Log uploaded on Tuesday, February 22, 2022, 6:51:59 AM

Loaded mods:

Harmony(brrainz.harmony)[mv:1.2.0.0]: 0Harmony(2.2.0), HarmonyMod(1.2.0)

Core(Ludeon.RimWorld): (no assemblies)

Royalty(Ludeon.RimWorld.Royalty): (no assemblies)

Ideology(Ludeon.RimWorld.Ideology): (no assemblies)

Mod Manager(Fluffy.ModManager)[mv:3.8.1038]: 0ColourPicker(av:4.0.0,fv:4.4.1086), FluffyUI(av:4.0.0,fv:4.4.1086), ModManager(av:4.0.0,fv:4.4.1086), SemanticVersioning(2.0.0), YamlDotNet(av:11.0.0,fv:11.2.1)

SRTS Expanded(smashphil.neceros.srtsexpanded)[mv:1.4.6]: 0Harmony(av:2.2.0,fv:2.1.0), SRTS(1.0.0)

SRTS Expanded retexture(JGH.SRTSretexture): (no assemblies)

Old Genesis retexture(JGH.Genesisretexture): (no assemblies)

HugsLib(UnlimitedHugs.HugsLib)[ov:9.0.1]: 0Harmony(av:2.2.0,fv:1.2.0.1), HugsLib(av:1.0.0,fv:9.0.1)

Better ModMismatch Window(Madeline.ModMismatchFormatter)[mv:1.1.3]: ModMisMatchWindowPatch(1.0.0)

EdB Prepare Carefully(EdB.PrepareCarefully)[mv:1.3.12]: 0Harmony(av:2.2.0,fv:2.0.2), EdBPrepareCarefully(av:1.1.1,fv:1.3.12)

Vanilla Expanded Framework(OskarPotocki.VanillaFactionsExpanded.Core): CompOversizedWeapon(1.0.0), ExplosiveTrailsEffect(1.0.7140.31563), HeavyWeapons(1.0.0), KCSG(1.1.1.3), MVCF(1.0.0), NoCamShakeExplosions(1.0.0), OPToxic(1.0.0), Outposts(1.0.0), RecipeInheritance(1.0.0), Reloading(1.1.0), RRO(1.0.0), SmokingGun(1.0.0), VanillaStorytellersExpanded(1.0.0), VanillaWeaponsExpandedLaser(1.0.0), VFECore(av:1.1.7,fv:1.1.9), VWEMakeshift(1.0.0)

Vanilla Expanded - Royalty Patches(OskarPotocki.VanillaExpanded.RoyaltyPatches)[mv:1.1.2.0]: (no assemblies)

Royalty Tweaks(mobius.royaltytweaks): Royalty Tweaks(av:1.15.0,fv:1.0.0)

BiomesKit(Odeum.BiomesKit): BiomesKit(1.3.60.5)

Biomes! Core(BiomesTeam.BiomesCore): BiomesCore(2.0.0), BiomesKit(1.3.60.5)

Enable Oversized Weapons(CarnySenpai.EnableOversizedWeapons): EnableOversizedWeapons(1.0.0)

Elite Bionics Framework(V1024.EBFramework)[mv:2.0.0.0]: $HugsLibChecker(0.5.0), EliteBionicsFramework(4.0.6)

Vanilla Achievements Expanded(vanillaexpanded.achievements): AchievementsExpanded(1.3.7862.41411)

Rimsenal - Core(rimsenal.core): (no assemblies)

XML Extensions(imranfish.xmlextensions): XmlExtensions(av:1.3.0,fv:1.6.3)

Giddy-up! Core(roolo.giddyupcore)[ov:4.1.3]: 0Harmony(av:2.2.0,fv:2.1.1), 0MultiplayerAPI(av:0.2.0,fv:0.1.0), GiddyUpCore(av:0.0.0,fv:0.0.0)

Giddy-up! Battle Mounts(roolo.giddyupbattlemounts)[ov:4.0.0]: DependencyChecker(1.0.0), 0Harmony(av:2.2.0,fv:2.1.0), 0MultiplayerAPI(av:0.2.0,fv:0.1.0), Battlemounts(av:1.2.0,fv:1.2.0)

Giddy-up! Caravan(roolo.giddyupcaravan)[ov:4.0.0]: DependencyChecker(1.0.0), 0Harmony(av:2.2.0,fv:2.1.1), 0MultiplayerAPI(av:0.2.0,fv:0.1.0), GiddyUpCaravan(1.0.0)

Humanoid Alien Races(erdelf.HumanoidAlienRaces): 0Harmony(2.2.0), AlienRace(1.0.0)

[O21] Toolbox(neronix17.toolbox): O21Toolbox(1.0.0)

What the hack?!(roolo.whatthehack)[ov:1.4.1]: $HugsLibChecker(0.5.0), 0Harmony(av:2.2.0,fv:2.1.0), WhatTheHack(1.0.0)

WTH retexture(JGH.WTH): (no assemblies)

Map Reroll(UnlimitedHugs.MapReroll): MapReroll(av:2.4.0,fv:2.7.1)

More Vanilla Biomes(zylle.MoreVanillaBiomes)[mv:0.1.5.1]: VanillaBiomes(1.0.0)

Vanilla Fishing Expanded(VanillaExpanded.VCEF): AchievementsExpanded(1.3.7862.41411), VCE-Fishing(1.0.0)

Greenworld(chuiu.GreenWorld): (no assemblies)

ReGrowth: Core and Framework(ReGrowth.BOTR.Core): 0Harmony(av:2.2.0,fv:2.1.0), 0MultiplayerAPI(av:0.2.0,fv:0.3.0), ReGrowthCore(1.0.0)

ReGrowth: Desert Expansion(ReGrowth.BOTR.DesertExpansion): (no assemblies)

ReGrowth: Expanded World Generation - BETA(ReGrowth.BOTR.EWG): 0Harmony(av:2.2.0,fv:2.1.1), RGExpandedWorldGeneration(1.0.0)

ReGrowth: Boreal Forest Expansion(ReGrowth.BOTR.BorealForestExpansion): (no assemblies)

ReGrowth: Cold Bog Expansion(ReGrowth.BOTR.ColdBogExpansion): (no assemblies)

ReGrowth: Temperate Forest Expansion(ReGrowth.BOTR.TemperateForestExpansion): ReGrowthTemperateForest(1.0.0)

ReGrowth: Tundra Expansion(ReGrowth.BOTR.TundraExpansion): (no assemblies)

ReGrowth: Aspen Forests(ReGrowth.BOTR.AspenForest): (no assemblies)

Vanilla Factions Expanded - Medieval(OskarPotocki.VanillaFactionsExpanded.MedievalModule): VFEMedieval(1.0.6)

Biomes! Islands(BiomesTeam.BiomesIslands): BiomesIslands(2.0.0), Swimming(1.3.1.2), TerrainMovementKit(1.3.1.2)

Biomes! Oasis(BiomesTeam.Oasis): BiomesOasis(1.0.0)

MorrowRim - Adamantium(SirMashedPotato.MorrowRim.Adamantium)[mv:1.0.4]: (no assemblies)

MorrowRim - Glass and Ebony(SirMashedPotato.MorrowRim.GlassAndEbony)[mv:1.0.9]: (no assemblies)

Fertile Fields [1.1](jamaicancastle.RF.fertilefields): 0Harmony(av:2.2.0,fv:2.1.1), Rainbeau's Fertile Fields(1.0.7925.6195)

[JPT] Fertile Fields Makeover(JPT.FertileFieldsMakeover): (no assemblies)

[KV] RimFridge(rimfridge.kv.rw)[ov:1.3.1.2]: RimFridge(1.2.1)

LWM's Deep Storage(LWM.DeepStorage)[mv:1.3.0.1]: IHoldMultipleThings(av:0.1.0,fv:1.0.0), LWM.DeepStorage(1.0.0.38163)

Mechanoid Bench 2(JGH.MechanoidBench2): (no assemblies)

Vanilla Factions Expanded - Mechanoids(OskarPotocki.VFE.Mechanoid): VFEM(1.0.1.2)

[SYR] Essentials: Stone(syrchalis.stonerebalance): SYR\_StoneRebalance(1.0.0)

Cupro's Stones(Ogliss.Cupro.CuprosStones)[mv:1.1.1.2]: 0Harmony(av:2.2.0,fv:2.0.4), CuprosStones(1.0.0)

Corragium(itzal.cm): (no assemblies)

Gemstones(zylle.Gemstones): (no assemblies)

Dragon's Ores(dragonking.dragonsores): (no assemblies)

Dragon's Special Ores(dragonking.dragonsspecialores): (no assemblies)

Dragon's Very Special Ores(dragonking.dragonsveryspecialores): (no assemblies)

Mixed Stone Blocks(nerdwonder.mixedblock): 0Harmony(av:2.2.0,fv:2.0.2), MixedStoneBlocks(1.0.0)

Vanilla Factions Expanded - Insectoids(OskarPotocki.VFE.Insectoid): InsectoidBioengineering(1.0.0), VFEI(1.2.3.1)

ReGrowth: Wastelands(ReGrowth.BOTR.Wastelands): RGW\_Wasteland(1.0.0)

Vanilla Apparel Expanded(VanillaExpanded.VAPPE)[mv:1.2.0]: AchievementsExpanded(1.3.7862.41411), VanillaApparelExpanded(1.0.0)

Heavy Melee Weapons(PitchStone.HeavyMeleeWeapons): $HugsLibChecker(0.5.0), CompOversizedWeapon(1.0.0), HeavyMelee(0.0.0)

Vanilla Weapons Expanded(VanillaExpanded.VWE)[mv:1.0.5.0]: (no assemblies)

Vanilla Weapons Expanded - Heavy Weapons(VanillaExpanded.VWEHW): CompOversizedWeapon(av:1.0.0,fv:1.18.0)

Vanilla Weapons Expanded - Heavy - Reloading Patch(legodude17.heavyweaponsreloading): (no assemblies)

Vanilla Weapons Expanded - Laser(VanillaExpanded.VWEL)[mv:1.1.0]: (no assemblies)

Expanded Materials - Metals(Argon.VMEu): ExpandedMaterials(1.0.0), MaterialPatchingUtility(1.0.0)

Expanded Materials - Plastics(Argon.VMEuP): ExpandedMaterials\_Plastics(1.0.0), MaterialPatchingUtility(1.0.0)

Expanded Materials Add-On - Minimalist Production(Argon.VMEuMP): (no assemblies)

Vanilla Cooking Expanded(VanillaExpanded.VCookE): AchievementsExpanded(1.3.7862.41411), VanillaCookingExpanded(1.0.0)

Vanilla Cooking Expanded - Stews(VanillaExpanded.VCookEStews): (no assemblies)

Vanilla Cooking Expanded - Sushi(VanillaExpanded.VCookESushi): VanillaSushiExpanded(1.0.0)

Vanilla Outposts Expanded(vanillaexpanded.outposts): VOE(1.0.0), FishingOutpost(1.0.0), FactoryOutpost(1.0.0)

MorrowRim(SirMashedPotato.MorrowRim)[mv:1.6.103]: MorrowRim(1.0.0), MorrowRim\_KwamaOutpost(1.0.0)

MorrowRim - Ashlands Swamp(SirMashedPotato.MorrowRim.AshSwamp)[mv:1.1.13]: MorrowRim\_AshSwamp(1.0.0)

MorrowRim - Grazelands(SirMashedPotato.MorrowRim.Grazelands)[mv:1.0.11]: (no assemblies)

MorrowRim - Biomes Patch(SirMashedPotato.MorrowRim.BiomesPatch)[mv:1.0.13]: (no assemblies)

MorrowRim - Volcanic Ashlands(SirMashedPotato.MorrowRim.VolcanicAshlands)[mv:1.0.13]: (no assemblies)

Vanilla Traits Expanded(VanillaExpanded.VanillaTraitsExpanded): VanillaTraitsExpanded(1.0.0.1)

Additional Traits (Heroes + Gods Optional)(Gewen.AdditionalTraits): Gewen\_AdditionalTraits(1.0.0)

Androids(ChJees.Androids): 0Harmony(av:2.2.0,fv:2.0.5), Androids(1.0.0)

Androids Expanded(peptide.androidsexpanded): 0Harmony(av:2.2.0,fv:2.1.1), AndroidsExpanded(1.0.0)

Androids Expanded Assembly Drone(Xercaine.AssemblyDrone): (no assemblies)

Androids Expanded Transport Drone(Xercaine.TransportDrone): (no assemblies)

Expanded Prosthetics and Organ Engineering - Forked(vat.epoeforked)[mv:4.2.5]: EPIA(1.0.0)

EPOE-Forked: Royalty DLC expansion(vat.epoeforkedroyalty): (no assemblies)

EPOE-Forked: Alien expansion + patcher(tarojun.epoeforked.alienexpansionpatcher): (no assemblies)

EPOE retexture(JGH.EPOE): (no assemblies)

Cybernetic Organism and Neural Network(kikohi.cybernetic)[mv:2.0.1.0]: CONN(1.0.0)

Alpha Animals(sarg.alphaanimals): AchievementsExpanded(1.3.7862.41411), AlphaBehavioursAndEvents(1.0.0)

Medical System Expansion 2(MSE2.Core)[mv:4.8]: JPatchOperation(av:1.0.0,fv:1.0.0), MSE2-Core(2.4.8.2)

Vanilla UI Expanded(vanillaexpanded.ui): VUIE(1.0.0)

Dubs Mint Menus(Dubwise.DubsMintMenus): 0Harmony(2.2.0), DubsMintMenus(av:1.2.8050.17658,fv:1.0.0)

Show Draftees Weapon(targhetti.ShowDrafteesWeapon): 0Harmony(av:2.2.0,fv:2.0.0.8), ShowDrafteesWeapon(1.0.0)

CM Color Coded Mood Bar [1.1+](CrashM.ColorCodedMoodBar.11): 0Harmony(av:2.2.0,fv:2.1.1), 1SettingsHelper(av:0.19.1.38272,fv:0.19.1), CMColoredMoodBar(1.3.3136.1)

Heat Map (Continued)(Syrus.HeatMap): HeatMap(1.3.16)

RPG Style Inventory Revamped(Sandy.RPGStyleInventory.avilmask.Revamped): CEPatches(1.0.0), Sandy\_Detailed\_RPG\_Inventory(1.0.0)

DDI - Deep Drill Indicator(georodin.deepdrillindicator): DeepDrill-Indicator(1.0.0)

Vanilla Social Interactions Expanded(VanillaExpanded.VanillaSocialInteractionsExpanded): VanillaSocialInteractionsExpanded(1.0.0.1)

Mad Skills(ratys.madskills)[mv:2.5.0.0]: 0Harmony(av:2.2.0,fv:1.2.0.1), MadSkills(1.0.0)

Defensive Positions(UnlimitedHugs.DefensivePositions): 0MultiplayerAPI(av:0.2.0,fv:0.3.0), DefensivePositions(av:1.7.0,fv:1.11.0)

Allow Tool(UnlimitedHugs.AllowTool): AllowTool(av:3.6.0,fv:3.11.1)

Simple sidearms(PeteTimesSix.SimpleSidearms): SimpleSidearms(1.4.6)

Pick Up And Haul(Mehni.PickUpAndHaul): IHoldMultipleThings(av:0.1.0,fv:1.0.0), PickUpAndHaul(1.0.0)

While You're Up / PUAH+(CodeOptimist.JobsOfOpportunity): JobsOfOpportunity(3.1.4.3561)

Trading Control(TradingControl.Common.Core): TradingControl(av:21.7.14.28171,fv:21.7.14.17)

Share The Load(Uuugggg.ShareTheLoad): Share\_The\_Load(1.0.0)

TD Enhancement Pack(Uuugggg.TDPack): TD\_Enhancement\_Pack(av:1.0.0,fv:1.3.8)

Realistic Rooms Rewritten(Lucifer.RealisticRooms): RealisticRoomsRewritten(1.0.0)

Quest Reward Rebalance(SGC.quests)[mv:2.0]: (no assemblies)

Argon's Basic Components(Argon.BC): 1ModBase(1.0.0), BasicComps(1.0.0)

Vanilla Events Expanded(VanillaExpanded.VEE)[mv:1.1.0]: VEE(1.0.0)

Vanilla Books Expanded(VanillaExpanded.VBooksE): VanillaBooksExpanded(1.0.0)

Vanilla Brewing Expanded(VanillaExpanded.VBrewE): VanillaBrewingExpanded(1.0.0)

Vanilla Brewing Expanded - Coffees and Teas(VanillaExpanded.VBrewECandT): (no assemblies)

Vanilla Fishing Expanded - Fishing Treasures AddOn(VanillaExpanded.VCEFAddon): (no assemblies)

Fish Traps(warlocksforge.fishtraps): FishTraps(1.0.0)

[RF] Fishing-ReWork(RainbeausFishing.ReworkMod): Rainbeau's Fishing(1.0.8)

[RF] Fishing-ReWork Seafood and Sushi Addon(RainbeausFishing.ReworkMod.seafoodAddon): (no assemblies)

Vanilla Plants Expanded(VanillaExpanded.VPlantsE): VanillaPlantsExpanded(1.0.0)

Vanilla Plants Expanded - More Plants(VanillaExpanded.VPlantsEMore): VanillaPlantsExpandedMorePlants(1.0.0)

Vanilla Plants Expanded - Succulents(VanillaExpanded.VPlantsESucculents): (no assemblies)

Erin's Hot Drinks(Erin.HotDrink): (no assemblies)

[KYD] Zucchini!(KYD.Zucchini): (no assemblies)

Erin's Japanese Cuisine(Erin.JapaneseCuisine): (no assemblies)

[KYD] Baked Bread(KYD.BakedBread): (no assemblies)

Bill Doors' Instant Noodles(3HSTltd.Foods.InstaNoodles): BDsInstantNoodle(1.0.0 [no FileVersionInfo])

VFME - Simple Tofu!(VFME.SimpleTofu): (no assemblies)

Salted Meat 2.0(Argon.SaltedMeatRemake): (no assemblies)

Evaporation Pond(joeyjoejoeshabidoo.EvaporationPond): 0Harmony(av:2.2.0,fv:2.1.0), EvaporationPond(1.0.0)

Vanilla Furniture Expanded(VanillaExpanded.VFECore)[mv:1.1.0]: AOMoreFurniture(1.0.0), VFEProduction(1.0.0)

Vanilla Furniture Expanded - Architect(VanillaExpanded.VFEArchitect): VFEArchitect(1.0.0)

Vanilla Furniture Expanded - Art(VanillaExpanded.VFEArt)[mv:1.0.3]: (no assemblies)

Vanilla Furniture Expanded - Farming(VanillaExpanded.VFEFarming)[mv:1.0.1.0]: VFEF(1.0.0)

Vanilla Furniture Expanded - Medical Module(VanillaExpanded.VFEMedical)[mv:1.1.0]: AOMoreMedical(1.0.0)

Vanilla Furniture Expanded - Power(VanillaExpanded.VFEPower): VanillaPowerExpanded(1.0.0)

Vanilla Furniture Expanded - Production(VanillaExpanded.VFEProduction)[mv:1.0.3.0]: VFEProduction(1.0.0)

Vanilla Furniture Expanded - Props and Decor(VanillaExpanded.VFEPropsandDecor): (no assemblies)

Vanilla Furniture Expanded - Security(VanillaExpanded.VFESecurity)[mv:1.1.1.0]: VFESecurity(1.1.2.2)

Vanilla Furniture Expanded - Spacer Module(VanillaExpanded.VFESpacer): MFSpacer(av:1.1.3,fv:1.0.0)

ESCP FCP SkyRim Iron Power Armor(Rick.FCPESCPSkyRim): ApparelExtension(1.0.0)

Vanilla Apparel Expanded — Accessories(VanillaExpanded.VAEAccessories): VAE Accessories(1.0.0)

More Utility Packs(SGC.moreutilitypacks)[mv:2.1]: (no assemblies)

Dubs Rimkit(Dubwise.DubsRimkit): 0Harmony(av:2.2.0,fv:2.1.0), Dubs Rimkit(av:1.5.7856.22774,fv:1.0.0)

Packs Are Not Belts(turnovus.submod.backpacksarenotbelts): NudistsIgnoreUtilities(1.0.0), HeavyWeaponsAcceptAllUtilities(1.0.0)

Vanilla Armour Expanded(VanillaExpanded.VARME)[mv:1.2.0]: (no assemblies)

Rimworld: Spartan Foundry (Continued)(Mlie.RimworldSpartanFoundry)[mv:1.0.2.0]: AchievementsExpanded(1.3.7862.41411), SpartanFoundryAchievements(0.0.0)

Prestige Specialist Armours(PrestigePhoenix.maltum): (no assemblies)

Project Mjolnir - Mark VII Power Armor(hlx.ProjectMjolnir.MarkVII): (no assemblies)

Vanilla Weapons Expanded - Coilguns(VanillaExpanded.VWEC): 0Harmony(av:2.2.0,fv:2.0.0.7), CompOversizedWeapon(av:1.0.0,fv:1.1.2.2)

Vanilla Weapons Expanded - Grenades(VanillaExpanded.VWEG): (no assemblies)

Vanilla Weapons Expanded - Makeshift(VanillaExpanded.VWEMS): (no assemblies)

Vanilla Weapons Expanded - Non-Lethal(VanillaExpanded.VWENL): OPToxic(1.0.0)

Vanilla Weapons Expanded - Quickdraw(VanillaExpanded.VWEQ)[mv:1.1.0]: (no assemblies)

Vanilla Weapons Expanded - Tribal(VanillaExpanded.VWETB): (no assemblies)

[HRK] Gun Nut - CORE(Harkon.GunNut.CORE): (no assemblies)

[HRK] Gun Nut - Chapter #1(Harkon.GunNut.Chapter1): (no assemblies)

[HRK] Gun Nut - Chapter #2(Harkon.GunNut.Chapter2): (no assemblies)

[HRK] Gun Nut - Community Pack(Harkon.GunNut.Community): (no assemblies)

[HRK] Gun Nut - "Item 62" Gauss Rifle(Harkon.GunNut.GaussRifle): (no assemblies)

[HRK] Gun Nut - AAC Honey Badger(Harkon.GunNut.AACHoneyBadger): (no assemblies)

[HRK] Gun Nut - FN SCAR(Harkon.GunNut.FNSCAR): (no assemblies)

[HRK] Gun Nut - KRISS Vector(Harkon.GunNut.KRISSVector): (no assemblies)

[HRK] Gun Nut - SIG Sauer NGSW(Harkon.GunNut.SIGSauerNGSW): (no assemblies)

FCP Makeshift Handguns(Rick.FCPMKSH): (no assemblies)

FCP Makeshift Weapons Pack(Rick.Lunz.FCPMKS): (no assemblies)

FCP Makeshift Rifles(Rick.FCPMKSR): (no assemblies)

Altherian Export - Elemental Weaponry(zomuro.AltherianExport): 0Harmony(av:2.2.0,fv:2.0.0.8), AltherianExport(1.0.0), CompOversizedWeapon(av:1.0.0,fv:1.1.2.2)

Seventh Seraph Weapons(Seventh.Seraph.Weapons): (no assemblies)

HALO: Rimworld Psychic Pulse Armory (Continued)(Mlie.HaloRimworldPsychicPulseArmory)[mv:1.0.2.0]: HRPPA(0.0.0)

Destiny 2 Exotic Weapons(D2.Exotic.Weapons): (no assemblies)

Destiny 2 Weapon Package - Fusion Rifle(Destiny2.Weapon.FR): (no assemblies)

Destiny 2 Weapon Package - Power Weapon(Destiny2.Weapon.Power): (no assemblies)

Destiny 2 Weapon Package - Hand Cannon(Destiny2\_Weapon\_HC): (no assemblies)

Advanced soup pot(Argon.ASP): (no assemblies)

[JPT] Open The Windows(JPT.OpenTheWindows): JPTools(av:1.0.0,fv:1.0.0), OpenTheWindows(av:2.0.0,fv:2.3.1)

RT Solar Flare Shield(ratys.rtsolarflareshield)[mv:1.6.0.0]: 0Harmony(av:2.2.0,fv:1.2.0.1), RT\_SolarFlareShield(1.0.0)

RT Fuse(ratys.rtfuse)[mv:1.5.0.0]: 0Harmony(av:2.2.0,fv:1.2.0.1), RT\_Fuse(1.0.0)

Utility Columns(nephlite.orbitaltradecolumn): RimWorldColumns(1.0.0)

Utility Columns Royalty Patch(jgh.utilitycolumn.royaltypatch): (no assemblies)

[WD] Small Solar Panels(Wemd.SmallSolarPanels): SmallSolarPanels(1.0.0)

[JDS] Simple Storage(JangoDsoul.SimpleStorage): (no assemblies)

[JDS] Simple Storage - Refrigeration(JangoDsoul.SimpleStorage.Ref): (no assemblies)

Human Power Generator Mod(FLASHPOINT55.HumanPowerGeneratorMod): Humanpowergeneratormod(1.0.0)

Human Power Generator retexture(JGH.humangenerator): (no assemblies)

MendAndRecycle(notfood.MendAndRecycle)[mv:1.0.1.0]: MendAndRecycle(0.0.0)

Repair Mod retexture(JGH.RepairWorkbench): (no assemblies)

ADE Advanced Turrets(ADE.AdvancedTurrets.Mod)[mv:0.1.2.9]: (no assemblies)

ADE Advanced Turrets +(ZXT.AdvancedTurretsA.Mod)[mv:0.1.3.2]: (no assemblies)

ADE Pulse Turrets(ADE.pulseTurrets.Mod)[mv:0.1.3.5]: (no assemblies)

[RF] Advanced Bridges Continued [1.0+](Troopersmith1.AdvancedBridges1.1): Rainbeau's Advanced Bridges(1.0.7887.38522)

[SYR] Metallic Batteries(syrchalis.metallicbatteries)[mv:1.3.0]: MetallicBatteries(av:1.3.0,fv:1.3.0)

[KV] Change Dresser(changedresser.kv.rw): 0Harmony(av:2.2.0,fv:1.2.0.1), ChangeDresser(1.0.0), MendingChangeDresserPatch(1.0.0)

[KV] Change Mirror(changemirror.kv.rw): ChangeMirror(1.0.0)

[SYR] Doormats(syrchalis.doormats): SyrDoorMats(1.0.0)

Egg Incubator(Mlie.EggIncubator)[mv:1.0.6.0]: EggIncubator(av:1.0.0,fv:1.0.6), VersionFromManifest(0.0.0)

ED-Laser-Drill(Jaxxa.EnhancedDevelopment.LaserDrill): ED-LaserDrill(1.0.0)

Omni Core Drill (Continued)(Mlie.OmniCoreDrill)[mv:1.0.1.0]: OmniCoreDrill(0.0.0)

Mechanized Armor Set(JangoDsoul.Mechanized): CompOversizedWeapon(av:1.0.0,fv:1.1.2.2), Pizzacat\_MechanizedArmor(1.0.0)

Persona Bond Forge(xedos.personabond): (no assemblies)

Persona Bond Patch for HALO Psychic Pulse Armory(Daria40K.PersonaBondPatch.HALOPsychicPulse): (no assemblies)

Persona Bond Patch for VFE - Vikings(Daria40K.PersonaBondPatch.VFEVikings): (no assemblies)

Persona Bond Patch for VWE - Coilguns(Daria40K.PersonaBondPatch.VWECoilguns): (no assemblies)

Industrial Melee(Tyrannical\_Elmo.IndustrialMelee): 0Harmony(av:2.2.0,fv:2.1.0), CompOversizedWeapon(1.0.0), CPBackpacks\_1.1(1.0.0), IndustrialMelee(1.0.0)

Rimsenal - Rimhair(rimsenal.hair): (no assemblies)

Storyteller hair(sakama.StorytellerHair): (no assemblies)

[O21] Extended Hair(neronix17.hairstyles): (no assemblies)

[Beta]Anime Hair(Beta.AnimeHair): (no assemblies)

Roo's Dreadlock Hairstyles(Rooboid938.RooOsHDreadlockHHairstyles): (no assemblies)

Roo's Glasses Hairstyles(Rooboid613.RooOsHGlassesHHairstyles): (no assemblies)

Roo's HD Hairstyles(Rooboid586.RooOsHHDHHairstyles): (no assemblies)

Roo's Royalty Hairstyles(Rooboid.Royalhair): (no assemblies)

Roo's Tattoos - Starter Pack (Rooboid.RooTattoo): (no assemblies)

Erin's Hairstyles - Redux(Erin.Hairredux): (no assemblies)

FE3H Ashen Wolves Hair(MengDe.FE3H.AshenWolvesHair)[mv:1.0.1]: (no assemblies)

FE3H Black Eagles Hair(MengDe.FE3H.BlackEaglesHair)[mv:1.0.1]: (no assemblies)

FE3H Blue Lions Hair(MengDe.FE3H.BlueLionsHair)[mv:1.0.3]: (no assemblies)

FE3H Golden Deer Hair(MengDe.FE3H.GoldenDeerHair)[mv:1.0.1]: (no assemblies)

FE3H Misc Hair(MengDe.FE3H.MiscHair)[mv:1.0.3]: (no assemblies)

[SS]Lovely Hair Style(BJIS.LovelyHairStyle): (no assemblies)

Princess Connect! Re:dive Summer Dress(mlmlmlm.priconesummerdress): (no assemblies)

Gradient Hair(automatic.gradienthair): 0Harmony(av:2.2.0,fv:2.0.2), GradientHair(1.0.350.854)

[KV] Show Hair With Hats or Hide All Hats(showhair.kv.rw)[ov:1.3.2.6]: 0Harmony(av:2.2.0,fv:1.2.0.1), ShowHair(1.0.0)

Vanilla Ideology Expanded - Memes and Structures(VanillaExpanded.VMemesE): VanillaMemesExpanded(1.0.0)

Vanilla Ideology Expanded - Icons and Symbols(VanillaExpanded.Ideo.IconsandSymbols): (no assemblies)

Vanilla Ideology Expanded - Dryads(VanillaExpanded.Ideo.Dryads): VanillaIdeologyExpandedDryads(1.0.0)

Vanilla Ideology Expanded - Hats and Rags(VanillaExpanded.VIEHAR): (no assemblies)

Vanilla Ideology Expanded - Relics and Artifacts(VanillaExpanded.Ideo.RelicsAndArtifacts): (no assemblies)

Alpha Memes(Sarg.AlphaMemes): AlphaMemes(1.0.0)

MorrowRim - Bloodmoon(SirMashedPotato.MorrowRim.Bloodmoon)[mv:1.3.10]: MorrowRim\_Bloodmoon(1.0.0)

MorrowRim - Bonewalkers(SirMashedPotato.MorrowRim.Bonewalkers)[mv:1.0.3]: DessicateOnDeath(1.0.0), MorrowRim\_Bonewalkers(1.0.0), PreventDisease(1.0.0), PreventTrainingDecay(1.0.0), PreventWoundInfection(1.0.0)

MorrowRim - Trolls(SirMashedPotato.MorrowRim.Trolls)[mv:1.2.15]: MorrowRim\_Trolls(1.0.0)

Rimsenal - Augmented Vanilla Pack(rimsenal.EVP): (no assemblies)

Rimsenal - Security pack(rimsenal.security): (no assemblies)

Rimsenal - Federation Faction Pack(rimsenal.federation): (no assemblies)

Rimsenal - Feral Faction Pack(rimsenal.feral): (no assemblies)

Simple Rimsenal Bench(JGH.rimsenalbench): (no assemblies)

[O21] Outer Rim Galaxies(neronix17.outerrim.galaxies): OuterRim(1.0.0)

[O21] Halo: RimWorld Evolved [DevBuild](neronix17.haloevolved): Halo(1.0.0)

Vanilla Factions Expanded - Ancients(VanillaExpanded.VFEA): VFEAncients(1.0.0)

Vanilla Factions Expanded - Pirates(OskarPotocki.VFE.Pirates): VFEPirates(1.0.0)

Vanilla Factions Expanded - Vikings(OskarPotocki.VFE.Vikings): VFEV(1.0.0)

Vanilla Factions Expanded - Settlers(OskarPotocki.VanillaFactionsExpanded.SettlersModule)[mv:1.2.0.0]: VFE\_Settlers(1.0.0), Warmup(1.0.0)

Kit's VFE Weapons(KIT.VFEWeapons): CompOversizedWeapon(1.0.0)

DOOM - Factions (Continued)(Mlie.DoomFactions)[mv:1.3.4]: (no assemblies)

TasteOfVanilla-ish Doom Retexture(ICC.TOV.Doom): (no assemblies)

Dont settle there?(hlx.dontsettlethere): (no assemblies)

Race to the Rim(sargoskar.racetotherim): AchievementsExpanded(1.3.7862.41411), RttRAnimalBehaviours(1.0.0)

Vanilla Hair Expanded(VanillaExpanded.VHE)[mv:1.0.3]: 0Harmony(av:2.2.0,fv:2.0.0.7), VanillaHairExpanded(1.2.0)

Vanilla Animals Expanded — Arid Shrubland(VanillaExpanded.VAEAS)[mv:1.1.0]: VAEShrubland(1.0.0)

Vanilla Animals Expanded — Australia(VanillaExpanded.VAEAU)[mv:1.0.2]: (no assemblies)

Vanilla Animals Expanded — Boreal Forest(VanillaExpanded.VAEBF)[mv:1.0.0]: (no assemblies)

Vanilla Animals Expanded — Cats and Dogs(VanillaExpanded.VAECD)[mv:1.0.1]: (no assemblies)

Vanilla Animals Expanded — Caves(VanillaExpanded.VAECaves): VAECaves(1.0.0)

Vanilla Animals Expanded — Desert(VanillaExpanded.VAED)[mv:1.0.0]: (no assemblies)

Vanilla Animals Expanded — Endangered(VanillaExpanded.VAEEndAndExt): AEXPAnimalBehaviours(1.0.0), VanillaAnimalsExpandedEndangered(1.0.0)

Vanilla Animals Expanded — Extreme Desert(VanillaExpanded.VAEED)[mv:1.0.0]: (no assemblies)

Vanilla Animals Expanded — Ice Sheet(VanillaExpanded.VAEIS)[mv:1.0.1]: (no assemblies)

Vanilla Animals Expanded — Temperate Forest(VanillaExpanded.VAETF): VAEShrubland(1.0.0)

Vanilla Animals Expanded — Tropical Rainforest(VanillaExpanded.VAETR)[mv:1.0.2]: (no assemblies)

Vanilla Animals Expanded — Tropical Swamp(VanillaExpanded.VAETS)[mv:1.0.1]: (no assemblies)

Vanilla Animals Expanded — Tundra(VanillaExpanded.VAET)[mv:1.0.3]: (no assemblies)

Insects have chitin(SirMashedPotato.InsectsHaveChitin)[mv:3.1.6]: Chitin(1.0.0)

Erin's Mountain Animals(Erin.Mountain): (no assemblies)

Megafauna(Spino.Megafauna): (no assemblies)

Anima Animals(xrushha.AnimaAnimals): AnimaAnimals(1.0.0)

StarWars Animal Collection(Guy.StarWarsAnimalCollection): (no assemblies)

Wolves Den - Legendary Wolves(RebelRabbit.DireWolves): 0Harmony(av:2.2.0,fv:2.0.4), DireWolves(1.0.0)

Vanilla Textures Expanded(VanillaExpanded.VTEXE)[mv:1.0.0]: VanillaTexturesExpanded(1.0.1)

Animal Variety Coats(cucumpear.azrael.varietycoats): (no assemblies)

Rimsenal Style Pack - Sophian(rimsenal.Sophian): (no assemblies)

Rimsenal Style Pack - Techist(rimsenal.Techist): (no assemblies)

Better Vanilla Masking(Owlchemist.BetterVanillaMasking): (no assemblies)

Bionic icons(automatic.bionicicons): BionicIcons(1.0.0)

[O21] Rimsenal Hair Retextured(Neronix17.Retexture.RimsenalRimhair): (no assemblies)

[O21] Vanilla Hair Retextured(Neronix17.Retexture.VanillaHair): (no assemblies)

Cash Register(Orion.CashRegister)[mv:1.3.1.1]: CashRegister(av:1.0.0,fv:1.3.1.1)

Gastronomy(Orion.Gastronomy)[mv:1.3.1.0]: CashRegister(av:1.0.0,fv:1.3.1.1), Gastronomy(av:1.0.0,fv:1.3.1)

Hospitality(Orion.Hospitality)[mv:1.3.1.4]: 0MultiplayerAPI(av:0.2.0,fv:0.3.0), Hospitality(av:1.0.0,fv:1.3.1.4)

Dubs Bad Hygiene(Dubwise.DubsBadHygiene): 0DubCore(1.0.0), 0Harmony(av:2.2.0,fv:2.1.1), 0MultiplayerAPI(av:0.2.0,fv:0.3.0), BadHygiene(av:2.7.7273.33335,fv:1.0.0)

[JWL] Fish Hatcheries(jwl.fishhatcheries): (no assemblies)

Rimefeller(Dubwise.Rimefeller): 0Harmony(av:2.2.0,fv:2.1.1), 0MultiplayerAPI(av:0.2.0,fv:0.3.0), Rimefeller(av:1.2.7175.25675,fv:1.0.0)

OgreStack(Ogre.OgreStack): OgreStack(1.0.0)

RocketMan - Performance Mod(Krkr.RocketMan): Cosmodrome(0.6.3.2196), Proton(1.0.0 [no FileVersionInfo]), Soyuz(1.0.0 [no FileVersionInfo])

Active Harmony patches:

ActiveDropPod.PodOpen: PRE: SRTS.HarmonyTest\_dp.Prefix, MapReroll.Patches.ActiveDropPod\_PodOpen\_Patch.RecordPodContents

AddictionUtility.CanBingeOnNow: PRE: Hospitality.Patches.AddictionUtility\_Patch+CanBingeOnNow.Prefix post: AlienRace.HarmonyPatches.CanBingeNowPostfix

AddictionUtility.CheckDrugAddictionTeachOpportunity: PRE: O21Toolbox.HarmonyPatches.Patch\_AddictionUtility\_CheckDrugAddictionTeachOpportunity.Prefix

AgeInjuryUtility.GenerateRandomOldAgeInjuries: PRE: AlienRace.HarmonyPatches.GenerateRandomOldAgeInjuriesPrefix

AgeInjuryUtility.RandomHediffsToGainOnBirthday: post: AlienRace.HarmonyPatches.RandomHediffsToGainOnBirthdayPostfix

Alert\_ActivatorCountdown..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_AgeReversalDemandNear..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_AnimaLinkingReady..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_AnimalFilth..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_AnimalPenNeeded..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_AnimalPenNotEnclosed..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_AnimalRoaming..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_AwaitingMedicalOperation..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_BestowerWaiting..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_BilliardsTableOnWall..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_BlockedSewer..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_BloodmoonTracker..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Boredom..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Boredom.GetReport: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_Boredom\_GetReport.Prefix, Androids.HarmonyPatches.CompatPatch\_Boredom\_GetReport

Alert\_BrawlerHasRangedWeapon..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_BrawlerHasRangedWeapon.GetReport: PRE: MVCF.Harmony.Brawlers.GetReport\_Prefix

Alert\_Burning..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_CannotBeUsedRoofed..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_CaravanIdle..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_CasketOpening..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_CliffRacerExtinction..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ColonistLeftUnburied..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ColonistNeedsRescuing..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ColonistNeedsTend..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ColonistsIdle..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ConnectedPawnNotAssignedToPlantCutting..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ConsoleTab..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ContamLevels..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ContaminatedTower..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Corruption\_High..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Corruption\_Low..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_DateRitualComing..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Deterioration..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_DisallowedBuildingInsideMonument..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_DormanyWakeUpDelay..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_DrillingPhase..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_EmergencySignalCooldown..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_EmergencySignalTransmitted..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Exhaustion..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_FireInHomeArea..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_FuelNodeIgnition..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_GauranlenTreeWithoutProductionMode..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_GuestCantClaimBed..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_GuestHasNoFood..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_GuestNotEnoughBeds..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Heatstroke..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_HitchedAnimalHungryNoFood..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_HunterHasShieldAndRangedWeapon..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_HunterLacksRangedWeapon..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_HunterLacksRangedWeapon.get\_HuntersWithoutRangedWeapon: post: PeteTimesSix.SimpleSidearms.Intercepts.Alert\_HunterLacksRangedWeapon\_HuntersWithoutRangedWeapon\_Postfix.HuntersWithoutRangedWeapon

Alert\_Hypothermia..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_HypothermicAnimals..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_IdeoBuildingDisrespected..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_IdeoBuildingMissing..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ImmobileCaravan..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_InfestationDelay..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_LifeThreateningHediff..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_LifeThreateningHediff.GetExplanation: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Alert\_LowFood..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_LowFood.GetExplanation: post: TD\_Enhancement\_Pack.Alerts.AlertPatchNameMap\_Food.Postfix

Alert\_LowMechanoidParts..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_LowMedicine..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_LowMedicine.GetExplanation: post: TD\_Enhancement\_Pack.Alerts.AlertPatchNameMap\_Medicine.Postfix

Alert\_MaintenanceLow..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MaintenanceVeryLow..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MajorOrExtremeBreakRisk..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MinifiedTreeAboutToDie..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MinorBreakRisk..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MissingPump..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MissingSidearm..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MissingTower..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MissingWell..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_MonumentMarkerMissingBlueprints..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedBatteries..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedColonistBeds..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedDefenses..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedDoctor..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedJoySources..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedMealSource..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedMeditationSpot..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedMiner..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedResearchProject..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedSlaveBeds..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedWarden..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NeedWarmClothes..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NoBill..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NoRecentSlaughter..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NoRegister..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NoUrgentStorage..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NoWaiter..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_NotEnoughPlatforms..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_PasteDispenserNeedsHopper..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_PasteDispenserNeedsHopper.get\_BadDispensers: PRE: RimFridge.Patch\_Alert\_PasteDispenserNeedsHopper\_BadDispensers\_Getter.Prefix

Alert\_PennedAnimalHungry..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_PowerLow..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_PredatorInPen..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_QuestExpiresSoon..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RitualObligation..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RitualObligationMulti..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RogueAI\_DrainingMood..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RogueAI\_MoodLow..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RogueAI\_MoodVeryLow..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RogueAI\_NoPower..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RolesEmpty..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RoyalNoAcceptableFood..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_RoyalNoThroneAssigned..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ShieldUserHasRangedWeapon..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ShuttleLandingBeaconUnusable..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_SlaveRebellionLikely..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_SlavesUnattended..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_SlavesUnsuppressed..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_StarvationAnimals..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_StarvationColonists..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_StatsLearning..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_TatteredApparel..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ThroneroomInvalidConfiguration..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_TimedMakeFactionHostile..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_TimedRaidsArriving..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_TitleRequiresBedroom..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_Toxic..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_ToxicFallout..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_UndignifiedBedroom..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_UndignifiedThroneroom..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_UnhappyNudity..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_UnusableMeditationFocus..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_UnusableMeditationFocus.Alert\_PermitAvailable..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_WaterTemp..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

Alert\_WindBlocker..ctor: post: Proton.Alert\_Constructor\_Patch.Postfix

AlertsReadout..ctor: post: Proton.AlertsReadout\_Constructor\_Patch.Postfix

AlertsReadout.AlertsReadoutOnGUI: TRANS: Proton.AlertsReadout\_AlertsReadoutOnGUI\_Patch.Transpiler

AlertsReadout.AlertsReadoutUpdate: TRANS: Proton.AlertsReadout\_AlertsReadoutUpdate\_Patch.Transpiler

AndroidLikeHediff.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

AnimalPenUtility.NeedsToBeManagedByRope: post: GiddyUpCaravan.Harmony.AnimalPenUtility\_NeedsToBeManagedByRope.Postfix

ApparelGraphicRecordGetter.TryGetGraphicApparel: TRANS: VFECore.Patch\_ApparelGraphicRecordGetter\_TryGetGraphicApparel\_Transpiler.Transpiler

ApparelLayerDef.get\_IsUtilityLayer: post: HeavyWeaponsAcceptAllUtilities.UtilityLayerPatch.Postfix

ApparelUtility.HasPartsToWear: post: WhatTheHack.Harmony.ApparelUtility\_HasPartsToWear.Postfix

Apparel\_Shield.DrawWornExtras: post: HeavyMelee.Harmony\_ExosuitHeavyWeapon.DrawWornExtraPost

ArchitectCategoryTab.CacheSearchState: post: VUIE.ArchitectModule.FixUnique

ArchitectCategoryTab.DesignationTabOnGUI: PRE: VUIE.ArchitectModule.UpdateCurrentTab

ArchitectCategoryTab.Matches: PRE: VUIE.ArchitectModule.CustomMatch

AreaAllowedGUI.DoAllowedAreaSelectors: TRANS: TD\_Enhancement\_Pack.DoAllowedAreaSelectors\_Patch.Transpiler

AreaAllowedGUI.DoAreaSelector: TRANS: TD\_Enhancement\_Pack.DoAreaSelector\_Patch.Transpiler

AreaManager.CanMakeNewAllowed: PRE: TD\_Enhancement\_Pack.AreaManager\_CanMakeNewAllowed.Prefix

AreaManager.NotifyEveryoneAreaRemoved: post: TD\_Enhancement\_Pack.NotifyEveryoneAreaRemoved\_Patch.Postfix

AreaManager.TryMakeNewAllowed: post: TD\_Enhancement\_Pack.TryMakeNewAllowed\_Patch.Postfix

AreaManager.UpdateAllAreasLinks: PRE: DubsBadHygiene.Patches.HarmonyPatches+H\_UpdateAllAreasLinks.Prefix

Area\_Allowed.get\_ListPriority: post: TD\_Enhancement\_Pack.AreaOrder.Postfix

Area\_Home.Set: PRE: TD\_Enhancement\_Pack.NeverHomeArea.Prefix

ArmorUtility.ApplyArmor: post: GiddyUpCore.Harmony.ArmorUtility\_ApplyArmor.Postfix, GiddyUpCore.Harmony.ArmorUtility\_ApplyArmor.Postfix TRANS: VFECore.Patch\_ArmorUtility+ApplyArmor.Transpiler

ArmorUtility.GetPostArmorDamage: PRE: VFECore.Patch\_ArmorUtility+GetPostArmorDamage.Prefix post: VFEAncients.PowerWorker\_Blunt.ChangeType

AttackTargetFinder.BestAttackTarget: TRANS: VFESecurity.Patch\_AttackTargetFinder+manual\_BestAttackTarget.Transpiler

AttackTargetFinder.BestShootTargetFromCurrentPosition: TRANS: VFESecurity.Patch\_AttackTargetFinder+BestShootTargetFromCurrentPosition.Transpiler

AutoBuildRoofAreaSetter.TryGenerateAreaNow: post: VFEMech.AutoBuildRoofAreaSetter\_TryGenerateAreaNow.Postfix

AutoUndrafter.AutoUndraftTick: post: PeteTimesSix.SimpleSidearms.Intercepts.AutoUndrafter\_AutoUndraftTick\_Postfix.AutoUndraftTick

AvoidGrid.Notify\_BuildingDespawned: post: CashRegister.TableTops.\_AvoidGrid\_Patch+Notify\_BuildingDespawned.Postfix

AvoidGrid.Notify\_BuildingSpawned: post: CashRegister.TableTops.\_AvoidGrid\_Patch+Notify\_BuildingSpawned.Postfix

BackCompatibility.BackCompatibleDefName: PRE: VFEMedieval.Patch\_BackCompatibility+BackCompatibleDefName.Prefix post: MSE2.BackCompatibility.ConvertDefNames.Convert

BackCompatibilityConverter\_0\_18.PostExposeData: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

BackCompatibilityConverter\_1\_2.BackCompatibleDefName: PRE: CashRegister.Compatibility.\_BackCompatibilityConverter\_1\_2\_Patch+BackCompatibleDefName.Prefix

BackCompatibilityConverter\_1\_2.GetBackCompatibleType: PRE: CashRegister.Compatibility.\_BackCompatibilityConverter\_1\_2\_Patch+GetBackCompatibleType.Prefix

BackCompatibilityConverter\_Universal.GetBackCompatibleType: PRE: Gastronomy.Compatibility.\_BackCompatibilityConverter\_Universal\_Patch+GetBackCompatibleType.Prefix

BaseGenUtility.IsCheapWallStuff: post: Rimefeller.HarmonyPatches+Harmony\_IsCheapWallStuff.Postfix

BattleLogEntry\_DamageTaken.DamagedBody: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

BattleLogEntry\_ExplosionImpact.DamagedBody: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

BattleLogEntry\_MeleeCombat.DamagedBody: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

BattleLogEntry\_RangedImpact..ctor: PRE: MVCF.Harmony.BatteLog.FixFakeCaster

BattleLogEntry\_RangedImpact.DamagedBody: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

BeachMaker.BeachTerrainAt: post: MorrowRim.BeachMaker\_BeachTerrainAt\_Patch.ReplaceTerrainWithAsh

BeachMaker.Init: PRE: BiomesCore.Patches.BeachMaker\_NoBeachBiomes.Prefix, VanillaBiomes.VanillaBiomesPatches.BeachMaker\_Prefix, [10]MapReroll.Patches.DeterministicGenerationPatcher.DeterministicBeachSetup post: [-10]MapReroll.Patches.DeterministicGenerationPatcher.PopDeterministicRandState

BeautyUtility.CellBeauty: PRE: LWM.DeepStorage.PatchBeautyUtilityCellBeauty.Prefix

BedUtility.WillingToShareBed: post: AlienRace.HarmonyPatches.WillingToShareBedPostfix

Bill.IsFixedOrAllowedIngredient: post: MSE2.HarmonyPatches.Bill\_IsFixedOrAllowedIngredient.CheckForTargetLimb

Bill.PawnAllowedToStartAnew: PRE: AnimalBehaviours.VanillaExpandedFramework\_Bill\_PawnAllowedToStartAnew\_Patch.AvoidBillErrorIfPawnIsAnimal, VanillaTraitsExpanded.PawnAllowedToStartAnew\_Patch.Prefix post: AlienRace.HarmonyPatches.PawnAllowedToStartAnewPostfix

BillStack.DoListing: PRE: DubsMintMenus.Patch\_BillStack\_DoListing.Prefix

BillUtility.IsSurgeryViolationOnExtraFactionMember: post: VFECore.Misc.HireableSystemStaticInitialization.IsSurgeryViolation\_Postfix

Bill\_Medical.Notify\_DoBillStarted: PRE: WhatTheHack.Harmony.Bill\_Medical\_Notify\_DoBillStarted.Prefix

Bill\_Medical.ShouldDoNow: post: WhatTheHack.Harmony.Bill\_Medical\_ShouldDoNow.Postfix

BiomeDef.CommonalityOfAnimal: post: MorrowRim.BiomeDef\_CommonalityOfAnimal\_Patch.ExtinctionPatch, AlphaBehavioursAndEvents.AlphaAnimals\_BiomeDef\_CommonalityOfAnimal\_Patch.MultiplyAlphaAnimalCommonality, RttRAnimalBehaviours.RaceToTheRim\_BiomeDef\_CommonalityOfAnimal\_Patch.MultiplyRaceToTheRimCommonality

BiomeDef.CommonalityOfDisease: post: MorrowRim.BiomeDef\_CommonalityOfDisease\_Patch.ExtinctionPatch

BiomeDef.IsPackAnimalAllowed: post: MorrowRim.BiomeDef\_IsPackAnimalAllowed\_Patch.ExtinctionPatch

Blueprint\_Build.MakeSolidThing: post: RFF\_Code.MakeFramePostfix.Postfix

BodyPartDef.GetMaxHealth: PRE: EBF.Patches.Prefix\_BodyPart\_GetMaxHealth.PreFix post: VFEI.BodyPartDef\_GetMaxHealth\_Postfix.PostFix, CONN.BodyPartDef\_GetMaxHealthPatch.BodyPartDef\_GetMaxHealth\_PostFix

BreachingUtility.FindVerbToUseForBreaching: post: MVCF.Harmony.MiscPatches.FindVerbToUseForBreaching

BuildCopyCommandUtility.BuildCommand: post: MixedStoneBlocks.BuildCopyCommandUtilityPatch+BuildCommandPatch.Postfix

BuildCopyCommandUtility.FindAllowedDesignatorRecursive: post: VUIE.ArchitectModule.FindAllowedDesignatorInGroup

BuildableDef.ForceAllowPlaceOver: post: DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.ForceAllowPlaceOver\_Postfix

Building.DeSpawn: PRE: [800]LWM.DeepStorage.Patch\_Building\_DeSpawn\_For\_Building\_Storage.Prefix

Building.Destroy: PRE: VanillaFurnitureExpanded.Patch\_BuildingDestroy.Prefix

Building.PreApplyDamage: post: VFESecurity.Patch\_Building+PreApplyDamage.Postfix

Building.SpawnSetup: post: OpenTheWindows.Building\_SpawnSetup.Postfix

Building\_Battery.Draw: TRANS: MetallicBatteries.Building\_BatteryPatch.Transpiler

Building\_Bed.GetCurOccupant: PRE: WhatTheHack.Harmony.Building\_Bed\_GetCurOccupant.Prefix

Building\_Bed.GetGizmos: post: Hospitality.Patches.Building\_Bed\_Patch+GetGizmos.Postfix

Building\_Bed.GetSleepingSlotPos: post: WhatTheHack.Harmony.Building\_Bed\_GetSleepingSlotPos.Postfix

Building\_Bed.get\_DrawColor: post: WhatTheHack.Harmony.Building\_Bed\_get\_DrawColor.Postfix

Building\_Bed.set\_ForPrisoners: post: Hospitality.Patches.Building\_Bed\_Patch+ForPrisoners.Postfix

Building\_CommsConsole.GetCommTargets: post: VFECore.Misc.HireableSystemStaticInitialization.GetCommTargets\_Postfix

Building\_Door.PawnCanOpen: PRE: Hospitality.Patches.Building\_Door\_Patch+PawnCanOpen.Prefix

Building\_Door.get\_BlockedOpenMomentary: post: GiddyUpCore.Harmony.Building\_Door\_get\_BlockedOpenMomentary.Postfix

Building\_NutrientPasteDispenser.FindFeedInAnyHopper: PRE: RimFridge.Patch\_Building\_NutrientPasteDispenser\_FindFeedInAnyHopper.Prefix

Building\_NutrientPasteDispenser.HasEnoughFeedstockInHoppers: PRE: RimFridge.Patch\_Building\_NutrientPasteDispenser\_HasEnoughFeedstockInHoppers.Prefix

Building\_PlantGrower.CanAcceptSowNow: post: DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.PlantGrowerCanAcceptSowNow\_Postfix

Building\_PlantGrower.GetGizmos: post: TD\_Enhancement\_Pack.DoNotHarvest\_Building\_Gizmo.Postfix

Building\_PlantGrower.TickRare: PRE: DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.PlantGrowerTickRare\_Prefix

Building\_Storage.GetGizmos: post: TD\_Enhancement\_Pack.BuildingStorage\_GetGizmos\_Patch.InsertUrgentRefillGizmos

Building\_Storage.Notify\_ReceivedThing: post: LWM.DeepStorage.PatchDisplay\_Notify\_ReceivedThing.Postfix

Building\_Storage.SpawnSetup: post: LWM.DeepStorage.PatchDisplay\_SpawnSetup.Postfix

Building\_Trap.Spring: TRANS: VFESecurity.Patch\_Building\_Trap+Spring.Transpiler

Building\_TurretGun.BurstCooldownTime: post: Warmup.Patch\_TurretGun.BurstCooldownTime\_RapidFire\_Postfix

Building\_TurretGun.DrawExtraSelectionOverlays: post: VFEPirates.HarmonyPatches.Building\_TurretGun\_DrawExtraSelectionOverlays\_Patch.Postfix, VFESecurity.Patch\_Building\_TurretGun+DrawExtraSelectionOverlays.Postfix, WhatTheHack.Harmony.Building\_TurretGun\_DrawExtraSelectionOverlays.Postfix TRANS: VFEPirates.HarmonyPatches.Building\_TurretGun\_DrawExtraSelectionOverlays\_Transpiler.Transpiler

Building\_TurretGun.IsValidTarget: post: VFEPirates.HarmonyPatches.Building\_TurretGun\_IsValidTarget\_Patch.Postfix, VFEMech.Building\_TurretGun\_IsValidTarget.Postfix

Building\_TurretGun.OrderAttack: post: VFESecurity.Patch\_Building\_TurretGun+OrderAttack.Postfix

Building\_TurretGun.Tick: post: WhatTheHack.Harmony.Building\_TurretGun\_Tick.Postfix

Building\_TurretGun.TryStartShootSomething: PRE: VFEAncients.HarmonyPatches.PointDefensePatches.TryShootProjectile, VFESecurity.Patch\_Building\_TurretGun+TryStartShootSomething.Prefix

Building\_TurretGun.get\_AttackVerb: PRE: VFEAncients.HarmonyPatches.PointDefensePatches.OverrideAttackVerb

Building\_TurretGun.get\_CanSetForcedTarget: post: WhatTheHack.Harmony.Building\_TurretGun\_get\_CanSetForcedTarget.Postfix

CE\_JobGiver\_TakeAndEquip\_TryGiveJob.Stub: TRANS: WhatTheHack.Harmony.CE\_JobGiver\_TakeAndEquip\_TryGiveJob.Transpiler

CameraDriver.Update: post: Soyuz.Patches.CameraDriver\_Patch.Postfix TRANS: TD\_Enhancement\_Pack.ZoomToMouse.Transpiler

Caravan.AddPawn: PRE: [800]ChangeDresser.Patch\_Caravan\_AddPawn.Prefix

Caravan.GetGizmos: post: Outposts.HarmonyPatches.AddCaravanGizmos, SRTS.StartUp.LaunchAndBombGizmosPassthrough

Caravan.GetInspectString: post: Outposts.HarmonyPatches.AddRestingAtOutpost

Caravan.Tick: post: WhatTheHack.Harmony.Caravan\_Tick.Postfix

Caravan.get\_NightResting: PRE: Androids.HarmonyPatches.Patch\_Caravan\_NightResting

CaravanEnterMapUtility.Enter: PRE: PeteTimesSix.SimpleSidearms.Intercepts.CaravanEnterMapUtility\_Enter.Prefix, MapReroll.Patches.CaravanEnterMapUtility\_Enter\_Patch.RecordPlayerAddedMapThings post: PeteTimesSix.SimpleSidearms.Intercepts.CaravanEnterMapUtility\_Enter.Postfix

CaravanEnterMapUtility.Enter: PRE: TerrainMovement.CaravanEnterMapUtility\_Enter\_Patch.Prefix

CaravanExitMapUtility.AddCaravanExitTaleIfShould: post: VanillaMemesExpanded.VanillaMemesExpanded\_CaravanExitMapUtility\_AddCaravanExitTaleIfShould\_Patch.SetPawnCaravanTimerToZero

CaravanExitMapUtility.ExitMapAndCreateCaravan: PRE: [800]ChangeDresser.Patch\_CaravanExitMapUtility\_ExitMapAndCreateCaravan.Prefix post: VanillaSocialInteractionsExpanded.ExitMapAndCreateCaravan\_Patch.Postfix

CaravanFormingUtility.AllSendablePawns: post: VFE.Mechanoids.MachinesCannotJoinCaravans.Postfix TRANS: VFECore.Misc.HireableSystemStaticInitialization.CaravanAllSendablePawns\_Transpiler, WhatTheHack.Harmony.CaravanFormingUtility\_AllSendablePawns.Transpiler

CaravanFormingUtility.StartFormingCaravan: post: WhatTheHack.Harmony.CaravanFormingUtility\_StartFormingCaravan.Postfix

CaravanFormingUtility.StopFormingCaravan: post: [800]ChangeDresser.Patch\_CaravanFormingUtility\_StopFormingCaravan.Postfix

CaravanInventoryUtility.TakeThings: TRANS: TD\_Enhancement\_Pack.TradeRequestWorstFirst.Transpiler

CaravanRideableUtility.IsCaravanRideable: PRE: GiddyUpCaravan.Harmony.CaravanRideableUtility\_IsCaravanRideable2.Prefix

CaravanRideableUtility.IsCaravanRideable: PRE: GiddyUpCaravan.Harmony.CaravanRideableUtility\_IsCaravanRideable.Prefix

CaravanTicksPerMoveUtility.GetTicksPerMove: PRE: GiddyUpCaravan.Harmony.CaravanTicksPerMoveUtility\_GetTicksPerMove.Prefix post: VanillaTraitsExpanded.GetTicksPerMove\_Patch.Postfix

CaravanUIUtility.<>c.<AddPawnsSections>b\_\_8\_5: post: VFE.Mechanoids.CaravanUIUtility\_AddPawnsSections\_Patch.Postfix

CaravanUIUtility.AddPawnsSections: post: WhatTheHack.Harmony.CaravanUIUtility\_AddPawnsSections.Postfix

Caravan\_CarryTracker.WantsToBeCarried: post: VFEAncients.HarmonyPatches.AbilityPatches.WantsToBeCarriedPostfix

Caravan\_NeedsTracker.TrySatisfyJoyNeed: TRANS: Soyuz.Patches.Caravan\_NeedsTracker\_TrySatisfyJoyNeed\_Patch.Transpiler

Caravan\_NeedsTracker.TrySatisfyPawnNeeds: PRE: [800]VFE.Mechanoids.TrySatisfyPawnNeeds\_Patch.Prefix, DubsBadHygiene.Patches.HarmonyPatches+Harmony\_TrySatisfyPawnNeeds.Prefix TRANS: WhatTheHack.Harmony.Caravan\_NeedsTracker\_TrySatisfyPawnNeeds.Transpiler

Caravan\_TraderTracker.ColonyThingsWillingToBuy: post: PeteTimesSix.SimpleSidearms.Intercepts.Caravan\_TraderTracker\_ColonyThingsWillingToBuy.Postfix

CastPositionFinder.CastPositionPreference: TRANS: VFEMech.AvoidGrid\_Patch.Transpiler

CastPositionFinder.TryFindCastPosition: TRANS: VFESecurity.Patch\_CastPositionFinder+TryFindCastPosition.Transpiler

CharacterCardUtility.DrawCharacterCard: TRANS: WhatTheHack.Harmony.CharacterCardUtility\_DrawCharacterCard.Transpiler

CharacterCardUtility.GetWorkTypeDisableCauses: post: VFEAncients.HarmonyPatches.PowerPatches.AddCauseDisable

CharacterCardUtility.GetWorkTypeDisabledCausedBy: TRANS: VFEAncients.HarmonyPatches.PowerPatches.AddCauseDisableExplain

CollectionsMassCalculator.CapacityLeftAfterTradeableTransfer: PRE: SRTS.StartUp.SRTSMassCapacityCaravan

ColonistBarColonistDrawer.DrawColonist: PRE: ColoredMoodBar13.VanillaDrawColonist.Prefix post: ShowDrafteesWeapon.WeaponBarPatch.Postfix

ColonistBarColonistDrawer.Notify\_RecachedEntries: PRE: ColoredMoodBar13.VanillaNotifyRecachedEntries.Prefix

Command.GizmoOnGUIInt: post: AllowTool.Patches.Command\_GizmoOnGUI\_Patch.InterceptInteraction TRANS: AllowTool.Patches.Command\_GizmoOnGUI\_Patch.DrawRightClickIcon, MVCF.Harmony.Gizmos.GizmoOnGUI\_Transpile

Command\_SetPlantToGrow.IsPlantAvailable: post: VanillaMemesExpanded.VanillaMemesExpanded\_Command\_SetPlantToGrow\_IsPlantAvailable\_Patch.MakeCocoaBushNotSowable

Command\_SetPlantToGrow.ProcessInput: PRE: DubsMintMenus.Patch\_Command\_SetPlantToGrow.Prefix

CompAssignableToPawn.<CompGetGizmosExtra>b\_\_30\_0: PRE: DubsMintMenus.Patch\_CompAssignableToPawn.Prefix

CompAssignableToPawn.get\_MaxAssignedPawnsCount: post: WhatTheHack.Harmony.CompAssignableToPawn\_get\_MaxAssignedPawnsCount.Postfix

CompAssignableToPawn.get\_PlayerCanSeeAssignments: post: WhatTheHack.Harmony.CompAssignableToPawn\_get\_PlayerCanSeeAssignments.Postfix

CompAssignableToPawn\_Bed.get\_AssigningCandidates: PRE: WhatTheHack.Harmony.CompAssignableToPawn\_Bed\_AssigningCandidates.Prefix post: AlienRace.HarmonyPatches.AssigningCandidatesPostfix

CompBiosculpterPod.CycleCompleted: PRE: DubsBadHygiene.Patches.HarmonyPatches+H\_CycleCompleted.Prefix

CompDrug.PostIngested: post: AlienRace.HarmonyPatches.PostIngestedPostfix, VanillaMemesExpanded.VanillaMemesExpanded\_CompDrug\_PostIngested\_Patch.DetectDrinkConsumed

CompEggLayer.CompInspectStringExtra: post: RttRAnimalBehaviours.RaceToTheRim\_CompEggLayer\_CompInspectStringExtra\_Patch.DontDisplayEggForNonAdults

CompEquippable.GetVerbsCommands: PRE: MVCF.Harmony.Gizmos.GetVerbsCommands\_Prefix post: HeavyMelee.HeavyMeleeMod.AddShockCommand, VFECore.Patch\_CompEquippable+GetVerbsCommands.Postfix

CompEquippable.get\_PrimaryVerb: post: O21Toolbox.HarmonyPatches.Patches.Harmony\_Weapons+CompEquippable\_GetPrimaryVerb\_PostFix.Postfix

CompFlickable.PostExposeData: PRE: OpenTheWindows.CompFlickable\_PostExposeData.Prefix

CompFlickable.set\_SwitchIsOn: PRE: OpenTheWindows.CompFlickable\_SwitchIsOn.Prefix

CompForbiddable.CompGetGizmosExtra: post: AllowTool.Patches.CompForbiddable\_Gizmos\_Patch.InjectDesignatorFunctionality

CompGlower.PostSpawnSetup: PRE: VFEI.CompGlower\_PostSpawnSetup\_Prefix.Prefix

CompGlower.ReceiveCompSignal: PRE: GasNetwork.CompGlower\_ReceiveCompSignal.Prefix post: VFEI.CompGlower\_ReceiveCompSignal\_Postfix.PostFix

CompGlower.get\_ShouldBeLitNow: post: GasNetwork.CompGlower\_ShouldBeLit.Postfix

CompHackable.Hack: PRE: VFEAncients.PowerWorker\_Hack.InstantHack

CompHatcher.CompInspectStringExtra: post: EggIncubator.CompHatcher\_CompInspectStringExtra.Postfix

CompHatcher.CompTick: post: EggIncubator.CompHatcher\_CompTick.Postfix

CompHibernatable.Startup: post: WhatTheHack.Harmony.CompHibernatable\_Startup.Postfix

CompLaunchable.TryLaunch: TRANS: TD\_Enhancement\_Pack.RebuildTransportPod.Transpiler, GasNetwork.CompLaunchable\_TryLaunch.Transpiler

CompLaunchable.get\_FuelingPortSourceFuel: PRE: GasNetwork.CompLaunchable\_FuelingPortSourceFuel.Prefix

CompLaunchable.get\_FuelingPortSourceHasAnyFuel: PRE: GasNetwork.CompLaunchable\_FuelingPortSourceHasAnyFuel.Prefix

CompLongRangeMineralScanner.<>c.<CompGetGizmosExtra>b\_\_7\_0: TRANS: WhatTheHack.Harmony.CompLongRangeMineralScanner\_CompGetGizmosExtra.Transpiler

CompLongRangeMineralScanner.DoFind: PRE: WhatTheHack.Harmony.CompLongRangeMineralScanner\_Foundminerals.Prefix

CompNoBleedHearthAttack.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

CompPowerBattery.AddEnergy: PRE: MetallicBatteries.CompPowerBatteryPatches.AddEnergy\_Prefix

CompPowerBattery.CompInspectStringExtra: post: MetallicBatteries.CompPowerBatteryPatches.CompInspectStringExtra\_Postfix

CompPowerBattery.get\_AmountCanAccept: PRE: VFEPirates.CompPowerBattery\_AmountCanAccept\_Patch.Prefix

CompPowerTrader.set\_PowerOn: post: VFEMech.PowerOn\_Patch.Postfix

CompProperties\_Refuelable.SpecialDisplayStats: PRE: WhatTheHack.Harmony.CompProperties\_Refuelable\_SpecialDisplayStats.Prefix

CompRandomHediffGiver.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

CompRefuelable.Refuel: PRE: ExpandedMaterials.Patch.Prefix

CompRefuelable.Refuel: post: WhatTheHack.Harmony.CompRefuelable\_MechanoidData\_Refuel.Postfix

CompRottable.CompTickRare: PRE: RFF\_Code.CompRottable\_CompTickRare.Prefix post: RFF\_Code.CompRottable\_CompTickRare.Postfix

CompRottable.StageChanged: PRE: AlienRace.HarmonyPatches.RottableCompStageChangedPostfix

CompRottable.get\_Active: PRE: VFEMech.Active\_Patch.Prefix

CompSchedule.RecalculateAllowed: PRE: O21Toolbox.HarmonyPatches.Patch\_CompSchedule\_RecalculateAllowed.Prefix

CompShearable.CompInspectStringExtra: post: RttRAnimalBehaviours.RaceToTheRim\_CompShearable\_CompInspectStringExtra\_Patch.DisplayScalesInsteadOfWool

CompSpawnJelly.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

CompTargetEffect\_PsychicShock.DoEffectOn: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

CompTerrainPumpDry.GetTerrainToDryTo: post: MorrowRim.CompTerrainPumpDry\_GetTerrainToDryTo\_Patch.ReplaceWithAsh

CompTransporter.CompGetGizmosExtra: post: SRTS.StartUp.NoLaunchGroupForSRTS

CompUsable.FloatMenuOptionLabel: post: LWM.DeepStorage.MakeArtifactsActivateLabelNameArtifact.Postfix

CompUseEffect\_FinishRandomResearchProject.CanBeUsedBy: post: VanillaStorytellersExpanded.Patch\_CompUseEffect\_FinishRandomResearchProject+CanBeUsedBy.Postfix

CompUseEffect\_FinishRandomResearchProject.DoEffect: post: VanillaStorytellersExpanded.Patch\_CompUseEffect\_FinishRandomResearchProject+DoEffect.Postfix

CompUseEffect\_InstallImplant.CanBeUsedBy: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

CompUseEffect\_InstallImplant.DoEffect: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

CompUseEffect\_InstallImplant.GetExistingImplant: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Comp\_AutoHeal.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

CompressibilityDeciderUtility.IsSaveCompressible: post: LWM.DeepStorage.Patch\_IsSaveCompressible.Postfix

Corpse.ButcherProducts: PRE: VanillaSocialInteractionsExpanded.Patch\_ButcherProducts.Prefix

Corpse.GetInspectString: post: VFEAncients.PowerWorker\_Resurrect.AddResInfo TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Corpse.IngestedCalculateAmounts: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Corpse.TickRare: post: VFEAncients.PowerWorker\_Resurrect.CorpseTick

CostListCalculator.CostListAdjusted: PRE: VFEArchitect.ArchitectMod.AdjustStuff

CoverUtility.BaseBlockChance: post: OpenTheWindows.CoverUtility\_BaseBlockChance\_Def.Postfix

CoverUtility.BaseBlockChance: post: VFESecurity.Patch\_CoverUtility+BaseBlockChance\_Thing.Postfix, OpenTheWindows.CoverUtility\_BaseBlockChance.Postfix

CoverUtility.CalculateCoverGiverSet: post: VFESecurity.Patch\_CoverUtility+CalculateCoverGiverSet.Postfix

CoverUtility.CalculateOverallBlockChance: post: VFESecurity.Patch\_CoverUtility+CalculateOverallBlockChance.Postfix

CustomHediffWithComps.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

DamageWorker.Apply: PRE: UtilityPatch.DamagePatch.Prefix

DamageWorker.ExplosionDamageThing: PRE: VFEAncients.PowerWorker\_NoExplode.Immunity

DamageWorker\_AddInjury.Apply: post: VanillaMemesExpanded.VanillaMemesExpanded\_DamageWorker\_AddInjury\_Apply\_Patch.DetectIfDamagedInnocent, AlphaMemes.AlphaMemes\_DamageWorker\_AddInjury\_Apply\_Patch.SendHistoryIfMelee

DamageWorker\_AddInjury.ApplyDamageToPart: PRE: VanillaStorytellersExpanded.Patch\_ApplyDamageToPart.Prefix, VanillaTraitsExpanded.Patch\_ApplyDamageToPart.Prefix

DamageWorker\_AddInjury.ApplySmallPawnDamagePropagation: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DamageWorker\_AddInjury.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_AddInjury.ReduceDamageToPreserveOutsideParts: TRANS: EBF.Transpilations.Transpiler\_DamageWorker\_AddInjury.Transpiler

DamageWorker\_Bite.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_Blunt.<>c.<StunChances>b\_\_2\_0: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DamageWorker\_Blunt.<>c.<StunChances>b\_\_2\_5: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DamageWorker\_Blunt.ApplySpecialEffectsToPart: TRANS: EBF.Transpilations.Transpiler\_DamageWorker\_Blunt\_SpecialEffects.Transpiler, AlienRace.HarmonyPatches.BodyReferenceTranspiler

DamageWorker\_Blunt.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_BonewalkerBite.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_BonewalkerBlunt.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_BonewalkerScratch.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_CorprusBite.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_CorprusScratch.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_Cut.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_Scratch.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_Stab.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_WerewolfBite.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DamageWorker\_WerewolfScratch.ChooseHitPart: PRE: VFEAncients.PowerWorker\_VitalHits.ChooseHitPart\_Prefix

DangerWatcher.CalculateDangerRating: TRANS: BiomesCore.Patches.DangerWatcher\_CalculateDangerRating.Transpiler

DaysWorthOfFoodCalculator.ApproxDaysWorthOfFood: PRE: O21Toolbox.HarmonyPatches.Patch\_DaysWorthOfFoodCalculator\_ApproxDaysWorthOfFood.Prefix, Androids.HarmonyPatches.Patch\_DaysWorthOfFoodCalculator\_ApproxDaysWorthOfFood, WhatTheHack.Harmony.DaysWorthOfFoodCalculator\_ApproxDaysWorthOfFood.Prefix

DebugOutputsEconomy.CheapestProductsValue: post: MSE2.HarmonyPatches.LimbValueFix.AddSubpartValue

DebugOutputsHealth.<>c\_\_DisplayClass5\_0.<Prosthetics>b\_\_13: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DebugOutputsHealth.<>c\_\_DisplayClass5\_0.<Prosthetics>b\_\_14: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DebugOutputsTextGen.<>c\_\_DisplayClass0\_5.<FlavorfulCombatTest>b\_\_22: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DebugToolsPawns.Do10DamageUntilDead: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DebugTools\_Health.Options\_Damage\_BodyParts: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DebugTools\_Health.Options\_Hediff\_BodyParts: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

DebugWindowsOpener..ctor: post: RocketMan.DebugWindowsOpener\_Patch.Postfix, RocketMan.DebugWindowsOpener\_Patch.Postfix TRANS: RocketMan.DebugWindowsOpener\_Patch.Transpiler

DebugWindowsOpener.DevToolStarterOnGUI: TRANS: HugsLib.Patches.DevToolStarterOnGUI\_Patch.ExtendButtonsWindow, RocketMan.DebugWindowsOpener\_Patch.Transpiler

DebugWindowsOpener.DrawButtons: post: VFECore.SoundTest.DebugWindowsOpener\_DrawButtons\_Patch.Postfix TRANS: HugsLib.Patches.DebugWindowsOpener\_Patch.DrawAdditionalButtons

DeepResourceGrid.DeepResourcesOnGUI: PRE: HarmonyPatch.Prefix

DefGenerator.GenerateImpliedDefs\_PostResolve: post: RTMadSkills.ModSettingsDefJockey.Postfix

DefGenerator.GenerateImpliedDefs\_PreResolve: PRE: DoctorVanGogh.OmniCoreDrill.Patches.DefGenerator\_PreResolve.Prefix

DefOfHelper.RebindAllDefOfs: post: AllowTool.Patches.DefOfHelper\_RebindAll\_Patch.HookBeforeImpliedDefsGeneration

DesignationCategoryDef.ResolveDesignators: PRE: RFF\_Code.DesignatorCategoryResolve.Prefix post: AllowTool.Patches.DesignationCategoryDef\_ResolveDesignators\_Patch.InjectAllowToolDesignators

DesignationDragger.UpdateDragCellsIfNeeded: PRE: TD\_Enhancement\_Pack.DesignationSpamKiller.Prefix

Designator.CanDesignateThing: post: AlienRace.HarmonyPatches.CanDesignateThingTamePostfix

Designator\_Build.GizmoOnGUI: post: TD\_Enhancement\_Pack.RightClick.Postfix

Designator\_Build.ProcessInput: TRANS: TD\_Enhancement\_Pack.BlueprintAnyStuff.Transpiler

Designator\_Build.SelectedUpdate: post: GasNetwork.Designator\_Build\_SelectedUpdate.Postfix

Designator\_Build.get\_Visible: post: VFEArchitect.ArchitectMod.RequireGodMode

Designator\_Dropdown.Add: post: TD\_Enhancement\_Pack.DesignatorDropdownOrder.Postfix

Designator\_Dropdown.GetDesignatorCost: PRE: RFF\_Code.DesignatorDropdownCostPatch.Prefix

Designator\_Install.SelectedUpdate: post: GasNetwork.Designator\_Install\_SelectedUpdate.Postfix

Designator\_PlantsCut.CanDesignateThing: post: AllowTool.Patches.Designator\_PlantsCut\_Patch.PreventAnimaTreeMassDesignation

Designator\_PlantsHarvestWood.CanDesignateThing: post: AllowTool.Patches.Designator\_PlantsHarvestWood\_Patch.PreventAnimaTreeMassDesignation

Designator\_RemoveBridge.CanDesignateCell: PRE: BiomesCore.Patches.Designator\_RemoveBridge\_CanDesignateCell\_Patch.Prefix

Designator\_ZoneAdd\_Growing.CanDesignateCell: PRE: BiomesCore.Patches.DesignatorZoneGrowing\_CanDesignateCell.Prefix

Dialog\_BillConfig.DoWindowContents: TRANS: TD\_Enhancement\_Pack.BillCountInventory.Transpiler

Dialog\_ChooseMemes.GetFirstIncompatibleMemePair: post: VanillaMemesExpanded.VanillaMemesExpanded\_Dialog\_ChooseMemes\_GetFirstIncompatibleMemePair\_Patch.DetectIfRequiredMeme

Dialog\_ChooseMemes.TryAccept: PRE: VanillaMemesExpanded.VanillaMemesExpanded\_Dialog\_ChooseMemes\_TryAccept\_Patch.DetectIfPairedMeme

Dialog\_DebugActionsMenu..ctor: PRE: AchievementsExpanded.DebugActionsSetup.ClearCachedActions post: VUIE.DebugActionMenuModule.PostConstructed

Dialog\_DebugActionsMenu.GenerateCacheForMethod: PRE: AchievementsExpanded.DebugActionsSetup.GenerateCacheForVAEDebugActions

Dialog\_DebugOptionLister.DebugAction: (no patches)

Dialog\_DebugOptionLister.DebugToolMap: (no patches)

Dialog\_DebugOptionLister.DebugToolMapForPawns: (no patches)

Dialog\_DebugOptionLister.DebugToolWorld: (no patches)

Dialog\_FormCaravan.CountToTransferChanged: post: WhatTheHack.Harmony.Dialog\_FormCaravan\_CountToTransferChanged.Postfix

Dialog\_FormCaravan.PostClose: PRE: TD\_Enhancement\_Pack.SaveManifest.Prefix

Dialog\_FormCaravan.PostOpen: PRE: ChangeDresser.Patch\_Dialog\_FormCaravan\_PostOpen.Prefix TRANS: TD\_Enhancement\_Pack.LoadManifest.Transpiler

Dialog\_FormCaravan.SelectApproximateBestTravelSupplies: TRANS: WhatTheHack.Harmony.Dialog\_FormCaravan\_SelectApproximateBestTravelSupplies.Transpiler

Dialog\_FormCaravan.TryFormAndSendCaravan: post: WhatTheHack.Harmony.Dialog\_FormCaravan\_TryFormAndSendCaravan.Postfix

Dialog\_FormCaravan.TryReformCaravan: PRE: WhatTheHack.Harmony.Dialog\_FormCaravan\_TryReformCaravan.Prefix

Dialog\_FormCaravan.TrySend: TRANS: WhatTheHack.Harmony.Dialog\_FormCaravan\_TrySend.Transpiler

Dialog\_InfoCard.FillCard: PRE: AnimalBehaviours.VanillaExpandedFramework\_Dialog\_InfoCard\_FillCard\_Patch.Prefix

Dialog\_LoadTransporters.AddItemsToTransferables: TRANS: SRTS.StartUp.AddItemsEntireMapNonHomeTranspiler

Dialog\_LoadTransporters.AddPawnsToTransferables: TRANS: SRTS.StartUp.CustomOptionsPawnsToTransportTranspiler

Dialog\_LoadTransporters.CountToTransferChanged: post: WhatTheHack.Harmony.Dialog\_LoadTransporters\_CountToTransferChanged.Postfix

Dialog\_LoadTransporters.PostOpen: post: TD\_Enhancement\_Pack.PodsLoadManifest.Postfix

Dialog\_LoadTransporters.TryAccept: post: WhatTheHack.Harmony.Dialog\_LoadTransporters\_TryAccept.Postfix

Dialog\_LoadTransporters.get\_MassCapacity: PRE: SRTS.StartUp.CustomSRTSMassCapacity

Dialog\_ManageAreas.DoAreaRow: TRANS: TD\_Enhancement\_Pack.AreaRowPatch.Transpiler

Dialog\_ManageAreas.DoWindowContents: TRANS: TD\_Enhancement\_Pack.Dialog\_ManageAreas\_Contents\_Patch.Transpiler

Dialog\_ManageAreas.get\_InitialSize: post: TD\_Enhancement\_Pack.InitialSize\_Patch.Postfix

Dialog\_ManageFoodRestrictions.DoWindowContents: post: TD\_Enhancement\_Pack.CopyFoodRestriction.Postfix

Dialog\_ManageOutfits.DoWindowContents: post: TD\_Enhancement\_Pack.CopyOutfit.Postfix

Dialog\_ModSettings.DoWindowContents: TRANS: VUIE.ModCompatModule.AddSearchBoxToModSettings

Dialog\_Options.DoWindowContents: TRANS: HugsLib.Patches.Dialog\_Options\_Patch.ReplaceModOptionsButton, XmlExtensions.Dialog\_Options\_Patch.Transpiler

Dialog\_SplitCaravan.AddItemsToTransferables: post: PeteTimesSix.SimpleSidearms.Intercepts.Dialog\_SplitCaravan\_AddItemsToTransferables.Postfix

Dialog\_SplitCaravan.CountToTransferChanged: post: WhatTheHack.Harmony.Dialog\_SplitCaravan\_CountToTransferChanged.Postfix

Dialog\_SplitCaravan.TrySplitCaravan: PRE: PeteTimesSix.SimpleSidearms.Intercepts.Dialog\_SplitCaravan\_TrySplitCaravan.Prefix post: PeteTimesSix.SimpleSidearms.Intercepts.Dialog\_SplitCaravan\_TrySplitCaravan.Postfix

Dialog\_StylingStation..ctor: PRE: GradientHair.StylingStation.PatchDialog\_StylingStation.Prefix

Dialog\_StylingStation.DoWindowContents: PRE: GradientHair.StylingStation.PatchDialog\_StylingStationDoWindowContents.Prefix post: GradientHair.StylingStation.PatchDialog\_StylingStationDoWindowContents.Postfix

Dialog\_StylingStation.DrawBottomButtons: PRE: GradientHair.StylingStation.PatchDialog\_StylingStationDrawBottomButtons.Prefix post: GradientHair.StylingStation.PatchDialog\_StylingStationDrawBottomButtons.Postfix

Dialog\_StylingStation.DrawTabs: post: GradientHair.StylingStation.PatchDialog\_StylingStationDrawTabs.Postfix

Dialog\_StylingStation.Reset: PRE: GradientHair.StylingStation.PatchDialog\_StylingStationReset.Prefix

Dialog\_Trade.Close: post: TD\_Enhancement\_Pack.PauseAfterTrader.Postfix, ChangeDresser.Patch\_Window\_PreClose.Postfix

Dialog\_Trade.get\_MassUsage: TRANS: SRTS.StartUp.SRTSMassUsageCaravanTranspiler

Dialog\_VanillaModSettings..ctor: post: JobsOfOpportunity.Mod+Dialog\_ModSettings\_\_Dialog\_ModSettings\_Patch.SyncDrawSettingToVanilla

Dialog\_VanillaModSettings.DoWindowContents: post: JobsOfOpportunity.Mod+Dialog\_ModSettings\_\_DoWindowContents\_Patch.CheckCommonSenseSetting

DiningSpot.DeSpawn: TRANS: Gastronomy.Dining.\_DiningSpot\_ReplaceBaseMethods\_Patch.DeSpawn

DiningSpot.Destroy: TRANS: Gastronomy.Dining.\_DiningSpot\_ReplaceBaseMethods\_Patch.Destroy

DiningSpot.SpawnSetup: TRANS: Gastronomy.Dining.\_DiningSpot\_ReplaceBaseMethods\_Patch.SpawnSetup

DirectXmlLoader.DefFromNode: PRE: DubsBadHygiene.Patches.HarmonyPatches+H\_DefFromNode.Prefix

DirectXmlToObject.GetObjectFromXmlMethod: TRANS: XmlExtensions.GetObjectFromXmlMethod\_Patch.Transpiler

DropCellFinder.<>c\_\_DisplayClass0\_0.<RandomDropSpot>b\_\_0: TRANS: [800]BiomesCore.Patches.Cavern\_DropCellFinder\_RandomDropSpot.Transpiler

DropCellFinder.<>c\_\_DisplayClass1\_0.<TradeDropSpot>b\_\_2: TRANS: [800]BiomesCore.Patches.Cavern\_DropCellFinder\_TradeDropSpot.Transpiler

DropCellFinder.<>c\_\_DisplayClass3\_0.<TryFindSafeLandingSpotCloseToColony>g\_\_SpotValidator|0: TRANS: [800]BiomesCore.Patches.Cavern\_DropCellFinder\_TryFindSafeLandingSpotCloseToColony.Transpiler

DropCellFinder.CanPhysicallyDropInto: TRANS: [800]BiomesCore.Patches.CanPhysicallyDropIntoCavernRoofs.Transpiler

DropCellFinder.FindRaidDropCenterDistant: TRANS: [800]BiomesCore.Patches.Cavern\_DropCellFinder\_FindRaidDropCenterDistant.Transpiler

DropCellFinder.TradeDropSpot: PRE: TradingControl.Harmonize.HarmonyPatches.CustomTradeDropSpot

DropPodUtility.MakeDropPodAt: PRE: SRTS.HarmonyTest.Prefix

DrugPolicy.ExposeData: PRE: VFECore.Patch\_DrugPolicy+ExposeData.Prefix post: Gastronomy.\_DrugPolicy\_ExposeData\_Patch+ExposeData.Postfix

DrugPolicyDatabase.GenerateStartingDrugPolicies: post: VFEMedieval.Patch\_DrugPolicyDatabase+GenerateStartingDrugPolicies.Postfix

EdificeGrid.DeRegister: (no patches)

EdificeGrid.Register: PRE: WhatTheHack.Harmony.EdificeGrid\_Register.Prefix

EditWindow\_Log.DoMessagesListing: PRE: HugsLib.Patches.EditWindow\_Log\_Patch.ExtraLogWindowButtons TRANS: RocketMan.EditWindow\_Log\_DoMessagesListing\_Patch.Transpiler

EditWindow\_TweakValues.DoWindowContents: TRANS: AlienRace.HarmonyPatches.TweakValuesTranspiler

EquipmentUtility.CanEquip: post: AlienRace.HarmonyPatches.CanEquipPostfix

EquipmentUtility.QuestLodgerCanUnequip: post: VFECore.Misc.HireableSystemStaticInitialization.QuestLodgerCanUnequip\_Postfix

ExpandableWorldObjectsUtility.ExpandableWorldObjectsOnGUI: TRANS: SRTS.StartUp.ExpandableIconDetourSRTSTranspiler

ExpectationsUtility.CurrentExpectationFor: post: VanillaMemesExpanded.VanillaMemesExpanded\_ExpectationsUtility\_CurrentExpectationFor\_Patch.LowerOrDecreaseExpectation, Hospitality.Patches.ExpectationsUtility\_Patch+CurrentExpectationForPawn.Postfix

Faction.FactionTick: TRANS: AlienRace.HarmonyPatches.FactionTickTranspiler

Faction.Notify\_MemberExitedMap: PRE: Hospitality.Patches.Faction\_Patch+Notify\_MemberExitedMap.Prefix

Faction.Notify\_RelationKindChanged: PRE: MorrowRim.Faction\_Notify\_RelationKindChanged\_KwamaPatch.KwamaPatch

Faction.TryAffectGoodwillWith: PRE: VanillaTraitsExpanded.TryAffectGoodwillWith\_Patch.Prefix

Faction.TryMakeInitialRelationsWith: post: VFECore.SetInitialRelationsBetweenNpcFactions.Postfix, AlienRace.HarmonyPatches.TryMakeInitialRelationsWithPostfix

Faction.get\_HasGoodwill: post: VFEI.Faction\_HasGoodwill\_Postfix.PostFix, MorrowRim.Faction\_HasGoodwill\_Patch.KwamaPatch

Faction.get\_NaturalGoodwill: post: VanillaStorytellersExpanded.Patch\_NaturalGoodwill.Postfix

Faction.get\_ShouldHaveLeader: post: MorrowRim.GetRidOfLeaderError.GetRidOfLeaderError\_Patch

FactionDialogMaker.FactionDialogFor: post: Hospitality.Patches.FactionDialogMaker\_Patch+FactionDialogFor.Postfix

FactionGenerator.GenerateFactionsIntoWorld: TRANS: VanillaStorytellersExpanded.Patch\_FactionGenerator+GenerateFactionsIntoWorld.Transpiler

FactionUtility.IsPoliticallyProper: post: Hospitality.Patches.FactionUtility\_Patch+IsPoliticallyProper.Postfix

FallingStructureArrival.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

FertilityGrid.CalculateFertilityAt: post: VEE.FertilityGrid\_Patch.Postfix, DubsBadHygiene.Patches.HarmonyPatches\_Fertilizer+H\_CalculateFertilityAt.PostFix

FloatMenu..ctor: PRE: VUIE.FloatMenuModule.AddSwitchOption

FloatMenuMakerMap.AddDraftedOrders: PRE: VFE.Mechanoids.HarmonyPatches.AddDraftedOrders\_Patch.Prefix post: BattleMounts.Harmony.FloatMenuMakerMap\_AddDraftedOrders.Postfix TRANS: MVCF.Harmony.ExtraEquipment.CheckForMelee, AnimalBehaviours.FloatMenuMakerMap\_Patch.Transpiler

FloatMenuMakerMap.AddHumanlikeOrders: PRE: [800]LWM.DeepStorage.Patch\_AddHumanlikeOrders.Prefix post: PeteTimesSix.SimpleSidearms.Intercepts.FloatMenuMakerMap\_AddHumanLikeOrders\_Postfix.AddHumanlikeOrders, VFEAncients.HarmonyPatches.BuildingPatches.AddCarryJobs, Reloading.ReloadingFloatMenuAdder.AddWeaponReloadOrders, MVCF.Harmony.Brawlers.AddHumanlikeOrders\_Postfix, HeavyWeapons.Patch\_FloatMenuMakerMap+AddHumanlikeOrders\_Fix.Postfix, VFECore.Patch\_FloatMenuMakerMap+AddHumanlikeOrders\_Fix.Postfix, O21Toolbox.HarmonyPatches.Harmony\_Apparel+AddHumanlikeOrdersPostfix.Postfix, O21Toolbox.Utility.HumanlikeOrdersUtility+\_HumanlikeOrdersUtility.AddHumanlikeOrders\_PostFix, TradingControl.Harmonize.HarmonyPatches.Dismisstraders, AlphaMemes.AlphaMemes\_FloatMenuMakerMap\_AddHumanlikeOrders\_Patch.AddDragRelicToAltar, [0]LWM.DeepStorage.Patch\_AddHumanlikeOrders.Postfix TRANS: LWM.DeepStorage.Patch\_AddHumanlikeOrders.Transpiler

FloatMenuMakerMap.AddJobGiverWorkOrders: PRE: VFEAncients.PowerWorker\_NoPrioritize.StoreOpts, WhatTheHack.Harmony.FloatMenuMakerMap\_AddJobGiverWorkOrders.Prefix post: VFEAncients.PowerWorker\_NoPrioritize.DisableOpts

FloatMenuMakerMap.AddUndraftedOrders: PRE: AnimalBehaviours.VanillaExpandedFramework\_FloatMenuMakerMap\_AddUndraftedOrders\_Patch.AvoidGeneralErrorIfPawnIsAnimal

FloatMenuMakerMap.CanTakeOrder: post: VFE.Mechanoids.HarmonyPatches.MechanoidsObeyOrders.Postfix, AnimalBehaviours.VanillaExpandedFramework\_FloatMenuMakerMap\_CanTakeOrder\_Patch.MakePawnControllable

FloatMenuMakerMap.ChoicesAtFor: post: WhatTheHack.Harmony.FloatMenuMakerMap\_ChoicesAtFor.Postfix

FoodUtility.<>c\_\_DisplayClass14\_0.<BestFoodSourceOnMap>b\_\_0: TRANS: VanillaCookingExpanded.HarmonyPatches.H\_FoodUtility\_TryFindBestFoodSourceFor.Transpiler

FoodUtility.<>c\_\_DisplayClass14\_0.<BestFoodSourceOnMap>b\_\_1: TRANS: VanillaCookingExpanded.HarmonyPatches.H\_FoodUtility\_TryFindBestFoodSourceFor.Transpiler

FoodUtility.<>c\_\_DisplayClass14\_0.<BestFoodSourceOnMap>b\_\_2: TRANS: VanillaCookingExpanded.HarmonyPatches.H\_FoodUtility\_TryFindBestFoodSourceFor.Transpiler

FoodUtility.AddFoodPoisoningHediff: PRE: VanillaTraitsExpanded.AddFoodPoisoningHediff\_Patch.Prefix

FoodUtility.AddThoughtsFromIdeo: PRE: AlienRace.HarmonyPatches.FoodUtilityAddThoughtsFromIdeoPrefix

FoodUtility.BestFoodInInventory: TRANS: VanillaCookingExpanded.HarmonyPatches.H\_FoodUtility\_BestFoodInInventory.Transpiler

FoodUtility.BestFoodSourceOnMap: PRE: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_BestFoodSourceOnMap.Prefix post: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_BestFoodSourceOnMap.Postfix, Hospitality.Patches.FoodUtility\_Patch+BestFoodSourceOnMapPatch.Postfix

FoodUtility.FoodOptimality: PRE: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_FoodOptimality.Prefix post: Hospitality.Patches.FoodUtility\_Patch+FoodOptimalityPatch.Postfix

FoodUtility.GetBodyPartNutrition: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

FoodUtility.GetFinalIngestibleDef: PRE: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_GetFinalIngestibleDef.Prefix

FoodUtility.GetMeatSourceCategory: PRE: VanillaCookingExpanded.VanillaExpandedFramework\_FoodUtility\_GetMeatSourceCategory\_Patch.DontCrapTheBedWithIngredientsWithoutNutrition

FoodUtility.IsAcceptablePreyFor: PRE: O21Toolbox.HarmonyPatches.Patch\_FoodUtility\_IsAcceptablePreyFor.Prefix post: MorrowRim.FoodUtility\_Notify\_IsAcceptablePreyFor\_KwamaPatch.KwamaPatch, [0]DireWolves.IsAcceptablePreyFor\_Patch.Postfix

FoodUtility.IsFoodSourceOnMapSociallyProper: post: Hospitality.Patches.FoodUtility\_Patch+IsFoodSourceOnMapSociallyProperPatch.Postfix

FoodUtility.SpawnedFoodSearchInnerScan: PRE: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_SpawnedFoodSearchInnerScan.Prefix

FoodUtility.ThoughtsFromIngesting: post: AlienRace.HarmonyPatches.ThoughtsFromIngestingPostfix, VFEI.FoodUtility\_ThoughtsFromIngesting\_Postfix.PostFix, VanillaMemesExpanded.VanillaMemesExpanded\_FoodUtility\_ThoughtsFromIngesting\_Patch.NotifyAnimalProducstIngested

FoodUtility.TryFindBestFoodSourceFor\_NewTemp: PRE: Gastronomy.Dining.\_TryBestFoodSourceFor\_Patch+TryFindBestFoodSourceFor.Prefix post: RimFridge.Patch\_FoodUtility\_TryFindBestFoodSourceFor.Postfix, Hospitality.Patches.FoodUtility\_Patch+TryFindBestFoodSourceFor\_Patch.Postfix

FoodUtility.WillIngestStackCountOf: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_WillIngestStackCountOf.Prefix, Androids.HarmonyPatches.CompatPatch\_WillIngestStackCountOf

ForbidUtility.CaresAboutForbidden: post: VFECore.Misc.HireableSystemStaticInitialization.CaresAboutForbidden\_Postfix TRANS: Hospitality.Patches.ForbidUtility\_Patch+CaresAboutForbidden.Transpiler

ForbidUtility.InAllowedArea: post: Hospitality.Patches.ForbidUtility\_Patch+InAllowedArea.Postfix

ForbidUtility.IsForbidden: post: Hospitality.Patches.ForbidUtility\_Patch+IsForbidden.Postfix

ForbidUtility.SetForbidden: PRE: Hospitality.Patches.ForbidUtility\_Patch+SetForbidden.Prefix

Frame.CompleteConstruction: PRE: RFF\_Code.FrameCompletePrefix.Prefix, VFEAncients.PowerWorker\_Construct.Refund

Frame.FailConstruction: PRE: RFF\_Code.FrameFailPrefix.Prefix

Game.DeinitAndRemoveMap: post: HugsLib.Patches.Game\_DeinitAndRemoveMap\_Patch.MapRemovalHook, TD\_Enhancement\_Pack.MapRemover.Postfix, [-2147483648]RocketMan.Patches.Game\_DeinitAndRemoveMap\_Patch.Postfix

Game.FillComponents: PRE: HugsLib.Patches.Game\_FillComponents\_Patch.GameInitializationHook

Game.FinalizeInit: post: HugsLib.Patches.Game\_FinalizeInit\_Patch.WorldLoadedHook, MSE2.BackCompatibility.PostLoad.FixProstheses, [-2147483648]RocketMan.Patches.Game\_FinalizeInit\_Patch.Postfix

Game.InitNewGame: post: ShowHair.Patch\_Game\_InitNewGame.Postfix TRANS: VFECore.Patch\_Game+InitNewGame.Transpiler

Game.LoadGame: post: [0]Hospitality.Patches.Game\_LoadGame\_Patch.Postfix

Game.UpdatePlay: post: [800]RocketMan.Patches.Game\_UpdatePlay\_Patch.Postfix

Game.set\_CurrentMap: post: TD\_Enhancement\_Pack.ChangeMapResetOverlays.Postfix, VUIE.CoverageOverlays.PostMapChange

GameComponentUtility.LoadedGame: post: VFECore.Patch\_GameComponentUtility+LoadedGame.Postfix, RimFridge.Patch\_GameComponentUtility\_LoadedGame.Postfix

GameComponentUtility.StartedNewGame: post: RimFridge.Patch\_GameComponentUtility\_StartedNewGame.Postfix

GameConditionManager.RegisterCondition: post: VanillaMemesExpanded.VanillaMemesExpanded\_GameConditionManager\_RegisterCondition\_Patch.SendRandomMood

GameCondition\_Aurora.Init: post: VanillaMemesExpanded.VanillaMemesExpanded\_GameCondition\_Aurora\_Init\_Patch.SendRandomMood

GameDataSaveLoader.SaveGame: PRE: [9999]ModMisMatchWindowPatch.HarmonyPatches.Prefix\_SaveGame post: ModMisMatchWindowPatch.HarmonyPatches.Postfix\_SaveGame

GameEnder.CheckOrUpdateGameOver: post: O21Toolbox.HarmonyPatches.Patches.Patch\_CheckOrUpdateGameOver.CheckOrUpdateGameOver\_Postfix

GameInitData.PrepForMapGen: PRE: AlienRace.HarmonyPatches.PrepForMapGenPrefix

GameRules.DesignatorAllowed: TRANS: AlienRace.HarmonyPatches.DesignatorAllowedTranspiler

GatheringsUtility.EnoughPotentialGuestsToStartGathering: PRE: Androids.HarmonyPatches.Patch\_PartyUtility\_EnoughPotentialGuestsToStartGathering

GatheringsUtility.ShouldGuestKeepAttendingGathering: PRE: Androids.HarmonyPatches.Patch\_PartyUtility\_ShouldPawnKeepAttending, Androids.HarmonyPatches.CompatPatch\_ShouldGuestKeepAttendingGathering, Hospitality.Patches.GatheringsUtility\_Patch+ShouldGuestKeepAttendingGathering.Prefix

GatheringsUtility.ShouldPawnKeepGathering: PRE: VanillaTraitsExpanded.ShouldPawnKeepGathering\_Patch.Prefix

Gen.IsHashIntervalTick: TRANS: Soyuz.Patches.Gen\_IsHashIntervalTick\_Patch.Transpiler

GenCelestial.CelestialSunGlow: post: MorrowRim.GenCelestial\_CelestialSunGlow\_Patch.AshStormLighting

GenClosest.RegionwiseBFSWorker: PRE: TerrainMovement.TerrainAware\_RegionwiseBFSWorker.Prefix

GenConstruct.BlocksConstruction: PRE: Share\_The\_Load.PawnBlockConstruction.Prefix post: RFF\_Code.GenConstruct\_BlocksConstruction.Postfix, VanillaFurnitureExpanded.Patch\_BlocksConstruction.Postfix TRANS: GasNetwork.Patches.GenConstruct\_BlocksConstruction.Transpiler

GenConstruct.CanBuildOnTerrain: PRE: DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.CanBuildOnTerrain\_Prefix

GenConstruct.CanConstruct: post: AlienRace.HarmonyPatches.CanConstructPostfix, AlphaMemes.AlphaMemes\_GenConstruct\_CanConstruct\_Patch.CantBuildReliquary

GenConstruct.CanPlaceBlueprintAt: post: WhatTheHack.Harmony.GenConstruct\_CanPlaceBlueprintAt.Postfix

GenConstruct.CanPlaceBlueprintOver: post: RFF\_Code.GenConstruct\_CanPlaceBlueprintOver.Postfix TRANS: GasNetwork.Patches.GenConstruct\_CanPlaceBlueprintOver.Transpiler

GenConstruct.HandleBlockingThingJob: PRE: RFF\_Code.GenConstruct\_HandleBlockingThingJob.Prefix TRANS: Share\_The\_Load.HandleAllBlockingThings.Transpiler

GenDefDatabase.AllDefTypesWithDatabases: post: AchievementsExpanded.AssemblyHandler.DuplicateDefTypesPassthrough

GenDraw.DrawFieldEdges: PRE: TD\_Enhancement\_Pack.DrawFieldEdgesCorners.Prefix

GenGrid.CanBeSeenOver: post: OpenTheWindows.GenGrid\_CanBeSeenOvercs.Postfix

GenGrid.HasEatSurface: post: CashRegister.TableTops.\_GenGrid\_Patch+HasEatSurface.Postfix

GenGrid.Impassable: TRANS: VFESecurity.Patch\_GenGrid+Impassable.Transpiler

GenGrid.Standable: post: WhatTheHack.Harmony.GenGrid\_Standable.Postfix TRANS: VFESecurity.Patch\_GenGrid+Standable.Transpiler

GenGrid.Walkable: post: Swimming.ToggledDeepWaterWalkable.Postfix

GenGrid.WalkableBy: PRE: VFEAncients.HarmonyPatches.PhasingPatches.WalkableBy\_Prefix

GenGuest.EnslavePrisoner: post: Hospitality.Patches.GenGuest\_Patch+EnslavePrisoner.Postfix

GenHostility.AnyHostileActiveThreatTo\_NewTemp: post: [0]VFEM.HarmonyPatches.AnyHostileActiveThreatTo\_Patch.Postfix

GenLeaving.DoLeavingsFor: PRE: RFF\_Code.GenLeaving\_DoLeavingsFor.Prefix

GenLeaving.GetBuildingResourcesLeaveCalculator: post: VanillaMemesExpanded.VanillaMemesExpanded\_GenLeaving\_GetBuildingResourcesLeaveCalculator\_Patch.SetYieldTo100

GenPlace.TryPlaceDirect: PRE: LWM.DeepStorage.Patch\_TryPlaceDirect.Prefix post: LWM.DeepStorage.Patch\_TryPlaceDirect.Postfix

GenRadial.NumCellsInRadius: TRANS: VFEM.HarmonyPatches.Explosion\_Patch.Transpiler

GenRecipe.<MakeRecipeProducts>d\_\_0.MoveNext: TRANS: TD\_Enhancement\_Pack.ColorVariation.GenRecipe\_Transpiler

GenRecipe.MakeRecipeProducts: PRE: VFEAncients.HarmonyPatches.MendingPatches.RepairItem, BDsInstantNoodle.DoRecipe+DoRecipe\_PreFix.PreFix post: VanillaTraitsExpanded.MakeRecipeProducts\_Patch.Postfix, VanillaSocialInteractionsExpanded.MakeRecipeProducts\_Patch.Postfix, MSE2.HarmonyPatches.AddSubpartsAfterUpgrading.AddSubparts

GenRecipe.PostProcessProduct: post: VanillaBooksExpanded.Patch\_PostProcessProduct.Postfix, VanillaMemesExpanded.VanillaMemesExpanded\_GenRecipe\_PostProcessProduct\_Patch.IncreaseQualityByOne, MSE2.HarmonyPatches.AddSubpartsAfterCreation.AddSubparts

GenSpawn.Spawn: PRE: VFEPirates.GenSpawn\_Spawn\_Patch.Prefix, WhatTheHack.Harmony.GenSpawn\_Spawn.Prefix post: AchievementsExpanded.AchievementHarmony.ThingBuildingSpawned, WhatTheHack.Harmony.GenSpawn\_Spawn.Postfix TRANS: WhatTheHack.Harmony.GenSpawn\_Spawn.Transpiler, LWM.DeepStorage.Patch\_GenSpawn\_Spawn.Transpiler

GenSpawn.SpawningWipes: PRE: RFF\_Code.GenSpawn\_SpawningWipes.Prefix TRANS: GasNetwork.Patches.GenSpawn\_SpawningWipes.Transpiler

GenStep\_AnimaTrees.CanSpawnAt: PRE: BiomesCore.Patches.CavernAnimaTreePatch.Prefix

GenStep\_CaveHives.Generate: PRE: MorrowRim.Gen\_KwamaNest\_NotInsectoidHive.Gen\_KwamaNest

GenStep\_ElevationFertility.Generate: post: BiomesCore.GenSteps.ValleyPatch.Postfix, BiomesCore.MapGeneration.ElevationFertilityPatch.Postfix

GenStep\_FindPlayerStartSpot.<>c\_\_DisplayClass3\_0.<Generate>b\_\_0: TRANS: [800]BiomesCore.Patches.Cavern\_FindPlayerStartSpot.Transpiler

GenStep\_Power.Generate: PRE: KCSG.GenStep\_Power\_Patch.Prefix

GenStep\_RockChunks.Generate: PRE: MorrowRim.GenStep\_ScatterSiltStrider.scatterSiltStrider

GenStep\_RocksFromGrid.Generate: PRE: BiomesCore.Patches.CaveRoofGeneration.Prefix

GenStep\_ScatterLumpsMineable.ScatterAt: PRE: BiomesCore.Patches.GenStep\_ScatterLumpsMineable\_OrePreferredBiome.Prefix

GenStep\_ScatterThings.Generate: PRE: BiomesCore.Patches.IslandGeysers.Prefix

GenStep\_Scatterer.Generate: TRANS: BiomesCore.Patches.IslandScatterables.Transpiler

GenStep\_Settlement.ScatterAt: PRE: VFEI.GenStep\_Settlement\_ScatterAt\_Prefix.Prefix, VFE\_Settlers.Utilities.Harmony+GenStep\_SettlementScatterAt\_Patch.PreFix TRANS: VFECore.Patch\_GenStep\_Settlement+ScatterAt.Transpiler

GenStep\_Terrain.GenerateRiver: PRE: [10]MapReroll.Patches.DeterministicGenerationPatcher.DeterministicRiverSetup post: [-10]MapReroll.Patches.DeterministicGenerationPatcher.PopDeterministicRandState

GenStep\_Terrain.TerrainFrom: post: MorrowRim.GenStep\_Terrain\_TerrainFrom\_Patch.ReplaceTerrainWithAsh

GenStuff.RandomStuffInexpensiveFor: TRANS: [0]VFECore.RandomStuffInexpensiveFor\_Patch.Transpiler

GenStuff.TryRandomStuffByCommonalityFor: PRE: [800]VFECore.TryRandomStuffByCommonalityFor\_Patch.Prefix

GenTemperature.SeasonalShiftAmplitudeAt: PRE: RGExpandedWorldGeneration.GenTemperature\_SeasonalShiftAmplitudeAt.Prefix post: [2147483647]RGExpandedWorldGeneration.GenTemperature\_SeasonalShiftAmplitudeAt.Postfix

GenUI.ThingsUnderMouse: TRANS: LWM.DeepStorage.Patch\_GenUI\_ThingsUnderMouse.Transpiler

GhostUtility.GhostGraphicFor: post: VanillaFurnitureExpanded.VanillaExpandedFramework\_GhostUtility\_GhostGraphicFor\_Patch.DisplayBlueprintGraphic

GizmoGridDrawer.<DrawGizmoGrid>g\_\_ProcessGizmoState|12\_0: PRE: DubsMintMenus.HarmonyPatches+H\_GizmoGridDrawer.Prefix

GizmoGridDrawer.DrawGizmoGrid: post: VUIE.ArchitectModule.OverrideMouseOverGizmo

Gizmo\_CaravanInfo.GizmoOnGUI: post: WhatTheHack.Harmony.Gizmo\_CaravanInfo\_GizmoOnGUI.Postfix

Gizmo\_EnergyShieldStatus.GizmoOnGUI: PRE: CONN.Gizmo\_EnergyShieldStatus\_GizmoOnGUI.Prefix

GlobalControlsUtility.DoDate: post: GasNetwork.Patches.GlobalControlsUtility.Postfix

GlobalTextureAtlasManager.TryGetPawnFrameSet: PRE: AlienRace.HarmonyPatches.GlobalTextureAtlasGetFrameSetPrefix

GlobalTextureAtlasManager.TryMarkPawnFrameSetDirty: PRE: VFECore.Patch\_DisableAtlasCaching.Prefix

GlowGrid.GameGlowAt: post: OpenTheWindows.GlowGrid\_GameGlowAt.Postfix

GlowGrid.MarkGlowGridDirty: (no patches)

GrammarUtility.RulesForPawn: post: AlienRace.HarmonyPatches.RulesForPawnPostfix

Graphic.Print: TRANS: EnableOversizedWeapons.HarmonyPatch.Transpiler\_Print

GraphicUtility.ExtractInnerGraphicFor: PRE: MixedStoneBlocks.GraphicUtilityPatch+ExtractInnerGraphicForPatch.Prefix

Graphic\_Single.Init: post: MixedStoneBlocks.Graphic\_SinglePatch+InitPatch.Postfix

HaulAIUtility.HaulToCellStorageJob: TRANS: LWM.DeepStorage.Patch\_HaulToCellStorageJob.Transpiler

HaulAIUtility.HaulablePlaceValidator: post: VanillaPlantsExpandedMorePlants.VanillaPlantsExpandedMorePlants\_HaulAIUtility\_HaulablePlaceValidator\_Patch.MakeZonesNotHaulable

HaulDestinationManager.RemoveHaulDestination: post: TD\_Enhancement\_Pack.UrgentRefill\_Deletion\_Patches.Postfix

HealthAIUtility.FindBestMedicine: PRE: O21Toolbox.HarmonyPatches.Patch\_HealthAIUtility\_FindBestMedicine.Prefix, Androids.HarmonyPatches.Patch\_HealthAIUtility\_FindBestMedicine post: O21Toolbox.HarmonyPatches.HealthAIUtility\_FindBestMedicine.Postfix

HealthCardUtility.<>c\_\_DisplayClass42\_0.<DoDebugOptions>b\_\_0: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HealthCardUtility.<>c\_\_DisplayClass42\_0.<DoDebugOptions>b\_\_14: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HealthCardUtility.CreateSurgeryBill: TRANS: MSE2.MakeSurgeryBillLimbAware.Transpiler

HealthCardUtility.DrawOverviewTab: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HealthCardUtility.DrawPawnHealthCard: post: DubsMintMenus.Patch\_HealthCardUtility.Postfix

HealthCardUtility.GenerateSurgeryOption: PRE: WhatTheHack.Harmony.HealthCardUtility\_GenerateSurgeryOption.Prefix post: MVCF.Harmony.Brawlers.GenerateSurgeryOption\_Postfix

HealthCardUtility.GetPawnCapacityTip: post: [100]MSE2.HarmonyPatches.SortAndGroupPawnCapacityTip.SortAndGroup

HealthCardUtility.GetTooltip: TRANS: EBF.Transpilations.Transpiler\_HealthCardUtility.Transpiler

HealthCardUtility.VisibleHediffs: post: MSE2.HarmonyPatches.VisibleHediffs\_patch.Postfix

HealthUtility.AdjustSeverity: PRE: Androids.HarmonyPatches.Patch\_HealthUtility\_AdjustSeverity

HealthUtility.DamageLegsUntilIncapableOfMoving: TRANS: EBF.Transpilations.Transpiler\_HealthUtility\_DamageLegs.Transpiler

HealthUtility.FixWorstHealthCondition: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HealthUtility.GetPartConditionLabel: TRANS: EBF.Transpilations.Transpiler\_HealthUtility\_PartConditionLabel.Transpiler

HealthUtility.GiveRandomSurgeryInjuries: TRANS: EBF.Transpilations.Transpiler\_HealthUtility\_SurgeryInjuries.Transpiler

HealthUtility.ShouldRandomSurgeryInjuriesAvoidDestroying: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HeddifComp\_MightJoin.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HeddifComp\_StandOff.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HeddifComp\_Traitor.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff.CauseDeathNow: post: AchievementsExpanded.AchievementHarmony.HediffDeathEvent

Hediff.PostRemoved: post: MVCF.Harmony.Trackers.PostRemoved\_Postfix

Hediff.Tick: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler, Soyuz.Patches.Hediff\_Tick\_Patch.Transpiler, Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff.get\_BleedRate: post: Soyuz.Patches.Hediff\_BleedRate\_Patch.Postfix

Hediff.get\_ShouldRemove: post: VanillaTraitsExpanded.ShouldRemove\_Patch.Postfix

HediffComp\_AnoleGrown.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_BonelordShield.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_CauseMentalState.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_ChanceToRemove.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_ChanceToRemove\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_ChangeImplantLevel.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_ChangeNeed.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_ChangeNeed\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Corprus.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_DamageBrain.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_DelayedBlam.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Disappears.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_Disappears\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_DisappearsOnDowned.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Discoverable.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_Discoverable\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Disorientation.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_DissolveGearOnDeath.Notify\_PawnDied: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HediffComp\_Draftable.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_ExplodeOnDowned.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_GiveHediffsInRange.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_GiveNeurocharge.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_GrowthMode.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_HealPermanentWounds.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_HealPermanentWounds\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_HircineMarked.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Infecter.CheckMakeInfection: PRE: PreventWoundInfection.HediffComp\_Infecter\_CheckMakeInfection\_Patch.PreventWoundInfectionPatch

HediffComp\_Infecter.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_Infecter\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_KillAfterDays.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_HediffComp\_KillAfterDays\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Link.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_MessageAfterTicks.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Mime.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_PeriodicWounds.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_PsychicHarmonizer.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_ReactOnDamage.React: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HediffComp\_Regeneration.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_SaniesLupus.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_SelfHeal.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_SelfHeal\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_SeverityFromEntropy.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_SeverityPerDay.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_SkillDecay.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_Spreadable.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_TendDuration.CompPostTick: PRE: Soyuz.Patches.HediffComp\_Patch+HediffComp\_TendDuration\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_ThoughtEffecter.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_VerbGiver.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffComp\_WhileHavingThoughts.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffDef.SpecialDisplayStats: post: MorrowRim.Patch\_HediffProperties+CheckHediffProtective.Postfix, MSE2.AddSpecialDisplayStatsForHediffComps.AddCompStats

HediffGiver\_BrainInjury.OnHediffAdded: TRANS: EBF.Transpilations.Transpiler\_HediffBrainInjury\_OnHediffAdded.Transpiler

HediffGiver\_Hypothermia.OnIntervalPassed: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HediffSet.<>c.<get\_HasHead>b\_\_11\_0: post: AlienRace.HarmonyPatches.HasHeadPostfix

HediffSet.<GetNotMissingParts>d\_\_41.MoveNext: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HediffSet.AddDirect: PRE: MSE2.HarmonyPatches.Hediff\_AddDirect+AddDirect.ErrorOnIgnoredPart post: MSE2.HarmonyPatches.PastAddHediffCheckForEffectors.AddPotentialEffectors TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

HediffSet.CacheMissingPartsCommonAncestors: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler, MSE2.HarmonyPatches.CacheMissingPartsCommonAncestors\_Patch.Transpiler

HediffSet.CalculatePain: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_CalculatePain.Prefix, Androids.HarmonyPatches.CompatPatch\_CalculatePain post: VFECore.CalculatePain\_Patch.Postfix

HediffSet.DirtyCache: post: VFECore.DirtyCache\_Patch.Postfix

HediffSet.ExposeData: post: MSE2.BackCompatibility.HediffClassLoading.ReinstallWrongClassed

HediffSet.GetPartHealth: TRANS: EBF.Transpilations.Transpiler\_HediffSet\_GetPartHealth.Transpiler

HediffSet.get\_BleedRateTotal: post: IndustrialMelee.BleedRateTotal\_Patch.Postfix

HediffSet.get\_HasHead: PRE: AlienRace.HarmonyPatches.HasHeadPrefix

HediffStatsUtility.SpecialDisplayStats: post: WhatTheHack.Harmony.HediffStatsUtility\_SpecialDisplayStats.Postfix

HediffThoughtsRemoverComp.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HediffUtility.CountAddedAndImplantedParts: TRANS: MSE2.HarmonyPatches.ThoughtFixCountParts.Transpiler

Hediff\_AcidBuildup.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_AddedPart.PostAdd: TRANS: MSE2.HarmonyPatches.AddedPart\_PostAdd.Transpiler

Hediff\_Alcohol.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_AutoHeal.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_AutoTraining.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_BasicConvert.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_BleedingWound.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Chemshined.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Crushing.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_FasterMovement.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_HeartAttack.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Injury.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Injury.get\_BleedRate: post: EBF.Patches.PostFix\_HediffInjury\_BleedRate.PostFix

Hediff\_JellyWithdraw.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Level.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_LoverMentality.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_MechaniteHive.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_MechanoidUplink.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_MissingPart.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_MissingPart.get\_BleedRate: post: EBF.Patches.PostFix\_HediffMissingPart\_BleedRate.PostFix TRANS: EBF.Transpilations.Transpiler\_HediffMissingPart\_BleedRate.Transpiler

Hediff\_MissingPart.get\_PainOffset: TRANS: EBF.Transpilations.Transpiler\_HediffMissingPart\_PainOffset.Transpiler

Hediff\_Pregnant.Tick: PRE: Soyuz.Patches.Hediff\_Pregnant\_Tick\_Patch.Prefix TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Pregnant.get\_IsSeverelyWounded: TRANS: EBF.Transpilations.Transpiler\_HediffPregnant\_SeverelyWounded.Transpiler

Hediff\_SiegeMode.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Stalking.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_Training.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_VanometricCell.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Hediff\_WallBreaker.Tick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

HistoryAutoRecorderWorker\_ColonistMood.PullRecord: post: AchievementsExpanded.AchievementHarmony.AverageMoodColony

HugsLibController.LoadReloadInitialize: post: Rimefeller.RimefellerMod.Postfix

ITab\_Pawn\_Character.get\_IsVisible: PRE: WhatTheHack.Harmony.ITab\_Pawn\_Character\_IsVisible.Prefix post: VFE.Mechanoids.HarmonyPatches.NoBioForMachines.Postfix

ITab\_Pawn\_Gear.DrawThingRow: post: O21Toolbox.HarmonyPatches.Patches.Patch\_ITab\_Pawn\_Gear\_DrawThingRow.DrawThingRow\_PostFix TRANS: VFEPirates.ITab\_Pawn\_Gear\_DrawThingRow\_Transpiler.Transpiler, PickUpAndHaul.HarmonyPatches.GearTabHighlightTranspiler

ITab\_Pawn\_Gear.InterfaceDrop: PRE: PeteTimesSix.SimpleSidearms.Intercepts.ITab\_Pawn\_Gear\_InterfaceDrop\_Prefix.InterfaceDrop, WhatTheHack.Harmony.ITab\_Pawn\_Gear\_InterfaceDrop.Prefix

ITab\_Pawn\_Gear.TryDrawOverallArmor: TRANS: VFECore.Patch\_ITab\_Pawn\_Gear+TryDrawOverallArmor.Transpiler, AlienRace.HarmonyPatches.BodyReferenceTranspiler

ITab\_Pawn\_Guest.get\_IsVisible: post: Hospitality.Patches.ITab\_Pawn\_Guest\_Patch+IsVisible.Postfix

ITab\_Pawn\_Visitor.FillTab: TRANS: VFEAncients.HarmonyPatches.PreceptPatches.FixInteractionList

Ideo.MemberWillingToDo: PRE: VFEAncients.HarmonyPatches.PreceptPatches.MemberWillingToDo\_Prefix

Ideo.SetIcon: post: O21Toolbox.HarmonyPatches.Patch\_IdeoFoundation\_GetRandomIconDef.PostFix

IdeoFoundation.InitPrecepts: post: VanillaMemesExpanded.VanillaMemesExpanded\_IdeoFoundation\_InitPrecepts\_Patch.SetMaxToOptions

IdeoUIUtility.DoMemes: PRE: VanillaMemesExpanded.VanillaMemesExpanded\_IdeoUIUtility\_DoMemes\_Patch.MakeBoxSmaller post: VanillaMemesExpanded.VanillaMemesExpanded\_IdeoUIUtility\_DoMemes\_Patch.MakeBoxBigger

IdeoUIUtility.DoPrecepts: post: VanillaMemesExpanded.VanillaMemesExpanded\_IdeoUIUtility\_DoPrecepts\_Patch.EnableMorePrecepts, AlphaMemes.AlphaMemes\_IdeoUIUtility\_DoPrecepts\_Patch.AddDespisedAnimalPrecepts

IdeoUIUtility.DoPreceptsInt: TRANS: VFECore.OptionalFeatures.Dialog\_FloatMenuOptions.Transpiler, VanillaMemesExpanded.VanillaMemesExpanded\_IdeoUIUtility\_DoPreceptsInt\_Patch.Transpiler

IdeoUIUtility.DoStyles: TRANS: VanillaMemesExpanded.VanillaMemesExpanded\_IdeoUIUtility\_DoStyles\_Patch.Transpiler

ImmunityHandler.DiseaseContractChanceFactor: post: O21Toolbox.HarmonyPatches.Patch\_ImmunityHandler\_DiseaseContractChanceFactor.Postfix

ImmunityRecord.ImmunityChangePerTick: post: Soyuz.Patches.ImmunityRecord\_ImmunityChangePerTick\_Patch.Postfix

ImmunityRecord.ImmunityTick: post: AchievementsExpanded.AchievementHarmony.ImmunityTicking, VanillaSocialInteractionsExpanded.ImmunityTick\_Patch.Postfix

IncidentWorker.CanFireNow: PRE: VFEAncients.HarmonyPatches.StorytellerPatches.AdditionalIncidentReqs

IncidentWorker.TryExecute: PRE: VanillaStorytellersExpanded.Patch\_TryExecute.Prefix post: AchievementsExpanded.AchievementHarmony.IncidentTriggered

IncidentWorker\_Alphabeavers.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForAlphabeavers.Prefix post: Swimming.DeepWaterNotPreferredForAlphabeavers.Postfix

IncidentWorker\_AmbrosiaSprout.CanSpawnAt: PRE: BiomesCore.Patches.AmbrosiaSprout\_CanSpawnAt.Prefix

IncidentWorker\_Ambush.DoExecute: TRANS: Battlemounts.Harmony.IncidentWorker\_Ambush\_DoExecute.Transpiler

IncidentWorker\_Aurora.CanFireNowSub: PRE: BiomesCore.Patches.CavernAuroraPatch.Prefix

IncidentWorker\_CaravanMeeting.GenerateCaravanPawns: PRE: TerrainMovement.IncidentWorker\_CaravanMeeting\_GenerateCaravanPawns\_Patch.Prefix

IncidentWorker\_Disease.PotentialVictims: post: O21Toolbox.HarmonyPatches.Patch\_IncidentWorker\_Disease\_PotentialVictims.Postfix, PreventDisease.IncidentWorker\_Disease\_PotentialVictims\_Patch.IncidentWorker\_Disease\_DiseasePatch

IncidentWorker\_FarmAnimalsWanderIn.CanFireNowSub: PRE: TerrainMovement.FarmAnimalsWanderIn\_CanFireNowSub\_TerrainAware.Prefix

IncidentWorker\_FarmAnimalsWanderIn.TryExecuteWorker: PRE: TerrainMovement.FarmAnimalsWanderIn\_TryExecuteWorker\_TerrainAware.Prefix

IncidentWorker\_Flashstorm.CanFireNowSub: PRE: BiomesCore.Patches.CavernFlashstormPatch.Prefix

IncidentWorker\_HerdMigration.CanFireNowSub: TRANS: TerrainMovement.IncidentWorker\_HerdMigration\_CanFireNowSub\_Patch.Transpiler

IncidentWorker\_HerdMigration.TryExecuteWorker: TRANS: TerrainMovement.HerdMigration\_TryExecuteWorker\_TerrainAware\_Patch.Transpiler

IncidentWorker\_HerdMigration.TryFindAnimalKind: post: Swimming.HerdTrackTryFindAnimalKind.Postfix

IncidentWorker\_HerdMigration\_Extensions.TryFindStartAndEndCells: PRE: Swimming.DeepWaterNotPreferredForHerdMigrationStartAndEnd.Prefix post: Swimming.DeepWaterNotPreferredForHerdMigrationStartAndEnd.Postfix

IncidentWorker\_Infestation.TryExecuteWorker: PRE: VFEI.IncidentWorker\_Infestation\_TryExecuteWorker\_Prefix.Prefix

IncidentWorker\_MakeGameCondition.CanFireNowSub: PRE: BiomesCore.Patches.CavernEclipseAndFalloutPatch.Prefix

IncidentWorker\_ManhunterPack.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForManhunterPack.Prefix post: Swimming.DeepWaterNotPreferredForManhunterPack.Postfix TRANS: TerrainMovement.IncidentWorker\_ManhunterPack\_TryExecuteWorker\_Patch.Transpiler

IncidentWorker\_NeutralGroup.SpawnPawns: PRE: TerrainMovement.IncidentWorker\_NeutralGroup\_SpawnPawns\_TerrainAware\_Patch.Prefix

IncidentWorker\_PawnsArrive.CanFireNowSub: post: MorrowRim.IncidentWorker\_PawnsArrive\_CanFireNowSub\_Patch.PreventVisitorsDuringAshStorms

IncidentWorker\_PawnsArrive.FactionCanBeGroupSource: post: VFEAncients.HarmonyPatches.StorytellerPatches.AncientsShouldNotArrive

IncidentWorker\_Raid.TryExecuteWorker: PRE: VanillaStorytellersExpanded.Patch\_TryExecuteWorker.Prefix, VFEI.IncidentWorker\_Raid\_TryExecuteWorker\_Prefix.Prefix TRANS: [800]WhatTheHack.Harmony.IncidentWorker\_Raid\_TryExecuteWorker.Transpiler, Battlemounts.Harmony.IncidentWorker\_Raid\_TryExecuteWorker.Transpiler

IncidentWorker\_RaidEnemy.ResolveRaidStrategy: post: VFECore.ResolveRaidStrategy\_Patch.Postfix

IncidentWorker\_RaidEnemy.TryResolveRaidFaction: PRE: VFEM.HarmonyPatches.Raid\_Patches+RaidEnemyResolveFaction\_Patch.Prefix, WhatTheHack.Harmony.IncidentWorker\_RaidEnemy\_TryResolveRaidFaction.Prefix post: VFEM.HarmonyPatches.Raid\_Patches+RaidEnemyResolveFaction\_Patch.Postfix

IncidentWorker\_ResourcePodCrash.TryExecuteWorker: TRANS: TD\_Enhancement\_Pack.ResourcePodCrashContents.Transpiler

IncidentWorker\_SelfTame.Candidates: post: AnimalBehaviours.VanillaExpandedFramework\_IncidentWorker\_SelfTame\_Candidates\_Patch.Postfix

IncidentWorker\_ShortCircuit.TryExecuteWorker: PRE: WhatTheHack.Harmony.IncidentWorker\_ShortCircuit\_TryExcecuteWorker.Prefix

IncidentWorker\_ThrumboPasses.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForThrumbos.Prefix post: Swimming.DeepWaterNotPreferredForThrumbos.Postfix

IncidentWorker\_TraderCaravanArrival.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForTraderCaravanArrival.Prefix post: Swimming.DeepWaterNotPreferredForTraderCaravanArrival.Postfix TRANS: GiddyUpCaravan.Harmony.IncidentWorker\_TraderCaravanArrival\_TryExecuteWorker.Transpiler

IncidentWorker\_TravelerGroup.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForTravelerGroup.Prefix post: Swimming.DeepWaterNotPreferredForTravelerGroup.Postfix TRANS: GiddyUpCaravan.Harmony.IncidentWorker\_TravelerGroup\_TryExecuteWorker.Transpiler

IncidentWorker\_VisitorGroup.TryConvertOnePawnToSmallTrader: PRE: GiddyUpCaravan.Harmony.IncidentWorker\_VisitorGroup\_TryConvertOnePawnToSmallTrader.Prefix

IncidentWorker\_VisitorGroup.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForVisitorGroup.Prefix post: Swimming.DeepWaterNotPreferredForVisitorGroup.Postfix TRANS: GiddyUpCaravan.Harmony.IncidentWorker\_VisitorGroup\_TryExecuteWorker.Transpiler

IncidentWorker\_WandererJoin.GeneratePawn: TRANS: VFECore.Patch\_IncidentWorker\_WandererJoin+TryExecuteWorker.Transpiler

IncidentWorker\_WandererJoin.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForWandererJoin.Prefix post: Swimming.DeepWaterNotPreferredForWandererJoin.Postfix

IncidentWorker\_WildManWandersIn.TryExecuteWorker: PRE: Swimming.DeepWaterNotPreferredForWildMan.Prefix post: Swimming.DeepWaterNotPreferredForWildMan.Postfix

IndividualThoughtToAdd.Add: post: VanillaTraitsExpanded.Add\_Patch.Postfix, VanillaSocialInteractionsExpanded.IndividualThoughtToAdd\_Patch.Postfix

InfestationCellFinder.GetMountainousnessScoreAt: post: BiomesCore.Patches.InfestationModifier.Postfix

Injury.InitializeTooltip: TRANS: EBF.Transpilations.PrepareCarefully.Transpiler\_Injury\_InitializeTooltip.Transpiler

InspectGizmoGrid.DrawInspectGizmoGridFor: TRANS: AllowTool.Patches.InspectGizmoGrid\_DrawInspectGizmoGridFor\_Patch.RegisterReverseDesignatorCommandPair

InspectTabBase.get\_TabRect: post: DubsMintMenus.HarmonyPatches.TabSizeAdjuster

InspirationHandler.EndInspiration: post: VanillaSocialInteractionsExpanded.EndInspiration\_Patch.Postfix

InspirationHandler.InspirationHandlerTick: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_InspirationHandlerTick.Prefix, Androids.HarmonyPatches.CompatPatch\_InspirationHandlerTick

InspirationHandler.TryStartInspiration: post: VanillaSocialInteractionsExpanded.TryStartInspiration\_Patch.Postfix

InteractionUtility.CanInitiateInteraction: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_CanInitiateInteraction.CompatPatch\_CanDoInteraction, Androids.HarmonyPatches.CompatPatch\_CanInitiateInteraction, Androids.HarmonyPatches.CompatPatch\_CanDoInteraction

InteractionUtility.CanReceiveInteraction: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_CanReceiveInteraction.CompatPatch\_CanDoInteraction, Androids.HarmonyPatches.CompatPatch\_CanDoInteraction post: VanillaMemesExpanded.VanillaMemesExpanded\_InteractionUtility\_CanReceiveInteraction\_Patch.DontInteract

InteractionWorker\_Breakup.Interacted: post: VanillaSocialInteractionsExpanded.Interacted\_Patch.Postfix

InteractionWorker\_Breakup.RandomSelectionWeight: post: VanillaTraitsExpanded.RandomSelectionWeight\_Patch.Postfix

InteractionWorker\_DeepTalk.RandomSelectionWeight: post: VanillaSocialInteractionsExpanded.InteractionWorker\_DeepTalk\_RandomSelectionWeight\_Patch.Postfix

InteractionWorker\_KindWords.RandomSelectionWeight: post: VanillaSocialInteractionsExpanded.InteractionWorker\_KindWords\_RandomSelectionWeight\_Patch.Postfix

InteractionWorker\_RecruitAttempt.DoRecruit: post: Hospitality.Patches.InteractionWorker\_RecruitAttempt\_DoRecruit\_Patch+DoRecruit.Postfix

InteractionWorker\_RecruitAttempt.DoRecruit: PRE: VanillaSocialInteractionsExpanded.DoRecruit\_Patch.Prefix post: VanillaSocialInteractionsExpanded.DoRecruit\_Patch.Postfix

InteractionWorker\_RecruitAttempt.Interacted: post: VanillaMemesExpanded.VanillaMemesExpanded\_InteractionWorker\_RecruitAttempt\_Interacted\_Patch.DecreaseAnonymity TRANS: VFEAncients.HarmonyPatches.StorytellerPatches.IncreaseRecruitDifficulty, VanillaSocialInteractionsExpanded.InteractionWorker\_RecruitAttempt\_Interacted\_Patch.Transpiler

InteractionWorker\_RomanceAttempt.Interacted: TRANS: AlienRace.HarmonyPatches.RomanceAttemptInteractTranspiler

InteractionWorker\_RomanceAttempt.RandomSelectionWeight: post: VanillaTraitsExpanded.InteractionWorker\_RomanceAttempt\_RandomSelectionWeight\_Patch.Postfix, VanillaSocialInteractionsExpanded.InteractionWorker\_RomanceAttempt\_RandomSelectionWeight\_Patch.Postfix

InteractionWorker\_RomanceAttempt.SuccessChance: post: AlienRace.HarmonyPatches.RomanceAttemptSuccessChancePostfix, VanillaSocialInteractionsExpanded.SuccessChance\_Patch.Postfix

ItemAvailability.ThingsAvailableAnywhere: PRE: Share\_The\_Load.DeliverAsMuchAsPossible.Prefix

JobDriver.Cleanup: PRE: BattleMounts.Harmony.Jobdriver\_Cleanup+JobDriver\_Cleanup.Prefix

JobDriver.DriverTick: TRANS: Soyuz.Patches.JobDriver\_DriverTick\_Patch.Transpiler, Hospitality.Patches.JobDriver\_Patch+DriverTick.Transpiler

JobDriver.GetReport: post: JobsOfOpportunity.Mod+Patch\_PUAH+JobDriver\_\_GetReport\_Patch.SpecialHaulGetReport

JobDriver.Notify\_Starting: post: VanillaMemesExpanded.VanillaMemesExpanded\_JobDriver\_Notify\_Starting\_Patch.IfDumbSendHistoryEvent

JobDriver.SetupToils: (no patches)

JobDriver\_AttackMelee.TryMakePreToilReservations: post: PeteTimesSix.SimpleSidearms.Intercepts.JobDriver\_AttackMelee\_TryMakePreToilReservations.Postfix

JobDriver\_AttackStatic.<>c\_\_DisplayClass4\_0.<MakeNewToils>b\_\_1: TRANS: Reloading.HarmonyPatches.EndJobIfVerbNotAvailable

JobDriver\_BestowingCeremony.MakeNewToils: post: VanillaSocialInteractionsExpanded.JobDriver\_BestowingCeremony\_MakeNewToils.Postfix

JobDriver\_ConvertPrisoner.MakeNewToils: post: VanillaMemesExpanded.VanillaMemesExpanded\_JobDriver\_ConvertPrisoner\_MakeNewToils\_Patch.ReduceAnonymity

JobDriver\_Flee.MakeNewToils: post: TD\_Enhancement\_Pack.StopFlee.Postfix

JobDriver\_FollowClose.<MakeNewToils>b\_\_8\_0: TRANS: [800]TerrainMovement.JobDriver\_FollowClose\_MakeNewToils\_Patch.Transpiler

JobDriver\_FoodDeliver.GetReport: post: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_JobDriver\_FoodDeliver\_GetReport.Postfix

JobDriver\_FoodFeedPatient.GetReport: post: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_JobDriver\_FoodFeedPatient\_GetReport.Postfix

JobDriver\_Hack.MakeNewToils: post: VFEAncients.HarmonyPatches.BuildingPatches.FixHacking

JobDriver\_HaulCorpseToPublicPlace.MakeNewToils: post: VanillaSocialInteractionsExpanded.JobDriver\_HaulCorpseToPublicPlace\_MakeNewToils.Postfix

JobDriver\_HaulToCell.GetReport: post: JobsOfOpportunity.Mod+JobDriver\_HaulToCell\_\_GetReport\_Patch.SpecialHaulGetReport

JobDriver\_HaulToCell.MakeNewToils: post: JobsOfOpportunity.Mod+JobDriver\_HaulToCell\_\_MakeNewToils\_Patch.ClearSpecialHaulOnFinish, PickUpAndHaul.HarmonyPatches.JobDriver\_HaulToCell\_PostFix

JobDriver\_Hunt.MakeNewToils: post: Reloading.HarmonyPatches.MakeNewToils\_Postfix, MVCF.Harmony.Hunting.MakeNewToils

JobDriver\_Ingest.GetReport: post: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_JobDriver\_Ingest\_GetReport.Postfix

JobDriver\_Ingest.MakeNewToils: post: AlphaBehavioursAndEvents.AlphaAnimals\_JobDriver\_Ingest\_MakeNewToils\_Patch.ApplyHediffIfCorpseEaten, VanillaSocialInteractionsExpanded.JobDriver\_Ingest\_MakeNewToils.Postfix

JobDriver\_LayDown.TryMakePreToilReservations: PRE: VFE.Mechanoids.HarmonyPatches.MechanoidsDoNotReserveBeds.Prefix post: VFE.Mechanoids.HarmonyPatches.MechanoidsDoNotReserveBeds.Postfix

JobDriver\_Lovin.GenerateRandomMinTicksToNextLovin: post: VanillaTraitsExpanded.GenerateRandomMinTicksToNextLovin\_Patch.Postfix TRANS: AlienRace.HarmonyPatches.GenerateRandomMinTicksToNextLovinTranspiler

JobDriver\_Lovin.MakeNewToils: post: VanillaSocialInteractionsExpanded.JobDriver\_Lovin\_MakeNewToils.Postfix

JobDriver\_ManTurret.FindAmmoForTurret: PRE: VFESecurity.Patch\_TryFindRandomShellDef.Prefix

JobDriver\_Mount.letMountParticipate: post: OpenTheWindows.JobDriver\_Mount\_letMountParticipate.letMountParticipate\_Postfix

JobDriver\_PlantSow.MakeNewToils: post: VanillaSocialInteractionsExpanded.JobDriver\_PlantSow\_MakeNewToils.Postfix

JobDriver\_Resurrect.MakeNewToils: post: VanillaSocialInteractionsExpanded.JobDriver\_Resurrect\_MakeNewToils.Postfix

JobDriver\_TakeToBed.MakeNewToils: post: VanillaSocialInteractionsExpanded.JobDriver\_TakeToBed\_MakeNewToils.Postfix

JobDriver\_UnloadYourHauledInventory.FirstUnloadableThing: PRE: JobsOfOpportunity.Mod+Patch\_PUAH+JobDriver\_UnloadYourHauledInventory\_\_FirstUnloadableThing\_Patch.SpecialHaulAwareFirstUnloadableThing

JobDriver\_UnloadYourHauledInventory.MakeNewToils: post: JobsOfOpportunity.Mod+Patch\_PUAH+JobDriver\_UnloadYourHauledInventory\_\_MakeNewToils\_Patch.ClearSpecialHaulOnFinish

JobDriver\_ViewArt.WaitTickAction: post: VanillaTraitsExpanded.WaitTickAction\_Patch.Postfix

JobDriver\_Vomit.MakeNewToils: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_VomitJob.Prefix, O21Toolbox.HarmonyPatches.Harmony\_Needs+Patch\_VomitJob.Prefix, Androids.HarmonyPatches.CompatPatch\_VomitJob

JobDriver\_Wait.CheckForAutoAttack: post: AllowTool.Patches.JobDriverWait\_CheckForAutoAttack\_Patch.DoPartyHunting TRANS: MVCF.Harmony.MiscPatches.Transpiler\_JobDriver\_Wait\_CheckForAutoAttack

JobDriver\_Wait.DecorateWaitToil: PRE: TerrainMovement.JobDriver\_Wait\_DecorateWaitToil\_TerrainAware\_Patch.Prefix

JobDriver\_WatchBuilding.MakeNewToils: post: VanillaTraitsExpanded.MakeNewToils\_Patch.Postfix

JobDriver\_Wear.Notify\_Starting: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

JobDriver\_Wear.TryUnequipSomething: PRE: WhatTheHack.Harmony.JobDriver\_Wear\_TryUnequipSomething.Prefix TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

JobGiver\_AIDefendPawn.TryFindShootingPosition: TRANS: VFESecurity.Patch\_JobGiver\_AIDefendPawn+TryFindShootingPosition.Transpiler

JobGiver\_AIDefendPoint.TryFindShootingPosition: TRANS: VFESecurity.Patch\_JobGiver\_AIDefendPoint+TryFindShootingPosition.Transpiler

JobGiver\_AIFightEnemies.TryFindShootingPosition: TRANS: VFESecurity.Patch\_JobGiver\_AIFightEnemies+TryFindShootingPosition.Transpiler

JobGiver\_AIFightEnemy.TryGiveJob: post: DireWolves.JobGiver\_AIFightEnemy\_Patch.Postfix

JobGiver\_ConfigurableHostilityResponse.TryGetAttackNearbyEnemyJob: TRANS: TD\_Enhancement\_Pack.NotSoHostile.Transpiler, VFESecurity.Patch\_JobGiver\_ConfigurableHostilityResponse+TryGetAttackNearbyEnemyJob.Transpiler

JobGiver\_DoLovin.TryGiveJob: PRE: VanillaTraitsExpanded.JobGiver\_DoLovin\_TryGiveJob\_Patch.Prefix

JobGiver\_DropUnusedInventory.Drop: PRE: PeteTimesSix.SimpleSidearms.Intercepts.JobGiver\_DropUnusedInventory\_Drop.Prefix, PickUpAndHaul.HarmonyPatches.Drop\_Prefix

JobGiver\_DropUnusedInventory.TryGiveJob: post: PickUpAndHaul.HarmonyPatches.DropUnusedInventory\_PostFix

JobGiver\_EatInGatheringArea.TryGiveJob: PRE: Androids.HarmonyPatches.CompatPatch\_EatInPartyAreaTryGiveJob post: VanillaSocialInteractionsExpanded.TryGiveJob\_Patch.Postfix

JobGiver\_ExitMapBest.TryFindGoodExitDest: PRE: Swimming.DeepWaterNotPreferredForTryFindGoodExitDest.Prefix

JobGiver\_GetFood.TryGiveJob: PRE: AnimalBehaviours.VanillaExpandedFramework\_JobGiver\_GetFood\_GetPriority\_Patch.StopEatingThings post: Gastronomy.Dining.\_JobGiver\_GetFood\_Patch+TryGiveJob.Postfix

JobGiver\_GetJoy.TryGiveJob: PRE: Androids.HarmonyPatches.CompatPatch\_GetJoyTryGiveJob

JobGiver\_GetJoyInGatheringArea.TryGiveJobFromJoyGiverDefDirect: post: VanillaSocialInteractionsExpanded.TryGiveJobFromJoyGiverDefDirect\_Patch.Postfix

JobGiver\_GetRest.GetPriority: TRANS: NocturnalAnimals.JobGiver\_GetRest\_Patch+VanillaExpandedFramework\_JobGiver\_GetRest\_GetPriority\_Patch.Transpiler

JobGiver\_GetRest.TryGiveJob: PRE: VanillaTraitsExpanded.TryGiveJob\_Patch.Prefix

JobGiver\_Haul.TryGiveJob: TRANS: PickUpAndHaul.HarmonyPatches.JobGiver\_Haul\_TryGiveJob\_Transpiler

JobGiver\_Idle.TryGiveJob: post: PickUpAndHaul.HarmonyPatches.IdleJoy\_Postfix

JobGiver\_MaintainHives.TryGiveJob: TRANS: VFEI.JobGiver\_MaintainHives\_TryGiveJob\_Patch.Transpiler

JobGiver\_Manhunter.TryGiveJob: post: DireWolves.JobGiver\_Manhunter\_Patch.Postfix

JobGiver\_OptimizeApparel.ApparelScoreGain: post: AlienRace.HarmonyPatches.ApparelScoreGainPostFix, O21Toolbox.HarmonyPatches.Harmony\_Apparel+ApparelScoreGainPostFix.Postfix TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

JobGiver\_OptimizeApparel.TryGiveJob: PRE: VFEPirates.JobGiver\_OptimizeApparel\_TryGiveJob\_Patch.Prefix, ChangeDresser.Patch\_JobGiver\_OptimizeApparel.Prefix post: ChangeDresser.Patch\_JobGiver\_OptimizeApparel.Postfix

JobGiver\_PrepareCaravan\_GatherDownedPawns.FindRandomDropCell: PRE: TerrainMovement.JobGiver\_PrepareCaravan\_GatherDownedPawns\_FindRandomDropCell\_TerrainAware\_Patch.Prefix

JobGiver\_ReactToCloseMeleeThreat.TryGiveJob: post: VFEAncients.HarmonyPatches.PreceptPatches.NoFightingInterrogator, DireWolves.JobGiver\_ReactToCloseMeleeThreat\_Patch.Postfix

JobGiver\_SatisfyChemicalNeed.DrugValidator: post: AlienRace.HarmonyPatches.DrugValidatorPostfix

JobGiver\_StandAndBeSociallyActive.TryGiveJob: post: VanillaSocialInteractionsExpanded.JobGiver\_StandAndBeSociallyActive\_TryGiveJob\_Patch.Postfix

JobGiver\_WanderInRoofedCellsInPen.ShouldSeekRoofedCells: post: VEE.JobGiver\_WanderInRoofedCellsInPen\_Patch.Postfix

JobGiver\_Work.PawnCanUseWorkGiver: PRE: Hospitality.Patches.JobGiver\_Work\_Patch+PawnCanUseWorkGiver.Prefix post: VFE.Mechanoids.HarmonyPatches.MechanoidsAreCapable.Postfix, VFE.Mechanoids.HarmonyPatches.JobGiver\_Work\_PawnCanUseWorkGiver\_Patch.Postfix, WhatTheHack.Harmony.JobGiver\_Work\_PawnCanUseWorkGiver.Postfix

JobGiver\_Work.TryIssueJobPackage: PRE: Hospitality.Patches.JobGiver\_Work\_Patch+TryIssueJobPackage.Prefix

JobUtility.TryStartErrorRecoverJob: PRE: JobsOfOpportunity.Mod+JobUtility\_\_TryStartErrorRecoverJob\_Patch.OfferSupport

JoyGiver.GetChance: post: VanillaTraitsExpanded.GetChance\_Patch.Postfix

JoyGiver\_Ingest.CanIngestForJoy: post: Hospitality.Patches.JoyGiver\_Ingest\_Patch+CanIngestForJoy.Postfix

JoyGiver\_Ingest.TryGiveJobInternal: PRE: Gastronomy.Dining.\_JoyGiver\_Ingest\_Patch+TryGiveJobInternal.Prefix

JoyGiver\_SocialRelax.TryFindIngestibleToNurse: PRE: Hospitality.Patches.ForbidUtility\_Patch+TryFindIngestibleToNurse.Prefix post: Hospitality.Patches.ForbidUtility\_Patch+TryFindIngestibleToNurse.Postfix

JoyGiver\_VisitGrave.TryGiveJob: PRE: VanillaTraitsExpanded.JoyGiver\_VisitGrave\_TryGiveJob\_Patch.Prefix

JoyUtility.JoyTickCheckEnd: PRE: VanillaSocialInteractionsExpanded.JoyUtility\_JoyTickCheckEnd.Prefix post: VanillaMemesExpanded.VanillaMemesExpanded\_JoyUtility\_JoyTickCheckEnd\_Patch.InformJoyTakingPlace

LanguageDatabase.SelectLanguage: PRE: HugsLib.Patches.LanguageDatabase\_Patch.ForceRestartAfterLangChange

LightEffectComp.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

ListerHaulables.ListerHaulablesTick: TRANS: LWM.DeepStorage.Patch\_ListerHaulablesTick.Transpiler

ListerHaulables.ThingsPotentiallyNeedingHauling: post: JobsOfOpportunity.Mod+Patch\_PUAH+ListerHaulables\_ThingsPotentiallyNeedingHauling\_Patch.IncludeThingsInReducedPriorityStore

ListerThings.ThingsOfDef: PRE: VFEArchitect.ArchitectMod.AdjustCount

Listing\_ResourceReadout.DoCategory: TRANS: DubsMintMenus.PinningSys+Patch\_DoCategory.Transpiler

Listing\_ResourceReadout.DoThingDef: TRANS: DubsMintMenus.PinningSys+Patch\_DoThingDef.Transpiler

Listing\_Standard.ButtonDebug: PRE: VUIE.DebugActionMenuModule.PreButtonDebug post: VUIE.DebugActionMenuModule.PostButtonDebug TRANS: VUIE.DebugActionMenuModule.TranspileButtonDebug

Listing\_TreeThingFilter.DoThingDef: PRE: [700]CodeOptimist.Listing\_SettingsTreeThingFilter+Listing\_TreeThingFilter\_DoThingDef\_Patch.RecipeIconsPatchOnly, DubsMintMenus.HarmonyPatches+Harmony\_DoThingDef.Prefix

LoadedModManager.ApplyPatches: PRE: XmlExtensions.ApplyPatches\_Patch.Prefix post: XmlExtensions.ApplyPatches\_Patch.Postfix

LoadedModManager.CombineIntoUnifiedXML: TRANS: XmlExtensions.CombineIntoUnifiedXML\_Patch.Transpiler

LoadedObjectDirectory.Clear: post: VFECore.Misc.HireableSystemStaticInitialization.AddHireablesToLoadedObjectDirectory

Log.Error: PRE: JobsOfOpportunity.Mod+Log\_\_Error\_Patch.IgnoreCouldNotLoadReferenceOfRemovedModStorageBuildings

LongEventHandler.LongEventsOnGUI: PRE: KCSG.LongEventHandler\_Patches+LongEventsOnGUI\_Prefix.Prefix

Lord.AddPawn: PRE: VanillaTraitsExpanded.AddPawn\_Patch.Prefix post: VanillaStorytellersExpanded.Patch\_AddPawn.Postfix, VanillaSocialInteractionsExpanded.Patch\_AddPawn.Postfix

Lord.Cleanup: PRE: VanillaStorytellersExpanded.Patch\_Cleanup.Prefix, VanillaSocialInteractionsExpanded.Patch\_Cleanup.Prefix

LordJob\_Joinable\_MarriageCeremony.AddAttendedWeddingThoughts: post: VanillaSocialInteractionsExpanded.AddAttendedWeddingThoughts\_Patch.Postfix

LordJob\_Joinable\_Party.get\_AttendeeThought: post: VanillaMemesExpanded.VanillaMemesExpanded\_LordJob\_Joinable\_Party\_AttendeeThought\_Patch.ChangeThoughtForParty

LordJob\_Joinable\_Party.get\_OrganizerThought: post: VanillaMemesExpanded.VanillaMemesExpanded\_LordJob\_Joinable\_Party\_OrganizerThought\_Patch.ChangeThoughtForPartyOrganizer

LordToil\_HiveRelated.FindClosestHive: post: VFEI.LordToil\_HiveRelated\_FindClosestHive\_Postfix.PostFix

LordToil\_PanicFlee.Init: post: VanillaMemesExpanded.VanillaMemesExpanded\_LordToil\_PanicFlee\_Init\_Patch.UndraftWhenEnemyFlees

LordToil\_PrepareCaravan\_Leave.UpdateAllDuties: PRE: GiddyUpCaravan.Harmony.Lordtoil\_PrepareCaravan\_Leave\_UpdateAllDuties.Prefix

LordToil\_Siege.CanBeBuilder: PRE: WhatTheHack.Harmony.LordToil\_Siege\_CanBeBuilder.Prefix

LovePartnerRelationUtility.HasAnyLovePartner: PRE: WhatTheHack.Harmony.LovePartnerRelationUtility\_HasAnyLovePartner.Prefix

MainButtonDef.get\_Icon: post: VanillaTexturesExpanded.Patch\_MainButtonDef+get\_Icon.Postfix

MainButtonWorker.DoButton: post: TD\_Enhancement\_Pack.ResearchingIndicator.Postfix TRANS: VanillaTexturesExpanded.Patch\_MainButtonWorker+DoButton.Transpiler

MainButtonsRoot..ctor: post: VUIE.MainButtonModule.ApplySettings

MainButtonsRoot.DoButtons: PRE: VUIE.MainButtonModule.DoButtons

MainButtonsRoot.HandleLowPriorityShortcuts: post: VUIE.OverlayModule.HandleShortcuts

MainButtonsRoot.MainButtonsOnGUI: PRE: DubsMintMenus.HarmonyPatches+Patch\_MainButtonsOnGUI.Prefix

MainMenuDrawer.DoMainMenuControls: PRE: RocketMan.MainMenuDrawer\_DoMainMenuControls\_Patch.Prefix TRANS: ModManager.Patch\_Replace\_Page\_ModsConfig.Transpiler

MainMenuDrawer.MainMenuOnGUI: post: O21Toolbox.HarmonyPatches.Patch\_MainMenuOnGui.Postfix

MainTabWindow\_Architect.CacheDesPanels: post: VUIE.ArchitectModule.FixDesPanels

MainTabWindow\_History.DoMessagesPage: TRANS: VUIE.MessagesPageModule.AddMessagesSearchBox

MainTabWindow\_History.DoWindowContents: TRANS: VUIE.HistoryTabModule.AddContents

MainTabWindow\_History.PreOpen: post: VUIE.HistoryTabModule.AddTab

MainTabWindow\_Inspect.DoInspectPaneButtons: post: TD\_Enhancement\_Pack.JumpToSelection.Postfix

MainTabWindow\_Research.DrawLeftRect: TRANS: SRTS.StartUp.ResearchTranslatedCostTranspiler

MainTabWindow\_Research.DrawResearchPrereqs: post: SRTS.StartUp.DrawCustomResearchPrereqs

MainTabWindow\_Research.DrawRightRect: TRANS: VanillaStorytellersExpanded.Patch\_MainTabWindow\_Research+DrawRightRect.Transpiler, AlienRace.HarmonyPatches.ResearchScreenTranspiler

MainTabWindow\_Research.ViewSize: TRANS: AlienRace.HarmonyPatches.ResearchScreenTranspiler

MainTabsRoot.HandleLowPriorityShortcuts: PRE: DubsMintMenus.HarmonyPatches+Patch\_InterfaceTryActivate.Prefix

MainTabsRoot.ToggleTab: PRE: DubsMintMenus.HarmonyPatches+Patch\_MainTabsRoot.Prefix

ManhunterPackIncidentUtility.TryFindManhunterAnimalKind: PRE: TerrainMovement.ManhunterPackIncidentUtility\_AnimalKind\_Patch.Prefix

Map.ConstructComponents: post: HugsLib.Patches.Map\_ConstructComponents\_Patch.MapComponentsInitHook, [-2147483648]RocketMan.Patches.Map\_ConstructComponents\_Patch.Postfix

Map.ExposeData: PRE: KCSG.Map\_ExposeData\_Patch.Prefix

Map.FinalizeInit: post: HugsLib.Patches.Map\_FinalizeInit\_Patch.MapLoadedHook, TerrainMovement.Map\_FinalizeInit\_Patch.Postfix, [-2147483648]RocketMan.Patches.Map\_FinalizeInit\_Patch.Postfix

Map.MapUpdate: PRE: Rimefeller.Harmony\_GridRegen.Prefix, DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.GridRegen\_Prefix

MapComponentUtility.MapGenerated: post: HugsLib.Patches.MapComponentUtility\_MapGenerated\_Patch.MapGeneratedHook

MapGenerator.GenerateMap: PRE: RocketMan.MapGenerator\_Patch+GenerateMap\_Patch.Prefix post: VFECore.MapGenerator\_GenerateMap\_Patch.Postfix, MorrowRim.MapGenerator\_GenerateMap\_Patch.ReplaceTerrainWithAsh TRANS: MapReroll.Patches.MapGenerator\_GenerateMap\_Patch.RecordUsedMapGenerator

MapInterface.MapInterfaceOnGUI\_BeforeMainTabs: post: VUIE.OverlayModule.OverlaysOnGUI

MapInterface.MapInterfaceUpdate: post: VUIE.OverlayModule.OverlaysUpdate, HeatMap.MapInterface\_MapInterfaceUpdate\_Detour.Postfix

MapInterface.Notify\_SwitchedMap: post: VUIE.ArchitectModule.PostMapChanged, HeatMap.MapInterface\_Notify\_SwitchedMap\_Detour.Postfix

MapParent.RecalculateHibernatableIncidentTargets: post: WhatTheHack.Harmony.MapParent\_RecalculateHibernatableIncidentTargets.Postfix

MapParent.get\_MapGeneratorDef: post: KCSG.MapGeneratorDef\_Patches+MapParent\_MapGeneratorDef\_Patch.Postfix

MapPawns.DeRegisterPawn: PRE: TerrainMovement.DeregisterPawnMap.Prefix

MapPawns.get\_AllPawns: post: KCSG.FixCaravanThreadingPatch.Postfix

MapPawns.get\_AnyPawnBlockingMapRemoval: post: [800]O21Toolbox.HarmonyPatches.Patch\_MapPawns\_AnyPawnBlockingMapRemoval.Postfix

MassUtility.Capacity: PRE: WhatTheHack.Harmony.MassUtility\_Capacity.Prefix post: AnimalBehaviours.VanillaExpandedFramework\_MassUtility\_Capacity\_Patch.MakeGigantelopesCarryMore, VFECore.MassUtility\_Capacity\_Patch.Postfix, VAE\_Accessories.HarmonyPatches.ApparelMassCapacity, CPBackpacks.HarmonyBackpacks.Capacity\_PostFix, WhatTheHack.Harmony.MassUtility\_Capacity.Postfix, [0]VFEAncients.PowerWorker\_Strong.AddCapacity

MechClusterGenerator.MechKindSuitableForCluster: post: VFEM.HarmonyPatches.MechSpawn\_Patch.Postfix

MedicalRecipesUtility.<GetFixedPartsToApplyOn>d\_\_5.MoveNext: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

MedicalRecipesUtility.IsClean: post: MSE2.HarmonyPatches.IsClean\_Patch.PostFix

MedicalRecipesUtility.SpawnThingsFromHediffs: PRE: [0]MSE2.HarmonyPatches.MedicalRecipesUtility\_SpawnThingsFromHediffs\_Patch+SpawnThingsFromHediffs.ReplaceWithCustom

MemoryThoughtHandler.GetFirstMemoryOfDef: PRE: AlienRace.HarmonyPatches.ThoughtReplacementPrefix

MemoryThoughtHandler.NumMemoriesOfDef: PRE: AlienRace.HarmonyPatches.ThoughtReplacementPrefix

MemoryThoughtHandler.OldestMemoryOfDef: PRE: AlienRace.HarmonyPatches.ThoughtReplacementPrefix

MemoryThoughtHandler.RemoveMemoriesOfDef: PRE: AlienRace.HarmonyPatches.ThoughtReplacementPrefix

MemoryThoughtHandler.RemoveMemoriesOfDefIf: PRE: AlienRace.HarmonyPatches.ThoughtReplacementPrefix

MemoryThoughtHandler.RemoveMemoriesOfDefWhereOtherPawnIs: PRE: AlienRace.HarmonyPatches.ThoughtReplacementPrefix

MemoryThoughtHandler.TryGainMemory: post: VFEAncients.PowerWorker\_BreakOnReject.PostMemoryAdd

MemoryThoughtHandler.TryGainMemory: PRE: AlienRace.HarmonyPatches.TryGainMemoryPrefix, VanillaTraitsExpanded.TryGainMemory\_Patch.Prefix post: ReGrowthCore.TryGainMemory\_Patch.Postfix, VanillaSocialInteractionsExpanded.TryGainMemory\_Patch.Postfix

MemoryUtility.ClearAllMapsAndWorld: PRE: DubsBadHygiene.Patches.HarmonyPatches+Harmony\_ClearAllMapsAndWorld.Prefix, DubsMintMenus.HarmonyPatches+Patch\_ClearAllMapsAndWorld.Prefix

MentalBreakWorker.BreakCanOccur: PRE: O21Toolbox.HarmonyPatches.Harmony\_Needs+Patch\_MentalBreakWorker\_BreakCanOccur.Prefix, OuterRim.Patch\_MentalBreakWorker\_BreakCanOccur.Prefix post: VanillaMemesExpanded.VanillaMemesExpanded\_MentalBreakWorker\_BreakCanOccur\_Patch.DisableMostMentalBreaksIfPacifist, AlphaMemes.AlphaMemes\_MentalBreakWorker\_BreakCanOccur\_Patch.DisableMostMentalBreaksIfPacifist

MentalBreakWorker\_Catatonic.TryStart: post: VanillaSocialInteractionsExpanded.MentalBreakWorker\_Catatonic\_Patch.Postfix

MentalBreakWorker\_RunWild.TryStart: post: VanillaSocialInteractionsExpanded.MentalBreakWorker\_RunWild\_Patch.Postfix

MentalBreaker.TryDoRandomMoodCausedMentalBreak: TRANS: AchievementsExpanded.AchievementHarmony.MentalBreakTriggered

MentalState.MentalStateTick: TRANS: Soyuz.Patches.MentalBreaker\_MentalStateTick\_Patch.Transpiler, Soyuz.Patches.MentalState\_MentalStateTick\_Patch.Transpiler

MentalState.RecoverFromState: PRE: VanillaSocialInteractionsExpanded.RecoverFromState\_Patch.Prefix

MentalStateHandler.TryStartMentalState: PRE: VFEPirates.MentalStateHandler\_TryStartMentalState\_Patch.Prefix, VanillaTraitsExpanded.Patch\_TryStartMentalState.Prefix, VanillaSocialInteractionsExpanded.TryStartMentalState\_Patch.Prefix, Hospitality.Patches.MentalStateHandler\_Patch+TryStartMentalState.Prefix post: VanillaSocialInteractionsExpanded.TryStartMentalState\_Patch.Postfix

MentalState\_Jailbreaker.Notify\_InducedPrisonerToEscape: post: VanillaSocialInteractionsExpanded.Notify\_InducedPrisonerToEscape\_Patch.Postfix

MentalState\_MurderousRage.TryFindNewTarget: PRE: VFEAncients.PowerWorker\_BreakOnReject.ForceTarget

MentalState\_Slaughterer.Notify\_SlaughteredAnimal: post: VanillaSocialInteractionsExpanded.Notify\_SlaughteredAnimal\_Patch.Postfix

MentalState\_SocialFighting.PostEnd: post: VanillaSocialInteractionsExpanded.PostEnd\_Patch.Postfix

MentalState\_SocialFighting.get\_IsOtherPawnSocialFightingWithMe: post: VanillaSocialInteractionsExpanded.IsOtherPawnSocialFightingWithMe\_Patch.Postfix

Mineable.DestroyMined: post: VanillaSocialInteractionsExpanded.DestroyMined\_Patch.Postfix

Mineable.TrySpawnYield: TRANS: VanillaSocialInteractionsExpanded.MineableYield\_Patch.Transpiler

MinifiedThing.DrawAt: PRE: Hospitality.Patches.MinifiedThing\_Patch+DrawAt.Prefix

MinifyUtility.Uninstall: PRE: WhatTheHack.Harmony.MinifyUtility\_Uninstall.Prefix

ModContentPack.LoadPatches: TRANS: XmlExtensions.LoadPatches\_Patch.Transpiler

ModMetaData.SamePackageId: PRE: ModManager.Patch\_ModMetaData\_SamePackageId.Prefix

ModsConfig.RestartFromChangedMods: PRE: HugsLib.Patches.ModsConfig\_RestartFromChangedMods\_Patch.QuickRestartInDevMode

ModsConfig.TrySortMods: (no patches)

MouseoverReadout.MouseoverReadoutOnGUI: post: DubsBadHygiene.Patches.HarmonyPatches\_Fertilizer+H\_MouseoverReadoutOnGUI.Postfix TRANS: TD\_Enhancement\_Pack.MouseoverOnTopRight.Transpiler, VEE.MouseoverReadout\_Patch.Transpiler, DubsBadHygiene.Patches.HarmonyPatches\_Fertilizer+H\_MouseoverReadoutOnGUI.Transpiler

MoveColonyUtility.MoveColonyAndReset: PRE: [800]ChangeDresser.Patch\_MoveColonyUtility\_MoveColonyAndReset.Prefix

MusicManagerPlay.AppropriateNow: post: BiomesCore.Patches.Song\_MapAppropriate\_Patch.Postfix

Need\_Beauty.get\_CurCategory: PRE: VanillaTraitsExpanded.CurCategory\_Patch.Prefix

Need\_Food.NeedInterval: PRE: VFEAncients.PowerWorker\_Hunger.Interval, O21Toolbox.HarmonyPatches.Harmony\_Needs+Patch\_Need\_Food\_NeedInterval.Prefix

Need\_Food.get\_GUIChangeArrow: PRE: VFEAncients.PowerWorker\_Hunger.HungerArrow

Need\_Food.get\_Starving: post: O21Toolbox.HarmonyPatches.Patch\_Need\_Food\_Starving\_Get.Postfix, Androids.HarmonyPatches.Patch\_Need\_Food\_Starving\_Get

Need\_Joy.GainJoy: PRE: VanillaSocialInteractionsExpanded.GainJoy\_Patch.Prefix

Need\_Joy.get\_FallPerInterval: post: VFEAncients.PowerWorker\_RecreationDrop.Double, VanillaTraitsExpanded.FallPerInterval\_Patch.Postfix, VanillaMemesExpanded.VanillaMemesExpanded\_Need\_Joy\_FallPerInterval\_Patch.ModifyFallIntervalForPartyHost

Need\_Joy.get\_GainingJoy: post: VFEAncients.PowerWorker\_Loner.GainingAlone

Need\_Outdoors.NeedInterval: PRE: OpenTheWindows.NeedOutdoors\_NeedInterval.Prefix

Need\_Rest.TickResting: post: Soyuz.Patches.Need\_Rest\_TickResting\_Patch.Postfix

NeedsCardUtility.DrawThoughtGroup: PRE: VanillaTraitsExpanded.DrawThoughtGroup\_Patch.Prefix

NeedsCardUtility.UpdateDisplayNeeds: post: O21Toolbox.HarmonyPatches.Harmony\_Needs+Patch\_NeedsCardUtility\_UpdateDisplayNeeds.Postfix

OutfitDatabase.TryDelete: post: ChangeDresser.Patch\_OutfitDatabase\_TryDelete.Postfix

OverlayDrawer.DrawAllOverlays: TRANS: GasNetwork.Patches.OverlayDrawer\_DrawAllOverlays.Transpiler

OverlayDrawer.DrawOverlay: PRE: Hospitality.Patches.OverlayDrawer\_Patch+DrawOverlay.Prefix

Page.DoBottomButtons: PRE: RGExpandedWorldGeneration.DoBottomButtons\_Patch.Prefix

Page\_ConfigureStartingPawns.CanDoNext: post: AlienRace.HarmonyPatches.CanDoNextStartPawnPostfix

Page\_ConfigureStartingPawns.DoWindowContents: post: EdB.PrepareCarefully.HarmonyPatches.PrepareCarefullyButtonPatch.Postfix

Page\_ConfigureStartingPawns.PreOpen: post: EdB.PrepareCarefully.HarmonyPatches.ClearOriginalScenarioPatch.Postfix, KCSG.PrepareCarefully\_Fix.Postfix

Page\_CreateWorldParams.CanDoNext: PRE: RGExpandedWorldGeneration.CanDoNext\_Patch.Prefix

Page\_CreateWorldParams.DoWindowContents: post: RGExpandedWorldGeneration.Page\_CreateWorldParams\_Patch.Postfix TRANS: RGExpandedWorldGeneration.Page\_CreateWorldParams\_Patch.Transpiler

Page\_CreateWorldParams.Reset: post: RGExpandedWorldGeneration.Reset\_Patch.Postfix

Page\_SelectStoryteller.CanDoNext: post: VFEPirates.Page\_SelectStoryteller\_CanDoNext\_Patch.ChangeNext

Page\_SelectStorytellerInGame.PreClose: post: VFEPirates.Page\_SelectStorytellerInGame\_PreClose\_Patch.OpenCurses

PanelAppearance.DrawColorSelectorForPawnLayer: post: GradientHair.Patch.PanelAppearanceDrawColorSelectorForPawnLayer.Postfix

PanelHealth.GetTooltipForPart: TRANS: EBF.Transpilations.PrepareCarefully.Transpiler\_PanelHealth\_GetTooltipForPart.Transpiler

PatchMessage.ApplyWorker: (no patches)

PatchOperation.Apply: PRE: XmlExtensions.PatchOperation\_Patch.Prefix post: XmlExtensions.PatchOperation\_Patch.Postfix

PatchOperation.ApplyWorker: (no patches)

PatchOperationAdd.ApplyWorker: (no patches)

PatchOperationAddComp.ApplyWorker: (no patches)

PatchOperationAddCopy.ApplyWorker: (no patches)

PatchOperationAddDesignator.ApplyWorker: (no patches)

PatchOperationAddModExtension.ApplyWorker: (no patches)

PatchOperationAddOrMerge.ApplyWorker: (no patches)

PatchOperationAddOrMergeCopy.ApplyWorker: (no patches)

PatchOperationAttributeAdd.ApplyWorker: post: XmlExtensions.PatchOperationAttributeAdd\_Patch.Postfix

PatchOperationAttributeRemove.ApplyWorker: post: XmlExtensions.PatchOperationAttributeRemove\_Patch.Postfix

PatchOperationAttributeSet.ApplyWorker: post: XmlExtensions.PatchOperationAttributeSet\_Patch.Postfix

PatchOperationBalanceMaterial.ApplyWorker: (no patches)

PatchOperationConditional.ApplyWorker: post: XmlExtensions.PatchOperationConditional\_Patch.Postfix

PatchOperationCopy.ApplyWorker: (no patches)

PatchOperationFindMod.ApplyWorker: post: XmlExtensions.PatchOperationFindMod\_Patch.Postfix

PatchOperationFindModById.ApplyWorker: (no patches)

PatchOperationInsert.ApplyWorker: (no patches)

PatchOperationModDependent.ApplyWorker: (no patches)

PatchOperationOffsetField.ApplyWorker: (no patches)

PatchOperationRemove.ApplyWorker: (no patches)

PatchOperationReplace.ApplyWorker: (no patches)

PatchOperationSequence.ApplyWorker: post: XmlExtensions.PatchOperationSequence\_Patch.Postfix

PatchOperationSetName.ApplyWorker: post: XmlExtensions.PatchOperationSetName\_Patch.Postfix

PatchOperationTest.ApplyWorker: (no patches)

PatchOperationToggableSequence.ApplyWorker: (no patches)

PatchOperation\_FindModID.ApplyWorker: (no patches)

PatchOperation\_OnDemand.ApplyWorker: (no patches)

PatchOperation\_OnDemand.ApplyWorker: (no patches)

PatchOperation\_SettingActive.ApplyWorker: (no patches)

PatchOperation\_SettingActive.ApplyWorker: (no patches)

PatchSaveSettings.ApplyWorker: (no patches)

Patch\_FloatMenuMakerMap.AddHumanlikeOrders\_Fix.CanEquip: PRE: VFEAncients.PowerWorker\_Strong.ForceCanEquip post: HeavyMelee.Harmony\_ExosuitHeavyWeapon.CanEquipPostFix, HeavyWeaponsAcceptAllUtilities.HeavyWeaponsPatch.Postfix

PathFinder.FindPath: PRE: TerrainMovement.TerrainPathPatch.Prefix TRANS: VFESecurity.Patch\_PathFinder+FindPath.Transpiler

PathFinder.GetAllowedArea: PRE: Hospitality.Patches.PathFinder\_Patch+GetAllowedArea.Replacement

PathFinder.GetBuildingCost: post: OpenTheWindows.PathFinder\_GetBuildingCost.Postfix

PathGrid.CalculatedCostAt: post: GasNetwork.HarmonyPatches.PathGrid.Postfix, OpenTheWindows.PathGrid\_CalculatedCostAt.Postfix TRANS: [800]VFESecurity.Patch\_PathGrid+CalculatedCostAt.Transpiler

Pawn.<GetDisabledWorkTypes>g\_\_FillList|260\_0: PRE: VanillaApparelExpanded.Pawn\_GetDisabledWorkTypes\_Patch.Prefix post: VFEAncients.HarmonyPatches.PowerPatches.AddDisabledWorkTypes

Pawn.AnythingToStrip: PRE: VFEPirates.Pawn\_AnythingToStrip\_Patch.Prefix

Pawn.ButcherProducts: post: VFEPirates.Pawn\_ButcherProducts\_Patch.Postfix

Pawn.ChangeKind: PRE: AlienRace.HarmonyPatches.ChangeKindPrefix

Pawn.CheckAcceptArrest: post: VFECore.Misc.HireableSystemStaticInitialization.CheckAcceptArrestPostfix

Pawn.CurrentlyUsableForBills: post: WhatTheHack.Harmony.Pawn\_CurrentlyUsableForBills.Postfix

Pawn.DeSpawn: post: VFEAncients.HarmonyPatches.PhasingPatches.Despawn\_Postfix, MVCF.Harmony.IndependentVerbs.Postfix\_Pawn\_DeSpawn, Hospitality.Patches.Pawn\_Patch+DeSpawn.Postfix

Pawn.Destroy: PRE: VanillaTraitsExpanded.Destroy\_Patch.Prefix, VanillaSocialInteractionsExpanded.Destroy\_Patch.Prefix post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_Dirty.Postfix

Pawn.DrawAt: post: MVCF.Harmony.MiscPatches.Postfix\_Pawn\_DrawAt

Pawn.DropAndForbidEverything: PRE: WhatTheHack.Harmony.Pawn\_DropAndForbidEverything.Prefix

Pawn.ExitMap: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_Activatable\_Pawn\_ExitMap.ExitMap\_PreFix post: VanillaTraitsExpanded.ExitMap\_Patch.Postfix

Pawn.ExposeData: post: VFEAncients.Pawn\_PowerTracker.Save, VFEAncients.HarmonyPatches.MetaMorphPatches.SaveMetamorphed

Pawn.GetDisabledWorkTypes: PRE: O21Toolbox.HarmonyPatches.Harmony\_Drones+GetDisabledWorkTypesPrefix.Prefix, WhatTheHack.Harmony.Pawn\_GetDisabledWorkTypes.Prefix post: VFEPirates.Pawn\_GetDisabledWorkTypes\_Patch.Postfix, TestMod.RoyaltyTweaks+GetDisabledWorkTypes\_Patch.Postfix

Pawn.GetGizmos: post: AllowTool.Patches.Pawn\_GetGizmos\_Patch.InsertPartyHuntGizmo, PeteTimesSix.SimpleSidearms.Intercepts.Pawn\_GetGizmos\_Postfix.Postfix, TD\_Enhancement\_Pack.StopGizmo.Postfix, IndustrialMelee.Pawn\_GetGizmos\_Patch.Postfix, VFEAncients.HarmonyPatches.AbilityPatches.AddGizmos, MVCF.Harmony.Gizmos.Pawn\_GetGizmos\_Postfix, MVCF.Harmony.Gizmos.Pawn\_GetGizmos\_Postfix, VanillaWeaponsExpandedLaser.HarmonyPatches.VWEL\_Pawn\_GetGizmos\_WeaponGizmoGetter\_Patch.GetGizmos\_PostFix, AnimalBehaviours.Pawn\_GetGizmos\_Patch.Postfix, O21Toolbox.HarmonyPatches.Patches.Patch\_Activatable\_Pawn\_GetGizmos.GetGizmosPostfix, O21Toolbox.HarmonyPatches.Patches.Patch\_Pawn\_GetGizmos.GetGizmos\_PostFix, O21Toolbox.HarmonyPatches.Patches.Harmony\_Weapons+Pawn\_GetGizmos\_Postfix.PostFix, Androids.HarmonyPatches.Patch\_Pawn\_GetGizmos, CONN.PatchHediffGizmos.Postfix, ChangeDresser.Patch\_Pawn\_GetGizmos.Postfix, VanillaAnimalsExpandedEndangered.Pawn\_GetGizmos\_Patch.Postfix, WhatTheHack.Harmony.Pawn\_GetGizmos.Postfix

Pawn.GetInspectString: post: VFEPirates.Pawn\_GetInspectString\_Patch.Postfix

Pawn.GetTooltip: post: VUIE.MiscModule.AddPawnInfo

Pawn.GiveSoldThingToPlayer: PRE: Hospitality.Patches.Pawn\_Patch+GiveSoldThingToPlayer.Prefix

Pawn.GiveSoldThingToTrader: PRE: Hospitality.Patches.Pawn\_Patch+GiveSoldThingToTrader.Prefix

Pawn.Kill: PRE: [800]ChangeDresser.Patch\_Pawn\_Kill.Prefix, AchievementsExpanded.AchievementHarmony.KillPawn, VanillaStorytellersExpanded.Patch\_Kill.Prefix, VanillaSocialInteractionsExpanded.Pawn\_Kill\_Patch.Prefix, VAE\_Accessories.HarmonyPatches.BeltsOnDeath, VFE\_Settlers.Utilities.Harmony+PawnKill\_Patch.PreFix, WhatTheHack.Harmony.Pawn\_Kill.Prefix post: [800]ChangeDresser.Patch\_Pawn\_Kill.Postfix, AllowTool.Patches.Pawn\_Kill\_Patch.UnforbidDraftedHuntBody, VFE.Mechanoids.HarmonyPatches.MachinesDie.Postfix

Pawn.Notify\_BulletImpactNearby: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_Dirty.Postfix

Pawn.Notify\_Teleported: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_Dirty.Postfix

Pawn.PreApplyDamage: PRE: VFEMedieval.Patch\_Pawn+PreApplyDamage.Prefix post: VFEAncients.PowerWorker\_Blunt.SurfaceOnly

Pawn.SetFaction: PRE: VanillaSocialInteractionsExpanded.SetFaction\_Patch.Prefix, Hospitality.Patches.Pawn\_Patch+SetFaction.Prefix post: VFECore.Patch\_Pawn+SetFaction.Postfix, AlienRace.HarmonyPatches.SetFactionPostfix

Pawn.SpawnSetup: post: VFEAncients.HarmonyPatches.PhasingPatches.CheckPhasing, MVCF.Harmony.IndependentVerbs.Postfix\_Pawn\_SpawnSetup, VanillaTraitsExpanded.SpawnSetup\_Patch.Postfix, VanillaSocialInteractionsExpanded.SpawnSetup\_Patch.Postfix

Pawn.Strip: PRE: VFEPirates.Pawn\_Strip\_Patch.Prefix

Pawn.Tick: TRANS: Soyuz.Patches.Pawn\_Tick\_Patch.Transpiler

Pawn.TickRare: post: VFE\_Settlers.Utilities.Harmony+PawnTickRare\_Patch.PostFix

Pawn.TicksPerMove: post: [200]GiddyUpCaravan.Harmony.Pawn\_TicksPerMove.Postfix

Pawn.TryGetAttackVerb: PRE: MVCF.Harmony.Pawn\_TryGetAttackVerb.Prefix post: MVCF.Harmony.Pawn\_TryGetAttackVerb.Postfix, VFECore.Abilities.TryGetAttackVerb\_Patch.Postfix

Pawn.VerifyReservations: PRE: Hospitality.Patches.Pawn\_Patch+VerifyReservations.Prefix

Pawn.WorkTypeIsDisabled: post: TestMod.RoyaltyTweaks+WorkTypeIsDisabled\_Patch.Postfix

Pawn.get\_CombinedDisabledWorkTags: PRE: TestMod.RoyaltyTweaks+Pawn\_CombinedDisabledWorkTags\_Patch.Prefix post: VFEAncients.HarmonyPatches.PowerPatches.DisableWork

Pawn.get\_HealthScale: PRE: VFEAncients.HarmonyPatches.MetaMorphPatches.MetaMorphHealth post: DireWolves.HealthScale\_Patch.Postfix

Pawn.get\_IsColonistPlayerControlled: PRE: WhatTheHack.Harmony.Pawn\_get\_IsColonistPlayerControlled.Prefix post: AnimalBehaviours.VanillaExpandedFramework\_Pawn\_IsColonistPlayerControlled\_Patch.AddAnimalAsColonist, O21Toolbox.HarmonyPatches.Harmony\_Drones+IsColonistPatch.Postfix

Pawn.get\_VerbProperties: PRE: VFEAncients.HarmonyPatches.MetaMorphPatches.MetaMorphAttacks

PawnApparelGenerator.GenerateStartingApparelFor: PRE: AlienRace.HarmonyPatches.GenerateStartingApparelForPrefix post: VFECore.Patch\_PawnApparelGenerator+PossibleApparelSet+GenerateStartingApparelFor.Postfix, AlienRace.HarmonyPatches.GenerateStartingApparelForPostfix

PawnApparelGenerator.GenerateWorkingPossibleApparelSetFor: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

PawnApparelGenerator.PossibleApparelSet.CoatButNoShirt: TRANS: VFECore.Patch\_PawnApparelGenerator+PossibleApparelSet+manual\_CoatButNoShirt.Transpiler

PawnApparelGenerator.PossibleApparelSet.GiveToPawn: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

PawnArrivalModeWorker\_GigalocustSwarm.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnAttackGizmoUtility.GetAttackGizmos: post: MVCF.Harmony.Gizmos.GetAttackGizmos\_Postfix

PawnBioAndNameGenerator.FillBackstorySlotShuffled: PRE: AlienRace.HarmonyPatches.FillBackstoryInSlotShuffledPrefix TRANS: AlienRace.HarmonyPatches.FillBackstoryInSlotShuffledTranspiler

PawnBioAndNameGenerator.GeneratePawnName: PRE: AlienRace.HarmonyPatches.GeneratePawnNamePrefix

PawnBioAndNameGenerator.GiveAppropriateBioAndNameTo: post: AlienRace.HarmonyPatches.GiveAppropriateBioAndNameToPostfix

PawnBioAndNameGenerator.GiveShuffledBioTo: TRANS: AlienRace.HarmonyPatches.MinAgeForAdulthood

PawnBioAndNameGenerator.TryGetRandomUnusedSolidBioFor: post: AlienRace.HarmonyPatches.TryGetRandomUnusedSolidBioForPostfix

PawnBioAndNameGenerator.TryGiveSolidBioTo: TRANS: AlienRace.HarmonyPatches.MinAgeForAdulthood

PawnCacheRenderer.RenderPawn: PRE: DubsBadHygiene.Patches.HarmonyPatches+H\_RenderPawn.Prefix, AlienRace.HarmonyPatches.CacheRenderPawnPrefix

PawnCapacityUtility.CalculateCapacityLevel: post: VFECore.PawnCapacityUtility\_CalculateCapacityLevel.Postfix

PawnCapacityUtility.CalculateImmediatePartEfficiencyAndRecord: TRANS: MSE2.HarmonyPatches.CalculateImmediatePartEfficiencyAndRecord\_Patch.Transpiler

PawnCapacityUtility.CalculateLimbEfficiency: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler, MSE2.HarmonyPatches.LimbEfficiencyFix.ReplaceLimbCalculation

PawnCapacityUtility.CalculatePartEfficiency: PRE: MSE2.HarmonyPatches.CalculatePartEfficiency\_Patch.ParentWhenShouldIgnore post: MSE2.HarmonyPatches.CalculatePartEfficiency\_Patch.CheckForMultiplyByParent TRANS: EBF.Transpilations.Transpiler\_PawnCapacity\_Calculate.Transpiler, [200]MSE2.HarmonyPatches.CalculatePartEfficiency\_Patch.Transpiler

PawnCapacityUtility.CalculateTagEfficiency: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

PawnCapacityUtility.CapacityImpactorBodyPartHealth.Readable: PRE: EBF.Patches.PreFix\_PawnCapUtil\_BodyPartHealth.PreFix

PawnCapacityWorker\_BloodFiltration.CalculateCapacityLevel: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

PawnColumnDefgenerator.ImpliedPawnColumnDefs: post: WhatTheHack.Harmony.PawnColumnDefGenerator\_ImpliedPawnColumnDefs.Postfix

PawnColumnWorker\_Label.DoCell: PRE: TD\_Enhancement\_Pack.LabelAddSelection.Prefix post: TD\_Enhancement\_Pack.LabelAddSelection.Postfix TRANS: TD\_Enhancement\_Pack.LabelAddSelection.Transpiler

PawnComponentsUtility.AddAndRemoveDynamicComponents: post: AnimalBehaviours.VanillaExpandedFramework\_PawnComponentsUtility\_AddAndRemoveDynamicComponents\_Patch.AddDraftability, WhatTheHack.Harmony.PawnComponentsUtility\_AddAndRemoveDynamicComponents.Postfix

PawnDiedOrDownedThoughtsUtility.AppendThoughts\_ForHumanlike: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_AppendThoughts\_ForHumanlike.Prefix, Androids.HarmonyPatches.CompatPatch\_AppendThoughts\_ForHumanlike TRANS: VFEAncients.PowerWorker\_BreakOnKilled.InjectOnKilled

PawnDiedOrDownedThoughtsUtility.TryGiveThoughts: post: VanillaTraitsExpanded.TryGiveThoughts\_Patch.Postfix

PawnGenerator.AddBlindness: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

PawnGenerator.FinalLevelOfSkill: post: O21Toolbox.HarmonyPatches.Patches.Patch\_PawnGen\_FinalLevelOfSkill.Postfix

PawnGenerator.GenerateBodyType: post: AlienRace.HarmonyPatches.GenerateBodyTypePostfix

PawnGenerator.GenerateGearFor: post: PeteTimesSix.SimpleSidearms.Intercepts.PawnGenerator\_GenerateGearFor\_Postfix.GenerateGearFor, VFECore.Patch\_PawnGenerator+GenerateGearFor.Postfix, AlienRace.HarmonyPatches.GenerateGearForPostfix, O21Toolbox.HarmonyPatches.Patches.Patch\_PawnGen\_GenerateGearFor.Postfix

PawnGenerator.GenerateInitialHediffs: post: AlienRace.HarmonyPatches.GenerateInitialHediffsPostfix, O21Toolbox.HarmonyPatches.Patches.Patch\_PawnGen\_GenerateInitialHediffs.Postfix

PawnGenerator.GenerateNewPawnInternal: post: VFECore.Abilities.PawnGen\_Patch.Postfix

PawnGenerator.GeneratePawn: PRE: AlienRace.HarmonyPatches.GeneratePawnPrefix post: O21Toolbox.HarmonyPatches.Patches.Patch\_PawnGenerator\_GeneratePawn.Postfix, VFEPirates.PawnGenerator\_GeneratePawn\_Patch.Postfix

PawnGenerator.GeneratePawnRelations: PRE: AlienRace.HarmonyPatches.GeneratePawnRelationsPrefix

PawnGenerator.GenerateRandomAge: PRE: AlienRace.HarmonyPatches.GenerateRandomAgePrefix

PawnGenerator.GenerateSkills: post: O21Toolbox.HarmonyPatches.Patches.Patch\_PawnGen\_GenerateSkills.Postfix

PawnGenerator.GenerateTraits: post: AlienRace.HarmonyPatches.GenerateTraitsPostfix TRANS: AlienRace.HarmonyPatches.GenerateTraitsTranspiler

PawnGenerator.TryGenerateNewPawnInternal: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_PawnGen\_TryGenerateNewPawnInternal.Prefix, Androids.HarmonyPatches.Patch\_PawnGenerator\_TryGenerateNewPawnInternal post: VFEAncients.HarmonyPatches.PowerPatches.AddPowers, Androids.HarmonyPatches.Patch\_PawnGenerator\_TryGenerateNewPawnInternal\_Post TRANS: AlienRace.HarmonyPatches.TryGenerateNewPawnTranspiler, O21Toolbox.HarmonyPatches.Patches.Patch\_PawnGen\_TryGenerateNewPawnInternal.Transpiler

PawnGraphicSet.BeardMatAt: PRE: VFECore.PawnGraphicSet\_BeardMatAt\_Patch.Prefix

PawnGraphicSet.CalculateHairMats: post: GradientHair.Patch.PawnGraphicSetCalculateHairMats.Postfix

PawnGraphicSet.HairMatAt: PRE: VFECore.PawnGraphicSet\_HairMatAt\_Patch.Prefix post: IndustrialMelee.PawnGraphicSet\_HairMatAt\_Patch.Postfix

PawnGraphicSet.HeadMatAt: PRE: VFECore.PawnGraphicSet\_HeadMatAt\_Patch.Prefix

PawnGraphicSet.MatsBodyBaseAt: post: [0]IndustrialMelee.PawnGraphicSet\_MatsBodyBaseAt\_Test\_Patch.Postfix, [0]FalloutCore.PawnGraphicSet\_MatsBodyBaseAt\_Test\_Patch.Postfix TRANS: TerrainMovement.MatsBodyBaseAt.Transpiler, VFECore.Patch\_PawnGraphicSet\_MatsBodyBaseAt\_Transpiler.Transpiler

PawnGraphicSet.ResolveAllGraphics: PRE: VFEAncients.HarmonyPatches.MetaMorphPatches.MetamorphedGraphics, AlienRace.HarmonyPatches.ResolveAllGraphicsPrefix post: TerrainMovement.TerrainAwarePawnGraphicResolveAllGraphics.Postfix, VFECore.Patch\_PawnGraphicSet+ResolveAllGraphics.Postfix, VFEV.Facepaint.HarmonyPatches\_Facepaint.ResolveAllGraphicsPostfix

PawnGraphicSet.ResolveApparelGraphics: post: GradientHair.Patch.PawnGraphicSetResolveApparelGraphics.Postfix, VFECore.Patch\_PawnGraphicSet\_ResolveApparelGraphics\_Patch.Postfix

PawnGraphicSet.get\_AllResolved: PRE: TerrainMovement.TerrainAwarePawnGraphicAllResolved.Prefix

PawnGroupMaker.CanGenerateFrom: post: O21Toolbox.HarmonyPatches.Patch\_PawnGroupMaker\_CanGenerateFrom.Postfix, VFEM.HarmonyPatches.Raid\_Patches+GetRandomPawnGroupMaker\_Patch.Postfix

PawnGroupMakerUtility.<>c\_\_DisplayClass11\_0.<TryGetRandomFactionForCombatPawnGroup>b\_\_0: PRE: VFEM.HarmonyPatches.Raid\_Patches+FactionForCombatGroup\_Patch.Prefix

PawnGroupMakerUtility.ChoosePawnGenOptionsByPoints: TRANS: TerrainMovement.PawnGroupMakerUtility\_ChoosePawnGenOptionsByPoints\_Patch.Transpiler

PawnInventoryGenerator.GenerateInventoryFor: post: Reloading.HarmonyPatches.GenerateAdditionalAmmo

PawnKindDef.<ConfigErrors>d\_\_99.MoveNext: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

PawnNameColorUtility.PawnNameColorOf: PRE: Hospitality.Patches.PawnNameColorUtility\_Patch+PawnNameColorOf.Prefix

PawnObserver.ObserveSurroundingThings: post: VanillaTraitsExpanded.ObserveSurroundingThings\_Patch.Postfix

PawnRelationDef.GetGenderSpecificLabel: PRE: AlienRace.HarmonyPatches.GetGenderSpecificLabelPrefix

PawnRelationWorker\_Child.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceChildPostfix

PawnRelationWorker\_ExLover.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceExLoverPostfix

PawnRelationWorker\_ExSpouse.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceExSpousePostfix

PawnRelationWorker\_Fiance.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceFiancePostfix

PawnRelationWorker\_Lover.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceLoverPostfix

PawnRelationWorker\_Parent.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceParentPostfix

PawnRelationWorker\_Sibling.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceSiblingPostfix

PawnRelationWorker\_Spouse.GenerationChance: post: AlienRace.HarmonyPatches.GenerationChanceSpousePostfix

PawnRenderer.<DrawHeadHair>g\_\_DrawApparel|39\_0: TRANS: VFECore.Patch\_DrawHeadHair\_DrawApparel\_Transpiler.Transpiler, AlienRace.HarmonyPatches.DrawHeadHairApparelTranspiler

PawnRenderer.BaseHeadOffsetAt: post: AlienRace.HarmonyPatches.BaseHeadOffsetAtPostfix TRANS: AlienRace.HarmonyPatches.BaseHeadOffsetAtTranspiler

PawnRenderer.BodyAngle: post: DubsBadHygiene.Patches.HarmonyPatches+H\_BodyAngle.Postfix TRANS: AlienRace.HarmonyPatches.PostureTranspiler

PawnRenderer.CarryWeaponOpenly: post: PeteTimesSix.SimpleSidearms.Intercepts.PawnRenderer\_CarryWeaponOpenly\_Postfix.CarryWeaponOpenly, VFE.Mechanoids.HarmonyPatches.MobileTurretsShowTurrets.Postfix

PawnRenderer.DrawBodyApparel: PRE: IndustrialMelee.PawnRenderer\_RenderPawnInternal\_DrawExosuit\_Transpiler.Prefix TRANS: VFECore.Harmony\_PawnRenderer\_DrawBodyApparel.Transpiler

PawnRenderer.DrawEquipment: PRE: [800]VFEMedieval.DrawEquipment\_Patch.Prefix

PawnRenderer.DrawEquipmentAiming: PRE: CompOversizedWeapon.HarmonyCompOversizedWeapon.DrawEquipmentAimingPreFix, VanillaWeaponsExpandedLaser.HarmonyPatches.CYA\_PawnRenderer\_Draw\_EquipmentAiming\_GunDrawing\_Patch.Prefix, VFE.Mechanoids.HarmonyPatches.RenderTurretCentered.Prefix, O21Toolbox.Laser.PatchGunDrawing.Prefix post: VFE.Mechanoids.HarmonyPatches.RenderTurretCentered.Postfix, O21Toolbox.HarmonyPatches.Patches.Patch\_Activatable\_PawnRenderer\_DrawEquipmentAiming.DrawEquipmentAimingPostFix TRANS: EnableOversizedWeapons.HarmonyPatch.Transpiler\_DrawEquipmentAiming

PawnRenderer.DrawHeadHair: PRE: [800]ShowHair.Patch\_PawnRenderer\_DrawHeadHair.Prefix, IndustrialMelee.DrawHeadHair\_Patch.Prefix TRANS: [800]ShowHair.Patch\_PawnRenderer\_DrawHeadHair.Transpiler, AlienRace.HarmonyPatches.DrawHeadHairTranspiler, VFEV.Facepaint.HarmonyPatches\_Facepaint.DrawHeadHairTranspiler, VanillaHairExpanded.Patch\_PawnRenderer+RenderPawnInternal.Transpiler

PawnRenderer.DrawPawnBody: TRANS: VFECore.Patch\_PawnRenderer\_DrawPawnBody\_Transpiler.Transpiler, AlienRace.HarmonyPatches.DrawPawnBodyTranspiler

PawnRenderer.GetBlitMeshUpdatedFrame: PRE: DubsBadHygiene.Patches.HarmonyPatches+H\_GetBlitMeshUpdatedFrame.Prefix

PawnRenderer.GetBodyPos: post: DubsBadHygiene.Patches.HarmonyPatches+H\_GetBodyPos.Postfix, VFECore.PawnRenderer\_GetBodyPos\_Patch.Postfix

PawnRenderer.LayingFacing: TRANS: AlienRace.HarmonyPatches.PostureTranspiler

PawnRenderer.RenderCache: PRE: VFEAncients.HarmonyPatches.MetaMorphPatches.CheckMetaMorphForDrawPortrait

PawnRenderer.RenderPawnAt: TRANS: VFEAncients.HarmonyPatches.MetaMorphPatches.InsertCheckMetaMorphForDraw, VFECore.Patch\_RenderPawnAt.Transpiler, AlienRace.HarmonyPatches.PostureTranspiler

PawnRenderer.RenderPawnInternal: post: Androids.HarmonyPatches.Patch\_PawnRenderer\_RenderPawnInternal TRANS: AlienRace.HarmonyPatches.RenderPawnInternalTranspiler

PawnStyleItemChooser.StyleItemChoiceLikelihoodFor: PRE: GradientHair.StylingStation.PatchPawnStyleItemChooserStyleItemChoiceLikelihoodFor.Prefix

PawnStyleItemChooser.TotalStyleItemLikelihood: post: AlienRace.HarmonyPatches.TotalStyleItemLikelihoodPostfix

PawnStyleItemChooser.WantsToUseStyle: PRE: GradientHair.StylingStation.PatchPawnStyleItemChooserWantsToUseStyle.Prefix, AlienRace.HarmonyPatches.WantsToUseStylePrefix post: AlienRace.HarmonyPatches.WantsToUseStylePostfix

PawnTable.PawnTableOnGUI: PRE: TD\_Enhancement\_Pack.PawnTableAddSelection.Prefix post: TD\_Enhancement\_Pack.PawnTableAddSelection.Postfix

PawnTechHediffsGenerator.<>c\_\_DisplayClass2\_0.<GenerateTechHediffsFor>b\_\_0: TRANS: MSE2.HarmonyPatches.CorrectHediffCostOnGenerationLambda.Transpiler

PawnTechHediffsGenerator.GenerateTechHediffsFor: TRANS: MSE2.HarmonyPatches.CorrectHediffCostOnGeneration.Transpiler

PawnTextureAtlas..ctor: TRANS: AlienRace.HarmonyPatches.PawnTextureAtlasConstructorTranspiler

PawnTextureAtlas.<>c.<.ctor>b\_\_12\_0: TRANS: AlienRace.HarmonyPatches.PawnTextureAtlasConstructorFuncTranspiler

PawnTextureAtlas.TryGetFrameSet: TRANS: AlienRace.HarmonyPatches.PawnTextureAtlasGetFrameSetTranspiler

PawnUIOverlay.DrawPawnGUIOverlay: PRE: VanillaApparelExpanded.VAE\_PawnUIOverlay\_Patch.GhillieException, GiddyUpCore.Harmony.PawnUIOverlay\_DrawPawnGUIOverlay.Prefix post: WhatTheHack.Harmony.PawnUIOverlay\_DrawPawnGUIOverlay.Postfix

PawnUtility.CanPickUp: PRE: PickUpAndHaul.HarmonyPatches.CanBeMadeToDropStuff

PawnUtility.GetMaxAllowedToPickUp: PRE: PickUpAndHaul.HarmonyPatches.MaxAllowedToPickUpPrefix

PawnUtility.IsFighting: post: AlphaBehavioursAndEvents.AlphaAnimals\_PawnUtility\_IsFighting\_Patch.DisableBlackHive

PawnUtility.Mated: PRE: AnimalBehaviours.PawnUtility\_Mated+VanillaExpandedFramework\_PawnUtility\_Mated\_Patch.Prefix

PawnUtility.ShouldSendNotificationAbout: PRE: O21Toolbox.HarmonyPatches.Harmony\_Drones+ShouldSendNotificationPatch.Prefix post: Hospitality.Patches.PawnUtility\_Patch+ShouldSendNotificationAbout.Postfix

PawnUtility.TrySpawnHatchedOrBornPawn: post: GiddyUpCore.Harmony.PawnUtility\_TrySpawnHatchedOrBornPawn.Postfix

PawnUtility.WillSoonHaveBasicNeed: post: DubsBadHygiene.Patches.HarmonyPatches+Patch\_WillSoonHaveBasicNeed.Postfix

PawnVerbGizmoUtility.GetGizmosForVerb: post: HeavyMelee.HeavyMeleeMod.UseCustomCommand2, Reloading.ReloadingGizmos.UseReloadableCommand

PawnWeaponGenerator.TryGenerateWeaponFor: PRE: AlienRace.HarmonyPatches.TryGenerateWeaponForPrefix post: AlienRace.HarmonyPatches.TryGenerateWeaponForPostfix

PawnWoundDrawer.<WriteCache>g\_\_CalcAnchorData|16\_3: post: AlienRace.HarmonyPatches.CalcAnchorDataPostfix

PawnWoundDrawer.<WriteCache>g\_\_FindAnchors|16\_1: post: AlienRace.HarmonyPatches.FindAnchorsPostfix

PawnWoundDrawer.RenderOverBody: PRE: AlienRace.HarmonyPatches.RenderOverBodyPrefix TRANS: AlienRace.HarmonyPatches.RenderOverBodyTranspiler

PawnWoundDrawer.WoundDebug: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Pawn\_AgeTracker.AgeTick: TRANS: Soyuz.Patches.Pawn\_AgeTracker\_AgeTick\_Patch.Transpiler

Pawn\_AgeTracker.BirthdayBiological: PRE: AlienRace.HarmonyPatches.BirthdayBiologicalPrefix post: VanillaMemesExpanded.VanillaMemesExpanded\_Pawn\_AgeTracker\_BirthdayBiological\_Patch.IfElderAddTrait TRANS: VanillaSocialInteractionsExpanded.BirthdayBiological\_Patch.Transpiler

Pawn\_AgeTracker.RecalculateLifeStageIndex: post: AlienRace.HarmonyPatches.RecalculateLifeStageIndexPostfix

Pawn\_ApparelTracker.CanWearWithoutDroppingAnything: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Pawn\_ApparelTracker.Notify\_ApparelAdded: PRE: ChangeDresser.Patch\_Pawn\_ApparelTracker\_Notify\_ApparelAdded.Prefix post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_ApparelTracker\_Dirty.Postfix, MVCF.Harmony.Trackers.ApparelAdded\_Postfix, VFECore.Pawn\_ApparelTracker\_Notify\_ApparelAdded\_Patch.Postfix, O21Toolbox.HarmonyPatches.Harmony\_Apparel+Harmony\_Pawn\_ApparelTracker\_Notify\_ApparelAdded.Postfix

Pawn\_ApparelTracker.Notify\_ApparelRemoved: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_ApparelTracker\_Dirty.Postfix, MVCF.Harmony.Trackers.ApparelRemoved\_Postfix, VFECore.Pawn\_ApparelTracker\_Notify\_ApparelRemoved\_Patch.Postfix, O21Toolbox.HarmonyPatches.Harmony\_Apparel+Harmony\_Pawn\_ApparelTracker\_Notify\_ApparelRemoved.Postfix, ChangeDresser.Patch\_Pawn\_ApparelTracker\_Notify\_ApparelRemoved.Postfix

Pawn\_ApparelTracker.Notify\_LostBodyPart: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_ApparelTracker\_Dirty.Postfix

Pawn\_ApparelTracker.Remove: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_ApparelTracker\_Dirty.Postfix, VFECore.Pawn\_ApparelTracker\_Remove\_Patch.Postfix

Pawn\_ApparelTracker.TryDrop: PRE: Hospitality.Patches.Pawn\_ApparelTracker\_Patch+TryDrop.Replacement post: VanillaApparelExpanded.Patch\_TryDrop.Postfix, VFECore.TryDrop\_Patch.Postfix, VFECore.Patch\_Pawn\_ApparelTracker+TryDrop\_Patch.Postfix

Pawn\_ApparelTracker.Unlock: PRE: VFEPirates.Pawn\_ApparelTracker\_Unlock\_Patch.Prefix

Pawn\_ApparelTracker.Wear: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_ApparelTracker\_Dirty.Postfix, VanillaApparelExpanded.ApparelTracker\_Wear.Postfix, VFECore.Pawn\_ApparelTracker\_Wear\_Patch.Postfix TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Pawn\_ApparelTracker.WouldReplaceLockedApparel: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Pawn\_CallTracker.CallTrackerTick: TRANS: Soyuz.Patches.Pawn\_CallTracker\_CallTrackerTick\_Patch.Transpiler

Pawn\_CallTracker.DoCall: PRE: WhatTheHack.Harmony.Pawn\_CallTracker\_DoCall.Prefix

Pawn\_DraftController.GetGizmos: post: MVCF.Harmony.Gizmos.GetGizmos\_Postfix, ChangeDresser.Patch\_Pawn\_DraftController\_GetGizmos.Postfix, WhatTheHack.Harmony.Pawn\_DraftController\_GetGizmos.Postfix, DefensivePositions.DraftController\_GetGizmos\_Patch.InsertDefensivePositionGizmo

Pawn\_DraftController.set\_Drafted: PRE: VanillaTraitsExpanded.Drafted\_Patch.Prefix post: AllowTool.Patches.DraftController\_Drafted\_Patch.NotifyPawnUndrafted, PeteTimesSix.SimpleSidearms.Intercepts.Pawn\_DraftController\_Drafted\_Setter\_Postfix.DraftedSetter, O21Toolbox.HarmonyPatches.Patches.Patch\_Activatable\_Pawn\_DraftController\_set\_Drafted.set\_DraftedPostFix, ChangeDresser.Patch\_Pawn\_DraftController.Postfix, ShowHair.Patch\_Pawn\_DraftController.Postfix, WhatTheHack.Harmony.Pawn\_Draftcontroller\_set\_Drafted.Postfix

Pawn\_DrawTracker.get\_DrawPos: post: GiddyUpCore.Harmony.Pawn\_DrawTracker\_get\_DrawPos.Postfix

Pawn\_EquipmentTracker.AddEquipment: post: PeteTimesSix.SimpleSidearms.Intercepts.Pawn\_EquipmentTracker\_AddEquipment.AddEquipment\_Postfix, VFECore.AddEquipment\_Patch.Postfix

Pawn\_EquipmentTracker.DestroyEquipment: PRE: WhatTheHack.Harmony.Pawn\_EquipmentTracker\_DestroyEquipment.Prefix

Pawn\_EquipmentTracker.GetGizmos: post: HeavyMelee.Harmony\_ExosuitHeavyWeapon.GetExtraEquipmentGizmosPassThrough

Pawn\_EquipmentTracker.Notify\_EquipmentAdded: PRE: VFEAncients.PowerWorker\_WeaponRange.ModifyRanges post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_EquipmentTracker\_Dirty.Postfix, MVCF.Harmony.Trackers.EquipmentAdded\_Postfix

Pawn\_EquipmentTracker.Notify\_EquipmentRemoved: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_EquipmentTracker\_Dirty.Postfix, MVCF.Harmony.Trackers.EquipmentRemoved\_Postfix, VFEAncients.PowerWorker\_WeaponRange.ResetRanges

Pawn\_EquipmentTracker.Notify\_PawnSpawned: PRE: WhatTheHack.Harmony.Pawn\_EquipmentTracker\_DropAllEquipment.Prefix TRANS: Hospitality.Patches.Pawn\_HealthTracker\_MakeDowned\_Patch+Notify\_PawnSpawned.Transpiler

Pawn\_EquipmentTracker.TryDropEquipment: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_Activatable\_Pawn\_EquipmentTracker\_TryDropEquipment.TryDropEquipment\_PreFix post: PeteTimesSix.SimpleSidearms.Intercepts.Pawn\_EquipmentTracker\_TryDropEquipment.TryDropEquipment\_Postfix, VFECore.TryDropEquipment\_Patch.Postfix

Pawn\_FilthTracker.Notify\_EnteredNewCell: PRE: AnimalBehaviours.VanillaExpandedFramework\_Pawn\_FilthTracker\_Notify\_EnteredNewCell\_Patch.DontDealWithFilth

Pawn\_FilthTracker.TryDropFilth: PRE: VanillaTraitsExpanded.TryDropFilth\_Patch.Prefix

Pawn\_FilthTracker.TryPickupFilth: PRE: VanillaTraitsExpanded.TryPickupFilth\_Patch.Prefix post: DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.TryPickupFilth\_Postfix

Pawn\_FoodRestrictionTracker.get\_Configurable: PRE: Hospitality.Patches.Pawn\_FoodRestrictionTracker\_Patch+Configurable.Prefix

Pawn\_GuestTracker.SetGuestStatus: PRE: Hospitality.Patches.Pawn\_GuestTracker\_Patch+SetGuestStatus.Prefix

Pawn\_HealthTracker.AddHediff: PRE: VFEAncients.PowerWorker\_Bones.HandleBones, O21Toolbox.HarmonyPatches.Patches.Harmony\_DiseaseImmunity+Patch\_Pawn\_HealthTracker\_AddHediff.Prefix post: MVCF.Harmony.Trackers.AddHediff\_Postfix, AchievementsExpanded.AchievementHarmony.HediffAdded, Androids.HarmonyPatches.Patch\_Pawn\_HealthTracker\_AddHediff

Pawn\_HealthTracker.CalculateMissingPartHediffsFromInjury: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Pawn\_HealthTracker.CheckForStateChange: post: VFECore.Patch\_Pawn\_HealthTracker+CheckForStateChange.Postfix, AlienRace.HarmonyPatches.CheckForStateChangePostfix, Hospitality.Patches.Pawn\_HealthTracker\_CheckForStateChange\_Patch.Postfix TRANS: WhatTheHack.Harmony.Pawn\_HealthTracker\_CheckForStateChange.Transpiler

Pawn\_HealthTracker.DropBloodFilth: PRE: Androids.HarmonyPatches.Patch\_Pawn\_HealthTracker\_DropBloodFilth

Pawn\_HealthTracker.HasHediffsNeedingTend: PRE: WhatTheHack.Harmony.Pawn\_HealthTracker\_HasHediffsNeedingTend.Prefix

Pawn\_HealthTracker.HealthTick: post: Androids.HarmonyPatches.Patch\_Pawn\_HealthTracker\_HealthTick, WhatTheHack.Harmony.Pawn\_HealthTracker\_HealthTick.Postfix TRANS: Soyuz.Patches.Pawn\_HealthTracker\_Tick\_Patch.Transpiler

Pawn\_HealthTracker.MakeDowned: PRE: PeteTimesSix.SimpleSidearms.Intercepts.Pawn\_HealthTracker\_MakeDowned.MakeDowned\_Prefix, VanillaSocialInteractionsExpanded.MakeDowned\_Patch.Prefix, Hospitality.Patches.Pawn\_HealthTracker\_MakeDowned\_Patch+MakeDowned.Prefix post: GiddyUpCore.Harmony.Pawn\_HealthTracker\_MakeDowned.Postfix, WhatTheHack.Harmony.Pawn\_HealthTracker\_MakeDowned.Postfix, Hospitality.Patches.Pawn\_HealthTracker\_MakeDowned\_Patch+MakeDowned.Postfix TRANS: Hospitality.Patches.Pawn\_HealthTracker\_MakeDowned\_Patch+MakeDowned.Transpiler

Pawn\_HealthTracker.Notify\_HediffChanged: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_HealthTracker\_Dirty.Postfix

Pawn\_HealthTracker.Notify\_UsedVerb: post: [2147483647]RocketMan.Patches.Pawn\_Notify\_Dirty+Pawn\_HealthTracker\_Dirty.Postfix

Pawn\_HealthTracker.PreApplyDamage: post: CONN.Pawn\_HealthTracker\_PreApplyDamagePatch.Pawn\_HealthTracker\_PreApplyDamagePostfix

Pawn\_HealthTracker.SetDead: post: GiddyUpCore.Harmony.Pawn\_HealthTracker\_SetDead.Postfix, WhatTheHack.Harmony.Pawn\_HealthTracker\_SetDead.Postfix

Pawn\_HealthTracker.ShouldBeDead: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Pawn\_HealthTracker.ShouldBeDeadFromLethalDamageThreshold: post: WhatTheHack.Harmony.Pawn\_HealthTracker\_ShouldBeDeadFromLethalDamageThreshold.Postfix

Pawn\_HealthTracker.ShouldBeDeadFromRequiredCapacity: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_ShouldBeDeadFromRequiredCapacity.Prefix, Androids.HarmonyPatches.CompatPatch\_ShouldBeDeadFromRequiredCapacity

Pawn\_IdeoTracker.SetIdeo: post: VanillaMemesExpanded.VanillaMemesExpanded\_Pawn\_IdeoTracker\_SetIdeo\_Patch.ForceTrait, VFEMech.CompPropaganda+SetIdeo\_Patch.Postfix

Pawn\_IdeoTracker.get\_CertaintyChangePerDay: PRE: O21Toolbox.HarmonyPatches.Patch\_Pawn\_IdeoTracker\_CertaintyChangePerDay.Prefix

Pawn\_InteractionsTracker.CanInteractNowWith: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_CanInteractNowWith.Prefix, Androids.HarmonyPatches.CompatPatch\_CanInteractNowWith post: VFEMedieval.CanInteractNowWith\_Patch.Postfix

Pawn\_InteractionsTracker.InteractionsTrackerTick: PRE: Androids.HarmonyPatches.CompatPatch\_InteractionsTrackerTick

Pawn\_InteractionsTracker.SocialFightChance: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_SocialFightChance.Prefix, Androids.HarmonyPatches.CompatPatch\_SocialFightChance post: VFEAncients.PowerWorker\_AlwaysSocialFight.ForceSocialFight

Pawn\_InteractionsTracker.TryInteractRandomly: PRE: VanillaSocialInteractionsExpanded.TryInteractRandomly\_Patch.Prefix, Hospitality.Patches.Pawn\_InteractionsTracker\_Patch+TryInteractRandomly.Replacement TRANS: VFEAncients.HarmonyPatches.PowerPatches.ForceInteraction

Pawn\_InteractionsTracker.TryInteractWith: post: VFEPirates.VFEPirates\_Pawn\_InteractionsTracker\_TryInteractWith\_Patch.AddInteractionThoughts, VFECore.TryInteractWith\_Patch.Postfix, VanillaSocialInteractionsExpanded.TryInteractWith\_Patch.Postfix

Pawn\_InventoryTracker.Notify\_ItemRemoved: post: PickUpAndHaul.HarmonyPatches.Pawn\_InventoryTracker\_PostFix

Pawn\_InventoryTracker.get\_FirstUnloadableThing: post: PeteTimesSix.SimpleSidearms.Intercepts.Pawn\_InventoryTracker\_FirstUnloadableThing.Postfix

Pawn\_JobTracker.ClearQueuedJobs: post: JobsOfOpportunity.Mod+Pawn\_JobTracker\_\_ClearQueuedJobs\_Patch.ClearSpecialHaul

Pawn\_JobTracker.DetermineNextJob: post: GiddyUpCore.Harmony.Pawn\_JobTracker\_DetermineNextJob.Postfix, GiddyUpCaravan.Harmony.Pawn\_JobTracker\_DetermineNextJob.Postfix, WhatTheHack.Harmony.Pawn\_JobTracker\_DetermineNextJob.Postfix

Pawn\_JobTracker.EndCurrentJob: PRE: VanillaTraitsExpanded.EndCurrentJobPatch.Prefix

Pawn\_JobTracker.JobTrackerTick: TRANS: Soyuz.Patches.Pawn\_JobTracker\_JobTrackerTick\_Patch.Transpiler

Pawn\_JobTracker.Notify\_MasterDraftedOrUndrafted: PRE: GiddyUpCore.Harmony.Pawn\_JobTracker\_Notify\_MasterDraftedOrUndrafted.Prefix

Pawn\_JobTracker.StartJob: PRE: VanillaTraitsExpanded.StartJob\_Patch.Prefix, GiddyUpCore.Harmony.Pawn\_JobTracker\_StartJob.Prefix

Pawn\_JobTracker.TryOpportunisticJob: TRANS: JobsOfOpportunity.Mod+Pawn\_JobTracker\_\_TryOpportunisticJob\_Patch.\_TryOpportunisticJob

Pawn\_JobTracker.TryTakeOrderedJob: PRE: VanillaTraitsExpanded.TryTakeOrderedJob\_Patch.Prefix post: VanillaTraitsExpanded.TryTakeOrderedJob\_Patch.Postfix TRANS: TD\_Enhancement\_Pack.QueueJobToFront.Transpiler

Pawn\_MeleeVerbs.TryMeleeAttack: post: VanillaTraitsExpanded.TryMeleeAttack\_Patch.Postfix

Pawn\_MindState.MindStateTick: post: MorrowRim.Pawn\_MindState\_MindStateTick.Postfix TRANS: Soyuz.Patches.Pawn\_MindState\_MindStateTick\_Patch.Transpiler

Pawn\_MindState.Notify\_DangerousExploderAboutToExplode: post: TD\_Enhancement\_Pack.Pawn\_MindState\_Drafted.Postfix

Pawn\_MindState.Reset: post: Hospitality.Patches.Pawn\_MindState\_Patch+TryStartMentalState.Postfix

Pawn\_MindState.SetupLastHumanMeatTick: PRE: AlienRace.HarmonyPatches.SetupLastHumanMeatTickPrefix

Pawn\_MindState.StartFleeingBecauseOfPawnAction: PRE: AnimalBehaviours.VanillaExpandedFramework\_Pawn\_MindState\_StartFleeingBecauseOfPawnAction\_Patch.DontFlee

Pawn\_NeedsTracker.NeedsTrackerTick: TRANS: Soyuz.Patches.Pawn\_NeedsTracker\_NeedTrackerTick\_Patch.Transpiler

Pawn\_NeedsTracker.ShouldHaveNeed: PRE: VFEMech.ShouldHaveNeed\_Patch.Prefix, Hospitality.Patches.Pawn\_NeedsTracker\_Patch+ShouldHaveNeed.Prefix post: DubsBadHygiene.Patches.HarmonyPatches+Patch\_ShouldHaveNeed.Postfix, Androids.HarmonyPatches.Patch\_Pawn\_NeedsTracker\_ShouldHaveNeed

Pawn\_Ownership.UnclaimBed: PRE: Hospitality.Patches.Pawn\_Ownership\_Patch+UnclaimBed.Prefix

Pawn\_Ownership.get\_OwnedBed: PRE: Hospitality.Patches.Pawn\_Ownership\_Patch+OwnedBed.Prefix

Pawn\_PathFollower.BuildingBlockingNextPathCell: PRE: VFEAncients.HarmonyPatches.PhasingPatches.NoBuildingBlocking

Pawn\_PathFollower.CostToMoveIntoCell: PRE: TerrainMovement.TerrainAwareFollowerPatch.Prefix post: AnimalBehaviours.VanillaExpandedFramework\_Pawn\_PathFollower\_CostToMoveIntoCell\_Patch.DisablePathCostForFloatingCreatures, SyrDoorMats.CostToMoveIntoCellPatch.CostToMoveIntoCell\_Postfix, RttRAnimalBehaviours.RaceToTheRim\_Pawn\_PathFollower\_CostToMoveIntoCell\_Patch.WaterMovement TRANS: VFEAncients.HarmonyPatches.PhasingPatches.CostToMoveIntoCell\_Transpile

Pawn\_PathFollower.CostToPayThisTick: post: Soyuz.Patches.Pawn\_PathFollower\_Patch+Pawn\_PathFollower\_CostToPayThisTick\_Patch.Postfix

Pawn\_PathFollower.GenerateNewPath: PRE: VFEAncients.HarmonyPatches.PhasingPatches.GenerateNewPath\_Prefix

Pawn\_PathFollower.PatherTick: PRE: Soyuz.Patches.Pawn\_PathFollower\_Patch+Pawn\_PathFollower\_PatherTick.Prefix post: Soyuz.Patches.Pawn\_PathFollower\_Patch+Pawn\_PathFollower\_PatherTick.Postfix

Pawn\_PathFollower.PawnCanOccupy: post: TerrainMovement.TerrainAwarePawnCanOccupy.Postfix

Pawn\_PathFollower.SetupMoveIntoNextCell: post: DubsBadHygiene.Patches.HarmonyPatches+Patch\_SetupMoveIntoNextCell.Postfix, SyrDoorMats.SetupMoveIntoNextCellPatch.SetupMoveIntoNextCell\_Postfix

Pawn\_PathFollower.StartPath: PRE: VFEAncients.HarmonyPatches.PhasingPatches.StartPath\_Prefix post: VFEAncients.HarmonyPatches.PhasingPatches.StartPath\_Postfix

Pawn\_PathFollower.TryEnterNextPathCell: post: VFEAncients.HarmonyPatches.PhasingPatches.UnfogEnteredCells

Pawn\_PathFollower.TryRecoverFromUnwalkablePosition: post: TerrainMovement.Pawn\_PathFollower\_TryRecoverFromUnwalkablePosition\_Patch.Postfix

Pawn\_PlayerSettings.GetGizmos: PRE: GiddyUpCore.Harmony.Pawn\_PlayerSettings\_GetGizmos.Prefix

Pawn\_PsychicEntropyTracker.PsychicEntropyTrackerTick: TRANS: Soyuz.Patches.Pawn\_PsychicEntropyTracker\_PsychicEntropyTrackerTick\_Patch.Transpiler

Pawn\_RecordsTracker.AddTo: post: AchievementsExpanded.AchievementHarmony.RecordAddToEvent

Pawn\_RecordsTracker.Increment: post: AchievementsExpanded.AchievementHarmony.RecordEvent

Pawn\_RecordsTracker.RecordsTick: TRANS: Soyuz.Patches.Pawn\_RecordsTracker\_Patch.Transpiler

Pawn\_RecordsTracker.RecordsTickUpdate: TRANS: AchievementsExpanded.AchievementHarmony.RecordTimeEvent

Pawn\_RelationsTracker.AddDirectRelation: PRE: VanillaSocialInteractionsExpanded.AddDirectRelation\_Patch.Prefix

Pawn\_RelationsTracker.CompatibilityWith: post: AlienRace.HarmonyPatches.CompatibilityWithPostfix

Pawn\_RelationsTracker.Notify\_RescuedBy: PRE: Hospitality.Patches.Pawn\_RelationsTracker\_Patch+Notify\_RescuedBy.Prefix

Pawn\_RelationsTracker.SecondaryLovinChanceFactor: post: AlienRace.HarmonyPatches.SecondaryLovinChanceFactorPostfix TRANS: AlienRace.HarmonyPatches.SecondaryLovinChanceFactorTranspiler

Pawn\_RoyaltyTracker.CanRequireThroneroom: PRE: TestMod.RoyaltyTweaks+Pawn\_RoyaltyTracker\_CanRequireThroneroom\_Patch.Prefix

Pawn\_SkillTracker.Learn: PRE: WhatTheHack.Harmony.Pawn\_SkillTracker\_Learn.Prefix

Pawn\_SkillTracker.SkillsTick: TRANS: Soyuz.Patches.Pawn\_SkillsTracker\_SkillsTick\_Patch.Transpiler

Pawn\_StanceTracker.SetStance: PRE: MVCF.Harmony.IndependentVerbs.Pawn\_StanceTracker\_SetStance

Pawn\_StoryTracker.get\_SkinColor: post: AlienRace.HarmonyPatches.SkinColorPostfix

Pawn\_StyleTracker.FinalizeHairColor: PRE: GradientHair.StylingStation.PatchPawn\_StyleTrackerFinalizeHairColor.Prefix

Pawn\_StyleTracker.SetupNextLookChangeData: PRE: GradientHair.StylingStation.PatchPawn\_StyleTrackerSetupNextLookChangeData.Prefix

Pawn\_TimetableTracker.GetAssignment: (no patches)

Pawn\_TraderTracker.ColonyThingsWillingToBuy: post: ChangeDresser.Patch\_TradeShip\_ColonyThingsWillingToBuy.Postfix

Pawn\_TraderTracker.get\_CanTradeNow: PRE: Hospitality.Patches.Pawn\_TraderTracker\_Patch+CanTradeNow.Prefix

Pawn\_TrainingTracker.TrainingTrackerTickRare: PRE: PreventTrainingDecay.Pawn\_TrainingTrackerTickRare\_Patch.PreventTrainingDecayPatch, RttRAnimalBehaviours.RaceToTheRim\_Pawn\_TrainingTracker\_TrainingTrackerTickRare\_Patch.RemoveTamenessDecay

PawnsArrivalModeWorker\_Burrow.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_CenterDrop.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_ClusterDrop.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_EdgeDrop.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_EdgeDropGroups.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_EdgeWalkIn.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_EdgeWalkIn.TryResolveRaidSpawnCenter: PRE: Swimming.DeepWaterNotPreferredForWalkIn.Prefix

PawnsArrivalModeWorker\_EdgeWalkInGroups.Arrive: PRE: Swimming.DeepWaterNotPreferredForGroupWalkIn.Prefix post: Swimming.DeepWaterNotPreferredForGroupWalkIn.Postfix, VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_Gauntlet.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_Meteorite.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_RandomDrop.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

PawnsArrivalModeWorker\_Tunneling.Arrive: post: VanillaStorytellersExpanded.RaidPatches.RaidGroupChecker, VanillaSocialInteractionsExpanded.RaidPatches.RaidGroupChecker

Plant.PlantCollected: PRE: RFF\_Code.PlantHarvestPatch.Prefix, VanillaPlantsExpanded.VanillaCookingExpanded\_Plant\_PlantCollected\_Patch.AccessMap post: AchievementsExpanded.Plant\_PlantCollected\_Patch.CheckPlantHarvested, VanillaPlantsExpanded.VanillaPlantsExpanded\_Plant\_PlantCollected\_Patch.AddSecondaryOutput, VanillaPlantsExpanded.VanillaCookingExpanded\_Plant\_PlantCollected\_Patch.RemoveTilled

Plant.PostMapInit: post: VEE.Plant\_PostMapInit\_Patch.Postfix

Plant.TickLong: post: VEE.Plant\_TickLong\_Patch.Postfix

Plant.YieldNow: post: VanillaMemesExpanded.VanillaMemesExpanded\_Plant\_YieldNow\_Patch.IncreaseTreeCuttingYield

Plant.get\_GrowthRate: post: MorrowRim.Plant\_GrowthRate\_AshStormPatch.AshStormPatch, VEE.Plant\_GrowthRate\_Patch.Postfix

PlantFallColors.GetFallColorFactor: post: ReGrowthCore.GetFallColorFactor.Postfix

PlantUtility.CanEverPlantAt: PRE: BiomesCore.Patches.PlantUtility\_CanEverPlantAt.Prefix

PlantUtility.CanSowOnGrower: post: VanillaPlantsExpandedMorePlants.VanillaPlantsExpandedMorePlants\_PlantUtility\_CanSowOnGrower\_Patch.SowTagsOnAquaticPlants

PlayDataLoader.DoPlayLoad: post: HugsLib.Patches.PlayDataLoader\_Patch.InitModsHook

PlayLog.ReduceToCapacity: TRANS: RocketMan.Optimizations.PlayLog\_ReduceToCapacity\_Patch.Transpiler

PlayLogEntryUtility.RulesForOptionalWeapon: post: MVCF.Harmony.BatteLog.PlayLogEntryUtility\_RulesForOptionalWeapon\_Postfix

PlaySettings..ctor: post: TD\_Enhancement\_Pack.DefaultAutomaticRebuild.Postfix

PlaySettings.DoPlaySettingsGlobalControls: post: VUIE.PlaySettingsModule.AdditionalControls, OpenTheWindows.PlaySettings\_DoPlaySettingsGlobalControls.Postfix, HeatMap.PlaySettings\_Detour.PostFix TRANS: TD\_Enhancement\_Pack.RemoveUnusedToggles.Transpiler, [0]VUIE.OverlayModule.MaybeShowOverlays

PowerConnectionMaker.BestTransmitterForConnector: post: VFEMech.BestTransmitterForConnector\_Patch.Postfix

PowerConnectionMaker.PotentialConnectorsForTransmitter: post: VFEMech.PotentialConnectorsForTransmitter\_Patch.Postfix

PowerConnectionMaker.TryConnectToAnyPowerNet: PRE: WhatTheHack.Harmony.PowerConnectionMaker\_TryConnectToAnyPowerNet.Prefix

PowerNet.PowerNetTick: post: VFEAncients.HarmonyPatches.BuildingPatches.PowerNetOnSolarFlarePostfix TRANS: RT\_SolarFlareShield.Patch\_PowerNetTick.Transpiler, VFEAncients.HarmonyPatches.BuildingPatches.PowerNetOnSolarFlareTranspiler

PreLoadUtility.CheckVersionAndLoad: PRE: Madeline.ModMismatchFormatter.MetaHeaderUtility.UpdateLastAccessedSaveFileInLoadSelection

PreceptComp\_Apparel\_Desired.Notify\_MemberGenerated: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

PreceptComp\_KnowsMemoryThought.Notify\_MemberWitnessedAction: TRANS: AlienRace.HarmonyPatches.KnowsMemoryThoughtTranspiler

PreceptComp\_SelfTookMemoryThought.Notify\_MemberTookAction: TRANS: AlienRace.HarmonyPatches.SelfTookMemoryThoughtTranspiler

PreceptComp\_UnwillingToDo\_Gendered.MemberWillingToDo: TRANS: AlienRace.HarmonyPatches.UnwillingWillingToDoGenderedTranspiler

Precept\_Relic.Notify\_ThingLost: PRE: AlphaMemes.AlphaMemes\_Precept\_Relic\_Notify\_ThingLost\_Patch.DontNotifyForIconoclasts

Precept\_Role.get\_DisabledWorkTypes: post: VanillaMemesExpanded.VanillaMemesExpanded\_Precept\_Role\_DisabledWorkTypes\_Patch.DisableDumbLabor

Prefs.set\_DevMode: post: AchievementsExpanded.AchievementHarmony.DevModeToggled

PrisonLabor\_Patch\_RenamePrisoners.Stub: post: WhatTheHack.Harmony.PrisonLabour.PrisonLabor\_Patch\_RenamePrisoners.Postfix

Projectile.CheckForFreeInterceptBetween: post: O21Toolbox.Shield.Patch\_Projectile\_CheckForFreeInterceptBetween.Postfix

Projectile.ImpactSomething: PRE: VFEAncients.HarmonyPatches.PointDefensePatches.PreImpactSomething

Projectile.Launch: PRE: VFEAncients.HarmonyPatches.PointDefensePatches.PreLaunch post: VFECore.Projectile\_Launch\_Patch.Postfix, O21Toolbox.HarmonyPatches.Patches.Patch\_Projectile\_Launch.Postfix

Projectile.Tick: PRE: O21Toolbox.HarmonyPatches.Patches.PatchProjectileTick.Prefix

Projectile\_Explosive.Impact: TRANS: TD\_Enhancement\_Pack.NotifyEnemiesOfGrenade.Transpiler

QualityUtility.GenerateQualityCreatedByPawn: PRE: VanillaTraitsExpanded.GenerateQualityCreatedByPawn\_Patch.Prefix post: VFEAncients.PowerWorker\_Craft.AddLevels, VanillaTraitsExpanded.GenerateQualityCreatedByPawn\_Patch.Postfix TRANS: VanillaSocialInteractionsExpanded.GenerateQualityCreatedByPawn\_Patch.Transpiler

Quest.End: PRE: VanillaStorytellersExpanded.Patch\_End.Prefix post: AchievementsExpanded.AchievementHarmony.QuestEnded

QuestGen.AddSlateQuestTags: post: VanillaStorytellersExpanded.Patch\_AddSlateQuestTags.Postfix

QuestGen.Generate: post: VFECore.Patch\_QuestGen\_Generate.Postfix

QuestManager.Notify\_ThingsProduced: post: AchievementsExpanded.AchievementHarmony.ThingSpawned, AchievementsExpanded.VanillaFishing\_QuestManager\_Notify\_ThingsProduced\_Patch.CheckItemCraftedIngredients, AchievementsExpanded.VanillaApparel\_QuestManager\_Notify\_ThingsProduced\_Patch.CheckItemCraftedMultiple, AchievementsExpanded.QuestManager\_Notify\_ThingsProduced\_Patch.CheckItemCraftedIngredients, AchievementsExpanded.AlphaAnimals\_QuestManager\_Notify\_ThingsProduced\_Patch.CheckItemCraftedIngredients, AchievementsExpanded.SpartanFoundry\_QuestManager\_Notify\_ThingsProduced\_Patch.CheckItemCraftedMultiple

QuestNode\_GetPawnKind.<>c\_\_DisplayClass5\_1.<SetVars>g\_\_CanHandle|1: post: AnimalBehaviours.VanillaExpandedFramework\_QuestNode\_GetPawnKind\_SetVars\_CanHandle\_Patch.Postfix

QuestPart\_TransporterPawns\_Feed.Process: post: DubsBadHygiene.Patches.HarmonyPatches+Harmony\_QuestPart\_FeedPawns.Postfix

QuestUtility.IsQuestLodger: post: VFECore.Misc.HireableSystemStaticInitialization.IsQuestLodger\_Postfix

RCellFinder.CanWanderToCell: post: DubsBadHygiene.Patches.HarmonyPatches+Patch\_CanWanderToCell.Postfix

RCellFinder.RandomAnimalSpawnCell\_MapGen: PRE: TerrainMovement.RCellFinder\_RandomAnimalSpawnCell\_MapGen\_IgnoreWander\_Patch.Prefix

RCellFinder.TryFindRandomPawnEntryCell: PRE: Swimming.DeepWaterNotPreferredForTryFindRandomPawnEntryCell.Prefix

RaceProperties.CanEverEat: post: AlienRace.HarmonyPatches.CanEverEatPostfix

RaceProperties.SpecialDisplayStats: post: MorrowRim.Patch\_RaceProperties+Patch\_SpecialDisplayStats.Postfix

RaceProperties.get\_IsMechanoid: post: VFEV.PatchIsMechanoid.PostFix

RaidStrategyWorker\_Siege.MakeLordJob: PRE: VFECore.Patch\_RaidStrategyWorker\_Siege+MakeLordJob.Prefix

Rand.EnsureStateStackEmpty: PRE: RGExpandedWorldGeneration.EnsureStateStackEmpty\_Patch.Prefix, MapReroll.Patches.Rand\_EnsureStateStackEmpty\_Patch.OptionalStackChecks

Reachability.CanReach: PRE: TerrainMovement.CanReachMoveCheck.Prefix, VFEAncients.HarmonyPatches.PhasingPatches.AllReachable post: Hospitality.Patches.Reachability\_Patch+CanReach.Postfix

Reachability.CheckCellBasedReachability: PRE: TerrainMovement.TerrainAware\_CheckCellBasedReachability.Prefix

ReachabilityUtility.CanReach: PRE: RimFridge.Patch\_ReachabilityUtility\_CanReach.Prefix

RecipeDefGenerator.ImpliedRecipeDefs: PRE: [800]IndustrialMelee.ImpliedRecipeDefs\_Patch.Prefix

RecipeWorkerCounter.CountProducts: post: ChangeDresser.Patch\_RecipeWorkerCounter\_CountProducts.Postfix

RecipeWorkerCounter.CountValidThings: PRE: TD\_Enhancement\_Pack.FixCount.Prefix

Recipe\_InstallArtificialBodyPart.ApplyOnPawn: post: VanillaMemesExpanded.VanillaMemesExpanded\_Recipe\_InstallArtificialBodyPart\_ApplyOnPawn\_Patch.InstalledNonNaturalBodyPart

Recipe\_RemoveBodyPart.<GetPartsToApplyOn>d\_\_2.MoveNext: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

Recipe\_RemoveBodyPart.ApplyOnPawn: PRE: VanillaTraitsExpanded.ApplyOnPawn\_Patch.Prefix, VanillaSocialInteractionsExpanded.Recipe\_Patch.Prefix, VanillaSocialInteractionsExpanded.Recipe\_Patch.Postfix post: VanillaTraitsExpanded.ApplyOnPawn\_Patch.Postfix

Recipe\_Surgery.CheckSurgeryFail: PRE: VanillaSocialInteractionsExpanded.CheckSurgeryFail\_Patch.Prefix post: VanillaSocialInteractionsExpanded.CheckSurgeryFail\_Patch.Postfix

RecordWorker\_TimeInBedForMedicalReasons.ShouldMeasureTimeNow: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_ShouldMeasureTimeNow.Prefix, Androids.HarmonyPatches.CompatPatch\_ShouldMeasureTimeNow

RecordsUtility.Notify\_PawnDowned: post: VanillaMemesExpanded.VanillaMemesExpanded\_RecordsUtility\_Notify\_PawnDowned\_Patch.ThrowPawnDownedEvent

RecreationGiverHediffComp.CompPostTick: TRANS: Soyuz.Patches.HediffComp\_Patch+HediffComp\_GenHashInterval\_Replacement.Transpiler

Region.Allows: PRE: VFEArchitect.ArchitectMod.PrisonerProof post: TerrainMovement.TraverseParms\_Allows\_Movement\_Restrictions.Postfix

Region.DangerFor: post: GasNetwork.Patches.Region.Postfix

RelationsUtility.TryDevelopBondRelation: PRE: VanillaTraitsExpanded.TryDevelopBondRelation\_Patch.Prefix post: AchievementsExpanded.AchievementHarmony.AnimalBondedEvent

ReleaseAnimalToWildUtility.DoReleaseAnimal: post: AlphaMemes.AlphaMemes\_ReleaseAnimalToWildUtility\_DoReleaseAnimal\_Patch.AnnounceAnimalReleased

ResearchManager.DebugSetAllProjectsFinished: post: SRTS.StartUp.ResearchFinishAllSRTS

ResearchManager.ExposeData: PRE: DubsMintMenus.HarmonyPatches+Patch\_ResearchManager.Prefix

ResearchManager.FinishProject: PRE: DubsMintMenus.HarmonyPatches+Patch\_FinishProject.Prefix post: AchievementsExpanded.AchievementHarmony.ResearchProjectFinished, DubsMintMenus.HarmonyPatches+Patch\_FinishProject.Postfix, VanillaSocialInteractionsExpanded.FinishProject\_Patch.Postfix TRANS: SRTS.StartUp.ResearchFinishProjectTranspiler

ResearchManager.ResearchPerformed: post: TD\_Enhancement\_Pack.ResearchPerformed.Postfix

ResearchProjectDef.CanBeResearchedAt: post: O21Toolbox.HarmonyPatches.Patch\_CanBeResearchedAt\_Postfix.PostFix

ResearchProjectDef.HasTag: post: VFECore.Patch\_ResearchProjectDef+HasTag.Postfix

ResearchProjectDef.get\_CanStartNow: post: VanillaStorytellersExpanded.Patch\_ResearchProjectDef+get\_CanStartNow.Postfix

ResearchProjectDef.get\_CostApparent: PRE: SRTS.StartUp.ResearchCostApparent

ResearchProjectDef.get\_IsFinished: PRE: SRTS.StartUp.ResearchIsFinished

ResearchProjectDef.get\_PrerequisitesCompleted: post: SRTS.StartUp.CustomPrerequisitesCompleted

ResearchProjectDef.get\_ProgressPercent: PRE: SRTS.StartUp.ResearchProgressPercent

ReservationManager.CanReserve: PRE: Share\_The\_Load.CanReserve\_Patch.Prefix post: TerrainMovement.ReservationManager\_Reservation\_CanReserve\_ReachCheckPatch.Postfix, ChangeDresser.Patch\_ReservationManager\_CanReserve.Postfix

ReservationManager.Release: PRE: Share\_The\_Load.Release\_Patch.Prefix

ReservationManager.ReleaseAllClaimedBy: PRE: Share\_The\_Load.ReleaseAllClaimedBy\_Patch.Prefix

ReservationManager.ReleaseClaimedBy: PRE: Share\_The\_Load.ReleaseClaimedBy\_Patch.Prefix

ReservationManager.Reserve: PRE: Share\_The\_Load.Reserve\_Patch.Prefix

ResourceCounter.GetCount: PRE: VFEArchitect.ArchitectMod.AdjustCount

ResourceReadout.DoReadoutCategorized: PRE: DubsMintMenus.PinningSys+Patch\_DoReadoutCategorized.Prefix TRANS: DubsMintMenus.PinningSys+Patch\_DoReadoutCategorized.Transpiler

RestUtility.CanUseBedEver: PRE: WhatTheHack.Harmony.RestUtility\_CanUseBedEver.Prefix post: AlienRace.HarmonyPatches.CanUseBedEverPostfix

RestUtility.CurrentBed: PRE: WhatTheHack.Harmony.RestUtility\_CurrentBed.Prefix

RestUtility.FindBedFor: PRE: WhatTheHack.Harmony.RestUtility\_FindBedFor.Prefix

RestUtility.GetBedSleepingSlotPosFor: PRE: WhatTheHack.Harmony.RestUtility\_GetBedSleepingSlotPosFor.Prefix

RestUtility.IsValidBedFor: post: Hospitality.Patches.RestUtility\_Patch+IsValidBedFor.Postfix

RestUtility.TimetablePreventsLayDown: PRE: O21Toolbox.HarmonyPatches.CompatPatch\_TimetablePreventsLayDown.Prefix, Androids.HarmonyPatches.CompatPatch\_TimetablePreventsLayDown

RestUtility.WakeUp: post: WhatTheHack.Harmony.RestUtility\_WakeUp.Postfix

ReverseDesignatorDatabase.InitDesignators: post: AllowTool.Patches.ReverseDesignatorDatabase\_Init\_Patch.InjectReverseDesignators, VFESecurity.Patch\_ReverseDesignatorDatabase+InitDesignators.Postfix

RitualObligationTargetWorker\_IdeoBuildingOrRitualSpot.CanUseTargetInternal: post: VanillaMemesExpanded.VanillaMemesExpanded\_RitualObligationTargetWorker\_IdeoBuildingOrRitualSpot\_CanUseTargetInternal\_Patch.DontAllowWickerManToActAsSpeechFocus

RockNoises.Init: PRE: CuprosStones.RockNoises\_Init.Prefix

RoofCollapseCellsFinder.ConnectsToRoofHolder: post: VFEMech.ConnectsToRoofHolder\_Patch.Postfix

RoofCollapseUtility.WithinRangeOfRoofHolder: PRE: BiomesCore.Patches.RoofCollapse\_Disable.Prefix post: VFEMech.WithinRangeOfRoofHolder\_Patch.Postfix

RoofGrid.GetCellExtraColor: post: BiomesCore.Patches.RoofColorPatch.Postfix

RoofGrid.SetRoof: PRE: OpenTheWindows.RoofGrid\_SetRoof.Prefix post: OpenTheWindows.RoofGrid\_SetRoof.Postfix

Room.<get\_Owners>d\_\_59.MoveNext: TRANS: Hospitality.Patches.Room\_Owners\_Transpiler.Transpiler

RoomRequirement\_ThingCount.Count: post: RimWorldColumns.Patch\_RoomRequirement\_ThingCount\_Count.Postfix

RoomStatWorker\_Beauty.GetScore: PRE: RocketMan.Patches.RoomStatWorker\_Patch.Prefix post: AlphaBehavioursAndEvents.AlphaAnimals\_RoomStatWorker\_Beauty\_GetScore\_Patch.IncreaseRoomBeautyIfPedigreedRaptorDetected, RocketMan.Patches.RoomStatWorker\_Patch.Postfix

RoomStatWorker\_Cleanliness.GetScore: PRE: RocketMan.Patches.RoomStatWorker\_Patch.Prefix post: DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.GetScore\_Postfix, RocketMan.Patches.RoomStatWorker\_Patch.Postfix

RoomStatWorker\_FromStatByCurve.GetScore: PRE: RocketMan.Patches.RoomStatWorker\_Patch.Prefix post: RocketMan.Patches.RoomStatWorker\_Patch.Postfix

RoomStatWorker\_Impressiveness.GetScore: PRE: RocketMan.Patches.RoomStatWorker\_Patch.Prefix post: RocketMan.Patches.RoomStatWorker\_Patch.Postfix

RoomStatWorker\_Space.GetScore: PRE: RocketMan.Patches.RoomStatWorker\_Patch.Prefix post: RocketMan.Patches.RoomStatWorker\_Patch.Postfix

RoomStatWorker\_Wealth.GetScore: PRE: RocketMan.Patches.RoomStatWorker\_Patch.Prefix post: RocketMan.Patches.RoomStatWorker\_Patch.Postfix

Root.OnGUI: post: HugsLib.Patches.Root\_OnGUI\_Patch.OnGUIHookUnfiltered

Root.Update: post: HugsLib.Patches.Root\_Patch.UpdateHook

Root\_Play.SetupForQuickTestPlay: TRANS: HugsLib.Patches.RootPlay\_TestPlay\_Patch.InjectCustomQuickstartSettings

Sandy\_Detailed\_RPG\_GearTab.TryDrawOverallArmor: TRANS: VFECore.Patch\_RPG\_GearTab.TryDrawOverallArmor\_Revamped\_Transpiler

Sandy\_Detailed\_RPG\_GearTab.TryDrawOverallArmor1: TRANS: VFECore.Patch\_RPG\_GearTab.TryDrawOverallArmor1\_Revamped\_Transpiler

SappersUtility.IsGoodSapper: post: AlphaBehavioursAndEvents.AlphaAnimals\_SappersUtility\_IsGoodSapper\_Patch.DemolisherIsAGoodSapper

SavedGameLoaderNow.LoadGameFromSaveFileNow: post: [0]ShowHair.Patch\_SavedGameLoader\_LoadGameFromSaveFileNow.Postfix

ScenPart\_CustomAnimal.ExposeData: post: MapReroll.Compat.Compat\_PrepareCarefully.CustomAnimalExposeDataPostfix

ScribeMetaHeaderUtility.TryCreateDialogsForVersionMismatchWarnings: PRE: [9999]ModMisMatchWindowPatch.HarmonyPatches.Prefix\_TryCreateDialogForVersionMismatchWarnings

ScribeSaver.InitSaving: PRE: ChangeDresser.Patch\_ScribeSaver\_InitSaving.Prefix

SectionLayer\_BridgeProps.ShouldDrawPropsBelow: post: VFEArchitect.ArchitectMod.IsVanillaBridge

SectionLayer\_LightingOverlay.Regenerate: PRE: OpenTheWindows.LightingOverlay\_Regenerate.Prefix post: OpenTheWindows.LightingOverlay\_Regenerate.Postfix

SectionLayer\_PipeOverlay.DrawLayer: TRANS: VUIE.OverlayWorker\_DubsPipes.Transpile

SectionLayer\_PipeOverlay.DrawLayer: TRANS: VUIE.OverlayWorker\_DubsPipes.Transpile

SectionLayer\_SunShadows.Regenerate: TRANS: [800]VFESecurity.Patch\_SectionLayer\_SunShadows+manual\_Regenerate.Transpiler

SectionLayer\_Things.Regenerate: TRANS: LWM.DeepStorage.PatchDisplay\_SectionLayer\_Things\_Regenerate.Transpiler

Selector.<>c.<SelectInsideDragBox>b\_\_40\_1: TRANS: WhatTheHack.Harmony.Selector\_SelectInsideDragbox.Transpiler

Selector.HandleMapClicks: PRE: LWM.DeepStorage.Patch\_HandleMapClicks.Prefix

Selector.Select: post: LWM.DeepStorage.Open\_DS\_Tab\_On\_Select.Postfix

Selector.SelectAllMatchingObjectUnderMouseOnScreen: PRE: LWM.DeepStorage.Make\_DoubleClick\_Work.Prefix post: LWM.DeepStorage.Make\_DoubleClick\_Work.Postfix

Selector.SelectUnderMouse: PRE: LWM.DeepStorage.Make\_Select\_Under\_Mouse\_Use\_SortForDeepStorage.Prefix post: LWM.DeepStorage.Make\_Select\_Under\_Mouse\_Use\_SortForDeepStorage.Postfix

SelfDefenseUtility.ShouldFleeFrom: PRE: GiddyUpCore.Harmony.SelfDefenceUtility\_ShouldFleeFrom.Prefix

SelfDefenseUtility.ShouldStartFleeing: PRE: WhatTheHack.Harmony.SelfDefenceUtility\_ShouldStartFleeing.Prefix

Settlement.GetCaravanGizmos: post: VFE\_Settlers.Utilities.Harmony+SettlementGetCaravanGizmos\_Patch.PostFix

Settlement.get\_MapGeneratorDef: post: KCSG.MapGeneratorDef\_Patches+Settlement\_MapGeneratorDef\_Patch.Postfix

SettlementAbandonUtility.Abandon: PRE: [800]ChangeDresser.Patch\_SettlementAbandonUtility\_Abandon.Prefix post: VanillaMemesExpanded.VanillaMemesExpanded\_SettlementAbandonUtility\_Abandon\_Patch.SetAbandonedTimeToZero

SettlementDefeatUtility.CheckDefeated: PRE: [800]VFEM.HarmonyPatches.Faction\_Patch.Prefix

SettlementDefeatUtility.IsDefeated: post: AchievementsExpanded.AchievementHarmony.SettlementDefeatedEvent, VanillaStorytellersExpanded.Patch\_IsDefeated.Postfix, VFEI.SettlementDefeatUtility\_IsDefeated\_Postfix.PostFix, [0]VFEM.HarmonyPatches.SettlementDefeatedUtility\_Patch.Postfix

SettlementUtility.AffectRelationsOnAttacked: PRE: VFEMedieval.Patch\_AffectRelationsOnAttacked.Prefix, VFEMech.Patch\_AffectRelationsOnAttacked.Prefix

SettlementUtility.Attack: PRE: KCSG.SettlementUtility\_Attack\_Patch.Prefix

Settlement\_TraderTracker.ColonyThingsWillingToBuy: post: PeteTimesSix.SimpleSidearms.Intercepts.Settlement\_TraderTracker\_ColonyThingsWillingToBuy.Postfix

Settlement\_TraderTracker.GiveSoldThingToPlayer: TRANS: SRTS.StartUp.GiveSoldThingsToSRTSTranspiler

ShieldBelt.get\_EnergyGainPerTick: post: CONN.ShieldBelt\_EnergyGainPerTick.Postfix

ShieldBelt.get\_EnergyMax: post: CONN.ShieldBelt\_EnergyMax.Postfix

ShieldBelt.get\_ShouldDisplay: post: WhatTheHack.Harmony.ShieldBelt\_get\_ShouldDisplay.Postfix

ShipUtility.ShipStartupGizmos: post: WhatTheHack.Harmony.ShipUtility\_ShipStartupGizmos.Postfix

ShortCircuitUtility.DoShortCircuit: PRE: RT\_Fuse.Patch\_DoShortCircuit.Prefix

ShotReport.HitReportFor: PRE: VFECore.Patch\_Verb+ShotReport\_HitReportFor.Prefix

ShotReport.get\_AimOnTargetChance\_StandardTarget: post: VFECore.Patch\_Verb+ShotReport\_AimOnTargetChance\_StandardTarget.Postfix

SiegeBlueprintPlacer.PlaceArtilleryBlueprints: post: VFESecurity.Patch\_PlaceArtilleryBlueprints.Postfix

SignalAction\_Ambush.DoAction: PRE: TerrainMovement.SignalAction\_Ambush\_DoAction\_Patch2.Prefix

Site.ShouldRemoveMapNow: post: VFEM.HarmonyPatches.ShouldRemoveMapNow\_Patch.Postfix

SitePartWorker.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_ConditionCauser.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_ConditionCauser\_ClimateAdjuster.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_ConditionCauser\_PsychicDroner.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_ConditionCauser\_PsychicSuppressor.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_ConditionCauser\_WeatherController.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_DownedRefugee.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_ItemStash.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_LegendaryGrave.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_Manhunters.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_MechanoidAttackParty.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_MechanoidShipLanding.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_MechanoidStorage.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_Outpost.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_PreciousLump.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_PrisonerWillingToJoin.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_RaidSource.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_Skirmish.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_SleepingMechanoids.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_SpawnWanted.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_Turrets.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SitePartWorker\_WerewolfPack.Notify\_GeneratedByQuestGen: PRE: VanillaBooksExpanded.HarmonyPatches.Notify\_GeneratedByQuestGenPrefix

SituationalThoughtHandler.TryCreateThought: PRE: AlienRace.HarmonyPatches.TryCreateThoughtPrefix

SketchGenUtility.IsFloorAllowed: post: DubsBadHygiene.Patches.HarmonyPatches+H\_IsFloorAllowed.Postfix, Rimefeller.HarmonyPatches+H\_IsFloorAllowed.Postfix

SketchGenUtility.IsStuffAllowed: post: DubsBadHygiene.Patches.HarmonyPatches+H\_IsStuffAllowed.Postfix, Rimefeller.HarmonyPatches+H\_IsStuffAllowed.Postfix

SketchGenUtility.PlayerCanBuildNow: post: AlphaMemes.AlphaMemes\_SketchGenUtility\_PlayerCanBuildNow\_Patch.DisableIdeoFloors

SkillRecord.Interval: PRE: RTMadSkills.Patch\_SkillRecordInterval.Prefix, VFEAncients.HarmonyPatches.StorytellerPatches.NoSkillDecay, O21Toolbox.HarmonyPatches.Patch\_SkillRecord\_Interval.Prefix, VanillaTraitsExpanded.Interval\_Patch.Prefix, Androids.HarmonyPatches.Patch\_SkillRecord\_Interval

SkillRecord.Learn: PRE: VanillaApparelExpanded.SkillRecord\_Learn\_Patch.Prefix, VanillaSocialInteractionsExpanded.Learn\_Patch.Prefix, Soyuz.Patches.SkillRecord\_Patch+Learn\_Patch.Prefix post: TD\_Enhancement\_Pack.Learn\_Patch.Postfix, VanillaSocialInteractionsExpanded.Learn\_Patch.Postfix TRANS: AchievementsExpanded.AchievementHarmony.LevelUpMoteHook

SkillRecord.LearnRateFactor: TRANS: RTMadSkills.Patch\_SkillRecordLearnRateFactor.Transpiler

SkillRecord.get\_LearningSaturatedToday: PRE: RTMadSkills.Patch\_SkillRecordLearningSaturatedToday.Prefix

SkillUI.DrawSkill: TRANS: TD\_Enhancement\_Pack.SkillLearningIndicator.Transpiler

SkillUI.GetSkillDescription: TRANS: RTMadSkills.Patch\_LearningSaturationUI.Transpiler

SkyManager.UpdateOverlays: post: TD\_Enhancement\_Pack.SkyManagerDirty\_Patch.Postfix

Skyfaller.Tick: PRE: O21Toolbox.Shield.Patch\_Skyfaller\_Tick.Prefix, VFESecurity.Patch\_Skyfaller+Patch\_Tick.Prefix

SlaveRebellionUtility.CanApplyWeaponFactor: post: MVCF.Harmony.MiscPatches.CanApplyWeaponFactor

SlaveRebellionUtility.InitiateSlaveRebellionMtbDays: post: VanillaMemesExpanded.VanillaMemesExpanded\_SlaveRebellionUtility\_InitiateSlaveRebellionMtbDays\_Patch.SetCorruptedSlaveToMinusOne

SmoothableWallUtility.SmoothWall: post: Hospitality.Patches.SmoothableWallUtility\_Patch+SmoothWall.Postfix

SocialCardUtility.DrawPawnRow: PRE: Hospitality.Patches.SocialCardUtility\_Patch+DrawPawnRow.Prefix

SocialCardUtility.GetPawnSituationLabel: PRE: Hospitality.Patches.SocialCardUtility\_Patch+GetPawnSituationLabel.Replacement

Stance\_Busy.Expire: post: Reloading.HarmonyPatches.ReloadWeaponIfEndingCooldown

Stance\_Warmup.StanceTick: post: PeteTimesSix.SimpleSidearms.Intercepts.Stance\_Warmup\_StanceTick\_Postfix.StanceTick

StartingPawnUtility.NewGeneratedStartingPawn: TRANS: AlienRace.HarmonyPatches.NewGeneratedStartingPawnTranspiler

StatExtension.GetStatValue: post: O21Toolbox.HarmonyPatches.Patches.Patch\_StatExtension\_GetGizmos.GetStatValue\_PostFix, VanillaSocialInteractionsExpanded.GetStatValue\_Patch.Postfix

StatPart\_ApparelStatOffset.TransformValue: PRE: RocketMan.Optimizations.StatPart\_ApparelStatOffSet\_Skipper\_Patch.Prefix post: RocketMan.Optimizations.StatPart\_ApparelStatOffSet\_Skipper\_Patch.Postfix

StatPart\_BlindPsychicSensitivityOffset.ConsideredBlind: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

StatPart\_Glow.ActiveFor: post: VFEAncients.PowerWorker\_PrefersDarkness.Glow\_ActiveFor\_Postfix

StatPart\_NaturalNotMissingBodyPartsCoverage.<>c.<TryGetValue>b\_\_2\_0: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

StatWorker.FinalizeValue: post: VFEAncients.HarmonyPatches.PowerPatches.SetStat

StatWorker.GetExplanationFull: PRE: VFEArchitect.ArchitectMod.StatIgnoreStuff, VFEAncients.HarmonyPatches.PowerPatches.SetStatExplain

StatWorker.GetExplanationUnfinalized: TRANS: VFEAncients.HarmonyPatches.PowerPatches.StatExplanationTranspile, VFECore.StatWorker\_GetExplanationUnfinalized\_Transpiler.Transpiler

StatWorker.GetValue: TRANS: RocketMan.Optimizations.StatWorker\_Patch.Transpiler

StatWorker.GetValueUnfinalized: PRE: VFEArchitect.ArchitectMod.StatIgnoreStuff TRANS: VFEAncients.HarmonyPatches.PowerPatches.StatGetValueTranspile, VFECore.StatWorker\_GetValueUnfinalized\_Transpiler.Transpiler

StatWorker.IsDisabledFor: PRE: WhatTheHack.Harmony.StatWorker\_IsDisabledFor.Prefix

StatWorker.ShouldShowFor: PRE: WhatTheHack.Harmony.StatWorker\_ShouldShowFor.Prefix

StatWorker.StatOffsetFromGear: post: O21Toolbox.HarmonyPatches.Patches.Patch\_StatWorker\_StatOffsetFromGear.StatOffsetFromGear\_PostFix

StatWorker\_MarketValue.CalculatedBaseMarketValue: TRANS: MSE2.HarmonyPatches.FixBulkCraftingValue.Transpiler

StatsReportUtility.DrawStatsReport: PRE: VFECore.DrawStatsReport\_Patch.Prefix post: VFECore.DrawStatsReport\_Patch.Postfix

StatsReportUtility.FinalizeCachedDrawEntries: post: MSE2.RemoveStatDrawDuplicates.RemoveDupes

SteadyEnvironmentEffects.FinalDeteriorationRate: post: VFEAncients.HarmonyPatches.BuildingPatches.AddDeterioration

SteadyEnvironmentEffects.TryDoDeteriorate: PRE: VFEMech.TryDoDeteriorate\_Patch.Prefix

StockGeneratorUtility.TryMakeForStock: post: VanillaBooksExpanded.Patch\_TryMakeForStock.Postfix

StockGeneratorUtility.TryMakeForStockSingle: post: MSE2.HarmonyPatches.RandomInitializeOnStockGeneration.RandInit

StorageSettings.get\_Priority: post: JobsOfOpportunity.Mod+Patch\_PUAH+StorageSettings\_Priority\_Patch.GetReducedPriority

StoreUtility.IsGoodStoreCell: post: LWM.DeepStorage.Patch\_IsGoodStoreCell.Postfix

StoreUtility.NoStorageBlockersIn: PRE: LWM.DeepStorage.Patch\_NoStorageBlockersIn.Prefix

StoreUtility.TryFindBestBetterStoreCellFor: PRE: JobsOfOpportunity.Mod+Patch\_PUAH+StoreUtility\_\_TryFindBestBetterStoreCellFor\_Patch.SpecialHaulAwareTryFindStore TRANS: LWM.DeepStorage.Patch\_TryFindBestBetterStoreCellFor.Transpiler

StoryWatcher\_PopAdaptation.Notify\_PawnEvent: post: AchievementsExpanded.AchievementHarmony.PawnJoinedFaction

Storyteller.TryFire: PRE: VanillaStorytellersExpanded.Patch\_MakeIncidentsForInterval.Prefix

StorytellerComp.IncidentChanceFinal: post: VanillaStorytellersExpanded.Patch\_IncidentChanceFinal.Postfix

StorytellerComp\_RandomMain.ChooseRandomCategory: TRANS: VFEPirates.StorytellerComp\_RandomMain\_ChooseRandomCategory\_Transpiler.Transpiler

StorytellerUtilityPopulation.CalculatePopulationIntent: post: VFEPirates.StorytellerUtilityPopulation\_CalculatePopulationIntent\_Patch.Postfix

StrippableUtility.CanBeStrippedByColony: PRE: WhatTheHack.Harmony.WorkGiver\_Strip\_HasJobOnThing.Prefix

StuffProperties.CanMake: post: MixedStoneBlocks.StuffPropertiesPatch+CanMakePatch.Postfix

StunHandler.Notify\_DamageApplied: PRE: AltherianExport.HarmonyPatches\_AE.StunApplied\_AE

StunHandler.get\_AffectedByEMP: post: O21Toolbox.HarmonyPatches.Patch\_StunHandler\_AffectedByEMP.Postfix

Sustainer.Maintain: PRE: WhatTheHack.Harmony.Sustainer\_Maintain.Prefix

Sustainer.SustainerUpdate: PRE: Soyuz.Patches.Sustainer\_Update\_Patch.Prefix

TabDrawer.DrawTabs: PRE: GradientHair.StylingStation.PatchTabDrawer.Prefix

TaleUtility.Notify\_PawnDied: post: VFEPirates.VFEPirates\_TaleUtility\_Notify\_PawnDied\_Patch.NotifyCrewmanDied, VanillaMemesExpanded.VanillaMemesExpanded\_TaleUtility\_Notify\_PawnDied\_Patch.NotifyEnemyDied, AlphaMemes.AlphaMemes\_TaleUtility\_Notify\_PawnDied\_Patch.NotifyEnemyDied

TantrumMentalStateUtility.CanSmash: post: LWM.DeepStorage.Patch\_TantrumMentalStateUtility\_CanSmash.AfterCanSmash

Targeter.ProcessInputEvents: post: SRTS.StartUp.ProcessBombingInputEvents

Targeter.TargeterOnGUI: post: SRTS.StartUp.DrawBombingTargeter

Targeter.TargeterUpdate: post: SRTS.StartUp.BombTargeterUpdate

TendUtility.DoTend: PRE: O21Toolbox.HarmonyPatches.TendUtility\_DoTend.Prefix, VanillaSocialInteractionsExpanded.DoTend\_Patch.Prefix post: VanillaSocialInteractionsExpanded.DoTend\_Patch.Postfix

TerrainDef.PostLoad: PRE: DubsBadHygiene.Patches.HarmonyPatches+Harmony\_TerrainPostLoad.Prefix

TerrainDefGenerator\_Stone.ImpliedTerrainDefs: post: RFF\_Code.StoneDefGeneratorPatch.Postfix

TerrainGrid.CanRemoveTopLayerAt: post: VFESecurity.Patch\_TerrainGrid+CanRemoveTopLayerAt.Postfix

TerrainGrid.DoTerrainChangedEffects: post: DubsBadHygiene.Patches.HarmonyPatches+H\_DoTerrainChangedEffects.Postfix

TerrainGrid.RemoveTopLayer: PRE: ReGrowthCore.\_\_TerrainGrid.Prefix, VFEMech.TerrainPatches+RemoveTopLayer\_Patch.Prefix post: TerrainMovement.TerrainGrid\_RemoveTopLayer\_Patch.Postfix

TerrainGrid.ResetGrids: post: TerrainMovement.TerrainGrid\_ResetGrids\_Patch.Postfix

TerrainGrid.SetTerrain: PRE: ReGrowthCore.\_TerrainGrid.Prefix post: BiomesCore.Patches.SetTerrain\_UpdateCommonality.Postfix, TerrainMovement.TerrainGrid\_SetTerrain\_Patch.Postfix, ReGrowthCore.\_TerrainGrid.Postfix, VFEMech.TerrainPatches+Patch\_SetTerrain.Postfix, FishTraps.HarmonyPatches.TerrainChangePatch.Postfix

TerrainPatchMaker.Init: PRE: [10]MapReroll.Patches.DeterministicGenerationPatcher.DeterministicPatchesSetup post: [-10]MapReroll.Patches.DeterministicGenerationPatcher.PopDeterministicRandState

Text.get\_Anchor: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_Anchor\_Getter\_Patch.Prefix

Text.get\_CurFontStyle: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_CurFontStyle\_Patch.Prefix

Text.get\_CurTextAreaReadOnlyStyle: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_CurTextAreaReadOnlyStyle\_Patch.Prefix

Text.get\_CurTextAreaStyle: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_CurTextAreaStyle\_Patch.Prefix

Text.get\_CurTextFieldStyle: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_CurTextFieldStyle\_Patch.Prefix

Text.get\_Font: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_Font\_Getter\_Patch.Prefix

Text.get\_WordWrap: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_WordWrap\_Getter\_Patch.Prefix

Text.set\_Anchor: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_Anchor\_Setter\_Patch.Prefix

Text.set\_Font: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_Font\_Setter\_Patch.Prefix

Text.set\_WordWrap: PRE: [-2147483648]RocketMan.Text\_Patch+Text\_WordWrap\_Setter\_Patch.Prefix

Thing.BlocksPawn: post: VFESecurity.Patch\_Thing+BlocksPawn.Postfix

Thing.ButcherProducts: post: MorrowRim.Thing\_ButcherProducts\_Patch.StrangButcherPatch, AlphaBehavioursAndEvents.Thing\_ButcherProducts\_Patch.ChangeMeatAmountByAge, OuterRim.Thing\_ButcherProducts.Postfix, WhatTheHack.Harmony.Thing\_ButcherProducts.Postfix

Thing.DeSpawn: PRE: Share\_The\_Load.DeSpawn\_Patch.Prefix, LWM.DeepStorage.Cleanup\_For\_DeepStorage\_Thing\_At\_DeSpawn.Prefix, Hospitality.Patches.Thing\_SpawnSetupPatch+DeSpawn.Prefix post: VUIE.CoverageOverlays.BuildingCheck TRANS: VFESecurity.Patch\_Thing+DeSpawn.Transpiler

Thing.DrawExtraSelectionOverlays: post: WhatTheHack.Harmony.Thing\_DrawExtraSelectionOverlays.Postfix

Thing.DrawGUIOverlay: PRE: LWM.DeepStorage.Add\_DSU\_GUI\_Overlay.Prefix

Thing.Ingested: PRE: AlienRace.HarmonyPatches.IngestedPrefix, O21Toolbox.HarmonyPatches.Harmony\_Needs+Patch\_Thing\_Ingested.Prefix post: VanillaSocialInteractionsExpanded.Thing\_Ingested.Postfix, VanillaMemesExpanded.VanillaMemesExpanded\_Thing\_Ingested\_Patch.NotifyAnimalProducstIngested

Thing.Kill: PRE: AchievementsExpanded.AchievementHarmony.KillThing

Thing.PostMapInit: PRE: VFEMech.ThingPostInit\_Patch.Prefix

Thing.Print: PRE: MixedStoneBlocks.ThingPatch+PrintPatch.Prefix, WhatTheHack.Harmony.Thing\_Print.Prefix

Thing.SetFactionDirect: post: AlienRace.HarmonyPatches.SetFactionDirectPostfix

Thing.SpawnSetup: post: VUIE.CoverageOverlays.BuildingCheck, Hospitality.Patches.Thing\_SpawnSetupPatch+SpawnSetup.Postfix TRANS: VFEMech.ThingSpawnSetup\_Patch.Transpiler, VFESecurity.Patch\_Thing+SpawnSetup.Transpiler

Thing.SpecialDisplayStats: post: VFEAncients.HarmonyPatches.MendingPatches.MendingDisplayStats

Thing.TakeDamage: PRE: VFEAncients.PowerWorker\_Damages.ChangeDamage, O21Toolbox.HarmonyPatches.Patches.Patch\_Thing\_TakeDamage.TakeDamage\_PreFix, O21Toolbox.HarmonyPatches.Patches.Patch\_Fireproof\_Thing\_TakeDamage.Prefix, VFEMech.Thing\_TakeDamage\_Patch.Prefix, HeavyMelee.Harmony\_ExosuitHeavyWeapon.TakeDamageExtendedShield, RttRAnimalBehaviours.RaceToTheRim\_Thing\_TakeDamage\_Patch.DragonsDontTakeFireDamage post: VanillaTraitsExpanded.TakeDamage\_Patch.Postfix

Thing.get\_AmbientTemperature: PRE: RimFridge.Patch\_Thing\_AmbientTemperature.Prefix, EggIncubator.Thing\_AmbientTemperature.Prefix

Thing.get\_DefaultGraphic: post: CompOversizedWeapon.HarmonyCompOversizedWeapon.get\_DefaultGraphic\_PostFix

Thing.get\_DrawPos: PRE: WhatTheHack.Harmony.Thing\_get\_DrawPos.Prefix post: LWM.DeepStorage.Ensure\_Top\_Item\_In\_DSU\_Draws\_Correctly.Postfix

Thing.get\_Graphic: PRE: MixedStoneBlocks.ThingPatch+Get\_GraphicPatch.Prefix post: [0]VFESecurity.Patch\_Thing+get\_Graphic.Postfix

Thing.get\_MarketValue: post: O21Toolbox.HarmonyPatches.Patch\_Thing\_MarketValue.Postfix

Thing.get\_Suspended: post: O21Toolbox.HarmonyPatches.Patch\_Thing\_Suspended.Postfix

Thing.set\_Rotation: TRANS: GiddyUpCore.Harmony.Pawn\_RotationTracker\_UpdateRotation.Transpiler

ThingDef.<ConfigErrors>d\_\_314.MoveNext: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

ThingDef.SpecialDisplayStats: post: VFECore.ThingDef\_SpecialDisplayStats\_Patch.Postfix, NocturnalAnimals.ThingDef\_Patch+VanillaExpandedFramework\_ThingDef\_SpecialDisplayStats\_Nocturnal\_Patch.Postfix, AnimalBehaviours.Patch\_ThingDef+VanillaExpandedFramework\_ThingDef\_SpecialDisplayStats\_Patch.Postfix, VFECore.Patch\_ThingDef+SetFaction.Postfix, MorrowRim.Patch\_PlantProperties+CheckPlantForImmune.Postfix, MorrowRim.Patch\_ApparelProperties+CheckApparelProtective.Postfix, OpenTheWindows.ThingDef\_SpecialDisplayStats.Postfix, WhatTheHack.Harmony.ThingDef\_SpecialDisplayStats.Postfix

ThingDef.get\_AllRecipes: PRE: MSE2.HarmonyPatches.SortThingDefAllRecipes.CheckIfDirty post: MSE2.HarmonyPatches.SortThingDefAllRecipes.SortList

ThingDef.get\_DescriptionDetailed: TRANS: VFECore.ThingDef\_StatOffsetFromGear\_Transpiler.Transpiler

ThingDef.get\_IsFoodDispenser: PRE: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+ThingDef\_IsFoodDispenser.Prefix post: Gastronomy.Dining.\_IsFoodDispenser\_Patch+IsFoodDispenser.Postfix

ThingDef.get\_IsIngestible: PRE: O21Toolbox.HarmonyPatches.Patch\_ThingDef\_IsIngestible.Prefix

ThingDef.get\_IsRangedWeapon: PRE: MVCF.Harmony.ExtraEquipment.Prefix\_IsRangedWeapon

ThingDef.get\_IsShell: post: VFESecurity.Patch\_IsShell.Postfix

ThingDefExtensions.MovementExtensions: post: Swimming.AquaticExtensionTranslator.Postfix

ThingDefGenerator\_Meat.ImpliedMeatDefs: post: BiomesCore.Patches.BiomesCoreMeatGenerator.Postfix

ThingFilter.Allows: PRE: Hospitality.Patches.ThingFilter\_Patch+Allows.Prefix

ThingGrid.Deregister: (no patches)

ThingGrid.DeregisterInCell: post: OpenTheWindows.ThingGrid\_Deregister.Postfix

ThingGrid.Register: (no patches)

ThingGrid.RegisterInCell: post: OpenTheWindows.ThingGrid\_Register.Postfix

ThingListGroupHelper.Includes: PRE: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_Includes.Prefix

ThingMaker.MakeThing: PRE: VFEArchitect.ArchitectMod.AdjustStuff2

ThingSelectionUtility.SelectableByMapClick: post: VanillaApparelExpanded.VAE\_ThingSelectionUtility\_Patch.GhillieException

ThingSetMakerUtility.CanGenerate: post: DubsBadHygiene.Patches.HarmonyPatches+Harmony\_ThingSetMakerUtility.Postfix, Rimefeller.HarmonyPatches+Harmony\_ThingSetMakerUtility.Postfix

ThingSetMaker\_MapGen\_AncientPodContents.GiveRandomLootInventoryForTombPawn: post: O21Toolbox.HarmonyPatches.Patches.Patch\_ThingSetMakerMapGenAncientPodContents\_GiveRandomLootInventoryForTombPawn.Postfix

ThingSetMaker\_Meteorite.FindRandomMineableDef: post: WhatTheHack.Harmony.ThingSetMaker\_Meteorite\_FindRandomMineableDef.Postfix

ThingSetMaker\_ResourcePod.PossiblePodContentsDefs: post: DubsBadHygiene.Patches.HarmonyPatches+Harmony\_ThingSetMaker\_ResourcePod.Postfix, Rimefeller.HarmonyPatches+Harmony\_ThingSetMaker\_ResourcePod.Postfix

ThingStuffPair.get\_Commonality: post: VFECore.Commonality\_Patch.Postfix

ThingStuffPairWithQuality.GetStatValue: PRE: MSE2.HarmonyPatches.TSPWQGetValue.MaxOfConfiguration

ThingStuffPairWithQuality.MakeThing: post: MSE2.HarmonyPatches.TSPWQMakeThing.InitAverage

ThingWithComps.ExposeData: post: VFECore.Thing\_ExposeData\_Patch.Postfix

ThingWithComps.GetFloatMenuOptions: post: AllowTool.Patches.Thing\_GetFloatMenuOptions\_Patch.FinishOffWhenDrafted

ThingWithComps.SpawnSetup: post: VFECore.Thing\_SpawnSetup\_Patch.Postfix

ThinkNode\_ConditionalNPCCanSelfTendNow.Satisfied: post: Hospitality.Patches.ThinkNode\_ConditionalNPCCanSelfTendNow\_Patch+Satisfied.Postfix

ThinkNode\_ConditionalNeedPercentageAbove.Satisfied: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_ThinkNode\_ConditionalNeedPercentageAbove\_Satisfied.Prefix, Androids.HarmonyPatches.Patch\_ThinkNode\_ConditionalNeedPercentageAbove\_Satisfied

Thought.MoodOffset: post: VanillaTraitsExpanded.MoodOffset\_Patch.Postfix

ThoughtHandler.OpinionOffsetOfGroup: post: VFEAncients.PowerWorker\_Celebrity.Double

ThoughtUtility.CanGetThought: post: AlienRace.HarmonyPatches.CanGetThoughtPostfix

ThoughtUtility.GiveThoughtsForPawnOrganHarvested: PRE: VanillaSocialInteractionsExpanded.GiveThoughtsForPawnOrganHarvested\_Patch.Prefix post: AlphaMemes.AlphaMemes\_ThoughtUtility\_GiveThoughtsForPawnOrganHarvested\_Patch.NotifySurgeryToNonColonist

ThoughtUtility.RemovePositiveBedroomThoughts: post: AlphaMemes.AlphaMemes\_ThoughtUtility\_RemovePositiveBedroomThoughts\_Patch.RemoveBarrackThoughts

ThoughtUtility.ThoughtNullified: post: VFEAncients.HarmonyPatches.PowerPatches.ThoughtNullified\_Postfix

ThoughtUtility.ThoughtNullifiedMessage: post: VFEAncients.HarmonyPatches.PowerPatches.ThoughtNullifiedMessage\_Postfix

ThoughtWorker\_Dark.CurrentStateInternal: post: VFEI.ThoughtWorker\_Dark\_CurrentStateInternal\_Postfix.PostFix, CONN.ThoughtWorker\_Dark\_CurrentStateInternal.Postfix

ThoughtWorker\_IsCarryingRangedWeapon.CurrentStateInternal: PRE: MVCF.Harmony.Brawlers.CurrentStateInternal\_Prefix

ThoughtWorker\_Man.CurrentSocialStateInternal: TRANS: AlienRace.HarmonyPatches.MisandryMisogynyTranspiler

ThoughtWorker\_MissingTongue.CurrentStateInternal: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

ThoughtWorker\_NeedFood.CurrentStateInternal: PRE: Androids.HarmonyPatches.Patch\_ThoughtWorker\_NeedFood\_CurrentStateInternal

ThoughtWorker\_NudistNude.CurrentStateInternal: post: UtilityPatch.NudistNudePatch.Postfix

ThoughtWorker\_PrisonBarracksImpressiveness.CurrentStateInternal: PRE: Hospitality.Patches.ThoughtWorker\_Patch+PrisonBarracksImpressiveness.CurrentStateInternal

ThoughtWorker\_PrisonCellImpressiveness.CurrentStateInternal: PRE: Hospitality.Patches.ThoughtWorker\_Patch+PrisonCellImpressiveness.CurrentStateInternal

ThoughtWorker\_PsychicDrone.CurrentStateInternal: post: VFESecurity.Patch\_ThoughtWorker\_PsychicDrone+CurrentStateInternal.Postfix

ThoughtWorker\_Sick.CurrentStateInternal: post: VanillaMemesExpanded.VanillaMemesExpanded\_ThoughtWorker\_Sick\_CurrentStateInternal\_Patch.DontShowIfHolyDisease

ThoughtWorker\_Woman.CurrentSocialStateInternal: TRANS: AlienRace.HarmonyPatches.MisandryMisogynyTranspiler

Thought\_Memory.get\_ShouldDiscard: PRE: VanillaTraitsExpanded.ShouldDiscard\_Patch.Prefix

TickList.Tick: (no patches)

TickManager.DoSingleTick: PRE: [800]RocketMan.Patches.TickManager\_DoSingleTick\_Context\_Patch.Prefix, ReGrowthCore.DoSingleTick\_Patch.Prefix post: AchievementsExpanded.AchievementHarmony.SingleLongTickTracker, ReGrowthCore.DoSingleTick\_Patch.Postfix TRANS: [2147483647]RocketMan.Patches.TickManager\_DoSingleTick\_Patch.Transpiler

TileFinder.<>c\_\_DisplayClass1\_0.<RandomSettlementTileFor>b\_\_1: post: VFECore.Patch\_RandomSettlementTileFor.Postfix

TileFinder.RandomSettlementTileFor: PRE: VFECore.Patch\_RandomSettlementTileFor+RandomSettlementTileFor\_Patch.Prefix, MorrowRim.KwamaSettlementSpawnerPatch.SettlementPatch post: VFECore.Patch\_RandomSettlementTileFor+RandomSettlementTileFor\_Patch.Postfix

TileTemperaturesComp.OutdoorTemperatureAcceptableFor: post: TerrainMovement.TileTemperaturesComp\_OutdoorTemperatureAcceptableFor\_TerrainAwareHack.Postfix

TileTemperaturesComp.SeasonAcceptableFor: post: TerrainMovement.TileTemperaturesComp\_SeasonAcceptableFor\_TerrainAwareHack.Postfix

TimeControls.DoTimeControlsGUI: TRANS: TD\_Enhancement\_Pack.StopForcedSlowdown.Transpiler

Toil..ctor: post: PeteTimesSix.SimpleSidearms.Intercepts.Toil\_ctor\_Postfix.\_ctor

ToilEffects.WithEffect: post: VanillaSocialInteractionsExpanded.WithEffect\_Patch.Postfix

ToilEffects.WithProgressBar: post: VanillaTraitsExpanded.WithProgressBar\_Patch.Postfix, VanillaSocialInteractionsExpanded.WithProgressBar\_Patch.Postfix

Toils\_Combat.<>c\_\_DisplayClass1\_0.<GotoCastPosition>b\_\_0: TRANS: VFESecurity.Patch\_Toils\_Combat+manual\_GoToCastPosition\_initAction.Transpiler

Toils\_Combat.TrySetJobToUseAttackVerb: PRE: MVCF.Harmony.Hunting.TrySetJobToUseAttackVerb

Toils\_Haul.<>c\_\_DisplayClass1\_0.<StartCarryThing>b\_\_0: TRANS: LWM.DeepStorage.Patch\_StartCarryThing\_Delegate.Transpiler

Toils\_Haul.PlaceHauledThingInCell: post: AllowTool.Patches.ToilsHaul\_PlaceInCell\_Patch.ClearHaulUrgently, LWM.DeepStorage.Patch\_PlaceHauledThingInCell\_Toil.Postfix

Toils\_Ingest.TakeMealFromDispenser: PRE: O21Toolbox.HarmonyPatches.Patches.Harmony\_CustomDispenser+Patch\_TakeMealFromDispenser.Prefix post: Hospitality.Toils\_Ingest\_Patch+TakeMealFromDispenser\_Patch.Postfix

Toils\_LayDown.ApplyBedThoughts: PRE: Hospitality.Patches.Toils\_LayDown\_Patch+ApplyBedThoughts.Replacement post: O21Toolbox.HarmonyPatches.Patch\_Toils\_LayDown.PostFix, AlphaMemes.AlphaMemes\_Toils\_LayDown\_ApplyBedThoughts\_Patch.ApplyBarrackThoughts, VFEV.PatchToils\_LayDown.PostFix

Toils\_Recipe.<>c\_\_DisplayClass3\_0.<FinishRecipeAndStartStoringProduct>b\_\_0: TRANS: TD\_Enhancement\_Pack.ColorVariation.Toils\_Recipe\_Transpiler

Toils\_Recipe.CalculateDominantIngredient: TRANS: TD\_Enhancement\_Pack.Dominate.Transpiler

Toils\_Tend.FinalizeTend: PRE: O21Toolbox.HarmonyPatches.Patch\_Toils\_Tend\_FinalizeTend.Prefix, Androids.HarmonyPatches.Patch\_Toils\_Tend\_FinalizeTend

Tool.AdjustedCooldown: post: VFEV.AdjustedCooldown\_Patch.Postfix

TooltipUtility.ShotCalculationTipString: TRANS: VFEAncients.PowerWorker\_ForceHit.ShotCalculationTipString\_Transpile

Tornado.CellImmuneToDamage: post: VFESecurity.Patch\_Tornado+CellImmuneToDamage.Postfix

TradeDeal.Reset: PRE: ChangeDresser.Patch\_TradeDeal\_Reset.Prefix

TradeDeal.TryExecute: post: AchievementsExpanded.AchievementHarmony.TradeDealComplete, VanillaMemesExpanded.VanillaMemesExpanded\_TradeDeal\_TryExecute\_Patch.NotifySuccessfulTrade TRANS: VanillaSocialInteractionsExpanded.TryExecute\_Patch.Transpiler

TradeShip.ColonyThingsWillingToBuy: post: RimFridge.Patch\_PassingShip\_TryOpenComms.Postfix, ChangeDresser.Patch\_PassingShip\_TryOpenComms.Postfix

TradeUI.DrawTradeableRow: TRANS: VUIE.TradeMenuModule.AddThreshholdCode, AlienRace.HarmonyPatches.DrawTradeableRowTranspiler

TradeUtility.PlayerSellableNow: post: Hospitality.Patches.TradeUtility\_Patch+PlayerSellableNow.Postfix

Tradeable.GetPriceFor: post: O21Toolbox.HarmonyPatches.Patch\_Tradeable\_GetPriceFor.Postfix

Tradeable\_Pawn.ResolveTrade: post: VanillaMemesExpanded.VanillaMemesExpanded\_Tradeable\_Pawn\_ResolveTrade\_Patch.DetectSlaveBought TRANS: AlienRace.HarmonyPatches.TradeablePawnResolveTranspiler

TraderCaravanUtility.GetTraderCaravanRole: post: VFECore.Patch\_TraderCaravanUtility+GetTraderCaravanRole.Postfix, GiddyUpCaravan.Harmony.TraderCaravanUtility\_GetTraderCaravanRole.Postfix TRANS: AlienRace.HarmonyPatches.GetTraderCaravanRoleTranspiler

TrainableUtility.TamenessCanDecay: PRE: RttRAnimalBehaviours.RaceToTheRim\_TrainableUtility\_TamenessCanDecay\_Patch.RemoveTamenessDecayCheck

Trait.AllowsWorkType: post: VFEPirates.Trait\_AllowsWorkType\_Patch.Postfix

TraitSet.GainTrait: PRE: AlienRace.HarmonyPatches.GainTraitPrefix, OuterRim.Patch\_TraitSet\_GainTrait.Prefix post: VanillaTraitsExpanded.GainTrait\_Patch.Postfix

TraitSet.HasTrait: post: VFEAncients.PowerWorker\_PretendTrait.HasTrait\_Postfix

TraitSet.HasTrait: post: VFEAncients.PowerWorker\_PretendTrait.HasTrait\_Postfix

TransferableOneWayWidget.DoRow: PRE: WhatTheHack.Harmony.TransferableOneWayWidget\_DoRow.Prefix TRANS: GiddyUpCaravan.Harmony.TransferableOneWayWidget\_DoRow.Transpiler

TransferableOneWayWidget.FillMainRect: post: GiddyUpCaravan.Harmony.TransferableOneWayWidget\_FillMainRect.Postfix

TransferableUIUtility.DoCountAdjustInterfaceInternal: TRANS: VUIE.TradeMenuModule.ReplaceButtonText

TransferableUIUtility.DoExtraAnimalIcons: post: VFE.Mechanoids.TransferableUIUtility\_DoExtraAnimalIcons\_Patch.Postfix

TransferableUIUtility.DrawExtraInfo: PRE: WhatTheHack.Harmony.TransferableUIUtility\_DrawExtraInfo.Prefix

TransferableUtility.CanStack: PRE: WhatTheHack.Harmony.TransferableUtility\_CanStack.Prefix

TransferableUtility.TransferAsOne: post: GiddyUpCaravan.Harmony.TransferableUtility\_TransferAsOne.Postfix

Transition.Execute: PRE: VanillaStorytellersExpanded.Patch\_Execute.Prefix, VanillaSocialInteractionsExpanded.Patch\_Execute.Prefix

TransitionAction\_EnsureHaveExitDestination.DoAction: PRE: TerrainMovement.EnsureHaveExitDestinationKindCheck.Prefix, Hospitality.Patches.TransitionAction\_EnsureHaveExitDestination\_Patch+DoAction.Prefix

TransitionAction\_SetDefendLocalGroup.DoAction: PRE: Hospitality.Patches.TransitionAction\_SetDefendLocalGroup\_Patch+DoAction.Prefix

TransportPodsArrivalActionUtility.DropTravelingTransportPods: PRE: SRTS.StartUp.DropSRTSExactSpot

TransportPodsArrivalAction\_LandInSpecificCell.Arrived: PRE: SRTS.HarmonyTest\_AJ.Prefix

TransportPodsArrivalAction\_VisitSite.Arrived: PRE: VFEMech.Patch\_Arrived.Prefix

TravelingTransportPods.Arrived: PRE: VFEPirates.TravelingPawn+TravelingTransportPods\_Arrived.Prefix

TravelingTransportPods.get\_TraveledPctStepPerTick: PRE: SRTS.StartUp.CustomTravelSpeedSRTS

Trigger\_PawnExperiencingDangerousTemperatures.ActivateOn: post: MorrowRim.Trigger\_Ashbuildup.ActivateOn\_Ash

TunnelHiveSpawner.Spawn: post: MorrowRim.TunnelHiveSpawner\_Spawn\_Patch.KwamaPatch

TurretTop.DrawTurret: PRE: VanillaWeaponsExpandedLaser.HarmonyPatches.CYA\_TuretTop\_DrawTurret\_LaserTurret\_Patch.Prefix, [0]VFESecurity.Patch\_TurretTop+DrawTurret.Prefix

TurretTop.TurretTopTick: PRE: WhatTheHack.Harmony.TurretTop\_TurretTopTick.Prefix

TurretTop.get\_CurRotation: PRE: VFEPirates.HarmonyPatches.TurretTop\_get\_CurRotation\_Patch.Prefix

UIRoot.UIRootOnGUI: post: HugsLib.Patches.UIRoot\_OnGUI\_Patch.OnGUIHook

UIRoot\_Play.UIRootOnGUI: post: RocketMan.KeyBinder.OnGUI

VMEu\_PatchOperationAdjustPawnMoney.ApplyWorker: (no patches)

Verb.Available: PRE: Reloading.ReloadingMod.CheckShots post: VFECore.Patch\_Verb+Available.Postfix, VFESecurity.Patch\_Verb+Available.Postfix

Verb.OrderForceTarget: PRE: MVCF.Harmony.VerbPatches.Prefix\_OrderForceTarget

Verb.TryFindShootLineFromTo: TRANS: VFESecurity.Patch\_Verb+TryFindShootLineFromTo.Transpiler

Verb.TryStartCastOn: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_Activatable\_Verb\_TryStartCastOn.Prefix

Verb.TryStartCastOn: PRE: [100]VanillaWeaponsExpandedLaser.HarmonyPatches.VWEL\_Verb\_Shoot\_TryStartCastOn\_RapidFire\_Patch.TryStartCastOn\_RapidFire\_Prefix, [100]Warmup.Patch\_Verb\_Shoot.TryStartCastOn\_RapidFire\_Prefix post: [401]VanillaWeaponsExpandedLaser.HarmonyPatches.VWEL\_Verb\_Shoot\_TryStartCastOn\_RapidFire\_Patch.TryStartCastOn\_RapidFire\_Postfix

Verb.VerbTick: post: HeavyMelee.HeavyMeleeMod.VerbPostTick

Verb.get\_Caster: post: MVCF.Harmony.VerbPatches.Postfix\_get\_Caster

Verb.get\_CasterIsPawn: post: MVCF.Harmony.VerbPatches.Postfix\_get\_CasterIsPawn

Verb.get\_CasterPawn: post: MVCF.Harmony.VerbPatches.Postfix\_get\_CasterPawn

Verb.get\_EffectiveRange: post: AlphaMemes.AlphaMemes\_Verb\_EffectiveRange\_Patch.IncreaseRange

Verb.get\_EquipmentSource: PRE: MVCF.Harmony.VerbPatches.Prefix\_EquipmentSource

VerbProperties.<ConfigErrors>d\_\_101.MoveNext: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

VerbProperties.AdjustedAccuracy: post: GiddyUpCore.Harmony.VerbProperties\_AdjustedAccuracy.Postfix

VerbProperties.AdjustedCooldown: post: VFECore.Patch\_Verb+VerbProperties\_AdjustedCooldown\_Patch.Postfix

VerbProperties.AdjustedCooldown: post: VFEAncients.HarmonyPatches.PowerPatches.ApplyStat

VerbProperties.AdjustedCooldown: post: VFEAncients.HarmonyPatches.PowerPatches.ApplyStat

VerbProperties.AdjustedMeleeDamageAmount: post: DireWolves.AdjustedBaseMeleeDamageAmount\_NewTmp.Postfix

VerbProperties.AdjustedMeleeDamageAmount: post: DireWolves.PatchAdjustedBaseMeleeDamageAmount.Postfix

VerbProperties.DrawRadiusRing: post: AlphaMemes.AlphaMemes\_VerbProperties\_DrawRadiusRing\_Patch.ShowBiggerRadius TRANS: VFESecurity.Patch\_VerbProperties+DrawRadiusRing.Transpiler

VerbProperties.GetDamageFactorFor: post: EBF.Patches.PostFix\_VerbProperties\_GetDamageFactorFor.PostFix

VerbProperties.GetForceMissFactorFor: PRE: MVCF.Harmony.VerbPatches.GetForceMissFactorFor\_Prefix

VerbTracker.CreateVerbTargetCommand: PRE: HeavyMelee.HeavyMeleeMod.UseCustomCommand1, Reloading.ReloadingGizmos.CreateReloadableVerbTargetCommand

VerbUtility.HarmsHealth: PRE: MVCF.Harmony.VerbUtilityPatches.HarmsHealth\_Prefix

VerbUtility.IsEMP: PRE: MVCF.Harmony.VerbUtilityPatches.IsEMP\_Prefix

VerbUtility.IsIncendiary: PRE: MVCF.Harmony.VerbUtilityPatches.IsIncendiary\_Prefix

VerbUtility.ProjectileFliesOverhead: PRE: MVCF.Harmony.VerbUtilityPatches.ProjectileFliesOverhead\_Prefix

VerbUtility.UsesExplosiveProjectiles: PRE: MVCF.Harmony.VerbUtilityPatches.UsesExplosiveProjectiles\_Prefix

Verb\_Jump.TryCastShot: PRE: Reloading.ReloadingMod.CheckShots post: Reloading.ReloadingMod.TryCastShot\_Postfix

Verb\_LaunchProjectile.TryCastShot: PRE: Reloading.ReloadingMod.CheckShots, VFECore.Patch\_Verb+Verb\_LaunchProjectile\_TryCastShot.Prefix post: Reloading.ReloadingMod.TryCastShot\_Postfix, VFECore.Patch\_Verb+Verb\_LaunchProjectile\_TryCastShot.Postfix TRANS: VFEAncients.PowerWorker\_ForceHit.TryCastShot\_Transpile

Verb\_LaunchProjectile.get\_Projectile: PRE: Reloading.ReloadingMod.Projectile\_Prefix

Verb\_MeleeAttack.GetDodgeChance: PRE: VFEAncients.PowerWorker\_MeleeSkill.ForceDodge

Verb\_MeleeAttack.GetNonMissChance: PRE: VFEAncients.PowerWorker\_MeleeSkill.ForceHit

Verb\_MeleeAttack.SoundHitBuilding: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_Verb\_MeleeAttack\_SoundHitBuilding.SoundHitBuildingPrefix

Verb\_MeleeAttack.SoundHitPawn: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_Verb\_MeleeAttack\_SoundHitPawn.SoundHitPawnPrefix

Verb\_MeleeAttack.SoundMiss: PRE: O21Toolbox.HarmonyPatches.Patches.Patch\_Verb\_MeleeAttack\_SoundMiss.SoundMissPrefix

Verb\_MeleeAttack.TryCastShot: post: PeteTimesSix.SimpleSidearms.Intercepts.Verb\_MeleeAttack\_TryCastShot\_PostFix.TryCastShot

Verb\_MeleeAttackDamage.ApplyMeleeDamageToTarget: post: IndustrialMelee.Patch\_ApplyMeleeDamageToTarget.Postfix

Verb\_MeleeAttackDamage.DamageInfosToApply: post: VFEAncients.PowerWorker\_Strong.AddDamage, AlienRace.HarmonyPatches.DamageInfosToApplyPostfix, O21Toolbox.HarmonyPatches.Patches.Patch\_Verb\_MeleeAttackDamage\_DamageInfosToApply.DamageInfosToApply\_PostFix

Verb\_SelfExplode.TryCastShot: PRE: Reloading.ReloadingMod.CheckShots post: Reloading.ReloadingMod.TryCastShot\_Postfix

Verb\_ShootOneUse.SelfConsume: post: PeteTimesSix.SimpleSidearms.Intercepts.Verb\_ShootOneUse\_SelfConsume\_Postfix.SelfConsume

VersionControl.DrawInfoInCorner: post: HarmonyMod.VersionControl\_DrawInfoInCorner\_Patch.Postfix

WITab\_Caravan\_Gear.IsVisibleWeapon: post: VFEMedieval.Patch\_WITab\_Caravan\_Gear+IsVisibleWeapon.Postfix

WITab\_Caravan\_Gear.TryEquipDraggedItem: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

WITab\_Caravan\_Health.DoRow: TRANS: AlienRace.HarmonyPatches.BodyReferenceTranspiler

WanderUtility.GetColonyWanderRoot: post: VFE.Mechanoids.HarmonyPatches.GetColonyWanderRoot\_Patch.Postfix

WealthWatcher.ForceRecount: post: ChangeDresser.HarmonyPatches+Patch\_WealthWatcher\_ForceRecount.Postfix

WeatherDecider.ChooseNextWeather: post: MorrowRim.WeatherDecider\_ChooseNextWeather\_Patch.AshOverride\_Patch

WeatherDecider.CurrentWeatherCommonality: post: MorrowRim.WeatherDecider\_CurrentWeatherCommonality\_Patch.AshOverridePatch

WeatherDecider.StartNextWeather: PRE: MorrowRim.WeatherDecider\_StartNextWeather\_Patch.IncreaseGrowthAfterAshStorm

WeatherManager.get\_CurWeatherPerceived: post: ReGrowthCore.CurWeatherPerceived\_Patch.Postfix

Widgets.ThingIcon: PRE: MixedStoneBlocks.WidgetsPatch+ThingIconPatch.Prefix

WildAnimalSpawner.<SpawnRandomWildAnimalAt>b\_\_13\_0: TRANS: VAEShrubland.Patch\_WildAnimalSpawner+manual\_SpawnWildAnimalAt\_predicate.Transpiler, VAECaves.Patch\_WildAnimalSpawner+manual\_SpawnWildAnimalAt\_predicate.Transpiler

WildAnimalSpawner.SpawnRandomWildAnimalAt: PRE: TerrainMovement.SpawnRandomWildAnimalAtKindCheck.Prefix TRANS: AnimalBehaviours.VanillaExpandedFramework\_WildAnimalSpawner\_SpawnRandomWildAnimalAt\_Patch.Transpiler, AlphaBehavioursAndEvents.AlphaAnimals\_WildAnimalSpawner\_SpawnRandomWildAnimalAt\_Patch.Transpiler, RttRAnimalBehaviours.RaceToTheRim\_WildAnimalSpawner\_SpawnRandomWildAnimalAt\_Patch.Transpiler

WildPlantSpawner.CalculatePlantsWhichCanGrowAt: post: MorrowRim.WildPlantSpawner\_CalculatePlantsWhichCanGrowAt\_Patch.GrowOnTerrain, MorrowRim.WildPlantSpawner\_CalculatePlantsWhichCanGrowAt\_Patch.GrowInBiome

WildPlantSpawner.GetBaseDesiredPlantsCountAt: post: BiomesCore.Patches.WildPlantSpawner\_GetBaseDesiredPlantsCountAt.Postfix

WildPlantSpawner.GetCommonalityOfPlant: post: BiomesCore.Patches.WildPlantSpawner\_GetCommonalityOfPlant.Postfix

Window.Close: post: TD\_Enhancement\_Pack.PauseAfterNegotiation.Postfix

WindowResizer.DoResizeControl: post: ModManager.Patch\_WindowResizer\_DoResizeControl.Postfix

WindowStack.Add: PRE: VUIE.FloatMenuModule.AddPrefix

WindowStack.TryRemove: TRANS: TD\_Enhancement\_Pack.PodsSaveManifest.Transpiler

WorkGiver\_ConstructDeliverResources.FindNearbyNeeders: TRANS: Share\_The\_Load.FindNearbyNeeders\_Patch.Transpiler

WorkGiver\_ConstructDeliverResources.ResourceDeliverJobFor: TRANS: JobsOfOpportunity.Mod+WorkGiver\_ConstructDeliverResources\_\_ResourceDeliverJobFor\_Patch.\_HaulBeforeSupply, Share\_The\_Load.MaterialsNeeded\_Patch.Transpiler, Share\_The\_Load.BreakToContinue\_Patch.Transpiler

WorkGiver\_ConstructDeliverResourcesToBlueprints.JobOnThing: PRE: RFF\_Code.WorkGiver\_ConstructDeliverResourcesToBlueprints\_JobOnThing.Prefix

WorkGiver\_ConstructFinishFrames.JobOnThing: PRE: RFF\_Code.WorkGiver\_ConstructFinishFrames\_JobOnThing.Prefix

WorkGiver\_DoBill.<>c\_\_DisplayClass20\_0.<TryFindBestBillIngredients>b\_\_0: TRANS: VFEAncients.HarmonyPatches.MendingPatches.ExtraValidation

WorkGiver\_DoBill.TryFindBestBillIngredients: PRE: WhatTheHack.Harmony.WorkGiver\_DoBill\_TryFindBestBillIngredients.Prefix post: ChangeDresser.HarmonyPatches+Patch\_WorkGiver\_DoBill\_TryFindBestBillIngredients.Postfix, MendingChangeDresserPatch.Patch\_WorkGiver\_DoBill\_TryFindBestBillIngredients.Postfix

WorkGiver\_DoBill.TryFindBestBillIngredientsInSet: post: VFEAncients.HarmonyPatches.MendingPatches.TryFindStuffIngredients

WorkGiver\_Grower.<PotentialWorkCellsGlobal>d\_\_4.MoveNext: TRANS: TD\_Enhancement\_Pack.DoNotHarvest\_Building.Transpiler

WorkGiver\_GrowerHarvest.HasJobOnCell: PRE: TD\_Enhancement\_Pack.NoHarvestJob.Prefix post: AlienRace.HarmonyPatches.HasJobOnCellHarvestPostfix

WorkGiver\_GrowerSow.ExtraRequirements: post: AlienRace.HarmonyPatches.ExtraRequirementsGrowerSowPostfix

WorkGiver\_GrowerSow.JobOnCell: post: RFF\_Code.GrowerSow\_JobOnCell.Postfix TRANS: VanillaSocialInteractionsExpanded.WorkGiver\_Patches.JobOnCellTranspiler

WorkGiver\_Haul.ShouldSkip: PRE: PickUpAndHaul.HarmonyPatches.SkipCorpses\_Prefix

WorkGiver\_HaulToInventory.AllocateThingAtCell: PRE: JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_AllocateThingAtCell\_Patch.Prefix post: JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_AllocateThingAtCell\_Patch.Postfix

WorkGiver\_HaulToInventory.HasJobOnThing: PRE: JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_HasJobOnThing\_Patch.Prefix post: JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_HasJobOnThing\_Patch.Postfix, VFEM.HarmonyPatches.PickUpAndHaul\_Patch.Postfix

WorkGiver\_HaulToInventory.JobOnThing: PRE: [600]JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_JobOnThing\_Patch.Prefix, JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_JobOnThing\_Patch.HaulToEqualPriority post: JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_JobOnThing\_Patch.HaulToEqualPriorityCleanup, JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_JobOnThing\_Patch.TrackInitialHaul, [200]JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_JobOnThing\_Patch.Postfix

WorkGiver\_HaulToInventory.TryFindBestBetterStoreCellFor: PRE: JobsOfOpportunity.Mod+Patch\_PUAH+WorkGiver\_HaulToInventory\_\_TryFindBestBetterStoreCellFor\_Patch.UseSpecialHaulAwareTryFindStore

WorkGiver\_HunterHunt.HasHuntingWeapon: PRE: Reloading.HarmonyPatches.HasHuntingWeapon\_Postfix, [0]MVCF.Harmony.Hunting.HasHuntingWeapon

WorkGiver\_HunterHunt.HasJobOnThing: post: Hospitality.Patches.WorkGiver\_HunterHunt\_Patch+HasJobOnThing.Postfix

WorkGiver\_InteractAnimal.CanInteractWithAnimal: post: AlienRace.HarmonyPatches.CanInteractWithAnimalPostfix

WorkGiver\_Miner.JobOnThing: post: Share\_The\_Load.MakeWay\_Miner\_Job.Postfix TRANS: Share\_The\_Load.MakeWay\_Miner\_Job.Transpiler

WorkGiver\_Miner.PotentialWorkThingsGlobal: post: Share\_The\_Load.MakeWay\_Miner.Postfix

WorkGiver\_PlantsCut.JobOnThing: TRANS: Share\_The\_Load.MakeWay\_Plant\_Job.Transpiler

WorkGiver\_PlantsCut.PotentialWorkThingsGlobal: post: Share\_The\_Load.MakeWay\_Plant.Postfix

WorkGiver\_Refuel.CanRefuelThing: post: DubsBadHygiene.Patches.HarmonyPatches\_Plumbing.CanRefuelThing\_Postfix

WorkGiver\_RescueDowned.HasJobOnThing: PRE: Hospitality.Patches.WorkGiver\_RescueDowned\_Patch+HasJobOnThing\_Patch.Prefix

WorkGiver\_RescueDowned.ShouldSkip: post: Hospitality.Patches.WorkGiver\_RescueDowned\_Patch+ShouldSkip\_Patch.Postfix

WorkGiver\_Researcher.ShouldSkip: post: AlienRace.HarmonyPatches.ShouldSkipResearchPostfix, VanillaTraitsExpanded.ShouldSkip\_Patch.Postfix

WorkGiver\_Scanner.HasJobOnThing: PRE: JobsOfOpportunity.Mod+WorkGiver\_Scanner\_\_HasJobOnThing\_Patch.CheckForSpecialHaul post: JobsOfOpportunity.Mod+WorkGiver\_Scanner\_\_HasJobOnThing\_Patch.ClearTempSpecialHaul

WorkGiver\_Slaughter.HasJobOnThing: post: TD\_Enhancement\_Pack.HighwayToTheSlaughterZone.Postfix

WorkGiver\_TakeToPen.JobOnThing: PRE: GiddyUpCore.Harmony.WorkGiver\_TakeToPen\_JobOnThing.Prefix

WorkGiver\_TakeToPen.PotentialWorkThingsGlobal: PRE: Hospitality.Patches.WorkGiver\_TakeToPen\_Patch+PotentialWorkThingsGlobal.Prefix

WorkGiver\_Tame.JobOnThing: post: AlphaMemes.AlphaMemes\_WorkGiver\_Tame\_JobOnThing\_Patch.DisallowTamingEvent

WorkGiver\_Tend.JobOnThing: PRE: Dubs\_Rimkit.H\_WorkGiver\_Tend.Prefix

WorkGiver\_Train.JobOnThing: PRE: GiddyUpCore.Harmony.WorkGiver\_Train\_JobOnThing.Prefix post: AlphaMemes.AlphaMemes\_WorkGiver\_Train\_JobOnThing\_Patch.DisallowTamingEvent

WorkGiver\_Warden.ShouldTakeCareOfPrisoner: post: VFEAncients.HarmonyPatches.PreceptPatches.ShouldTakeCareOfPrisoner\_Postfix

WorkGiver\_Warden\_DeliverFood.JobOnThing: PRE: O21Toolbox.HarmonyPatches.Harmony\_Needs+Patch\_WardenDeliverFood\_JobOnThing.Prefix

WorkGiver\_Warden\_Feed.JobOnThing: PRE: O21Toolbox.HarmonyPatches.Harmony\_Needs+Patch\_WardenFeed\_JobOnThing.Prefix

WorkshopItems.Notify\_Installed: PRE: ModManager.Patch\_WorkshopItems\_Events+WorkshopItems\_Notify\_Installed.Prefix

WorkshopItems.Notify\_Subscribed: PRE: ModManager.Patch\_WorkshopItems\_Events+WorkshopItems\_Notify\_Subscribed.Prefix

WorkshopItems.Notify\_Unsubscribed: PRE: ModManager.Patch\_WorkshopItems\_Events+WorkshopItems\_Notify\_Unsubscribed.Prefix

World.HasCaves: PRE: MapReroll.Patches.World\_HasCaves\_Patch.ConsistentRerollCaves

World.NaturalRockTypesIn: PRE: CuprosStones.World\_NaturalRockTypesIn.Prefix post: O21Toolbox.HarmonyPatches.Patches.Patch\_World\_NaturalRockTypesIn.MakeRocksAccordingToBiome, BiomesIslands.Patches.World\_AddNaturalRockTypes.Postfix

WorldDynamicDrawManager.DrawDynamicWorldObjects: TRANS: SRTS.StartUp.DrawDynamicSRTSObjectsTranspiler

WorldFactionsUIUtility.DoRow: TRANS: VFECore.Patch\_WorldFactionsUIUtility\_DoRow.Transpiler

WorldFactionsUIUtility.DoWindowContents: PRE: RGExpandedWorldGeneration.DoWindowContents\_Patch.Prefix post: VFECore.Patch\_WorldFactionsUIUtility.Postfix

WorldGenStep\_AncientSites.GenerateAncientSites: PRE: RGExpandedWorldGeneration.GenerateAncientSites\_Patch.Prefix post: RGExpandedWorldGeneration.GenerateAncientSites\_Patch.Postfix

WorldGenStep\_Rivers.GenerateRivers: PRE: [800]RGExpandedWorldGeneration.GenerateRivers\_Patch.Prefix post: RGExpandedWorldGeneration.GenerateRivers\_Patch.Postfix

WorldGenStep\_Roads.<>c.<GenerateRoadEndpoints>b\_\_12\_0: TRANS: RGExpandedWorldGeneration.WorldGenStep\_Roads\_GenerateRoadEndpoints\_Patch.Transpiler

WorldGenStep\_Roads.GenerateRoadEndpoints: TRANS: RGExpandedWorldGeneration.GenerateRoadEndpoints\_Patch.Transpiler

WorldGenStep\_Terrain.BiomeFrom: TRANS: RGExpandedWorldGeneration.BiomeFrom\_Patch.Transpiler

WorldGenStep\_Terrain.GenerateTileFor: post: BiomesCore.Patches.IslandHilliness.Postfix TRANS: RGExpandedWorldGeneration.GenerateTileFor\_Patch.Transpiler

WorldGenStep\_Terrain.SetupElevationNoise: PRE: RGExpandedWorldGeneration.SetupElevationNoise\_Patch.Prefix

WorldLayer.RegenerateNow: PRE: RGExpandedWorldGeneration.RegenerateNow\_Patch.Prefix

WorldLayer\_Hills.Regenerate: PRE: BiomesKitPatches.WorldLayer.Prefix

WorldObjectsHolder.Add: PRE: KCSG.HideSettlementsForNomadicFactionsPatch.Prefix

WorldObjectsHolder.Remove: post: VFESecurity.Patch\_WorldObjectsHolder+Remove.Postfix

WorldPawns.AddPawn: PRE: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_AddPawn\_Patch.Prefix

WorldPawns.DoMothballProcessing: PRE: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_DoMothballProcessing\_Patch.Prefix post: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_DoMothballProcessing\_Patch.Postfix

WorldPawns.ExposeData: post: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_ExposeData\_Patch.Postfix

WorldPawns.Notify\_PawnDestroyed: PRE: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_Notify\_PawnDestroyed\_Patch.Prefix

WorldPawns.RemovePawn: PRE: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_RemovePawn\_Patch.Prefix

WorldPawns.ShouldAutoTendTo: TRANS: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_ShouldAutoTendTo\_Patch.Transpiler

WorldPawns.WorldPawnsTick: PRE: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_WorldPawnsTick\_Patch.Prefix post: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_WorldPawnsTick\_Patch.Postfix TRANS: Soyuz.Patches.WorldPawns\_Patch+WorldPawns\_WorldPawnsTick\_Patch.Transpiler

WorldReachability.CanReach: PRE: RocketMan.Optimizations.WorldReachability\_Patch+WorldReachability\_CanReach\_Patch.Prefix

WorldSelector.HandleWorldClicks: post: SRTS.StartUp.TravelingSRTSChangeDirection

XmlInheritance.CheckForDuplicateNodes: PRE: XmlExtensions.CheckForDuplicateNodes\_Patch.Prefix

Zone.GetInspectString: post: TD\_Enhancement\_Pack.ZoneSizeCount.Postfix

ZoneManager.DeregisterZone: post: RFF\_Code.DeregisterZonePatch.Postfix

ZoneManager.RegisterZone: post: RFF\_Code.RegisterZonePatch.Postfix

Zone\_Growing.GetGizmos: post: RFF\_Code.GrowingZoneGizmoPatch.Postfix, TD\_Enhancement\_Pack.DoNotHarvest.Postfix

Zone\_Growing.GetInspectString: post: TD\_Enhancement\_Pack.ZoneGrowingSizeCount.Postfix

Zone\_Growing.GetZoneAddGizmos: post: TD\_Enhancement\_Pack.SelectedZoneMatchGizmo.Postfix

Zone\_Stockpile.GetGizmos: post: TD\_Enhancement\_Pack.ZoneStockpile\_GetGizmos\_Patch.InsertUrgentRefillGizmos

Harmony versions present: 2.2.0.0: net.pardeike.rimworld.lib.harmony, Harmony\_FishTraps, kikohi.vfe.insectoid, Dubwise.DubsMintMenus, vanillaexpanded.ui, rimworld.erdelf.alien\_race.main, mehni.rimworld.pickupandhaul.main, BDsInstantNoodle\_HarmonyPatch, vanillaexpanded.outposts, com.PreventDisease, com.vanillaplantsexpandedmoreplants, com.PreventTrainingDecay, com.PreventWoundInfection; 2.1.1.0: fluffy.modmanager, Krkr.RocketMan, OskarPotocki.VFECore, com.github.15adhami.xmlextensions, MSE2.Core, OskarPotocki.VanillaStorytellersExpanded, OskarPotocki.VanillaSocialInteractionsExpanded, net.rainbeau.rimworld.mod.fertilefields, OskarPotocki.VanillaTraitsExpanded, PeteTimesSix.CompactHediffs, VanillaExpanded.VFEA, legodude17.mvcf, rimworld.biomes.core, OskarPotocki.VanillaFactionsExpandedMechanoids, RGExpandedWorldGeneration.Mod, com.vanillamemesexpanded, VFEPirates.Mod, Krkr.RocketMan.Soyuz, net.mseal.rimworld.mod.swimming, roolo.giddyupcaravan, vanillaexpanded.furniture.architect, Orion.Hospitality, OskarPotocki.VanillaFactionsExpandedVikings, FalloutCore.Mod, legodude17.reloading, roolo.giddyupcore, com.alphamemes, CodeOptimist.WhileYoureUp, Dubwise.DubsBadHygiene, Kikohi.VanillaEventExpanded, DoctorVanGogh.OmniCoreDrill, Dubwise.Rimefeller, com.turnovus.utilitypatch, Orion.Gastronomy, rimworld.vectorial1024.ebf.damageworker\_blunt, VFEV.OskarPotocki, Mlie.EggIncubator, V1024.EBFramework, Argon.VMEu, com.github.bc.rimworld.mod.moodbar, georodin.deepdrill, Vanilla.BookExpanded, nephlite.orbitaltradecolumn, OskarPotocki.VAECaves, Krkr.RocketMan.PROTON; 2.1.0.0: UnlimitedHugs.HugsLib, Uuugggg.rimworld.TD\_Enhancement\_Pack.main, UnlimitedHugs.AllowTool, com.changedresser.rimworld.mod, limetreesnake.settlers, roolo.whatthehack, com.showhair.rimworld.mod, IndustrialMelee.Mod, VanillaAnimalsExpandedEndangered.HarmonyInit, LWM.DeepStorage, OskarPotocki.VanillaFurnitureExpanded.Security, UnlimitedHugs.MapReroll, Helixien.ReGrowthCore, SRTSExpanded.smashphil.neceros, com.alphaanimals, com.racetotherim, Uuugggg.rimworld.Share\_The\_Load.main, PitchStone.HeavyMeleeWeapons, Syrus.HeatMap, io.github.ratysz.madskills, com.TradingControl.patches, io.github.ratysz.rt\_solarflareshield, ExoHW.ExosuitHeavyWeapon, OskarPotocki.VFEMedieval, UnlimitedHugs.DefensivePositions, roolo.giddyupbattlemounts, Kikohi.KCSG, rimworld.carnysenpai.enableoversizedweapons, com.MorrowRim, com.rimfridge.rimworld.mod, VanillaCookingExpanded, Dubwise.Dubs\_Rimkit, Syrchalis.Rimworld.MetallicBatteries, com.mendingchangedresserpatch.rimworld.mod; 2.0.5.0: ChJees.Androids; 2.0.4.0: vanillaexpanded.achievements, VanillaApparelExpanded.Accessories, com.ogliss.rimworld.mod.VanillaWeaponsExpandedLaser, vanillaexpanded.achievements\_preloaded, Syrchalis.Rimworld.Doormats, com.ogliss.rimworld.mod.CuprosStones, OskarPotocki.HeavyWeapons, DireWolves.Mod, jecstools.jecrell.comps.oversized, warmup; 2.0.2.0: com.o21toolbox.rimworld.mod, VFE.Power, o21toolbox.neronix17.humanlikeorders, OskarPotocki.VanillaTexturesExpanded, com.github.automatic1111.gradienthair, EdB.PrepareCarefully, com.outerrim.rimworld.mod, nerdwonder.mixedStoneblocks; 2.0.1.0: net.biomes.terrainkit, com.vanillaplantsexpanded, JPT.OpenTheWindows; 2.0.0.9: net.mseal.rimworld.mod.terrain.movement; 2.0.0.8: kikohi.conn, com.mobius.royaltytweaks, rimworld.cpbackpacks, com.github.duhranged.rimworld.mod.showdrafteesweapon, zomuro.AltherianExport; 2.0.0.7: rimworld.biomes.islands, OskarPotocki.VanillaHairExpanded; 2.0.0.4: rimworld.vanillabiomes; 2.0.0.3: Madeline.ModMismatchWindowPatch; 2.0.0.2: OskarPotocki.VAEShrubland

Platform information: (hidden, use publishing options to include)

Log file contents:

Mono path[0] = '[Rimworld\_dir]/RimWorldWin64\_Data/Managed'

Mono config path = '[Rimworld\_dir]/MonoBleedingEdge/etc'

Initialize engine version: 2019.4.30f1 (e8c891080a1f)

[Subsystems] Discovering subsystems at path [Rimworld\_dir]/RimWorldWin64\_Data/UnitySubsystems

GfxDevice: [Renderer information redacted]

Begin MonoManager ReloadAssembly

RimWorld 1.3.3200 rev726

Mod [O21] Outland - Eastborn Empire dependency (Neronix17.Outland.Core) needs to have <downloadUrl> and/or <steamWorkshopUrl> specified.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

[HugsLib] version 9.0.1

[HugsLib] early-initializing AllowTool

[Biomes! Core v2.0.0-beta] Initialized

[VanillaAchievementsExpanded] version 1.3.7862

DependencyChecker!

:: O21 Toolbox :: Version 2.2.6 ::

[VUIE] HugsLib detected, activating compatibility patch...

[VUIE] Dubs Mint Menus detected, activating compatibility patch...

DubsMintMenus v1.3.995

TradingControl :: 21.7.14.28171 :: ModName: Hospitality detected, turning Caravan Trading Spot off.

Initialized OmniCoreDrill patches

O21 :: Outer Rim Galaxies :: 1.0.23 [DevBuild]

O21 :: Halo: RimWorld Evolved Initialised :: 1.0.1 [DevBuild]

dubwise.dubsbadhygiene 3.0.2138

Rimefeller 1.2.1140

ROCKETMAN: config path C:\Users\g\_caa\AppData\LocalLow\Ludeon Studios\RimWorld by Ludeon Studios\Config\rocketeer.0102.txt

<color=orange>ROCKETMAN</color>: Loaded <color=red>Proton, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null</color>

<color=orange>ROCKETMAN</color>: Loaded <color=red>Soyuz, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null</color>

<color=orange>ROCKETMAN:</color> Version 0.6.3.2196

SOYUZ: Created \_transformationCache

LWM Deep Storage: activated compatibility patch for Dubs Bad Hygiene

LWM Deep Storage: activated compatibility patch for Fertile Fields

LWM Deep Storage: activated compatibility patch for Vanilla Cooking Expanded

[O21] Outer Rim Galaxies :: Loading Csilla\_Stuff

[O21] Outer Rim Galaxies :: Loading Csilla\_Chiss

[O21] Outer Rim Galaxies :: Loading Dathomir\_Stuff

[O21] Outer Rim Galaxies :: Loading Dathomir\_Dathomirian

[O21] Outer Rim Galaxies :: Loading Kashyyyk\_Stuff

[O21] Outer Rim Galaxies :: Loading Kashyyyk\_Wookiee

[O21] Outer Rim Galaxies :: Loading Mandalore\_Stuff

[O21] Outer Rim Galaxies :: Loading Mandalore\_DeathWatch

[O21] Outer Rim Galaxies :: Loading MonCala\_Stuff

[O21] Outer Rim Galaxies :: Loading MonCala\_MonCalamari

[O21] Outer Rim Galaxies :: Loading MonCala\_Quarren

[O21] Outer Rim Galaxies :: Loading Naboo\_Stuff

[O21] Outer Rim Galaxies :: Loading Naboo\_Gungan

[O21] Outer Rim Galaxies :: Loading ObaDiah\_Stuff

[O21] Outer Rim Galaxies :: Loading Rakata\_Stuff

[O21] Outer Rim Galaxies :: Loading Rakata\_Rakata

[O21] Outer Rim Galaxies :: Loading Tatooine\_Stuff

[O21] Outer Rim Galaxies :: Loading Tatooine\_Jawa

[O21] Outer Rim Galaxies :: Loading Tatooine\_Tusken

[O21] Outer Rim Galaxies :: Loading Era\_OldRepublic

[O21] Outer Rim Galaxies :: Loading Era\_CloneWars

[O21] Outer Rim Galaxies :: Loading Confederacy

[O21] Outer Rim Galaxies :: Loading RepublicPhaseTwo

[O21] Outer Rim Galaxies :: Loading Republic212th

[O21] Outer Rim Galaxies :: Loading Abednedo

[O21] Outer Rim Galaxies :: Loading Aqualish

[O21] Outer Rim Galaxies :: Loading Bith

[O21] Outer Rim Galaxies :: Loading Cerean

[O21] Outer Rim Galaxies :: Loading Devaronian

[O21] Outer Rim Galaxies :: Loading Duros

[O21] Outer Rim Galaxies :: Loading Iktotchi

[O21] Outer Rim Galaxies :: Loading Iridonian

[O21] Outer Rim Galaxies :: Loading Ithorian

[O21] Outer Rim Galaxies :: Loading Mirialan

[O21] Outer Rim Galaxies :: Loading Neimoidian

[O21] Outer Rim Galaxies :: Loading Nikto

[O21] Outer Rim Galaxies :: Loading Selkath

[O21] Outer Rim Galaxies :: Loading Sith

[O21] Outer Rim Galaxies :: Loading Togruta

[O21] Outer Rim Galaxies :: Loading Trandoshan

[O21] Outer Rim Galaxies :: Loading Twilek

[O21] Halo: RimWorld Evolved [DevBuild] :: Loading Covenant\_Stuff

[O21] Halo: RimWorld Evolved [DevBuild] :: Loading Covenant\_FactionCovenant

[O21] Halo: RimWorld Evolved [DevBuild] :: Loading UNSC\_Stuff

XML error: Duplicate XML node name comps in this XML block: <ThingDef Name="MPA\_ApparelMjolnirArmorPowerBase" ParentName="ArmorMachineableBase" Abstract="True"><techLevel>Ultra</techLevel><recipeMaker><unfinishedThingDef>UnfinishedTechArmor</unfinishedThingDef><researchPrerequisite>PoweredArmor</researchPrerequisite><skillRequirements><Crafting>12</Crafting></skillRequirements><recipeUsers Inherit="False"><li>FabricationBench</li></recipeUsers><workSkill>Crafting</workSkill></recipeMaker><graphicData><texPath>Things/Pawn/Humanlike/Apparel/MjolnirPowerArmorMk7/MjolnirPowerArmorMk7</texPath><graphicClass>Graphic\_Single</graphicClass></graphicData><generateCommonality>0.3</generateCommonality><statBases><WorkToMake>80000</WorkToMake><MaxHitPoints>520</MaxHitPoints><Mass>18</Mass><Flammability>0.2</Flammability><ArmorRating\_Sharp>1.5</ArmorRating\_Sharp><ArmorRating\_Blunt>0.75</ArmorRating\_Blunt><ArmorRating\_Heat>0.54</ArmorRating\_Heat><Insulation\_Cold>99</Insulation\_Cold><Insulation\_Heat>99</Insulation\_Heat><EnergyShieldRechargeRate>0.01</EnergyShieldRechargeRate><EnergyShieldEnergyMax>0.6</EnergyShieldEnergyMax><EquipDelay>18</EquipDelay></statBases><comps><li Class="VFECore.CompProperties\_ShieldBubble"><compClass>VFECore.CompShieldBubble</compClass><blockRangedAttack>true</blockRangedAttack><blockMeleeAttack>false</blockMeleeAttack><showWhenDrafted>true</showWhenDrafted><showOnHostiles>true</showOnHostiles><showOnNeutralInCombat>true</showOnNeutralInCombat><shieldTexPath>Other/ShieldBubble</shieldTexPath><EnergyShieldRechargeRate>0.3</EnergyShieldRechargeRate><EnergyShieldEnergyMax>150</EnergyShieldEnergyMax><minShieldSize>1.4</minShieldSize><maxShieldSize>2</maxShieldSize><disableRotation>true</disableRotation></li></comps><equippedStatOffsets><MoveSpeed>0.3</MoveSpeed><SlaveSuppressionOffset MayRequire="Ludeon.RimWorld.Ideology">-0.6</SlaveSuppressionOffset><WorkSpeedGlobal>-0.2</WorkSpeedGlobal><ToxicSensitivity>-1.0</ToxicSensitivity><MeleeDodgeChance>0.15</MeleeDodgeChance><MeleeHitChance>0.10</MeleeHitChance></equippedStatOffsets><thingCategories><li>ApparelArmor</li></thingCategories><tradeTags><li>HiTechArmor</li></tradeTags><costList><ComponentSpacer>9</ComponentSpacer><Plasteel>160</Plasteel><Uranium>40</Uranium></costList><apparel><bodyPartGroups><li>Torso</li><li>Neck</li><li>Shoulders</li><li>Arms</li><li>Hands</li><li>Legs</li><li>Feet</li></bodyPartGroups><wornGraphicPath>Things/Pawn/Humanlike/Apparel/MjolnirPowerArmorMk7/MjolnirPowerArmorMk7</wornGraphicPath><layers><li>Middle</li><li>Shell</li></layers><defaultOutfitTags><li>Soldier</li></defaultOutfitTags><tags><li>SpacerMilitary</li><li>BeltDefense</li><li>Royal</li><li>RoyalTier2</li></tags><useDeflectMetalEffect>true</useDeflectMetalEffect></apparel><colorGenerator Class="ColorGenerator\_Options"><options><li><weight>30</weight><only>(0.33,0.33,0.33)</only></li><li><weight>30</weight><only>(0.65,0.65,0.65)</only></li><li><weight>30</weight><only>(0.9,0.9,0.9)</only></li><li><weight>3</weight><only>(180,173,150)</only></li><li><weight>3</weight><only>(255,235,122)</only></li><li><weight>10</weight><only>(105,105,105)</only></li><li><weight>10</weight><only>(160,178,181)</only></li><li><weight>10</weight><only>(133,97,67)</only></li><li><weight>3</weight><only>(85,118,69)</only></li><li><weight>3</weight><only>(180,60,60)</only></li><li><weight>3</weight><only>(0,106,126)</only></li><li><weight>3</weight><only>(146,164,81)</only></li><li><weight>3</weight><only>(156,142,132)</only></li></options></colorGenerator><comps><li Class="CompProperties\_Biocodable" /></comps><thingSetMakerTags><li>RewardSpecial</li></thingSetMakerTags></ThingDef>

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

[MVCF] [Reloading] Patching method HeavyMelee.Verb\_SelfExplode.TryCastShot

[MVCF] [Reloading] Patching method Verse.Verb.Available

[MVCF] [Reloading] Patching method RimWorld.Verb\_Jump.TryCastShot

[MVCF] [Reloading] Patching method Verse.Verb\_LaunchProjectile.TryCastShot

[MVCF] [Reloading] Patching method Verse.Verb\_LaunchProjectile.get\_Projectile

Parsed 3.6 as int.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Parsed 8.5 as int.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Parsed 7.5 as int.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Parsed 22.7 as int.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Parsed 37.9 as int.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Parsed 1.5 as int.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Parsed 3.5 as int.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not resolve cross-reference: No Verse.SoundDef named Shot\_Rifle found to give to Verse.VerbProperties VerbProperties(makeshift AMR) (using undefined sound instead)

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not resolve cross-reference: No Verse.SoundDef named Shot\_Rifle found to give to Verse.VerbProperties VerbProperties(Hunting Rifle) (using undefined sound instead)

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not resolve cross-reference: No Verse.SoundDef named Shot\_Rifle found to give to Verse.VerbProperties VerbProperties(SVT) (using undefined sound instead)

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

[MadSkills]: changed behavior of Great Memory trait.

Adding code for: DubsBadHygiene.SectionLayer\_PipeOverlay

Adding code for: Rimefeller.SectionLayer\_PipeOverlay

[VUIE] TD Enhancement Pack detected, activating integration...

[VUIE] Unpatched <color="green">25</color> TD Enhancement Pack patches. This has disabled its the overlays system.

Texture DryadNestA has dimensions of 128 x 128, but its mask has 256 x 256. This is not supported, texture will be excluded from atlas

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Texture DryadNestA has dimensions of 128 x 128, but its mask has 256 x 256. This is not supported, texture will be excluded from atlas

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Translation data for language English has 102 errors. Generate translation report for more info.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

[SRTS Expanded] Compatibility with Save our Ship 2 and Combat Extended are temporarily disabled at the moment. SoS2 compatibility will happen soon(ish), CE compatibility will not.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Patching Madeline.ModMismatchWindow

<color=orange>[CSG]</color> Symbols Creator Started.

<color=orange>[CSG]</color> Created 62336 symbolDefs for 4 mods. Took 00.18s.

[XML Extensions] Initialized 4 SettingsMenuDef(s) and found 0 unused key(s) from 0 mod(s)

[XML Extensions] 5558 total patches run in 33145ms, 0 failed

Loaded body addon variants for O21\_OR\_Gungan

Loading variants for OuterRim/Pawn/Gungan/Ears/EarRight

Variants found for OuterRim/Pawn/Gungan/Ears/EarRight: 1

Loading variants for OuterRim/Pawn/Gungan/Ears/Ears

Variants found for OuterRim/Pawn/Gungan/Ears/Ears: 0

Loading variants for OuterRim/Pawn/Gungan/Ears/EarLeft

Variants found for OuterRim/Pawn/Gungan/Ears/EarLeft: 1

Loading variants for OuterRim/Pawn/Gungan/Ears/Ears

Variants found for OuterRim/Pawn/Gungan/Ears/Ears: 0

Loaded body addon variants for O21\_OR\_Togruta

Loading variants for OuterRim/Pawn/Togruta/Montrals/Montrals

Variants found for OuterRim/Pawn/Togruta/Montrals/Montrals: 4

Alien race successfully completed 180 patches with harmony.

More Vanilla Biomes initialized

[Biomes! Islands v2.0.0-beta] Initialized

Mixed Stone Blocks loaded and patched.

Androids: Fixing surgery recipes for Droids.

Androids: Fixing belts whitelist for AlienRace.ThingDef\_AlienRace with defName='ChjBattleDroid'.

[VUIE] Creating implied overlays from coverage...

[VUIE] Reloading settings...

[ShowDrafteesWeapon] Initialized

[CMColorCodedMoodBar] CMColorCodedMoodBar 1.3.3136.1 initialized

Could not load reference to Verse.ThingDef named ARL\_ChargeGrenade

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named REN7\_Gun\_N7SMG

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named WFTV\_Fatebringer

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_N7Pistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AsariAssaultRifle

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AsariShotgun

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_SalvagedLaserRevolver

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_MeleeWeapon\_AsariSword

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AllianceSMG

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AllianceCompactSMG

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AsariPistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AllianceHandcannon

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AlliancePistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_ToxicGrenade

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named REN7\_MeleeWeapon\_N7Blade

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_ChargePistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named Eccentric\_Gun\_S8P

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named Eccentric\_Rosethorn

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named M6D\_Personal\_Defense\_Weapon\_System

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_SmokeGrenade

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_HeavyRevolver

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_VolcanicPistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_Derringer

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_ShotgunHandgun

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_FrontierPistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_CombatHandgun

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named HRK\_Colt\_Anaconda\_M

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named FBow

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named HRK\_Colt\_Anaconda\_S

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_MeleeWeapon\_AsariSword

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named REN7\_Gun\_N7SMG

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AsariSniperRifle

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named WFTV\_Fatebringer

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_SalvagedLaserRevolver

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named M319\_Individual\_Grenade\_Launcher

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AllianceSMG

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AllianceCompactSMG

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AsariPistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named RE\_Gun\_AllianceHandcannon

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named HRK\_Colt\_Anaconda\_L

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_GaussRevolver

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named M6D\_Personal\_Defense\_Weapon\_System

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_SmokeGrenade

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_LightSMG

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named HRK\_PPS

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_HeavyRevolver

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named HRK\_PPShM

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_VolcanicPistol

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named VWEFT\_Gun\_Derringer

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_CombatHandgun

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named ARL\_HandCannon

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named HRK\_Colt\_Anaconda\_M

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named FBow

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

Could not load reference to Verse.ThingDef named HRK\_Colt\_Anaconda\_S

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

PickUpAndHaul v0.1.3.2⅔ welcomes you to RimWorld with pointless logspam.

TradingControl :: 21.7.14.28171 :: #0 - Starting Harmony Patch...

TradingControl :: 21.7.14.28171 :: #1 - Adding Dismissal button.

TradingControl :: 21.7.14.28171 :: #2 - Patching Toils (Job Manager)

TradingControl :: 21.7.14.28171 :: #3 - Patching Orbital Drop Sites

TradingControl :: 21.7.14.28171 :: ## - Harmony Patches Applied

TradingControl :: 21.7.14.28171 :: ## - No further Patches detected..

Biomes Map after Init: 5

Dubs Rimkit 1.5.1644

Packs Are Not Belts - Found Vanilla Expanded Framework - Patching HeavyWeapons.dll

Packs Are Not Belts - Found Vanilla Expanded Framework - Patching HeavyWeapons.dll

Packs Are Not Belts - Harmony Patches Loaded.

[OpenTheWindows] Giddy-up! detected! Adapting...

[Utility Columns] - Patching...

MendingChangeDresserPatch Harmony Patches:

Postfix:

WorkGiver\_DoBill.TryFindBestBillIngredients - Priority Last

Joystick disconnected ("Wireless Controller").

(Filename: Line: 1363)

Joystick disconnected ("Controller (XBOX 360 For Windows)").

(Filename: Line: 1363)

[AllowTool] Applied compatibility patch for "Pick Up And Haul"

ROCKETMAN: RocketMan settings are stored in <color=red>C:\Users\g\_caa\AppData\LocalLow\Ludeon Studios\RimWorld by Ludeon Studios\RocketMan\Mod\_2479389928\_RocketMod.xml</color>

ROCKETMAN: Defs loaded!

ROCKETMAN: Patched KeyBinder!

PROTON: Patching finished

SOYUZ: Patching finished

ROCKETMAN: XMLParser started

ROCKETRULES: IgnoreMeRule for OskarPotocki.VFE.Mechanoid

ROCKETRULES: IgnoreMeRule for Alaestor.MiscRobots.PlusPlus

ROCKETRULES: IgnoreMeRule for Haplo.Miscellaneous.Robots

ROCKETRULES: IgnoreMeRule for ChJees.Androids

ROCKETRULES: IgnoreMeRule for automatic.autocleaner

ROCKETRULES: IgnoreMeRule for neronix17.mechadroids

ROCKETRULES: IgnoreMeRule for neronix17.outerrim.galaxies

ROCKETRULES: IgnoreMeRule for spdskatr.projectrimfactory.drones

ROCKETRULES: IgnoreMeRule for spdskatr.projectrimfactory.legacy

ROCKETRULES: IgnoreMeRule for spdskatr.projectrimfactory

[0.00143 seconds] ROCKETMAN: <color=red>IgnoreMe report</color>

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvancedCentipede

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvancedLancer

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvancedKnight

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvancedInquisitor

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvancedScyther

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvancedPikeman

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvancedCarpenter

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_AdvTermite

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Autocleaner

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Autohauler

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Autominer

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Combat

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Riot

ROCKETRULES: IgnoreMe add def by name: DW\_Garmr

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Turret

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Aura

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Autostrider

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Daggersnout

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_AutoMedic

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Fireworm

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Raider

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Goliath

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Pyro

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Phalanx

ROCKETRULES: IgnoreMe add def by name: VFE\_Mechanoids\_Autobroadcaster

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Siegebreaker

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Centipede

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Advanced\_Aura

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Lancer

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Advanced\_Daggersnout

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Knight

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Advanced\_Fireworm

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Inquisitor

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Advanced\_Goliath

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Scyther

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Advanced\_Phalanx

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Pikeman

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Advanced\_Siegebreaker

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Carpenter

ROCKETRULES: IgnoreMe add def by name: VFE\_Mech\_Termite

ROCKETRULES: IgnoreMe add def by name: RttR\_Nadder

ROCKETRULES: IgnoreMe add def by name: RttR\_Nightmare

ROCKETRULES: IgnoreMe add def by name: AA\_Dryad\_Unstable

ROCKETRULES: IgnoreMe add def by name: AA\_ChameleonYak

ROCKETRULES: IgnoreMe add def by name: AA\_CrescendoAnole

ROCKETRULES: IgnoreMe add def by name: AA\_MatureFleshbeast

ROCKETMAN: Hijacking ([REFLECTED] RimWorld.StatWorker:GetValue, [DECLARING] RimWorld.StatWorker:GetValue, [ISSTATIC] False, [ISPUBLIC] False, [ISVIRTUAL] StatWorker, [ABSTRACT] False)

found Stloc\_1

[HugsLib] initializing V1024-EBF, GiddyUpCore, BattleMounts, GiddyUpCaravan, WhatTheHack, MapReroll, LWM\_DeepStorage, MSE2, HeatMap, DefensivePositions, RealisticRoomsRewritten, CashRegister, Gastronomy, Hospitality

[MSE2] Some prostheses that have not been patched were detected in mods: Core, What the hack?!, Mechanoid Bench 2, Vanilla Factions Expanded - Insectoids, MorrowRim, Expanded Prosthetics and Organ Engineering - Forked, Cybernetic Organism and Neural Network, Vanilla Ideology Expanded - Memes and Structures, [O21] Outer Rim Galaxies. They will default to vanilla behaviour.

<Denture> from "Core": tongue

<WTH\_RepairArm> from "What the hack?!": arm, hand, finger, blade

<JGH\_MechaBionicJaw> from "Mechanoid Bench 2": tongue

<JGH\_MechaBionicArm> from "Mechanoid Bench 2": clavicle, arm, humerus, radius, hand, finger

<JGH\_MechaBionicLeg> from "Mechanoid Bench 2": femur, tibia, foot, toe

<VFEI\_InsectoidLeg> from "Vanilla Factions Expanded - Insectoids": femur, tibia, foot, toe

<VFEI\_InsectoidArm> from "Vanilla Factions Expanded - Insectoids": clavicle, arm, humerus, radius, hand, finger

<VFEI\_Mandibles> from "Vanilla Factions Expanded - Insectoids": tongue

<VFEI\_VenomGland> from "Vanilla Factions Expanded - Insectoids": tongue

<VFEI\_PneumaticClaw> from "Vanilla Factions Expanded - Insectoids": finger

<MorrowRim\_BionicFilter> from "MorrowRim": horn

<AdvancedBionicJaw> from "Expanded Prosthetics and Organ Engineering - Forked": tongue

<BionicJaw> from "Expanded Prosthetics and Organ Engineering - Forked": tongue

<SilentJaw> from "Expanded Prosthetics and Organ Engineering - Forked": tongue

<HydraulicJaw> from "Expanded Prosthetics and Organ Engineering - Forked": tongue

<Trunken\_hediff\_ElasticAchilles> from "Cybernetic Organism and Neural Network": toe

<Trunken\_hediff\_CompressionJaw> from "Cybernetic Organism and Neural Network": tongue

<VME\_FleshcraftedArmHediff> from "Vanilla Ideology Expanded - Memes and Structures": clavicle, arm, humerus, radius, hand, finger

<VME\_FleshcraftedHandHediff> from "Vanilla Ideology Expanded - Memes and Structures": finger

<VME\_FleshcraftedLegHediff> from "Vanilla Ideology Expanded - Memes and Structures": femur, tibia, foot, toe

<VME\_FleshcraftedJawHediff> from "Vanilla Ideology Expanded - Memes and Structures": tongue

<O21\_OR\_DroidArm\_Advanced> from "[O21] Outer Rim Galaxies": arm, hand, finger

<O21\_OR\_DroidHand\_Advanced> from "[O21] Outer Rim Galaxies": finger

<O21\_OR\_DroidLeg\_Advanced> from "[O21] Outer Rim Galaxies": foot

<O21\_OR\_DroidArm\_Makeshift> from "[O21] Outer Rim Galaxies": arm, hand, finger

<O21\_OR\_DroidHand\_Makeshift> from "[O21] Outer Rim Galaxies": finger

<O21\_OR\_DroidLeg\_Makeshift> from "[O21] Outer Rim Galaxies": foot

<O21\_OR\_DroidArm\_Overclocked> from "[O21] Outer Rim Galaxies": arm, hand, finger

<O21\_OR\_DroidHand\_Overclocked> from "[O21] Outer Rim Galaxies": finger

<O21\_OR\_DroidLeg\_Overclocked> from "[O21] Outer Rim Galaxies": foot

[MSE2] Ignoring unsupported sub-parts:

SimpleProstheticArm: Clavicle

SimpleProstheticForearm: Humerus, Radius

SimpleProstheticLeg: Femur, Tibia

AA\_MutantHand: FrontClaw, MorrowRim\_DessicatedFinger

FactionDef MorrowRim\_Kwama must have at least one pawnGroupMaker with kindDef 'Peaceful', or 'permanentEnemy', 'isPlayer' or 'hidden' should be set to true. Otherwise no guests from this faction will arrive. This is a misconfiguration in MorrowRim.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

FactionDef VFEP\_Mercenaries must have at least one pawnGroupMaker with kindDef 'Peaceful', or 'permanentEnemy', 'isPlayer' or 'hidden' should be set to true. Otherwise no guests from this faction will arrive. This is a misconfiguration in Vanilla Factions Expanded - Pirates.

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

[MapReroll] Applied Prepare Carefully compatibility layer. Note: removing Prepare Carefully after starting a new game will now cause errors, but these can be safely ignored.

[OgreStack]: Modify Stack Sizes Complete

[HugsLib][warn] Exception during log publishing (gist creation): System.Exception: HTTP/1.1 400 Bad Request

at HugsLib.Utils.HugsLibUtility+<>c\_\_DisplayClass22\_0.<AwaitUnityWebResponse>b\_\_0 () [0x000a6] in <a56dbe2cf5184fe991f5fb736b3081b0>:0

(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)

[HugsLib][warn] Exception during log publishing (gist creation): System.Exception: HTTP/1.1 400 Bad Request

at HugsLib.Utils.HugsLibUtility+<>c\_\_DisplayClass22\_0.<AwaitUnityWebResponse>b\_\_0 () [0x000a6] in <a56dbe2cf5184fe991f5fb736b3081b0>:0

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(Filename: C:\buildslave\unity\build\Runtime/Export/Debug/Debug.bindings.h Line: 39)