawn\_balcony\_star |
| 802C4C10 | big\_boo\_spawn\_merry\_go\_round\_star |
| 802C4C70 | big\_boo\_act\_3 |
| 802C4DD4 | big\_boo\_act\_4 |
| 802C4F30 | bhv\_big\_boo\_loop |
| 802C4FB0 | boo\_with\_cage\_act\_0 |
| 802C503C | boo\_with\_cage\_act\_1 |
| 802C50D8 | boo\_with\_cage\_act\_2 |
| 802C5120 | boo\_with\_cage\_act\_3 |
| 802C515C | bhv\_boo\_with\_cage\_init |
| 802C51D4 | bhv\_boo\_with\_cage\_loop |
| 802C5224 | bhv\_merry\_go\_round\_boo\_manager\_loop |
| 802C53CC | obj\_set\_secondary\_camera\_focus |
| 802C53EC | bhv\_animated\_texture\_loop |
| 802C5414 | bhv\_boo\_in\_castle\_loop |
| 802C5688 | bhv\_boo\_boss\_spawned\_bridge\_loop |
| 802C5890 | bhv\_bbh\_tilting\_trap\_platform\_loop |
| 802C5A38 | bhv\_haunted\_bookshelf\_loop |
| 802C5B54 | handle\_merry\_go\_round\_music |
| 802C5CA8 | bhv\_merry\_go\_round\_loop |
| 802C5DC0 | bhv\_static\_checkered\_platform\_loop |
| 802C5F48 | bhv\_beta\_bowser\_anchor\_loop |
| 802C5FDC | bhv\_play\_music\_track\_when\_touched\_loop |
| 802C6050 | bhv\_floor\_trap\_in\_castle\_loop |
| 802C60AC | bhv\_castle\_floor\_trap\_init |
| 802C6150 | bhv\_castle\_floor\_trap\_open\_detect |
| 802C61D4 | bhv\_castle\_floor\_trap\_open |
| 802C6278 | bhv\_castle\_floor\_trap\_close\_detect |
| 802C62BC | bhv\_castle\_floor\_trap\_close |
| 802C6328 | bhv\_castle\_floor\_trap\_rotate |
| 802C6348 | bhv\_castle\_floor\_trap\_loop |
| 802C63E8 | bhv\_pole\_base\_loop |
| 802C64A4 | bhv\_sparkle\_spawn\_loop |
| 802C6538 | update\_angle\_from\_move\_flags |
| 802C65C0 | bhv\_scuttlebug\_loop |
| 802C6B6C | bhv\_scuttlebug\_spawn\_loop |
| 802C6CA0 | whomp\_play\_sfx\_from\_pound\_animation |
| 802C6D6C | whomp\_act\_0 |
| 802C6EC8 | whomp\_act\_7 |
| 802C6FB0 | whomp\_act\_1 |
| 802C710C | whomp\_act\_2 |
| 802C7254 | whomp\_act\_3 |
| 802C72B4 | whomp\_act\_4 |
| 802C7380 | whomp\_act\_5 |
| 802C7428 | king\_whomp\_on\_ground |
| 802C75FC | whomp\_on\_ground |
| 802C76D4 | whomp\_act\_6 |
| 802C7858 | whomp\_act\_8 |
| 802C7998 | whomp\_act\_9 |
| 802C79D8 | bhv\_whomp\_loop |
| 802C7A70 | bhv\_water\_splash\_spawn\_droplets |
| 802C7B14 | bhv\_water\_droplet\_loop |
| 802C7CAC | bhv\_idle\_water\_wave\_loop |
| 802C7D40 | bhv\_water\_droplet\_splash\_init |
| 802C7D90 | bhv\_bubble\_splash\_init |
| 802C7DFC | bhv\_shallow\_water\_splash\_init |
| 802C7E5C | bhv\_wave\_trail\_shrink |
| 802C7F98 | bhv\_strong\_wind\_particle\_loop |
| 802C81B4 | cur\_obj\_spawn\_strong\_wind\_particles |
| 802C834C | bhv\_sl\_snowman\_wind\_loop |
| 802C85A4 | sl\_walking\_penguin\_turn |
| 802C863C | bhv\_sl\_walking\_penguin\_loop |
| 802C89F0 | void update\_mario\_platform(void); |
| 802C8B4C | void get\_mario\_pos(f32 \*x, f32 \*y, f32 \*z); |
| 802C8B8C | void set\_mario\_pos(f32 x, f32 y, f32 z); |
| 802C8BC8 | void apply\_platform\_displacement(u32 isMario, struct Object \*platform); |
| 802C8EC0 | void apply\_mario\_platform\_displacement(void); |
| 802C8F28 | void clear\_mario\_platform(void); |
| 802C8F40 | debug\_print\_obj\_collision |
| 802C8FE4 | detect\_object\_hitbox\_overlap |
| 802C91EC | detect\_object\_hurtbox\_overlap |
| 802C9388 | void clear\_object\_collision(struct Object \*a); |
| 802C93F8 | void check\_collision\_in\_list(struct Object \*a, struct Object \*b, struct Object \*c); |
| 802C94AC | void check\_player\_object\_collision(void); |
| 802C95B4 | void check\_pushable\_object\_collision(void); |
| 802C9630 | void check\_destructive\_object\_collision(void); |
| 802C9724 | void detect\_object\_collisions(void); |
| 802C97D0 | unused\_init\_free\_list |
| 802C9840 | unused\_try\_allocate |
| 802C98A4 | try\_allocate\_object |
| 802C9950 | void unused\_deallocate(struct LinkedList \*freeList, struct LinkedList \*node); |
| 802C99B8 | void init\_free\_object\_list(void); |
| 802C9A3C | void clear\_object\_lists(struct ObjectNode \*objLists); |
| 802C9B68 | void unload\_object(struct Object \*obj); |
| 802C9C00 | void deallocate\_object(struct ObjectNode \*freeList, struct ObjectNode \*obj); |
| 802C9F04 | create\_object |
| 802CA028 | void mark\_obj\_for\_deletion(struct Object \*obj); |
| 802CA040 | void exec\_anim\_sound\_state(struct SoundState \*soundStates); |
| 802CA144 | void create\_sound\_spawner(s32 soundMagic); |
| 802CA190 | void cur\_obj\_play\_sound\_1(s32 soundMagic); |
| 802CA1E0 | void cur\_obj\_play\_sound\_2(s32 soundMagic); |
| 802CA230 | calc\_dist\_to\_volume\_range\_1 |
| 802CA2D4 | calc\_dist\_to\_volume\_range\_2 |
| 802CA3B0 | get\_current\_clock |
| 802CA3E0 | get\_clock\_difference |
| 802CA418 | set\_print\_state\_info |
| 802CA460 | void print\_text\_array\_info(s16 \*printState, const char \*str, s32 number); |
| 802CA51C | void set\_text\_array\_x\_y(s32 xOffset, s32 yOffset); |
| 802CA568 | void print\_debug\_bottom\_up(const char \*str, s32 number); |
| 802CA5B8 | void print\_debug\_top\_down\_objectinfo(const char \*str, s32 number); |
| 802CA618 | void print\_debug\_top\_down\_mapinfo(const char \*str, s32 number); |
| 802CA680 | void print\_debug\_top\_down\_normal(const char \*str, s32 number); |
| 802CA6D0 | void print\_mapinfo(void); |
| 802CA8E8 | void print\_checkinfo(void); |
| 802CA918 | void print\_surfaceinfo(void); |
| 802CA94C | void print\_stageinfo(void); |
| 802CA990 | void print\_string\_array\_info(const char \*\*strArr); |
| 802CAA6C | void print\_effectinfo(void); |
| 802CAAA8 | void print\_enemyinfo(void); |
| 802CAAE4 | void update\_debug\_dpadmask(void); |
| 802CABAC | void debug\_unknown\_level\_select\_check(void); |
| 802CAC20 | void reset\_debug\_objectinfo(void); |
| 802CACC8 | void check\_debug\_button\_seq(void); |
| 802CADC8 | void try\_change\_debug\_page(void); |
| 802CAE9C | void try\_modify\_debug\_controls(void); |
| 802CB0C0 | void try\_print\_debug\_mario\_object\_info(void); |
| 802CB1C0 | void try\_print\_debug\_mario\_level\_info(void); |
| 802CB264 | void try\_do\_mario\_debug\_object\_spawn(void); |
| 802CB394 | void debug\_print\_obj\_move\_flags(void); |
| 802CB564 | void debug\_enemy\_unknown(s16 \*enemyArr); |
| 802CB5C0 | s32 set\_and\_reset\_transition\_fade\_timer(s8 fadeTimer, u8 transTime); |
| 802CB640 | u8 set\_transition\_color\_fade\_alpha(s8 fadeType, s8 fadeTimer, u8 transTime); |
| 802CB894 | vertex\_transition\_color |
| 802CBA18 | s32 dl\_transition\_color(s8 fadeTimer, u8 transTime, struct WarpTransitionData \*transData, u8 alpha); |
| 802CBBC4 | s32 render\_fade\_transition\_from\_color(s8 fadeTimer, u8 transTime, struct WarpTransitionData \*transData); |
| 802CBC20 | s32 render\_fade\_transition\_into\_color(s8 fadeTimer, u8 transTime, struct WarpTransitionData \*transData); |
| 802CBC7C | s16 calc\_tex\_transition\_radius(s8 fadeTimer, s8 transTime, struct WarpTransitionData \*transData); |
| 802CBD54 | f32 calc\_tex\_transition\_time(s8 fadeTimer, s8 transTime, struct WarpTransitionData \*transData); |
| 802CBE64 | u16 convert\_tex\_transition\_angle\_to\_pos(struct WarpTransitionData \*transData); |
| 802CBEE0 | s16 center\_tex\_transition\_x(struct WarpTransitionData \*transData, f32 texTransTime, u16 texTransPos); |
| 802CBF64 | s16 center\_tex\_transition\_y(struct WarpTransitionData \*transData, f32 texTransTime, u16 texTransPos); |
| 802CBFE8 | make\_tex\_transition\_vertex |
| 802CC180 | load\_tex\_transition\_vertex |
| 802CC4D8 | s32 render\_textured\_transition(s8 fadeTimer, s8 transTime, struct WarpTransitionData \*transData, s8 texID, s8 transTexType); |
| 802CCBE8 | render\_screen\_transition |
| 802CCDC8 | render\_cannon\_circle\_base |
| 802CD1E8 | geo\_cannon\_circle\_base |
| 802CD280 | void rotate\_rectangle(f32 \*newZ, f32 \*newX, f32 oldZ, f32 oldX); |
| 802CD328 | f32 atan2\_deg(f32 a, f32 b); |
| 802CD388 | f32 scale\_shadow\_with\_distance(f32 initial, f32 distFromFloor); |
| 802CD444 | f32 disable\_shadow\_with\_distance(f32 shadowScale, f32 distFromFloor); |
| 802CD48C | u8 dim\_shadow\_with\_distance(u8 solidity, f32 distFromFloor); |
| 802CD614 | f32 get\_water\_level\_below\_shadow(struct Shadow \*s); |
| 802CD6C4 | s8 init\_shadow(struct Shadow \*s, f32 xPos, f32 yPos, f32 zPos, s16 shadowScale, u8 overwriteSolidity); |
| 802CD938 | void get\_texture\_coords\_9\_vertices(s8 vertexNum, s16 \*textureX, s16 \*textureY); |
| 802CD988 | void get\_texture\_coords\_4\_vertices(s8 vertexNum, s16 \*textureX, s16 \*textureY); |
| 802CD9EC | make\_shadow\_vertex\_at\_xyz |
| 802CDB20 | f32 extrapolate\_vertex\_y\_position(struct Shadow s, f32 vtxX, f32 vtxZ); |
| 802CDB74 | void get\_vertex\_coords(s8 index, s8 shadowVertexType, s8 \*xCoord, s8 \*zCoord); |
| 802CDC40 | calculate\_vertex\_xyz |
| 802CDE94 | s16 floor\_local\_tilt(struct Shadow s, f32 vtxX, f32 vtxY, f32 vtxZ); |
| 802CDF3C | void make\_shadow\_vertex(Vtx \*vertices, s8 index, struct Shadow s, s8 shadowVertexType); |
| 802CE128 | void add\_shadow\_to\_display\_list(Gfx \*displayListHead, Vtx \*verts, s8 shadowVertexType, s8 shadowShape); |
| 802CE2BC | linearly\_interpolate\_solidity\_positive |
| 802CE3EC | linearly\_interpolate\_solidity\_negative |
| 802CE524 | s8 correct\_shadow\_solidity\_for\_animations(s32 isLuigi, u8 initialSolidity, struct Shadow \*shadow); |
| 802CE690 | void correct\_lava\_shadow\_height(struct Shadow \*s); |
| 802CE79C | create\_shadow\_player |
| 802CE9D0 | create\_shadow\_circle\_9\_verts |
| 802CEAE8 | create\_shadow\_circle\_4\_verts |
| 802CEC04 | create\_shadow\_circle\_assuming\_flat\_ground |
| 802CEDC0 | create\_shadow\_rectangle |
| 802CEF6C | s32 get\_shadow\_height\_solidity(f32 xPos, f32 yPos, f32 zPos, f32 \*shadowHeight, u8 \*solidity); |
| 802CF080 | create\_shadow\_square |
| 802CF1F0 | create\_shadow\_hardcoded\_rectangle |
| 802CF34C | create\_shadow\_below\_xyz |
| 802CF5B0 | calculate\_skybox\_scaled\_x |
| 802CF69C | calculate\_skybox\_scaled\_y |
| 802CF77C | int get\_top\_left\_tile\_idx(s8 player); |
| 802CF804 | make\_skybox\_rect |
| 802CFA2C | void draw\_skybox\_tile\_grid(Gfx \*\*dlist, s8 background, s8 player, s8 colorIndex); |
| 802CFC68 | void \*create\_skybox\_ortho\_matrix(s8 player); |
| 802CFD88 | init\_skybox\_display\_list |
| 802CFEF4 | create\_skybox\_facing\_camera |
| 802D0080 | geo\_wdw\_set\_initial\_water\_level |
| 802D01E0 | geo\_movtex\_pause\_control |
| 802D0254 | movtex\_make\_quad\_vertex |
| 802D0484 | movtex\_gen\_from\_quad |
| 802D0A84 | movtex\_gen\_from\_quad\_array |
| 802D0BB0 | movtex\_gen\_quads\_id |
| 802D0C84 | void \*get\_quad\_collection\_from\_id(u32 id); |
| 802D0F28 | void movtex\_change\_texture\_format(u32 quadCollectionId, Gfx \*\*gfx); |
| 802D104C | geo\_movtex\_draw\_water\_regions |
| 802D1330 | void update\_moving\_texture\_offset(s16 \*movtexVerts, s32 attr); |
| 802D13CC | void movtex\_write\_vertex\_first(Vtx \*vtx, s16 \*movtexVerts, struct MovtexObject \*c, s8 attrLayout); |
| 802D1574 | movtex\_write\_vertex\_index |
| 802D18B4 | movtex\_gen\_list |
| 802D1B70 | geo\_movtex\_draw\_nocolor |
| 802D1CDC | geo\_movtex\_draw\_colored |
| 802D1E48 | geo\_movtex\_draw\_colored\_no\_update |
| 802D1FA8 | geo\_movtex\_draw\_colored\_2\_no\_update |
| 802D2108 | geo\_movtex\_update\_horizontal |
| 802D2210 | make\_vertex |
| 802D22C4 | s16 round\_float(f32 num); |
| 802D2360 | geo\_exec\_inside\_castle\_light |
| 802D2470 | geo\_exec\_flying\_carpet\_timer\_update |
| 802D2520 | geo\_exec\_flying\_carpet\_create |
| 802D28CC | geo\_exec\_cake\_end\_screen |
| 802D29C0 | void stop\_other\_paintings(s16 \*idptr, struct Painting \*paintingGroup[]); |
| 802D2A74 | f32 painting\_mario\_y(struct Painting \*painting); |
| 802D2B08 | f32 painting\_mario\_z(struct Painting \*painting); |
| 802D2B84 | f32 painting\_ripple\_y(struct Painting \*painting, s8 ySource); |
| 802D2C40 | f32 painting\_nearest\_4th(struct Painting \*painting); |
| 802D2D80 | f32 painting\_mario\_x(struct Painting \*painting); |
| 802D2DFC | f32 painting\_ripple\_x(struct Painting \*painting, s8 xSource); |
| 802D2EB8 | painting\_state |
| 802D2FFC | void wall\_painting\_proximity\_idle(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D319C | void wall\_painting\_proximity\_rippling(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D327C | void wall\_painting\_continuous\_idle(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D341C | void wall\_painting\_continuous\_rippling(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D34FC | void floor\_painting\_proximity\_idle(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D36AC | void floor\_painting\_proximity\_rippling(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D379C | void floor\_painting\_continuous\_idle(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D393C | void floor\_painting\_continuous\_rippling(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D3A2C | void painting\_update\_floors(struct Painting \*painting); |
| 802D3BEC | void painting\_update\_ripple\_state(struct Painting \*painting); |
| 802D3CEC | s16 calculate\_ripple\_at\_point(struct Painting \*painting, f32 posX, f32 posY); |
| 802D3E6C | s16 ripple\_if\_movable(struct Painting \*painting, s16 movable, s16 posX, s16 posY); |
| 802D3EE4 | void painting\_generate\_mesh(struct Painting \*painting, s16 \*mesh, s16 numTris); |
| 802D404C | void painting\_calculate\_triangle\_normals(s16 \*mesh, s16 numVtx, s16 numTris); |
| 802D43F8 | s8 normalize\_component(f32 comp); |
| 802D44BC | void painting\_average\_vertex\_normals(s16 \*neighborTris, s16 numVtx); |
| 802D47D0 | render\_painting |
| 802D4EDC | painting\_model\_view\_transform |
| 802D50DC | painting\_ripple\_image |
| 802D5354 | painting\_ripple\_env\_mapped |
| 802D556C | display\_painting\_rippling |
| 802D568C | display\_painting\_not\_rippling |
| 802D5778 | void reset\_painting(struct Painting \*painting); |
| 802D57A8 | void move\_ddd\_painting(struct Painting \*painting, f32 frontPos, f32 backPos, f32 speed); |
| 802D58E4 | void set\_painting\_layer(struct GraphNodeGenerated \*gen, struct Painting \*painting); |
| 802D593C | display\_painting |
| 802D59A8 | void wall\_painting\_update(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D5AA0 | void floor\_painting\_update(struct Painting \*painting, struct Painting \*paintingGroup[]); |
| 802D5B98 | geo\_painting\_draw |
| 802D5D0C | geo\_painting\_update |
| 802D5E00 | s32 int\_pow(s32 n, s32 exponent); |
| 802D5E54 | void format\_integer(s32 n, s32 base, char \*dest, s32 \*totalLength, u8 width, s8 zeroPad); |
| 802D6144 | void parse\_width\_field(const char \*str, s32 \*srcIndex, u8 \*width, s8 \*zeroPad); |
| 802D62D8 | void print\_text\_fmt\_int(s32 x, s32 y, const char \*str, s32 n); |
| 802D6554 | void print\_text\_centered(s32 x, s32 y, const char \*str); |
| 802D66C0 | void print\_text\_centered(s32 x, s32 y, const char \*str); |
| 802D6858 | s8 char\_to\_glyph\_index(char c); |
| 802D69F8 | void add\_glyph\_texture(s8 glyphIndex); |
| 802D6ACC | void clip\_to\_bounds(s32 \*x, s32 \*y); |
| 802D6B3C | void render\_textrect(s32 x, s32 y, s32 pos); |
| 802D6C88 | void render\_text\_labels(void); |
| 802D6F20 | void create\_dl\_identity\_matrix(void); |
| 802D7070 | void create\_dl\_translation\_matrix(s8 pushOp, f32 x, f32 y, f32 z); |
| 802D7174 | void create\_dl\_rotation\_matrix(s8 pushOp, f32 a, f32 x, f32 y, f32 z); |
| 802D7280 | void create\_dl\_scale\_matrix(s8 pushOp, f32 x, f32 y, f32 z); |
| 802D7384 | void create\_dl\_ortho\_matrix(void); |
| 802D7480 | u8 \*alloc\_ia8\_text\_from\_i1(u16 \*in, s16 width, s16 height); |
| 802D75DC | void render\_generic\_char\_at\_pos(s16 xPos, s16 yPos, u8 c); |
| 802D76C8 | render\_multi\_text\_string |
| 802D77DC | void print\_generic\_string(s16 x, s16 y, const u8 \*str); |
| 802D7B84 | void print\_hud\_lut\_string(s8 hudLUT, s16 x, s16 y, const u8 \*str); |
| 802D7E88 | void print\_menu\_generic\_string(s16 x, s16 y, const u8 \*str); |
| 802D82D4 | void print\_credits\_string(s16 x, s16 y, const u8 \*str); |
| 802D862C | void handle\_menu\_scrolling(s8 scrollDirection, s8 \*currentIndex, s8 minIndex, s8 maxIndex); |
| 802D8844 | s16 get\_str\_x\_pos\_from\_center\_scale(s16 centerPos, u8 \*str, f32 scale); |
| 802D8934 | s16 get\_string\_width(u8 \*str); |
| 802D89B8 | void print\_hud\_my\_score\_coins(s32 useCourseCoinScore, s8 fileNum, s8 courseNum, s16 x, s16 y); |
| 802D8A80 | void print\_hud\_my\_score\_stars(s8 fileNum, s8 courseNum, s16 x, s16 y); |
| 802D8B34 | void int\_to\_str(s32 num, u8 \*dst); |
| 802D8C6C | s16 get\_dialog\_id(void); |
| 802D8C88 | void create\_dialog\_box\_with\_response(s16 dialog); |
| 802D8CC4 | void create\_dialog\_box\_with\_var(s16 dialog, s32 dialogVar); |
| 802D8D08 | void create\_dialog\_inverted\_box(s16 dialog); |
| 802D8D48 | void create\_dialog\_box\_with\_response(s16 dialog); |
| 802D8D90 | void reset\_dialog\_render\_state(void); |
| 802D8E2C | void render\_dialog\_box\_type(struct DialogEntry \*dialog, s8 linesPerBox); |
| 802D9148 | void change\_and\_flash\_dialog\_text\_color\_lines(s8 colorMode, s8 lineNum); |
| 802D9388 | handle\_dialog\_scroll\_page\_state |
| 802D944C | render\_star\_count\_dialog\_text |
| 802D9634 | render\_multi\_text\_string\_lines |
| 802D9800 | u32 ensure\_nonnegative(s16 value); |
| 802D982C | handle\_dialog\_text\_and\_pages |
| 802D9CB0 | void render\_dialog\_triangle\_choice(void); |
| 802D9DFC | void render\_dialog\_string\_color(s8 linesPerBox); |
| 802D9F84 | handle\_special\_dialog\_text |
| 802DA1AC | void render\_dialog\_entries(void); |
| 802DA810 | void set\_menu\_mode(s16 mode); |
| 802DA844 | void reset\_cutscene\_msg\_fade(void); |
| 802DA85C | void dl\_rgba16\_begin\_cutscene\_msg\_fade(void); |
| 802DA8E4 | void dl\_rgba16\_stop\_cutscene\_msg\_fade(void); |
| 802DA964 | u8 ascii\_to\_credits\_char(u8 c); |
| 802DAA34 | void print\_credits\_str\_ascii(s16 x, s16 y, const char \*str); |
| 802DAAE4 | void set\_cutscene\_message(s16 xOffset, s16 yOffset, s16 msgIndex, s16 msgDuration); |
| 802DAB58 | void do\_cutscene\_handler(void); |
| 802DAD54 | void print\_peach\_letter\_message(void); |
| 802DB08C | void render\_hud\_cannon\_reticle(void); |
| 802DB350 | void reset\_red\_coins\_collected(void); |
| 802DB368 | void change\_dialog\_camera\_angle(void); |
| 802DB3B8 | void shade\_screen(void); |
| 802DB498 | void print\_animated\_red\_coin(s16 x, s16 y); |
| 802DB6E8 | void render\_pause\_red\_coins(void); |
| 802DB760 | void render\_pause\_my\_score\_coins(void); |
| 802DBB24 | void render\_pause\_camera\_options(s16 x, s16 y, s8 \*index, s16 xIndex); |
| 802DBE68 | void render\_pause\_course\_options(s16 x, s16 y, s8 \*index, s16 yIndex); |
| 802DC15C | void render\_pause\_castle\_menu\_box(s16 x, s16 y); |
| 802DC418 | void highlight\_last\_course\_complete\_stars(void); |
| 802DC478 | void print\_hud\_pause\_colorful\_str(void); |
| 802DC570 | void render\_pause\_castle\_course\_stars(s16 x, s16 y, s16 fileNum, s16 courseNum); |
| 802DC718 | void render\_pause\_castle\_main\_strings(s16 x, s16 y); |
| 802DCA88 | s16 render\_pause\_courses\_and\_castle(void); |
| 802DCD04 | void print\_hud\_course\_complete\_string(s8 str); |
| 802DCF30 | void print\_hud\_course\_complete\_coins(s16 x, s16 y); |
| 802DD194 | void play\_star\_fanfare\_and\_flash\_hud(s32 arg, u8 starNum); |
| 802DD210 | void render\_course\_complete\_lvl\_info\_and\_hud\_str(void); |
| 802DD838 | render\_save\_confirmation |
| 802DDAE0 | s16 render\_course\_complete\_screen(void); |
| 802DDCA4 | s16 render\_menus\_and\_dialogs(); |
| 802DDDF0 | s32 envfx\_init\_snow(s32 mode); |
| 802DDF38 | void envfx\_update\_snowflake\_count(s32 mode, Vec3s marioPos); |
| 802DE0BC | void envfx\_cleanup\_snow(void \*snowParticleArray); |
| 802DE114 | void orbit\_from\_positions(Vec3s from, Vec3s to, s16 \*radius, s16 \*pitch, s16 \*yaw); |
| 802DE23C | void pos\_from\_orbit(Vec3s origin, Vec3s result, s16 radius, s16 pitch, s16 yaw); |
| 802DE360 | s32 envfx\_is\_snowflake\_alive(s32 index, s32 snowCylinderX, s32 snowCylinderY, s32 snowCylinderZ); |
| 802DE458 | void envfx\_update\_snow\_normal(s32 snowCylinderX, s32 snowCylinderY, s32 snowCylinderZ); |
| 802DE888 | void envfx\_update\_snow\_blizzard(s32 snowCylinderX, s32 snowCylinderY, s32 snowCylinderZ); |
| 802DECD4 | s32 is\_in\_mystery\_snow\_area(s32 x, UNUSED s32 y, s32 z); |
| 802DED38 | void envfx\_update\_snow\_water(s32 snowCylinderX, s32 snowCylinderY, s32 snowCylinderZ); |
| 802DEF2C | void rotate\_triangle\_vertices(Vec3s vertex1, Vec3s vertex2, Vec3s vertex3, s16 pitch, s16 yaw); |
| 802DF334 | void append\_snowflake\_vertex\_buffer(Gfx \*gfx, s32 index, Vec3s vertex1, Vec3s vertex2, Vec3s vertex3); |
| 802DF748 | void envfx\_update\_snow\_water(s32 snowCylinderX, s32 snowCylinderY, s32 snowCylinderZ); |
| 802DFBC8 | envfx\_update\_particles |
| 802DFD50 | s32 particle\_is\_laterally\_close(s32 index, s32 x, s32 z, s32 distance); |
| 802DFE00 | s32 random\_flower\_offset(void); |
| 802DFE80 | void envfx\_update\_flower(Vec3s centerPos); |
| 802E0120 | void envfx\_set\_lava\_bubble\_position(s32 index, Vec3s centerPos); |
| 802E048C | void envfx\_update\_lava(Vec3s centerPos); |
| 802E065C | void envfx\_rotate\_around\_whirlpool(s32 \*x, s32 \*y, s32 \*z); |
| 802E08A8 | s32 envfx\_is\_whirlpool\_bubble\_alive(s32 index); |
| 802E0934 | void envfx\_update\_whirlpool(void); |
| 802E0E24 | s32 envfx\_is\_jestream\_bubble\_alive(s32 index); |
| 802E0EB8 | void envfx\_update\_jetstream(void); |
| 802E1238 | s32 envfx\_init\_bubble(s32 mode); |
| 802E1414 | void envfx\_bubbles\_update\_switch(s32 mode, Vec3s camTo, Vec3s vertex1, Vec3s vertex2, Vec3s vertex3); |
| 802E1618 | append\_bubble\_vertex\_buffer |
| 802E1A20 | void envfx\_set\_bubble\_texture(s32 mode, s16 index); |
| 802E1BB8 | envfx\_update\_bubble\_particles |
| 802E1ED8 | void envfx\_set\_max\_bubble\_particles(s32 mode); |
| 802E1F48 | envfx\_update\_bubbles |
| 802E20A0 | s16 convert\_rotation(s16 inRotation); |
| 802E2134 | void spawn\_macro\_abs\_yrot\_2params(u32 model, const BehaviorScript \*behavior, s16 x, s16 y, s16 z, s16 ry, s16 params); |
| 802E21DC | void spawn\_macro\_abs\_yrot\_param1(u32 model, const BehaviorScript \*behavior, s16 x, s16 y, s16 z, s16 ry, s16 param); |
| 802E2284 | spawn\_macro\_abs\_special |
| 802E233C | void spawn\_macro\_coin\_unknown(const BehaviorScript \*behavior, s16 a1[]); |
| 802E2414 | void spawn\_macro\_objects\_hardcoded(s16 areaIndex, s16 \*macroObjList); |
| 802E2690 | void spawn\_macro\_objects\_hardcoded(s16 areaIndex, s16 \*macroObjList); |
| 802E28EC | void spawn\_special\_objects(s16 areaIndex, s16 \*\*specialObjList); |
| 802E2CF0 | void render\_hud\_tex\_lut(s32 x, s32 y, u8 \*texture); |
| 802E2E58 | void render\_hud\_small\_tex\_lut(s32 x, s32 y, u8 \*texture); |
| 802E30B4 | void render\_power\_meter\_health\_segment(s16 numHealthWedges); |
| 802E3214 | void render\_dl\_power\_meter(s16 numHealthWedges); |
| 802E33B8 | void animate\_power\_meter\_emphasized(void); |
| 802E3430 | void animate\_power\_meter\_deemphasizing(void); |
| 802E34E4 | void animate\_power\_meter\_hiding(void); |
| 802E352C | void handle\_power\_meter\_actions(s16 numHealthWedges); |
| 802E3654 | void render\_hud\_power\_meter(void); |
| 802E3744 | void render\_hud\_mario\_lives(void); |
| 802E37A8 | void render\_hud\_coins(void); |
| 802E380C | void render\_hud\_stars(void); |
| 802E38E4 | void render\_hud\_keys(void); |
| 802E395C | void render\_hud\_timer(void); |
| 802E3B1C | void set\_hud\_camera\_status(s16 status); |
| 802E3B3C | void render\_hud\_camera\_status(void); |
| 802E3D2C | void render\_hud\_cannon\_reticle(void); |
| 802E3E50 | void set\_yoshi\_as\_not\_dead(void); |
| 802E3E68 | geo\_obj\_transparency\_something |
| 802E3F68 | f32 absf\_2(f32 f); |
| 802E3FAC | turn\_obj\_away\_from\_surface |
| 802E405C | s32 obj\_find\_wall\_displacement(Vec3f dist, f32 x, f32 y, f32 z, f32 radius); |
| 802E41A4 | s32 turn\_obj\_away\_from\_steep\_floor(struct Surface \*objFloor, f32 floorY, f32 objVelX, f32 objVelZ); |
| 802E42E0 | void obj\_orient\_graph(struct Object \*obj, f32 normalX, f32 normalY, f32 normalZ); |
| 802E43E4 | void calc\_obj\_friction(f32 \*objFriction, f32 floor\_nY); |
| 802E445C | void calc\_new\_obj\_vel\_and\_pos\_y(struct Surface \*objFloor, f32 objFloorY, f32 objVelX, f32 objVelZ); |
| 802E4814 | calc\_new\_obj\_vel\_and\_pos\_y\_underwater |
| 802E4CEC | void obj\_update\_pos\_vel\_xz(void); |
| 802E4D88 | void obj\_splash(s32 waterY, s32 objY); |
| 802E4E90 | s16 object\_step\_without\_floor\_orient(void); |
| 802E5114 | s16 object\_step\_without\_floor\_orient(void); |
| 802E5160 | void obj\_move\_xyz\_using\_fvel\_and\_yaw(struct Object \*obj); |
| 802E5208 | s32 is\_point\_within\_radius\_of\_mario(f32 x, f32 y, f32 z, s32 dist); |
| 802E52B8 | s32 is\_point\_close\_to\_object(struct Object \*obj, f32 x, f32 y, f32 z, s32 dist); |
| 802E5360 | void set\_object\_visibility(struct Object \*obj, s32 dist); |
| 802E53F4 | s32 obj\_return\_home\_if\_safe(struct Object \*obj, f32 homeX, f32 y, f32 homeZ, s32 dist); |
| 802E54B0 | void obj\_return\_and\_displace\_home(struct Object \*obj, f32 homeX, UNUSED f32 homeY, f32 homeZ, s32 baseDisp); |
| 802E55D0 | s32 obj\_check\_if\_facing\_toward\_angle(u32 base, u32 goal, s16 range); |
| 802E569C | s32 obj\_find\_wall\_displacement(Vec3f dist, f32 x, f32 y, f32 z, f32 radius); |
| 802E5760 | void obj\_spawn\_yellow\_coins(struct Object \*obj, s8 nCoins); |
| 802E5824 | s32 obj\_flicker\_and\_disappear(struct Object \*obj, s16 lifeSpan); |
| 802E58B4 | s8 current\_mario\_room\_check(s16 room); |
| 802E5948 | s16 trigger\_obj\_dialog\_when\_facing(s32 \*inDialog, s16 dialogID, f32 dist, s32 actionArg); |
| 802E5A80 | void obj\_check\_floor\_death(s16 collisionFlags, struct Surface \*floor); |
| 802E5B18 | s32 obj\_lava\_death(void); |
| 802E5C6C | void spawn\_orange\_number(s8 behParam, s16 relX, s16 relY, s16 relZ); |
| 802E5D04 | s32 UNUSED debug\_sequence\_tracker(s16 debugInputSequence[]); |
| 802E5DE8 | coin\_step |
| 802E5E6C | moving\_coin\_flicker |
| 802E5EA4 | coin\_collected |
| 802E5EE8 | bhv\_moving\_yellow\_coin\_init |
| 802E5F64 | bhv\_moving\_yellow\_coin\_loop |
| 802E6098 | bhv\_moving\_blue\_coin\_init |
| 802E6114 | bhv\_moving\_blue\_coin\_loop |
| 802E62A4 | bhv\_blue\_coin\_sliding\_jumping\_init |
| 802E631C | blue\_coin\_sliding\_away\_from\_mario |
| 802E63EC | blue\_coin\_sliding\_slow\_down |
| 802E6474 | bhv\_blue\_coin\_sliding\_loop |
| 802E6628 | bhv\_blue\_coin\_jumping\_loop |
| 802E6790 | bhv\_seaweed\_init |
| 802E67DC | bhv\_seaweed\_bundle\_init |
| 802E6A2C | bhv\_bobomb\_init |
| 802E6A8C | bobomb\_spawn\_coin |
| 802E6AF8 | bobomb\_act\_explode |
| 802E6BD4 | bobomb\_check\_interactions |
| 802E6CF0 | bobomb\_act\_patrol |
| 802E6DC8 | bobomb\_act\_chase\_mario |
| 802E6E84 | bobomb\_act\_launched |
| 802E6ED8 | generic\_bobomb\_free\_loop |
| 802E7020 | stationary\_bobomb\_free\_loop |
| 802E7134 | bobomb\_free\_loop |
| 802E7180 | bobomb\_held\_loop |
| 802E7220 | bobomb\_dropped\_loop |
| 802E7280 | bobomb\_thrown\_loop |
| 802E7324 | curr\_obj\_random\_blink |
| 802E742C | bhv\_bobomb\_loop |
| 802E75A0 | bhv\_bobomb\_fuse\_smoke\_init |
| 802E76AC | bhv\_bobomb\_buddy\_init |
| 802E770C | bobomb\_buddy\_act\_idle |
| 802E7814 | bobomb\_buddy\_cannon\_dialog |
| 802E79DC | bobomb\_buddy\_act\_talk |
| 802E7B00 | bobomb\_buddy\_act\_turn\_to\_talk |
| 802E7BB0 | bobomb\_buddy\_actions |
| 802E7C4C | bhv\_bobomb\_buddy\_loop |
| 802E7C90 | bhv\_cannon\_closed\_init |
| 802E7D4C | cannon\_door\_act\_opening |
| 802E7E54 | bhv\_cannon\_closed\_loop |
| 802E7F70 | bhv\_whirlpool\_init |
| 802E7FB8 | whirlpool\_set\_hitbox |
| 802E7FEC | whirpool\_orient\_graph |
| 802E80DC | bhv\_whirlpool\_loop |
| 802E82B0 | bhv\_jet\_stream\_loop |
| 802E8388 | bhv\_homing\_amp\_init |
| 802E844C | check\_amp\_attack |
| 802E84CC | homing\_amp\_appear\_loop |
| 802E8618 | homing\_amp\_chase\_loop |
| 802E885C | homing\_amp\_give\_up\_loop |
| 802E8920 | amp\_attack\_cooldown\_loop |
| 802E89D4 | bhv\_homing\_amp\_loop |
| 802E8AE4 | bhv\_circling\_amp\_init |
| 802E8C18 | fixed\_circling\_amp\_idle\_loop |
| 802E8D98 | circling\_amp\_idle\_loop |
| 802E8ECC | bhv\_circling\_amp\_loop |
| 802E8F68 | bhv\_butterfly\_init |
| 802E9018 | butterfly\_step |
| 802E9278 | butterfly\_calculate\_angle |
| 802E9470 | butterfly\_act\_rest |
| 802E94E4 | butterfly\_act\_follow\_mario |
| 802E9548 | butterfly\_act\_return\_home |
| 802E96C8 | bhv\_butterfly\_loop |
| 802E9764 | bhv\_hoot\_init |
| 802E97FC | hoot\_find\_next\_floor |
| 802E98C0 | hoot\_floor\_bounce |
| 802E9A4C | hoot\_free\_step |
| 802E9CF4 | hoot\_player\_set\_yaw |
| 802E9D98 | hoot\_carry\_step |
| 802E9F60 | hoot\_surface\_collision |
| 802EA144 | hoot\_act\_ascent |
| 802EA258 | hoot\_action\_loop |
| 802EA3F0 | hoot\_turn\_to\_home |
| 802EA4EC | hoot\_awake\_loop |
| 802EA588 | bhv\_hoot\_loop |
| 802EA6A8 | bhv\_beta\_holdable\_object\_init |
| 802EA6F8 | beta\_holdable\_object\_drop |
| 802EA75C | beta\_holdable\_object\_throw |
| 802EA7E0 | bhv\_beta\_holdable\_object\_loop |
| 802EA888 | bhv\_object\_bubble\_init |
| 802EA934 | bhv\_object\_bubble\_loop |
| 802EAA10 | bhv\_object\_water\_wave\_init |
| 802EAA50 | bhv\_object\_water\_wave\_loop |
| 802EAA8C | bhv\_explosion\_init |
| 802EAAD0 | bhv\_explosion\_loop |
| 802EABF0 | bhv\_bobomb\_bully\_death\_smoke\_init |
| 802EAC3C | bhv\_bobomb\_explosion\_bubble\_init |
| 802EAD3C | bhv\_bobomb\_explosion\_bubble\_loop |
| 802EAEF8 | bhv\_respawner\_loop |
| 802EAF84 | create\_respawner |
| 802EB05C | bhv\_small\_bully\_init |
| 802EB104 | bhv\_big\_bully\_init |
| 802EB1C0 | bully\_check\_mario\_collision |
| 802EB288 | bully\_act\_chase\_mario |
| 802EB3F0 | bully\_act\_knockback |
| 802EB510 | bully\_act\_back\_up |
| 802EB5C4 | bully\_backup\_check |
| 802EB630 | bully\_play\_stomping\_sound |
| 802EB744 | bully\_step |
| 802EB7E0 | bully\_spawn\_coin |
| 802EB8B0 | bully\_act\_level\_death |
| 802EB9D0 | bhv\_bully\_loop |
| 802EBB74 | big\_bully\_spawn\_minion |
| 802EBC00 | bhv\_big\_bully\_with\_minions\_init |
| 802EBC88 | big\_bully\_spawn\_star |
| 802EBCE0 | bhv\_big\_bully\_with\_minions\_loop |
| 802EBF70 | water\_ring\_calc\_mario\_dist |
| 802EC030 | water\_ring\_init |
| 802EC1B0 | bhv\_jet\_stream\_water\_ring\_init |
| 802EC200 | water\_ring\_check\_collection |
| 802EC3D0 | water\_ring\_set\_scale |
| 802EC4E0 | water\_ring\_act\_collected |
| 802EC59C | water\_ring\_act\_not\_collected |
| 802EC75C | bhv\_jet\_stream\_water\_ring\_loop |
| 802EC7CC | spawn\_manta\_ray\_ring\_manager |
| 802EC818 | water\_ring\_spawner\_act\_inactive |
| 802EC908 | bhv\_jet\_stream\_ring\_spawner\_loop |
| 802EC9B8 | bhv\_manta\_ray\_water\_ring\_init |
| 802EC9F0 | manta\_water\_ring\_act\_not\_collected |
| 802ECBA4 | bhv\_manta\_ray\_water\_ring\_loop |
| 802ECC14 | bhv\_bowser\_bomb\_loop |
| 802ECD0C | bhv\_bowser\_bomb\_explosion\_loop |
| 802ECEA0 | bhv\_bowser\_bomb\_smoke\_loop |
| 802ECFAC | bhv\_celebration\_star\_init |
| 802ED10C | celeb\_star\_act\_spin\_around\_mario |
| 802ED28C | celeb\_star\_act\_face\_camera |
| 802ED39C | bhv\_celebration\_star\_loop |
| 802ED40C | bhv\_celebration\_star\_sparkle\_loop |
| 802ED45C | bhv\_star\_key\_collection\_puff\_spawner\_loop |
| 802ED498 | bhv\_lll\_drawbridge\_spawner\_loop |
| 802ED62C | bhv\_lll\_drawbridge\_loop |
| 802ED78C | bhv\_small\_bomp\_init |
| 802ED7FC | bhv\_small\_bomp\_loop |
| 802EDACC | bhv\_large\_bomp\_init |
| 802EDB2C | bhv\_large\_bomp\_loop |
| 802EDDFC | bhv\_wf\_sliding\_platform\_init |
| 802EDF28 | bhv\_wf\_sliding\_platform\_loop |
| 802EE124 | bhv\_moneybag\_init |
| 802EE1A0 | moneybag\_check\_mario\_collision |
| 802EE268 | moneybag\_jump |
| 802EE46C | moneybag\_act\_move\_around |
| 802EE598 | moneybag\_act\_return\_home |
| 802EE728 | moneybag\_act\_disappear |
| 802EE778 | moneybag\_act\_death |
| 802EE7E0 | bhv\_moneybag\_loop |
| 802EE8F4 | bhv\_moneybag\_hidden\_loop |
| 802EE9CC | bhv\_bowling\_ball\_init |
| 802EEA24 | bowling\_ball\_set\_hitbox |
| 802EEA7C | bowling\_ball\_set\_waypoints |
| 802EEB64 | bhv\_bowling\_ball\_roll\_loop |
| 802EECB8 | bhv\_bowling\_ball\_initializeLoop |
| 802EEDF0 | bhv\_bowling\_ball\_loop |
| 802EEEB4 | bhv\_generic\_bowling\_ball\_spawner\_init |
| 802EEF9C | bhv\_generic\_bowling\_ball\_spawner\_loop |
| 802EF0E8 | bhv\_thi\_bowling\_ball\_spawner\_loop |
| 802EF21C | bhv\_bob\_pit\_bowling\_ball\_init |
| 802EF274 | bhv\_bob\_pit\_bowling\_ball\_loop |
| 802EF34C | bhv\_free\_bowling\_ball\_init |
| 802EF3F4 | bhv\_free\_bowling\_ball\_roll\_loop |
| 802EF524 | bhv\_free\_bowling\_ball\_loop |
| 802EF63C | bhv\_rr\_cruiser\_wing\_init |
| 802EF66C | bhv\_rr\_cruiser\_wing\_loop |
| 802EF820 | bhv\_spindel\_init |
| 802EF858 | bhv\_spindel\_loop |
| 802EFCD0 | bhv\_ssl\_moving\_pyramid\_wall\_init |
| 802EFD8C | bhv\_ssl\_moving\_pyramid\_wall\_loop |
| 802EFE64 | bhv\_pyramid\_elevator\_init |
| 802EFEF4 | bhv\_pyramid\_elevator\_loop |
| 802F0104 | bhv\_pyramid\_elevator\_trajectory\_marker\_ball\_loop |
| 802F0168 | bhv\_pyramid\_top\_init |
| 802F0288 | bhv\_pyramid\_top\_spinning |
| 802F04A0 | bhv\_pyramid\_top\_explode |
| 802F05B4 | bhv\_pyramid\_top\_loop |
| 802F06A8 | bhv\_pyramid\_top\_fragment\_init |
| 802F0714 | bhv\_pyramid\_top\_fragment\_loop |
| 802F0788 | bhv\_pyramid\_pillar\_touch\_detector\_loop |
| 802F07F4 | bhv\_waterfall\_sound\_loop |
| 802F0820 | bhv\_volcano\_sound\_loop |
| 802F084C | bhv\_castle\_flag\_init |
| 802F0898 | bhv\_birds\_sound\_loop |
| 802F0950 | bhv\_ambient\_sounds\_init |
| 802F09A4 | bhv\_sand\_sound\_loop |
| 802F09F0 | bhv\_castle\_cannon\_grate\_init |
| 802F0A40 | bhv\_snowmans\_bottom\_init |
| 802F0B7C | set\_rolling\_sphere\_hitbox |
| 802F0BD4 | adjust\_rolling\_face\_pitch |
| 802F0C94 | snowmans\_bottom\_act\_1 |
| 802F0DF0 | snowmans\_bottom\_act\_2 |
| 802F0FA8 | snowmans\_bottom\_act\_3 |
| 802F105C | bhv\_snowmans\_bottom\_loop |
| 802F120C | bhv\_snowmans\_head\_init |
| 802F1370 | bhv\_snowmans\_head\_loop |
| 802F151C | bhv\_snowmans\_body\_checkpoint\_loop |
| 802F15A8 | bhv\_big\_boulder\_init |
| 802F162C | boulder\_act\_1 |
| 802F1714 | bhv\_big\_boulder\_loop |
| 802F17F0 | bhv\_big\_boulder\_generator\_loop |
| 802F1954 | cap\_set\_hitbox |
| 802F19C8 | cap\_despawn |
| 802F1A10 | cap\_check\_quicksand |
| 802F1BB8 | cap\_sink\_quicksand |
| 802F1D64 | bhv\_wing\_cap\_init |
| 802F1DC0 | cap\_scale\_vertically |
| 802F1E5C | wing\_vanish\_cap\_act\_0 |
| 802F1F3C | bhv\_wing\_vanish\_cap\_loop |
| 802F1FD0 | bhv\_metal\_cap\_init |
| 802F2030 | metal\_cap\_act\_0 |
| 802F20AC | bhv\_metal\_cap\_loop |
| 802F2140 | bhv\_normal\_cap\_init |
| 802F21E0 | normal\_cap\_set\_save\_flags |
| 802F2284 | normal\_cap\_act\_0 |
| 802F23A8 | bhv\_normal\_cap\_loop |
| 802F2498 | bhv\_vanish\_cap\_init |
| 802F24F4 | bhv\_collect\_star\_init |
| 802F25B0 | bhv\_collect\_star\_loop |
| 802F2614 | bhv\_star\_spawn\_init |
| 802F2768 | bhv\_star\_spawn\_loop |
| 802F2AA0 | void cur\_obj\_spawn\_star\_at\_y\_offset(f32 targetX, f32 targetY, f32 targetZ, f32 offsetY); |
| 802F2B88 | spawn\_default\_star |
| 802F2BD4 | spawn\_red\_coin\_cutscene\_star |
| 802F2C24 | spawn\_no\_exit\_star |
| 802F2C84 | bhv\_hidden\_red\_coin\_star\_init |
| 802F2D8C | bhv\_hidden\_red\_coin\_star\_loop |
| 802F2E6C | bhv\_red\_coin\_init |
| 802F2F2C | bhv\_red\_coin\_loop |
| 802F3014 | bhv\_hidden\_star\_init |
| 802F30F0 | bhv\_hidden\_star\_loop |
| 802F31BC | bhv\_hidden\_star\_trigger\_loop |
| 802F328C | bhv\_bowser\_course\_red\_coin\_star\_loop |
| 802F336C | bhv\_ttm\_rolling\_log\_init |
| 802F341C | rolling\_log\_roll\_log |
| 802F36A4 | bhv\_rolling\_log\_loop |
| 802F38B0 | volcano\_act\_1 |
| 802F39B4 | volcano\_act\_3 |
| 802F3A30 | bhv\_volcano\_trap\_loop |
| 802F3B98 | bhv\_lll\_rolling\_log\_init |
| 802F3C54 | bhv\_1up\_interact |
| 802F3CC8 | bhv\_1up\_common\_init |
| 802F3D30 | bhv\_1up\_init |
| 802F3DD0 | one\_up\_loop\_in\_air |
| 802F3EA8 | pole\_1up\_move\_towards\_mario |
| 802F401C | one\_up\_move\_away\_from\_mario |
| 802F40CC | bhv\_1up\_walking\_loop |
| 802F4248 | bhv\_1up\_running\_away\_loop |
| 802F43B8 | sliding\_1up\_move |
| 802F44C0 | bhv\_1up\_sliding\_loop |
| 802F45B8 | bhv\_1up\_loop |
| 802F45F0 | bhv\_1up\_jump\_on\_approach\_loop |
| 802F4710 | bhv\_1up\_hidden\_loop |
| 802F48F4 | bhv\_1up\_hidden\_trigger\_loop |
| 802F496C | bhv\_1up\_hidden\_in\_pole\_loop |
| 802F4B00 | bhv\_1up\_hidden\_in\_pole\_trigger\_loop |
| 802F4B78 | bhv\_1up\_hidden\_in\_pole\_spawner\_loop |
| 802F4C68 | controllable\_platform\_act\_1 |
| 802F4CE0 | controllable\_platform\_act\_2 |
| 802F4D78 | bhv\_controllable\_platform\_sub\_loop |
| 802F4EB4 | bhv\_controllable\_platform\_init |
| 802F5010 | controllable\_platform\_hit\_wall |
| 802F5068 | controllable\_platform\_check\_walls |
| 802F52C0 | controllable\_platform\_shake\_on\_wall\_hit |
| 802F547C | controllable\_platform\_tilt\_from\_mario |
| 802F55A4 | bhv\_controllable\_platform\_loop |
| 802F5CD4 | bhv\_breakable\_box\_small\_init |
| 802F5D78 | small\_breakable\_box\_spawn\_dust |
| 802F5E44 | small\_breakable\_box\_act\_move |
| 802F5F48 | breakable\_box\_small\_released\_loop |
| 802F6014 | breakable\_box\_small\_idle\_loop |
| 802F60D8 | breakable\_box\_small\_get\_dropped |
| 802F6150 | breakable\_box\_small\_get\_thrown |
| 802F6228 | bhv\_breakable\_box\_small\_loop |
| 802F62E4 | bhv\_sliding\_snow\_mound\_loop |
| 802F6448 | bhv\_snow\_mound\_spawn\_loop |
| 802F6588 | floating\_platform\_find\_home\_y |
| 802F665C | floating\_platform\_act\_0 |
| 802F6984 | bhv\_floating\_platform\_loop |
| 802F6A44 | arrow\_lift\_move\_away |
| 802F6B2C | arrow\_lift\_move\_back |
| 802F6C0C | bhv\_arrow\_lift\_loop |
| 802F6D20 | bhv\_orange\_number\_init |
| 802F6D58 | bhv\_orange\_number\_loop |
| 802F6E40 | bhv\_manta\_ray\_init |
| 802F6EB0 | manta\_ray\_move |
| 802F7068 | manta\_ray\_act\_spawn\_ring |
| 802F7264 | bhv\_manta\_ray\_loop |
| 802F7348 | bhv\_falling\_pillar\_init |
| 802F7398 | bhv\_falling\_pillar\_spawn\_hitboxes |
| 802F7418 | bhv\_falling\_pillar\_calculate\_angle\_in\_front\_of\_mario |
| 802F74DC | bhv\_falling\_pillar\_loop |
| 802F7760 | bhv\_falling\_pillar\_hitbox\_loop |
| 802F7924 | bhv\_jrb\_floating\_box\_loop |
| 802F7978 | bhv\_decorative\_pendulum\_init |
| 802F79B0 | bhv\_decorative\_pendulum\_loop |
| 802F7A58 | bhv\_treasure\_chest\_top\_loop |
| 802F7C9C | bhv\_treasure\_chest\_bottom\_init |
| 802F7D04 | bhv\_treasure\_chest\_bottom\_loop |
| 802F7F1C | spawn\_treasure\_chest |
| 802F7FA0 | bhv\_treasure\_chest\_ship\_init |
| 802F8044 | bhv\_treasure\_chest\_ship\_loop |
| 802F8158 | bhv\_treasure\_chest\_jrb\_init |
| 802F8208 | bhv\_treasure\_chest\_jrb\_loop |
| 802F82F8 | bhv\_treasure\_chest\_init |
| 802F83A4 | bhv\_treasure\_chest\_loop |
| 802F8490 | bhv\_mips\_init |
| 802F85E0 | bhv\_mips\_find\_furthest\_waypoint\_to\_mario |
| 802F8760 | bhv\_mips\_act\_wait\_for\_nearby\_mario |
| 802F8808 | bhv\_mips\_act\_follow\_path |
| 802F893C | bhv\_mips\_act\_wait\_for\_animation\_done |
| 802F8988 | bhv\_mips\_act\_fall\_down |
| 802F8A34 | bhv\_mips\_act\_idle |
| 802F8AB4 | bhv\_mips\_free |
| 802F8B54 | bhv\_mips\_held |
| 802F8C74 | bhv\_mips\_dropped |
| 802F8CF8 | bhv\_mips\_thrown |
| 802F8DAC | bhv\_mips\_loop |
| 802F8E54 | bhv\_yoshi\_init |
| 802F8F08 | yoshi\_walk\_loop |
| 802F9054 | yoshi\_idle\_loop |
| 802F923C | yoshi\_talk\_loop |
| 802F93A8 | yoshi\_walk\_and\_jump\_off\_roof\_loop |
| 802F9500 | yoshi\_finish\_jumping\_and\_despawn\_loop |
| 802F95AC | yoshi\_give\_present\_loop |
| 802F965C | bhv\_yoshi\_loop |
| 802F9730 | s32 obj\_is\_rendering\_enabled(void); |
| 802F9770 | s16 obj\_get\_pitch\_from\_vel(void); |
| 802F97BC | s32 obj\_update\_race\_proposition\_dialog(s16 dialogID); |
| 802F9820 | void obj\_set\_dist\_from\_home(f32 distFromHome); |
| 802F9890 | s32 obj\_is\_near\_to\_and\_facing\_mario(f32 maxDist, s16 maxAngleDiff); |
| 802F9904 | obj\_perform\_position\_op |
| 802F9A28 | void platform\_on\_track\_update\_pos\_or\_spawn\_ball(s32 ballIndex, f32 x, f32 y, f32 z); |
| 802F9E28 | void cur\_obj\_spin\_all\_dimensions(f32 arg0, f32 arg1); |
| 802FA158 | void obj\_rotate\_yaw\_and\_bounce\_off\_walls(s16 targetYaw, s16 turnAmount); |
| 802FA1B0 | s16 obj\_get\_pitch\_to\_home(f32 latDistToHome); |
| 802FA1F8 | void obj\_compute\_vel\_from\_move\_pitch(f32 speed); |
| 802FA25C | s32 clamp\_s16(s16 \*value, s16 minimum, s16 maximum); |
| 802FA2BC | s32 clamp\_f32(f32 \*value, f32 minimum, f32 maximum); |
| 802FA32C | void cur\_obj\_init\_anim\_extend(s32 arg0); |
| 802FA360 | s32 cur\_obj\_init\_anim\_and\_check\_if\_end(s32 arg0); |
| 802FA39C | s32 cur\_obj\_init\_anim\_check\_frame(s32 arg0, s32 arg1); |
| 802FA3DC | s32 cur\_obj\_set\_anim\_if\_at\_end(s32 arg0); |
| 802FA428 | s32 cur\_obj\_play\_sound\_at\_anim\_range(s8 arg0, s8 arg1, u32 sound); |
| 802FA4C4 | s16 obj\_turn\_pitch\_toward\_mario(f32 targetOffsetY, s16 turnAmount); |
| 802FA544 | s32 approach\_f32\_ptr(f32 \*px, f32 target, f32 delta); |
| 802FA5D0 | void cur\_obj\_forward\_vel\_approach\_upward(f32 target, f32 increment); |
| 802FA618 | s32 obj\_y\_vel\_approach(f32 target, f32 delta); |
| 802FA660 | s32 obj\_move\_pitch\_approach(s16 target, s16 delta); |
| 802FA6D4 | s32 obj\_face\_pitch\_approach(s16 targetPitch, s16 deltaPitch); |
| 802FA748 | s32 obj\_face\_yaw\_approach(s16 targetYaw, s16 deltaYaw); |
| 802FA7BC | s32 obj\_face\_roll\_approach(s16 targetRoll, s16 deltaRoll); |
| 802FA830 | obj\_smooth\_turn |
| 802FA900 | void obj\_roll\_to\_match\_yaw\_turn(s16 targetYaw, s16 maxRoll, s16 rollSpeed); |
| 802FA964 | s16 random\_linear\_offset(s16 base, s16 range); |
| 802FA9D8 | s16 random\_mod\_offset(s16 base, s16 step, s16 mod); |
| 802FAA64 | s16 obj\_random\_fixed\_turn(s16 delta); |
| 802FAAC8 | s32 obj\_grow\_then\_shrink(f32 \*scaleVel, f32 shootFireScale, f32 endScale); |
| 802FAC18 | oscillate\_toward |
| 802FAD34 | obj\_update\_blinking |
| 802FADD4 | s32 obj\_resolve\_object\_collisions(s32 \*targetYaw); |
| 802FB01C | s32 obj\_bounce\_off\_walls\_edges\_objects(s32 \*targetYaw); |
| 802FB0CC | s32 obj\_resolve\_collisions\_and\_turn(s16 targetYaw, s16 turnSpeed); |
| 802FB128 | void obj\_die\_if\_health\_non\_positive(void); |
| 802FB254 | void obj\_unused\_die(void); |
| 802FB288 | void obj\_set\_knockback\_action(s32 attackType); |
| 802FB3A0 | void obj\_set\_squished\_action(void); |
| 802FB3DC | s32 obj\_die\_if\_above\_lava\_and\_health\_non\_positive(void); |
| 802FB518 | obj\_handle\_attacks |
| 802FB6E8 | void obj\_act\_knockback(UNUSED f32 baseScale); |
| 802FB778 | void obj\_act\_squished(f32 baseScale); |
| 802FB87C | s32 obj\_update\_standard\_actions(f32 scale); |
| 802FB938 | s32 obj\_check\_attacks(struct ObjectHitbox \*hitbox, s32 attackedMarioAction); |
| 802FBA40 | s32 obj\_move\_for\_one\_second(s32 endAction); |
| 802FBAB4 | void treat\_far\_home\_as\_mario(f32 threshold); |
| 802FBC4C | bhv\_koopa\_init |
| 802FBD5C | koopa\_play\_footstep\_sound |
| 802FBDD4 | koopa\_check\_run\_from\_mario |
| 802FBE50 | koopa\_shelled\_act\_stopped |
| 802FBECC | koopa\_walk\_start |
| 802FBF58 | koopa\_walk |
| 802FBFDC | koopa\_walk\_stop |
| 802FC03C | koopa\_shelled\_act\_walk |
| 802FC16C | koopa\_shelled\_act\_run\_from\_mario |
| 802FC288 | koopa\_dive\_update\_speed |
| 802FC338 | koopa\_shelled\_act\_lying |
| 802FC414 | shelled\_koopa\_attack\_handler |
| 802FC510 | koopa\_shelled\_update |
| 802FC670 | koopa\_unshelled\_act\_run |
| 802FC914 | koopa\_unshelled\_act\_dive |
| 802FCAF4 | koopa\_unshelled\_act\_unused3 |
| 802FCB1C | koopa\_unshelled\_update |
| 802FCC00 | obj\_begin\_race |
| 802FCCC8 | koopa\_the\_quick\_act\_wait\_before\_race |
| 802FCD64 | koopa\_the\_quick\_act\_show\_init\_text |
| 802FCE94 | koopa\_the\_quick\_detect\_bowling\_ball |
| 802FD014 | koopa\_the\_quick\_animate\_footsteps |
| 802FD068 | koopa\_the\_quick\_act\_race |
| 802FD3E4 | koopa\_the\_quick\_act\_decelerate |
| 802FD464 | koopa\_the\_quick\_act\_stop |
| 802FD4B0 | koopa\_the\_quick\_act\_after\_race |
| 802FD6AC | koopa\_the\_quick\_update |
| 802FD7F8 | bhv\_koopa\_update |
| 802FD950 | bhv\_koopa\_race\_endpoint\_update |
| 802FDA28 | bhv\_pokey\_body\_part\_update |
| 802FDEA8 | pokey\_act\_uninitialized |
| 802FDFC4 | pokey\_act\_wander |
| 802FE37C | pokey\_act\_unload\_parts |
| 802FE3B0 | bhv\_pokey\_update |
| 802FE450 | swoop\_act\_idle |
| 802FE520 | swoop\_act\_move |
| 802FE8B4 | bhv\_swoop\_update |
| 802FE988 | fly\_guy\_act\_idle |
| 802FEB00 | fly\_guy\_act\_approach\_mario |
| 802FED50 | fly\_guy\_act\_lunge |
| 802FEF18 | fly\_guy\_act\_shoot\_fire |
| 802FF040 | bhv\_fly\_guy\_update |
| 802FF214 | bhv\_goomba\_triplet\_spawner\_update |
| 802FF408 | bhv\_goomba\_init |
| 802FF518 | goomba\_begin\_jump |
| 802FF584 | mark\_goomba\_as\_dead |
| 802FF600 | goomba\_act\_walk |
| 802FF868 | goomba\_act\_attacked\_mario |
| 802FF8E8 | goomba\_act\_jump |
| 802FF94C | huge\_goomba\_weakly\_attacked |
| 802FF96C | bhv\_goomba\_update |
| 802FFB38 | bhv\_chain\_chomp\_chain\_part\_update |
| 802FFC60 | chain\_chomp\_act\_uninitialized |
| 802FFDAC | chain\_chomp\_update\_chain\_segments |
| 8030009C | chain\_chomp\_restore\_normal\_chain\_lengths |
| 803000E4 | chain\_chomp\_sub\_act\_turn |
| 803002F4 | chain\_chomp\_sub\_act\_lunge |
| 803004F0 | chain\_chomp\_released\_trigger\_cutscene |
| 8030059C | chain\_chomp\_released\_lunge\_around |
| 80300778 | chain\_chomp\_released\_break\_gate |
| 803008A8 | chain\_chomp\_released\_jump\_away |
| 803008EC | chain\_chomp\_released\_end\_cutscene |
| 80300940 | chain\_chomp\_act\_move |
| 80300DD4 | chain\_chomp\_act\_unload\_chain |
| 80300E40 | bhv\_chain\_chomp\_update |
| 80300ECC | bhv\_wooden\_post\_update |
| 80301148 | bhv\_chain\_chomp\_gate\_init |
| 80301180 | bhv\_chain\_chomp\_gate\_update |
| 80301210 | bhv\_wiggler\_body\_part\_update |
| 803014CC | wiggler\_init\_segments |
| 803016E0 | wiggler\_update\_segments |
| 80301940 | wiggler\_act\_walk |
| 80301C88 | wiggler\_act\_jumped\_on |
| 80301E84 | wiggler\_act\_knockback |
| 80301F70 | wiggler\_act\_shrink |
| 80302024 | wiggler\_act\_fall\_through\_floor |
| 803020E4 | wiggler\_jumped\_on\_attack\_handler |
| 80302154 | bhv\_wiggler\_update |
| 80302358 | spiny\_check\_active |
| 803023E4 | spiny\_act\_walk |
| 8030267C | spiny\_act\_held\_by\_lakitu |
| 803027AC | spiny\_act\_thrown\_by\_lakitu |
| 80302910 | bhv\_spiny\_update |
| 803029B8 | enemy\_lakitu\_act\_uninitialized |
| 80302A54 | enemy\_lakitu\_update\_vel\_y |
| 80302B20 | enemy\_lakitu\_update\_speed\_and\_angle |
| 80302C84 | enemy\_lakitu\_sub\_act\_no\_spiny |
| 80302DB0 | enemy\_lakitu\_sub\_act\_hold\_spiny |
| 80302E84 | enemy\_lakitu\_sub\_act\_throw\_spiny |
| 80302F04 | enemy\_lakitu\_act\_main |
| 80303028 | bhv\_enemy\_lakitu\_update |
| 803030A8 | cloud\_act\_spawn\_parts |
| 803031B4 | cloud\_act\_fwoosh\_hidden |
| 8030320C | cloud\_fwoosh\_update |
| 80303498 | cloud\_act\_main |
| 80303634 | cloud\_act\_unload |
| 8030369C | bhv\_cloud\_update |
| 80303744 | bhv\_cloud\_part\_update |
| 80303984 | bhv\_camera\_lakitu\_init |
| 80303A20 | camera\_lakitu\_intro\_act\_trigger\_cutscene |
| 80303B08 | camera\_lakitu\_intro\_act\_spawn\_cloud |
| 80303C14 | camera\_lakitu\_intro\_act\_show\_dialog |
| 80303F64 | bhv\_camera\_lakitu\_update |
| 803041A0 | link\_objects\_with\_behavior |
| 80304274 | monty\_mole\_select\_available\_hole |
| 803043F8 | bhv\_monty\_mole\_hole\_update |
| 80304474 | monty\_mole\_spawn\_dirt\_particles |
| 803044C0 | bhv\_monty\_mole\_init |
| 803044DC | monty\_mole\_act\_select\_hole |
| 80304710 | monty\_mole\_act\_rise\_from\_hole |
| 803047AC | monty\_mole\_act\_spawn\_rock |
| 80304864 | monty\_mole\_act\_begin\_jump\_into\_hole |
| 803048EC | monty\_mole\_act\_throw\_rock |
| 80304958 | monty\_mole\_act\_jump\_into\_hole |
| 80304A14 | monty\_mole\_hide\_in\_hole |
| 80304A70 | monty\_mole\_act\_hide |
| 80304AE0 | monty\_mole\_act\_jump\_out\_of\_hole |
| 80304BA8 | bhv\_monty\_mole\_update |
| 80304E28 | monty\_mole\_rock\_act\_held |
| 80304F74 | monty\_mole\_rock\_act\_move |
| 80304FD4 | bhv\_monty\_mole\_rock\_update |
| 8030505C | platform\_on\_track\_reset |
| 8030508C | platform\_on\_track\_mario\_not\_on\_platform |
| 80305100 | bhv\_platform\_on\_track\_init |
| 8030522C | platform\_on\_track\_act\_init |
| 803053DC | platform\_on\_track\_act\_wait\_for\_mario |
| 80305474 | platform\_on\_track\_act\_move\_along\_track |
| 8030586C | platform\_on\_track\_act\_pause\_briefly |
| 803058A4 | platform\_on\_track\_act\_fall |
| 80305904 | platform\_on\_track\_rock\_ski\_lift |
| 80305A58 | bhv\_platform\_on\_track\_update |
| 80305BB0 | bhv\_track\_ball\_update |
| 80305C14 | bhv\_seesaw\_platform\_init |
| 80305C90 | bhv\_seesaw\_platform\_update |
| 80305E2C | bhv\_ferris\_wheel\_axle\_init |
| 80305F24 | bhv\_ferris\_wheel\_platform\_update |
| 80306084 | bhv\_water\_bomb\_spawner\_update |
| 803062A8 | water\_bomb\_spawn\_explode\_particles |
| 80306304 | water\_bomb\_act\_init |
| 80306364 | water\_bomb\_act\_drop |
| 8030668C | water\_bomb\_act\_explode |
| 803066D8 | water\_bomb\_act\_shot\_from\_cannon |
| 803067E8 | bhv\_water\_bomb\_update |
| 803068C0 | bhv\_water\_bomb\_shadow\_update |
| 8030699C | bhv\_ttc\_rotating\_solid\_init |
| 80306A38 | bhv\_ttc\_rotating\_solid\_update |
| 80306CC4 | bhv\_ttc\_pendulum\_init |
| 80306D38 | bhv\_ttc\_pendulum\_update |
| 80306F48 | bhv\_ttc\_treadmill\_init |
| 80307010 | bhv\_ttc\_treadmill\_update |
| 803071B8 | bhv\_ttc\_moving\_bar\_init |
| 80307240 | ttc\_moving\_bar\_act\_wait |
| 80307348 | ttc\_moving\_bar\_act\_pull\_back |
| 803073F8 | ttc\_moving\_bar\_reset |
| 80307434 | ttc\_moving\_bar\_act\_extend |
| 803075F8 | ttc\_moving\_bar\_act\_retract |
| 80307670 | bhv\_ttc\_moving\_bar\_update |
| 80307760 | bhv\_ttc\_cog\_init |
| 803077E0 | bhv\_ttc\_cog\_update |
| 80307930 | bhv\_ttc\_pit\_block\_init |
| 803079C8 | bhv\_ttc\_pit\_block\_update |
| 80307AE4 | bhv\_ttc\_elevator\_init |
| 80307B58 | bhv\_ttc\_elevator\_update |
| 80307C88 | bhv\_ttc\_2d\_rotator\_init |
| 80307CF8 | bhv\_ttc\_2d\_rotator\_update |
| 80307EA4 | bhv\_ttc\_spinner\_update |
| 80307FB8 | mr\_blizzard\_spawn\_white\_particles |
| 8030803C | bhv\_mr\_blizzard\_init |
| 80308110 | mr\_blizzard\_act\_spawn\_snowball |
| 80308228 | mr\_blizzard\_act\_hide\_unhide |
| 803082EC | mr\_blizzard\_act\_rise\_from\_ground |
| 80308454 | mr\_blizzard\_act\_rotate |
| 80308734 | mr\_blizzard\_act\_death |
| 80308A74 | mr\_blizzard\_act\_throw\_snowball |
| 80308AF0 | mr\_blizzard\_act\_burrow |
| 80308BB8 | mr\_blizzard\_act\_jump |
| 80308D6C | bhv\_mr\_blizzard\_update |
| 80308F08 | mr\_blizzard\_snowball\_act\_0 |
| 80308F94 | mr\_blizzard\_snowball\_act\_1 |
| 803090B8 | mr\_blizzard\_snowball\_act\_2 |
| 80309154 | bhv\_mr\_blizzard\_snowball |
| 803091E0 | bhv\_sliding\_plat\_2\_init |
| 80309354 | bhv\_sliding\_plat\_2\_loop |
| 80309454 | bhv\_rotating\_octagonal\_plat\_init |
| 803094D0 | bhv\_rotating\_octagonal\_plat\_loop |
| 803094F8 | bhv\_animates\_on\_floor\_switch\_press\_init |
| 80309530 | bhv\_animates\_on\_floor\_switch\_press\_loop |
| 803097A4 | bhv\_activated\_back\_and\_forth\_platform\_init |
| 803098C0 | bhv\_activated\_back\_and\_forth\_platform\_update |
| 80309B64 | bhv\_recovery\_heart\_loop |
| 80309CEC | bhv\_bubble\_cannon\_barrel\_loop |
| 80309ED4 | water\_bomb\_cannon\_act\_0 |
| 80309F68 | water\_bomb\_cannon\_act\_1 |
| 8030A0E8 | water\_bomb\_cannon\_act\_2 |
| 8030A11C | bhv\_water\_bomb\_cannon\_loop |
| 8030A1C0 | bhv\_unagi\_init |
| 8030A2A8 | unagi\_act\_0 |
| 8030A390 | unagi\_act\_1\_4 |
| 8030A514 | unagi\_act\_2 |
| 8030A614 | unagi\_act\_3 |
| 8030A93C | bhv\_unagi\_loop |
| 8030AABC | bhv\_unagi\_subobject\_loop |
| 8030AD04 | dorrie\_raise\_head |
| 8030AE9C | dorrie\_act\_move |
| 8030B0B8 | dorrie\_begin\_head\_raise |
| 8030B0F0 | dorrie\_act\_lower\_head |
| 8030B220 | dorrie\_act\_raise\_head |
| 8030B2F4 | bhv\_dorrie\_update |
| 8030B658 | bhv\_haunted\_chair\_init |
| 8030B6D8 | haunted\_chair\_act\_0 |
| 8030BA68 | haunted\_chair\_act\_1 |
| 8030BC90 | bhv\_haunted\_chair\_loop |
| 8030BD2C | mad\_piano\_act\_wait |
| 8030BDF8 | mad\_piano\_act\_attack |
| 8030BFD0 | bhv\_mad\_piano\_update |
| 8030C06C | flying\_bookend\_act\_0 |
| 8030C0F0 | flying\_bookend\_act\_1 |
| 8030C210 | flying\_bookend\_act\_2 |
| 8030C2C8 | flying\_bookend\_act\_3 |
| 8030C364 | bhv\_flying\_bookend\_loop |
| 8030C4B0 | bhv\_bookend\_spawn\_loop |
| 8030C564 | bookshelf\_manager\_act\_0 |
| 8030C60C | bookshelf\_manager\_act\_1 |
| 8030C6A4 | bookshelf\_manager\_act\_2 |
| 8030C828 | bookshelf\_manager\_act\_3 |
| 8030C894 | bookshelf\_manager\_act\_4 |
| 8030C8EC | bhv\_haunted\_bookshelf\_manager\_loop |
| 8030C98C | bhv\_book\_switch\_loop |
| 8030CD30 | obj\_spit\_fire |
| 8030CDDC | bhv\_fire\_piranha\_plant\_init |
| 8030CEC0 | fire\_piranha\_plant\_act\_hide |
| 8030D140 | fire\_piranha\_plant\_act\_grow |
| 8030D2F0 | bhv\_fire\_piranha\_plant\_update |
| 8030D42C | fire\_spitter\_act\_idle |
| 8030D4D4 | fire\_spitter\_act\_spit\_fire |
| 8030D598 | bhv\_fire\_spitter\_update |
| 8030D640 | bhv\_small\_piranha\_flame\_loop |
| 8030D8D4 | bhv\_fly\_guy\_flame\_loop |
| 8030D93C | geo\_snufit\_move\_mask |
| 8030D9AC | geo\_snufit\_scale\_body |
| 8030DA14 | snufit\_act\_idle |
| 8030DB38 | snufit\_act\_shoot |
| 8030DC70 | bhv\_snufit\_loop |
| 8030DFC4 | bhv\_snufit\_balls\_loop |
| 8030E14C | bhv\_horizontal\_grindel\_init |
| 8030E16C | bhv\_horizontal\_grindel\_update |
| 8030E384 | eyerok\_check\_mario\_relative\_z |
| 8030E3E0 | eyerok\_spawn\_hand |
| 8030E488 | eyerok\_boss\_act\_sleep |
| 8030E52C | eyerok\_boss\_act\_wake\_up |
| 8030E688 | eyerok\_boss\_act\_show\_intro\_text |
| 8030E6D4 | eyerok\_boss\_act\_fight |
| 8030E9E0 | eyerok\_boss\_act\_die |
| 8030EA9C | bhv\_eyerok\_boss\_loop |
| 8030EB3C | eyerok\_hand\_check\_attacked |
| 8030ECA8 | eyerok\_hand\_pound\_ground |
| 8030ECF8 | eyerok\_hand\_act\_sleep |
| 8030EF08 | eyerok\_hand\_act\_idle |
| 8030F118 | eyerok\_hand\_act\_open |
| 8030F21C | eyerok\_hand\_act\_show\_eye |
| 8030F440 | eyerok\_hand\_act\_close |
| 8030F508 | eyerok\_hand\_act\_attacked |
| 8030F58C | eyerok\_hand\_act\_recover |
| 8030F5CC | eyerok\_hand\_act\_become\_active |
| 8030F628 | eyerok\_hand\_act\_die |
| 8030F6BC | eyerok\_hand\_act\_retreat |
| 8030F840 | eyerok\_hand\_act\_target\_mario |
| 8030F9C0 | eyerok\_hand\_act\_smash |
| 8030FB3C | eyerok\_hand\_act\_fist\_push |
| 8030FC34 | eyerok\_hand\_act\_fist\_sweep |
| 8030FCF4 | eyerok\_hand\_act\_begin\_double\_pound |
| 8030FE38 | eyerok\_hand\_act\_double\_pound |
| 8030FFF8 | bhv\_eyerok\_hand\_loop |
| 803101DC | klepto\_target\_mario |
| 80310258 | klepto\_set\_and\_check\_if\_anim\_at\_end |
| 80310318 | klepto\_anim\_dive |
| 80310498 | bhv\_klepto\_init |
| 8031054C | klepto\_change\_target |
| 80310774 | klepto\_circle\_target |
| 8031097C | klepto\_approach\_target |
| 80310A7C | klepto\_act\_wait\_for\_mario |
| 80310B2C | klepto\_act\_turn\_toward\_mario |
| 80310C3C | klepto\_act\_dive\_at\_mario |
| 80310F04 | klepto\_act\_struck\_by\_mario |
| 80311018 | klepto\_act\_retreat |
| 8031111C | klepto\_act\_reset\_position |
| 8031126C | obj\_set\_speed\_to\_zero |
| 8031129C | bhv\_klepto\_update |
| 8031157C | bird\_act\_inactive |
| 803116C0 | bird\_act\_fly |
| 80311874 | bhv\_bird\_update |
| 803118E4 | bhv\_racing\_penguin\_init |
| 80311954 | racing\_penguin\_act\_wait\_for\_mario |
| 803119E4 | racing\_penguin\_act\_show\_init\_text |
| 80311B18 | racing\_penguin\_act\_prepare\_for\_race |
| 80311B7C | racing\_penguin\_act\_race |
| 80311DD8 | racing\_penguin\_act\_finish\_race |
| 80311EA4 | racing\_penguin\_act\_show\_final\_text |
| 80312070 | bhv\_racing\_penguin\_update |
| 80312168 | bhv\_penguin\_race\_finish\_line\_update |
| 80312200 | bhv\_penguin\_race\_shortcut\_check\_update |
| 80312248 | bhv\_coffin\_spawner\_loop |
| 80312370 | coffin\_act\_idle |
| 8031262C | coffin\_act\_stand\_up |
| 8031274C | bhv\_coffin\_loop |
| 80312804 | clam\_act\_0 |
| 80312900 | clam\_act\_1 |
| 80312A54 | bhv\_clam\_loop |
| 80312AF4 | skeeter\_spawn\_waves |
| 80312B80 | skeeter\_act\_idle |
| 80312D0C | skeeter\_act\_lunge |
| 80312EA8 | skeeter\_act\_walk |
| 80313110 | bhv\_skeeter\_update |
| 803131E8 | bhv\_skeeter\_wave\_update |
| 8031326C | bhv\_swing\_platform\_init |
| 80313294 | bhv\_swing\_platform\_update |
| 80313354 | bhv\_donut\_platform\_spawner\_update |
| 80313530 | bhv\_donut\_platform\_update |
| 803136CC | bhv\_ddd\_pole\_init |
| 80313754 | bhv\_ddd\_pole\_update |
| 803137F4 | bhv\_red\_coin\_star\_marker\_init |
| 8031381C | triplet\_butterfly\_act\_init |
| 803139F0 | triplet\_butterfly\_act\_wander |
| 80313BE4 | triplet\_butterfly\_act\_activate |
| 80313E1C | triplet\_butterfly\_act\_explode |
| 80313FC0 | bhv\_triplet\_butterfly\_update |
| 80314098 | bubba\_act\_0 |
| 8031427C | bubba\_act\_1 |
| 803145D4 | bhv\_bubba\_loop |
| 80314A30 | prepare\_reverb\_ring\_buffer |
| 80314CC0 | get\_volume\_ramping |
| 80314DE4 | synthesis\_execute |
| 80314F64 | synthesis\_do\_one\_audio\_update |
| 80315590 | synthesis\_process\_notes |
| 80316010 | load\_wave\_samples |
| 803160DC | final\_resample |
| 80316138 | process\_envelope |
| 8031619C | process\_envelope\_inner |
| 803166FC | note\_apply\_headset\_pan\_effects |
| 80316AC8 | note\_init\_volume |
| 80316AF4 | note\_set\_vel\_pan\_reverb |
| 80316DA8 | note\_set\_frequency |
| 80316DB4 | note\_enable |
| 80316E00 | note\_disable |
| 80316E80 | reset\_bank\_and\_seq\_load\_status |
| 80316EC4 | discard\_bank |
| 80316FB4 | discard\_sequence |
| 80317040 | soundAlloc |
| 803170B4 | sound\_alloc\_pool\_init |
| 803170D4 | persistent\_pool\_clear |
| 803170E8 | temporary\_pool\_clear |
| 80317118 | unused\_803160F8 |
| 80317128 | sound\_init\_main\_pools |
| 80317184 | session\_pools\_init |
| 80317200 | seq\_and\_bank\_pool\_init |
| 8031727C | persistent\_pools\_init |
| 80317338 | temporary\_pools\_init |
| 803173FC | alloc\_bank\_or\_seq |
| 8031782C | get\_bank\_or\_seq |
| 803178EC | decrease\_reverb\_gain |
| 80317914 | wait\_for\_audio\_frames |
| 80317948 | audio\_reset\_session |
| 80318040 | audio\_dma\_copy\_immediate |
| 803180C4 | audio\_dma\_copy\_async |
| 80318130 | audio\_dma\_partial\_copy\_async |
| 803181EC | decrease\_sample\_dma\_ttls |
| 80318300 | dma\_sample\_data |
| 80318634 | init\_sample\_dma\_buffers |
| 803188F4 | patch\_audio\_bank |
| 80318B30 | bank\_load\_immediate |
| 80318C8C | bank\_load\_async |
| 80318DC4 | sequence\_dma\_immediate |
| 80318E70 | sequence\_dma\_async |
| 80318FAC | get\_missing\_bank |
| 803190F4 | load\_banks\_immediate |
| 80319220 | preload\_sequence |
| 80319328 | load\_sequence |
| 80319388 | load\_sequence\_internal |
| 8031950C | audio\_init |
| 80319920 | note\_init |
| 80319998 | note\_disable2 |
| 803199B8 | process\_notes |
| 80319DB8 | seq\_channel\_layer\_decay\_release\_internal |
| 80319F64 | seq\_channel\_layer\_note\_decay |
| 80319F84 | seq\_channel\_layer\_note\_release |
| 80319FA4 | build\_synthetic\_wave |
| 8031A1D0 | init\_synthetic\_wave |
| 8031A254 | init\_note\_list |
| 8031A264 | init\_note\_lists |
| 8031A2B4 | init\_note\_free\_list |
| 8031A368 | note\_pool\_clear |
| 8031A494 | note\_pool\_fill |
| 8031A5D0 | audio\_list\_push\_front |
| 8031A610 | audio\_list\_remove |
| 8031A63C | pop\_node\_with\_lower\_prio |
| 8031A6CC | note\_init\_for\_layer |
| 8031A794 | func\_80319728 |
| 8031A7C8 | note\_release\_and\_take\_ownership |
| 8031A820 | alloc\_note\_from\_disabled |
| 8031A89C | alloc\_note\_from\_decaying |
| 8031A8F0 | alloc\_note\_from\_active |
| 8031A94C | alloc\_note |
| 8031AC34 | reclaim\_notes |
| 8031ADAC | note\_init\_all |
| 8031AEE8 | sequence\_player\_process\_sound |
| 8031B0CC | get\_portamento\_freq\_scale |
| 8031B1C0 | get\_vibrato\_pitch\_change |
| 8031B248 | get\_vibrato\_freq\_scale |
| 8031B440 | note\_vibrato\_update |
| 8031B4A0 | note\_vibrato\_init |
| 8031B58C | adsr\_init |
| 8031B5AC | adsr\_update |
| 8031B830 | sequence\_channel\_init |
| 8031B940 | seq\_channel\_set\_layer |
| 8031BA30 | seq\_channel\_layer\_disable |
| 8031BA6C | seq\_channel\_layer\_free |
| 8031BAF0 | sequence\_channel\_disable |
| 8031BB5C | allocate\_sequence\_channel |
| 8031BBA4 | sequence\_player\_init\_channels |
| 8031BCD0 | sequence\_player\_disable\_channels |
| 8031BDA0 | sequence\_channel\_enable |
| 8031BE44 | sequence\_player\_disable |
| 8031BF14 | audio\_list\_push\_back |
| 8031BF54 | audio\_list\_pop\_back |
| 8031BF94 | init\_layer\_freelist |
| 8031C03C | m64\_read\_u8 |
| 8031C050 | m64\_read\_s16 |
| 8031C080 | m64\_read\_compressed\_u16 |
| 8031C0C4 | seq\_channel\_layer\_process\_script |
| 8031CE54 | get\_instrument |
| 8031CFD4 | set\_instrument |
| 8031D068 | sequence\_channel\_set\_volume |
| 8031D08C | sequence\_channel\_process\_script |
| 8031D9EC | sequence\_player\_process\_sequence |
| 8031E240 | process\_sequences |
| 8031E2E8 | init\_sequence\_player |
| 8031E374 | init\_sequence\_players |
| 8031E4F0 | unused\_8031E4F0 |
| 8031E568 | unused\_8031E568 |
| 8031E578 | sequence\_player\_fade\_out\_internal |
| 8031E5C0 | func\_8031D690 |
| 8031E60C | func\_8031D6E4 |
| 8031E6A4 | func\_8031D7B0 |
| 8031E710 | func\_8031D838 |
| 8031E7B8 | create\_next\_audio\_frame\_task |
| 8031EB00 | s32 cur\_obj\_play\_sound\_at\_anim\_range(s8 arg0, s8 arg1, u32 sound); |
| 8031EB30 | process\_sound\_request |
| 8031EDEC | process\_all\_sound\_requests |
| 8031EE70 | func\_8031DFE8 |
| 8031EF6C | func\_8031E0E4 |
| 8031EFF4 | func\_8031E16C |
| 8031F810 | get\_sound\_pan |
| 8031F96C | get\_sound\_dynamics |
| 8031FB20 | get\_sound\_freq\_scale |
| 8031FBE8 | get\_sound\_reverb |
| 8031FD7C | noop\_8031EEC8 |
| 8031FD84 | audio\_signal\_game\_loop\_tick |
| 8031FDAC | update\_game\_sound |
| 80320544 | play\_sequence |
| 80320678 | sequence\_player\_fade\_out |
| 803206BC | fade\_volume\_scale |
| 80320734 | fade\_channel\_volume\_scale |
| 8032080C | func\_8031F96C |
| 803208EC | process\_level\_music\_dynamics |
| 80320D70 | unused\_8031FED0 |
| 80320E3C | func\_8031FFB4 |
| 80320EC4 | sequence\_player\_unlower |
| 80320F68 | func\_803200E4 |
| 803210D4 | set\_sound\_disabled |
| 80321398 | get\_currently\_playing\_sound |
| 80321474 | func\_803205E8 |
| 80321584 | func\_803206F8 |
| 80321668 | func\_803207DC |
| 8032171C | func\_80320890 |
| 8032174C | sound\_banks\_disable |
| 803217A8 | disable\_all\_sequence\_players |
| 8032180C | sound\_banks\_enable |
| 80321864 | unused\_803209D8 |
| 803218D8 | func\_80320A4C |
| 803218F4 | play\_dialog\_sound |
| 803219AC | play\_music |
| 80321BAC | stop\_background\_music |
| 80321CE4 | fadeout\_background\_music |
| 80321D38 | drop\_queued\_background\_music |
| 80321D5C | get\_current\_background\_music |
| 80321D9C | func\_80320ED8 |
| 80321E48 | play\_secondary\_music |
| 80321F48 | func\_80321080 |
| 80321F9C | func\_803210D4 |
| 80322078 | play\_course\_clear |
| 803220B4 | play\_peachs\_jingle |
| 803220F0 | play\_puzzle\_jingle |
| 8032212C | void play\_star\_fanfare\_and\_flash\_hud(s32 arg, u8 starNum); |
| 80322168 | play\_power\_star\_jingle |
| 803221B8 | play\_race\_fanfare |
| 803221F4 | play\_toads\_jingle |
| 80322230 | sound\_reset |
| 8032231C | audio\_set\_sound\_mode |
| 80322348 | unused\_80321460 |
| 8032235C | unused\_80321474 |
| 803223B0 | osSetTime |
| 803223E0 | osMapTLB |
| 803224A0 | osUnmapTLBAll |
| 803224F0 | sprintf |
| 8032255C | proutSprintf |
| 803225A0 | osCreateMesgQueue |
| 803225D0 | osSetEventMesg |
| 80322640 | osViSetEvent |
| 803226B0 | osCreateThread |
| 80322800 | osRecvMesg |
| 80322940 | \_VirtualToPhysicalTask |
| 80322A5C | osSpTaskLoad |
| 80322BBC | osSpTaskStartGo |
| 80322C00 | osSpTaskYield |
| 80322C20 | osSendMesg |
| 80322D70 | osSpTaskYielded |
| 80322DF0 | osStartThread |
| 80322F40 | osWritebackDCacheAll |
| 80322F70 | osCreateViManager |
| 803230F4 | viMgrMain |
| 803232D0 | osViSetMode |
| 80323340 | osViBlack |
| 803233B0 | osViSetSpecialFeatures |
| 80323570 | osCreatePiManager |
| 803236F0 | osSetThreadPri |
| 803237D0 | osInitialize |
| 80323A00 | osViSwapBuffer |
| 80323A50 | sqrtf |
| 80323A60 | osContStartReadData |
| 80323B24 | osContGetReadData |
| 80323BCC | \_\_osPackReadData |
| 80323CC0 | osContInit |
| 80323EBC | \_\_osContGetInitData |
| 80323F8C | \_\_osPackRequestData |
| 80324080 | osEepromProbe |
| 803240F0 | \_\_ull\_rshift |
| 8032411C | \_\_ull\_rem |
| 80324158 | \_\_ull\_div |
| 80324194 | \_\_ll\_lshift |
| 803241C0 | \_\_ll\_rem |
| 803241FC | \_\_ll\_div |
| 80324258 | \_\_ll\_mul |
| 80324288 | \_\_ull\_divremi |
| 803242E8 | \_\_ll\_mod |
| 80324384 | \_\_ll\_rshift |
| 803243B0 | osInvalDCache |
| 80324460 | osPiStartDma |
| 80324570 | bzero |
| 80324610 | osInvalICache |
| 80324690 | osEepromLongRead |
| 803247D0 | osEepromLongWrite |
| 80324910 | bcopy |
| 80324C20 | guOrthoF |
| 80324D74 | guOrtho |
| 80324DE0 | guPerspectiveF |
| 80325010 | guPerspective |
| 80325070 | osGetTime |
| 80325100 | \_\_d\_to\_ll |
| 8032511C | \_\_f\_to\_ll |
| 80325138 | \_\_d\_to\_ull |
| 803251D8 | \_\_f\_to\_ull |
| 80325274 | \_\_ll\_to\_d |
| 8032528C | \_\_ll\_to\_f |
| 803252A4 | \_\_ull\_to\_d |
| 803252D8 | \_\_ull\_to\_f |
| 80325310 | cosf |
| 80325480 | sinf |
| 80325640 | guTranslateF |
| 80325688 | guTranslate |
| 803256E0 | guRotateF |
| 80325874 | guRotate |
| 803258D0 | guScaleF |
| 80325924 | guScale |
| 80325970 | osAiSetFrequency |
| 80325BD4 | alBnkfNew |
| 80325CD8 | alSeqFileNew |
| 80325D20 | osWritebackDCache |
| 80325DA0 | osAiGetLength |
| 80325DB0 | osAiSetNextBuffer |
| 80325E60 | \_\_osTimerServicesInit |
| 80325EEC | \_\_osTimerInterrupt |
| 80326064 | \_\_osSetTimerIntr |
| 803260D8 | \_\_osInsertTimer |
| 80326260 | \_Printf |
| 803273F0 | memcpy |
| 8032741C | strlen |
| 80327444 | strchr |
| 80327490 | \_\_osDequeueThread |
| 803274D0 | \_\_osDisableInt |
| 803274F0 | \_\_osRestoreInt |
| 80327510 | \_\_osViInit |
| 80327640 | \_\_osExceptionPreamble |
| 80327650 | \_\_osException |
| 80327B98 | send\_mesg |
| 80327C80 | \_\_osEnqueueAndYield |
| 80327D10 | \_\_osEnqueueThread |
| 80327D58 | \_\_osPopThread |
| 80327D68 | \_\_osDispatchThread |
| 80327EA8 | \_\_osCleanupThread |
| 80327EB0 | osVirtualToPhysical |
| 80327F30 | \_\_osSpSetStatus |
| 80327F40 | \_\_osSpSetPc |
| 80327F80 | \_\_osSpRawStartDma |
| 80328010 | \_\_osSpDeviceBusy |
| 80328040 | \_\_osSpGetStatus |
| 80328050 | osGetThreadPri |
| 80328070 | \_\_osViGetCurrentContext |
| 80328080 | \_\_osViSwapContext |
| 803283E0 | osGetCount |
| 803283F0 | \_\_osPiCreateAccessQueue |
| 80328440 | \_\_osPiGetAccess |
| 80328484 | \_\_osPiRelAccess |
| 803284B0 | osPiRawStartDma |
| 80328590 | \_\_osDevMgrMain |
| 80328710 | \_\_osSetSR |
| 80328720 | \_\_osGetSR |
| 80328730 | \_\_osSetFpcCsr |
| 80328740 | \_\_osSiRawReadIo |
| 80328790 | \_\_osSiRawWriteIo |
| 803287E0 | osMapTLBRdb |
| 80328840 | osPiRawReadIo |
| 803288A0 | \_\_osSiCreateAccessQueue |
| 803288F0 | \_\_osSiGetAccess |
| 80328934 | \_\_osSiRelAccess |
| 80328960 | \_\_osSiRawStartDma |
| 80328A10 | osSetTimer |
| 80328AF0 | osEepromWrite |
| 80328CA0 | \_\_osPackEepWriteData |
| 80328DAC | \_\_osEepStatus |
| 80328FD0 | osJamMesg |
| 80329120 | osPiGetCmdQueue |
| 80329150 | osEepromRead |
| 80329340 | \_\_osPackEepReadData |
| 80329450 | guMtxF2L |
| 80329550 | guMtxIdentF |
| 803295D8 | guMtxIdent |
| 80329608 | guMtxL2F |
| 803296C0 | guNormalize |
| 80329750 | \_\_osAiDeviceBusy |
| 80329780 | \_\_osSetCompare |
| 80329790 | \_Litob |
| 80329A90 | \_Ldtob |
| 8032A860 | u32\_to\_string |
| 8032A890 | string\_to\_u32 |
| 8032A8E8 | send\_packet |
| 8032A9A8 | void send\_display\_list(struct SPTask \*spTask); |
| 8032AA80 | process\_command\_memory |
| 8032AACC | process\_command\_register |
| 8032AAF8 | kdebugserver |
| 8032ACE0 | \_\_osSyncPutChars |
| 8032AE10 | osSetIntMask |
| 8032AE70 | osDestroyThread |
| 8032AF70 | \_\_osProbeTLB |
| 8032B030 | \_\_osSiDeviceBusy |
| 8032B060 | lldiv |
| 8032B160 | ldiv |
| 8032B1F0 | \_\_osGetCause |
| 8032B200 | \_\_osAtomicDec |
| 8032B260 | rspF3DBootStart |
| 8032B330 | rspF3DBootEnd |
| 8032B330 | rspF3DStart |
| 8032C738 | rspF3DEnd |
| 8032C740 | rspAspMainStart |
| 8032D560 | rspAspMainEnd |
| 80378800 | void \*vec3f\_copy(Vec3f dest, Vec3f src); |
| 80378840 | void vec3f\_set\_dist\_and\_angle(Vec3f from, Vec3f to, f32 dist, s16 pitch, s16 yaw); |
| 8037888C | void \*vec3f\_add(Vec3f dest, Vec3f a); |
| 803788E4 | void \*vec3f\_sum(Vec3f dest, Vec3f a, Vec3f b); |
| 8037893C | void \*vec3s\_copy(Vec3s dest, Vec3s src); |
| 8037897C | void \*vec3s\_set(Vec3s dest, s16 x, s16 y, s16 z); |
| 803789C8 | void \*vec3s\_add(Vec3s dest, Vec3s a); |
| 80378A20 | void \*vec3s\_sum(Vec3s dest, Vec3s a, Vec3s b); |
| 80378A78 | void \*vec3s\_sub(Vec3s dest, Vec3s a); |
| 80378AD0 | s16 \*read\_vec3s\_to\_vec3f(Vec3f dst, s16 \*src); |
| 80378B34 | void \*vec3f\_to\_vec3s(Vec3s dest, Vec3f a); |
| 80378C50 | void \*find\_vector\_perpendicular\_to\_plane(Vec3f dest, Vec3f a, Vec3f b, Vec3f c); |
| 80378D38 | void \*vec3f\_cross(Vec3f dest, Vec3f a, Vec3f b); |
| 80378DC0 | void \*vec3f\_normalize(Vec3f dest); |
| 80378E68 | void mtxf\_copy(Mat4 dest, Mat4 src); |
| 80378EB4 | void mtxf\_identity(Mat4 mtx); |
| 80378F24 | void mtxf\_translate(Mat4 dest, Vec3f b); |
| 80378F84 | void mtxf\_lookat(Mat4 mtx, Vec3f from, Vec3f to, s16 roll); |
| 80379440 | void mtxf\_rotate\_zxy\_and\_translate(Mat4 dest, Vec3f translate, Vec3s rotate); |
| 803795F0 | void mtxf\_rotate\_xyz\_and\_translate(Mat4 dest, Vec3f b, Vec3s c); |
| 80379798 | void mtxf\_billboard(Mat4 dest, Mat4 mtx, Vec3f position, s16 angle); |
| 80379918 | void mtxf\_align\_terrain\_normal(Mat4 dest, Vec3f upDir, Vec3f pos, s16 yaw); |
| 80379AA4 | void mtxf\_align\_terrain\_triangle(Mat4 mtx, Vec3f pos, s16 yaw, f32 radius); |
| 80379F60 | void mtxf\_mul\_vec3s(Mat4 mtx, Vec3s b); |
| 8037A29C | void mtxf\_scale\_vec3f(Mat4 dest, Mat4 mtx, Vec3f s); |
| 8037A348 | void mtxf\_mul\_vec3s(Mat4 mtx, Vec3s b); |
| 8037A434 | void mtxf\_to\_mtx(Mtx \*dest, Mat4 src); |
| 8037A4B8 | void mtxf\_rotate\_xy(Mtx \*mtx, s16 angle); |
| 8037A550 | void get\_pos\_from\_transform\_mtx(Vec3f dest, Mat4 objMtx, Mat4 camMtx); |
| 8037A69C | void vec3f\_get\_dist\_and\_angle(Vec3f from, Vec3f to, f32 \*dist, s16 \*pitch, s16 \*yaw); |
| 8037A788 | void vec3f\_set\_dist\_and\_angle(Vec3f from, Vec3f to, f32 dist, s16 pitch, s16 yaw); |
| 8037A860 | s32 approach\_s32(s32 current, s32 target, s32 inc, s32 dec); |
| 8037A8B4 | f32 approach\_f32(f32 current, f32 target, f32 inc, f32 dec); |
| 8037A924 | u16 atan2\_lookup(f32 y, f32 x); |
| 8037A9A8 | s16 atan2s(f32 y, f32 x); |
| 8037AB88 | f32 atan2f(f32 y, f32 x); |
| 8037ABEC | void spline\_get\_weights(Vec4f result, f32 t, UNUSED s32 c); |
| 8037AFB8 | void anim\_spline\_init(Vec4s \*keyFrames); |
| 8037AFE8 | s32 anim\_spline\_poll(Vec3f result); |
| 8037B220 | void init\_scene\_graph\_node\_links(struct GraphNode \*graphNode, s32 type); |
| 8037B24C | init\_graph\_node\_root |
| 8037B30C | init\_graph\_node\_ortho\_projection |
| 8037B380 | init\_graph\_node\_perspective |
| 8037B448 | init\_graph\_node\_start |
| 8037B4AC | init\_graph\_node\_master\_list |
| 8037B530 | init\_graph\_node\_render\_range |
| 8037B5B4 | init\_graph\_node\_switch\_case |
| 8037B670 | init\_graph\_node\_camera |
| 8037B744 | init\_graph\_node\_translation\_rotation |
| 8037B7F8 | init\_graph\_node\_translation |
| 8037B89C | init\_graph\_node\_rotation |
| 8037B940 | init\_graph\_node\_scale |
| 8037B9E0 | init\_graph\_node\_object |
| 8037BAD4 | init\_graph\_node\_culling\_radius |
| 8037BB48 | init\_graph\_node\_animated\_part |
| 8037BBEC | init\_graph\_node\_billboard |
| 8037BC90 | init\_graph\_node\_display\_list |
| 8037BD24 | init\_graph\_node\_shadow |
| 8037BDB4 | init\_graph\_node\_object\_parent |
| 8037BE28 | init\_graph\_node\_generated |
| 8037BECC | init\_graph\_node\_background |
| 8037BF84 | init\_graph\_node\_held\_object |
| 8037C044 | geo\_add\_child |
| 8037C0BC | geo\_remove\_child |
| 8037C138 | geo\_make\_first\_child |
| 8037C1E4 | void geo\_call\_global\_function\_nodes\_helper(struct GraphNode \*graphNode, s32 callContext); |
| 8037C360 | void geo\_call\_global\_function\_nodes(struct GraphNode \*graphNode, s32 callContext); |
| 8037C3D0 | void geo\_reset\_object\_node(struct GraphNodeObject \*graphNode); |
| 8037C448 | void geo\_obj\_init\_animation\_accel(struct GraphNodeObject \*graphNode, struct Animation \*\*animPtrAddr, u32 animAccel); |
| 8037C51C | void geo\_obj\_init\_spawninfo(struct GraphNodeObject \*graphNode, struct SpawnInfo \*spawn); |
| 8037C658 | void geo\_obj\_init\_animation\_accel(struct GraphNodeObject \*graphNode, struct Animation \*\*animPtrAddr, u32 animAccel); |
| 8037C708 | void geo\_obj\_init\_animation\_accel(struct GraphNodeObject \*graphNode, struct Animation \*\*animPtrAddr, u32 animAccel); |
| 8037C7D8 | s32 retrieve\_animation\_index(s32 frame, u16 \*\*attributes); |
| 8037C844 | s16 geo\_update\_animation\_frame(struct GraphNodeObject\_sub \*obj, s32 \*accelAssist); |
| 8037C9E8 | void geo\_retreive\_animation\_translation(struct GraphNodeObject \*obj, Vec3f position); |
| 8037CB10 | geo\_find\_root |
| 8037CB60 | s16 \*read\_vec3s\_to\_vec3f(Vec3f dst, s16 \*src); |
| 8037CBC0 | s16 \*read\_vec3s\_angle(Vec3s dst, s16 \*src); |
| 8037CBFC | s16 \*read\_vec3s\_angle(Vec3s dst, s16 \*src); |
| 8037CC74 | void register\_scene\_graph\_node(struct GraphNode \*graphNode); |
| 8037CD60 | void geo\_layout\_cmd\_branch\_and\_link(void); |
| 8037CE24 | void geo\_layout\_cmd\_end(void); |
| 8037CEE8 | void geo\_layout\_cmd\_branch(void); |
| 8037CF70 | void geo\_layout\_cmd\_return(void); |
| 8037CFC0 | void geo\_layout\_cmd\_open\_node(void); |
| 8037D018 | void geo\_layout\_cmd\_close\_node(void); |
| 8037D050 | void geo\_layout\_cmd\_assign\_as\_view(void); |
| 8037D0D0 | void geo\_layout\_cmd\_update\_node\_flags(void); |
| 8037D1D0 | void geo\_layout\_cmd\_node\_root(void); |
| 8037D328 | void geo\_layout\_cmd\_node\_ortho\_projection(void); |
| 8037D3A4 | void geo\_layout\_cmd\_node\_perspective(void); |
| 8037D48C | void geo\_layout\_cmd\_node\_start(void); |
| 8037D4DC | void geo\_layout\_cmd\_nop3(void); |
| 8037D500 | void geo\_layout\_cmd\_node\_master\_list(void); |
| 8037D55C | void geo\_layout\_cmd\_node\_level\_of\_detail(void); |
| 8037D5D4 | void geo\_layout\_cmd\_node\_switch\_case(void); |
| 8037D640 | void geo\_layout\_cmd\_node\_camera(void); |
| 8037D6F0 | void geo\_layout\_cmd\_node\_translation\_rotation(void); |
| 8037D8D4 | void geo\_layout\_cmd\_node\_translation(void); |
| 8037D998 | void geo\_layout\_cmd\_node\_rotation(void); |
| 8037DA5C | void geo\_layout\_cmd\_node\_scale(void); |
| 8037DB50 | void geo\_layout\_cmd\_nop2(void); |
| 8037DB74 | void geo\_layout\_cmd\_node\_animated\_part(void); |
| 8037DC10 | void geo\_layout\_cmd\_node\_billboard(void); |
| 8037DCD4 | void geo\_layout\_cmd\_node\_display\_list(void); |
| 8037DD4C | void geo\_layout\_cmd\_node\_shadow(void); |
| 8037DDDC | void geo\_layout\_cmd\_node\_object\_parent(void); |
| 8037DE34 | void geo\_layout\_cmd\_node\_generated(void); |
| 8037DE94 | void geo\_layout\_cmd\_node\_background(void); |
| 8037DEF8 | void geo\_layout\_cmd\_nop(void); |
| 8037DF1C | void geo\_layout\_cmd\_copy\_view(void); |
| 8037DFD4 | void geo\_layout\_cmd\_node\_held\_obj(void); |
| 8037E058 | void geo\_layout\_cmd\_node\_culling\_radius(void); |
| 8037E0B4 | process\_geo\_layout |
| 8037E1A0 | s32 eval\_script\_op(s8 op, s32 arg); |
| 8037E2C4 | void level\_cmd\_load\_and\_execute(void); |
| 8037E388 | void level\_cmd\_exit\_and\_execute(void); |
| 8037E404 | void level\_cmd\_exit(void); |
| 8037E47C | void level\_cmd\_sleep2(void); |
| 8037E4FC | void level\_cmd\_sleep2(void); |
| 8037E580 | void level\_cmd\_jump\_and\_link\_if(void); |
| 8037E5B8 | void level\_cmd\_jump\_and\_link\_if(void); |
| 8037E620 | void level\_cmd\_return(void); |
| 8037E650 | void level\_cmd\_jump\_and\_link\_push\_arg(void); |
| 8037E6D4 | void level\_cmd\_jump\_repeat(void); |
| 8037E780 | void level\_cmd\_loop\_begin(void); |
| 8037E7F8 | void level\_cmd\_loop\_until(void); |
| 8037E878 | void level\_cmd\_jump\_if(void); |
| 8037E8E8 | void level\_cmd\_jump\_and\_link\_if(void); |
| 8037E988 | void level\_cmd\_skip\_if(void); |
| 8037EA18 | void level\_cmd\_skippable\_nop(void); |
| 8037EA70 | void level\_cmd\_skippable\_nop(void); |
| 8037EA98 | void level\_cmd\_call\_loop(void); |
| 8037EB04 | void level\_cmd\_call\_loop(void); |
| 8037EB98 | void level\_cmd\_set\_register(void); |
| 8037EBD4 | void level\_cmd\_push\_pool\_state(void); |
| 8037EC14 | void level\_cmd\_pop\_pool\_state(void); |
| 8037EC54 | void level\_cmd\_load\_to\_fixed\_address(void); |
| 8037ECA4 | void level\_cmd\_load\_raw(void); |
| 8037ECF8 | void level\_cmd\_load\_mio0\_texture(void); |
| 8037ED48 | void level\_cmd\_load\_mario\_head(void); |
| 8037EDF8 | void level\_cmd\_load\_mio0\_texture(void); |
| 8037EE48 | void level\_cmd\_init\_level(void); |
| 8037EEA8 | void level\_cmd\_clear\_level(void); |
| 8037EF00 | void level\_cmd\_alloc\_level\_pool(void); |
| 8037EF70 | void level\_cmd\_free\_level\_pool(void); |
| 8037F010 | void level\_cmd\_begin\_area(void); |
| 8037F130 | void level\_cmd\_end\_area(void); |
| 8037F164 | void level\_cmd\_load\_model\_from\_dl(void); |
| 8037F214 | void level\_cmd\_load\_model\_from\_geo(void); |
| 8037F2A4 | void level\_cmd\_23(void); |
| 8037F36C | void level\_cmd\_init\_mario(void); |
| 8037F45C | void level\_cmd\_place\_object(void); |
| 8037F67C | void level\_cmd\_create\_warp\_node(void); |
| 8037F790 | void level\_cmd\_create\_instant\_warp(void); |
| 8037F920 | void level\_cmd\_set\_terrain\_type(void); |
| 8037F994 | void level\_cmd\_create\_painting\_warp\_node(void); |
| 8037FB18 | void level\_cmd\_3A(void); |
| 8037FC38 | void level\_cmd\_create\_whirlpool(void); |
| 8037FDE4 | void level\_cmd\_set\_blackout(void); |
| 8037FE2C | void level\_cmd\_set\_gamma(void); |
| 8037FE94 | void level\_cmd\_set\_terrain\_data(void); |
| 8037FF14 | void level\_cmd\_set\_rooms(void); |
| 8037FF94 | void level\_cmd\_set\_macro\_objects(void); |
| 80380014 | void level\_cmd\_load\_area(void); |
| 8038007C | void level\_cmd\_unload\_area(void); |
| 803800BC | void level\_cmd\_set\_mario\_start\_pos(void); |
| 80380160 | void level\_cmd\_2C(void); |
| 803801A0 | void level\_cmd\_2D(void); |
| 803801E0 | void level\_cmd\_set\_transition(void); |
| 8038024C | void level\_cmd\_nop(void); |
| 80380274 | void level\_cmd\_show\_dialog(void); |
| 80380300 | void level\_cmd\_set\_music(void); |
| 8038039C | void level\_cmd\_set\_menu\_music(void); |
| 803803EC | void level\_cmd\_38(void); |
| 80380434 | void level\_cmd\_get\_or\_set\_var(void); |
| 803805C8 | level\_script\_execute |
| 80380690 | find\_wall\_collisions\_from\_list |
| 80380DE8 | s32 f32\_find\_wall\_collision(f32 \*xPtr, f32 \*yPtr, f32 \*zPtr, f32 offsetY, f32 radius); |
| 80380E8C | s32 find\_wall\_collisions(struct WallCollisionData \*colData); |
| 80381038 | struct Surface \*find\_ceil\_from\_list(struct SurfaceNode \*surfaceNode, s32 x, s32 y, s32 z, f32 \*pheight); |
| 80381264 | f32 find\_ceil(f32 posX, f32 posY, f32 posZ, struct Surface \*\*pceil); |
| 80381470 | f32 unused\_obj\_find\_floor\_height(struct Object \*obj); |
| 803814B8 | f32 find\_floor\_height\_and\_data(f32 xPos, f32 yPos, f32 zPos, struct FloorGeometry \*\*floorGeo); |
| 8038156C | struct Surface \*find\_floor\_from\_list(struct SurfaceNode \*surfaceNode, s32 x, s32 y, s32 z, f32 \*pheight); |
| 80381794 | f32 find\_floor\_height(f32 x, f32 y, f32 z); |
| 803817E0 | f32 unused\_find\_dynamic\_floor(f32 xPos, f32 yPos, f32 zPos, struct Surface \*\*pfloor); |
| 80381900 | f32 find\_floor(f32 xPos, f32 yPos, f32 zPos, struct Surface \*\*pfloor); |
| 80381BA0 | f32 find\_water\_level(f32 x, f32 z); |
| 80381D3C | f32 find\_poison\_gas\_level(f32 x, f32 z); |
| 80381EC8 | s32 surface\_list\_length(struct SurfaceNode \*list); |
| 80381F08 | void debug\_surface\_list\_info(f32 xPos, f32 zPos); |
| 80382294 | unused\_resolve\_floor\_or\_ceil\_collisions |
| 80382490 | struct SurfaceNode \*alloc\_surface\_node(void); |
| 803824F8 | void alloc\_surface\_pools(void); |
| 80382590 | void clear\_spatial\_partition(SpatialPartitionCell \*cells); |
| 803825D0 | clear\_static\_surfaces |
| 803825FC | void add\_surface\_to\_cell(s16 dynamic, s16 cellX, s16 cellZ, struct Surface \*surface); |
| 8038283C | s16 min\_3(s16 a0, s16 a1, s16 a2); |
| 8038289C | s16 max\_3(s16 a0, s16 a1, s16 a2); |
| 803828FC | s16 lower\_cell\_index(s16 coord); |
| 80382990 | s16 upper\_cell\_index(s16 coord); |
| 80382A2C | void add\_surface(struct Surface \*surface, s32 dynamic); |
| 80382B7C | struct Surface \*read\_surface\_data(s16 \*vertexData, s16 \*\*vertexIndices); |
| 80382F84 | s32 surface\_has\_force(s16 surfaceType); |
| 80382FEC | s32 surf\_has\_no\_cam\_collision(s16 surfaceType); |
| 80383068 | load\_static\_surfaces |
| 803831D0 | s16 \*read\_vertex\_data(s16 \*\*data); |
| 80383228 | void load\_environmental\_regions(s16 \*\*data); |
| 80383340 | void alloc\_surface\_pools(void); |
| 803833B8 | void load\_area\_terrain(s16 index, s16 \*data, s8 \*surfaceRooms, s16 \*macroObjects); |
| 803835A4 | void clear\_dynamic\_surfaces(void); |
| 80383604 | void unused\_80383604(void); |
| 80383614 | void transform\_object\_vertices(s16 \*\*data, s16 \*vertexData); |
| 80383828 | void load\_object\_surfaces(s16 \*\*data, s16 \*vertexData); |
| 803839CC | void load\_object\_collision\_model(void); |
| 80383B70 | void goto\_behavior\_unused(const BehaviorScript \*bhvAddr); |
| 80383BB0 | u16 random\_u16(void); |
| 80383CB4 | s32 bhv\_cmd\_add\_random\_float(void); |
| 80383D1C | s32 random\_sign(void); |
| 80383D68 | void obj\_update\_gfx\_pos\_and\_angle(struct Object \*obj); |
| 80383DBC | void cur\_obj\_bhv\_stack\_push(uintptr\_t bhvAddr); |
| 80383DF8 | uintptr\_t cur\_obj\_bhv\_stack\_pop(void); |
| 80383E5C | s32 bhv\_cmd\_hide(void); |
| 80383EA0 | s32 bhv\_cmd\_disable\_rendering(void); |
| 80383EE4 | s32 bhv\_cmd\_billboard(void); |
| 80383F24 | s32 bhv\_cmd\_set\_model(void); |
| 80383F94 | s32 bhv\_cmd\_spawn\_child\_with\_param(void); |
| 8038401C | s32 bhv\_cmd\_spawn\_obj(void); |
| 803840B4 | s32 bhv\_cmd\_spawn\_child\_with\_param(void); |
| 80384164 | s32 bhv\_cmd\_deactivate(void); |
| 80384188 | s32 bhv\_cmd\_break\_unused(void); |
| 803841A0 | s32 bhv\_cmd\_break\_unused(void); |
| 803841B8 | s32 bhv\_cmd\_call\_native(void); |
| 80384224 | s32 bhv\_cmd\_return(void); |
| 8038425C | s32 bhv\_cmd\_delay\_var(void); |
| 803842E4 | s32 bhv\_cmd\_delay\_var(void); |
| 8038438C | s32 bhv\_cmd\_goto(void); |
| 803843E0 | s32 bhv\_cmd\_begin\_repeat\_unused(void); |
| 80384450 | s32 bhv\_cmd\_begin\_repeat(void); |
| 803844C0 | s32 bhv\_cmd\_end\_repeat\_continue(void); |
| 80384554 | s32 bhv\_cmd\_end\_repeat\_continue(void); |
| 803845E8 | s32 bhv\_cmd\_begin\_loop(void); |
| 80384634 | s32 bhv\_cmd\_end\_loop(void); |
| 80384678 | s32 bhv\_cmd\_call\_native(void); |
| 803846D0 | s32 bhv\_cmd\_set\_float(void); |
| 8038475C | s32 bhv\_cmd\_set\_interact\_subtype(void); |
| 803847D4 | s32 bhv\_cmd\_set\_int\_unused(void); |
| 80384854 | s32 bhv\_cmd\_set\_random\_float(void); |
| 80384928 | s32 bhv\_cmd\_set\_random\_int(void); |
| 803849F8 | s32 bhv\_cmd\_set\_int\_rand\_rshift(void); |
| 80384AB4 | s32 bhv\_cmd\_add\_random\_float(void); |
| 80384B90 | s32 bhv\_cmd\_add\_int\_rand\_rshift(void); |
| 80384C5C | s32 bhv\_cmd\_add\_float(void); |
| 80384CF0 | s32 bhv\_cmd\_add\_int(void); |
| 80384D70 | s32 bhv\_cmd\_or\_int(void); |
| 80384E04 | s32 bhv\_cmd\_bit\_clear(void); |
| 80384E9C | s32 bhv\_cmd\_load\_animations(void); |
| 80384F08 | s32 bhv\_cmd\_animate\_texture(void); |
| 80384F8C | s32 bhv\_cmd\_drop\_to\_floor(void); |
| 8038503C | s32 bhv\_cmd\_nop\_1(void); |
| 80385084 | s32 bhv\_cmd\_nop\_3(void); |
| 803850CC | s32 bhv\_cmd\_nop\_2(void); |
| 80385114 | s32 bhv\_cmd\_sum\_float(void); |
| 803851D0 | s32 bhv\_cmd\_sum\_int(void); |
| 8038528C | s32 bhv\_cmd\_set\_hitbox\_with\_offset(void); |
| 8038531C | s32 bhv\_cmd\_set\_hurtbox(void); |
| 803853AC | s32 bhv\_cmd\_set\_hitbox\_with\_offset(void); |
| 8038546C | s32 bhv\_cmd\_nop\_4(void); |
| 803854CC | s32 bhv\_cmd\_begin(void); |
| 8038556C | s32 bhv\_cmd\_set\_int\_random\_from\_table(void); |
| 803856A0 | s32 bhv\_cmd\_load\_collision\_data(void); |
| 80385700 | s32 bhv\_cmd\_set\_home(void); |
| 8038575C | s32 bhv\_cmd\_set\_interact\_type(void); |
| 803857A0 | s32 bhv\_cmd\_set\_interact\_subtype(void); |
| 803857E4 | s32 bhv\_cmd\_scale(void); |
| 8038586C | s32 bhv\_cmd\_set\_obj\_physics(void); |
| 80385A60 | s32 bhv\_cmd\_parent\_bit\_clear(void); |
| 80385AF0 | s32 bhv\_cmd\_spawn\_water\_droplet(void); |
| 80385B4C | s32 bhv\_cmd\_animate\_texture(void); |
| 80385C00 | void cur\_obj\_update(void); |
| 8016F000 | run\_press\_start\_demo\_timer |
| 8016F128 | level\_select\_input\_loop |
| 8016F3CC | intro\_default |
| 8016F4B0 | intro\_game\_over |
| 8016F564 | intro\_play\_its\_a\_me\_mario |
| 8016F5B0 | lvl\_intro\_update |
| 8016F670 | geo\_title\_screen |
| 8016F984 | geo\_fade\_transition |
| 8016FBB0 | intro\_backdrop\_one\_image |
| 8016FE70 | geo\_intro\_backdrop |
| 8016FFFC | geo\_game\_over\_tile |
| 80170280 | beh\_yellow\_background\_menu\_init |
| 801702B8 | beh\_yellow\_background\_menu\_loop |
| 801702E8 | check\_clicked\_button |
| 80170488 | bhv\_menu\_button\_growing\_from\_main\_menu |
| 801705DC | bhv\_menu\_button\_shrinking\_to\_main\_menu |
| 80170710 | bhv\_menu\_button\_growing\_from\_submenu |
| 80170838 | bhv\_menu\_button\_shrinking\_to\_submenu |
| 8017096C | bhv\_menu\_button\_zoom\_in\_out |
| 80170A4C | bhv\_menu\_button\_zoom\_in |
| 80170A9C | bhv\_menu\_button\_zoom\_out |
| 80170AEC | bhv\_menu\_button\_init |
| 80170B1C | bhv\_menu\_button\_loop |
| 80170CB4 | exit\_score\_file\_to\_score\_menu |
| 80170D60 | render\_score\_menu\_buttons |
| 80171168 | check\_score\_menu\_clicked\_buttons |
| 8017137C | render\_copy\_menu\_buttons |
| 80171784 | copy\_action\_file\_button |
| 80171A2C | check\_copy\_menu\_clicked\_buttons |
| 80171C0C | render\_erase\_menu\_buttons |
| 80172014 | erase\_action\_file\_button |
| 801721AC | check\_erase\_menu\_clicked\_buttons |
| 8017236C | render\_sound\_mode\_menu\_buttons |
| 801724B8 | check\_sound\_mode\_menu\_clicked\_buttons |
| 8017261C | load\_main\_menu\_save\_file |
| 80172644 | return\_to\_main\_menu |
| 80172818 | load\_score\_menu\_from\_submenu |
| 801729E0 | load\_copy\_menu\_from\_submenu |
| 80172BA8 | load\_erase\_menu\_from\_submenu |
| 80172D70 | bhv\_menu\_button\_manager\_init |
| 801731A8 | check\_main\_menu\_clicked\_buttons |
| 80173430 | bhv\_menu\_button\_manager\_loop |
| 80173780 | handle\_cursor\_button\_input |
| 80173900 | handle\_controller\_cursor\_input |
| 80173AE0 | print\_menu\_cursor |
| 80173C6C | print\_hud\_lut\_string\_fade |
| 80173D64 | print\_generic\_string\_fade |
| 80173E54 | update\_text\_fade\_out |
| 80173EE4 | print\_save\_file\_star\_count |
| 80173FD4 | print\_main\_menu\_strings |
| 80174324 | score\_menu\_display\_message |
| 801743AC | print\_score\_menu\_strings |
| 801746F8 | copy\_menu\_display\_message |
| 80174804 | copy\_menu\_update\_message |
| 801749B0 | print\_copy\_menu\_strings |
| 80174CA8 | print\_erase\_menu\_prompt |
| 80175238 | erase\_menu\_display\_message |
| 80175404 | erase\_menu\_update\_message |
| 801755A8 | print\_erase\_menu\_strings |
| 801758A0 | print\_sound\_mode\_menu\_strings |
| 80175B14 | print\_score\_file\_castle\_secret\_stars |
| 80175B90 | print\_score\_file\_course\_coin\_score |
| 80175D2C | print\_score\_file\_star\_score |
| 80175DFC | print\_save\_file\_scores |
| 801764E0 | print\_file\_select\_strings |
| 80176688 | geo\_file\_select\_strings\_and\_menu\_cursor |
| 801766DC | lvl\_init\_menu\_values\_and\_cursor\_pos |
| 801768A0 | lvl\_update\_obj\_and\_load\_file\_selected |
| 801768E0 | bhv\_act\_selector\_star\_type\_loop |
| 80176A74 | render\_100\_coin\_star |
| 80176B20 | bhv\_act\_selector\_init |
| 80176DF0 | bhv\_act\_selector\_loop |
| 80176FC4 | print\_course\_number |
| 80177144 | print\_act\_selector\_strings |
| 80177518 | geo\_act\_selector\_strings |
| 80177560 | lvl\_init\_act\_selector\_values\_and\_stars |
| 80177610 | lvl\_update\_obj\_and\_load\_act\_button\_actions |
| 80177710 | \_\_main\_\_ |
| 80177820 | empty\_mem\_block |
| 80177924 | into\_free\_memblock |
| 801779DC | make\_mem\_block |
| 80177BB8 | gd\_free\_mem |
| 80177C58 | gd\_request\_mem |
| 80177E7C | gd\_add\_mem\_to\_heap |
| 80177F0C | init\_mem\_block\_lists |
| 80177F34 | print\_list\_stats |
| 801780B0 | mem\_stats |
| 801781E0 | gd\_reset\_sfx |
| 80178200 | gd\_new\_sfx\_to\_play |
| 8017822C | gd\_sfx\_played |
| 80178254 | gd\_play\_sfx |
| 80178280 | setup\_lights |
| 8017831C | Unknown801781DC |
| 801785DC | draw\_shape |
| 8017894C | draw\_shape\_2d |
| 80178A40 | draw\_light |
| 80178C5C | draw\_material |
| 80178D90 | create\_mtl\_gddl\_if\_empty |
| 80178DEC | check\_face\_bad\_vtx |
| 80178ED8 | gd\_get\_colour |
| 8017900C | Unknown80178ECC |
| 80179120 | draw\_face |
| 80179368 | draw\_rect\_fill |
| 801793CC | draw\_rect\_stroke |
| 80179430 | Unknown801792F0 |
| 80179490 | draw\_label |
| 80179768 | draw\_net |
| 801798AC | draw\_gadget |
| 801799AC | draw\_camera |
| 80179C0C | Unknown80179ACC |
| 80179CA4 | func\_80179B64 |
| 80179CDC | func\_80179B9C |
| 80179E08 | check\_grabable\_click |
| 8017A010 | drawscene |
| 8017A344 | nop\_obj\_draw |
| 8017A358 | draw\_shape\_faces |
| 8017A44C | draw\_particle |
| 8017A690 | draw\_bone |
| 8017A7E4 | draw\_joint |
| 8017A900 | draw\_group |
| 8017A958 | draw\_plane |
| 8017A9E0 | apply\_obj\_draw\_fn |
| 8017AA5C | register\_light |
| 8017AAF0 | Proc8017A980 |
| 8017AED8 | update\_shaders |
| 8017AFC8 | create\_shape\_mtl\_gddls |
| 8017B01C | unref\_8017AEDC |
| 8017B088 | create\_shape\_gddl |
| 8017B168 | create\_gddl\_for\_shapes |
| 8017B1A4 | map\_face\_materials |
| 8017B258 | calc\_vtx\_normal |
| 8017B3DC | find\_thisface\_verts |
| 8017B538 | map\_vertices |
| 8017B608 | unpick\_obj |
| 8017B654 | find\_closest\_pickable\_obj |
| 8017B730 | set\_view\_update\_camera |
| 8017B764 | update\_view |
| 8017BDD4 | unref\_8017BC94 |
| 8017BDF0 | func\_8017BCB0 |
| 8017BE60 | func\_8017BD20 |
| 8017BFA0 | func\_8017BE60 |
| 8017C010 | func\_8017BED0 |
| 8017C034 | get\_obj\_name\_str |
| 8017C300 | make\_object |
| 8017C810 | make\_zone |
| 8017C8E0 | func\_8017C7A0 |
| 8017C940 | make\_link\_to\_obj |
| 8017CA00 | make\_vtx\_link |
| 8017CAC4 | make\_valptrs |
| 8017CB4C | reset\_plane |
| 8017CF7C | make\_plane |
| 8017D010 | make\_camera |
| 8017D22C | make\_material |
| 8017D2D4 | make\_light |
| 8017D3E8 | void make\_viewport\_clip\_rect(Vp \*viewport); |
| 8017D67C | make\_animator |
| 8017D6F4 | make\_weight |
| 8017D76C | make\_group\_of\_type |
| 8017D838 | sprint\_obj\_id |
| 8017DA04 | make\_group |
| 8017DC14 | addto\_group |
| 8017DD00 | addto\_groupfirst |
| 8017DDFC | group\_contains\_obj |
| 8017DE80 | show\_details |
| 8017E328 | func\_8017E1E8 |
| 8017E34C | func\_8017E20C |
| 8017E370 | gd\_loadtexture |
| 8017E3F8 | func\_8017E2B8 |
| 8017E430 | func\_8017E2F0 |
| 8017E520 | apply\_to\_obj\_types\_in\_group |
| 8017E6C4 | func\_8017E584 |
| 8017E978 | func\_8017E838 |
| 8017EB2C | func\_8017E9EC |
| 8017EBD4 | func\_8017EA94 |
| 8017EC64 | func\_8017EB24 |
| 8017EE40 | func\_8017ED00 |
| 8017EF0C | func\_8017EDCC |
| 8017EF9C | gd\_plane\_point\_within |
| 8017F194 | func\_8017F054 |
| 8017F350 | func\_8017F210 |
| 8017F50C | func\_8017F3CC |
| 8017F544 | func\_8017F404 |
| 8017F564 | func\_8017F424 |
| 8017F704 | move\_animator |
| 80180764 | drag\_picked\_object |
| 80180A64 | move\_animators |
| 80180AB4 | find\_and\_drag\_picked\_object |
| 80180AF0 | void move\_camera\_through\_floor\_while\_descending(struct Camera \*c, f32 height); |
| 80181114 | move\_cameras\_in\_grp |
| 8018114C | func\_8018100C |
| 801814B8 | move\_lights\_in\_grp |
| 801814F0 | move\_group\_members |
| 8018159C | proc\_view\_movement |
| 80181634 | reset\_nets\_and\_gadgets |
| 80181678 | null\_obj\_lists |
| 80181720 | func\_801815E0 |
| 801818A0 | func\_80181760 |
| 8018197C | move\_skin |
| 801819D4 | func\_80181894 |
| 80181B10 | func\_801819D0 |
| 80181C20 | reset\_weight |
| 80181CC8 | func\_80181B88 |
| 80181D40 | func\_80181C00 |
| 80181E54 | Unknown80181D14 |
| 80181FF0 | func\_80181EB0 |
| 801821C8 | func\_80182088 |
| 801824E0 | func\_801823A0 |
| 80182630 | make\_particle |
| 8018273C | func\_801825FC |
| 801828B8 | func\_80182778 |
| 80182B48 | func\_80182A08 |
| 80182DC4 | move\_particle |
| 801836B0 | move\_particles\_in\_grp |
| 80183708 | Unknown801835C8 |
| 801839B0 | Unknown80183870 |
| 801839C4 | Unknown80183884 |
| 801839D8 | Unknown80183898 |
| 801839F4 | Unknown801838B4 |
| 80183A10 | func\_801838D0 |
| 80183A50 | push\_dynobj\_stash |
| 80183A80 | pop\_dynobj\_stash |
| 80183AB0 | reset\_dynlist |
| 80183B20 | proc\_dynlist |
| 8018435C | d\_copystr\_to\_idbuf |
| 80184400 | d\_catstr\_to\_idbuf |
| 801844A8 | cpy\_idbuf\_to\_backbuf |
| 801844DC | cpy\_backbuf\_to\_idbuf |
| 80184510 | get\_dynobj\_info |
| 80184630 | reset\_dynamic\_objs |
| 8018468C | d\_add\_net\_with\_subgroup |
| 80184740 | d\_end\_net\_subgroup |
| 801847AC | d\_attach\_joint\_to\_net |
| 80184828 | d\_make\_netfromshapeid |
| 801848A0 | d\_make\_netfromshape\_ptrptr |
| 801848E8 | add\_to\_dynobj\_list |
| 80184B84 | print\_int\_dynid |
| 80184BF8 | d\_makeobj |
| 80184EFC | d\_attach |
| 80184FC4 | d\_attach\_to |
| 8018536C | d\_attachto\_dynid |
| 80185410 | copy\_bytes |
| 8018545C | alloc\_animdata |
| 80185A18 | chk\_shapegen |
| 801861B0 | d\_set\_nodegroup |
| 80186350 | d\_set\_matgroup |
| 80186440 | d\_set\_texture\_st |
| 801864DC | d\_use\_texture |
| 80186588 | d\_set\_skinshape |
| 8018666C | d\_map\_materials |
| 801866F8 | d\_map\_vertices |
| 80186784 | d\_set\_planegroup |
| 801868A4 | d\_set\_shapeptrptr |
| 80186A60 | d\_set\_shapeptr |
| 80186BFC | d\_use\_obj |
| 80186C84 | set\_cur\_dynobj |
| 80186CAC | d\_start\_group |
| 80186CDC | d\_end\_group |
| 80186DE0 | d\_addto\_group |
| 80186E5C | dynid\_is\_int |
| 80186E74 | d\_set\_init\_pos |
| 8018710C | d\_set\_velocity |
| 80187244 | d\_get\_velocity |
| 8018739C | d\_set\_torque |
| 80187480 | d\_get\_init\_pos |
| 80187608 | d\_get\_init\_rot |
| 80187794 | d\_set\_rel\_pos |
| 80187AB0 | d\_addto\_rel\_pos |
| 80187C80 | d\_get\_rel\_pos |
| 80187E78 | d\_get\_att\_objgroup |
| 80187F54 | d\_get\_att\_to\_obj |
| 80188030 | d\_get\_scale |
| 801881B8 | d\_set\_att\_offset |
| 8018837C | d\_set\_att\_to\_offset |
| 801884D0 | d\_get\_att\_offset |
| 80188624 | d\_get\_att\_flags |
| 80188738 | d\_set\_world\_pos |
| 801889A8 | d\_set\_normal |
| 80188AB0 | d\_get\_world\_pos\_ptr |
| 80188B7C | d\_get\_world\_pos |
| 801891F4 | d\_make\_vertex |
| 80189240 | d\_set\_scale |
| 8018945C | d\_set\_rotation |
| 80189584 | d\_center\_of\_gravity |
| 80189660 | d\_set\_shape\_offset |
| 8018973C | d\_add\_valptr |
| 801898D8 | d\_add\_valproc |
| 80189990 | d\_link\_with\_ptr |
| 80189CD8 | d\_link\_with |
| 80189DA8 | d\_set\_flags |
| 80189FB4 | d\_clear\_flags |
| 8018A12C | d\_set\_parm\_f |
| 8018A358 | d\_set\_parm\_ptr |
| 8018A530 | d\_set\_obj\_draw\_flag |
| 8018A590 | d\_set\_type |
| 8018A700 | d\_set\_id |
| 8018A828 | d\_set\_colour\_num |
| 8018A9EC | d\_set\_material |
| 8018AA9C | d\_friction |
| 8018AB78 | d\_set\_spring |
| 8018AC24 | d\_set\_ambient |
| 8018AD00 | d\_set\_diffuse |
| 8018AE30 | d\_set\_control\_type |
| 8018AEDC | d\_get\_plane |
| 8018AFB0 | d\_get\_matrix |
| 8018B0FC | d\_set\_matrix |
| 8018B210 | d\_set\_rot\_mtx |
| 8018B2E8 | d\_get\_rot\_mtx\_ptr |
| 8018B3A4 | d\_set\_idn\_mtx |
| 8018B4D4 | d\_get\_matrix\_ptr |
| 8018B5E8 | d\_get\_idn\_mtx\_ptr |
| 8018B6BC | d\_calc\_world\_dist\_btwn |
| 8018B758 | d\_set\_skin\_weight |
| 8018B830 | get\_objvalue |
| 8018B8E8 | Unknown8018B7A8 |
| 8018B97C | Proc8018B83C |
| 8018B9D8 | cat\_grp\_name\_to\_buf |
| 8018BA40 | Unknown8018B900 |
| 8018BB00 | make\_label |
| 8018BBC0 | make\_gadget |
| 8018BC9C | set\_objvalue |
| 8018BD54 | set\_static\_gdgt\_value |
| 8018BDF8 | func\_8018BCB8 |
| 8018BE40 | adjust\_gadget |
| 8018C0F4 | reset\_gadget |
| 8018C2B0 | reset\_gadgets\_in\_grp |
| 8018C2F0 | new\_memtracker |
| 8018C3A4 | get\_memtracker |
| 8018C44C | start\_memtracker |
| 8018C550 | print\_most\_recent\_memtracker |
| 8018C598 | stop\_memtracker |
| 8018C704 | remove\_all\_memtrackers |
| 8018C790 | get\_memtracker\_by\_id |
| 8018C7B4 | print\_all\_memtrackers |
| 8018C86C | print\_all\_timers |
| 8018C920 | deactivate\_timing |
| 8018C938 | activate\_timing |
| 8018C954 | remove\_all\_timers |
| 8018CA88 | new\_timer |
| 8018CB34 | get\_timer |
| 8018CBF4 | get\_timer\_checked |
| 8018CC54 | get\_timernum |
| 8018CCC0 | split\_timer\_ptr |
| 8018CD9C | split\_all\_timers |
| 8018CE0C | start\_all\_timers |
| 8018CEA0 | start\_timer |
| 8018CF70 | restart\_timer |
| 8018D02C | split\_timer |
| 8018D088 | stop\_timer |
| 8018D160 | get\_scaled\_timer\_total |
| 8018D1A8 | get\_timer\_total |
| 8018D1F8 | fatal\_print |
| 8018D228 | print\_stack\_trace |
| 8018D298 | fatal\_printf |
| 8018D560 | add\_to\_stacktrace |
| 8018D5F0 | imout |
| 8018D6A0 | func\_8018D560 |
| 8018D7E8 | gd\_atoi |
| 8018D948 | gd\_lazy\_atof |
| 8018D988 | sprint\_num\_as\_hex |
| 8018D9E8 | sprint\_num |
| 8018DAE4 | int\_sci\_notation |
| 8018DB38 | sprint\_val\_withspecifiers |
| 8018DDD8 | gd\_strcpy |
| 8018DE1C | ascii\_to\_uppercase |
| 8018DE9C | gd\_strdup |
| 8018DF18 | gd\_strlen |
| 8018DF6C | gd\_strcat |
| 8018DFF0 | gd\_str\_not\_equal |
| 8018E098 | gd\_str\_contains |
| 8018E128 | gd\_feof |
| 8018E14C | gd\_set\_feof |
| 8018E16C | gd\_fopen |
| 8018E37C | gd\_fread |
| 8018E4A8 | gd\_fclose |
| 8018E4C4 | gd\_get\_file\_size |
| 8018E4E0 | is\_newline |
| 8018E518 | gd\_fread\_line |
| 8018E660 | Proc8018E520 |
| 8018ED28 | func\_8018EBE8 |
| 8018EF9C | func\_8018EE5C |
| 8018F0B8 | set\_joint\_vecs |
| 8018F188 | make\_joint |
| 8018F388 | make\_joint\_withshape |
| 8018F468 | func\_8018F328 |
| 8018F60C | func\_8018F4CC |
| 8018F660 | func\_8018F520 |
| 8018F9DC | func\_8018F89C |
| 8018FBA8 | func\_8018FA68 |
| 8018FC08 | set\_skin\_weight |
| 8018FC98 | func\_8018FB58 |
| 8018FDE4 | add\_joint2bone |
| 8018FEDC | make\_bone |
| 80190054 | func\_8018FF14 |
| 80190068 | func\_8018FF28 |
| 801900C8 | func\_8018FF88 |
| 80190128 | func\_8018FFE8 |
| 801902A8 | func\_80190168 |
| 80190528 | func\_801903E8 |
| 801906B4 | func\_80190574 |
| 80190AF4 | func\_801909B4 |
| 80190B60 | func\_80190A20 |
| 80190C94 | func\_80190B54 |
| 80190FA8 | func\_80190E68 |
| 8019107C | func\_80190F3C |
| 801912E8 | func\_801911A8 |
| 80191360 | func\_80191220 |
| 80191500 | func\_801913C0 |
| 80191530 | func\_801913F0 |
| 80191638 | func\_801914F8 |
| 8019164C | func\_8019150C |
| 80191744 | func\_80191604 |
| 80191964 | func\_80191824 |
| 80191A34 | func\_801918F4 |
| 80191B5C | func\_80191A1C |
| 80191D38 | func\_80191BF8 |
| 80191EA0 | func\_80191D60 |
| 80191F94 | func\_80191E54 |
| 80191FC8 | func\_80191E88 |
| 80192028 | reset\_joint\_counts |
| 80192050 | func\_80191F10 |
| 80192204 | reset\_net |
| 801923D4 | func\_80192294 |
| 8019243C | func\_801922FC |
| 801924F4 | make\_net |
| 80192668 | func\_80192528 |
| 801927E4 | func\_801926A4 |
| 80192C10 | func\_80192AD0 |
| 80192D9C | move\_bonesnet |
| 80192E0C | func\_80192CCC |
| 801930D8 | convert\_gd\_verts\_to\_Vn |
| 80193424 | convert\_gd\_verts\_to\_Vtx |
| 8019353C | convert\_net\_verts |
| 80193610 | func\_801934D0 |
| 801936DC | move\_net |
| 80193804 | move\_nets |
| 8019387C | func\_8019373C |
| 80193988 | func\_80193848 |
| 801939FC | gd\_print\_net |
| 80193C50 | reset\_net\_count |
| 80193C70 | gd\_sqrt\_f |
| 80193CA8 | gd\_mat4f\_lookat |
| 8019429C | gd\_scale\_mat4f\_by\_vec3f |
| 80194360 | gd\_rot\_mat\_about\_vec |
| 80194424 | gd\_add\_vec3f\_to\_mat4f\_offset |
| 80194498 | gd\_create\_origin\_lookat |
| 80194868 | gd\_clamp\_f32 |
| 801948B0 | gd\_clamp\_vec3f |
| 801949C0 | gd\_rot\_2d\_vec |
| 80194ACC | gd\_rot\_mat\_about\_row |
| 80194B94 | gd\_absrot\_mat4 |
| 80194CD8 | gd\_vec3f\_magnitude |
| 80194D34 | gd\_normalize\_vec3f |
| 80194E54 | gd\_cross\_vec3f |
| 80194EF8 | gd\_dot\_vec3f |
| 80194F3C | gd\_invert\_elements\_mat4f |
| 80194FBC | gd\_inverse\_mat4f |
| 801950D0 | gd\_adjunct\_mat4f |
| 801956B8 | gd\_mat4f\_det |
| 80195984 | gd\_3x3\_det |
| 80195A4C | gd\_2x2\_det |
| 80195A90 | gd\_create\_neg\_vec\_zero\_first\_mat\_row |
| 80195B20 | gd\_broken\_quat\_to\_vec3f |
| 80195C44 | gd\_quat\_rotation |
| 80195DB8 | gd\_shift\_mat\_up |
| 80195ED8 | gd\_create\_quat\_rot\_mat |
| 80196114 | gd\_create\_rot\_matrix |
| 80196334 | gd\_create\_rot\_mat\_angular |
| 801963C0 | gd\_set\_identity\_mat4 |
| 801964A0 | gd\_copy\_mat4f |
| 80196570 | gd\_rotate\_and\_translate\_vec3f |
| 80196680 | gd\_mat4f\_mult\_vec3f |
| 80196754 | gd\_mult\_mat4f |
| 801970CC | gd\_print\_vec |
| 801970E8 | gd\_print\_plane |
| 80197104 | gd\_print\_mtx |
| 801971A8 | gd\_print\_quat |
| 80197230 | gd\_rot\_mat\_offset |
| 801973C0 | func\_80197280 |
| 80197400 | calc\_face\_normal |
| 8019764C | gd\_make\_vertex |
| 80197764 | make\_face\_with\_colour |
| 80197810 | make\_face\_with\_material |
| 8019787C | Unknown8019773C |
| 80197904 | add\_3\_vtx\_to\_face |
| 8019797C | make\_shape |
| 80197B14 | clear\_buf\_to\_cr |
| 80197B44 | get\_current\_buf\_char |
| 80197B70 | get\_and\_advance\_buf |
| 80197BD4 | load\_next\_line\_into\_buf |
| 80197C54 | is\_line\_end |
| 80197C8C | is\_white\_space |
| 80197CC4 | scan\_to\_next\_non\_whitespace |
| 80197DB0 | is\_next\_buf\_word |
| 80197E90 | getfloat |
| 80198028 | getint |
| 801981A8 | Unknown80198068 |
| 801981BC | func\_8019807C |
| 80198228 | func\_801980E8 |
| 80198294 | Unknown80198154 |
| 801982C4 | Unknown80198184 |
| 80198330 | scale\_obj\_position |
| 801983F8 | translate\_obj\_position |
| 8019848C | scale\_verts\_in\_shape |
| 80198514 | translate\_verts\_in\_shape |
| 80198584 | Unknown80198444 |
| 80198664 | Unknown80198524 |
| 80198728 | Unknown801985E8 |
| 80198844 | get\_3DG1\_shape |
| 80198D40 | get\_OBJ\_shape |
| 801990D0 | group\_faces\_in\_mtl\_grp |
| 801991F4 | find\_or\_add\_new\_mtl |
| 80199330 | read\_ARK\_shape |
| 801997A0 | get\_shape\_from\_file |
| 801998E8 | make\_grid\_shape |
| 80199F84 | Unknown80199E44 |
| 80199FC8 | Unknown80199E88 |
| 8019A024 | make\_netfromshape |
| 8019A0E0 | animate\_mario\_head\_gameover |
| 8019A1A8 | animate\_mario\_head\_normal |
| 8019A4B8 | void level\_cmd\_load\_mario\_head(void); |
| 8019ABF8 | load\_shapes2 |
| 8019ACD8 | Unknown8019AB98 |
| 8019AF04 | Unknown8019ADC4 |
| 8019B004 | Unknown8019AEC4 |
| 8019B060 | get\_alloc\_mem\_amt |
| 8019B080 | gd\_get\_ostime |
| 8019B0B0 | get\_time\_scale |
| 8019B0D0 | dump\_disp\_list |
| 8019B158 | next\_gfx |
| 8019B1E4 | next\_light |
| 8019B278 | next\_mtx |
| 8019B304 | next\_vtx |
| 8019B390 | next\_vp |
| 8019B41C | gd\_sin\_d |
| 8019B45C | gd\_cos\_d |
| 8019B49C | gd\_sqrt\_d |
| 8019B514 | Unknown8019B3D4 |
| 8019B53C | gd\_printf |
| 8019BB0C | gd\_exit |
| 8019BB44 | gd\_free |
| 8019BB90 | gd\_allocblock |
| 8019BC88 | gd\_malloc |
| 8019BD58 | gd\_malloc\_perm |
| 8019BD90 | gd\_malloc\_temp |
| 8019BDC8 | Unknown8019BC88 |
| 8019BE14 | Unknown8019BCD4 |
| 8019BE4C | func\_8019BD0C |
| 8019BF08 | branch\_cur\_dl\_to\_num |
| 8019BF80 | Unknown8019BE40 |
| 8019BFB0 | setup\_stars |
| 8019C240 | setup\_timers |
| 8019C3B0 | Unknown8019C270 |
| 8019C3C8 | Unknown8019C288 |
| 8019C418 | gd\_add\_to\_heap |
| 8019C450 | gdm\_init |
| 8019C4EC | gdm\_setup |
| 8019C588 | Unknown8019C448 |
| 8019C59C | print\_gdm\_stats |
| 8019C5F0 | make\_view\_withgrp |
| 8019C684 | gdm\_maketestdl |
| 8019C828 | set\_time\_scale |
| 8019C840 | Unknown8019C840 |
| 8019C874 | gd\_vblank |
| 8019C930 | gd\_copy\_p1\_contpad |
| 8019C9C8 | gd\_sfx\_to\_play |
| 8019C9F8 | gdm\_gettestdl |
| 8019CD88 | gdm\_getpos |
| 8019CE3C | bound\_on\_active\_view |
| 8019CF18 | fatal\_no\_dl\_mem |
| 8019CF44 | alloc\_displaylist |
| 8019D01C | cpy\_remaining\_gddl |
| 8019D110 | create\_child\_gdl |
| 8019D168 | new\_gd\_dl |
| 8019D3B8 | gd\_rsp\_init |
| 8019D42C | gd\_rdp\_init |
| 8019D4A0 | gd\_draw\_rect |
| 8019D848 | gd\_draw\_border\_rect |
| 8019E438 | gd\_set\_fill |
| 8019E724 | gd\_set\_zb\_area |
| 8019E780 | gd\_set\_color\_fb |
| 8019E89C | reset\_cur\_dl\_indices |
| 8019E93C | reset\_dlnum\_indices |
| 8019E9B4 | stash\_current\_gddl |
| 8019E9D4 | pop\_gddl\_stash |
| 8019E9F4 | gd\_startdisplist |
| 8019EB44 | gd\_enddlsplist |
| 8019EBAC | gd\_enddlsplist\_parent |
| 8019ED0C | Unknown8019EBCC |
| 8019ED48 | new\_gddl\_from |
| 8019EDC8 | Unknown8019EC88 |
| 8019EE34 | mat4\_to\_mtx |
| 8019EFAC | add\_mat4\_to\_dl |
| 8019F054 | add\_mat4\_load\_to\_dl |
| 8019F100 | idn\_mtx\_load\_gddl |
| 8019F16C | idn\_mtx\_push\_gddl |
| 8019F1D8 | pop\_mtx\_gddl |
| 8019F224 | translate\_mtx\_gddl |
| 8019F2DC | translate\_load\_mtx\_gddl |
| 8019F398 | func\_8019F258 |
| 8019F404 | func\_8019F2C4 |
| 8019F458 | func\_8019F318 |
| 8019FB18 | check\_tri\_display |
| 8019FBA0 | make\_vtx\_if\_new |
| 801A0030 | func\_8019FEF0 |
| 801A0094 | add\_tri\_to\_dl |
| 801A0178 | func\_801A0038 |
| 801A01B0 | func\_801A0070 |
| 801A032C | func\_801A01EC |
| 801A039C | func\_801A025C |
| 801A03F8 | func\_801A02B8 |
| 801A0464 | set\_light\_id |
| 801A047C | set\_light\_num |
| 801A0494 | create\_mtl\_gddl |
| 801A0588 | branch\_to\_gddl |
| 801A05B8 | func\_801A0478 |
| 801A09AC | func\_801A086C |
| 801A1728 | set\_Vtx\_norm\_buf\_1 |
| 801A1804 | set\_Vtx\_norm\_buf\_2 |
| 801A18F0 | set\_gd\_mtx\_parameters |
| 801A194C | func\_801A180C |
| 801A1B40 | func\_801A1A00 |
| 801A1C70 | Unknown801A1B30 |
| 801A1FB0 | Unknown801A1E70 |
| 801A2450 | gd\_set\_one\_cycle |
| 801A24A0 | Unknown801A2360 |
| 801A24C8 | gddl\_is\_loading\_shine\_dl |
| 801A2588 | start\_view\_dl |
| 801A2984 | parse\_p1\_controller |
| 801A338C | Unknown801A324C |
| 801A3434 | Unknown801A32F4 |
| 801A3464 | func\_801A3324 |
| 801A34B0 | func\_801A3370 |
| 801A3538 | Unknown801A33F8 |
| 801A35BC | Unknown801A347C |
| 801A3620 | border\_active\_view |
| 801A36B4 | gd\_shading |
| 801A371C | gd\_getproperty |
| 801A3788 | gd\_setproperty |
| 801A3C30 | gd\_create\_ortho\_matrix |
| 801A3DCC | gd\_create\_perspective\_matrix |
| 801A3F9C | setup\_view\_buffers |
| 801A4468 | gd\_init\_controllers |
| 801A451C | func\_801A43DC |
| 801A4530 | func\_801A43F0 |
| 801A4550 | func\_801A4410 |
| 801A4564 | func\_801A4424 |
| 801A4578 | func\_801A4438 |
| 801A45E0 | gd\_gentexture |
| 801A4724 | Unknown801A45E4 |
| 801A48F8 | Unknown801A47B8 |
| 801A4934 | Unknown801A47F4 |
| 801A4948 | func\_801A4808 |
| 801A4988 | func\_801A4848 |
| 801A49F4 | func\_801A48B4 |
| 801A4A04 | func\_801A48C4 |
| 801A4A18 | func\_801A48D8 |
| 801A4A30 | set\_active\_view |
| 801A4A58 | func\_801A4918 |
| 801A4C44 | Unknown801A4B04 |
| 801A4D4C | update\_cursor |
| 801A5098 | Unknown801A4F58 |
| 801A5250 | Proc801A5110 |
| 801A52A8 | update\_view\_and\_dl |
| 801A534C | func\_801A520C |
| 801A5484 | Unknown801A5344 |
| 801A5538 | gd\_init |
| 801A5A50 | Unknown801A5910 |
| 801A5AD8 | func\_801A5998 |
| 801A5AEC | func\_801A59AC |
| 801A5B00 | func\_801A59C0 |
| 801A5B14 | init\_pick\_buf |
| 801A5B44 | store\_in\_pickbuf |
| 801A5B8C | get\_cur\_pickbuf\_offset |
| 801A5BC0 | Unknown801A5A80 |
| 801A5BD4 | Unknown801A5A94 |
| 801A5BF8 | Unknown801A5AB8 |
| 801A5C20 | Unknown801A5AE0 |
| 801A5C98 | set\_vtx\_tc\_buf |
| 801A5D28 | func\_801A5BE8 |
| 801A5D64 | cvrt\_val\_to\_kb |
| 801A5DC0 | Unknown801A5C80 |
| 801A5ED0 | Unknown801A5D90 |
| 801A6138 | Unknown801A5FF8 |
| 801A6430 | gd\_put\_sprite |
| 801A676C | gd\_setup\_cursor |
| 801A6904 | view\_proc\_print\_timers |
| 801A6954 | make\_timer\_gadgets |
| 801A6F70 | Unknown801A6E30 |
| 801A6F84 | Unknown801A6E44 |
| 801A6F98 | gd\_block\_dma |
| 801A7074 | load\_dynlist |
| 801A730C | func\_801A71CC |

**References**

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