

Gui-Functions (at least that's what it should be):

Just a plain function list, which should contain as much (all?) Gui-functions available and as less others.

```
activateGroup();
addCMCommand();
addCommand();
addCommandResponse();
addContextCommand();
addExportText();
addGameServer();
addLocal();
addPlayAnim();
addPlayChat();
addPlayCMDResponse();
AddPlayerConfig();
addPlayTeamChat();
addStatusBar();
addToolButton();
addToolGap();
addToSet();
ADSetTeamInfo();
ADSetTimeLimit();
BanList::add();
BanList::addAbsolute();
BanList::export();
BanList::remove();
BaseRep::getFirst();
BaseRep::getNext();
bind();
bindAction();
bindCommand();
bottomprint();
bottomprintall();
browseBox();
buy();
buyFavorites();
BuyList::onDoubleClick();
BuyList::onSelect();
Canvas::handleEscapeKey();
centerprint();
centerprintall();
changeLevel();
checkMasterTranslation();
clearCenterPrint();
ClearPlayerConfig();
clearStatusField();
clientMenuSelect();
```

cls();
CmdInventoryGui::buyFavorites();
CmdInventoryGui::buySelected();
CmdInventoryGui::dropSelected();
CmdInventoryGui::favoritesSel();
CmdInventoryGui::markFavorites();
CmdInventoryGui::onOpen();
CmdInventoryGui::sellSelected();
CmdInventoryGui::useSelected();
commandAck();
CommandCompleted();
commandDeclined();
Commander::StarCommand();
CommandGui::onOpen();
confirmBox();
connect();
ConnectGui::ChooseGame();
ConnectToIRCServer();
Console::enable();
containerBoxFillSet();
contextIssueCommand();
Control::getActive();
Control::getExtent();
Control::getPosition();
Control::getText();
Control::getValue();
Control::getVisible();
Control::performClick();
Control::setActive();
Control::setExtent();
Control::setPosition();
Control::setText();
Control::setValue();
Control::setVisible();
createServer();
CreateServerGui::onOpen();
createTrainingServer();
cursorOff();
cursorOn();
dataFinished();
dataGotBlock();
dbecho();
dbgSetParams();
debug();
deleteClient();
DeleteCurrentPlayerConfig();
deleteFunctions();
deleteObject();
deleteServer();

```
deleteVariables();
delStatusBar();
delToolButton();
deploy();
dirMouse();
disconnect();
DisconnectFromIRCServer();
DNet::getResolvedMaster();
DNet::resolveMasters();
DNet::TranslateAddress();
drop();
echo();
edit2Box();
editActionMap();
editBox();
editGui();
ELM();
enableHostGame();
EndGame();
EnterLobbyMode();
escapeString();
eval();
EvalSearchPath();
exec();
ExecModScripts();
export();
exportFunctions();
exportObjectToScript();
FGArray::addEntry();
FGArray::clear();
FGArray::deleteEntry();
FGArray::findEntry();
FGArray::getSelected();
FGArray::getSelectedText();
FGArray::setSelected();
FGCombo::addEntry();
FGCombo::clear();
FGCombo::deleteEntry();
FGCombo::findEntry();
FGCombo::getSelected();
FGCombo::getSelectedText();
FGCombo::selectNext();
FGCombo::selectPrev();
FGCombo::setSelected();
FGMasterList::addEntry();
FGMasterList::clear();
FGMasterList::deleteEntry();
FGMasterList::getSelected();
FGMasterList::setSelected();
```

FGSkin::cycleArmor();
FGSkin::set();
FGSlider::setDiscretePositions();
FGTextList::sort();
File::copy();
File::delete();
File::findFirst();
File::findNext();
File::getBase();
File::getExt();
File::getPath();
File::getTitle();
findPointOnSphere();
floor();
flushExportText();
flushTextureCache();
focus();
focusClient();
focusServer();
gameCD();
getBoxCenter();
getClientByIndex();
getClientByName();
getGroup();
getInputDeviceInfo();
getIntegerTime();
getItemCount();
getItemData();
getItemType();
getLOSInfo();
getManagerId();
getMountedItem();
getNextObject();
getNumClients();
getNumItems();
getNumTeams();
getObjectByTargetIndex();
getObjectType();
getPathOf();
getRandom();
getSimTime();
getStatusField();
getTeamName();
getWord();
giveall();
Group::getObject();
Group::iterateRecursive();
Group::objectCount();
GUI::isIn8BitMode();

```
GUI::issue8BitWarning();
GUI::issueInternetWarning();
GuiBringToFront();
GuiEditMode();
GuiEditNewControl();
GuiInspect();
GuiJustify();
GuiLoadContentCtrl();
GuiLoadSelection();
GuiNewContentCtrl();
GuiPopDialog();
GuiPushDialog();
GuiSaveContentCtrl();
GuiSaveSelection();
GuiSendRootMessage();
GuiSendToBack();
GuiSetAddSet();
GuiSetSelection();
GuiToolbar();
hideToolWin();
hideToolWinAll();
HTMLOpen();
HTMLOpenAndGoWin();
inputActivate();
inputCapture();
inputClose();
inputDeactivate();
inputOpen();
inputRelease();
inspectObject();
Interior::setLightTime();
Interior::switchOffLight();
Interior::switchOnLight();
Interior::toggleLight();
InventoryList::onDoubleClick();
InventoryList::onSelect();
ircConnect();
ircDisconnect();
ircEcho();
ircListChannels();
ircListPeople();
IRCLogin::AutoConnect();
IRCLoginGui::onClose();
IRCLoginGui::onOpen();
IRCLoginGui::Read();
IRCLoginGui::Select();
IRCLoginGui::verifyConnect();
ircName();
ircNick();
```

IRCOptions::Add();
IRCOptions::Clear();
IRCOptions::init();
IRCOptions::New();
IRCOptions::Read();
IRCOptions::Remove();
IRCOptions::Select();
IRCOptions::Shutdown();
IRCOptions::Write();
IRCOptionsMsgHistory::validate();
ircSend();
ircSetChannel();
ircWho();
isButtonDown();
isCursorOn();
isFile();
isFullscreenMode();
isGfxDriver();
isMember();
isObject();
issueCommand();
issueCommandI();
issueTargCommand();
isVirtualFS();
JGBuddyCombo::select();
JGNewServer();
JGNewServer::verify();
JoinGame();
JoinGameGui::onOpen();
KickDaJackal();
kill();
lightTerrain();
listDevices();
listInputDevices();
listObjects();
listPlayers();
listToolButtons();
listToolWindows();
listVolumes();
LoadingGui::onOpen();
LoadModVolumes();
loadObject();
loadPlayGui();
loadTerrain();
LobbyGui::onOpen();
localMessage();
lockWindowSize();
logPacketStats();
markFavorites();

messageAll();
messageAllExcept();
messageAndAnimate();
messageCanvasDevice();
MissionCreateObject();
MissionList::addMission();
MissionList::build();
MissionList::clear();
MissionList::initNextMission();
MissionTextList::onAction();
MissionTypePopup::buildList();
move();
mute();
nameToID();
net::kick();
netStats();
NetworkPacketFrame::onAction();
newActionMap();
newClient();
newInputManager();
newObject();
newRedbook();
newServer();
newSfx();
newTerrain();
newTerrainParam();
newToolStrip();
newToolWindow();
nextRes();
nextWeapon();
Notepad();
Object::getName();
onClientChangeTeam();
onClientDrop();
onClientGhostAlwaysDone();
onClientJoin();
onClientMessage();
onConnection();
onConnectionError();
onExit();
onPlaybackFinished();
onQuit();
onServerGhostAlwaysDone();
onTeamAdd();
openFile();
OpenNewPlayerDialog();
OptionsDamageDetail::onAction();
OptionsDecalDetail::onAction();
OptionsGraphics::init();

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OptionsGraphics::setHighDetail();
OptionsGraphics::setLowDetail();
OptionsGraphics::setMediumDetail();
OptionsGui::HostPublicOK();
OptionsGui::onClose();
OptionsGui::onOpen();
OptionsLightingDetail::onAction();
OptionsMovement::init();
OptionsMovement::updateMouse();
OptionsNetwork::addMaster();
OptionsNetwork::deleteSelectedMaster();
OptionsNetwork::HostPublicCancel();
OptionsNetwork::init();
OptionsNetwork::newMaster();
OptionsNetwork::setISDNDefaults();
OptionsNetwork::setModemDefaults();
OptionsNetwork::setPacketFrame();
OptionsNetwork::setT1Defaults();
OptionsNetwork::shutdown();
OptionsNetwork::validate();
OptionsNetwork::verifyMaster();
OptionsNetwork::warnPublicServer();
OptionsShapeDetail::onAction();
OptionsSound2DVolume::onAction();
OptionsSound3DDriver::onAction();
OptionsSound3DVolume::onAction();
OptionsSound::init();
OptionsSoundCDMusic::onAction();
OptionsSoundCDVolume::onAction();
OptionsTerrainDetail::onAction();
OptionsTextureDetail::onAction();
OptionsVideo::apply();
OptionsVideo::init();
OptionsVideo::onApply();
OptionsVideo::OpenGLsetup();
OptionsVideo::setGamma();
OptionsVideo::setUpG200G400();
OptionsVideo::setUpGeneric();
OptionsVideo::setUpi740();
OptionsVideo::setUpTNT();
OptionsVideo::validate();
OptionsVideoMode::update();
playDemo();
PlayerSetupGui::onClose();
PlayerSetupGui::onOpen();
PlayerSetupNext();
playSound();
playVoice();
popActionMap();
```


postAction();
pow();
preloadServerDataBlocks();
prevRes();
prevWeapon();
processMenuInitialPickTeam();
Projectile::spawnProjectile();
purgeResources();
pushActionMap();
Quickstart();
quit();
rbClose();
rbEject();
rbGetStatus();
rbGetTrackCount();
rbGetTrackInfo();
rbGetTrackPosition();
rbGetVolume();
rbOpen();
rbPause();
rbPlay();
rbResume();
rbRetract();
rbSetPlayMode();
rbSetVolume();
rbStop();
ReadPlayerConfig();
rebuildCommandMap();
rebuildServerList();
RecordingsGui::onOpen();
RecordingsGui::PlayDemo();
RecordingsGui::playRandom();
RecordingsGui::removeSelectedDemo();
RecordingsGui::renameSelectedDemo();
RecordingsGui::TimeDemo();
RecordingsGui::verify();
RegisterStaticTextures();
remoteAddMenuItem();
remoteBP();
remoteCancelMenu();
remoteCGADone();
remoteCommandMode();
remoteCP();
remoteCStatus();
remoteCycleMission();
remoteDataFinished();
remoteEval();
remoteFileURL();
remoteInventoryMode();

remoteIssueCommand();
remoteIssueTargCommand();
remoteTXT();
remoteLMSG();
remoteMenuSelect();
remoteMInfo();
remoteMissionChangeNotify();
remoteMODInfo();
remoteNewMenu();
remoteObjectivesMode();
remotePlayAnim();
remotePlayAnimWav();
remotePlayMode();
remoteSay();
remoteSCOM();
remoteScoresOff();
remoteScoresOn();
remoteSelectCommander();
remoteSetArmor();
remoteSetCLInfo();
remoteSetInfoLine();
remoteSetMusic();
remoteSetTime();
remoteSVInfo();
remoteToggleCommandMode();
remoteToggleInventoryMode();
remoteToggleObjectivesMode();
remoteTP();
removeFromSet();
RenameDemoText::onAction();
renameObject();
renderCanvas();
resetGhostManagers();
resetPlayDelegate();
resetPlayerManager();
resetSimTime();
resetUpdateRegion();
SAD();
SADSetPassword();
saveActionMap();
saveFileAs();
saveInputDeviceInfo();
saveTerrain();
say();
schedule();
screenShot();
SelectedPlayerConfig();
selectNewMaster();
selectPlayerSkin();

```
sell();
Server::CheckMatchStarted();
Server::Countdown();
Server::finishMissionLoad();
Server::loadMission();
Server::nextMission();
Server::onClientConnect();
Server::onClientDisconnect();
Server::refreshData();
Server::ResortList();
Server::storeData();
setArmor();
setButtonHelp();
setClientScoreHeading();
setCMMode();
setCommanderChatMenu();
setCommandStatus();
setCursor();
setFreeLook();
setFSResolution();
setFullscreenDevice();
setFullscreenMode();
setGamma();
setHudTimer();
setInstantGroup();
setIssueCommand();
setMainWindow();
setMaterialProperty();
setObjectId();
setPlayChatMenu();
setScreenShotSeq();
setSkinBase();
setStatusField();
setTeam();
setTeamScoreHeading();
setTerrainContainer();
setTerrainDetail();
setTerrainVisibility();
setToolCommand();
setToolWinPos();
setupRecorderFile();
setWindowedDevice();
setWindowSize();
setWindowTitle();
ShapeView::setItem();
ShapeView::setShape();
ShapeView::setSkin();
show();
showFPS();
```

showGfxOGL();
showGfxSW();
showTime();
showToolWin();
showToolWinAll();
simTreeAddSet();
simTreeCreate();
simTreeRegBitmaps();
simTreeRegClass();
simTreeRegScript();
spawnPlayer();
sprintf();
sqrt();
startGhosting();
startMainMenuScreen();
storeObject();
strcat();
String::Compare();
String::convertSpaces();
String::empty();
String::findSubStr();
String::getSubStr();
String::lCompare();
String::NCompare();
swapSurfaces();
SwitchGender();
switchToChat();
targetClient();
teamMessages();
testDevice();
TextList::AddLine();
TextList::Clear();
throwRelease();
throwStart();
Time::getMinutes();
Time::getSeconds();
timeDemo();
timeStamp();
toggleMouse();
topprint();
topprintall();
trace();
TrainingGui::onOpen();
TrainingMissionTextList::onAction();
translateMasters();
tree();
Turret::setTarget();
unfocus();
unlockWindowSize();

```
unmute();
updateBuddyList();
UpdateClientTimes();
use();
useItem();
userCD();
verifyMaxPlayers();
verifyServerName();
version();
voteNo();
voteYes();
WaypointToWorld();
which();
windowsKeyboardDisable();
windowsKeyboardEnable();
windowsMouseDisable();
windowsMouseEnable();
winMouse();
WriteCurrentPlayerConfig();
```