

GTA SA mobile class names  
Format based on GTA 3 class list.  
Things are in the same order as it appears in the binary.

Class list:

No Class  
RQMatrix  
EmulatedMatrixStack  
ArrayState  
SharedGPUResource  
EmuShader  
RQVertexBuffer  
RQIndexBuffer  
RQVertexState  
ES2VertexState  
ES2IndexBuffer  
ES2VertexBuffer  
ES2Shader  
ES2RQShaderBinding  
TDBArray<RQCompiledShader>  
ES2VectorBinding  
RQShader  
ES2ResourceContainer  
RQTexture  
RQRenderTarget  
ES2TextureContainer  
ES2Texture  
RenderQueue  
TextureDatabaseEntry  
TextureListing  
TextureListingContainer  
TextureDatabase  
TextureDatabaseRuntime  
EntryIndex  
TDBArray<TextureDatabaseRuntime\*>  
TDBArray<RwTexture\*>  
TDBArray<\_rpGeometryStreamBuilder>  
RxOpenGLMeshInstanceData  
ZIPFile  
TouchSense  
ANDThreadData  
OSArray<ZIPFile\*>  
APKFile  
ButtonContainer<98>  
\_JNIEnv  
ButtonContainer<2>  
ButtonContainer<16>  
CAEBankLoader  
CAEMP3BankLoader  
OSArray<LoadTask\*>  
OSArray<BankData>  
LoadTask  
CAEMP3Decoder  
CAEStreamingDecoder  
CAEMP3TrackLoader  
OALBuffer  
OALSource  
OALBase  
OSArray<OALBase\*>

OSArray<OALSource\*>  
CAnimatedBuilding  
CBuilding  
CEntity  
CIplStore  
CAdjustableHUD  
CRGBA  
CHID  
CHIDJoystick  
CHIDJoystickIOSExtended  
CHIDJoystickIOSSimple  
CHIDJoystickMogaPocket  
CHIDJoystickMogaPro  
CHIDJoystickPS3  
CHIDJoystickXbox360  
CHIDKeyboard  
CHIDKeyboardPC  
CHoldEffect  
MenuScreen  
MobileMenu  
SelectScreen::MenuSelection  
SelectScreen::ActionSelection  
SelectScreen::SettingSelection  
SelectScreen  
CharSelectScreen  
ConfirmationScreen  
SaveSelectScreen::SaveSelection  
SaveScreen::SaveScreenSelection  
LoadScreen::LoadScreenSelection  
DownloadScreen  
StatsScreen  
FlowScreen  
MainMenuScreen  
DeleteScreen::DeleteScreenSelection  
AudioScreen  
ControlsScreen  
LanguageScreen  
AudioScreen::RadioSelection  
DisplayScreen  
GameScreen  
SaveScreen  
CloudWaitScreen  
BriefScreen  
OkScreen  
YesNoScreen  
SaveSelectScreen  
DeleteScreen  
LoadScreen  
SettingsScreen  
StartGameScreen  
OSArray<SelectScreen::MenuSelection\*>  
OSArray<float>  
OSArray<FlowScreen::MenuItem>  
OSArray<MenuScreen\*>  
MobileSettings  
CTapEffect  
Telemetry  
CTouchInterface  
CWidget

CWidgetButton  
CWidgetButtonAnimated  
CWidgetButtonAnimatedArcade  
CWidgetButtonAttack  
CWidgetButtonBasketballShoot  
CWidgetButtonHelpText  
CWidgetButtonHydraulics  
CWidgetButtonMissionStart  
CWidgetButtonSchool  
CWidgetButtonSkipCutscene  
CWidgetButtonVehicleShoot  
CWidgetButtonDrop  
CWidgetButtonEnterCar  
CWidgetButtonHorn  
CWidgetButtonAutoHydraulics  
CWidgetButtonMissionCancel  
CWidgetButtonSprint  
CWidgetButtonSwim  
CWidgetButtonVCShoot  
CWidgetHelpText  
CWidgetHorseResults  
CWidgetInfoFrame  
CWidgetList  
CWidgetListShop  
CWidgetListText  
CWidgetMap  
CWidgetMissionTimers  
CWidgetPlayerInfo  
CWidgetPool  
CWidgetRaceResults  
CWidgetRacing  
CWidgetRadar  
CWidgetRegion  
CWidgetRegionArcadeStick  
CWidgetRegionBasketBallJump  
CWidgetRegionColorPicker  
CWidgetRegionDriveHybrid  
CWidgetRegionFlick  
CWidgetRegionGang  
CWidgetRegionLook  
CWidgetRegionMove  
CWidgetRegionPoolBallInHand  
CWidgetRegionPoolEnglish  
CWidgetRegionResponse  
CWidgetRegionRhythmSelect  
CWidgetRegionSprint  
CWidgetRegionSteer  
CWidgetRegionHydraulics  
CWidgetRegionSteeringSelection  
CWidgetRegionSwipeRadio  
CWidgetRegionTouchLayoutSelection  
CWidgetRouletteSpin  
CWidgetSlider  
CWidgetTapMeter  
CWidgetThumbCircle  
CWidgetVitalStats  
CWidgetWager  
CCarFXRenderer  
CCustomBuildingRenderer

CCustomBuildingDNPipeline  
CCustomBuildingPipeline  
CCustomCarEnvMapPipeline  
CPool<CustomEnvMapPipeMaterialData, CustomEnvMapPipeMaterialData>  
CPool<CustomEnvMapPipeAtomicData, CustomEnvMapPipeAtomicData>  
CPool<CustomSpecMapPipeMaterialData, CustomSpecMapPipeMaterialData>  
CPPTriPlantBuffer  
CGrassRenderer  
CPlantMgr  
CPlantLocTri  
CPlantColEntEntry  
CPlantSurfPropMgr  
CMBLur  
CStreamingInfo  
CStreaming  
CLinkList<CEntity\*>  
CBox  
CColBox  
CColLine  
CCollision  
CLinkList<CCollisionData\*>  
CCollisionPlugin  
CBoundingBox  
CCollisionData  
CColModel  
CColPoint  
CSphere  
CColSphere  
CColDisk  
CColStore  
CColTrianglePlane  
CTempColModels  
CAutoPilot  
CBridge  
CCarAI  
CVector  
CTaskComplexSequence  
CCarCtrl  
CEvent  
CEventEditableResponse  
CEventAcquaintancePed  
CEventAcquaintancePedHate  
CGeneral  
CCamera  
CCheat  
CConversationNode  
CConversationForPed  
CConversations  
CPedToPlayerConversations  
CPed  
CPlaceable  
CCurves  
CDarkel  
CEntryExitManager  
CEntryExit  
CTask  
CTaskSimple  
CTaskSimpleUninterruptable  
CGameLogic

CGangWars  
CGarages  
CGarage  
CStoredCar  
CObject  
ConscreenTimerEntry  
ConscreenCounterEntry  
ConscreenTimer  
CPathFind  
CAutomobile  
CCarPathLink  
CPedPath  
CPhone  
CPhoneInfo  
CPickups  
CPickup  
CVehicleRecording  
CRemote  
CReplay  
CPacketVehicleUpdate  
CPacketCarUpdate  
CPacketBmxUpdate  
CPacketBikeUpdate  
CPacketPlaneUpdate  
CPacketHeliUpdate  
CPacketTrainUpdate  
CPlayerInfo  
CPlayerPedData  
CRestart  
CRoadBlocks  
CPointRoute  
CPatrolRoute  
CNodeRoute  
CMissionCleanup  
CUpsideDownCarCheck  
CStuckCarCheck  
CRunningScript  
CTheScripts  
CTaskSimpleNone  
CTaskSimpleFinishBrain  
CDecisionMakerTypes  
CScriptsForBrains  
CTaskComplex  
CTaskSimpleCarDriveTimed  
CEntitySeekPosCalculator  
CEntitySeekPosCalculatorStandard  
CTaskComplexClimb  
CTaskComplexSeekEntity<CEntitySeekPosCalculatorStandard>  
CScriptResourceManager  
CStreamedScripts  
CTaskSimpleRunAnim  
CTaskSimpleRunTimedAnim  
CTaskSimpleCower  
CTaskSimpleScratchHead  
CTaskSimpleUseAtm  
CTaskSimpleHandsUp  
CTaskSimpleLookAbout  
CTaskSimpleSay  
CTaskSimplePause

CPedIntelligence  
CTaskComplexSeekEntity<CEntitySeekPosCalculatorRadiusAngleOffset>  
CSetPieces  
CSetPiece  
CTaskComplexWanderCop  
CTaskComplexBeCop  
CShopping  
CBoundingBox  
CStuntJumpManager  
CTagManager  
CTrafficLights  
Fx\_c  
FxEmitter\_c  
FxEmitterBP\_c  
FxEmitterPrt\_c  
FxInfoFloat\_c  
FxInfoUnderwater\_c  
FxInfoHeatHaze\_c  
FxInfoSelfLit\_c  
FxInfoSmoke\_c  
FxInfoColourBright\_c  
FxInfoColourRange\_c  
FxInfoTrail\_c  
FxInfoColour\_c  
FxInfoEmLife\_c  
FxInfoAnimTexture\_c  
FxInfoSize\_c  
FxInfoWind\_c  
FxInfoForce\_c  
FxInfoEmDir\_c  
FxInfoEmSpeed\_c  
FxInfoEmSize\_c  
FxInfoJitter\_c  
FxInfoGroundCollide\_c  
FxInfoAttractLine\_c  
FxInfoAttractPt\_c  
FxInfoFriction\_c  
FxInfoNoise\_c  
FxInfoRotSpeed\_c  
FxInfoEmRotation\_c  
FxInfoEmWeather\_c  
FxInfoEmPos\_c  
FxInfoEmAngle\_c  
FxInfoDir\_c  
FxInfoFlat\_c  
FxInfoEmRate\_c  
FxInfoSpriteRect\_c  
FxInfo\_c  
FxInfoManager\_c  
FxInterpInfo\_c  
FxInterpInfoFloat\_c  
FxInterpInfoU255\_c  
FxInterpInfo32\_c  
FxInterpInfo255\_c  
ListItem\_c  
List\_c  
FxManager\_c  
FxMemoryPool\_c  
FxPrimBP\_c

FxPrim\_c  
FxSystem\_c  
FxSphere\_c  
FxFrustumInfo\_c  
FxSystemBP\_c  
FxFrtMult\_c  
CEventGroup  
CEventGlobalGroup  
CEventGunShot  
CEventVehicleCollision  
CEventObjectCollision  
CEventBuildingCollision  
CEventDamage  
CEventDeath  
CEventGroupEvent  
CEventPotentialWalkIntoVehicle  
CEventPotentialWalkIntoObject  
CEventRevived  
CEventKnockOffBike  
CEventScriptCommand  
CEventInAir  
CEventLeaderEnteredCarAsDriver  
CEventLeaderExitedCarAsDriver  
CEventLeaderQuitEnteringCarAsDriver  
CEventHitByWaterCannon  
CEventInWater  
CEventVehicleDamage  
CEventSpecial  
CEventGotKnockedOverByCar  
CEventPotentialWalkIntoFire  
CEventFireNearby  
CEventLeaderEntryExit  
CEventPlayerCommandToGroup  
CEventEscalator  
CEventDanger  
CEventHighAngerAtPlayer  
CEventLowAngerAtPlayer  
CEventHealthReallyLow  
CEventHealthLow  
CEventVehicleThreat  
CEventPedToFlee  
CEventPedToChase  
CEventSexyVehicle  
CEventChatPartner  
CEventDraggedOutCar  
CEventAreaCodes  
CEventCopCarBeingStolen  
CEventStuckInAir  
CEventVehicleDied  
CEventVehicleToSteal  
CEventVehicleHitAndRun  
CEventPedCollisionWithPed  
CEventSeenPanickedPed  
CEventVehicleOnFire  
CEventGunAimedAt  
CEventAttractor  
CEventSexyPed  
CEventPedEnteredMyVehicle  
CEventPotentialWalkIntoPed

CEventPotentialGetRunOver  
CEventDeadPed  
CEventGunShotWhizzedBy  
CEventCarUpsideDown  
CEventPassObject  
CEventLeanOnVehicle  
CEventSignalAtPed  
CEventInteriorUseInfo  
CEventSeenCop  
CEventPlayerCommandToGroupAttack  
CEventOnFire  
CEventAcquaintancePedHateBadlyLit  
CEventPotentialWalkIntoBuilding  
CEventSoundLoud  
CEventSoundQuiet  
CInformFriendsEvent  
CInformFriendsEventQueue  
CInformGroupEvent  
CInformGroupEventQueue  
CPedDamageResponseCalculator  
CEventSource  
CEventHandlerHistory  
CEventHandler  
CTaskComplexUseClosestFreeScriptedAttractorRun  
CTaskComplexUseClosestFreeScriptedAttractorSprint  
CTaskComplexCarDriveMissionFleeScene  
CTaskComplexCarDriveMissionKillPed  
CAtomicModelInfo  
CDamageAtomicModelInfo  
CTimeInfo  
CBaseModelInfo  
CCLumpModelInfo  
CLodAtomicModelInfo  
CModelInfo  
CTimeModelInfo  
CLodTimeModelInfo  
CStore<CAtomicModelInfo, 14000>  
CStore<CDamageAtomicModelInfo, 70>  
CStore<CLodAtomicModelInfo, 1>  
CStore<CTimeModelInfo, 169>  
CStore<CLodTimeModelInfo, 1>  
CStore<CWeaponModelInfo, 51>  
CStore<CCLumpModelInfo, 92>  
CStore<CVehicleModelInfo, 212>  
CStore<CPedModelInfo, 278>  
C2dEffect  
CModelInfoAccelerator  
CPedModelInfo  
CVehicleModelInfo  
CVehicleModelInfo::CVehicleStructure  
CVehicleModelInfo::CLinkedUpgradeList  
CWeaponModelInfo  
CAanimBlendAssocGroup  
CAanimBlendStaticAssociation  
CAanimBlendAssociation  
CAanimBlendClumpData  
CAanimBlendHierarchy  
CAanimBlendNode  
CAanimBlendSequence



CDefaultAnimCallback  
CAnimManager  
CLinkList<CAnimBlendHierarchy\*>  
CCutsceneMgr  
CAEAmbienceTrackManager  
CAEAudioChannel  
CAEAudioEntity  
CAEAudioEnvironment  
CAEAudioHardware  
CAEAudioUtility  
CAECollisionAudioEntity  
CAECutsceneTrackManager  
CAEDataStream  
CAEStreamTransformer  
CAEDoorAudioEntity  
CAEExplosionAudioEntity  
CAEFireAudioEntity  
CAEFrontendAudioEntity  
CAEGlobalWeaponAudioEntity  
CAEPedAudioEntity  
CAEPedSpeechAudioEntity  
CAEPedlessSpeechAudioEntity  
CAEPedWeaponAudioEntity  
CAEPoliceScannerAudioEntity  
CAERadioTrackManager  
CAEScriptAudioEntity  
CAESmoothFadeThread  
CAESound  
CAESoundManager  
CAEStaticChannel  
CAEStreamingChannel  
CAEStreamThread  
CAETwinLoopSoundEntity  
CAEVehicleAudioEntity  
CAEWaterCannonAudioEntity  
CAEWaveDecoder  
CAEWeaponAudioEntity  
CAEWeatherAudioEntity  
CAudioEngine  
CAudioZones  
CBugstarInterface  
CBug  
CBugstarPC  
CAccident  
CAccidentManager  
CCam  
CIdleCam  
CHandShaker  
CHeliCamSettings  
CClock  
CControllerConfigManager  
CCrime  
CDebug  
CDirectory  
CDummy  
CEntryInfoNode  
CEntryInfoList  
CFileLoader  
CFileMgr

CFire  
CFireManager  
CCreepingFire  
CGame  
CIniFile  
CKeyGen  
CLoadMonitor  
CLocalisation  
CControllerState  
CKeyboardState  
CPad  
CMouseControllerState  
CMousePointerStateHelper  
CPhysical  
CMatrixLink  
CMatrixLinkList  
CSimpleTransform  
CPlayerCrossHair  
CPools  
CProfile  
CPCKeyboard  
CPtrNodeSingleLink  
CPtrNodeDoubleLink  
CPtrListSingleLink  
CPtrListDoubleLink  
CPtrList  
CQuadTreeNode  
CRange2D  
CRange3D  
CReferences  
CRenderer  
CVehicle  
CCutsceneObject  
CRopes  
CRope  
CStats  
SurfaceInfos\_c  
CColourSet  
CTimeCycle  
CTimer  
CPlaceName  
CCurrentVehicle  
CUserDisplay  
CWanted  
CWorld  
CZone  
CTheZones  
CMenuManager  
CHud  
CHudColours  
CLoadingScreen  
CMenuSystem  
CRadar  
FurnitureSubGroup\_c  
FurnitureGroup\_c  
FurnitureManager\_c  
Interior\_c  
InteriorGroup\_c  
InteriorManager\_c

CMatrix  
CMaths  
CCompressedMatrixNotAligned  
CQuaternion  
CNetworkPC  
CBugstarNetwork  
BreakObject\_c  
BreakManager\_c  
CDummyObject  
CHandObject  
CObjectData  
ProcSurfaceInfo\_c  
ProcObjectMan\_c  
CProjectile  
CPedClothesDesc  
CClothes  
CClothesBuilder  
COctTreeBase  
COctTree  
CPool<COctTree, COctTree>  
CCredits  
CColAccel  
CPopulation  
CFont  
cHandlingDataMgr  
CPedStats  
CDecisionMakerTypesFileLoader  
CPopCycle  
CWeaponInfo  
CTaskSimpleFight  
CGenericGameStorage  
CSimpleVariablesSaveStructure  
CObjectSaveStructure  
CPedSaveStructure  
CVehicleSaveStructure  
CPlayerPedDataSaveStructure  
CPlayerInfoSaveStructure  
CGangWarsSaveStructure  
CPlayerPed  
CPedGroups  
CSaveGarage  
CTheCarGenerators  
CGangs  
CPedType  
C3dMarkers  
CPedScriptedTaskRecord  
CScripted2dEffects  
CTaskSimpleHitFromFront  
CTaskSimpleHitFromBack  
CTaskSimpleHitFromBehind  
CTaskSimpleHitFromLeft  
CTaskSimpleHitFromRight  
CTaskSimpleHitByGunFromFront  
CTaskSimpleHitByGunFromRear  
CTaskSimpleHitByGunFromLeft  
CTaskSimpleHitByGunFromRight  
CTaskSimpleHitWall  
CTaskSimpleHailTaxi  
CTaskSimpleAbseil

CTaskSimpleChat  
CTaskSimpleHailTaxiAndPause  
CTaskSimpleDetonate  
CTaskComplexSeekEntity<CEntitySeekPosCalculatorFixedPos>  
CTaskComplexSeekEntity<CEntitySeekPosCalculatorDriving>  
CTaskComplexSeekEntity<CEntitySeekPosCalculatorVehicleId>  
CTaskComplexSeekEntity<CEntitySeekPosCalculatorEntitySurface>  
CTaskComplexSeekEntity<CEntitySeekPosCalculatorXYOffset>  
CTaskComplexSeekEntity<CEntitySeekPosCalculator>  
CTaskComplexDie  
CTaskComplexFallToDeath  
CTaskSimpleRunNamedAnim  
CTaskSimplePlayHandSignalAnim  
CTaskComplexWalkRoundFire  
CTaskComplexGoToPointAndStandStill  
CTaskComplexFollowPointRoute  
CTaskComplexFollowNodeRoute  
CTaskComplexFollowPatrolRoute  
CTaskComplexEvasiveDiveAndGetUp  
CTaskComplexWalkRoundCar  
CTaskComplexLeaveCar  
CTaskComplexLeaveCarAndDie  
CTaskComplexLeaveCarAndFlee  
CTaskComplexLeaveCarAndWander  
CTaskComplexDriveToPoint  
CTaskComplexDrivePointRoute  
CTaskComplexCarDrive  
CTaskComplexGoToCarDoorAndStandStill  
CTaskComplexGoToPointAnyMeans  
CTaskComplexDestroyCar  
CTaskSimpleTriggerLookAt  
CTaskComplexWalkRoundBuildingAttempt  
CTaskComplexEnterCarAsPassengerWait  
CTaskComplexTurnToFaceEntityOrCoord  
CTaskSimpleGunControl  
CTaskSimpleGangDriveBy  
CTaskComplexPartnerChat  
CTaskSimpleClimb  
CTaskComplexGoPickUpEntity  
CTaskSimpleEvasiveStep  
CTaskComplexEvasiveStep  
CTaskComplexWalkRoundObject  
CTaskComplexEvasiveCower  
CTaskComplexCarDriveMission  
CTaskComplexGoToPointShooting  
CTaskComplexSmartFleeEntity  
CTaskComplexGoToPointAiming  
CTaskComplexFleeAnyMeans  
CTaskComplexSeekEntityAiming  
CTaskSimpleUseGun  
CTaskSimpleJetPack  
CCivilianPed  
CCopPed  
CDummyPed  
CEmergencyPed  
CGangInfo  
CPool<CPed, CCopPed>  
CPedAttractor  
CPedShelterAttractor

CPedTaskPair  
CPedAttractorManager  
CPedAttractorPedPlacer  
CPedAtmAttractor  
CPedSeatAttractor  
CPedStopAttractor  
CPedPizzaAttractor  
CPedTriggerScriptAttractor  
CPedLookAtAttractor  
CPedScriptedAttractor  
CPedParkAttractor  
CPedStepAttractor  
SArray<CTask const\*>  
SArray<CVector>  
CMoveStateStrings  
CPedDebugVisualiser  
CPedDebugVisualiser::CTextDisplayFlags  
CPedGeometryAnalyser  
CPedGroupDefaultTaskAllocatorStandStill  
CPedGroupMembership  
CPedGroupDefaultTaskAllocatorRandom  
CPedGroupDefaultTaskAllocatorFollowLimited  
CPedGroupDefaultTaskAllocatorFollowAnyMeans  
CPedGroupDefaultTaskAllocatorSitInLeaderCar  
CPedGroupDefaultTaskAllocatorChat  
CPedGroupDefaultTaskAllocators  
CPedGroupIntelligence  
CGroupEventHandler  
CPedGroup  
CPedGroupPlacer  
CEventCreatePartnerTask  
CPedIK  
CInterestingEvents  
CPedStuckChecker  
CEntityScanner  
CVehicleScanner  
CPedScanner  
CObjectScanner  
CAttractorScanner  
CBuildingPotentialCollisionScanner  
CPedAcquaintanceScanner  
CSexyPedScanner  
CVehicleThreatScanner  
CDecision  
CDecisionSimple  
CMentalState  
CEventScanner  
CCollisionEventScanner  
CNearbyFireScanner  
CObjectPotentialCollisionScanner  
CVehiclePotentialCollisionScanner  
CPedPotentialCollisionScanner  
CEventPedCollisionWithPlayer  
CEventPlayerCollisionWithPed  
CEventScriptedAttractor  
CEventAcquaintancePedRespect  
CEventAcquaintancePedLike  
CEventAcquaintancePedDislike  
CPool<CPedIntelligence, CPedIntelligence>

CPedPlacement  
CPedScriptedTaskRecordData  
CAcquaintance  
CEventNewGangMember  
CEventDontJoinPlayerGroup  
CEventPlayerCommandToGroupGather  
CLoadedCarGroup  
BoneNode\_c  
BoneNodeManager\_c  
IKChain\_c  
IKChainManager\_c  
CDate  
C\_PcSave  
CCover  
CCoverPoint  
CPlayerRelationshipRecorder  
CTaskSimpleAnim  
CTaskComplexPlayHandSignalAnim  
CTaskSimpleRunAnimLoopedMiddle  
CTaskSimpleThrowProjectile  
CTaskSimpleBeKickedOnGround  
CTaskSimpleBeHitWhileMoving  
CTaskSimpleChoking  
CTaskSimpleBeHit  
CTaskComplexKillPedOnFootMelee  
CTaskComplexRoadRage  
CTaskComplexKillAllThreats  
CTaskComplexKillPedGroupOnFoot  
CTaskSimpleStealthKill  
CTaskSimpleSetCharIgnoreWeaponRangeFlag  
CTaskComplexSeekCoverUntilTargetDead  
CTaskComplexKillPedFromBoat  
CTaskComplexDestroyCarArmed  
CTaskComplexDestroyCarMelee  
CTaskComplexKillPedOnFootArmed  
CTaskComplexKillPedOnFoot  
CTaskComplexKillPedOnFootStealth  
CTaskComplexReactToAttack  
CTaskSimpleThrowControl  
CTaskSimpleFightingControl  
CEventVehicleDamageWeapon  
CVector2D  
CTaskTimer  
CTaskSimpleSetStayInSamePlace  
CTaskSimpleSetKindaStayInSamePlace  
CTaskComplexBeStill  
CTaskSimpleDie  
CTaskSimpleSitDown  
CTaskSimpleStandUp  
CTaskComplexObserveTrafficLights  
CTaskComplexObserveTrafficLightsAndAchieveHeading  
CTaskComplexCrossRoadLookAndAchieveHeading  
CTaskSimpleTurn180  
CTaskComplexHitResponse  
CTaskComplexHitByGunResponse  
CTaskComplexWaitAtAttractor  
CTaskComplexUseAttractor  
CTaskComplexWaitForDryWeather  
CTaskComplexWaitForBus

CTaskSimpleWaitForBus  
CTaskComplexAttractorPartnerWait  
CTaskComplexUseAttractorPartner  
CTaskComplexUseScriptedAttractor  
CTaskSimpleTogglePedThreatScanner  
CTaskSimpleClearLookAt  
CTaskComplexUseClosestFreeScriptedAttractor  
CTaskComplexUseGoggles  
CTaskComplexInWater  
CTaskComplexUseSequence  
CTaskSimpleWaitUntilLeaderAreaCodesMatch  
CTaskComplexUseScriptedBrain  
CTaskSimpleIKManager  
CTaskSimplePlayerOnFire  
CTaskSimpleWaitForPizza  
CTaskSimpleSitIdle  
CTaskSimpleTired  
CTaskSimpleDead  
CTaskSimpleDrownInCar  
CTaskSimpleDuckToggle  
CTaskSimpleStandStill  
CTaskComplexUseMobilePhone  
CTaskComplexOnFire  
CTaskComplexUsePairedAttractor  
CTaskComplexBeInGroup  
CTaskComplexDieInCar  
CTaskSimpleWaitUntilAreaCodesMatch  
CTaskSimpleSetCharDecisionMaker  
CTaskSimpleIKPointArm  
CTaskSimpleIKChain  
CTaskSimpleIKLookAt  
CTaskComplexUseEffect  
CTaskComplexSunbathe  
CTaskComplexSitDownThenIdleThenStandUp  
CTaskSimpleDrown  
CTaskSimpleDieInCar  
CTaskSimpleTriggerEvent  
CTaskSimpleOnEscalator  
CTaskSequences  
CScriptedBrainTaskStore  
CTaskComplexUseEffectRunning  
CTaskComplexUseEffectSprinting  
CTaskComplexEnterCarAsDriverTimed  
CTaskComplexEnterCarAsPassengerTimed  
CTaskComplexEnterBoatAsDriver  
CTaskComplexLeaveBoat  
CTaskComplexLeaveAnyCar  
CTaskComplexEnterAnyCarAsDriver  
CTaskComplexShuffleSeats  
CTaskComplexCarDriveWander  
CTaskComplexScreamInCarThenLeave  
CTaskComplexStealCar  
CTaskComplexLeaveCarAsPassengerWait  
CTaskSimpleCarDrive  
CTaskSimpleCarSetTempAction  
CTaskComplexEnterCar  
CTaskComplexDragPedFromCar  
CTaskComplexOpenPassengerDoor  
CTaskComplexOpenDriverDoor

CTaskComplexEnterCarAsPassenger  
CTaskComplexEnterCarAsDriver  
CTaskSimpleCarAlign  
CTaskSimpleCarOpenLockedDoorFromOutside  
CTaskSimplePickUpBike  
CTaskSimpleCarCloseDoorFromOutside  
CTaskSimpleCarGetIn  
CTaskSimpleCarShuffle  
CTaskSimpleCarWaitToSlowDown  
CTaskSimpleCarGetOut  
CTaskSimpleCarJumpOut  
CTaskSimpleCarSlowBeDraggedOut  
CTaskComplexCarSlowBeDraggedOut  
CTaskComplexCarSlowBeDraggedOutAndStandUp  
CTaskSimpleBikeJacked  
CTaskComplexGetOnBoatSeat  
CTaskSimpleWaitUntilPedIsInCar  
CTaskSimpleWaitUntilPedIsOutCar  
CTaskSimpleSetPedAsAutoDriver  
CTaskSimpleCarFallOut  
CTaskSimpleCarSetPedSlowDraggedOut  
CTaskSimpleCarSetPedOut  
CTaskSimpleCarForcePedOut  
CTaskSimpleCarSetPedInAsDriver  
CTaskSimpleCarSetPedInAsPassenger  
CTaskSimpleCarGoToPointNearDoorUntilDoorNotInUse  
CTaskSimpleCarWaitForDoorNotToBeInUse  
CTaskSimpleCreateCarAndGetIn  
CTaskComplexGoToBoatSteeringWheel  
CTaskSimpleCarSlowDragPedOut  
CTaskSimpleCarCloseDoorFromInside  
CTaskSimpleCarOpenDoorFromOutside  
CCarEnterExit  
CTaskUtilityLineUpPedWithCar  
CTaskSimpleHitHead  
CTaskSimpleEvasiveDive  
CTaskComplexHitPedWithCar  
CTaskComplexMoveBackAndJump  
CTaskComplexDiveFromAttachedEntityAndGetUp  
CTaskSimpleHurtPedWithCar  
CTaskSimpleKillPedWithCar  
CTaskSimpleGiveCPR  
CTaskComplexTreatAccident  
CTaskComplexUseSwatRope  
CTaskComplexUseWaterCannon  
CTaskComplexExtinguishFireOnFoot  
CTaskComplexDriveFireTruck  
CTaskComplexPresentIDToCop  
CTaskComplexMedicTreatInjuredPed  
CTaskComplexWander  
CTaskComplexWanderMedic  
CTaskComplexFleePoint  
CTaskComplexSmartFleePoint  
CTaskComplexFleeShooting  
CTaskComplexFleeEntity  
CTaskComplexWanderFlee  
CTaskComplexGangLeader  
CTaskComplexGangFollower  
CTaskComplexTrackEntity



CTaskSimpleDoHandSignal  
CTaskLeanOnVehicle  
CTaskComplexGangJoinRespond  
CTaskComplexProstituteSolicit  
CTaskComplexPassObject  
CTaskGoToVehicleAndLean  
CTaskComplexSignalAtPed  
CTaskComplexStareAtPed  
CTaskGangHasslePed  
CTaskGangHassleVehicle  
CTaskSimpleGoToPointFine  
CTaskComplexGoToAttractor  
CTaskComplexUseEntryExit  
CTaskComplexInvestigateDisturbance  
CTaskComplexGotoDoorAndOpen  
CTaskComplexAvoidEntity  
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CTaskComplexGoToPointAndStandStillAndAchieveHeading  
CTaskComplexGoToPointAndStandStillTimed  
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CTaskSimpleAchieveHeading  
CTaskSimpleGoTo  
CTaskSimpleGoToPoint  
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CTaskComplexFollowNodeRouteShooting  
CTaskComplexWanderProstitute  
CTaskComplexWanderGang  
CTaskComplexWanderStandard  
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CTaskInteriorBeInHouse  
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CTaskInteriorGoToInfo  
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CTaskComplexWalkAlongsidePed  
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CTaskComplexBeInCouple  
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CTaskComplexSeekEntityAnyMeans<CEntitySeekPosCalculatorXYOffset>  
CTaskComplexWaitForBackup  
CTaskComplexExtinguishFires  
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CTrainDoor  
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CPlane  
CQuadBike  
CTrailer  
CTrain  
CTrainNode  
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CPool<CVehicle, CHeli>  
CVehicleAnimGroup  
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WaterCreatureManager\_c  
CWaterLevel  
CScriptedEffectPair  
CScriptedEffectPairs  
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CRegisteredCorona  
CCoronas  
CCustomCarPlateMgr  
CCustomRoadsignMgr  
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CMovingThings  
CPlaneTrail  
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CPlaneBanner  
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CEscalator  
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CFontDetails  
CFontRenderState  
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CFallingGlassPane  
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COcclusion  
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CPlayerSkin  
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CPostEffects  
CRealTimeShadowManager  
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CRealTimeShadow  
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CRegisteredMotionBlurStreak  
CBrightLights  
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C3dMarker

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CMirrors  
CSprite  
CSprite2d  
CWaterCannon  
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CCullZones  
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CMemoryMgr  
CTXdStore  
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CLinkedList<CVisibilityPlugins::AlphaObjectInfo>  
CBulletInfo  
CExplosion  
CProjectileInfo  
CSHOTInfo  
CWeapon  
CWeaponEffects  
CJoySticks  
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\_\_eh\_globals\_init  
\_\_cxxabiv1::\_\_si\_class\_type\_info  
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ES2RenderTarget  
AndroidFile  
CVehicleAnimGroupData  
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CLightFxs

Toggle all classList for search (CTRL+F)

No Class (2194 variables, 3451 functions)

Variables list:

- \* ACQUIRED\_FREEAIM\_STATIC\_LIM\_A
- \* ACQUIRED\_FREEAIM\_STATIC\_LIM\_B
- \* AEAmbienceTrackManager
- \* AEAudioHardware
- \* AECutsceneTrackManager
- \* AERadioTrackManager
- \* AESmoothFadeThread
- \* AESoundManager

- \* AESTreamTransformer
- \* AIMWEAPON\_DRIVE\_CLOSE\_ENOUGH
- \* AIMWEAPON\_DRIVE\_SENS\_MULT
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- \* AIMWEAPON\_RIFLE1\_ZOOM
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- \* ANDThreadStorageKey
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- \* ARM\_IK\_AIM\_BLEND\_TIME
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- \* ARRESTCAM\_LAMPPPOST\_ROTATEDIST
- \* ARRESTCAM\_LAMPPPOST\_TRANSLATE
- \* ARRESTCAM\_LAMP\_BEST\_DIST
- \* ARRESTCAM\_ROTATION\_SPEED
- \* ARRESTCAM\_ROTATION\_UP
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- \* ARRESTDIST\_ABOVE\_COP
- \* ARRESTDIST\_ABOVE\_GROUND
- \* ARRESTDIST\_ALONG\_GROUND
- \* ARRESTDIST\_BEHIND\_COP
- \* ARRESTDIST\_MINFROM\_PLAYER
- \* ARRESTDIST\_RIGHTOF\_COP
- \* ARRESTDIST\_SIDE\_GROUND
- \* AUTOGYRO\_ROTORLIFT\_FALLOFF
- \* AUTOGYRO\_ROTORLIFT\_MULT
- \* AUTOGYRO\_ROTORSPIN\_DAMP
- \* AUTOGYRO\_ROTORSPIN\_MULT
- \* AUTOGYRO\_ROTORSPIN\_MULTLIMIT
- \* AUTOGYRO\_ROTORTILT\_ANGLE
- \* AllValidWinJoys
- \* AllowMissionReplay
- \* AlreadyAsked
- \* AmazonDownloadFileNames
- \* AmbientLightColor
- \* AmbientLightColourForFrame
- \* AmbientLightColourForFrame\_PedsCarsAndObjects
- \* AmbientLightDirty
- \* AmmoForWeapon\_OnStreet
- \* AndroidEGLContext
- \* AndroidResume
- \* AnisoAvailable
- \* AssignedLights
- \* AudioEngine
- \* BMX\_PEDAL\_LEANMULT
- \* BMX\_PEDAL\_LEANSTART
- \* BMX\_PUSHOFF\_FORCE\_MULT
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- \* BMX\_SPRINT\_LEANMULT
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- \* BOAT\_1STPERSON\_LR\_OFFSETZ
- \* BOAT\_1STPERSON\_L\_OFFSETX
- \* BOAT\_1STPERSON\_R\_OFFSETX
- \* BOAT\_BUOYANCY\_DAMPING
- \* BOAT\_UNDERWATER\_CAM\_ALPHA\_LIMIT
- \* BOAT\_UNDERWATER\_CAM\_BLUR
- \* BOAT\_UNDERWATER\_CAM\_COLORMAG\_LIMIT

- \* BOAT\_UNDERWATER\_CAM\_DEPTH\_SCALE
- \* BannerWindTable
- \* BasePath
- \* BigMessageAlpha
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- \* BrightTextColourTable
- \* CARCAM\_SET
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- \* DIFF\_SPRING\_MULT\_X
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- \* DOZER\_COL\_PIVOT
- \* DWCineyCamLastFov
- \* DWCineyCamLastFwd
- \* DWCineyCamLastNearClip
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- \* FRONT\_DAMAGE\_MAG\_MIN\_BONNET
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- \* INIT\_SYPHON\_ALPHA\_OFFSET
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- \* MI\_ATM
- \* MI\_BARRIER1
- \* MI\_BASKETBALL
- \* MI\_BEACHBALL
- \* MI\_BEACHTOWEL01
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- \* MI\_BEACHTOWEL03
- \* MI\_BEACHTOWEL04
- \* MI\_BIN
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- \* MI\_BRIEFCASE
- \* MI\_BUOY
- \* MI\_BUSSIGN1
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- \* MI\_FISH2SINGLE
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- \* MI\_FISH3SINGLE
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- \* MI\_HOTELFAN\_NIGHT
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- \* MI\_OBJECTFORMAGNOCRANE4
- \* MI\_OBJECTFORMAGNOCRANE5
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- \* MI\_PICKUP\_2P\_KILLFRENZY
- \* MI\_PICKUP\_ADRENALINE
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- \* MI\_PICKUP\_BONUS
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- \* MI\_PICKUP\_CAMERA
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- \* MI\_PICKUP\_KILLFRENZY
- \* MI\_PICKUP\_PARACHUTE
- \* MI\_PICKUP\_PROPERTY
- \* MI\_PICKUP\_PROPERTY\_FORSALE
- \* MI\_PICKUP\_REVENUE
- \* MI\_PICKUP\_SAVEGAME
- \* MI\_POOL\_CUE\_BALL
- \* MI\_POSTBOX1
- \* MI\_PUNCHBAG
- \* MI\_QUARRYCRANE\_ARM

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- \* MI\_QUARY\_ROCK2
- \* MI\_QUARY\_ROCK3
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- \* MI\_RHYMESBOOK
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- \* MI\_ROADBLOCKFUCKEDCAR2
- \* MI\_ROADWORKBARRIER1
- \* MI\_SAMSITE
- \* MI\_SAMSITE2
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- \* MI\_SANDCASTLE2
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- \* MI\_TELPOLE02
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- \* MI\_TRAFFICLIGHT01
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- \* MI\_TRAFFICLIGHTS\_4
- \* MI\_TRAFFICLIGHTS\_5
- \* MI\_TRAFFICLIGHTS\_GAY
- \* MI\_TRAFFICLIGHTS\_MIAMI
- \* MI\_TRAFFICLIGHTS\_TWOVERTICAL
- \* MI\_TRAFFICLIGHTS\_VEGAS
- \* MI\_TRAFFICLIGHTS\_VERTICAL
- \* MI\_TRAINCROSSING
- \* MI\_TRAINCROSSING1
- \* MI\_TURTLE
- \* MI\_WASTEBIN
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- \* MI\_YT\_MAIN\_BODY
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- \* MODELID\_CRANE\_1
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- \* MOVE\_UNDERWATER\_CAR\_COB
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- \* MTB\_SPRINT\_LEANMULT
- \* MarketingCamBaseOffset
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- \* MarketingCamOffset
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- \* PLANE\_DAMAGE\_DESTROY\_THRESHHOLD
- \* PLANE\_DAMAGE\_SCALE\_MASS
- \* PLANE\_DAMAGE\_THRESHHOLD
- \* PLANE\_DAMAGE\_WAVE\_COUNTER\_VAR
- \* PLAYERFIGHT\_LEVEL\_SMOOTHING\_CONST
- \* PLAYERFIGHT\_TREND\_SMOOTHING\_CONST
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- \* PLAYERPED\_TREND\_SMOOTHING\_CONST\_INV
- \* PLAYER\_SPRINT\_HOLDSUB
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- \* RxPipelineInstanced
- \* SHOTGUN\_NUM\_PELLETS
- \* SHOTGUN\_SPREAD\_RATE
- \* SKID\_COLOR\_BLOOD
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- \* SOFTCOL\_CARLINE\_SPEED\_MULT
- \* SOFTCOL\_DEPTH\_MIN
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\* vtable for CWidgetRegion  
\* vtable for CWidgetRegionArcadeStick  
\* vtable for CWidgetRegionBasketBallJump  
\* vtable for CWidgetRegionColorPicker  
\* vtable for CWidgetRegionDriveHybrid

\* vtable for CWidgetRegionFlick  
\* vtable for CWidgetRegionGang  
\* vtable for CWidgetRegionHydraulics  
\* vtable for CWidgetRegionLook  
\* vtable for CWidgetRegionMove  
\* vtable for CWidgetRegionPoolBallInHand  
\* vtable for CWidgetRegionPoolEnglish  
\* vtable for CWidgetRegionResponse  
\* vtable for CWidgetRegionRhythmSelect  
\* vtable for CWidgetRegionSprint  
\* vtable for CWidgetRegionSteer  
\* vtable for CWidgetRegionSteeringSelection  
\* vtable for CWidgetRegionSwipeRadio  
\* vtable for CWidgetRegionTouchLayoutSelection  
\* vtable for CWidgetRouletteSpin  
\* vtable for CWidgetSlider  
\* vtable for CWidgetTapMeter  
\* vtable for CWidgetThumbCircle  
\* vtable for CWidgetVitalStats  
\* vtable for CWidgetWager  
\* vtable for CharSelectScreen  
\* vtable for CloudWaitScreen  
\* vtable for ConfirmationScreen  
\* vtable for ControlsScreen  
\* vtable for DeleteScreen  
\* vtable for DeleteScreen::DeleteScreenSelection  
\* vtable for DisplayScreen  
\* vtable for DownloadScreen  
\* vtable for ES2IndexBuffer  
\* vtable for ES2ResourceContainer  
\* vtable for ES2Shader  
\* vtable for ES2Texture  
\* vtable for ES2TextureContainer  
\* vtable for ES2VertexBuffer  
\* vtable for ES2VertexState  
\* vtable for FlowScreen  
\* vtable for FxEmitterBP\_c  
\* vtable for FxEmitter\_c  
\* vtable for FxInfoAnimTexture\_c  
\* vtable for FxInfoAttractLine\_c  
\* vtable for FxInfoAttractPt\_c  
\* vtable for FxInfoColourBright\_c  
\* vtable for FxInfoColourRange\_c  
\* vtable for FxInfoColour\_c  
\* vtable for FxInfoDir\_c  
\* vtable for FxInfoEmAngle\_c  
\* vtable for FxInfoEmDir\_c  
\* vtable for FxInfoEmLife\_c  
\* vtable for FxInfoEmPos\_c  
\* vtable for FxInfoEmRate\_c  
\* vtable for FxInfoEmRotation\_c  
\* vtable for FxInfoEmSize\_c  
\* vtable for FxInfoEmSpeed\_c  
\* vtable for FxInfoEmWeather\_c  
\* vtable for FxInfoFlat\_c  
\* vtable for FxInfoFloat\_c  
\* vtable for FxInfoForce\_c  
\* vtable for FxInfoFriction\_c  
\* vtable for FxInfoGroundCollide\_c



```
* vtable for FxInfoHeatHaze_c
* vtable for FxInfoJitter_c
* vtable for FxInfoNoise_c
* vtable for FxInfoRotSpeed_c
* vtable for FxInfoSelfLit_c
* vtable for FxInfoSize_c
* vtable for FxInfoSmoke_c
* vtable for FxInfoSpriteRect_c
* vtable for FxInfoTrail_c
* vtable for FxInfoUnderwater_c
* vtable for FxInfoWind_c
* vtable for FxInfo_c
* vtable for FxInterpInfo255_c
* vtable for FxInterpInfo32_c
* vtable for FxInterpInfoFloat_c
* vtable for FxInterpInfoU255_c
* vtable for FxInterpInfo_c
* vtable for FxPrimBP_c
* vtable for FxPrim_c
* vtable for GameScreen
* vtable for LanguageScreen
* vtable for LoadScreen
* vtable for LoadScreen::LoadScreenSelection
* vtable for MainMenuScreen
* vtable for MenuScreen
* vtable for OALBase
* vtable for OALBuffer
* vtable for OALSource
* vtable for OkScreen
* vtable for RQIndexBuffer
* vtable for RQShader
* vtable for RQTexture
* vtable for RQVertexBuffer
* vtable for RQVertexState
* vtable for SaveScreen
* vtable for SaveScreen::SaveScreenSelection
* vtable for SaveSelectScreen
* vtable for SaveSelectScreen::SaveSelection
* vtable for SelectScreen
* vtable for SelectScreen::ActionSelection
* vtable for SelectScreen::MenuSelection
* vtable for SelectScreen::SettingSelection
* vtable for SettingsScreen
* vtable for StartGameScreen
* vtable for StatsScreen
* vtable for TextureDatabase
* vtable for TextureDatabaseRuntime
* vtable for YesNoScreen
* vtable for ZIPFile
* vtable for __cxxabiv1::__class_type_info
* vtable for __cxxabiv1::__forced_unwind
* vtable for __cxxabiv1::__foreign_exception
* vtable for __cxxabiv1::__si_class_type_info
* vtable for __gnu_cxx::__concurrency_lock_error
* vtable for __gnu_cxx::__concurrency_unlock_error
* vtable for std::bad_exception
* vtable for std::exception
* vtable for std::type_info
* wasPlaylistPlaying
```

- \* waterVars
- \* windowSize
- \* worldTKList
- \* z\_errmsg

Functions list:

- \* ANDRunThread(void\*)
- \* AND\_BillingGetItem(char const\*)
- \* AND\_BillingInit()
- \* AND\_BillingShutdown()
- \* AND\_BillingUpdate(bool)
- \* AND\_ClearAchievementData(bool)
- \* AND\_ConnectionChange(bool)
- \* AND\_CurrentThreadAffinityMask(char const\*, int)
- \* AND\_DeviceLocale()
- \* AND\_DeviceType()
- \* AND\_FileCleanup()
- \* AND\_FileDelete(char const\*)
- \* AND\_FileGetArchiveName(OSFileArchive)
- \* AND\_FileInitialize()
- \* AND\_FileRename(char const\*, char const\*, int)
- \* AND\_FileUpdate(double)
- \* AND\_GameServiceGetAchievement(char const\*)
- \* AND\_GameServiceInit()
- \* AND\_GameServiceShutdown()
- \* AND\_GamepadInitialize()
- \* AND\_GamepadUpdate()
- \* AND\_GamepadUpdateAccelerometer(float, float, float)
- \* AND\_GetAndroidBuildinfo(int)
- \* AND\_GetAppId()
- \* AND\_GetDeviceID()
- \* AND\_GetJNI()
- \* AND\_GetJNIFunc()
- \* AND\_GetObj()
- \* AND\_GetSpecialBuildType()
- \* AND\_IsAppInstalled(char const\*)
- \* AND\_IsMoviePlaying()
- \* AND\_KeyboardEvent(bool, int, int, bool)
- \* AND\_KeyboardGetChar(OSKeyboardKey, int)
- \* AND\_KeyboardInitialize()
- \* AND\_KeyboardSoftClosed()
- \* AND\_MovieClearText(bool)
- \* AND\_MovieDisplayText(bool)
- \* AND\_MovieInit(\_JNIEnv\*)
- \* AND\_MovieIsSkippable(bool)
- \* AND\_MoviePlayInWindow(char const\*, int, int, int, int, bool, bool, int, int, float)
- \* AND\_MovieSetText(char const\*, bool, bool)
- \* AND\_MovieTextScale(int)
- \* AND\_OnAchievementsLoaded(int, char const\*\*, bool\*, int\*, int\*)
- \* AND\_OnSignInChange(bool)
- \* AND\_OpenLink(char const\*)
- \* AND\_PlayMovie(char const\*, bool, bool, float)
- \* AND\_PlayMovie(char const\*, bool, bool, int, int, float)
- \* AND\_ScreenSetWakeLock(bool)
- \* AND\_SkuChange(char const\*, int)
- \* AND\_StopMovie()
- \* AND\_SystemInitialize()
- \* AND\_ThreadCleanup()

```

* AND_ThreadInitialize()
* AND_ThreadOnMain()
* AND_TimeInitialize()
* AND_TouchEvent(int, int, int, int)
* AND_TouchInitialize()
* ATCCConvertFromDXT1(int, int, void*)
* ATCCConvertFromDXT1A(int, int, void*)
* ATCCConvertFromDXT3(int, int, void*)
* ATCCConvertFromDXT5(int, int, void*)
* ActivateDirectional()
* AddAmazonFiles(bool)
* AddAnExtraDirectionalLight(RpWorld*, float, float, float, float, float,
float)
* AddDataFence()
* AddLoaderTask(LoadTask*)
* AddMenuStat(MenuStat, int)
* AddSCCcloudWatch()
* AddToQueue(Queue*, int)
* AllowDistanceFog()
* AllowNagScreen()
* AndroidPause()
* AndroidPaused()
* AppEventHandler(RsEvent, void*)
* AppendAllDeviceList
* AppendCaptureDeviceList
* AppendDeviceList
* ApplyPanelDamageToCar(unsigned int, CAutomobile*, bool)
* AsciiToGxtChar(char const*, unsigned short*)
* AssertFailed(char const*, char const*, int)
* AsyncFileLock()
* AsyncFileUnlock()
* AtomicDefaultRenderCallBack(RpAtomic*)
* AtomicRemoveAnimFromSkinCB(RpAtomic*, void*)
* AttachAtomicsFromListCB(RpAtomic*, void*)
* AttachInputDevices()
* BackPressed()
* BankLoadingThread(void*)
* BreakableConstructor(void*, int, int)
* BreakableDestructor(void*, int, int)
* BreakablePluginAttach()
* BreakableStreamGetSize(void const*, int, int)
* BreakableStreamRead(RwStream*, int, void*, int, int)
* BreakableStreamWrite(RwStream*, int, void const*, int, int)
* BreakableTransfer(RpAtomic*, RpAtomic*)
* BufferEmptyOutputBuffer(jpeg_compress_struct*)
* BufferFillInputBuffer(jpeg_decompress_struct*)
* BufferInitDestination(jpeg_compress_struct*)
* BufferSkipInputData(jpeg_decompress_struct*, long)
* BufferTermDestination(jpeg_compress_struct*)
* BuildPixelSource(unsigned int)
* BuildVertexSource(unsigned int)
* BytesFromDevFmt
* BytesFromFmt
* BytesFromUserFmt
* CalcNewDelta(RwV2d*, RwV2d*)
* CalcNewDeltaVal(RwV2d*, RwV2d*)
* CalcNonAttnSourceParams
* CalcScreenCoors(CVector const&, CVector*)
* CalcScreenCoors(CVector const&, CVector*, float*, float*)

```

```

* CalcSourceParams
* CalculateBoundingSphereRadiusCB(RpAtomic*, void*)
* CalculateColPointInsideBox(CBox const&, CVector const&, CColPoint&)
* CalculateMapLimits(float*, float*, float*, float*)
* CamShakeNoPos(CCamera*, float)
* CameraCreate(int, int, int)
* CameraDestroy(RwCamera*)
* CameraObscuredByWaterLevel()
* CameraSize(RwCamera*, RwRect*, float, float)
* CanVideoCardDoDXT()
* CapturePad(unsigned int)
* CdStreamClose(int)
* CdStreamGetLastPosn()
* CdStreamGetStatus(int)
* CdStreamInit(int)
* CdStreamInitThread()
* CdStreamOpen(char const*, bool)
* CdStreamRead(int, void*, unsigned int, unsigned int)
* CdStreamRemoveImages()
* CdStreamResume()
* CdStreamShutdown()
* CdStreamSuspend()
* CdStreamSync(int)
* CdStreamThread(void*)
* ChannelsFromDevFmt
* ChannelsFromFmt
* ChannelsFromUserFmt
* CheckAniso()
* CheckBones(RpHAnimHierarchy*)
* CheckValidCam()
* CheckVideoCardCaps()
* ChooseComponent(int, int)
* ClassSerializeError(int, int)
* ClearLightApplied()
* ClearMenuStats()
* ClipRadarTileCoords(int&, int&)
* CloneAtomicToFrameCB(RwObject*, void*)
* CloseFile(int)
* ClosestSquaredDistanceBetweenFiniteLines(CVector*, CVector*, CVector*,
CVector*, float)
* ClumpCollisionConstructor(void*, int, int)
* ClumpCollisionCopyConstructor(void*, void const*, int, int)
* ClumpCollisionDestructor(void*, int, int)
* ConfigValueExists
* ConvertBoneTag2BoneName(int)
* ConvertDXTToRaw16(void const*, RQTextureFormat, unsigned int, unsigned int)
* ConvertDXTToRaw8888(void const*, RQTextureFormat, unsigned int, unsigned
int)
* ConvertPedNode2BoneTag(int)
* ConvertingTexturesScreen(unsigned int, unsigned int, char const*)
* CopyCameraRasterScanlineToTexture(RwRaster*, int, unsigned int, unsigned
int)
* CopyObjectsCB(RwObject*, void*)
* CorrectAspect(float&, float&, float&, float&)
* CountAtomicsCB(RpAtomic*, void*)
* CountCompsInRule(int)
* CranesLoad(unsigned char*, unsigned int)
* CreateCarColourTexture(unsigned char, unsigned char, unsigned char)
* CreateDebugFont()

```

```

* CreateIdleThread()
* CreateRingBuffer
* CreateTextureData(RwPlatformID, RwRaster*)
* CreateTxdImageForVideoCard()
* CreateUncompressedImage(unsigned char*, unsigned char, unsigned int,
unsigned int, unsigned char)
* CrossProduct(CVector const&, CVector const&)
* DeActivateDirectional()
* DealWithTxdWriteError(unsigned int, unsigned int, char const*)
* DebugHelpSystem(char const*, char const*, int)
* DecodeDXTColorBlock(unsigned char const*, unsigned int*, unsigned int,
bool)
* DecomposeDevFormat
* DecomposeFormat
* DecomposeUserFormat
* DefinedState()
* DefinedState2d()
* DestroyDebugFont()
* DestroyRingBuffer
* DestroyTexture(RwTexture*&)
* DestroyVehicleAndDriverAndPassengers(CVehicle*)
* Diag_GetFPS()
* DisableHorn()
* DisableMatFx(RpMaterial*, void*)
* DisplayFPS()
* DoFade()
* DoGameRestart()
* DoGameState()
* DoHaspChecks()
* DoRWStuffEndOfFrame(bool)
* DoRWStuffStartOfFrame(short, short, short, short, short, short, short)
* DoRWStuffStartOfFrame_Horizon(short, short, short, short, short, short,
short)
* DoesInfiniteLineCrossFiniteLine(float, float, float, float, float, float,
float, float)
* DoesInfiniteLineTouchScreen(float, float, float, float)
* DoesLineSegmentIntersect(float, float, float, float, float, float, float,
float)
* DownHeld()
* DownPressed()
* DownloadThread(void*)
* EAXVerbCreate
* ES2BindActiveTextures()
* EchoCreate
* EnumString(unsigned int)
* FTrunc(float, int)
* FadeVectorLocation(CVector, float)
* FindAtomicFromNameCB(RpAtomic*, void*)
* FindCBFunction(unsigned char)
* FindCBFunctionID(void (*)(CAnimBlendAssociation*, void*))
* FindClosestPtOnLine(RwV3d*, RwV3d*, RwV3d*, RwV3d*)
* FindCutsceneAudioTrackId(char const*)
* FindFlightHeight(CPlane*, float)
* FindHeadRadiusCB(RwObject*, void*)
* FindHeightForVerticalAngle(CPlane*, float, float, float*)
* FindPedFrameFromNameCB(RwFrame*, void*)
* FindPlayerCentreOfWorld(int)
* FindPlayerCentreOfWorldForMap(int)
* FindPlayerCentreOfWorld_NoSniperShift(int)

```

```

* FindPlayerCoors(int)
* FindPlayerEntity(int)
* FindPlayerHeading(int)
* FindPlayerHeight()
* FindPlayerPed(int)
* FindPlayerSpeed(int)
* FindPlayerTrain(int)
* FindPlayerVehicle(int, bool)
* FindPlayerWanted(int)
* FindReplacementUpgradeCB(RwObject*, void*)
* FindSplinePathPositionFloat(float*, float*, float, unsigned int&)
* FindSplinePathPositionVector(CVector*, float*, float, unsigned int&)
* FindUpgradeCB(RpAtomic*, void*)
* FireOneInstantHitRound(CVector*, CVector*, int)
* FlushObrsPrintfs()
* FreeALConfig
* FrontendIdle()
* FunctionCalled(char const*, char const*)
* GLDepthFuncFromRQ(RQDepthFunc)
* GLDrawModeToRQ(unsigned int)
* GLFactorFromRQFactor(RQBlendFactor)
* GLTypeToRQ(unsigned int)
* GLWOfFromRQ(RQWindingOrder)
* GameInit()
* Get2DEffectAtomic(RpClump*)
* Get2DEffectAtomicCallback(RpAtomic*, void*)
* GetAccidentManager()
* GetAlphaModulate()
* GetAmbientLightColor()
* GetAmbientLightDirty()
* GetAnimHierarchyFromClump(RpClump*)
* GetAnimHierarchyFromFrame(RwFrame*)
* GetAnimHierarchyFromSkinClump(RpClump*)
* GetAtomicListCB(RpAtomic*, void*)
* GetAtomicWithName(RpClump*, char const*)
* GetBestRefreshRate(unsigned int, unsigned int, unsigned int)
* GetBikeAtomicObjectCB(RwObject*, void*)
* GetBoatAtomicObjectCB(RwObject*, void*)
* GetBufferID(CEntity*)
* GetChangingStatIndex(char const*)
* GetClothesModelFromName(char const*)
* GetCompiledShaderWithCode(char const*, TDBArray<RQCompiledShader>&)
* GetConfigValue
* GetConfigValueBool
* GetConfigValueFloat
* GetConfigValueInt
* GetContextSuspended
* GetCurrentAtomicObjectCB(RwObject*, void*)
* GetCurrentObjectMatrix()
* GetCurrentProjectionMatrix()
* GetCurrentTextureMatrix()
* GetDataAsMips(unsigned char*, unsigned int, unsigned int, bool)
* GetDataHasAlpha(unsigned char*, unsigned int, unsigned int)
* GetDayNightBalance()
* GetDownloadFilename(int)
* GetES2TargetFormat(RQRenderTarget*)
* GetEventGlobalGroup()
* GetExtraColorPtr(RpGeometry*)
* GetFilename(char const*)

```

```
* GetFirstAtomic(RpClump*)
* GetFirstAtomicCallback(RpAtomic*, void*)
* GetFirstChild(RwFrame*)
* GetFirstFrameCallback(RwFrame*, void*)
* GetFirstInQueue(Queue*)
* GetFirstObject(RwFrame*)
* GetFirstObjectCallback(RwObject*, void*)
* GetFirstTexture(RwTexDictionary*)
* GetFirstTextureCallback(RwTexture*, void*)
* GetFrameNodeName(RwFrame*)
* GetGLErrorString(unsigned int)
* GetGTA3ImgSize()
* GetGlobalColor()
* GetGlobalColorDirty()
* GetImmediateColorArray()
* GetImmediateNormalArray()
* GetImmediateTexCoordArray()
* GetImmediateVertexArray()
* GetJIndex(unsigned short)
* GetJapaneseWidth(unsigned short, bool)
* GetJavaVM
* GetLevelSplashScreen(int)
* GetLight(unsigned int)
* GetLightByType(EmuLightType, unsigned int)
* GetListOfComponentsNotUsedByRules(unsigned int, int, int*)
* GetMaterialDirty()
* GetMaterialParameter(unsigned int)
* GetMaterialShininess()
* GetMaxStorage()
* GetMeshPriority(RpMesh const*)
* GetMillisecondTime()
* GetMipSize(RwRaster const*, int, unsigned char, unsigned int, unsigned int)
* GetMobileEffectSetting()
* GetModelFromName(char const*)
* GetNameAndDamage(char const*, char*, bool&)
* GetNearestDistanceOfPedSphereToCameraNearClip(CPed*)
* GetNextLightApplied()
* GetNextLine(char const*, char*, unsigned int)
* GetNumLevels(unsigned int, unsigned int)
* GetNumPixels(unsigned int, unsigned int)
* GetOSWPerformanceTime()
* GetOkAndDamagedAtomicCB(RwObject*, void*)
* GetPedAttractorManager()
* GetPipelineID(RpAtomic*)
* GetPlayerRelationshipRecorder()
* GetPoolObj(int)
* GetPoolPed(int)
* GetPoolVehicle(int)
* GetRQFormatForRaster(RwRaster*)
* GetRegisteredShaderCount()
* GetRegisteredShaders()
* GetReturnAddress()
* GetSavedGameDateAndTime(int)
* GetSecondObject(RwFrame*)
* GetSecondObjectCallback(RwObject*, void*)
* GetStackPointer()
* GetStatFromChangingStatIndex(int)
* GetTexture(char const*)
* GetTextureCorners(int, int, CVector2D*)
```

```
* GetThiz()
* GetTouchDistance(bool, float, float, float, CVector, CVector, float*)
* GetVideoCardName()
* GetZVal(float)
* GettPoolObjRef(CObject*)
* GettPoolPedRef(CPed*)
* GettPoolVehicleRef(CVehicle*)
* GraphicsThread(void*)
* GxtCharMakeUpperCase(unsigned short*, unsigned short const*)
* GxtCharOvrStr(unsigned short*, unsigned short*, int)
* GxtCharStrcat(unsigned short*, unsigned short*)
* GxtCharStrcpy(unsigned short*, unsigned short const*)
* GxtCharStrlen(unsigned short const*)
* GxtCharToAscii(unsigned short*, unsigned char)
* GxtCharToAsciiForSaveLoad(unsigned short*)
* HDEmptyOutputBuffer(jpeg_compress_struct*)
* HDFillInputBuffer(jpeg_decompress_struct*)
* HDSkipInputData(jpeg_decompress_struct*, long)
* HDTermDestination(jpeg_compress_struct*)
* HandleCameraNormals(unsigned short)
* HandleDecalZ(unsigned short)
* HandleDetailTexture(RwRaster*)
* HandleEnhancedDetail(unsigned short)
* HandleForceZOff(unsigned short)
* HandleSlotArtillery()
* HandleSlotAssaultRifles()
* HandleSlotEquipment()
* HandleSlotHandguns()
* HandleSlotLongRifles()
* HandleSlotMelee()
* HandleSlotOther()
* HandleSlotShotguns()
* HandleSlotSubmachineGuns()
* HandleSlotThrow()
* HandleTextureEnhancements(RwRaster*)
* HasAnimGroupLoaded(AssocGroupId)
* HasAppJustRegainedForeground()
* HasLoadTask(ZIPFile*, int, int, int)
* HashFile(char const*)
* HashMem(unsigned char const*, unsigned int)
* HashString(char const*)
* HashStringNoCase(char const*)
* INT123_bytes_to_samples
* INT123_check_decoders
* INT123_clear_icy
* INT123_compat_close
* INT123_compat_open
* INT123_compute_bpf
* INT123_dct36
* INT123_dct64
* INT123_decclass
* INT123_decode_update
* INT123_dectype
* INT123_defdec
* INT123_do_equalizer
* INT123_do_layer1
* INT123_do_layer2
* INT123_do_layer3
* INT123_do_rva
```



- \* INT123\_exit\_id3
- \* INT123\_feed\_more
- \* INT123\_feed\_set\_pos
- \* INT123\_fi\_add
- \* INT123\_fi\_exit
- \* INT123\_fi\_init
- \* INT123\_fi\_reset
- \* INT123\_fi\_resize
- \* INT123\_fi\_set
- \* INT123\_frame\_bitrate
- \* INT123\_frame\_buffers
- \* INT123\_frame\_buffers\_reset
- \* INT123\_frame\_cpu\_opt
- \* INT123\_frame\_exit
- \* INT123\_frame\_expect\_outsamples
- \* INT123\_frame\_fill\_toc
- \* INT123\_frame\_freq
- \* INT123\_frame\_index\_find
- \* INT123\_frame\_init
- \* INT123\_frame\_init\_par
- \* INT123\_frame\_ins2outs
- \* INT123\_frame\_offset
- \* INT123\_frame\_outbuffer
- \* INT123\_frame\_output\_format
- \* INT123\_frame\_outs
- \* INT123\_frame\_reset
- \* INT123\_frame\_set\_frameseek
- \* INT123\_frame\_set\_seek
- \* INT123\_frame\_skip
- \* INT123\_get\_songlen
- \* INT123\_icy2utf8
- \* INT123\_id3\_link
- \* INT123\_id3\_to\_utf8
- \* INT123\_init\_icy
- \* INT123\_init\_id3
- \* INT123\_init\_layer12
- \* INT123\_init\_layer12\_stuff
- \* INT123\_init\_layer12\_table
- \* INT123\_init\_layer3
- \* INT123\_init\_layer3\_gainpow2
- \* INT123\_init\_layer3\_stuff
- \* INT123\_invalidate\_format
- \* INT123\_make\_conv16to8\_table
- \* INT123\_make\_decode\_tables
- \* INT123\_ntom\_frame\_outsamples
- \* INT123\_ntom\_frameoff
- \* INT123\_ntom\_frmouts
- \* INT123\_ntom\_ins2outs
- \* INT123\_ntom\_set\_ntom
- \* INT123\_ntom\_val
- \* INT123\_open\_bad
- \* INT123\_open\_feed
- \* INT123\_open\_stream
- \* INT123\_open\_stream\_handle
- \* INT123\_parse\_new\_id3
- \* INT123\_prepare\_decode\_tables
- \* INT123\_read\_frame
- \* INT123\_reset\_icy
- \* INT123\_reset\_id3

- \* INT123\_safe\_realloc
- \* INT123\_samples\_to\_bytes
- \* INT123\_set\_pointer
- \* INT123\_set\_synth\_functions
- \* INT123\_synth\_1to1
- \* INT123\_synth\_1to1\_8bit
- \* INT123\_synth\_1to1\_8bit\_m2s
- \* INT123\_synth\_1to1\_8bit\_mono
- \* INT123\_synth\_1to1\_8bit\_wrap
- \* INT123\_synth\_1to1\_8bit\_wrap\_m2s
- \* INT123\_synth\_1to1\_8bit\_wrap\_mono
- \* INT123\_synth\_1to1\_m2s
- \* INT123\_synth\_1to1\_mono
- \* INT123\_synth\_1to1\_real
- \* INT123\_synth\_1to1\_real\_m2s
- \* INT123\_synth\_1to1\_real\_mono
- \* INT123\_synth\_1to1\_s32
- \* INT123\_synth\_1to1\_s32\_m2s
- \* INT123\_synth\_1to1\_s32\_mono
- \* INT123\_synth\_2to1
- \* INT123\_synth\_2to1\_8bit
- \* INT123\_synth\_2to1\_8bit\_m2s
- \* INT123\_synth\_2to1\_8bit\_mono
- \* INT123\_synth\_2to1\_m2s
- \* INT123\_synth\_2to1\_mono
- \* INT123\_synth\_2to1\_real
- \* INT123\_synth\_2to1\_real\_m2s
- \* INT123\_synth\_2to1\_real\_mono
- \* INT123\_synth\_2to1\_s32
- \* INT123\_synth\_2to1\_s32\_m2s
- \* INT123\_synth\_2to1\_s32\_mono
- \* INT123\_synth\_4to1
- \* INT123\_synth\_4to1\_8bit
- \* INT123\_synth\_4to1\_8bit\_m2s
- \* INT123\_synth\_4to1\_8bit\_mono
- \* INT123\_synth\_4to1\_m2s
- \* INT123\_synth\_4to1\_mono
- \* INT123\_synth\_4to1\_real
- \* INT123\_synth\_4to1\_real\_m2s
- \* INT123\_synth\_4to1\_real\_mono
- \* INT123\_synth\_4to1\_s32
- \* INT123\_synth\_4to1\_s32\_m2s
- \* INT123\_synth\_4to1\_s32\_mono
- \* INT123\_synth\_ntom
- \* INT123\_synth\_ntom\_8bit
- \* INT123\_synth\_ntom\_8bit\_m2s
- \* INT123\_synth\_ntom\_8bit\_mono
- \* INT123\_synth\_ntom\_m2s
- \* INT123\_synth\_ntom\_mono
- \* INT123\_synth\_ntom\_real
- \* INT123\_synth\_ntom\_real\_m2s
- \* INT123\_synth\_ntom\_real\_mono
- \* INT123\_synth\_ntom\_s32
- \* INT123\_synth\_ntom\_s32\_m2s
- \* INT123\_synth\_ntom\_s32\_mono
- \* INT123\_synth\_ntom\_set\_step
- \* Idle(void\*, bool)
- \* IdleThread(void\*)
- \* IgnoredFunction(char const\*, char const\*, int)

```

* Im2DRenderQuad(float, float, float, float, float, float, float)
* InitDestination(jpeg_compress_struct*)
* InitModelIndices()
* InitShaderCache()
* InitSource(jpeg_decompress_struct*)
* InitUIntMap
* Initialise3D(void*)
* InitialiseGame()
* InitialiseLanguage()
* InitializeShaderCloset()
* InsertUIntMapEntry
* IntToStr(int, char*)
* InternalRegisterShader(unsigned int)
* Invert(CMatrix const&)
* Invert(CMatrix const&, CMatrix&)
* IsBuildingPointerValid(CBuilding*)
* IsCarTurret()
* IsCloudAvailable()
* IsCloudSlot(int)
* IsDummyPointerValid(CDummy*)
* IsDummyPointerValid_NotInWorld(CDummy*)
* IsEntityPointerValid(CEntity*)
* IsForegroundApp()
* IsGameResuming(bool)
* IsLowSpecDevice()
* IsObjectPointerValid(CObject*)
* IsObjectPointerValid_NotInWorld(CObject*)
* IsOnScreen(CVector const&, float, bool)
* IsPedPointerValid(CPed*)
* IsPedPointerValid_NotInWorld(CPed*)
* IsPinchZooming(bool)
* IsPlayingGame()
* IsPointInsideLine(float, float, float, float, float, float, float)
* IsPointInsideRadar(CVector2D const&)
* IsPointWithinArbitraryArea(float, float, float, float, float, float, float,
float, float, float)
* IsPointerDown(unsigned int, unsigned int)
* IsPunctuation(unsigned short)
* IsSCCcloudAvailable()
* IsSCCcloudFree()
* IsSaveGameForPause()
* IsTeleportPointValid(CVector const&, CVector const&)
* IsValidCompRule(int)
* IsValidModForVehicle(unsigned int, CVehicle*)
* IsVecIn2dAngledArea(CVector&, float, float, float, float, float)
* IsVecIn3dAngledArea(CVector&, float, float, float, float, float, float,
float)
* IsVehiclePointerValid(CVehicle*)
* IsVehiclePointerValid_NotInWorld(CVehicle*)
* JNI_OnLoad
* JNI_OnUnload
* JPegCompressScreen(RwCamera*, jpeg_destination_mgr&)
* JPegCompressScreenToBuffer(RwCamera*, char**, unsigned int*)
* JPegCompressScreenToFile(RwCamera*, char const*)
* JPegDecompressToRaster(RwRaster*, jpeg_source_mgr&)
* JPegDecompressToVramFromBuffer(RwRaster*, char**)
* LIB_ClearInputNextUpdate()
* LIB_GameServiceConnectionStatus()
* LIB_GameServiceGetAchievementCurrentSteps(char const*)

```

```

* LIB_GameServiceIncrementAchievement(char const*, int)
* LIB_GameServiceIsAchievementUnlocked(char const*)
* LIB_GameServiceRefreshData(bool)
* LIB_GameServiceShowAchievementList()
* LIB_GameServiceShowLeaderboard(char const*)
* LIB_GameServiceShowLeaderboards()
* LIB_GameServiceSignInUI()
* LIB_GameServiceSignOut()
* LIB_GameServiceSubmitScore(char const*, long long)
* LIB_GameServiceUnlockAchievement(char const*)
* LIB_GameServiceUpdate()
* LIB_GamepadState(int, int)
* LIB_InputEvent(OSEventType, void*)
* LIB_InputUpdate(int)
* LIB_KeyboardComboPressed(OSKeyboardKey, OSKeyboardKey)
* LIB_KeyboardDoubleTapped(OSKeyboardKey)
* LIB_KeyboardIsDown(OSKeyboardKey)
* LIB_KeyboardPressed(OSKeyboardKey)
* LIB_KeyboardState(OSKeyboardKey)
* LIB_KeyboardUpdateKey(OSKeyboardKey)
* LIB_PointerDoubleClicked(int, int)
* LIB_PointerGetButton(int, int)
* LIB_PointerGetCoordinates(int, int*, int*)
* LIB_PointerSetDoubleClickDelay(float)
* LOSBlockedBetweenPeds(CEntity*, CEntity*)
* LeftHeld()
* LeftPressed()
* LightsCreate(RpWorld*)
* LightsDestroy(RpWorld*)
* LightsEnable(int)
* LimitFrustumVector(CVector&, CVector const&, float)
* LineRadarBoxCollision(CVector2D&, CVector2D const&, CVector2D const&)
* LittleTest()
* LoadAllGamesFromCloud()
* LoadBriefs()
* LoadGameFromCloud(unsigned int, int*)
* LoadMissionScript(int)
* LoadSomeStaticSettings()
* LoadTelemetry()
* LoadingScreen(char const*, char const*, char const*)
* LoadingScreenLoadingFile(char const*)
* LockStorage()
* LookupUIntMapKey
* MainGameFunc(void*)
* MakeAngleLessThan180(float&)
* MakeLowerCase(char*)
* MakeSureLinkExists(signed char, signed char)
* MakeUpper(char*)
* MakeUpperCase(char*)
* MarkSurroundingEntitiesForCollisionWithTrain(CVector, float, CEntity*,
bool)
* MarkerAtomicCB(RpAtomic*, void*)
* MatchAllModelStrings()
* MatchModelStringUInt16(char*, unsigned short)
* MaterialUpdateUVAnimCB(RpMaterial*, void*)
* MemoryCardVersionCheck()
* MenuToScreen(CVector2D const&)
* Menu_ApplyAudioSettings()
* Menu_ApplyLanguage()

```

```

* Menu_DeleteSlot(int)
* Menu_DontRetryMission(void*)
* Menu_DrawLoadScreen()
* Menu_IsPlayingGame()
* Menu_LoadSettings()
* Menu_LoadSlot(int)
* Menu_MapInitPause()
* Menu_MapRender()
* Menu_MapUpdate(float)
* Menu_NewGame()
* Menu_PopulateSaves()
* Menu_RateGame(void*)
* Menu_Resume()
* Menu_RetryMission()
* Menu_RetryMissionWrapped(void*)
* Menu_SaveSettings()
* Menu_ShowMissionRetry()
* Menu_ShowNag()
* Menu_SwitchOffToGame()
* Menu_SwitchOnFromGame()
* MeshSorter(void const*, void const*)
* MixSource
* ModifyStringLabelForControlSetting(char*)
* ModulatorCreate
* MoveColModelMemory(CColModel&, bool)
* MoveGeometryMemory(RpGeometry*)
* MoveMem(void**)
* Multiply3x3(CMatrix const&, CVector const&)
* Multiply3x3(CVector const&, CMatrix const&)
* NVCompressFlush()
* NVCompressToDXT(NVHDDSImage*, int, int)
* NVDefaultLog(ENVLogLevel, char const*, char const*, char const*, ...)
* NVDefaultLogDebug(char const*, char const*, ...)
* NVDefaultLogError(char const*, char const*, ...)
* NVDefaultLogFatal(char const*, char const*, ...)
* NVDefaultLogInfo(char const*, char const*, ...)
* NVDefaultLogMessage(ENVLogLevel, char const*, char const*, char const*)
* NVDefaultLogOutput(char const*)
* NVDefaultLogTrace(char const*, char const*, ...)
* NVDefaultLogWarn(char const*, char const*, ...)
* NVEventAppInit(int, char**)
* NVEventAppMain(int, char**)
* NVEventEGLInit()
* NVEventEGLMakeCurrent()
* NVEventEGLSwapBuffers()
* NVEventEGLUnmakeCurrent()
* NVEventGetEventStr(NVEventType)
* NVEventGetNextEvent(NVEvent*, int)
* NVEventGetOrientation()
* NVEventGetPlatformAppHandle()
* NVEventGetTextureData(char const*, unsigned char*&, unsigned int&, unsigned
int&, unsigned int&, unsigned int&)
* NVEventLoadFile(char const*)
* NVEventReleaseTextureData(void*, unsigned char*)
* NVEventUnhandledEvent(NVEvent*)
* NVEventWaitForEvents(int const*, int, int)
* NVHDDSAlloc()
* NVHDDSAllocData(NVHDDSImage*)
* NVHDDSFree(NVHDDSImage*)

```

```

* NVHDDSLoad(char const*, int)
* NVImeClosed()
* NVLogEnable(ENVLogLevel, unsigned char)
* NVLogFile(char const*)
* NVLogLevelString(ENVLogLevel)
* NVThreadGetCurrentJNIEnv()
* NVThreadInit(_JavaVM*)
* NVThreadSleep(unsigned long)
* NVThreadSpawnJNIThread(long*, pthread_attr_t const*, char const*, void* (*
(void*), void*)
* NeedsAmazonDownload()
* NewCloudSaveAvailable(int)
* NewSCCcloudSaveAvailable(int)
* NewTileRendererCB(RwCamera*, int, int, void*)
* NodeNamePluginAttach()
* NoneCreate
* NotifyTrapFire(unsigned int)
* NotifyTriggerFail(unsigned int)
* NvAPKClose(void*)
* NvAPKEOF(void*)
* NvAPKGetc(void*)
* NvAPKGets(char*, int, void*)
* NvAPKInit()
* NvAPKOpen(char const*)
* NvAPKRead(void*, unsigned int, unsigned int, void*)
* NvAPKSeek(void*, long, int)
* NvAPKSize(void*)
* NvAPKTell(void*)
* NvAddVecf(float*, float const*, float const*)
* NvBuildFrustumMatf(float (*) [4], float, float, float, float, float, float)
* NvBuildIdentityMatf(float (*) [4])
* NvBuildLookatMatf(float (*) [4], float const*, float const*, float const*)
* NvBuildOrtho2Matf(float (*) [4], float, float, float, float)
* NvBuildOrthoMatf(float (*) [4], float, float, float, float, float, float)
* NvBuildRotDegMatf(float (*) [4], float const*, float)
* NvBuildRotRadMatf(float (*) [4], float const*, float)
* NvBuildRotXDegMatf(float (*) [4], float)
* NvBuildRotXRadMatf(float (*) [4], float)
* NvBuildRotYDegMatf(float (*) [4], float)
* NvBuildRotYRadMatf(float (*) [4], float)
* NvBuildRotZDegMatf(float (*) [4], float)
* NvBuildRotZRadMatf(float (*) [4], float)
* NvBuildScaleMatf(float (*) [4], float, float, float)
* NvBuildTranslateMatf(float (*) [4], float, float, float)
* NvClockDiffInSecs(long long, long long)
* NvCopyMatf(float (*) [4], float const (*) [4])
* NvCreateTextureFromDDSEx(char const*, unsigned char, unsigned char, int*,
int*, unsigned char*, unsigned char*)
* NvCreateTextureFromHHDDSImage(NVHDDSImage const&, unsigned char, int*,
int*, unsigned char*, unsigned char*)
* NvCrossProductf(float*, float const*, float const*)
* NvDifferentMatsf(float (*) [4], float const (*) [4])
* NvExtract3x3Matf(float (*) [3], float const (*) [4])
* NvFClose(void*)
* NvFEOF(void*)
* NvFGetc(void*)
* NvFGets(char*, int, void*)
* NvFInit()
* NvFIsApkFile(void*)

```

```

* NvFOpen(char const*, char const*, bool, bool)
* NvFRead(void*, unsigned int, unsigned int, void*)
* NvFSeek(void*, long, int)
* NvFSize(void*)
* NvFTell(void*)
* NvInvMatf(float (*) [4], float const (*) [4])
* NvMultMatf(float (*) [4], float const (*) [4], float const (*) [4])
* NvMultRotDegMatf(float (*) [4], float const (*) [4], float const*, float)
* NvMultRotRadMatf(float (*) [4], float const (*) [4], float const*, float)
* NvMultRotXDegMatf(float (*) [4], float const (*) [4], float)
* NvMultRotXRadMatf(float (*) [4], float const (*) [4], float)
* NvMultRotYDegMatf(float (*) [4], float const (*) [4], float)
* NvMultRotYRadMatf(float (*) [4], float const (*) [4], float)
* NvMultRotZDegMatf(float (*) [4], float const (*) [4], float)
* NvMultRotZRadMatf(float (*) [4], float const (*) [4], float)
* NvMultScaleMatf(float (*) [4], float const (*) [4], float, float, float)
* NvMultTranslateMatf(float (*) [4], float const (*) [4], float, float,
float)
* NvNormalizeVecf(float*, float const*)
* NvQuatConvertTo3x3Mat(float (*) [3], float const*)
* NvQuatCopy(float*, float const*)
* NvQuatDot(float const*, float const*)
* NvQuatFromAngleAxis(float*, float, float const*)
* NvQuatFromEuler(float*, float, float, float)
* NvQuatFromEulerReverse(float*, float, float, float)
* NvQuatIdentity(float*)
* NvQuatMult(float*, float const*, float const*)
* NvQuatNlerp(float*, float const*, float const*, float)
* NvQuatNormalize(float*, float const*)
* NvQuatX(float*, float)
* NvQuatY(float*, float)
* NvQuatZ(float*, float)
* NvRandf()
* NvSubVecf(float*, float const*, float const*)
* NvTransformHomPointf(float*, float const (*) [4], float const*)
* NvTransformPointf(float*, float const (*) [4], float const*)
* NvTransformVecf(float*, float const (*) [4], float const*)
* NvUtilGetLocalAppValue(char*, int, char const*)
* NvUtilGetParameter(char*, int, char const*)
* NvUtilHasLocalAppValue(char const*)
* NvUtilInit()
* NvUtilSetLocalAppValue(char const*, char const*)
* NvVecLengthf(float const*)
* OALService()
* OSWOpenFile(OSFileDataArea, void**, char const*, OSFileAccessType)
* OS_ApplicationEvent(OSEventType, void*)
* OS_ApplicationInitialize(int, char const**)
* OS_ApplicationPreinit()
* OS_ApplicationStartup(int, int, int, char const**)
* OS_ApplicationTick(float)
* OS_BillingConnectionStatus()
* OS_BillingIsPurchased(char const*)
* OS_BillingPurchasePrice(char const*)
* OS_BillingPurchaseRequest(char const*)
* OS_BillingRestorePurchases()
* OS_BillingSetKey(char const*)
* OS_BillingSubmitPurchaseIDs(OS_BillingPurchaseID*, int)
* OS_BillingUpdate()
* OS_ConvertUTF16toUTF8(unsigned short*, unsigned char*, int)

```

```
* OS_DebugBreak()
* OS_DebugOut(char const*)
* OS_FileClose(void*)
* OS_FileDelete(OSFileDataArea, char const*)
* OS_FileFlush(void*)
* OS_FileGetArchiveName(OSFileArchive)
* OS_FileGetDate(OSFileDataArea, char const*)
* OS_FileGetPosition(void*)
* OS_FileGetState(void*)
* OS_FileListUserFiles()
* OS_FileOpen(OSFileDataArea, void**, char const*, OSFileAccessType)
* OS_FileRead(void*, void*, int)
* OS_FileRename(OSFileDataArea, char const*, char const*, bool)
* OS_FileSetAsyncReadMultiple(int)
* OS_FileSetNoBackup(char const*)
* OS_FileSetPosition(void*, int)
* OS_FileSize(void*)
* OS_FileSubHandle(void*, int, int)
* OS_FileWrite(void*, void const*, int)
* OS_GamepadAccelerometer(float*, float*, float*)
* OS_GamepadAxis(unsigned int, unsigned int)
* OS_GamepadButton(unsigned int, unsigned int)
* OS_GamepadIsConnected(unsigned int, OSGamepadType*)
* OS_GamepadTouchpad(unsigned int, unsigned int, float*, float*)
* OS_KeyboardIsSoftVisible()
* OS_KeyboardRequest(int)
* OS_LanguageDeviceRegion()
* OS_LanguageUserSelected()
* OS_MovieClearText(bool)
* OS_MovieDisplayText(bool)
* OS_MovieIsPlaying(int*)
* OS_MovieKeepAspectRatio(bool)
* OS_MoviePlay(char const*, bool, bool, float)
* OS_MoviePlayinWindow(char const*, int, int, int, int, bool, bool, float)
* OS_MovieSetSkippable(bool)
* OS_MovieSetText(char const*, bool, bool)
* OS_MovieStop()
* OS_MovieTextScale(int)
* OS_MutexCreate(char const*)
* OS_MutexDelete(void*)
* OS_MutexObtain(void*)
* OS_MutexRelease(void*)
* OS_PointerGetNumber()
* OS_PointerGetType(int)
* OS_ScreenGetHeight()
* OS_ScreenGetInches()
* OS_ScreenGetWidth()
* OS_ScreenSetRefresh(unsigned int)
* OS_ScreenSetResolution(unsigned int, unsigned int)
* OS_ScreenSetWakeLock(bool)
* OS_ScreenSwapBuffers()
* OS_SemaphoreCreate()
* OS_SemaphoreDelete(void*)
* OS_SemaphoreGet(void*)
* OS_SemaphorePost(void*)
* OS_SemaphoreTryWait(void*)
* OS_SemaphoreWait(void*)
* OS_SendStatEvent(char const*)
* OS_SendStatEventFlush()
```



```

* OS_SendStatEventValue(char const*, char const*, char const*)
* OS_ServiceAppCommand(char const*, char const*)
* OS_ServiceAppCommandValue(char const*, char const*)
* OS_ServiceIsAppInstalled(char const*)
* OS_ServiceOpenLink(char const*)
* OS_ServiceRateApp(char const*)
* OS_SetFilePathOffset(char const*)
* OS_SystemCheckPause(int)
* OS_SystemChip()
* OS_SystemDevice()
* OS_SystemForm()
* OS_SystemGetAppId()
* OS_SystemGetBuildinfo(int)
* OS_SystemGetDeviceID()
* OS_SystemMemoryStats(int*, int*, int*)
* OS_SystemSet(OSDeviceChip, OSDeviceForm, OSDefinedDevice)
* OS_SystemSetEmulatorTitle(char const*)
* OS_ThreadClose(void*)
* OS_ThreadGetValue()
* OS_ThreadIsRunning(void*)
* OS_ThreadLaunch(unsigned int (*)(void*), void*, unsigned int, char const*,
int, OSThreadPriority)
* OS_ThreadMakeCurrent()
* OS_ThreadSetStackSize(unsigned int)
* OS_ThreadSetValue(void*)
* OS_ThreadSleep(int)
* OS_ThreadUnmakeCurrent()
* OS_ThreadWait(void*)
* OS_TimeAccurate()
* OS_TimeMS()
* ObrInt(int)
* ObrInt2(int, int)
* ObrInt3(int, int, int)
* ObrInt4(int, int, int, int)
* ObrInt5(int, int, int, int, int)
* ObrInt6(int, int, int, int, int, int)
* ObrsPrintfString(char const*, short, short)
* OpenAL_Android_Init
* OpenFile(char const*, char const*)
* OutputShaderCode(char const*)
* ParseIntParam(char const*, char const*, unsigned int*)
* PerformanceWarning(char const*, int, char const*)
* PhonePickUpCB(CAnimBlendAssociation*, void*)
* PhonePutDownCB(CAnimBlendAssociation*, void*)
* PipelineCalcNumUniqueClusters(RxPipeline*)
* PipelineNodeDestroy(RxPipelineNode*, RxPipeline*)
* PipelinePluginAttach()
* PlaceRedMarker(bool)
* PlayAnnouncement(unsigned char, unsigned char)
* PlaybackSound()
* PlayErrorSound()
* PlayNavSound()
* PlayRandomAnimationsFromAnimBlock(CPed*, AssocGroupId, unsigned int, int)
* PlayReplayFromHD()
* PlaySelectSound()
* PlayerDrivingCar()
* PlayerIsEnteringCar()
* PluginAttach()
* PointerClicked()

```

```

* PreInstanceClump(RpClump*)
* PrintElementsInPtrList()
* PrintGapsInModelInfoArray()
* PrintMetrics()
* PrintNumMatrices(char*)
* PrintRwUsageInfo()
* ProcessContext
* ProcessDataDownload()
* ProcessDiscCollision(CColPoint&, CMatrix const&, CColDisk const&,
CColPoint&, bool&, float&, CColPoint&)
* ProcessEvents(bool)
* ProcessMapTeleport()
* ProcessShaderCache()
* ProcessTrainAnnouncements()
* QueueImmCPUData()
* QuitApp()
* RLEDecompress(unsigned char*, unsigned int, unsigned char const*, unsigned
int, unsigned int)
* RQCreateShader(char const*, char const*, unsigned int)
* RQDeleteShader(RQShader*)
* RQDrawIndexed(RQShader*, RQDrawMode, unsigned int, void*)
* RQDrawNonIndexed(RQShader*, RQDrawMode, unsigned int, unsigned int)
* RQGetRenderer()
* RQGetVendor()
* RQSetDescription(RQVertexBufferDescription const&)
* RQVertexAttrFormatToGL(RQVertexAttributeFormat)
* RQ_CheckError(char const*, char const*, int)
* RQ_CheckThread()
* RQ_Command_rqBlendFunc(char*&)
* RQ_Command_rqBuildShader(char*&)
* RQ_Command_rqCleanup(char*&)
* RQ_Command_rqCopy(char*&)
* RQ_Command_rqDebugMarker(char*&)
* RQ_Command_rqDeleteShader(char*&)
* RQ_Command_rqDeleteTexture(char*&)
* RQ_Command_rqDepthFunc(char*&)
* RQ_Command_rqDisableCull(char*&)
* RQ_Command_rqDrawIndexed(char*&)
* RQ_Command_rqDrawNonIndexed(char*&)
* RQ_Command_rqEnableBlend(char*&)
* RQ_Command_rqEnableDepthRead(char*&)
* RQ_Command_rqEnableDepthWrite(char*&)
* RQ_Command_rqFree(char*&)
* RQ_Command_rqIndexBufferCPU(char*&)
* RQ_Command_rqIndexBufferCreate(char*&)
* RQ_Command_rqIndexBufferDelete(char*&)
* RQ_Command_rqIndexBufferSelect(char*&)
* RQ_Command_rqIndexBufferUpdate(char*&)
* RQ_Command_rqInit(char*&)
* RQ_Command_rqInitTexture(char*&)
* RQ_Command_rqReadPixels(char*&)
* RQ_Command_rqSelectShader(char*&)
* RQ_Command_rqSelectTexture(char*&)
* RQ_Command_rqSetAlphaTest(char*&)
* RQ_Command_rqSetCull(char*&)
* RQ_Command_rqSetVertexDescription(char*&)
* RQ_Command_rqSetWindingOrder(char*&)
* RQ_Command_rqSetZBias(char*&)
* RQ_Command_rqShutdown(char*&)

```

```

* RQ_Command_rqSwapBuffers(char*&)
* RQ_Command_rqTargetClear(char*&)
* RQ_Command_rqTargetCreate(char*&)
* RQ_Command_rqTargetDelete(char*&)
* RQ_Command_rqTargetScissor(char*&)
* RQ_Command_rqTargetSelect(char*&)
* RQ_Command_rqTargetViewport(char*&)
* RQ_Command_rqTextureAniso(char*&)
* RQ_Command_rqTextureMip(char*&)
* RQ_Command_rqTextureMipMode(char*&)
* RQ_Command_rqTextureWrap(char*&)
* RQ_Command_rqVertexBufferCPU(char*&)
* RQ_Command_rqVertexBufferCreate(char*&)
* RQ_Command_rqVertexBufferDelete(char*&)
* RQ_Command_rqVertexBufferSelect(char*&)
* RQ_Command_rqVertexBufferUpdate(char*&)
* RQ_Command_rqVertexStateApply(char*&)
* RQ_Command_rqVertexStateCreate(char*&)
* RQ_Command_rqVertexStateDelete(char*&)
* ReSetAmbientAndDirectionalColours()
* ReadALConfig
* ReadDataFence()
* ReadLine(int, char*, int)
* ReadMetFile(char*, int)
* ReadPlayerCoordsFile()
* ReadRingBuffer
* ReadTextureDataRaster(unsigned int, RwStream*, int)
* ReadVideoCardCapsFile(unsigned int&, unsigned int&, unsigned int&, unsigned
int&)
* RecurseFrameChildrenToCloneCB(RwFrame*, void*)
* RecurseFrameChildrenVisibilityCB(RwFrame*, void*)
* RegisterShader(unsigned int)
* RegisterStream(RQVertexAttributeType, unsigned int,
RQVertexAttributeFormat, bool, unsigned int, void*, bool)
* ReleaseALAuxiliaryEffectSlots
* ReleaseALBuffers
* ReleaseALDatabuffers
* ReleaseALEffects
* ReleaseALFilters
* ReleaseALSources
* RemoveAllUpgradesCB(RpAtomic*, void*)
* RemoveAnimsFromAnimationBlock(RpClump*, char const*)
* RemoveExtraDirectionalLights(RpWorld*)
* RemoveFirstInQueue(Queue*)
* RemoveIfRefCountIsGreaterThanOne(RwTexture*, void*)
* RemoveObjectsCB(RwFrame*, void*)
* RemoveObjectsCB(RwObject*, void*)
* RemoveRefsCB(RpAtomic*, void*)
* RemoveRefsForAtomic(RpClump*)
* RemoveUIntMapKey
* RemoveUpgradeCB(RpAtomic*, void*)
* RemoveWindowAlphaCB(RpMaterial*, void*)
* Render2dStuff()
* Render2dStuffAfterFade()
* RenderAddTri(float, float, float, float, float, float, float, float, float,
float, float, float, float, float, float, float, int, int, int, int, int, int,
int, int, int, int)
* RenderBegin(RwRaster*, RwMatrixTag*, unsigned int)
* RenderDebugShit()

```

```

* RenderEffects()
* RenderEnd()
* RenderMenus()
* RenderScene(bool)
* ResetBlend()
* ResetDebugPedAICounters()
* ResetEnvMap()
* ResetMadeInvisibleObjects()
* ResetUIntMap
* ResolveClothesIDs()
* RestoreLightsForInfraredVisionHeatObjects()
* RightHeld()
* RightPressed()
* RingBufferSize
* RotatePoint(float, float, float)
* RotateVecAboutVec(RwV3d*, RwV3d*, RwV3d*, float)
* RotateVecIntoVec(RwV3d*, RwV3d*, RwV3d*)
* RpAnimBlendAllocateData(RpClump*)
* RpAnimBlendClumpAddAssociation(RpClump*, CAnimBlendAssociation*, unsigned
int, float, float)
* RpAnimBlendClumpExtractAssociations(RpClump*)
* RpAnimBlendClumpFillFrameArray(RpClump*, AnimBlendFrameData**)
* RpAnimBlendClumpFindBone(RpClump*, unsigned int)
* RpAnimBlendClumpFindFrame(RpClump*, char const*)
* RpAnimBlendClumpFindFrameFromHashKey(RpClump*, unsigned int)
* RpAnimBlendClumpGetAssociation(RpClump*, bool, CAnimBlendHierarchy*)
* RpAnimBlendClumpGetAssociation(RpClump*, char const*)
* RpAnimBlendClumpGetAssociation(RpClump*, unsigned int)
* RpAnimBlendClumpGetFirstAssociation(RpClump*)
* RpAnimBlendClumpGetFirstAssociation(RpClump*, unsigned int)
* RpAnimBlendClumpGetMainAssociation(RpClump*, CAnimBlendAssociation**,
float*)
* RpAnimBlendClumpGetMainAssociation_N(RpClump*, int)
* RpAnimBlendClumpGetMainPartialAssociation(RpClump*)
* RpAnimBlendClumpGetMainPartialAssociation_N(RpClump*, int)
* RpAnimBlendClumpGetNumAssociations(RpClump*)
* RpAnimBlendClumpGetNumNonPartialAssociations(RpClump*)
* RpAnimBlendClumpGetNumPartialAssociations(RpClump*)
* RpAnimBlendClumpGiveAssociations(RpClump*, CAnimBlendAssociation*)
* RpAnimBlendClumpInit(RpClump*)
* RpAnimBlendClumpIsInitialized(RpClump*)
* RpAnimBlendClumpPauseAllAnimations(RpClump*)
* RpAnimBlendClumpRemoveAllAssociations(RpClump*)
* RpAnimBlendClumpRemoveAssociations(RpClump*, unsigned int)
* RpAnimBlendClumpSetBlendDeltas(RpClump*, unsigned int, float)
* RpAnimBlendClumpUnPauseAllAnimations(RpClump*)
* RpAnimBlendClumpUpdateAnimations(RpClump*, float, bool)
* RpAnimBlendCreateAnimationForHierarchy(RpHAnimHierarchy*)
* RpAnimBlendFrameGetName(RwFrame*)
* RpAnimBlendFrameSetName(RwFrame*, char*)
* RpAnimBlendGetNextAssociation(CAnimBlendAssociation*)
* RpAnimBlendGetNextAssociation(CAnimBlendAssociation*, unsigned int)
* RpAnimBlendKeyFrameInterpolate(void*, void*, void*, float, void*)
* RpAnimBlendPluginAttach()
* RpAtomicClone(RpAtomic*)
* RpAtomicConvertGeometryToTL(RpAtomic*)
* RpAtomicConvertGeometryToTS(RpAtomic*)
* RpAtomicCreate()
* RpAtomicDestroy(RpAtomic*)

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    * RpAtomicForAllWorldSectors(RpAtomic*, RpWorldSector* (*)(RpWorldSector*,
void*), void*)
    * RpAtomicGetPluginOffset(unsigned int)
    * RpAtomicGetWorld(RpAtomic const*)
    * RpAtomicGetWorldBoundingSphere(RpAtomic*)
    * RpAtomicInstance(RpAtomic*)
    * RpAtomicRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
(*) (void*, int, int), void* (*)(void*, void const*, int, int))
    * RpAtomicRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
    * RpAtomicSetDefaultPipeline(RxPipeline*)
    * RpAtomicSetFrame(RpAtomic*, RwFrame*)
    * RpAtomicSetFreeListCreateParams(int, int)
    * RpAtomicSetGeometry(RpAtomic*, RpGeometry*, unsigned int)
    * RpAtomicSetStreamAlwaysCallBack(unsigned int, int (*) (void*, int, int))
    * RpAtomicSetStreamRightsCallBack(unsigned int, int (*) (void*, int, int,
unsigned int))
    * RpAtomicStreamGetSize(RpAtomic*)
    * RpAtomicStreamRead(RwStream*)
    * RpAtomicStreamWrite(RpAtomic*, RwStream*)
    * RpAtomicValidatePlugins(RpAtomic const*)
    * RpBuildMeshGenerateDefaultIgnoreWindingTriStrip(RpBuildMesh*, void*)
    * RpBuildMeshGenerateDefaultTriStrip(RpBuildMesh*, void*)
    * RpBuildMeshGenerateExhaustiveIgnoreWindingTriStrip(RpBuildMesh*, void*)
    * RpBuildMeshGenerateExhaustiveTriStrip(RpBuildMesh*, void*)
    * RpBuildMeshGeneratePreprocessIgnoreWindingTriStrip(RpBuildMesh*, void*)
    * RpBuildMeshGeneratePreprocessTriStrip(RpBuildMesh*, void*)
    * RpBuildMeshGenerateTriStrip(RpBuildMesh*, void*)
    * RpBuildMeshGenerateTrivialTriStrip(RpBuildMesh*, void*)
    * RpClumpAddAtomic(RpClump*, RpAtomic*)
    * RpClumpAddCamera(RpClump*, RwCamera*)
    * RpClumpAddLight(RpClump*, RpLight*)
    * RpClumpClone(RpClump*)
    * RpClumpConvertGeometryToTL(RpClump*)
    * RpClumpConvertGeometryToTS(RpClump*)
    * RpClumpCreate()
    * RpClumpCreateSpace(RwV3d const*, float)
    * RpClumpDestroy(RpClump*)
    * RpClumpForAllAtoms(RpClump*, RpAtomic* (*)(RpAtomic*, void*), void*)
    * RpClumpForAllCameras(RpClump*, RwCamera* (*)(RwCamera*, void*), void*)
    * RpClumpForAllLights(RpClump*, RpLight* (*)(RpLight*, void*), void*)
    * RpClumpGetBoundingSphere(RpClump*, RwSphere*, bool)
    * RpClumpGetCallBack(RpClump const*)
    * RpClumpGetNumAtoms(RpClump*)
    * RpClumpGetNumCameras(RpClump*)
    * RpClumpGetNumLights(RpClump*)
    * RpClumpGetPluginOffset(unsigned int)
    * RpClumpGetWorld(RpClump const*)
    * RpClumpGtaCancelStream()
    * RpClumpGtaStreamRead(RwStream*)
    * RpClumpGtaStreamRead1(RwStream*)
    * RpClumpGtaStreamRead2(RwStream*)
    * RpClumpRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
(*) (void*, int, int), void* (*)(void*, void const*, int, int))
    * RpClumpRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
    * RpClumpRemoveAtomic(RpClump*, RpAtomic*)

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* RpClumpRemoveCamera(RpClump*, RwCamera*)
* RpClumpRemoveLight(RpClump*, RpLight*)
* RpClumpRender(RpClump*)
* RpClumpSetCallBack(RpClump*, RpClump* (*)(RpClump*, void*))
* RpClumpSetFreeListCreateParams(int, int)
* RpClumpSetStreamAlwaysCallBack(unsigned int, int (*)(void*, int, int))
* RpClumpStreamGetSize(RpClump*)
* RpClumpStreamRead(RwStream*)
* RpClumpStreamReadAtomics(RwStream*, RpAtomic* (*)(RpAtomic*))
* RpClumpStreamWrite(RpClump*, RwStream*)
* RpClumpValidatePlugins(RpClump const*)
* RpGeometryAddMorphTarget(RpGeometry*)
* RpGeometryAddMorphTargets(RpGeometry*, int)
* RpGeometryCreate(int, int, unsigned int)
* RpGeometryCreateSpace(float)
* RpGeometryDestroy(RpGeometry*)
* RpGeometryForAllMaterials(RpGeometry*, RpMaterial* (*)(RpMaterial*, void*),
void*)
* RpGeometryForAllMeshes(RpGeometry const*, RpMesh* (*)(RpMesh*,
RpMeshHeader*, void*), void*)
* RpGeometryGetPluginOffset(unsigned int)
* RpGeometryIsCorrectlySorted(RpGeometry const*, int*)
* RpGeometryLock(RpGeometry*, int)
* RpGeometryRegisterPlugin(int, unsigned int, void* (*)(void*, int, int),
void* (*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RpGeometryRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
* RpGeometryRemoveMorphTarget(RpGeometry*, int)
* RpGeometryReplaceOldMaterialWithNewMaterial(RpGeometry*, RpMaterial*,
RpMaterial*)
* RpGeometrySetStreamAlwaysCallBack(unsigned int, int (*)(void*, int, int))
* RpGeometrySortByMaterial(RpGeometry const*, void (*)(RpGeometry const*,
RpGeometry*, unsigned short*, unsigned short))
* RpGeometryStreamGetSize(RpGeometry const*)
* RpGeometryStreamRead(RwStream*)
* RpGeometryStreamWrite(RpGeometry const*, RwStream*)
* RpGeometryTransform(RpGeometry*, RwMatrixTag const*)
* RpGeometryTriangleGetMaterial(RpGeometry const*, RpTriangle const*)
* RpGeometryTriangleGetVertexIndices(RpGeometry const*, RpTriangle const*,
unsigned short*, unsigned short*, unsigned short*)
* RpGeometryTriangleSetMaterial(RpGeometry*, RpTriangle*, RpMaterial*)
* RpGeometryTriangleSetVertexIndices(RpGeometry const*, RpTriangle*, unsigned
short, unsigned short, unsigned short)
* RpGeometryUnlock(RpGeometry*)
* RpGeometryValidatePlugins(RpGeometry const*)
* RpHAnimFrameGetHierarchy(RwFrame*)
* RpHAnimFrameGetID(RwFrame*)
* RpHAnimFrameSetHierarchy(RwFrame*, RpHAnimHierarchy*)
* RpHAnimFrameSetID(RwFrame*, int)
* RpHAnimHierarchyAttach(RpHAnimHierarchy*)
* RpHAnimHierarchyAttachFrameIndex(RpHAnimHierarchy*, int)
* RpHAnimHierarchyCreate(int, unsigned int*, int*, RpHAnimHierarchyFlag, int)
* RpHAnimHierarchyCreateFromHierarchy(RpHAnimHierarchy*,
RpHAnimHierarchyFlag, int)
* RpHAnimHierarchyCreateSubHierarchy(RpHAnimHierarchy*, int,
RpHAnimHierarchyFlag, int)
* RpHAnimHierarchyDestroy(RpHAnimHierarchy*)
* RpHAnimHierarchyDetach(RpHAnimHierarchy*)

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* RpHAnimHierarchyDetachFrameIndex(RpHAnimHierarchy*, int)
* RpHAnimHierarchyGetMatrixArray(RpHAnimHierarchy*)
* RpHAnimHierarchySetFreeListCreateParams(int, int)
* RpHAnimHierarchyUpdateMatrices(RpHAnimHierarchy*)
* RpHAnimIDGetIndex(RpHAnimHierarchy*, int)
* RpHAnimKeyFrameAdd(void*, void*, void*)
* RpHAnimKeyFrameApply(void*, void*)
* RpHAnimKeyFrameBlend(void*, void*, void*, float)
* RpHAnimKeyFrameInterpolate(void*, void*, void*, float, void*)
* RpHAnimKeyFrameMulRecip(void*, void*)
* RpHAnimKeyFrameStreamGetSize(RtAnimAnimation const*)
* RpHAnimKeyFrameStreamRead(RwStream*, RtAnimAnimation*)
* RpHAnimKeyFrameStreamWrite(RtAnimAnimation const*, RwStream*)
* RpHAnimPluginAttach()
* RpLightCreate(int)
* RpLightDestroy(RpLight*)
* RpLightForAllWorldSectors(RpLight*, RpWorldSector* (*)(RpWorldSector*,
void*), void*)
* RpLightGetClump(RpLight const*)
* RpLightGetConeAngle(RpLight const*)
* RpLightGetPluginOffset(unsigned int)
* RpLightGetWorld(RpLight const*)
* RpLightRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RpLightRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)(
void const*, int, int))
* RpLightSetColor(RpLight*, RwRGBAReal const*)
* RpLightSetConeAngle(RpLight*, float)
* RpLightSetFreeListCreateParams(int, int)
* RpLightSetRadius(RpLight*, float)
* RpLightSetStreamAlwaysCallBack(unsigned int, int (*)(void*, int, int))
* RpLightStreamGetSize(RpLight const*)
* RpLightStreamRead(RwStream*)
* RpLightStreamWrite(RpLight const*, RwStream*)
* RpLightTieSetFreeListCreateParams(int, int)
* RpLightValidatePlugins(RpLight const*)
* RpMTEffectAddRef(RpMTEffect*)
* RpMTEffectCreateDummy()
* RpMTEffectDestroy(RpMTEffect*)
* RpMTEffectDictAddEffect(RpMTEffectDict*, RpMTEffect*)
* RpMTEffectDictCreate()
* RpMTEffectDictDestroy(RpMTEffectDict*)
* RpMTEffectDictFindNamedEffect(RpMTEffectDict const*, char const*)
* RpMTEffectDictForAllDictionaries(RpMTEffectDict* (*)(RpMTEffectDict*,
void*), void*)
* RpMTEffectDictForAlLEffects(RpMTEffectDict const*, RpMTEffect* (*)
(RpMTEffect*, void*), void*)
* RpMTEffectDictGetCurrent()
* RpMTEffectDictRemoveEffect(RpMTEffect*)
* RpMTEffectDictSetCurrent(RpMTEffectDict*)
* RpMTEffectDictStreamGetSize(RpMTEffectDict const*)
* RpMTEffectDictStreamRead(RwStream*)
* RpMTEffectDictStreamWrite(RpMTEffectDict const*, RwStream*)
* RpMTEffectFind(char*)
* RpMTEffectGetName(RpMTEffect*)
* RpMTEffectGetPath()
* RpMTEffectSetName(RpMTEffect*, char*)
* RpMTEffectSetPath(char const*)

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* RpMTEffectStreamGetSize(RpMTEffect const*)
* RpMTEffectStreamRead(RwStream*)
* RpMTEffectStreamWrite(RpMTEffect const*, RwStream*)
* RpMTEffectWrite(RpMTEffect const*)
* RpMatFXAtomicEnableEffects(RpAtomic*)
* RpMatFXAtomicQueryEffects(RpAtomic*)
* RpMatFXGetOpenGLPipeline(RpMatFXOpenGLPipeline)
* RpMatFXMaterialDataSetFreeListCreateParams(int, int)
* RpMatFXMaterialGetBumpMapBumpedTexture(RpMaterial const*)
* RpMatFXMaterialGetBumpMapCoefficient(RpMaterial const*)
* RpMatFXMaterialGetBumpMapFrame(RpMaterial const*)
* RpMatFXMaterialGetBumpMapTexture(RpMaterial const*)
* RpMatFXMaterialGetDualBlendModes(RpMaterial const*, RwBlendFunction,
RwBlendFunction*)
* RpMatFXMaterialGetDualTexture(RpMaterial const*)
* RpMatFXMaterialGetEffects(RpMaterial const*)
* RpMatFXMaterialGetEnvMapCoefficient(RpMaterial const*)
* RpMatFXMaterialGetEnvMapFrame(RpMaterial const*)
* RpMatFXMaterialGetEnvMapFrameBufferAlpha(RpMaterial const*)
* RpMatFXMaterialGetEnvMapTexture(RpMaterial const*)
* RpMatFXMaterialGetUVTransformMatrices(RpMaterial const*, RwMatrixTag**,
RwMatrixTag**)
* RpMatFXMaterialSetBumpMapCoefficient(RpMaterial*, float)
* RpMatFXMaterialSetBumpMapFrame(RpMaterial*, RwFrame*)
* RpMatFXMaterialSetBumpMapTexture(RpMaterial*, RwTexture*)
* RpMatFXMaterialSetDualBlendModes(RpMaterial*, RwBlendFunction,
RwBlendFunction)
* RpMatFXMaterialSetDualTexture(RpMaterial*, RwTexture*)
* RpMatFXMaterialSetEffects(RpMaterial*, RpMatFXMaterialFlags)
* RpMatFXMaterialSetEnvMapCoefficient(RpMaterial*, float)
* RpMatFXMaterialSetEnvMapFrame(RpMaterial*, RwFrame*)
* RpMatFXMaterialSetEnvMapFrameBufferAlpha(RpMaterial*, int)
* RpMatFXMaterialSetEnvMapTexture(RpMaterial*, RwTexture*)
* RpMatFXMaterialSetUVTransformMatrices(RpMaterial*, RwMatrixTag*,
RwMatrixTag*)
* RpMatFXMaterialSetupBumpMap(RpMaterial*, RwTexture*, RwFrame*, float)
* RpMatFXMaterialSetupDualTexture(RpMaterial*, RwTexture*, RwBlendFunction,
RwBlendFunction)
* RpMatFXMaterialSetupEnvMap(RpMaterial*, RwTexture*, RwFrame*, int, float)
* RpMatFXPluginAttach()
* RpMatFXWorldSectorEnableEffects(RpWorldSector*)
* RpMatFXWorldSectorQueryEffects(RpWorldSector*)
* RpMaterialClone(RpMaterial*)
* RpMaterialCreate()
* RpMaterialCreateMultiTexture(RpMaterial*, RwPlatformID, unsigned int)
* RpMaterialDestroy(RpMaterial*)
* RpMaterialDestroyMultiTexture(RpMaterial*, RwPlatformID)
* RpMaterialGetMultiTexture(RpMaterial const*, RwPlatformID)
* RpMaterialGetPluginOffset(unsigned int)
* RpMaterialQueryMultiTexturePlatform(RwPlatformID)
* RpMaterialRegisterPlugin(int, unsigned int, void* (*)(void*, int, int),
void* (*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RpMaterialRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
* RpMaterialSetDefaultPipeline(RxPipeline*)
* RpMaterialSetFreeListCreateParams(int, int)
* RpMaterialSetStreamAlwaysCallBack(unsigned int, int (*)(void*, int, int))
* RpMaterialSetStreamRightsCallBack(unsigned int, int (*)(void*, int, int,

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unsigned int))
    * RpMaterialSetTexture(RpMaterial*, RwTexture*)
    * RpMaterialSetUVAnim(RpMaterial*, RtAnimAnimation*, unsigned int)
    * RpMaterialStreamGetSize(RpMaterial const*)
    * RpMaterialStreamRead(RwStream*)
    * RpMaterialStreamWrite(RpMaterial const*, RwStream*)
    * RpMaterialUVAnimAddAnimTime(RpMaterial*, float)
    * RpMaterialUVAnimApplyUpdate(RpMaterial*)
    * RpMaterialUVAnimExists(RpMaterial const*)
    * RpMaterialUVAnimGetInterpolator(RpMaterial*, unsigned int)
    * RpMaterialUVAnimSetCurrentTime(RpMaterial*, float)
    * RpMaterialUVAnimSetInterpolator(RpMaterial*, RtAnimInterpolator*, unsigned
int)
    * RpMaterialUVAnimSubAnimTime(RpMaterial*, float)
    * RpMaterialValidatePlugins(RpMaterial const*)
    * RpMeshGetTriStripMethod(RpMeshHeader* (**)(RpBuildMesh*, void*), void**)
    * RpMeshSetTriStripMethod(RpMeshHeader* (*)(RpBuildMesh*, void*), void*)
    * RpMorphTargetCalcBoundingSphere(RpMorphTarget const*, RwSphere*)
    * RpMultiTextureGetCoords(RpMultiTexture const*, unsigned int)
    * RpMultiTextureGetEffect(RpMultiTexture const*)
    * RpMultiTextureGetNumTextures(RpMultiTexture const*)
    * RpMultiTextureGetTexture(RpMultiTexture const*, unsigned int)
    * RpMultiTextureSetCoords(RpMultiTexture*, unsigned int, unsigned int)
    * RpMultiTextureSetEffect(RpMultiTexture*, RpMTEffect*)
    * RpMultiTextureSetTexture(RpMultiTexture*, unsigned int, RwTexture*)
    * RpOpenGLLightGetAttenuationParams(void const*)
    * RpOpenGLLightGetSoftSpotExponent(void const*)
    * RpOpenGLLightSetAttenuationParams(void*, RpOpenGLLightAttenuation const*)
    * RpOpenGLLightSetSoftSpotExponent(void*, float)
    * RpSkinAtomicGetHAnimHierarchy
    * RpSkinAtomicGetType
    * RpSkinAtomicSetHAnimHierarchy
    * RpSkinAtomicSetType
    * RpSkinCreate
    * RpSkinDestroy
    * RpSkinGeometryGetSkin
    * RpSkinGeometrySetSkin
    * RpSkinGetNumBones
    * RpSkinGetOpenGLPipeline
    * RpSkinGetSkinToBoneMatrices
    * RpSkinGetVertexBoneIndices
    * RpSkinGetVertexBoneWeights
    * RpSkinIsSplit
    * RpSkinPluginAttach
    * RpSkinSetFreeListCreateParams
    * RpTieSetFreeListCreateParams(int, int)
    * RpTriStripDefaultCost(RpTriStripPolygon*, unsigned int, void*)
    * RpTriStripMeshQuick(RpTriStripMesh*, void*)
    * RpTriStripMeshTunnel(RpTriStripMesh*, void*)
    * RpTriStripPolygonFollowStrip(RpTriStripPolygon*, RpTriStripPolygon*)
    * RpUVAnimAddRef(RtAnimAnimation*)
    * RpUVAnimCreate(char const*, unsigned int, unsigned int, float, unsigned
int*, RpUVAnimKeyFrameType)
    * RpUVAnimDestroy(RtAnimAnimation*)
    * RpUVAnimGetName(RtAnimAnimation const*)
    * RpUVAnimKeyFrameInit(RtAnimAnimation const*, RpUVAnimKeyFrame*,
RpUVAnimKeyFrame*, float, RwMatrixTag const*)
    * RpUVAnimKeyFrameStreamGetSize(RtAnimAnimation const*)
    * RpUVAnimKeyFrameStreamRead(RwStream*, RtAnimAnimation*)

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* RpUVAnimKeyFrameStreamWrite(RtAnimAnimation const*, RwStream*)
* RpUVAnimLinearKeyFrameAdd(void*, void*, void*)
* RpUVAnimLinearKeyFrameApply(void*, void*)
* RpUVAnimLinearKeyFrameBlend(void*, void*, void*, float)
* RpUVAnimLinearKeyFrameDataInitFromMatrix(RpUVAnimLinearKeyFrameData*,
RwMatrixTag const*)
* RpUVAnimLinearKeyFrameInterpolate(void*, void*, void*, float, void*)
* RpUVAnimLinearKeyFrameMulRecip(void*, void*)
* RpUVAnimParamKeyFrameAdd(void*, void*, void*)
* RpUVAnimParamKeyFrameApply(void*, void*)
* RpUVAnimParamKeyFrameBlend(void*, void*, void*, float)
* RpUVAnimParamKeyFrameDataInitFromMatrix(RpUVAnimParamKeyFrameData*,
RwMatrixTag const*)
* RpUVAnimParamKeyFrameInterpolate(void*, void*, void*, float, void*)
* RpUVAnimParamKeyFrameMulRecip(void*, void*)
* RpUVAnimPluginAttach()
* RpUVAnimSetFreeListCreateParams(int, int)
* RpWorldAddAtomic(RpWorld*, RpAtomic*)
* RpWorldAddCamera(RpWorld*, RwCamera*)
* RpWorldAddClump(RpWorld*, RpClump*)
* RpWorldAddLight(RpWorld*, RpLight*)
* RpWorldCreate(RwBBox*)
* RpWorldDestroy(RpWorld*)
* RpWorldForAllClumps(RpWorld*, RpClump* (*)(RpClump*, void*), void*)
* RpWorldForAllLights(RpWorld*, RpLight* (*)(RpLight*, void*), void*)
* RpWorldForAllMaterials(RpWorld*, RpMaterial* (*)(RpMaterial*, void*),
void*)
* RpWorldForAllWorldSectors(RpWorld*, RpWorldSector* (*)(RpWorldSector*,
void*), void*)
* RpWorldGetPluginOffset(unsigned int)
* RpWorldGetSectorRenderCallBack(RpWorld const*)
* RpWorldInstance(RpWorld*)
* RpWorldLock(RpWorld*)
* RpWorldPluginAttach()
* RpWorldRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RpWorldRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
* RpWorldRemoveAtomic(RpWorld*, RpAtomic*)
* RpWorldRemoveCamera(RpWorld*, RwCamera*)
* RpWorldRemoveClump(RpWorld*, RpClump*)
* RpWorldRemoveLight(RpWorld*, RpLight*)
* RpWorldRender(RpWorld*)
* RpWorldSectorForAllAtomics(RpWorldSector*, RpAtomic* (*)(RpAtomic*, void*),
void*)
* RpWorldSectorForAllCollisionAtomics(RpWorldSector*, RpAtomic* (*)
(RpAtomic*, void*), void*)
* RpWorldSectorForAllLights(RpWorldSector*, RpLight* (*)(RpLight*, void*),
void*)
* RpWorldSectorForAllMeshes(RpWorldSector const*, RpMesh* (*)(RpMesh*,
RpMeshHeader*, void*), void*)
* RpWorldSectorGetNumPolygons(RpWorldSector const*)
* RpWorldSectorGetNumVertices(RpWorldSector const*)
* RpWorldSectorGetPluginOffset(unsigned int)
* RpWorldSectorGetWorld(RpWorldSector const*)
* RpWorldSectorRegisterPlugin(int, unsigned int, void* (*)(void*, int, int),
void* (*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RpWorldSectorRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*,

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int, void*, int, int), RStream* (*)(RStream*, int, void const*, int, int), int
*)(void const*, int, int))
    * RpWorldSectorRender(RpWorldSector*)
    * RpWorldSectorSetStreamAlwaysCallback(unsigned int, int (*)(void*, int,
int))
    * RpWorldSectorSetStreamRightsCallback(unsigned int, int (*)(void*, int, int,
unsigned int))
    * RpWorldSectorValidatePlugins(RpWorldSector const*)
    * RpWorldSetDefaultSectorPipeline(RxPipeline*)
    * RpWorldSetSectorRenderCallback(RpWorld*, RpWorldSector* (*)(
RpWorldSector*))
    * RpWorldSetStreamAlwaysCallback(unsigned int, int (*)(void*, int, int))
    * RpWorldSetStreamRightsCallback(unsigned int, int (*)(void*, int, int,
unsigned int))
    * RpWorldStreamGetSize(RpWorld const*)
    * RpWorldStreamRead(RStream*)
    * RpWorldStreamWrite(RpWorld const*, RStream*)
    * RpWorldUnlock(RpWorld*)
    * RpWorldValidatePlugins(RpWorld*)
    * RsAlwaysOnTop(int)
    * RsCameraBeginUpdate(RwCamera*)
    * RsCameraShowRaster(RwCamera*)
    * RsDestroyPresetViews()
    * RsErrorMessage(char const*)
    * RsEventHandler(RsEvent, void*)
    * RsGetPresetViewDescription()
    * RsGrabScreen(RwCamera*)
    * RsInitialize()
    * RsInputDeviceAttach(RsInputDeviceType, RsEventStatus (*)(RsEvent, void*))
    * RsKeyFromScanCode(unsigned char, int)
    * RsKeyToOSWKey(RsKeyCodes)
    * RsKeyboardEventHandler(RsEvent, void*)
    * RsLoadPresetViews()
    * RsMouseEventHandler(RsEvent, void*)
    * RsMouseSetPos(RwV2d*)
    * RsMouseSetVisibility(int)
    * RsPadEventHandler(RsEvent, void*)
    * RsPathGetSeparator()
    * RsPathnameCreate(char const*)
    * RsPathnameDestroy(char*)
    * RsRegisterImageLoader()
    * RsRwInitialize(void*)
    * RsRwTerminate()
    * RsSavePresetView(RwCamera*)
    * RsSelectDevice()
    * RsSetModelTexturePath(char const*)
    * RsSetNextPresetView(RwCamera*)
    * RsSetPresetView(RwCamera*, int)
    * RsSetPreviousPresetView(RwCamera*)
    * RsTerminate()
    * RsTimer()
    * RsWarningMessage(char const*)
    * RsWindowSetText(char const*)
    * RtAnimAnimationCreate(int, int, int, float)
    * RtAnimAnimationDestroy(RtAnimAnimation*)
    * RtAnimAnimationFreeListCreateParams(int, int)
    * RtAnimAnimationGetNumNodes(RtAnimAnimation const*)
    * RtAnimAnimationMakeDelta(RtAnimAnimation*, int, float)
    * RtAnimAnimationRead(char const*)

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* RtAnimAnimationStreamGetSize(RtAnimAnimation const*)
* RtAnimAnimationStreamRead(RwStream*)
* RtAnimAnimationStreamWrite(RtAnimAnimation const*, RwStream*)
* RtAnimAnimationWrite(RtAnimAnimation const*, char const*)
* RtAnimBlendKeyFrameApply(void*, void*)
* RtAnimGetInterpolatorInfo(int)
* RtAnimInitialize()
* RtAnimInterpolatorAddAnimTime(RtAnimInterpolator*, float)
* RtAnimInterpolatorAddSubInterpolator(RtAnimInterpolator*,
RtAnimInterpolator*, RtAnimInterpolator*)
* RtAnimInterpolatorAddTogether(RtAnimInterpolator*, RtAnimInterpolator*,
RtAnimInterpolator*)
* RtAnimInterpolatorBlend(RtAnimInterpolator*, RtAnimInterpolator*,
RtAnimInterpolator*, float)
* RtAnimInterpolatorBlendSubInterpolator(RtAnimInterpolator*,
RtAnimInterpolator*, RtAnimInterpolator*, float)
* RtAnimInterpolatorCopy(RtAnimInterpolator*, RtAnimInterpolator*)
* RtAnimInterpolatorCreate(int, int)
* RtAnimInterpolatorCreateSubInterpolator(RtAnimInterpolator*, int, int, int)
* RtAnimInterpolatorDestroy(RtAnimInterpolator*)
* RtAnimInterpolatorSetAnimCallBack(RtAnimInterpolator*, RtAnimInterpolator*
(*) (RtAnimInterpolator*, void*), float, void*)
* RtAnimInterpolatorSetAnimLoopCallBack(RtAnimInterpolator*,
RtAnimInterpolator* (*) (RtAnimInterpolator*, void*), void*)
* RtAnimInterpolatorSetCurrentAnim(RtAnimInterpolator*, RtAnimAnimation*)
* RtAnimInterpolatorSetCurrentTime(RtAnimInterpolator*, float)
* RtAnimInterpolatorSetKeyFrameCallBacks(RtAnimInterpolator*, int)
* RtAnimInterpolatorSubAnimTime(RtAnimInterpolator*, float)
* RtAnimRegisterInterpolationScheme(RtAnimInterpolatorInfo*)
* RtBMPImageRead(char const*)
* RtBMPImageWrite(RwImage*, char const*)
* RtCharsetBufferFlush()
* RtCharsetClose()
* RtCharsetCreate(RwRGBA const*, RwRGBA const*)
* RtCharsetDestroy(RwRaster*)
* RtCharsetGetDesc(RwRaster*, RtCharsetDesc*)
* RtCharsetOpen()
* RtCharsetPrint(RwRaster*, char const*, int, int)
* RtCharsetPrintBuffered(RwRaster*, char const*, int, int, int)
* RtCharsetSetColors(RwRaster*, RwRGBA const*, RwRGBA const*)
* RtDictAddEntry(RtDict*, void*)
* RtDictDestroy(RtDict*)
* RtDictFindNamedEntry(RtDict*, char const*)
* RtDictForAllEntries(RtDict const*, void* (*) (void*, void*), void*)
* RtDictRemoveEntry(RtDict*, void*)
* RtDictSchemaAddDict(RtDictSchema*, RtDict*)
* RtDictSchemaCreateDict(RtDictSchema*)
* RtDictSchemaDestruct(RtDictSchema*)
* RtDictSchemaForAllDictionaries(RtDictSchema*, RtDict* (*) (RtDict*, void*),
void*)
* RtDictSchemaGetCurrentDict(RtDictSchema*)
* RtDictSchemaInit(RtDictSchema*)
* RtDictSchemaRemoveDict(RtDictSchema*, RtDict*)
* RtDictSchemaSetCurrentDict(RtDictSchema*, RtDict*)
* RtDictSchemaStreamReadDict(RtDictSchema*, RwStream*)
* RtDictStreamGetSize(RtDict const*)
* RtDictStreamWrite(RtDict const*, RwStream*)
* RtPNGImageRead
* RtPNGImageWrite

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* RtQuatConvertFromMatrix(RtQuat*, RwMatrixTag const*)
* RtQuatModulus(RtQuat*)
* RtQuatQueryRotate(RtQuat const*, RwV3d*, float*)
* RtQuatRotate(RtQuat*, RwV3d const*, float, RwOpCombineType)
* RtQuatSetupSlerpArgandCache(RtQuat*, RtQuat*, RtQuatSlerpArgandCache*)
* RtQuatSetupSlerpCache(RtQuat*, RtQuat*, RtQuatSlerpCache*)
* RtQuatTransformVectors(RwV3d*, RwV3d const*, int, RtQuat const*)
* RtSlerpCreate(int)
* RtSlerpDestroy(RtSlerp*)
* RtSlerpGetMatrix(RtSlerp*, RwMatrixTag*, float)
* RtSlerpInitialize(RtSlerp*, RwMatrixTag*, RwMatrixTag*)
* RtSlerpSetLerp(RtSlerp*, int)
* RtTileDefaultArchive(RwImage*, int, int, void*)
* RtTileRender(RwCamera*, int, int, int, int, RwCamera* (*)(RwCamera*, int,
int, void*), RwImage* (*)(RwImage*, int, int, void*), void*)
* RwBBoxAddPoint(RwBBox*, RwV3d const*)
* RwBBoxCalculate(RwBBox*, RwV3d const*, int)
* RwBBoxContainsPoint(RwBBox const*, RwV3d const*)
* RwBBoxInitialize(RwBBox*, RwV3d const*)
* RwCameraBeginUpdate(RwCamera*)
* RwCameraChunkInfoRead(RwStream*, rwStreamCamera*, int*)
* RwCameraClear(RwCamera*, RwRGBA*, int)
* RwCameraClone(RwCamera*)
* RwCameraCreate()
* RwCameraDestroy(RwCamera*)
* RwCameraEndUpdate(RwCamera*)
* RwCameraForAllClumpsInFrustum(RwCamera*, void*)
* RwCameraForAllClumpsNotInFrustum(RwCamera*, int, void*)
* RwCameraForAllSectorsInFrustum(RwCamera*, RpWorldSector* (*)(
RpWorldSector*, void*), void*)
* RwCameraFrustumTestSphere(RwCamera const*, RwSphere const*)
* RwCameraGetClump(RwCamera const*)
* RwCameraGetPluginOffset(unsigned int)
* RwCameraGetWorld(RwCamera const*)
* RwCameraRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RwCameraRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
* RwCameraSetFarClipPlane(RwCamera*, float)
* RwCameraSetFreeListCreateParams(int, int)
* RwCameraSetNearClipPlane(RwCamera*, float)
* RwCameraSetProjection(RwCamera*, RwCameraProjection)
* RwCameraSetStreamAlwaysCallback(unsigned int, int (*)(void*, int, int))
* RwCameraSetViewOffset(RwCamera*, RwV2d const*)
* RwCameraSetViewWindow(RwCamera*, RwV2d const*)
* RwCameraShowRaster(RwCamera*, void*, unsigned int)
* RwCameraStreamGetSize(RwCamera const*)
* RwCameraStreamRead(RwStream*)
* RwCameraStreamWrite(RwCamera const*, RwStream*)
* RwCameraValidatePlugins(RwCamera const*)
* RwEngineClose()
* RwEngineGetCurrentSubSystem()
* RwEngineGetCurrentVideoMode()
* RwEngineGetMatrixTolerances(RwMatrixTolerance*)
* RwEngineGetMaxTextureSize()
* RwEngineGetMetrics()
* RwEngineGetNumSubSystems()
* RwEngineGetNumVideoModes()

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* RwEngineGetPluginOffset(unsigned int)
* RwEngineGetSubSystemInfo(RwSubSystemInfo*, int)
* RwEngineGetTextureMemorySize()
* RwEngineGetVersion()
* RwEngineGetVideoModeInfo(RwVideoMode*, int)
* RwEngineInit(RwMemoryFunctions const*, unsigned int, unsigned int)
* RwEngineOpen(RwEngineOpenParams*)
* RwEngineRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
(*) (void*, int, int))
* RwEngineSetFocus(int)
* RwEngineSetMatrixTolerances(RwMatrixTolerance const*)
* RwEngineSetSubSystem(int)
* RwEngineSetVideoMode(int)
* RwEngineStart()
* RwEngineStop()
* RwEngineTerm()
* RwErrorGet(RwError*)
* RwErrorSet(RwError*)
* RwFrameAddChild(RwFrame*, RwFrame*)
* RwFrameCloneHierarchy(RwFrame*)
* RwFrameCount(RwFrame*)
* RwFrameCreate()
* RwFrameDeInit(RwFrame*)
* RwFrameDestroy(RwFrame*)
* RwFrameDestroyHierarchy(RwFrame*)
* RwFrameDirty(RwFrame const*)
* RwFrameForAllChildren(RwFrame*, RwFrame* (*)(RwFrame*, void*), void*)
* RwFrameForAllObjects(RwFrame*, RwObject* (*)(RwObject*, void*), void*)
* RwFrameGetLTM(RwFrame*)
* RwFrameGetPluginOffset(unsigned int)
* RwFrameGetRoot(RwFrame const*)
* RwFrameInit(RwFrame*)
* RwFrameOrthoNormalize(RwFrame*)
* RwFrameRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
(*) (void*, int, int), void* (*)(void*, void const*, int, int))
* RwFrameRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
* RwFrameRemoveChild(RwFrame*)
* RwFrameRotate(RwFrame*, RwV3d const*, float, RwOpCombineType)
* RwFrameScale(RwFrame*, RwV3d const*, RwOpCombineType)
* RwFrameSetFreeListCreateParams(int, int)
* RwFrameSetIdentity(RwFrame*)
* RwFrameSetStaticPluginsSize(int)
* RwFrameSetStreamAlwaysCallback(unsigned int, int (*)(void*, int, int))
* RwFrameTransform(RwFrame*, RwMatrixTag const*, RwOpCombineType)
* RwFrameTranslate(RwFrame*, RwV3d const*, RwOpCombineType)
* RwFrameUpdateObjects(RwFrame*)
* RwFrameValidatePlugins(RwFrame const*)
* RwFreeListCreate(int, int, int)
* RwFreeListCreateAndPreallocateSpace(int, int, int, int, RwFreeList*)
* RwFreeListDestroy(RwFreeList*)
* RwFreeListForAllUsed(RwFreeList*, void (*)(void*, void*), void*)
* RwFreeListGetFlags(RwFreeList*)
* RwFreeListPurge(RwFreeList*)
* RwFreeListPurgeAllFreeLists()
* RwFreeListSetFlags(RwFreeList*, unsigned int)
* RwGrabScreen(RwCamera*, char*)
* RwIm2DGetFarScreenZ()

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    * RwIm2DGetNearScreenZ()
    * RwIm2DRenderIndexedPrimitive(RwPrimitiveType, RwOpenGLVertex*, int,
unsigned short*, int)
    * RwIm2DRenderIndexedPrimitive_BUGFIX(RwPrimitiveType, RwOpenGLVertex*, int,
unsigned short*, int)
    * RwIm2DRenderLine(RwOpenGLVertex*, int, int, int)
    * RwIm2DRenderLine_BUGFIX(RwOpenGLVertex*, int, int, int)
    * RwIm2DRenderPrimitive(RwPrimitiveType, RwOpenGLVertex*, int)
    * RwIm2DRenderPrimitive_BUGFIX(RwPrimitiveType, RwOpenGLVertex*, int)
    * RwIm2DRenderTriangle(RwOpenGLVertex*, int, int, int, int)
    * RwIm2DRenderTriangle_BUGFIX(RwOpenGLVertex*, int, int, int, int)
    * RwIm3DEnd()
    * RwIm3DGetRenderPipeline(RwPrimitiveType)
    * RwIm3DGetTransformPipeline()
    * RwIm3DRenderIndexedPrimitive(RwPrimitiveType, unsigned short*, int)
    * RwIm3DRenderLine(int, int)
    * RwIm3DRenderPrimitive(RwPrimitiveType)
    * RwIm3DRenderTriangle(int, int, int)
    * RwIm3DSetRenderPipeline(RxPipeline*, RwPrimitiveType)
    * RwIm3DSetTransformPipeline(RxPipeline*)
    * RwIm3DTransform(RxObjSpace3DVertex*, unsigned int, RwMatrixTag*, unsigned
int)
    * RwImageAllocatePixels(RwImage*)
    * RwImageApplyMask(RwImage*, RwImage const*)
    * RwImageCopy(RwImage*, RwImage const*)
    * RwImageCreate(int, int, int)
    * RwImageCreateResample(RwImage const*, int, int)
    * RwImageDestroy(RwImage*)
    * RwImageFindFileType(char const*)
    * RwImageFindRasterFormat(RwImage*, int, int*, int*, int*, int*)
    * RwImageFormatSetFreeListCreateParams(int, int)
    * RwImageFreePixels(RwImage*)
    * RwImageGammaCorrect(RwImage*)
    * RwImageGetGamma()
    * RwImageGetPath()
    * RwImageGetPluginOffset(unsigned int)
    * RwImageMakeMask(RwImage*)
    * RwImageRead(char const*)
    * RwImageReadMaskedImage(char const*, char const*)
    * RwImageRegisterImageFormat(char const*, RwImage* (*)(char const*), RwImage*
*)(RwImage*, char const*))
    * RwImageRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
*)(void*, int, int), void* (*)(void*, void const*, int, int))
    * RwImageResample(RwImage*, RwImage const*)
    * RwImageResize(RwImage*, int, int)
    * RwImageSetFreeListCreateParams(int, int)
    * RwImageSetFromRaster(RwImage*, RwRaster*)
    * RwImageSetGamma(float)
    * RwImageSetPath(char const*)
    * RwImageStreamGetSize(RwImage const*)
    * RwImageStreamRead(RwStream*)
    * RwImageStreamWrite(RwImage const*, RwStream*)
    * RwImageValidatePlugins(RwImage const*)
    * RwImageWrite(RwImage*, char const*)
    * RwMatrixChunkInfoRead(RwStream*, rwStreamMatrix*, int*)
    * RwMatrixCreate()
    * RwMatrixDestroy(RwMatrixTag*)
    * RwMatrixInvert(RwMatrixTag*, RwMatrixTag const*)
    * RwMatrixMultiply(RwMatrixTag*, RwMatrixTag const*, RwMatrixTag const*)

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* RwMatrixOptimize(RwMatrixTag*, RwMatrixTolerance const*)
* RwMatrixOrthoNormalize(RwMatrixTag*, RwMatrixTag const*)
* RwMatrixQueryRotate(RwMatrixTag const*, RwV3d*, float*, RwV3d*)
* RwMatrixRotate(RwMatrixTag*, RwV3d const*, float, RwOpCombineType)
* RwMatrixRotateOneMinusCosineSine(RwMatrixTag*, RwV3d const*, float, float,
RwOpCombineType)
* RwMatrixScale(RwMatrixTag*, RwV3d const*, RwOpCombineType)
* RwMatrixSetFreeListCreateParams(int, int)
* RwMatrixStreamGetSize(RwMatrixTag const*)
* RwMatrixStreamRead(RwStream*, RwMatrixTag*)
* RwMatrixStreamWrite(RwMatrixTag const*, RwStream*)
* RwMatrixTransform(RwMatrixTag*, RwMatrixTag const*, RwOpCombineType)
* RwMatrixTranslate(RwMatrixTag*, RwV3d const*, RwOpCombineType)
* RwMatrixUpdate(RwMatrixTag*)
* RwMemFloat32ToReal(void*, unsigned int)
* RwMemLittleEndian16(void*, unsigned int)
* RwMemLittleEndian32(void*, unsigned int)
* RwMemNative16(void*, unsigned int)
* RwMemNative32(void*, unsigned int)
* RwMemRealToFloat32(void*, unsigned int)
* RwOpenGLGetStencilClear()
* RwOpenGLSetStencilClear(unsigned int)
* RwOsGetFileInterface()
* RwOsGetMemoryInterface()
* RwPluginRegistrySetFreeListCreateParams(int, int)
* RwRGBAGammaCorrect(RwRGBA*)
* RwRGBAGetRasterPixel(RwRGBA*, RwRaster*, int, int)
* RwRGBASetFromPixel(RwRGBA*, unsigned int, int)
* RwRGBAToPixel(RwRGBA*, int)
* RwRasterClear(int)
* RwRasterClearRect(RwRect*, int)
* RwRasterCreate(int, int, int, int)
* RwRasterDestroy(RwRaster*)
* RwRasterGetCurrentContext()
* RwRasterGetNumLevels(RwRaster*)
* RwRasterGetOffset(RwRaster*, short*, short*)
* RwRasterGetPluginOffset(unsigned int)
* RwRasterLock(RwRaster*, unsigned char, int)
* RwRasterLockPalette(RwRaster*, int)
* RwRasterPopContext()
* RwRasterPushContext(RwRaster*)
* RwRasterRead(char const*)
* RwRasterReadMaskedRaster(char const*, char const*)
* RwRasterRegisterPlugin(int, unsigned int, void* (*)(void*, int, int), void*
*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RwRasterRender(RwRaster*, int, int)
* RwRasterRenderFast(RwRaster*, int, int)
* RwRasterRenderScaled(RwRaster*, RwRect*)
* RwRasterSetFreeListCreateParams(int, int)
* RwRasterSetFromImage(RwRaster*, RwImage*)
* RwRasterSetKeepCPU(bool)
* RwRasterShowRaster(RwRaster*, void*, unsigned int)
* RwRasterSubRaster(RwRaster*, RwRaster*, RwRect*)
* RwRasterUnlock(RwRaster*)
* RwRasterUnlockPalette(RwRaster*)
* RwRasterValidatePlugins(RwRaster const*)
* RwRenderStateGet(RwRenderState, void*)
* RwRenderStateSet(RwRenderState, void*)
* RwResourcesAllocateResEntry(void*, RwResEntry**, int, void (*))

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(RwResEntry*))
* RwResourcesEmptyArena()
* RwResourcesFreeResEntry(RwResEntry*)
* RwResourcesGetArenaSize()
* RwResourcesGetArenaUsage()
* RwResourcesSetArenaSize(unsigned int)
* RwStreamClose(RwStream*, void*)
* RwStreamFindChunk(RwStream*, unsigned int, unsigned int*, unsigned int*)
* RwStreamOpen(RwStreamType, RwStreamAccessType, void const*)
* RwStreamRead(RwStream*, void*, unsigned int)
* RwStreamReadChunkHeaderInfo(RwStream*, RwChunkHeaderInfo*)
* RwStreamReadInt16(RwStream*, short*, unsigned int)
* RwStreamReadInt32(RwStream*, int*, unsigned int)
* RwStreamReadReal(RwStream*, float*, unsigned int)
* RwStreamSetFreeListCreateParams(int, int)
* RwStreamSkip(RwStream*, unsigned int)
* RwStreamWrite(RwStream*, void const*, unsigned int)
* RwStreamWriteInt16(RwStream*, short const*, unsigned int)
* RwStreamWriteInt32(RwStream*, int const*, unsigned int)
* RwStreamWriteReal(RwStream*, float const*, unsigned int)
* RwTexDictionaryAddTexture(RwTexDictionary*, RwTexture*)
* RwTexDictionaryCreate()
* RwTexDictionaryDestroy(RwTexDictionary*)
* RwTexDictionaryFindHashNamedTexture(RwTexDictionary*, unsigned int)
* RwTexDictionaryFindNamedTexture(RwTexDictionary*, char const*)
* RwTexDictionaryForAllTexDictionaries(RwTexDictionary* (*)(RwTexDictionary*,
void*), void*)
* RwTexDictionaryForAllTextures(RwTexDictionary const*, RwTexture* (*)(
(RwTexture*, void*), void*)
* RwTexDictionaryGetCurrent()
* RwTexDictionaryGetNumTextures(RwTexDictionary*)
* RwTexDictionaryGetPluginOffset(unsigned int)
* RwTexDictionaryGetTextureByIndex(RwTexDictionary*, int)
* RwTexDictionaryGtaStreamRead(RwStream*)
* RwTexDictionaryGtaStreamRead1(RwStream*)
* RwTexDictionaryGtaStreamRead2(RwStream*, RwTexDictionary*)
* RwTexDictionaryRegisterPlugin(int, unsigned int, void* (*)(void*, int,
int), void* (*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RwTexDictionaryRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*,
int, void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int
*)(void const*, int, int))
* RwTexDictionaryRemoveTexture(RwTexture*)
* RwTexDictionarySetCurrent(RwTexDictionary*)
* RwTexDictionarySetFreeListCreateParams(int, int)
* RwTexDictionarySetStreamAlwaysCallback(unsigned int, int (*)(void*, int,
int))
* RwTexDictionaryStreamGetSize(RwTexDictionary const*)
* RwTexDictionaryStreamRead(RwStream*)
* RwTexDictionaryStreamWrite(RwTexDictionary const*, RwStream*)
* RwTexDictionaryValidatePlugins(RwTexDictionary const*)
* RwTextureCreate(RwRaster*)
* RwTextureDestroy(RwTexture*)
* RwTextureGenerateMipmapName(char*, char*, unsigned char, int)
* RwTextureGetAutoMipmapping()
* RwTextureGetFindCallback()
* RwTextureGetMipmapGenerationCallback()
* RwTextureGetMipmapNameCallback()
* RwTextureGetMipmapping()
* RwTextureGetPluginOffset(unsigned int)

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* RwTextureGetReadCallBack()
* RwTextureGtaStreamRead(RwStream*)
* RwTextureRasterGenerateMipmaps(RwRaster*, RwImage*)
* RwTextureRead(char const*, char const*)
* RwTextureRegisterPlugin(int, unsigned int, void* (*)(void*, int, int),
void* (*)(void*, int, int), void* (*)(void*, void const*, int, int))
* RwTextureRegisterPluginStream(unsigned int, RwStream* (*)(RwStream*, int,
void*, int, int), RwStream* (*)(RwStream*, int, void const*, int, int), int (*)
(void const*, int, int))
* RwTextureSetAutoMipmapping(int)
* RwTextureSetFindCallBack(RwTexture* (*)(char const*))
* RwTextureSetFreeListCreateParams(int, int)
* RwTextureSetMaskName(RwTexture*, char const*)
* RwTextureSetMipmapGenerationCallBack(RwRaster* (*)(RwRaster*, RwImage*))
* RwTextureSetMipmapNameCallBack(int (*)(char*, char*, unsigned char, int))
* RwTextureSetMipmapping(int)
* RwTextureSetName(RwTexture*, char const*)
* RwTextureSetRaster(RwTexture*, RwRaster*)
* RwTextureSetReadCallBack(RwTexture* (*)(char const*, char const*))
* RwTextureSetStreamAlwaysCallBack(unsigned int, int (*)(void*, int, int))
* RwTextureStreamGetSize(RwTexture const*)
* RwTextureStreamRead(RwStream*)
* RwTextureStreamWrite(RwTexture const*, RwStream*)
* RwTextureValidatePlugins(RwTexture const*)
* RwV2dLength(RwV2d const*)
* RwV2dNormalize(RwV2d*, RwV2d const*)
* RwV3dLength(RwV3d const*)
* RwV3dNormalize(RwV3d*, RwV3d const*)
* RwV3dTransformPoint(RwV3d*, RwV3d const*, RwMatrixTag const*)
* RwV3dTransformPoints(RwV3d*, RwV3d const*, int, RwMatrixTag const*)
* RwV3dTransformVector(RwV3d*, RwV3d const*, RwMatrixTag const*)
* RwV3dTransformVectors(RwV3d*, RwV3d const*, int, RwMatrixTag const*)
* RxClusterDestroyData(RxCluster*)
* RxClusterGetAttributes(RxCluster*)
* RxClusterInitializeData(RxCluster*, unsigned int, unsigned short)
* RxClusterLockWrite(RxPacket*, unsigned int, RxPipelineNode*)
* RxClusterResizeData(RxCluster*, unsigned int)
* RxClusterSetAttributes(RxCluster*, unsigned int)
* RxClusterSetData(RxCluster*, void*, int, int)
* RxClusterSetExternalData(RxCluster*, void*, int, int)
* RxClusterSetStride(RxCluster*, int)
* RxClusterUnlock(RxCluster*)
* RxHeapAlloc(RxHeap*, unsigned int)
* RxHeapCreate(unsigned int)
* RxHeapDestroy(RxHeap*)
* RxHeapFree(RxHeap*, void*)
* RxHeapGetGlobalHeap()
* RxHeapRealloc(RxHeap*, void*, unsigned int, int)
* RxLockedPipeAddFragment(RxPipeline*, unsigned int*, RxNodeDefinition*, ...)
* RxLockedPipeAddPath(RxPipeline*, unsigned int*, RxPipelineNode*)
* RxLockedPipeDeleteNode(RxPipeline*, RxPipelineNode*)
* RxLockedPipeDeletePath(RxPipeline*, unsigned int*, RxPipelineNode*)
* RxLockedPipeGetEntryPoint(RxPipeline*)
* RxLockedPipeReplaceNode(RxPipeline*, RxPipelineNode*, RxNodeDefinition*)
* RxLockedPipeSetEntryPoint(RxPipeline*, RxPipelineNode*)
* RxLockedPipeUnlock(RxPipeline*)
* RxNodeDefinitionGetOpenGLAtomicAllInOne()
* RxNodeDefinitionGetOpenGLImmInstance()
* RxNodeDefinitionGetOpenGLSubmitNoLight()

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* RxNodeDefinitionGetOpenGLWorldSectorAllInOne()
* RxOpenGLAllInOneGetInstanceCallback(RxPipelineNode*)
* RxOpenGLAllInOneGetInstanceDLandVA(RxPipelineNode*)
* RxOpenGLAllInOneGetLightingCallback(RxPipelineNode*)
* RxOpenGLAllInOneGetReinstanceCallback(RxPipelineNode*)
* RxOpenGLAllInOneGetRenderCallback(RxPipelineNode*)
* RxOpenGLAllInOneSetInstanceCallback(RxPipelineNode*, int (*)(void*,
RxOpenGLMeshInstanceData*, int, int))
* RxOpenGLAllInOneSetInstanceDLandVA(RxPipelineNode*, int)
* RxOpenGLAllInOneSetLightingCallback(RxPipelineNode*, void (*)(void*))
* RxOpenGLAllInOneSetReinstanceCallback(RxPipelineNode*, int (*)(void*,
RwResEntry*, RpMeshHeader const*, int, int (*)(void*, RxOpenGLMeshInstanceData*,
int, int)))
* RxOpenGLAllInOneSetRenderCallback(RxPipelineNode*, void (*)(RwResEntry*,
void*, unsigned char, unsigned int))
* RxPacketCreate(RxPipelineNode*)
* RxPipelineClone(RxPipeline*)
* RxPipelineClusterGetCreationAttributes(RxPipelineCluster*)
* RxPipelineClusterSetCreationAttributes(RxPipelineCluster*, unsigned int)
* RxPipelineCreate()
* RxPipelineExecute(RxPipeline*, void*, int)
* RxPipelineFindNodeByIndex(RxPipeline*, unsigned int)
* RxPipelineFindNodeByName(RxPipeline*, char const*, RxPipelineNode*, int*)
* RxPipelineInsertDebugNode(RxPipeline*, RxPipelineNode*, RxPipelineNode*,
RxNodeDefinition*)
* RxPipelineLock(RxPipeline*)
* RxPipelineNodeCloneDefinition(RxPipelineNode*, RxClusterDefinition*)
* RxPipelineNodeCreateInitData(RxPipelineNode*, unsigned int)
* RxPipelineNodeFindInput(RxPipelineNode*)
* RxPipelineNodeFindOutputByIndex(RxPipelineNode*, unsigned int)
* RxPipelineNodeFindOutputByName(RxPipelineNode*, char const*)
* RxPipelineNodeForAllConnectedOutputs(RxPipelineNode*, RxPipeline*,
RxPipelineNode* (*)(RxPipelineNode*, RxPipelineNode*, void*), void*)
* RxPipelineNodeGetInitData(RxPipelineNode*)
* RxPipelineNodeGetPipelineCluster(RxPipelineNode*, unsigned int)
* RxPipelineNodeReplaceCluster(RxPipeline*, RxPipelineNode*,
RxClusterDefinition*, RxClusterDefinition*)
* RxPipelineNodeRequestCluster(RxPipeline*, RxPipelineNode*,
RxClusterDefinition*)
* RxPipelineNodeSendConfigMsg(RxPipelineNode*, unsigned int, unsigned int,
void*)
* RxPipelineSetFreeListCreateParams(int, int)
* RxRenderStateVectorCreate(int)
* RxRenderStateVectorDestroy(RxRenderStateVector*)
* RxRenderStateVectorGetDefaultRenderStateVector()
* RxRenderStateVectorLoadDriverState(RxRenderStateVector*)
* RxRenderStateVectorSetDefaultRenderStateVector(RxRenderStateVector*)
* SCCloudSaveStateUpdate()
* SCSetCurrentLangauge(char const*)
* SaveBriefs()
* SaveCheckpoint(char const*, int)
* SaveCloudGameToDisk(int)
* SaveGameForPause(eSaveTypes, char*)
* SaveGameToCloud(unsigned int, char const*, unsigned int)
* SaveGameToSCCloud(int, char const*, int)
* SaveSCCloudGameToDisk(int, void*, int)
* SaveSomeStaticSettings()
* SaveTelemetry()
* SayJacked(CPed*, CVehicle*, unsigned int)

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* SayJacking(CPed*, CPed*, CVehicle*, unsigned int)
* ScratchPadMemcpy(void*, void*, unsigned int)
* ScreenToMenu(CVector2D const&)
* ScrollDownHeld()
* ScrollLeftHeld()
* ScrollRightHeld()
* ScrollUpHeld()
* SecuromDisplayInit()
* SecuromStateDisplay()
* SelectPressed()
* SendLanguageToSC()
* SetAlphaCB(RpMaterial*, void*)
* SetAmbientAndDirectionalColours(float)
* SetAmbientColours()
* SetAmbientColours(RwRGBAReal*)
* SetAmbientColoursToIndicateRoadGroup(int)
* SetAndroidPaused(int)
* SetAtomicModelInfoFlags(CAtomicModelInfo*, unsigned int)
* SetAtomicVisibilityCB(RwObject*, void*)
* SetBaseModelInfoFlags(CBaseModelInfo*, unsigned int)
* SetBrightMarkerColours(float)
* SetClumpModelInfoFlags(CClumpModelInfo*, unsigned int)
* SetCompAlphaCB(RpMaterial*, void*)
* SetDefaultChannelOrder
* SetDefaultWFXChannelOrder
* SetDirectionalColours(RwRGBAReal*)
* SetEnvMapTexture(RwTexture*, float, float, float, RwV2d)
* SetFatStat(float)
* SetFilterModeOnAtomicsTextures(RpAtomic*, RwTextureFilterMode)
* SetFilterModeOnClumpsTextures(RpClump*, RwTextureFilterMode)
* SetFlashyColours(float)
* SetFlashyColours_Mild(float)
* setFrameNodeName(RwFrame*, char const*)
* SetFullAmbient()
* SetGlobalColor(float, float, float, float)
* SetIfCollisionIsRequired(CVector2D const&, void*)
* SetIfCollisionIsRequiredReducedBB(CVector2D const&, void*)
* SetIfInteriorCollisionIsRequired(CVector2D const&, void*)
* SetIfInteriorIplIsRequired(CVector2D const&, void*)
* SetIfIplIsRequired(CVector2D const&, void*)
* SetIfIplIsRequiredReducedBB(CVector2D const&, void*)
* SetLightColoursForPedsCarsAndObjects(float)
* SetLightToTypeIndex(EmuLight*, unsigned int)
* SetLightsForInfraredVisionDefaultObjects()
* SetLightsForInfraredVisionHeatObjects()
* SetLightsForNightVision()
* SetLightsWithTimeOfDayColour(RpWorld*)
* SetMaterialDirty(bool)
* SetMuscleStat(float)
* SetNormalMatrix(float, float, RwV2d)
* SetOneAdjacentNodeForThisNode(int, signed char, int, int, int, int&)
* SetPedAtomicVisibilityCB(RwObject*, void*)
* SetPipelineID(RpAtomic*, unsigned int)
* SetRTPriority
* SetReflMap(float)
* SetTargetCoords(bool)
* SetTextureCB(RpMaterial*, void*)
* SetVehicleAtomicVisibilityCB(RwFrame*, void*)
* SetVehicleAtomicVisibilityCB(RwObject*, void*)

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```

* SetVert(int, float, float, float, float, RwRGBA const&)
* SettingsBeforeStartingGame()
* SetupDataDownload()
* SetupExceptionHandler()
* SetupPerformanceCounters()
* ShaderSort(void const*, void const*)
* SkinGetBonePositions(RpClump*)
* SkinGetBonePositionsToTable(RpClump*, RwV3d*)
* SkinSetBonePositions(RpClump*)
* StalacMiteAlloc(unsigned int)
* StalacTiteAlloc(unsigned int)
* StartDownload(int)
* StartThread
* StopThread
* StoreAndSetLightsForInfraredVisionHeatObjects()
* SuspendContext
* SwapColors(RpAtomic*)
* TakeJPegPhoto(RwCamera*)
* TaskIsFighting(int)
* TemporaryFPSVisualization()
* TermSource(jpeg_decompress_struct*)
* TestForThisAngle(float, CVector*, CVector*, CVector*, CVector*, CVector*,
CVector*, CVector*, CVector*, float, float, float, bool)
* TestModelIndices()
* TextCopy(unsigned short*, unsigned short const*)
* TextureAnnihilate(RwTexture*)
* TheGame()
* TidyUpModelInfo2(CEntity*, bool)
* TodoFunction(char const*, char const*, int)
* ToggleDebugFPS()
* TrainHitStuff(CPtrList&, CEntity*)
* TransformPoint(CSimpleTransform const&, RwV3d const&)
* TransformPoint(RwV3d&, CSimpleTransform const&, RwV3d const&)
* TransformPoints(RwV3d*, int, CMatrix const&, RwV3d const*)
* TransformPoints(RwV3d*, int, CSimpleTransform const&, RwV3d const*)
* TransformVector(CSimpleTransform const&, RwV3d const&)
* TransformVector(RwV3d&, CSimpleTransform const&, RwV3d const&)
* TransformVectors(RwV3d*, int, CMatrix const&, RwV3d const*)
* TransformVectors(RwV3d*, int, CSimpleTransform const&, RwV3d const*)
* TryClothes(char const*, char const*, char const*)
* TryTattoo(char const*, char const*)
* TxdParentConstructor(void*, int, int)
* TxdParentCopyConstructor(void*, void const*, int, int)
* TxdParentDestructor(void*, int, int)
* TxdStoreLoadCB(char const*, char const*)
* UnimplementedFunction(char const*, char const*, int)
* UnlockStorage()
* UpHeld()
* UpPressed()
* UpdateCloudSaves()
* UpdateCutsceneObjectBoundingBox(RpClump*, int)
* UpdateInput()
* UpdateMapArea()
* UpdateShaderCache()
* UseAdvancedShadows(int)
* UseLeftStickForController(CPed*)
* UseSkinning(RpGeometry const*)
* ValidateVersion()
* VecTrunc(CVector*, int)

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* VectorInBox(CVector2D, CVector2D, CVector2D)
* VerbCreate
* VertexAttrFormatToGL(RQVertexAttributeFormat)
* WarBillingInit(_JNIEnv*)
* WarBillingShutdown()
* WarBilling_AddSku(char const*)
* WarBilling_InitBilling()
* WarBilling_LocalizedPrice(char const*)
* WarBilling_RequestPurchase(char const*)
* WarBilling_SetBillingKey(char const*)
* WarBilling_changeConnection(_JNIEnv*, _jobject*, unsigned char)
* WarBilling_notifyChange(_JNIEnv*, _jobject*, _jstring*, int)
* WarGameServiceInit(_JNIEnv*)
* WarGameService_EnsureInitialized()
* WarGameService_GetConnectionStatus()
* WarGameService_IncrementAchievement(char const*, int)
* WarGameService_RefreshData(bool)
* WarGameService_ShowAchievementList()
* WarGameService_ShowLeaderboard(char const*)
* WarGameService_ShowLeaderboards()
* WarGameService_ShowSignInUI()
* WarGameService_SignOut()
* WarGameService_SubmitScore(char const*, long long)
* WarGameService_UnlockAchievement(char const*)
* WarGameService_notifyAchievementsLoaded(_JNIEnv*, _jobject*,
_jobjectArray*, _jbooleanArray*, _jintArray*, _jintArray*)
* WarGameService_notifySignInChange(_JNIEnv*, _jobject*, unsigned char)
* WarGamepadInit(_JNIEnv*)
* WarGamepadShutdown()
* WarGamepad_GetGamepadAxis(int)
* WarGamepad_GetGamepadButtons()
* WarGamepad_GetGamepadTrack(int, int*, int*)
* WarGamepad_GetGamepadType()
* WarGamepad_ProcessTouchpadAsPointer(_JNIEnv*, _jobject*, _jobject*,
unsigned char)
* WarKeyboardInit(_JNIEnv*)
* WasForegroundAppLastFrame()
* WaveFunc(float, float, float, float)
* WellBufferMe(float, float*, float*, float, float, bool)
* WorldReplaceNormalLightsWithScorched(RpWorld*, float)
* WorldReplaceScorchedLightsWithNormal(RpWorld*)
* WriteCloudInfo()
* WriteRaster(RwRaster*, char const*)
* WriteRingBuffer
* WriteVideoCardCapsFile()
* ZIP_AddStorage(ZIPFile*)
* ZIP_FileCreate(char const*)
* ZIP_FileSet(char const*)
* __cxa_allocate_dependent_exception
* __cxa_allocate_exception
* __cxa_begin_catch
* __cxa_call_terminate
* __cxa_call_unexpected
* __cxa_current_exception_type
* __cxa_deleted_virtual
* __cxa_demangle
* __cxa_end_catch
* __cxa_free_dependent_exception
* __cxa_free_exception

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* __cxa_get_exception_ptr
* __cxa_get_globals
* __cxa_get_globals_fast
* __cxa_guard_abort
* __cxa_guard_acquire
* __cxa_guard_release
* __cxa_pure_virtual
* __cxa_rethrow
* __cxa_throw
* __fixunsdfdi
* __fixunsdfsi
* __gcclibcxx_demangle_callback
* __gxx_personality_v0
* _rpAtomicResyncInterpolatedSphere(RpAtomic*)
* _rpBinaryWorldClose(void*, int, int)
* _rpBinaryWorldOpen(void*, int, int)
* _rpBuildMeshAddTriangle(RpBuildMesh*, RpMaterial*, int, int, int)
* _rpBuildMeshCreate(unsigned int)
* _rpBuildMeshDestroy(RpBuildMesh*)
* _rpClumpChunkInfoRead(RwStream*, RpClumpChunkInfo*, int*)
* _rpClumpClose(void*, int, int)
* _rpClumpOpen(void*, int, int)
* _rpClumpRegisterExtensions()
* _rpCreatePlatformAtomicPipelines()
* _rpCreatePlatformMaterialPipelines()
* _rpCreatePlatformWorldSectorPipelines()
* _rpDestroyPlatformAtomicPipelines()
* _rpDestroyPlatformMaterialPipelines()
* _rpDestroyPlatformWorldSectorPipelines()
* _rpGeometryAddRef(RpGeometry*)
* _rpGeometryChunkInfoRead(RwStream*, RpGeometryChunkInfo*, int*)
* _rpGeometryClose(void*, int, int)
* _rpGeometryGetTKListFirstRegEntry()
* _rpGeometryNativeCompressNormal(float)
* _rpGeometryNativeCompressTexCoord(float)
* _rpGeometryNativeRead(RwStream*, RpGeometry*)
* _rpGeometryNativeSize(RpGeometry const*)
* _rpGeometryNativeWrite(RwStream*, RpGeometry const*)
* _rpGeometryNeedsPrecideUVs(RpGeometry const*, int)
* _rpGeometryNeedsPreciseSkin(RpGeometry const*, RpSkin*)
* _rpGeometryOpen(void*, int, int)
* _rpLightChunkInfoRead(RwStream*, RpLightChunkInfo*, int*)
* _rpLightClose(void*, int, int)
* _rpLightOpen(void*, int, int)
* _rpLightTieDestroy(RpLightTie*)
* _rpMTEffectClose()
* _rpMTEffectInit(RpMTEffect*, RwPlatformID)
* _rpMTEffectOpen()
* _rpMTEffectRegisterPlatform(RwPlatformID, RpMTEffect* (*)(RwStream*,
RwPlatformID, unsigned int, unsigned int), RpMTEffect const* (*)(RpMTEffect const*,
RwStream*), int (*)(RpMTEffect const*), void (*)(RpMTEffect*))
* _rpMTEffectSystemInit()
* _rpMatFXOpenGLAllInOneRenderCB(RwResEntry*, void*, unsigned char, unsigned
int)
* _rpMatFXOpenGLAtomicPipelineCreate()
* _rpMatFXOpenGLDefaultRender(RxOpenGLMeshInstanceData*, RwTexture*, unsigned
int)
* _rpMatFXPipelineAtomicSetup(RpAtomic*)
* _rpMatFXPipelineWorldSectorSetup(RpWorldSector*)

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* _rpMatFXPipelinesCreate()
* _rpMatFXPipelinesDestroy()
* _rpMatFXSetupBumpMapTexture(RwTexture const*, RwTexture const*)
* _rpMatFXSetupDualRenderState(MatFXDualData*, RwRenderState)
* _rpMatFXStreamReadTexture(RwStream*, RwTexture**)
* _rpMatFXStreamSizeTexture(RwTexture const*)
* _rpMatFXStreamWriteTexture(RwStream*, RwTexture const*)
* _rpMatFXTextureMaskCreate(RwTexture const*, RwTexture const*)
* _rpMaterialChunkInfoRead(RwStream*, RpMaterialChunkInfo*, int*)
* _rpMaterialClose(void*, int, int)
* _rpMaterialListAlloc(unsigned int)
* _rpMaterialListAppendMaterial(RpMaterialList*, RpMaterial*)
* _rpMaterialListCopy(RpMaterialList*, RpMaterialList const*)
* _rpMaterialListDeinitialize(RpMaterialList*)
* _rpMaterialListFindMaterialIndex(RpMaterialList const*, RpMaterial const*)
* _rpMaterialListGetMaterial(RpMaterialList const*, int)
* _rpMaterialListInitialize(RpMaterialList*)
* _rpMaterialListSetSize(RpMaterialList*, int)
* _rpMaterialListStreamGetSize(RpMaterialList const*)
* _rpMaterialListStreamRead(RwStream*, RpMaterialList*)
* _rpMaterialListStreamWrite(RpMaterialList const*, RwStream*)
* _rpMaterialOpen(void*, int, int)
* _rpMaterialRegisterMultiTexturePlugin(RwPlatformID, unsigned int, unsigned
int)
* _rpMaterialSetDefaultSurfaceProperties(RwSurfaceProperties const*)
* _rpMeshClose(void*, int, int)
* _rpMeshDestroy(RpMeshHeader*)
* _rpMeshGetNextSerialNumber()
* _rpMeshHeaderCreate(unsigned int)
* _rpMeshHeaderDestroy(RpMeshHeader*)
* _rpMeshHeaderForAllMeshes(RpMeshHeader*, RpMesh* (*)(RpMesh*,
RpMeshHeader*, void*), void*)
* _rpMeshOpen(void*, int, int)
* _rpMeshOptimise(RpBuildMesh*, unsigned int)
* _rpMeshRead(RwStream*, void const*, RpMaterialList const*)
* _rpMeshSize(RpMeshHeader const*, void const*)
* _rpMeshWrite(RpMeshHeader const*, void const*, RwStream*, RpMaterialList
const*)
* _rpMultiTexturePluginAttach()
* _rpOpenGLLightPluginAttach()
* _rpPlaneSectorChunkInfoRead(RwStream*, RpPlaneSectorChunkInfo*, int*)
* _rpReadAtomicRights(RwStream*, int, void*, int, int)
* _rpReadSectRights(RwStream*, int, void*, int, int)
* _rpReadWorldRights(RwStream*, int, void*, int, int)
* _rpSectorClose(void*, int, int)
* _rpSectorDefaultRenderCallBack(RpWorldSector*)
* _rpSectorOpen(void*, int, int)
* _rpSizeAtomicRights(void const*, int, int)
* _rpSizeSectRights(void const*, int, int)
* _rpSizeWorldRights(void const*, int, int)
* _rpSkinDeinitialize
* _rpSkinGenericMatrixBlend(int, RwMatrixWeights const*, unsigned int const*,
RwMatrixTag const*, unsigned char*, RwV3d const*, unsigned char*, RwV3d const*,
unsigned int)
* _rpSkinGeometryNativeRead(RwStream*, RpGeometry*)
* _rpSkinGeometryNativeSize(RpGeometry const*)
* _rpSkinGeometryNativeWrite(RwStream*, RpGeometry const*)
* _rpSkinGetAlignedMatrixCache()
* _rpSkinGetMeshBoneRLE

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* _rpSkinGetMeshBoneRLECount
* _rpSkinGetMeshBoneRemapIndices
* _rpSkinInitialize
* _rpSkinOpenGLPipelineCreate(RpSkinType, void (*)(RwResEntry*, void*,
unsigned char, unsigned int))
* _rpSkinOpenGLPrepareAtomicMatrix(RpAtomic*, RpSkin*, RpHAnimHierarchy*)
* _rpSkinOpenGLSkinPlatformGetMaxWeights(RpSkin const*)
* _rpSkinPipelinesAttach(RpAtomic*, RpSkinType)
* _rpSkinPipelinesCreate(unsigned int)
* _rpSkinPipelinesDestroy()
* _rpSkinPrepareAtomicMatrix(RpAtomic*, RpSkin*, RpHAnimHierarchy*)
* _rpSkinPrepareAtomicMatrixWorldSpace(RpAtomic*, RpSkin*, RpHAnimHierarchy*)
* _rpSkinSplitDataCreate
* _rpSkinSplitDataDestroy
* _rpSkinSplitDataStreamGetSize(RpSkin const*)
* _rpSkinSplitDataStreamRead(RwStream*, RpSkin*)
* _rpSkinSplitDataStreamWrite(RwStream*, RpSkin const*)
* _rpSkipBlendRender(bool)
* _rpSkipNonblendRender(bool)
* _rpTieDestroy(RpTie*)
* _rpTriListMeshGenerate(RpBuildMesh*, void*)
* _rpUVAnimCustomDataStreamGetSize(_rpUVAnimCustomData const*)
* _rpUVAnimCustomDataStreamRead(RwStream*)
* _rpUVAnimCustomDataStreamWrite(_rpUVAnimCustomData const*, RwStream*)
* _rpWorldChunkInfoRead(RwStream*, RpWorldChunkInfo*, int*)
* _rpWorldFindBBox(RpWorld*, RwBBox*)
* _rpWorldForAllGlobalLights(RpLight* (*)(RpLight*, void*), void*)
* _rpWorldObjRegisterExtensions()
* _rpWorldPipeAttach()
* _rpWorldPipelineClose()
* _rpWorldPipelineOpen()
* _rpWorldRegisterWorld(RpWorld*, unsigned int)
* _rpWorldSectorChunkInfoRead(RwStream*, RpWorldChunkInfoSector*, int*)
* _rpWorldSectorForAllLocalLights(RpWorldSector*, RpLight* (*)(RpLight*,
void*), void*)
* _rpWorldSectorNativeRead(RwStream*, RpWorldSector*)
* _rpWorldSectorNativeSize(RpWorldSector const*)
* _rpWorldSectorNativeWrite(RwStream*, RpWorldSector const*)
* _rpWorldSetupSectorBoundingBoxes(RpWorld*)
* _rpWorldUnregisterWorld(RpWorld*)
* _rpWriteAtomicRights(RwStream*, int, void const*, int, int)
* _rpWriteSectRights(RwStream*, int, void const*, int, int)
* _rpWriteWorldRights(RwStream*, int, void const*, int, int)
* _rtCharsetAtariFontGet(RtCharsetDesc*, int*)
* _rtDictDestruct(RtDict*)
* _rtDictSchemaInitDict(RtDictSchema*, RtDict*)
* _rwCPUGetCPUName(char*)
* _rwCPUHave3DNow()
* _rwCPUHaveMMX()
* _rwCPUHaveSSE()
* _rwCPUHaveSSE2()
* _rwCameraClose(void*, int, int)
* _rwCameraOpen(void*, int, int)
* _rwCameraValClose()
* _rwCameraValOpen()
* _rwCameraValRender(RwCamera*)
* _rwColorClose(void*, int, int)
* _rwColorOpen(void*, int, int)
* _rwD3D8FindCorrectRasterFormat(RwRasterType, int)

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* _rwD3D8PixelToRGB(void*, void*, int)
* _rwDataBlockMgrCreate()
* _rwDataBlockMgrCreateBlock(RwDataBlockMgr*, unsigned int, void (*)(void*))
* _rwDataBlockMgrDestroy(RwDataBlockMgr*)
* _rwDataBlockMgrEmptyBlocks(RwDataBlockMgr*)
* _rwDataBlockMgrRecallBlocks(RwDataBlockMgr*, RwRecallDirection)
* _rwDeviceGetHandle()
* _rwDeviceRegisterPlugin()
* _rwDeviceSystemRequest(RwDevice*, int, void*, void*, int)
* _rwES2fclose(void*)
* _rwES2feof(void*)
* _rwES2fflush(void*)
* _rwES2fgets(char*, int, void*)
* _rwES2fputs(char const*, void*)
* _rwES2fread(void*, unsigned int, unsigned int, void*)
* _rwES2fseek(void*, long, int)
* _rwES2ftell(void*)
* _rwES2fwrite(void const*, unsigned int, unsigned int, void*)
* _rwErrorClose(void*, int, int)
* _rwErrorOpen(void*, int, int)
* _rwFileSystemClose()
* _rwFileSystemOpen()
* _rwFrameCloneAndLinkClones(RwFrame*)
* _rwFrameClose(void*, int, int)
* _rwFrameDeInit(RwFrame*)
* _rwFrameInit(RwFrame*)
* _rwFrameListDeinitialize(rwFrameList*)
* _rwFrameListFindFrame(rwFrameList const*, RwFrame const*, int*)
* _rwFrameListInitialize(rwFrameList*, RwFrame*)
* _rwFrameListStreamGetSize(rwFrameList const*)
* _rwFrameListStreamRead(RwStream*, rwFrameList*)
* _rwFrameListStreamWrite(rwFrameList const*, RwStream*)
* _rwFrameOpen(void*, int, int)
* _rwFramePurgeClone(RwFrame*)
* _rwFrameSyncDirty()
* _rwFrameSyncHierarchyLTM(RwFrame*)
* _rwFreeListAllocReal(RwFreeList*)
* _rwFreeListEnable(int)
* _rwFreeListFreeReal(RwFreeList*, void*)
* _rwGLHandleBlend(RwRaster*)
* _rwGetES2TextureType()
* _rwGetNumEngineInstances()
* _rwIm3Dclose(void*, int, int)
* _rwIm3DCreatePlatformRenderPipelines(rwIm3DRenderPipelines*)
* _rwIm3DCreatePlatformTransformPipeline(RxPipeline**)
* _rwIm3DDestroyPlatformRenderPipelines(rwIm3DRenderPipelines*)
* _rwIm3DDestroyPlatformTransformPipeline(RxPipeline**)
* _rwIm3DGetPool()
* _rwIm3DOpen(void*, int, int)
* _rwImageClose(void*, int, int)
* _rwImageFindAlphaType(RwImage*)
* _rwImageFindNearestPaletteColor(RwRGBA*, RwRGBA*, int)
* _rwImageGammaCorrectArrayOfRGBA(RwRGBA*, RwRGBA*, int)
* _rwImageGammaUnCorrectArrayOfRGBA(RwRGBA*, RwRGBA*, int)
* _rwImageOpen(void*, int, int)
* _rwImageSetFromRaster1555(RwImage*, unsigned char*, int)
* _rwImageSetFromRaster4444(RwImage*, unsigned char*, int)
* _rwImageSetFromRaster565(RwImage*, unsigned char*, int)
* _rwImageSetFromRaster888(RwImage*, unsigned char*, int)

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* _rwImageSetFromRaster8888(RwImage*, unsigned char*, int)
* _rwImageSwapPath(char**, int*)
* _rwInvSqrt(float)
* _rwMatrixClose(void*, int, int)
* _rwMatrixDeterminant(RwMatrixTag const*)
* _rwMatrixIdentityError(RwMatrixTag const*)
* _rwMatrixNormalError(RwMatrixTag const*)
* _rwMatrixOpen(void*, int, int)
* _rwMatrixOrthogonalError(RwMatrixTag const*)
* _rwMatrixSetMultFn(void (*)(RwMatrixTag*, RwMatrixTag const*, RwMatrixTag
const*))
* _rwMatrixSetOptimizations(int)
* _rwMemoryClose()
* _rwMemoryOpen(RwMemoryFunctions const*)
* _rwMipmapRasterSetFromImage1555(unsigned char*, int, RwImage*, int)
* _rwMipmapRasterSetFromImage4444(unsigned char*, int, RwImage*, int)
* _rwMipmapRasterSetFromImage565(unsigned char*, int, RwImage*, int)
* _rwMipmapRasterSetFromImage888(unsigned char*, int, RwImage*, int)
* _rwMipmapRasterSetFromImage8888(unsigned char*, int, RwImage*, int)
* _rwObjectHasFrameReleaseFrame(void*)
* _rwObjectHasFrameSetFrame(void*, RwFrame*)
* _rwOpenGLApplyRwMatrix(RwMatrixTag*)
* _rwOpenGLCameraBeginUpdate(void*, void*, int)
* _rwOpenGLCameraClear(void*, void*, int)
* _rwOpenGLCameraEndUpdate(void*, void*, int)
* _rwOpenGLClose()
* _rwOpenGLDescribeMipLevel(int, int, int, int, int*, int*, int*)
* _rwOpenGLDetermineMaxMipLevel(int, int)
* _rwOpenGLGetActiveTextureUnit()
* _rwOpenGLGetEngineWindowHeight()
* _rwOpenGLGetEngineZBufferDepth()
* _rwOpenGLGetMaxSupportedHardwareLights()
* _rwOpenGLGetMaxSupportedTextureSize()
* _rwOpenGLGetRasterFormat(void*, void*, int)
* _rwOpenGLGetRenderState(RwRenderState, void*)
* _rwOpenGLGetStencilBufferDepth(unsigned char*)
* _rwOpenGLIm2DClose()
* _rwOpenGLIm2DOpen(RwDevice*)
* _rwOpenGLIm2DSetSubmitFuncs()
* _rwOpenGLIm2DSetVertexFuncs(int, int, int)
* _rwOpenGLImageFindRasterFormat(void*, void*, int)
* _rwOpenGLImageSetRaster(void*, void*, int)
* _rwOpenGLInvalidaterStateCachedTexture()
* _rwOpenGLLightsClose()
* _rwOpenGLLightsEnable(int)
* _rwOpenGLLightsGlobalLightsEnable(RpLightFlag)
* _rwOpenGLLightsLocalLightEnable(RpLight const*)
* _rwOpenGLLightsOpen()
* _rwOpenGLLightsSetMaterialProperties(RpMaterial const*, unsigned int)
* _rwOpenGLMatrixToRwMatrix(void*)
* _rwOpenGLNativeTextureGetSize(void*, void*, int)
* _rwOpenGLNativeTextureRead(void*, void*, int)
* _rwOpenGLNativeTextureReadD3D8(void*, void*)
* _rwOpenGLNativeTextureReadD3D9(void*, void*)
* _rwOpenGLNativeTextureReadXBOX(void*, void*)
* _rwOpenGLNativeTextureWrite(void*, void*, int)
* _rwOpenGLNextPowerOf2(unsigned int)
* _rwOpenGLOpen()
* _rwOpenGLPixelToRGB(void*, void*, int)

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* _rwOpenGLRGBToPixel(void*, void*, int)
* _rwOpenGLRasterClear(void*, void*, int)
* _rwOpenGLRasterClearRect(void*, void*, int)
* _rwOpenGLRasterCreate(void*, void*, int)
* _rwOpenGLRasterDestroy(void*, void*, int)
* _rwOpenGLRasterGetMipLevels(void*, void*, int)
* _rwOpenGLRasterLock(void*, void*, int)
* _rwOpenGLRasterLockPalette(void*, void*, int)
* _rwOpenGLRasterRender(void*, void*, int)
* _rwOpenGLRasterRenderFast(void*, void*, int)
* _rwOpenGLRasterRenderScaled(void*, void*, int)
* _rwOpenGLRasterSetImage(void*, void*, int)
* _rwOpenGLRasterShowRaster(void*, void*, int)
* _rwOpenGLRasterSubRaster(void*, void*, int)
* _rwOpenGLRasterUnlock(void*, void*, int)
* _rwOpenGLRasterUnlockPalette(void*, void*, int)
* _rwOpenGLRenderStateClose()
* _rwOpenGLSelectStencilBufferDepth(unsigned char)
* _rwOpenGLSetActiveTextureUnit(unsigned char)
* _rwOpenGLSetInitialRenderState()
* _rwOpenGLSetRasterContext(void*, void*, int)
* _rwOpenGLSetRenderState(RwRenderState, void*)
* _rwOpenGLSetRenderStateNoExtras(RwRenderState, void*)
* _rwOpenGLSetStandards(int (**)(void*, void*, int), int)
* _rwOpenGLSystem(int, void*, void*, int)
* _rwOpenGLTextureSetRaster(void*, void*, int)
* _rwPalQuantAddImage(rwPalQuant*, RwImage*, float)
* _rwPalQuantInit(rwPalQuant*)
* _rwPalQuantMatchImage(unsigned char*, int, int, int, rwPalQuant*, RwImage*)
* _rwPalQuantResolvePalette(RwRGBA*, int, rwPalQuant*)
* _rwPalQuantTerm(rwPalQuant*)
* _rwPipeAttach()
* _rwPipeInitForCamera(RwCamera const*)
* _rwPipelineCheckForTramplingOfNodePrivateSpace(RxPipeline*)
* _rwPluginRegistryAddPlgnStrmRightsCB(RwPluginRegistry*, unsigned int, int
(*) (void*, int, int, unsigned int))
* _rwPluginRegistryAddPlgnStrmLwysCB(RwPluginRegistry*, unsigned int, int (*)
(void*, int, int))
* _rwPluginRegistryAddPlugin(RwPluginRegistry*, int, unsigned int, void* (*)
(void*, int, int), void* (*) (void*, int, int), void* (*) (void*, void const*, int,
int))
* _rwPluginRegistryAddPluginStream(RwPluginRegistry*, unsigned int, RwStream*
(*) (RwStream*, int, void*, int, int), RwStream* (*) (RwStream*, int, void const*,
int, int), int (*) (void const*, int, int))
* _rwPluginRegistryClose()
* _rwPluginRegistryCopyObject(RwPluginRegistry const*, void*, void const*)
* _rwPluginRegistryDeInitObject(RwPluginRegistry const*, void*)
* _rwPluginRegistryGetPluginOffset(RwPluginRegistry const*, unsigned int)
* _rwPluginRegistryGetSize(RwPluginRegistry const*, void const*)
* _rwPluginRegistryInitObject(RwPluginRegistry const*, void*)
* _rwPluginRegistryInvokeRights(RwPluginRegistry const*, unsigned int, void*,
unsigned int)
* _rwPluginRegistryOpen()
* _rwPluginRegistryReadDataChunks(RwPluginRegistry const*, RwStream*, void*)
* _rwPluginRegistrySetStaticPluginsSize(RwPluginRegistry*, int)
* _rwPluginRegistrySkipDataChunks(RwPluginRegistry const*, RwStream*)
* _rwPluginRegistryWriteDataChunks(RwPluginRegistry const*, RwStream*, void
const*)
* _rwRGBAFromImage32(RwRGBA*, unsigned char const*, RwImage const*, int)

```

```

* _rwRGBAFromImage8(RwRGBA*, unsigned char const*, RwImage const*, int)
* _rwRasterClose(void*, int, int)
* _rwRasterOpen(void*, int, int)
* _rwRasterSetFromImage1555(unsigned char*, int, RwImage*)
* _rwRasterSetFromImage4444(unsigned char*, int, RwImage*)
* _rwRasterSetFromImage565(unsigned char*, int, RwImage*)
* _rwRasterSetFromImage888(unsigned char*, int, RwImage*)
* _rwRasterSetFromImage8888(unsigned char*, int, RwImage*)
* _rwRenderPipelineClose(void*, int, int)
* _rwRenderPipelineOpen(void*, int, int)
* _rwResHeapAlloc(void*, unsigned int)
* _rwResHeapCalloc(void*, unsigned int, unsigned int)
* _rwResHeapClose(void*)
* _rwResHeapFree(void*)
* _rwResHeapGetStats(void*, unsigned int*, unsigned int*, unsigned int*,
unsigned int*, unsigned int*, unsigned int*)
* _rwResHeapInit(void*, unsigned int)
* _rwResHeapRealloc(void*, unsigned int)
* _rwResourcesClose(void*, int, int)
* _rwResourcesOpen(void*, int, int)
* _rwResourcesPurge()
* _rwSListCreate(int, unsigned int)
* _rwSListDestroy(RwSList*)
* _rwSListDestroyArray(unsigned char*)
* _rwSListDestroyEndEntries(RwSList*, int)
* _rwSListDestroyEntry(RwSList*, int)
* _rwSListEmpty(RwSList*)
* _rwSListGetArray(RwSList*)
* _rwSListGetBegin(RwSList*)
* _rwSListGetEnd(RwSList*)
* _rwSListGetEntry(RwSList*, int)
* _rwSListGetNewEntries(RwSList*, int, unsigned int)
* _rwSListGetNewEntry(RwSList*, unsigned int)
* _rwSListGetNumEntries(RwSList const*)
* _rwSListReleaseArray(RwSList*)
* _rwSListToArray(RwSList*)
* _rwSetES2TextureType(RwPlatformID)
* _rwSqrt(float)
* _rwStreamInitialize(RwStream*, int, RwStreamType, RwStreamAccessType, void
const*)
* _rwStreamModuleClose(void*, int, int)
* _rwStreamModuleOpen(void*, int, int)
* _rwStreamReadChunkHeader(RwStream*, unsigned int*, unsigned int*, unsigned
int*, unsigned int*)
* _rwStreamWriteVersionedChunkHeader(RwStream*, int, int, unsigned int,
unsigned int)
* _rwStringClose()
* _rwStringDestroy(char*)
* _rwStringOpen()
* _rwStringStreamFindAndRead(char*, RwStream*)
* _rwStringStreamGetSize(char const*)
* _rwStringStreamWrite(char const*, RwStream*)
* _rwTextureChunkInfoRead(RwStream*, rpTextureChunkInfo*, int*)
* _rwTextureClose(void*, int, int)
* _rwTextureGetAutoMipMapState()
* _rwTextureOpen(void*, int, int)
* _rwTextureSetAutoMipMapState(int)
* _rwV3dNormalize(RwV3d*, RwV3d const*)
* _rwVectorClose(void*, int, int)

```

```

* _rwVectorOpen(void*, int, int)
* _rwVectorSetMultFn(RwV3d* (*)(RwV3d*, RwV3d const*, RwMatrixTag const*),
RwV3d* (*)(RwV3d*, RwV3d const*, int, RwMatrixTag const*), RwV3d* (*)(RwV3d*, RwV3d
const*, RwMatrixTag const*), RwV3d* (*)(RwV3d*, RwV3d const*, int, RwMatrixTag
const*))
* _rwarning(int, ...)
* _rwgetcurrenttime(char*, int)
* _rwpathisabsolute(char const*)
* _rxChaseDependencies(RxPipeline*)
* _rxEmbeddedPacketBetweenNodes(RxPipeline*, RxPipelineNode*, unsigned int)
* _rxEmbeddedPacketBetweenPipelines(RxPipeline*, RxPipeline*)
* _rxHeapReset(RxHeap*)
* _rxNotAFunction17(int)
* _rxOpenGLAllInOneAtomicInstanceVertexArray(RxOpenGLMeshInstanceData*,
RpAtomic const*, RpGeometry const*, RpGeometryFlag, int, int, unsigned char*,
RwRGBA*, RwRGBA*)
* _rxOpenGLAllInOnePipelineInit(RxPipelineNode*)
* _rxOpenGLAllInOnePipelineTerm(RxPipelineNode*)
* _rxOpenGLDefaultAllInOneAtomicLightingCB(void*)
* _rxOpenGLDefaultAllInOneRenderCB(RwResEntry*, void*, unsigned char,
unsigned int)
* _rxOpenGLDefaultAtomicAllInOneNode(RxPipelineNode*, RxPipelineNodeParam
const*)
* _rxOpenGLInstance(void*, void*, RwResEntry**, RpMeshHeader*, int, int (*)(
void*, RxOpenGLMeshInstanceData*, int, int))
* _rxOpenGLMeshGetNumVerticesAndMinIndex(unsigned short*, unsigned int,
unsigned int*, unsigned int*)
* _rxOpenGLReinstance(void*, RpMeshHeader const*, RxOpenGLMeshInstanceData*,
int, int (*)(void*, RxOpenGLMeshInstanceData*, int, int))
* _rxPacketDestroy(RxPacket*)
* _rxPipelineClose()
* _rxPipelineDestroy(RxPipeline*)
* _rxPipelineOpen()
* _rxSelectionSort(void*, unsigned int, unsigned int, unsigned int, unsigned
int, unsigned int)
* _rxWorldDevicePluginAttach()
* _rx_rxRadixExchangeSort(void*, unsigned int, unsigned int, unsigned int,
unsigned int, unsigned int)
* _tr_align
* _tr_flush_block
* _tr_init
* _tr_stored_block
* _tr_tally
* adler32
* alAuxiliaryEffectSlotf
* alAuxiliaryEffectSlotfv
* alAuxiliaryEffectSloti
* alAuxiliaryEffectSlotiv
* alBuffer3f
* alBuffer3i
* alBufferData
* alBufferSubDataSOFT
* alBufferf
* alBufferfv
* alBufferi
* alBufferiv
* alDatabufferDataEXT
* alDatabufferSubDataEXT
* alDatabufferfEXT

```

- \* alDatabufferfvEXT
- \* alDatabufferiEXT
- \* alDatabufferivEXT
- \* alDeleteAuxiliaryEffectSlots
- \* alDeleteBuffers
- \* alDeleteDatabuffersEXT
- \* alDeleteEffects
- \* alDeleteFilters
- \* alDeleteSources
- \* alDisable
- \* alDistanceModel
- \* alDopplerFactor
- \* alDopplerVelocity
- \* alEffectf
- \* alEffectfv
- \* alEffecti
- \* alEffectiv
- \* alEnable
- \* alFilterf
- \* alFilterfv
- \* alFilteri
- \* alFilteriv
- \* alGenAuxiliaryEffectSlots
- \* alGenBuffers
- \* alGenDatabuffersEXT
- \* alGenEffects
- \* alGenFilters
- \* alGenSources
- \* alGetAuxiliaryEffectSlotf
- \* alGetAuxiliaryEffectSlotfv
- \* alGetAuxiliaryEffectSloti
- \* alGetAuxiliaryEffectSlotiv
- \* alGetBoolean
- \* alGetBooleanv
- \* alGetBuffer3f
- \* alGetBuffer3i
- \* alGetBufferf
- \* alGetBufferfv
- \* alGetBufferi
- \* alGetBufferiv
- \* alGetDatabufferSubDataEXT
- \* alGetDatabufferfEXT
- \* alGetDatabufferfvEXT
- \* alGetDatabufferiEXT
- \* alGetDatabufferivEXT
- \* alGetDouble
- \* alGetDoublev
- \* alGetEffectf
- \* alGetEffectfv
- \* alGetEffecti
- \* alGetEffectiv
- \* alGetEnumValue
- \* alGetError
- \* alGetFilterf
- \* alGetFilterfv
- \* alGetFilteri
- \* alGetFilteriv
- \* alGetFloat
- \* alGetFloatv

- \* alGetInteger
- \* alGetIntegerv
- \* alGetListener3f
- \* alGetListener3i
- \* alGetListenerf
- \* alGetListenerfv
- \* alGetListeneri
- \* alGetListeneriv
- \* alGetProcAddress
- \* alGetSource3f
- \* alGetSource3i
- \* alGetSourcef
- \* alGetSourcefv
- \* alGetSourcei
- \* alGetSourceiv
- \* alGetString
- \* alIsAuxiliaryEffectSlot
- \* alIsBuffer
- \* alIsDatabufferEXT
- \* alIsEffect
- \* alIsEnabled
- \* alIsExtensionPresent
- \* alIsFilter
- \* alIsSource
- \* alListener3f
- \* alListener3i
- \* alListenerf
- \* alListenerfv
- \* alListeneri
- \* alListeneriv
- \* alMapDatabufferEXT
- \* alSelectDatabufferEXT
- \* alSetError
- \* alSource3f
- \* alSource3i
- \* alSourcePause
- \* alSourcePausev
- \* alSourcePlay
- \* alSourcePlayv
- \* alSourceQueueBuffers
- \* alSourceRewind
- \* alSourceRewindv
- \* alSourceStop
- \* alSourceStopv
- \* alSourceUnqueueBuffers
- \* alSourcef
- \* alSourcefv
- \* alSourcei
- \* alSourceiv
- \* alSpeedOfSound
- \* alThunkAddEntry
- \* alThunkExit
- \* alThunkInit
- \* alThunkLookupEntry
- \* alThunkRemoveEntry
- \* alUnmapDatabufferEXT
- \* al\_print
- \* alcCaptureCloseDevice
- \* alcCaptureOpenDevice



- \* alcCaptureSamples
- \* alcCaptureStart
- \* alcCaptureStop
- \* alcCloseDevice
- \* alcCreateContext
- \* alcDestroyContext
- \* alcGetContextsDevice
- \* alcGetCurrentContext
- \* alcGetEnumValue
- \* alcGetError
- \* alcGetIntegerv
- \* alcGetJavaVM
- \* alcGetProcAddress
- \* alcGetString
- \* alcGetThreadContext
- \* alcIsExtensionPresent
- \* alcMakeContextCurrent
- \* alcOpenDevice
- \* alcProcessContext
- \* alcResume
- \* alcSetError
- \* alcSetThreadContext
- \* alcSuspend
- \* alcSuspendContext
- \* alc\_audiotrack\_deinit
- \* alc\_audiotrack\_init
- \* alc\_audiotrack\_probe
- \* alc\_deinit
- \* alc\_init
- \* alc\_null\_deinit
- \* alc\_null\_init
- \* alc\_null\_probe
- \* aluCart2LUTpos
- \* aluHandleDisconnect
- \* aluInitPanning
- \* aluMixData
- \* android\_JNI\_OnLoad
- \* android\_sigaction(int, siginfo\*, void\*)
- \* asinf
- \* bIsLampPost(int)
- \* bs2b\_clear
- \* bs2b\_cross\_feed
- \* bs2b\_get\_level
- \* bs2b\_get\_srate
- \* bs2b\_is\_clear
- \* bs2b\_set\_level
- \* bs2b\_set\_srate
- \* charIsSeparator(char)
- \* compress
- \* compress2
- \* containsNonAscii(unsigned short\*, int)
- \* crc32
- \* d3dShouldSwap(unsigned int)
- \* d3dToRQ(unsigned int, unsigned char)
- \* d3dhasAlpha(unsigned int, unsigned char)
- \* deflate
- \* deflateCopy
- \* deflateEnd
- \* deflateInit2\_

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* deflateInit_
* deflateParams
* deflateReset
* deflateSetDictionary
* destroyTexture(RwTexture*, void*)
* dxtSwizzler_CreateUncompressedTexture16(unsigned int, unsigned int,
unsigned int, void const*, unsigned int&)
* dxtSwizzler_CreateUncompressedTexture32(unsigned int, unsigned int,
unsigned int, void const*, unsigned int&)
* dxtSwizzler_DecodeDXTCColorBlock(unsigned char const*, unsigned short*,
unsigned int, bool, unsigned int)
* dxtSwizzler_DecodeDXTCColorBlock8888(unsigned char const*, unsigned int*,
unsigned int, bool, bool)
* dxtSwizzler_GetNativeFormat()
* dxtSwizzler_InlineSwizzleATC(unsigned int, unsigned int, unsigned int, void
const*, unsigned int&)
* dxtSwizzler_SwizzlePVR(unsigned int, unsigned int, void const*)
* emu_ArraysDelete(unsigned int)
* emu_ArraysDrawCurrent(unsigned int)
* emu_ArraysDrawStored(unsigned int, unsigned int)
* emu_ArraysDrawStoredSeparate(unsigned int, unsigned int, unsigned int,
unsigned int, unsigned int)
* emu_ArraysGetID(unsigned int)
* emu_ArraysGetShareResource()
* emu_ArraysIndices(void*, unsigned int, unsigned int)
* emu_ArraysLock(unsigned int)
* emu_ArraysProcessQueue(unsigned char)
* emu_ArraysReset()
* emu_ArraysSetUseGPU(unsigned char)
* emu_ArraysShareResource(unsigned char)
* emu_ArraysStore(unsigned char, unsigned char)
* emu_ArraysUnlock(unsigned int)
* emu_ArraysVertex(void*, unsigned int, unsigned int, unsigned int)
* emu_ArraysVertexAttrib(unsigned int, int, unsigned int, unsigned char, int)
* emu_BindAltRenderTarget()
* emu_BindShadowRenderTarget()
* emu_CameraPositionIsDirty()
* emu_CameraPositionSetDirty(unsigned char)
* emu_CustomShaderCreate(char const*, char const*)
* emu_CustomShaderDelete(void*)
* emu_CustomShaderSet(void*)
* emu_CustomShaderUniform(void*, unsigned int, int, float*)
* emu_DebugAlphaTestEnabled(unsigned char)
* emu_DebugDrawCallsEnabled(unsigned char)
* emu_DebugDrawWhenBlendEnabled(unsigned char)
* emu_DebugLightingEnabled(unsigned char)
* emu_DebugTexturingEnabled(unsigned char)
* emu_DisableAlphaModulate()
* emu_DistanceFogGetColor()
* emu_DistanceFogGetParameters()
* emu_DistanceFogIsDirty()
* emu_DistanceFogSetDirty(unsigned char)
* emu_DistanceFogSetEnabled(unsigned char)
* emu_DistanceFogSetup(float, float, float, float, float)
* emu_DropAltRenderTarget()
* emu_EnableAlphaModulate(float)
* emu_FlushAltRenderTarget()
* emu_GammaSet(unsigned char)
* emu_GetCameraPosition()

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* emu_GetCustomShader()
* emu_GetEnvMapCoefficient()
* emu_InternalSkinClearDirty()
* emu_InternalSkinGetMatrices()
* emu_InternalSkinGetVectorCount()
* emu_InternalSkinMatricesDirty()
* emu_IsAltDrawing()
* emu_IsAltRenderTarget()
* emu_LightingSetBackLight(unsigned char)
* emu_ResetEnvMap()
* emu_ResolveShadowTarget(float)
* emu_SetAltBlurAmt(float)
* emu_SetAltRTContrast(float, float, float, float, float, float)
* emu_SetAltRTGrading(RQVector const&, RQVector const&, RQVector const&)
* emu_SetAltRenderTarget(int, int)
* emu_SetAltTargetTexture()
* emu_SetCameraBasedNormals(unsigned char)
* emu_SetCameraPosition(float*)
* emu_SetEnvMap(void*, float, int)
* emu_SetRenderingSphere(float*, unsigned char)
* emu_SetSecondVertexColor(unsigned char, float)
* emu_SetShadowTargetTexture()
* emu_SetTextureMatrixEnabled(float*, unsigned char)
* emu_SetWater(unsigned char)
* emu_SetWaterTime(float)
* emu_ShaderGetCurSource(char*, char*)
* emu_ShaderListCompile(unsigned int*, unsigned int)
* emu_ShaderListGetList(unsigned int*)
* emu_Shutdown()
* emu_ShutdownAltRenderTarget()
* emu_ShutdownImm()
* emu_ShutdownShaders()
* emu_SkinSetMatrices(float*, int)
* emu_SwapAltRenderTarget()
* emu_TextureSetDetailTexture(void*, unsigned int)
* emu_TexturingGet4444Conversion()
* emu_TexturingGetEnhancedDetail()
* emu_TexturingSet4444Conversion(unsigned char)
* emu_TexturingSetEnhancedDetail(unsigned char)
* emu_TexturingSetTrilinear(unsigned char)
* emu_glBegin(unsigned int)
* emu_glClear(unsigned int)
* emu_glClearColor(float, float, float, float)
* emu_glClearDepth(double)
* emu_glClearStencil(int)
* emu_glColor3b(signed char, signed char, signed char)
* emu_glColor3bv(signed char const*)
* emu_glColor3d(double, double, double)
* emu_glColor3dv(double const*)
* emu_glColor3f(float, float, float)
* emu_glColor3fv(float const*)
* emu_glColor3s(short, short, short)
* emu_glColor3sv(short const*)
* emu_glColor3ub(unsigned char, unsigned char, unsigned char)
* emu_glColor3ubv(unsigned char const*)
* emu_glColor3us(unsigned short, unsigned short, unsigned short)
* emu_glColor3usv(unsigned short const*)
* emu_glColor4b(signed char, signed char, signed char, signed char)
* emu_glColor4bv(signed char const*)
```

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* emu_glColor4d(double, double, double, double)
* emu_glColor4dv(double const*)
* emu_glColor4f(float, float, float, float)
* emu_glColor4fv(float const*)
* emu_glColor4s(short, short, short, short)
* emu_glColor4sv(short const*)
* emu_glColor4ub(unsigned char, unsigned char, unsigned char, unsigned char)
* emu_glColor4ubv(unsigned char const*)
* emu_glColor4us(unsigned short, unsigned short, unsigned short, unsigned
short)
* emu_glColor4usv(unsigned short const*)
* emu_glColorMaterial(unsigned int, unsigned int)
* emu_glDisable(unsigned int)
* emu_glEnable(unsigned int)
* emu_glEnd()
* emu_glEndInternal()
* emu_glFrustum(double, double, double, double, double, double)
* emu_glGetError()
* emu_glGetFloatv(unsigned int, float*)
* emu_glIsEnabled(unsigned int)
* emu_glLightModelf(unsigned int, float)
* emu_glLightModelfv(unsigned int, float const*)
* emu_glLightModeli(unsigned int, int)
* emu_glLightModeliv(unsigned int, int const*)
* emu_glLightf(unsigned int, unsigned int, float)
* emu_glLightfv(unsigned int, unsigned int, float const*)
* emu_glLighti(unsigned int, unsigned int, int)
* emu_glLightiv(unsigned int, unsigned int, int const*)
* emu_glLoadIdentity()
* emu_glMaterialf(unsigned int, unsigned int, float)
* emu_glMaterialfv(unsigned int, unsigned int, float const*)
* emu_glMatrixMode(unsigned int)
* emu_glMultMatrixd(double const*)
* emu_glMultMatrixf(float const*)
* emu_glNormal3b(signed char, signed char, signed char)
* emu_glNormal3bv(signed char const*)
* emu_glNormal3d(double, double, double)
* emu_glNormal3dv(double const*)
* emu_glNormal3f(float, float, float)
* emu_glNormal3fv(float const*)
* emu_glNormal3s(short, short, short)
* emu_glNormal3sv(short const*)
* emu_glOrtho(double, double, double, double, double, double)
* emu_glPopMatrix()
* emu_glPushAndLoadMatrix(float*)
* emu_glPushMatrix()
* emu_glReadPixels(int, int, int, int, unsigned int, unsigned int, void*)
* emu_glRotated(double, double, double, double)
* emu_glRotatef(float, float, float, float)
* emu_glScaled(double, double, double)
* emu_glScalef(float, float, float)
* emu_glScissor(int, int, int, int)
* emu_glTexCoord1d(double)
* emu_glTexCoord1dv(double const*)
* emu_glTexCoord1f(float)
* emu_glTexCoord1fv(float const*)
* emu_glTexCoord1s(short)
* emu_glTexCoord1sv(short const*)
* emu_glTexCoord2d(double, double)

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* emu_glTexCoord2dv(double const*)
* emu_glTexCoord2f(float, float)
* emu_glTexCoord2fv(float const*)
* emu_glTexCoord2s(short, short)
* emu_glTexCoord2sv(short const*)
* emu_glTexCoord3d(double, double, double)
* emu_glTexCoord3dv(double const*)
* emu_glTexCoord3f(float, float, float)
* emu_glTexCoord3fv(float const*)
* emu_glTexCoord3s(short, short, short)
* emu_glTexCoord3sv(short const*)
* emu_glTexCoord4d(double, double, double, double)
* emu_glTexCoord4dv(double const*)
* emu_glTexCoord4f(float, float, float, float)
* emu_glTexCoord4fv(float const*)
* emu_glTexCoord4s(short, short, short, short)
* emu_glTexCoord4sv(short const*)
* emu_glTranslated(double, double, double)
* emu_glTranslatef(float, float, float)
* emu_glVertex2d(double, double)
* emu_glVertex2dv(double const*)
* emu_glVertex2f(float, float)
* emu_glVertex2fv(float const*)
* emu_glVertex2s(short, short)
* emu_glVertex2sv(short const*)
* emu_glVertex3d(double, double, double)
* emu_glVertex3dv(double const*)
* emu_glVertex3f(float, float, float)
* emu_glVertex3fv(float const*)
* emu_glVertex3s(short, short, short)
* emu_glVertex3sv(short const*)
* emu_glVertex4d(double, double, double, double)
* emu_glVertex4dv(double const*)
* emu_glVertex4f(float, float, float, float)
* emu_glVertex4fv(float const*)
* emu_glVertex4s(short, short, short, short)
* emu_glVertex4sv(short const*)
* emu_glViewport(int, int, int, int)
* es2SetCull(RQCullMode)
* findDataMatch(char const*, char const*)
* findDataNextToken(char const*)
* findDataString(char const*, char const*, int)
* findDataStringEOL(char const*, char const*)
* forceLinearFilteringAtomicsCB(RpAtomic*, void*)
* forceLinearFilteringMatTexturesCB(RpMaterial*, void*)
* freeAlignPC(void*)
* get_crc_table
* gzclose
* gzdopen
* gzeof
* gzerror
* gzflush
* gzgetc
* gzgets
* gzopen
* gzprintf
* gzputc
* gzputs
* gzread
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* gzrewind
* gzseek
* gzsetparams
* gztell
* gzwrite
* inflate
* inflateEnd
* inflateInit2_
* inflateInit_
* inflateReset
* inflateSetDictionary
* inflateSync
* inflateSyncPoint
* inflate_blocks
* inflate_blocks_free
* inflate_blocks_new
* inflate_blocks_reset
* inflate_blocks_sync_point
* inflate_codes
* inflate_codes_free
* inflate_codes_new
* inflate_fast
* inflate_flush
* inflate_set_dictionary
* inflate_trees_bits
* inflate_trees_dynamic
* inflate_trees_fixed
* initGraphics()
* isJapanesePunctuation(unsigned short)
* jcopy_block_row(short (*) [64], short (*) [64], unsigned int)
* jcopy_sample_rows(unsigned char**, int, unsigned char**, int, int, unsigned
int)
* jdiv_round_up(long, long)
* jinit_c_coef_controller(jpeg_compress_struct*, unsigned char)
* jinit_c_main_controller(jpeg_compress_struct*, unsigned char)
* jinit_c_master_control(jpeg_compress_struct*, unsigned char)
* jinit_c_prep_controller(jpeg_compress_struct*, unsigned char)
* jinit_color_converter(jpeg_compress_struct*)
* jinit_color_deconverter(jpeg_decompress_struct*)
* jinit_compress_master(jpeg_compress_struct*)
* jinit_d_coef_controller(jpeg_decompress_struct*, unsigned char)
* jinit_d_main_controller(jpeg_decompress_struct*, unsigned char)
* jinit_d_post_controller(jpeg_decompress_struct*, unsigned char)
* jinit_downsampler(jpeg_compress_struct*)
* jinit_forward_dct(jpeg_compress_struct*)
* jinit_huff_decoder(jpeg_decompress_struct*)
* jinit_huff_encoder(jpeg_compress_struct*)
* jinit_input_controller(jpeg_decompress_struct*)
* jinit_inverse_dct(jpeg_decompress_struct*)
* jinit_marker_reader(jpeg_decompress_struct*)
* jinit_marker_writer(jpeg_compress_struct*)
* jinit_master_decompress(jpeg_decompress_struct*)
* jinit_memory_mgr(jpeg_common_struct*)
* jinit_upsampler(jpeg_decompress_struct*)
* jpeg_CreateCompress(jpeg_compress_struct*, int, unsigned int)
* jpeg_CreateDecompress(jpeg_decompress_struct*, int, unsigned int)
* jpeg_abort(jpeg_common_struct*)
* jpeg_abort_compress(jpeg_compress_struct*)
* jpeg_abort_decompress(jpeg_decompress_struct*)

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* jpeg_add_quant_table(jpeg_compress_struct*, int, unsigned int const*, int,
unsigned char)
* jpeg_alloc_huff_table(jpeg_common_struct*)
* jpeg_alloc_quant_table(jpeg_common_struct*)
* jpeg_calc_output_dimensions(jpeg_decompress_struct*)
* jpeg_consume_input(jpeg_decompress_struct*)
* jpeg_copy_critical_parameters(jpeg_decompress_struct*,
jpeg_compress_struct*)
* jpeg_default_colorspace(jpeg_compress_struct*)
* jpeg_destroy(jpeg_common_struct*)
* jpeg_destroy_compress(jpeg_compress_struct*)
* jpeg_destroy_decompress(jpeg_decompress_struct*)
* jpeg_fdct_float(float*)
* jpeg_fill_bit_buffer(bitread_working_state*, int, int, int)
* jpeg_finish_compress(jpeg_compress_struct*)
* jpeg_finish_decompress(jpeg_decompress_struct*)
* jpeg_free_large(jpeg_common_struct*, void*, unsigned int)
* jpeg_free_small(jpeg_common_struct*, void*, unsigned int)
* jpeg_gen_optimal_table(jpeg_compress_struct*, JHUFF_TBL*, long*)
* jpeg_get_large(jpeg_common_struct*, unsigned int)
* jpeg_get_small(jpeg_common_struct*, unsigned int)
* jpeg_has_multiple_scans(jpeg_decompress_struct*)
* jpeg_huff_decode(bitread_working_state*, int, int, d_derived_tbl*, int)
* jpeg_idct_float(jpeg_decompress_struct*, jpeg_component_info*, short*,
unsigned char**, unsigned int)
* jpeg_input_complete(jpeg_decompress_struct*)
* jpeg_make_c_derived_tbl(jpeg_compress_struct*, unsigned char, int,
c_derived_tbl**)
* jpeg_make_d_derived_tbl(jpeg_decompress_struct*, unsigned char, int,
d_derived_tbl**)
* jpeg_mem_available(jpeg_common_struct*, long, long, long)
* jpeg_mem_init(jpeg_common_struct*)
* jpeg_mem_term(jpeg_common_struct*)
* jpeg_open_backing_store(jpeg_common_struct*, backing_store_struct*, long)
* jpeg_quality_scaling(int)
* jpeg_read_coefficients(jpeg_decompress_struct*)
* jpeg_read_header(jpeg_decompress_struct*, unsigned char)
* jpeg_read_raw_data(jpeg_decompress_struct*, unsigned char***, unsigned int)
* jpeg_read_scanlines(jpeg_decompress_struct*, unsigned char**, unsigned int)
* jpeg_resync_to_restart(jpeg_decompress_struct*, int)
* jpeg_set_colorspace(jpeg_compress_struct*, J_COLOR_SPACE)
* jpeg_set_defaults(jpeg_compress_struct*)
* jpeg_set_linear_quality(jpeg_compress_struct*, int, unsigned char)
* jpeg_set_marker_processor(jpeg_decompress_struct*, int, unsigned char (*)
(jpeg_decompress_struct*))
* jpeg_set_quality(jpeg_compress_struct*, int, unsigned char)
* jpeg_start_compress(jpeg_compress_struct*, unsigned char)
* jpeg_start_decompress(jpeg_decompress_struct*)
* jpeg_std_error(jpeg_error_mgr*)
* jpeg_stdio_dest(jpeg_compress_struct*, __sFILE*)
* jpeg_stdio_src(jpeg_decompress_struct*, __sFILE*)
* jpeg_suppress_tables(jpeg_compress_struct*, unsigned char)
* jpeg_write_coefficients(jpeg_compress_struct*, jvirt_barray_control**)
* jpeg_write_m_byte(jpeg_compress_struct*, int)
* jpeg_write_m_header(jpeg_compress_struct*, int, unsigned int)
* jpeg_write_marker(jpeg_compress_struct*, int, unsigned char const*,
unsigned int)
* jpeg_write_raw_data(jpeg_compress_struct*, unsigned char***, unsigned int)
* jpeg_write_scanlines(jpeg_compress_struct*, unsigned char**, unsigned int)

```

- \* jpeg\_write\_tables(jpeg\_compress\_struct\*)
- \* jround\_up(long, long)
- \* jzero\_far(void\*, unsigned int)
- \* load\_file(char const\*)
- \* mallocAlignPC(int, int)
- \* mpg123\_add\_string
- \* mpg123\_add\_substring
- \* mpg123\_clip
- \* mpg123\_close
- \* mpg123\_copy\_string
- \* mpg123\_current\_decoder
- \* mpg123\_decode
- \* mpg123\_decode\_frame
- \* mpg123\_decoder
- \* mpg123\_decoders
- \* mpg123\_delete
- \* mpg123\_delete\_pars
- \* mpg123\_enc\_from\_id3
- \* mpg123\_encodings
- \* mpg123\_encsize
- \* mpg123\_eq
- \* mpg123\_errcode
- \* mpg123\_exit
- \* mpg123\_feature
- \* mpg123\_feed
- \* mpg123\_feedseek
- \* mpg123\_fmt
- \* mpg123\_fmt\_all
- \* mpg123\_fmt\_none
- \* mpg123\_fmt\_support
- \* mpg123\_format
- \* mpg123\_format\_all
- \* mpg123\_format\_none
- \* mpg123\_format\_support
- \* mpg123\_framebyframe\_decode
- \* mpg123\_framebyframe\_next
- \* mpg123\_free\_string
- \* mpg123\_geteq
- \* mpg123\_getformat
- \* mpg123\_getpar
- \* mpg123\_getparam
- \* mpg123\_getstate
- \* mpg123\_getvolume
- \* mpg123\_grow\_string
- \* mpg123\_icy
- \* mpg123\_icy2utf8
- \* mpg123\_id3
- \* mpg123\_index
- \* mpg123\_info
- \* mpg123\_init
- \* mpg123\_init\_string
- \* mpg123\_length
- \* mpg123\_meta\_check
- \* mpg123\_new
- \* mpg123\_new\_pars
- \* mpg123\_open
- \* mpg123\_open\_fd
- \* mpg123\_open\_feed
- \* mpg123\_open\_handle



```

* mpg123_outblock
* mpg123_par
* mpg123_param
* mpg123_parnew
* mpg123_plain_strerror
* mpg123_position
* mpg123_rates
* mpg123_read
* mpg123_replace_buffer
* mpg123_replace_reader
* mpg123_replace_reader_handle
* mpg123_reset_eq
* mpg123_resize_string
* mpg123_safe_buffer
* mpg123_scan
* mpg123_seek
* mpg123_seek_frame
* mpg123_set_filesize
* mpg123_set_index
* mpg123_set_string
* mpg123_set_substring
* mpg123_store_utf8
* mpg123_strerror
* mpg123_strlen
* mpg123_supported_decoders
* mpg123_tell
* mpg123_tell_stream
* mpg123_tellframe
* mpg123_timeframe
* mpg123_tpf
* mpg123_volume
* mpg123_volume_change
* nvGetSystemCapabilities(_NvSysCaps*, bool)
* nv_flush_tracked_attribs()
* nv_load_program(char const*, char const*)
* nv_set_attrib_by_index(int, int, unsigned int, unsigned char, int, void*)
* nv_set_attrib_by_name(unsigned int, char const*, int, unsigned int,
unsigned char, int, void*)
* nv_shader_init()
* operator!=(RQMatrix const&, RQMatrix const&)
* operator*(CMatrix const&, CMatrix const&)
* operator*(CMatrix const&, CVector const&)
* operator+(CMatrix const&, CMatrix const&)
* operator==(RQMatrix const&, RQMatrix const&)
* png_access_version_number
* png_build_gamma_table
* png_build_grayscale_palette
* png_calculate_crc
* png_check_chunk_name
* png_check_keyword
* png_check_sig
* png_chunk_error
* png_chunk_warning
* png_combine_row
* png_convert_from_struct_tm
* png_convert_from_time_t
* png_convert_to_rfc1123
* png_crc_error
* png_crc_finish

```

- \* png\_crc\_read
- \* png\_create\_info\_struct
- \* png\_create\_read\_struct
- \* png\_create\_read\_struct\_2
- \* png\_create\_struct
- \* png\_create\_struct\_2
- \* png\_create\_write\_struct
- \* png\_create\_write\_struct\_2
- \* png\_data\_freer
- \* png\_decompress\_chunk
- \* png\_destroy\_info\_struct
- \* png\_destroy\_read\_struct
- \* png\_destroy\_struct
- \* png\_destroy\_struct\_2
- \* png\_destroy\_write\_struct
- \* png\_do\_background
- \* png\_do\_bgr
- \* png\_do\_chop
- \* png\_do\_dither
- \* png\_do\_expand
- \* png\_do\_expand\_palette
- \* png\_do\_gamma
- \* png\_do\_gray\_to\_rgb
- \* png\_do\_invert
- \* png\_do\_pack
- \* png\_do\_packswap
- \* png\_do\_read\_filler
- \* png\_do\_read\_interlace
- \* png\_do\_read\_invert\_alpha
- \* png\_do\_read\_swap\_alpha
- \* png\_do\_read\_transformations
- \* png\_do\_rgb\_to\_gray
- \* png\_do\_shift
- \* png\_do\_strip\_filler
- \* png\_do\_swap
- \* png\_do\_unpack
- \* png\_do\_unshift
- \* png\_do\_write\_interlace
- \* png\_do\_write\_invert\_alpha
- \* png\_do\_write\_swap\_alpha
- \* png\_do\_write\_transformations
- \* png\_error
- \* png\_flush
- \* png\_free
- \* png\_free\_data
- \* png\_free\_default
- \* png\_get\_IHDR
- \* png\_get\_PLTE
- \* png\_get\_bKGD
- \* png\_get\_bit\_depth
- \* png\_get\_CHRM
- \* png\_get\_CHRM\_fixed
- \* png\_get\_channels
- \* png\_get\_color\_type
- \* png\_get\_compression\_buffer\_size
- \* png\_get\_compression\_type
- \* png\_get\_copyright
- \* png\_get\_error\_ptr
- \* png\_get\_filter\_type

- \* png\_get\_gAMA
- \* png\_get\_gAMA\_fixed
- \* png\_get\_hIST
- \* png\_get\_header\_ver
- \* png\_get\_header\_version
- \* png\_get\_iCCP
- \* png\_get\_image\_height
- \* png\_get\_image\_width
- \* png\_get\_int\_32
- \* png\_get\_interlace\_type
- \* png\_get\_io\_ptr
- \* png\_get\_libpng\_ver
- \* png\_get\_mem\_ptr
- \* png\_get\_offs
- \* png\_get\_pCAL
- \* png\_get\_pHYs
- \* png\_get\_pixel\_aspect\_ratio
- \* png\_get\_pixels\_per\_meter
- \* png\_get\_progressive\_ptr
- \* png\_get\_rgb\_to\_gray\_status
- \* png\_get\_rowbytes
- \* png\_get\_rows
- \* png\_get\_sBIT
- \* png\_get\_sCAL
- \* png\_get\_sPLT
- \* png\_get\_sRGB
- \* png\_get\_signature
- \* png\_get\_tIME
- \* png\_get\_tRNS
- \* png\_get\_text
- \* png\_get\_uint\_16
- \* png\_get\_uint\_32
- \* png\_get\_unknown\_chunks
- \* png\_get\_user\_chunk\_ptr
- \* png\_get\_user\_transform\_ptr
- \* png\_get\_valid
- \* png\_get\_x\_offset\_microns
- \* png\_get\_x\_offset\_pixels
- \* png\_get\_x\_pixels\_per\_meter
- \* png\_get\_y\_offset\_microns
- \* png\_get\_y\_offset\_pixels
- \* png\_get\_y\_pixels\_per\_meter
- \* png\_handle\_IEND
- \* png\_handle\_IHDR
- \* png\_handle\_PLTE
- \* png\_handle\_as\_unknown
- \* png\_handle\_bKGD
- \* png\_handle\_cHRM
- \* png\_handle\_gAMA
- \* png\_handle\_hIST
- \* png\_handle\_iCCP
- \* png\_handle\_offs
- \* png\_handle\_pCAL
- \* png\_handle\_pHYs
- \* png\_handle\_sBIT
- \* png\_handle\_sCAL
- \* png\_handle\_sPLT
- \* png\_handle\_sRGB
- \* png\_handle\_tEXt

- \* png\_handle\_tIME
- \* png\_handle\_tRNS
- \* png\_handle\_unknown
- \* png\_handle\_zTXt
- \* png\_info\_destroy
- \* png\_info\_init
- \* png\_info\_init\_3
- \* png\_init\_io
- \* png\_init\_read\_transformations
- \* png\_malloc
- \* png\_malloc\_default
- \* png\_memcpy\_check
- \* png\_memset\_check
- \* png\_permit\_empty\_plte
- \* png\_process\_IDAT\_data
- \* png\_process\_data
- \* png\_process\_some\_data
- \* png\_progressive\_combine\_row
- \* png\_push\_crc\_finish
- \* png\_push\_crc\_skip
- \* png\_push\_fill\_buffer
- \* png\_push\_handle\_tEXt
- \* png\_push\_handle\_unknown
- \* png\_push\_handle\_zTXt
- \* png\_push\_have\_end
- \* png\_push\_have\_info
- \* png\_push\_have\_row
- \* png\_push\_process\_row
- \* png\_push\_read\_IDAT
- \* png\_push\_read\_chunk
- \* png\_push\_read\_sig
- \* png\_push\_read\_tEXt
- \* png\_push\_read\_zTXt
- \* png\_push\_restore\_buffer
- \* png\_push\_save\_buffer
- \* png\_read\_data
- \* png\_read\_destroy
- \* png\_read\_end
- \* png\_read\_filter\_row
- \* png\_read\_finish\_row
- \* png\_read\_image
- \* png\_read\_info
- \* png\_read\_init
- \* png\_read\_init\_2
- \* png\_read\_init\_3
- \* png\_read\_png
- \* png\_read\_push\_finish\_row
- \* png\_read\_row
- \* png\_read\_rows
- \* png\_read\_start\_row
- \* png\_read\_transform\_info
- \* png\_read\_update\_info
- \* png\_reset\_crc
- \* png\_reset\_zstream
- \* png\_save\_int\_32
- \* png\_save\_uint\_16
- \* png\_save\_uint\_32
- \* png\_set\_IHDR
- \* png\_set\_PLTE

- \* png\_set\_bKGD
- \* png\_set\_background
- \* png\_set\_bgr
- \* png\_set\_cHRM
- \* png\_set\_cHRM\_fixed
- \* png\_set\_compression\_buffer\_size
- \* png\_set\_compression\_level
- \* png\_set\_compression\_mem\_level
- \* png\_set\_compression\_method
- \* png\_set\_compression\_strategy
- \* png\_set\_compression\_window\_bits
- \* png\_set\_crc\_action
- \* png\_set\_dither
- \* png\_set\_error\_fn
- \* png\_set\_expand
- \* png\_set\_filler
- \* png\_set\_filter
- \* png\_set\_filter\_heuristics
- \* png\_set\_flush
- \* png\_set\_gAMA
- \* png\_set\_gAMA\_fixed
- \* png\_set\_gamma
- \* png\_set\_gray\_1\_2\_4\_to\_8
- \* png\_set\_gray\_to\_rgb
- \* png\_set\_hIST
- \* png\_set\_iCCP
- \* png\_set\_interlace\_handling
- \* png\_set\_invalid
- \* png\_set\_invert\_alpha
- \* png\_set\_invert\_mono
- \* png\_set\_keep\_unknown\_chunks
- \* png\_set\_mem\_fn
- \* png\_set\_oFFs
- \* png\_set\_pCAL
- \* png\_set\_pHYs
- \* png\_set\_packing
- \* png\_set\_packswap
- \* png\_set\_palette\_to\_rgb
- \* png\_set\_progressive\_read\_fn
- \* png\_set\_read\_fn
- \* png\_set\_read\_status\_fn
- \* png\_set\_read\_user\_chunk\_fn
- \* png\_set\_read\_user\_transform\_fn
- \* png\_set\_rgb\_to\_gray
- \* png\_set\_rgb\_to\_gray\_fixed
- \* png\_set\_rows
- \* png\_set\_sBIT
- \* png\_set\_sCAL
- \* png\_set\_sPLT
- \* png\_set\_sRGB
- \* png\_set\_sRGB\_gAMA\_and\_cHRM
- \* png\_set\_shift
- \* png\_set\_sig\_bytes
- \* png\_set\_strip\_16
- \* png\_set\_strip\_alpha
- \* png\_set\_swap
- \* png\_set\_swap\_alpha
- \* png\_set\_tIME
- \* png\_set\_tRNS

- \* png\_set\_tRNS\_to\_alpha
- \* png\_set\_text
- \* png\_set\_unknown\_chunk\_location
- \* png\_set\_unknown\_chunks
- \* png\_set\_user\_transform\_info
- \* png\_set\_write\_fn
- \* png\_set\_write\_status\_fn
- \* png\_set\_write\_user\_transform\_fn
- \* png\_sig\_cmp
- \* png\_start\_read\_image
- \* png\_warning
- \* png\_write\_IDAT
- \* png\_write\_IEND
- \* png\_write\_IHDR
- \* png\_write\_PLTE
- \* png\_write\_bKGD
- \* png\_write\_cHRM
- \* png\_write\_cHRM\_fixed
- \* png\_write\_chunk
- \* png\_write\_chunk\_data
- \* png\_write\_chunk\_end
- \* png\_write\_chunk\_start
- \* png\_write\_data
- \* png\_write\_destroy
- \* png\_write\_end
- \* png\_write\_filtered\_row
- \* png\_write\_find\_filter
- \* png\_write\_finish\_row
- \* png\_write\_flush
- \* png\_write\_gAMA
- \* png\_write\_gAMA\_fixed
- \* png\_write\_hIST
- \* png\_write\_iCCP
- \* png\_write\_image
- \* png\_write\_info
- \* png\_write\_info\_before\_PLTE
- \* png\_write\_init
- \* png\_write\_init\_2
- \* png\_write\_init\_3
- \* png\_write\_oFFs
- \* png\_write\_pCAL
- \* png\_write\_pHYs
- \* png\_write\_png
- \* png\_write\_row
- \* png\_write\_rows
- \* png\_write\_sBIT
- \* png\_write\_sCAL
- \* png\_write\_sPLT
- \* png\_write\_sRGB
- \* png\_write\_sig
- \* png\_write\_start\_row
- \* png\_write\_tEXt
- \* png\_write\_tIME
- \* png\_write\_tRNS
- \* png\_write\_zTXt
- \* png\_zalloc
- \* png\_zfree
- \* postprocess\_buffer
- \* psAlwaysOnTop(int)

```

* psCameraBeginUpdate(RwCamera*)
* psCameraShowRaster(RwCamera*)
* psDebugMessageHandler(RwDebugType, char const*)
* psErrorMessage(char const*)
* psGetMemoryFunctions()
* psGrabScreen(RwCamera*)
* psInitialize()
* psInstallFileSystem()
* psMouseSetVisibility(int)
* psNativeTextureSupport()
* psPathGetSeparator()
* psPathnameCreate(char const*)
* psPathnameDestroy(char*)
* psSelectDevice()
* psTerminate()
* psTimer()
* psWarningMessage(char const*)
* readDataFile(char const*, char*, unsigned int)
* rwIsAlphaBlendOn()
* rwIsDepthWriteOn()
* samples_to_storage
* sortLODs(void const*, void const*)
* strcmpIgnoringDigits(char const*, char const*)
* strdup
* strreplace(char*, char const*, char const*)
* test()
* uncompress
* void AssignBlockToPixels<unsigned int>(unsigned char const*, unsigned int*,
unsigned int, unsigned int*)
* void AssignBlockToPixels<unsigned short>(unsigned char const*, unsigned
short*, unsigned int, unsigned short*)
* void OrBlockToPixels<unsigned int>(unsigned char const*, unsigned int*,
unsigned int, unsigned int*)
* void OrBlockToPixels<unsigned short>(unsigned char const*, unsigned short*,
unsigned int, unsigned short*)
* wrapped_glCompressedTexImage2D(RQTexture*&, int, unsigned int, int, int,
int, void const*, bool)
* wrapped_glCompressedTexImage2D(unsigned int, int, unsigned int, int, int,
int, void const*)
* zError
* zcalloc
* zcfree
* zlibVersion

```

RQMatrix (1 variables, 1 functions)

Variables list:

```
* Identity
```

Functions list:

```
* operator*=(RQMatrix const&)
```

EmulatedMatrixStack (0 variables, 1 functions)

Variables list:

Functions list:

```
* EmulatedMatrixStack()
```

ArrayState (0 variables, 6 functions)

Variables list:

Functions list:

- \* ArrayState(ArrayState const&, unsigned char, unsigned char)
- \* Draw(unsigned int)
- \* DrawWithIndex(ArrayState\*, unsigned int, unsigned int, unsigned int)
- \* SetupDrawState()
- \* SetupVertexState(ArrayState\*, bool)
- \* ~ArrayState()

SharedGPUResource (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct()
- \* GetCurrentSize()

EmuShader (3 variables, 9 functions)

Variables list:

- \* ShaderCloset
- \* curCustomShader
- \* curSelectedShader

Functions list:

- \* AssignShader(bool)
- \* EmuShader(char const\*, char const\*)
- \* EmuShader(unsigned int)
- \* EvaluateRenderFlags()
- \* Recompile()
- \* RecompileShaders()
- \* ReevaluateLightingFlags(bool)
- \* Select(bool)
- \* ~EmuShader()

RQVertexBuffer (1 variables, 7 functions)

Variables list:

- \* curBuffer

Functions list:

- \* Create(void const\*, unsigned int)
- \* Delete(RQVertexBuffer\*)
- \* Set(RQVertexBuffer\*)
- \* Set(void const\*, unsigned int, void (\*)())
- \* SetSafe()
- \* Update(void const\*, unsigned int)
- \* ~RQVertexBuffer()

RQIndexBuffer (1 variables, 7 functions)

Variables list:

- \* curBuffer

Functions list:

- \* Create(RQIndexBufferFormat, void const\*, unsigned int)
- \* Delete(RQIndexBuffer\*)
- \* Set(RQIndexBuffer\*)
- \* Set(void const\*, unsigned int)
- \* SetSafe()
- \* Update(void const\*, unsigned int)
- \* ~RQIndexBuffer()



RQVertexState (1 variables, 4 functions)

Variables list:

- \* curState

Functions list:

- \* Apply(RQVertexState\*)
- \* Create(RQVertexBuffer\*, RQIndexBuffer\*, RQVertexBufferDescription\*)
- \* Delete(RQVertexState\*)
- \* ~RQVertexState()

ES2VertexState (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~ES2VertexState()

ES2IndexBuffer (4 variables, 1 functions)

Variables list:

- \* curCPUBuffer
- \* curCPUSize
- \* safeCPUBuffer
- \* safeCPUSize

Functions list:

- \* ~ES2IndexBuffer()

ES2VertexBuffer (4 variables, 1 functions)

Variables list:

- \* curCPUBuffer
- \* curCPUSize
- \* safeCPUBuffer
- \* safeCPUSize

Functions list:

- \* ~ES2VertexBuffer()

ES2Shader (2 variables, 10 functions)

Variables list:

- \* aBindings
- \* activeShader

Functions list:

- \* Build(char const\*, char const\*)
- \* CheckCompile(unsigned int, unsigned int, char const\*)
- \* InitializeAfterCompile()
- \* Select()
- \* SetActive()
- \* SetBonesConstant(int, float const\*)
- \* SetColorAttribute(float const\*)
- \* SetMatrixConstant(RQShaderMatrixConstantID, float const\*)
- \* SetVectorConstant(RQShaderVectorConstantID, float const\*, int)
- \* ~ES2Shader()

ES2RQShaderBinding (0 variables, 1 functions)

Variables list:

Functions list:

- \* Setup(unsigned int, char const\*)

TDBArray<RQCompiledShader> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~TDBArray()

ES2VectorBinding (0 variables, 1 functions)

Variables list:

Functions list:

- \* Apply(unsigned int)

RQShader (0 variables, 1 functions)

Variables list:

Functions list:

- \* BuildSource(unsigned int, char const\*\*, char const\*\*)

ES2ResourceContainer (0 variables, 4 functions)

Variables list:

Functions list:

- \* Cleanup()
- \* ES2ResourceContainer(unsigned int)
- \* GetResource(unsigned int)
- \* PutResource(unsigned int, unsigned int)

RQTexture (1 variables, 13 functions)

Variables list:

- \* selected

Functions list:

- \* ConvertToRaw16(unsigned char\*, unsigned char\*, unsigned int, unsigned int, RQTextureFormat)
- \* ConvertToRaw32(unsigned char\*, unsigned char\*, unsigned int, unsigned int, RQTextureFormat)
- \* Create(RQTextureFormat, unsigned int, unsigned int, bool)
- \* Delete(RQTexture\*)
- \* GetMipDimensions(unsigned int, int&, int&) const
- \* GetMipOffset(unsigned int, unsigned int, RQTextureFormat, unsigned int)
- \* GetMipSize(unsigned int) const
- \* GetNumComponents() const
- \* GetTextureSize(unsigned int, unsigned int, RQTextureFormat)
- \* SetAniso(RQAnisoMode)
- \* SetMipMode(RQMipMode)
- \* SetWrap(RQWrapMode, RQWrapMode)
- \* ~RQTexture()

RQRenderTarget (1 variables, 6 functions)

Variables list:

- \* selected

Functions list:

- \* Clear(unsigned int, float\*, float, int)
- \* Create(unsigned int, unsigned int, RQTargetColorType, RQRenderTarget\*)
- \* Create(unsigned int, unsigned int, RQTargetColorType, RQTargetDepthType)
- \* Delete(RQRenderTarget\*)
- \* Select(RQRenderTarget\*, bool)
- \* Viewport(int, int, unsigned int, unsigned int)

ES2TextureContainer (0 variables, 2 functions)

Variables list:

Functions list:

- \* DeleteResource(unsigned int)
- \* ~ES2TextureContainer()

ES2Texture (3 variables, 3 functions)

Variables list:

- \* activeTextures
- \* boundTextures
- \* curActiveTexture

Functions list:

- \* Select(unsigned int)
- \* UploadMip(unsigned int, void const\*)
- \* ~ES2Texture()

RenderQueue (0 variables, 8 functions)

Variables list:

Functions list:

- \* Flush()
- \* Initialize()
- \* Kill()
- \* Process()
- \* ProcessCommand(char\*)
- \* RenderQueue()
- \* Reset()
- \* ~RenderQueue()

TextureDatabaseEntry (0 variables, 4 functions)

Variables list:

Functions list:

- \* Delete()
- \* LoadInstance(TextureListingContainer const&)
- \* LoadPNG(char const\*)
- \* operator==(TextureDatabaseEntry const&) const

TextureListing (0 variables, 5 functions)

Variables list:

Functions list:

- \* GetMipCount() const
- \* GetMipSize(unsigned int) const
- \* GetRLESegSize() const
- \* GetRQFormat() const
- \* GetTotalSize() const

TextureListingContainer (0 variables, 2 functions)

Variables list:

Functions list:

- \* CreateRaster(TextureDatabaseEntry const&) const
- \* ~TextureListingContainer()

TextureDatabase (0 variables, 7 functions)

Variables list:

Functions list:

- \* GetPNGFilename(char\*, char const\*)
- \* LoadDataFile(char const\*, TDBArray<TextureListingContainer>&)
- \* LoadDataOffsets(TextureDatabaseFormat, TDBArray<unsigned int>&, void\*&, bool)
- \* LoadEntries(bool, bool)
- \* LoadEntry(char\*, bool)
- \* LoadThumbs(TextureDatabaseFormat, bool)
- \* ~TextureDatabase()

TextureDatabaseRuntime (6 variables, 27 functions)

Variables list:

- \* curParentName
- \* detailTextures
- \* isWriteMode
- \* loaded
- \* registered
- \* storedTexels

Functions list:

- \* CanUnloadTextureEntry(TextureDatabaseEntry\*)
- \* CancelDeletion(unsigned int)
- \* DeleteTextures(unsigned int)
- \* FullyLoad()
- \* GetDatabase(char const\*)
- \* GetDatabaseFor(TextureDatabaseEntry\*, unsigned int\*)
- \* GetEntry(char const\*, bool&)
- \* GetRWTexture(int)
- \* GetTexture(char const\*)
- \* ListOverrun()
- \* Load(char const\*, bool, TextureDatabaseFormat)
- \* LoadFullTexture(unsigned int)
- \* MarkTexturesAsUnrendered()
- \* QueueForDeletion(unsigned int)
- \* Register(TextureDatabaseRuntime\*)
- \* ReloadEntries()
- \* RenderingTextureEntry(TextureDatabaseEntry\*)
- \* SetAsRendered(unsigned int)
- \* SetWriteMode(bool)
- \* SortEntries(bool)
- \* StopStreaming(unsigned int)
- \* StreamFullTexture(unsigned int)
- \* Unload()
- \* Unregister(TextureDatabaseRuntime\*)
- \* UpdateStreaming(float, bool)
- \* UpdateTextureStreaming(unsigned int, unsigned int)
- \* ~TextureDatabaseRuntime()

EntryIndex (0 variables, 1 functions)

Variables list:

Functions list:

- \* sort(void const\*, void const\*)

TDBArray<TextureDatabaseRuntime\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~TDBArray()

TDBArray<RwTexture\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~TDBArray()

TDBArray<\_rpGeometryStreamBuilder> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~TDBArray()

RxOpenGLMeshInstanceData (0 variables, 1 functions)

Variables list:

Functions list:

- \* DrawStored()

ZIPFile (1 variables, 8 functions)

Variables list:

- \* storageFiles

Functions list:

- \* EntryCompare(void const\*, void const\*)
- \* Find(char const\*)
- \* FindFromStorage(char const\*, ZIPFile\*\*)
- \* Initialize(char const\*)
- \* Open(int, OSFileAccessType, unsigned int\*)
- \* OpenFromStorage(char const\*, OSFileAccessType)
- \* SortEntries()
- \* ~ZIPFile()

TouchSense (0 variables, 18 functions)

Variables list:

Functions list:

- \* TouchSense()
- \* deleteInstance()
- \* getEffectIndexFromName(char const\*)
- \* getHapticsLevel()
- \* hapticsEnabled()
- \* instance()
- \* playBuiltinEffect(int, int, int, int)
- \* playBuiltinEffectInternal(int, int)
- \* playEffect(int, char const\*, int, int)
- \* playEffect(int, int, int, int)
- \* playEffectInternal(int, int)
- \* run()
- \* setHapticsLevel(int)
- \* setIVTFile(char const\*)
- \* startContinuousBuiltinEffect(int, int, int, int)
- \* stopContinuousEffect()
- \* threadFunc(void\*)
- \* ~TouchSense()

ANDThreadData (0 variables, 1 functions)

Variables list:

Functions list:

- \* Destroy(void\*)

OSArray<ZIPFile\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~OSArray()

APKFile (0 variables, 1 functions)

Variables list:

Functions list:

- \* Find(char const\*)

ButtonContainer<98> (0 variables, 2 functions)

Variables list:

Functions list:

- \* Update(bool)
- \* ~ButtonContainer()

\_JNIEnv (0 variables, 8 functions)

Variables list:

Functions list:

- \* CallBooleanMethod(\_jobject\*, \_jmethodID\*, ...)
- \* CallFloatMethod(\_jobject\*, \_jmethodID\*, ...)
- \* CallIntMethod(\_jobject\*, \_jmethodID\*, ...)
- \* CallLongMethod(\_jobject\*, \_jmethodID\*, ...)
- \* CallObjectMethod(\_jobject\*, \_jmethodID\*, ...)
- \* CallStaticObjectMethod(\_jclass\*, \_jmethodID\*, ...)
- \* CallVoidMethod(\_jobject\*, \_jmethodID\*, ...)
- \* NewObject(\_jclass\*, \_jmethodID\*, ...)

ButtonContainer<2> (0 variables, 1 functions)

Variables list:

Functions list:

- \* Update(bool)

ButtonContainer<16> (0 variables, 1 functions)

Variables list:

Functions list:

- \* Update(bool)

CAEBankLoader (0 variables, 7 functions)

Variables list:

Functions list:

- \* CAEBankLoader()
- \* GetBankLookup(unsigned short)
- \* Initialise()
- \* LoadBankLookupFile()
- \* LoadBankSlotFile()
- \* LoadSFXPakLookupFile()

\* ~CAEBankLoader()

CAEMP3BankLoader (0 variables, 15 functions)

Variables list:

Functions list:

- \* CAEMP3BankLoader()
- \* GetLoopOffset(unsigned short, short)
- \* GetSoundBankLoadingStatus(unsigned short, short)
- \* GetSoundBuffer(unsigned short, short, unsigned short\*)
- \* GetSoundHeadroom(unsigned short, short)
- \* GetSoundLoadingStatus(unsigned short, unsigned short, short)
- \* Initialise()
- \* IsSoundBankLoaded(unsigned short, short)
- \* IsSoundLoaded(unsigned short, unsigned short, short)
- \* LoadRequest(ZIPFile\*, int, int, int)
- \* LoadSound(unsigned short, unsigned short, short)
- \* LoadSoundBank(unsigned short, short)
- \* Service()
- \* UpdateVirtualChannels(tVirtualChannelSettings\*, short\*, short\*)
- \* ~CAEMP3BankLoader()

OSArray<LoadTask\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~OSArray()

OSArray<BankData> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~OSArray()

LoadTask (0 variables, 1 functions)

Variables list:

Functions list:

- \* TryLoadSound(int, SoundData&)

CAEMP3Decoder (0 variables, 11 functions)

Variables list:

Functions list:

- \* CAEMP3Decoder(CAEDataStream\*, bool)
- \* DecodeEntireFile(unsigned char\*, unsigned int, unsigned int\*, unsigned int\*, unsigned int\*, unsigned int\*)
- \* Feed(unsigned int)
- \* FillBuffer(void\*, unsigned long, int\*)
- \* GetSampleRate()
- \* GetStreamID()
- \* GetStreamLengthMs()
- \* GetStreamPlayTimeMs()
- \* Initialise()
- \* SetCursor(unsigned long)
- \* ~CAEMP3Decoder()

CAEStreamingDecoder (0 variables, 3 functions)

Variables list:

Functions list:

- \* CAEStreamingDecoder(CAEDataStream\*)
- \* GetHeader()
- \* ~CAEStreamingDecoder()

CAEMP3TrackLoader (0 variables, 6 functions)

Variables list:

Functions list:

- \* CAEMP3TrackLoader()
- \* GetDataStream(unsigned int)
- \* Initialise()
- \* LoadStreamPackTable()
- \* LoadTrackLookupTable()
- \* ~CAEMP3TrackLoader()

OALBuffer (0 variables, 3 functions)

Variables list:

Functions list:

- \* OALBuffer(void\*, unsigned int, unsigned int, unsigned int)
- \* OALBuffer(void\*, unsigned int, void\*, unsigned int, unsigned int, unsigned int)
- \* ~OALBuffer()

OALSource (1 variables, 14 functions)

Variables list:

- \* activeSources

Functions list:

- \* GetVolume()
- \* OALSource()
- \* ObtainSource()
- \* Pause()
- \* Play()
- \* QueueBuffer(OALBuffer\*)
- \* SetBuffer(OALBuffer\*)
- \* SetData(void\*, unsigned int, unsigned int, unsigned int)
- \* SetStream()
- \* SetVolume(float)
- \* SetZero(unsigned int, unsigned int)
- \* UnqueueBuffers()
- \* Update()
- \* ~OALSource()

OALBase (2 variables, 1 functions)

Variables list:

- \* livingCount
- \* trashCan

Functions list:

- \* ~OALBase()

OArray<OALBase\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~OArray()



OArray<OALSource\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~OArray()

CAnimatedBuilding (0 variables, 4 functions)

Variables list:

Functions list:

- \* PreRender()
- \* ProcessCollision()
- \* ProcessControl()
- \* ~CAnimatedBuilding()

CBuilding (0 variables, 5 functions)

Variables list:

Functions list:

- \* CBuilding()
- \* ReplaceWithNewModel(int)
- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~CBuilding()

CEntity (0 variables, 60 functions)

Variables list:

Functions list:

- \* Add()
- \* Add(CRect const&)
- \* AttachToRwObject(RwObject\*, bool)
- \* BuildWindSockMatrix()
- \* CEntity()
- \* CalculateBBProjection(CVector\*, CVector\*, CVector\*, CVector\*)
- \* CleanUpOldReference(CEntity\*\*)
- \* CreateEffects()
- \* CreateRwObject()
- \* DeleteRwObject()
- \* DestroyEffects()
- \* DetachFromRwObject()
- \* DoesNotCollideWithFlyers()
- \* FindTriggerPointCoors(int)
- \* FlagToDestroyWhenNextProcessed()
- \* GetBoundCentre() const
- \* GetBoundCentre(CVector&) const
- \* GetBoundRect() const
- \* GetColModel()
- \* GetDistanceFromCentreOfMassToBaseOfModel()
- \* GetIsBoundingBoxOnScreen()
- \* GetIsOnScreen()
- \* GetIsTouching(CEntity\*) const
- \* GetIsTouching(CVector const&, float) const
- \* GetRandom2dEffect(int, unsigned char)
- \* HasPreRenderEffects()
- \* IsEntityOccluded()
- \* IsVisible()
- \* LivesInThisNonOverlapSector(int, int)

```

* ModifyMatrixForBannerInWind()
* ModifyMatrixForCrane()
* ModifyMatrixForTreeInWind()
* PreRender()
* PreRenderForGlassWindow()
* ProcessCollision()
* ProcessControl()
* ProcessLightsForEntity()
* ProcessShift()
* PruneReferences()
* RegisterReference(CEntity**)
* Remove()
* RemoveEscalatorsForEntity()
* RemoveLighting(bool)
* Render()
* RenderEffects()
* ResolveReferences()
* SetIsStatic(bool)
* SetModelIndex(unsigned int)
* SetModelIndexNoCreate(unsigned int)
* SetRwObjectAlpha(int)
* SetupBigBuilding()
* SetupLighting()
* SpecialEntityCalcCollisionSteps(bool&, bool&)
* SpecialEntityPreCollisionStuff(CPhysical*, bool, bool&, bool&, bool&,
bool&)
* Teleport(CVector, unsigned char)
* TestCollision(bool)
* UpdateAnim()
* UpdateRpHAnim()
* UpdateRwFrame()
* ~CEntity()

```

CIplStore (3 variables, 32 functions)

Variables list:

```

* m_onlyBB
* ms_pPool
* ms_pQuadTree

```

Functions list:

```

* AddIplSlot(char const*)
* AddIplsNeededAtPosn(CVector const&)
* ClearIplsNeededAtPosn()
* EnableDynamicStreaming(int, bool)
* EnsureIplsAreInMemory(CVector const&)
* FindIplSlot(char const*)
* FindRelatedIplSlot(char const*)
* GetBoundingBox(int)
* GetIplEntityIndexArray(int)
* GetIplName(int)
* GetNewIplEntityIndexArray(int)
* HaveIplsLoaded(CVector const&, int)
* IncludeEntity(int, CEntity*)
* Initialise()
* Load()
* LoadAllRemainingIpls()
* LoadIpl(int, unsigned char*, int)
* LoadIplBoundingBox(int, unsigned char*, int)
* LoadIpls(CVector, bool)

```

- \* RemoveAllIpls()
- \* RemoveIpl(int)
- \* RemoveIplAndIgnore(int)
- \* RemoveIplSlot(int)
- \* RemoveIplWhenFarAway(int)
- \* RemoveRelatedIpls(int)
- \* RequestIplAndIgnore(int)
- \* RequestIpls(CVector const&, int)
- \* Save()
- \* SetIplsRequired(CVector const&, int)
- \* SetIsInterior(int, bool)
- \* SetupRelatedIpls(char const\*, int, CEntity\*\*)
- \* Shutdown()

CAdjustableHUD (1 variables, 15 functions)

Variables list:

- \* m\_pInstance

Functions list:

- \* CAdjustableHUD()
- \* ConstrainToDraggableRegion(CVector2D&, float)
- \* Draw()
- \* EnableButtons()
- \* GetTopAreaHeight()
- \* IsInsideCircle(CVector2D, CRect)
- \* IsInsideRect(CVector2D, CRect)
- \* IsValidPosition(CVector2D const&, float, CVector2D\*)
- \* RestoreButtonPositions()
- \* RestoreDefaults()
- \* SaveToDisk()
- \* SetTextures()
- \* Toggle()
- \* Update()
- \* ~CAdjustableHUD()

CRGBA (0 variables, 2 functions)

Variables list:

Functions list:

- \* CRGBA(unsigned char, unsigned char, unsigned char, unsigned char)
- \* ~CRGBA()

CHID (2 variables, 25 functions)

Variables list:

- \* m\_GamepadType
- \* m\_pInstance

Functions list:

- \* CheckForInputChange()
- \* DrawHelpIcon(char const\*, HIDMapping, float, float, float, int, bool)
- \* FlushQueuedText()
- \* GetHelpSprite(char const\*, HIDMapping, CVector2D\*, CVector2D\*)
- \* GetInputType()
- \* Implements(HIDMapping)
- \* InternalCacheAnalogValues()
- \* InternalDrawHelpIcon(char const\*, HIDMapping, float, float, float, int, bool)
- \* InternalFlushQueuedText()
- \* InternalGetHelpSprite(char const\*, HIDMapping, CVector2D\*, CVector2D\*)

- \* InternalIsPressedNegative(HIDMapping)
- \* InternalIsPressedPositive(HIDMapping)
- \* InternalIsReleasedNegative(HIDMapping)
- \* InternalIsReleasedPositive(HIDMapping)
- \* InternalRemoveQueuedText()
- \* IsDoubleTapped(HIDMapping)
- \* IsPressed(HIDMapping, float\*)
- \* IsPressedNegative(HIDMapping)
- \* IsPressedPositive(HIDMapping)
- \* IsReleased(HIDMapping)
- \* IsReleasedNegative(HIDMapping)
- \* IsReleasedPositive(HIDMapping)
- \* RemoveQueuedText()
- \* Replaces(HIDMapping)
- \* ~CHID()

CHIDJoystick (0 variables, 16 functions)

Variables list:

Functions list:

- \* AddMapping(int, HIDMapping, bool)
- \* CHIDJoystick(char const\*)
- \* InternalCacheAnalogValues()
- \* InternalDrawHelpIcon(char const\*, HIDMapping, float, float, float, int, bool)
- \* InternalGetHelpSprite(char const\*, HIDMapping, CVector2D\*, CVector2D\*)
- \* InternalGetInputType()
- \* InternalImplements(HIDMapping)
- \* InternalIsDoubleTapped(HIDMapping)
- \* InternalIsPressed(HIDMapping, float\*)
- \* InternalIsPressedNegative(HIDMapping)
- \* InternalIsPressedPositive(HIDMapping)
- \* InternalIsReleased(HIDMapping)
- \* InternalIsReleasedNegative(HIDMapping)
- \* InternalIsReleasedPositive(HIDMapping)
- \* InternalReplaces(HIDMapping)
- \* ~CHIDJoystick()

CHIDJoystickIOSExtended (0 variables, 3 functions)

Variables list:

Functions list:

- \* CHIDJoystickIOSExtended(char const\*)
- \* FindUVsFromMapping(char const\*, HIDMapping, bool)
- \* ~CHIDJoystickIOSExtended()

CHIDJoystickIOSSimple (0 variables, 3 functions)

Variables list:

Functions list:

- \* CHIDJoystickIOSSimple(char const\*)
- \* FindUVsFromMapping(char const\*, HIDMapping, bool)
- \* ~CHIDJoystickIOSSimple()

CHIDJoystickMogaPocket (0 variables, 3 functions)

Variables list:

Functions list:

- \* CHIDJoystickMogaPocket(char const\*)

- \* FindUVsFromMapping(char const\*, HIDMapping, bool)
- \* ~CHIDJoystickMogaPocket()

CHIDJoystickMogaPro (0 variables, 3 functions)

Variables list:

Functions list:

- \* CHIDJoystickMogaPro(char const\*)
- \* FindUVsFromMapping(char const\*, HIDMapping, bool)
- \* ~CHIDJoystickMogaPro()

CHIDJoystickPS3 (0 variables, 3 functions)

Variables list:

Functions list:

- \* CHIDJoystickPS3(char const\*)
- \* FindUVsFromMapping(char const\*, HIDMapping, bool)
- \* ~CHIDJoystickPS3()

CHIDJoystickXbox360 (0 variables, 3 functions)

Variables list:

Functions list:

- \* CHIDJoystickXbox360(char const\*)
- \* FindUVsFromMapping(char const\*, HIDMapping, bool)
- \* ~CHIDJoystickXbox360()

CHIDKeyboard (0 variables, 15 functions)

Variables list:

Functions list:

- \* AddMapping(OSKeyboardKey, HIDMapping, bool)
- \* CHIDKeyboard(char const\*)
- \* InternalCacheAnalogValues()
- \* InternalDrawHelpIcon(char const\*, HIDMapping, float, float, float, int, bool)
- \* InternalFlushQueuedText()
- \* InternalGetHelpSprite(char const\*, HIDMapping, CVector2D\*, CVector2D\*)
- \* InternalGetInputType()
- \* InternalImplements(HIDMapping)
- \* InternalIsDoubleTapped(HIDMapping)
- \* InternalIsPressed(HIDMapping, float\*)
- \* InternalIsReleased(HIDMapping)
- \* InternalRemoveQueuedText()
- \* InternalReplaces(HIDMapping)
- \* QueueTextRender(HIDMapping, float, float, float, int, bool)
- \* ~CHIDKeyboard()

CHIDKeyboardPC (0 variables, 3 functions)

Variables list:

Functions list:

- \* CHIDKeyboardPC(char const\*)
- \* FindUVsFromMapping(char const\*, HIDMapping, bool)
- \* ~CHIDKeyboardPC()

CHoldEffect (2 variables, 6 functions)

Variables list:

- \* m\_pChainHead

\* m\_pChainTail

Functions list:

- \* CHoldEffect(char const\*, bool, CRGBA, bool)
- \* Draw()
- \* DrawAll()
- \* SetVertices(int, float\*, float\*, CRGBA const&)
- \* UpdateAll()
- \* ~CHoldEffect()

MenuScreen (0 variables, 22 functions)

Variables list:

Functions list:

- \* DoesTextWrap(unsigned short\*, int, CVector2D)
- \* DrawBack(float)
- \* DrawQuad(CVector2D\*, RwRGBA\*)
- \* DrawQuad(CVector2D, CVector2D, RwRGBA)
- \* DrawQuad(CVector2D, CVector2D, RwRGBA\*)
- \* DrawSlider(CVector2D, CVector2D, float, bool, unsigned char, bool)
- \* DrawSprite(RwTexture\*, CVector2D\*, CVector2D\*, RwRGBA\*, bool)
- \* DrawSprite(RwTexture\*, RwRGBA, CVector2D, CVector2D, CVector2D, CVector2D)
- \* DrawSprite(RwTexture\*, RwRGBA, CVector2D, CVector2D, bool)
- \* DrawText(char const\*, TextAlign, int, RwRGBA, bool, CVector2D, CVector2D, bool)
- \* DrawTextDirect(unsigned short\*, TextAlign, int, RwRGBA, bool, CVector2D, CVector2D, bool, int\*)
- \* GainedFocus()
- \* IsFlow()
- \* IsFlowScreen()
- \* MenuScreen(bool)
- \* OnBack()
- \* PopScreen(bool)
- \* PushScreen(MenuScreen\*, bool)
- \* Render(int)
- \* SetPreviousScreen(MenuScreen\*)
- \* Update(float)
- \* ~MenuScreen()

MobileMenu (0 variables, 27 functions)

Variables list:

Functions list:

- \* AddScreen(MenuScreen\*, bool)
- \* CalcBGUVSize()
- \* ClampBGCoords(CVector2D&)
- \* DrawQuad(CVector2D\*, RwRGBA\*)
- \* DrawQuad(CVector2D, CVector2D, RwRGBA\*)
- \* DrawSprite(RwTexture\*, CVector2D\*, CVector2D\*, RwRGBA\*)
- \* DrawSprite(RwTexture\*, RwRGBA, CVector2D, CVector2D)
- \* DrawSprite(RwTexture\*, RwRGBA, CVector2D, CVector2D, CVector2D, CVector2D)
- \* Exit()
- \* GetRandomBGCoords()
- \* InitForDownload()
- \* InitForNag()
- \* InitForPause()
- \* InitForRetry()
- \* InitForSave()
- \* InitForTitle()

- \* InitGameVars()
- \* Load()
- \* MobileMenu()
- \* PrepareToRender()
- \* ProcessPending()
- \* RemoveTopScreen(bool, bool)
- \* Render()
- \* Unload()
- \* Update()
- \* UpdateDownload(int, bool)
- \* ~MobileMenu()

SelectScreen::MenuSelection (0 variables, 8 functions)  
Variables list:

Functions list:

- \* Deselected()
- \* GetColor()
- \* GetTextPercent()
- \* GetTitle()
- \* HandleInput(SelectScreen\*, float)
- \* Render(SelectScreen\*, CVector2D, CVector2D, float)
- \* SetDefault()
- \* ~MenuSelection()

SelectScreen::ActionSelection (0 variables, 3 functions)  
Variables list:

Functions list:

- \* GetTextPercent()
- \* HandleInput(SelectScreen\*, float)
- \* ~ActionSelection()

SelectScreen::SettingSelection (0 variables, 5 functions)  
Variables list:

Functions list:

- \* Deselected()
- \* HandleInput(SelectScreen\*, float)
- \* Render(SelectScreen\*, CVector2D, CVector2D, float)
- \* SetDefault()
- \* ~SettingSelection()

SelectScreen (0 variables, 11 functions)  
Variables list:

Functions list:

- \* AddItem(SelectScreen::MenuSelection\*)
- \* GetEndY()
- \* GetMenuLeft()
- \* GetMenuRight()
- \* GetStartY()
- \* GetYSize(int)
- \* OnRestoreDefaults(SelectScreen\*, int)
- \* OnSocialClub(SelectScreen\*, int)
- \* Render(int)
- \* Update(float)
- \* ~SelectScreen()

CharSelectScreen (0 variables, 5 functions)

Variables list:

Functions list:

- \* CharSelectScreen(char const\*, bool)
- \* GetMenuLeft()
- \* Render(int)
- \* Update(float)
- \* ~CharSelectScreen()

ConfirmationScreen (0 variables, 3 functions)

Variables list:

Functions list:

- \* GetStartY()
- \* Render(int)
- \* ~ConfirmationScreen()

SaveSelectScreen::SaveSelection (1 variables, 4 functions)

Variables list:

- \* GetTitle()::chars

Functions list:

- \* GetColor()
- \* GetSaveName()
- \* GetTitle()
- \* ~SaveSelection()

SaveScreen::SaveScreenSelection (0 variables, 6 functions)

Variables list:

Functions list:

- \* ConfirmSave(void\*)
- \* HandleInput(SelectScreen\*, float)
- \* Save()
- \* SaveDone(void\*)
- \* SaveFailed(void\*)
- \* ~SaveScreenSelection()

LoadScreen::LoadScreenSelection (0 variables, 5 functions)

Variables list:

Functions list:

- \* ConfirmLoad(void\*)
- \* HandleInput(SelectScreen\*, float)
- \* Load()
- \* LoadFailed(void\*)
- \* ~LoadScreenSelection()

DownloadScreen (0 variables, 4 functions)

Variables list:

Functions list:

- \* CancelDownload(void\*)
- \* Render(int)
- \* RetryDownload(void\*)
- \* ~DownloadScreen()

StatsScreen (0 variables, 6 functions)



Variables list:

Functions list:

- \* GetMenuRight()
- \* Render(int)
- \* StatsCat(SelectScreen\*, int)
- \* StatsScreen()
- \* Update(float)
- \* ~StatsScreen()

FlowScreen (0 variables, 13 functions)

Variables list:

Functions list:

- \* AddItem(char const\*, char const\*, void (\*)())
- \* DrawFeatheredQuad(CVector2D\*, RwRGBA\*)
- \* FlowScreen(bool)
- \* GainedFocus()
- \* IsFlow()
- \* IsFlowScreen()
- \* OnBack()
- \* OnBriefs()
- \* OnStats()
- \* Render(int)
- \* SetPreviousScreen(MenuScreen\*)
- \* Update(float)
- \* ~FlowScreen()

MainMenuScreen (0 variables, 8 functions)

Variables list:

Functions list:

- \* MainMenuScreen(bool)
- \* OnBack()
- \* OnExit()
- \* OnResume()
- \* OnSettings()
- \* OnStartGame()
- \* Update(float)
- \* ~MainMenuScreen()

DeleteScreen::DeleteScreenSelection (0 variables, 3 functions)

Variables list:

Functions list:

- \* ConfirmDelete(void\*)
- \* HandleInput(SelectScreen\*, float)
- \* ~DeleteScreenSelection()

AudioScreen (0 variables, 6 functions)

Variables list:

Functions list:

- \* AudioScreen()
- \* OnBack()
- \* OnRestoreDefaults(SelectScreen\*, int)
- \* Render(int)
- \* Update(float)
- \* ~AudioScreen()

ControlsScreen (0 variables, 3 functions)

Variables list:

Functions list:

- \* ControlsScreen()
- \* DoAdjustableHUD(SelectScreen\*, int)
- \* ~ControlsScreen()

LanguageScreen (0 variables, 9 functions)

Variables list:

Functions list:

- \* English(SelectScreen\*, int)
- \* French(SelectScreen\*, int)
- \* German(SelectScreen\*, int)
- \* Italian(SelectScreen\*, int)
- \* Japenese(SelectScreen\*, int)
- \* LanguageScreen()
- \* Russian(SelectScreen\*, int)
- \* Spanish(SelectScreen\*, int)
- \* ~LanguageScreen()

AudioScreen::RadioSelection (0 variables, 4 functions)

Variables list:

Functions list:

- \* HandleInput(SelectScreen\*, float)
- \* RadioSelection()
- \* Render(SelectScreen\*, CVector2D, CVector2D, float)
- \* ~RadioSelection()

DisplayScreen (0 variables, 2 functions)

Variables list:

Functions list:

- \* DisplayScreen()
- \* ~DisplayScreen()

GameScreen (0 variables, 2 functions)

Variables list:

Functions list:

- \* GameScreen()
- \* ~GameScreen()

SaveScreen (0 variables, 2 functions)

Variables list:

Functions list:

- \* SaveScreen()
- \* ~SaveScreen()

CloudWaitScreen (0 variables, 3 functions)

Variables list:

Functions list:

- \* Render(int)
- \* SaveDone(void\*)

\* ~CloudWaitScreen()

BriefScreen (0 variables, 5 functions)

Variables list:

Functions list:

- \* BriefScreen()
- \* ComputeTotalHeight()
- \* Render(int)
- \* Update(float)
- \* ~BriefScreen()

OkScreen (0 variables, 3 functions)

Variables list:

Functions list:

- \* OkFunc(SelectScreen\*, int)
- \* OkScreen(char const\*, char const\*, void (\*)(void\*), void\*)
- \* ~OkScreen()

YesNoScreen (0 variables, 4 functions)

Variables list:

Functions list:

- \* NoFunc(SelectScreen\*, int)
- \* YesFunc(SelectScreen\*, int)
- \* YesNoScreen(char const\*, char const\*, void (\*)(void\*), void\*, void (\*)(void\*), bool)
- \* ~YesNoScreen()

SaveSelectScreen (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~SaveSelectScreen()

DeleteScreen (0 variables, 2 functions)

Variables list:

Functions list:

- \* DeleteScreen()
- \* ~DeleteScreen()

LoadScreen (0 variables, 2 functions)

Variables list:

Functions list:

- \* LoadScreen(bool)
- \* ~LoadScreen()

SettingsScreen (0 variables, 7 functions)

Variables list:

Functions list:

- \* OnAdjustControls()
- \* OnDisplayOptions()
- \* OnGameOptions()
- \* OnLanguageOptions()
- \* OnSoundOptions()

- \* SettingsScreen()
- \* ~SettingsScreen()

StartGameScreen (0 variables, 5 functions)

Variables list:

Functions list:

- \* OnDeleteGame()
- \* OnLoadGame()
- \* OnNewGame()
- \* StartGameScreen()
- \* ~StartGameScreen()

OSArray<SelectScreen::MenuSelection\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* Realloc(unsigned int)

OSArray<float> (0 variables, 1 functions)

Variables list:

Functions list:

- \* Realloc(unsigned int)

OSArray<FlowScreen::MenuItem> (0 variables, 2 functions)

Variables list:

Functions list:

- \* Add(FlowScreen::MenuItem const&)
- \* Realloc(unsigned int)

OSArray<MenuScreen\*> (0 variables, 2 functions)

Variables list:

Functions list:

- \* Add(MenuScreen\* const&)
- \* Realloc(unsigned int)

MobileSettings (2 variables, 5 functions)

Variables list:

- \* loaded
- \* settings

Functions list:

- \* GetMaxResWidth()
- \* Initialize()
- \* LoadFromFile(int)
- \* SaveToFile(int)
- \* SetRendererDefaults()

CTapEffect (2 variables, 6 functions)

Variables list:

- \* m\_pChainHead
- \* m\_pChainTail

Functions list:

- \* CTapEffect(char const\*, CVector2D)
- \* Draw()

- \* DrawAll()
- \* Update()
- \* UpdateAll()
- \* ~CTapEffect()

Telemetry (0 variables, 1 functions)

Variables list:

Functions list:

- \* SendTelemetry()

CTouchInterface (9 variables, 56 functions)

Variables list:

- \* m\_WidgetPosition
- \* m\_bPinchZoom
- \* m\_bTouchDown
- \* m\_nMaxTouches
- \* m\_pWidgets
- \* m\_pszWidgetPositionNames
- \* m\_pszWidgetTextures
- \* m\_vecCachedDelta
- \* m\_vecCachedPos

Functions list:

- \* AddButtonFlag(CTouchInterface::WidgetIDs, int)
- \* AddWidgetFlag(CTouchInterface::WidgetIDs, int)
- \* AnyWidgetsUsingAltBack()
- \* Clear()
- \* ClearTapHistory(CTouchInterface::WidgetIDs)
- \* CreateAll()
- \* CreateListTextWidget(char const\*\*, int, CTouchInterface::WidgetIDs, WidgetPosition&, bool, bool, bool)
- \* CreateListTextWidget(char const\*\*, int, CTouchInterface::WidgetIDs, bool, bool, bool)
- \* CreateShopWidget(char const\*, char const\*\*, int, WidgetPosition&, bool)
- \* CreateTapMeterWidget()
- \* CreateThumbCircleWidget()
- \* DebugReload()
- \* DeleteAll()
- \* DeleteWidget(CTouchInterface::WidgetIDs)
- \* DrawAll(bool)
- \* DrawHelpIcon(char const\*, float, float, float, int)
- \* GetNumTouches()
- \* GetTouchDelta(int)
- \* GetTouchPosition(int)
- \* GetWidgetPosition(CTouchInterface::WidgetIDs, float&, float&, float&, float&)
- \* GetWidgetPosition(CTouchInterface::WidgetPositionIDs, float&, float&, float&, float&)
- \* GetWidgetValue(CTouchInterface::WidgetIDs)
- \* GetWidgetValue2(CTouchInterface::WidgetIDs, float\*, float\*)
- \* IsDoubleTapped(CTouchInterface::WidgetIDs, bool, int)
- \* IsHeldDown(CTouchInterface::WidgetIDs, int)
- \* IsPinchZooming(CTouchInterface::WidgetIDs, CVector2D\*, int)
- \* IsReleased(CTouchInterface::WidgetIDs, CVector2D\*, int)
- \* IsSwipedDown(CTouchInterface::WidgetIDs, int)
- \* IsSwipedLeft(CTouchInterface::WidgetIDs, int)
- \* IsSwipedRight(CTouchInterface::WidgetIDs, int)
- \* IsSwipedUp(CTouchInterface::WidgetIDs, int)

```

* IsTouchDown(int)
* IsTouched(CTouchInterface::WidgetIDs, CVector2D*, int)
* LoadAllTextureDBs()
* LoadDefaultConfigFile()
* LoadFromFile(char const*, bool)
* LoadTextureDB()
* LoadTouchControls()
* MarketingHack(int)
* RemoveButtonFlag(CTouchInterface::WidgetIDs, int)
* RemoveWidgetFlag(CTouchInterface::WidgetIDs, int)
* RepositionAdjustableWidgets()
* SetEquippedItem(CTouchInterface::WidgetIDs, int)
* SetSliderRange(CTouchInterface::WidgetIDs, float, float)
* SetWidgetInfo(CTouchInterface::WidgetIDs, char*, float, bool, bool, bool,
bool, int)
* SetWidgetInfo2(CTouchInterface::WidgetIDs, int, int, int, int, char*,
char*)
* SetWidgetTexture(CTouchInterface::WidgetIDs, char*)
* SetWidgetValue(CTouchInterface::WidgetIDs, float)
* SetWidgetValue2(CTouchInterface::WidgetIDs, float, float)
* SetWidgetValue3(CTouchInterface::WidgetIDs, float, float, float)
* SetupLayoutObjects()
* SetupSteeringMode()
* UnloadAllTextureDBs()
* UnloadTextureDB(TextureDatabaseRuntime*)
* Update()
* VisualizeAll(bool)

```

CWidget (9 variables, 52 functions)

Variables list:

```

* SWIPE_DISTANCE
* m_bInsidePause
* m_fElapsedTime
* m_fTime
* m_pInitialTouchWidget
* m_pPinchZoomWidget
* m_pReleasedWidget
* m_pSwipedWidget
* m_vecTouchAnchor

```

Functions list:

```

* CWidget(char const*, WidgetPosition const&, unsigned int, HIDMapping)
* ClearTapHistory()
* CoordsAreInsideWidget(CVector2D const&, bool)
* CreateHoldEffect(char const*, bool, CRGBA, bool)
* DecrementFrameCount()
* Draw()
* DrawHelpIcon(char const*, float, float, float, int)
* GetEnabled()
* GetGradientColor(float, int)
* GetNumTapsInTime(float)
* GetPinchDistance()
* GetScreenWidth()
* GetWidgetValue()
* GetWidgetValue2(float*, float*)
* IsButton()
* IsDoubleTapped()
* IsHeldDown()
* IsPinchZooming(CVector2D*)

```

- \* IsRegion()
- \* IsReleased(CVector2D\*)
- \* IsSwiped()
- \* IsSwipedDown()
- \* IsSwipedLeft()
- \* IsSwipedRight()
- \* IsSwipedUp()
- \* IsTouched(CVector2D\*)
- \* ManageAlpha()
- \* OnInitialTouch()
- \* OnPinchZoomStart()
- \* OnReleasedTouch()
- \* OnSwipeTouch()
- \* Pulsate()
- \* SetEnabled(bool)
- \* SetEquippedItem(int)
- \* SetInitialTouchWidget(int, CWidget\*)
- \* SetPinchZoomWidget(CWidget\*)
- \* SetReleasedWidget(int, CWidget\*)
- \* SetScissor(CRect&)
- \* SetScreenRect(CRect const&)
- \* SetSliderRange(float, float)
- \* SetSwipedWidget(int, CWidget\*)
- \* SetTexture(CSprite2d&, char\*)
- \* SetTextureStatic(CSprite2d&, char\*)
- \* SetWidgetInfo(char\*, float, bool, bool, bool, bool, int)
- \* SetWidgetInfo2(int, int, int, int, char\*, char\*)
- \* SetWidgetValue(float)
- \* SetWidgetValue2(float, float)
- \* SetWidgetValue3(float, float, float)
- \* Update()
- \* UpdateTiming()
- \* Visualize()
- \* ~CWidget()

CWidgetButton (1 variables, 10 functions)

Variables list:

- \* m\_StaticSprite

Functions list:

- \* CWidgetButton(char const\*, WidgetPosition const&, unsigned int, unsigned int, HIDMapping)
- \* Draw()
- \* DrawHelpIcon(char const\*, float, float, float, int)
- \* DrawHelpIconExplicit(HIDMapping, char const\*, float, float, float, int)
- \* GetName()
- \* IsButton()
- \* Pulsate()
- \* SetFillSprite(char const\*, float, float)
- \* Update()
- \* ~CWidgetButton()

CWidgetButtonAnimated (2 variables, 9 functions)

Variables list:

- \* m\_pChainHead
- \* m\_pChainTail

Functions list:

- \* AnyObjectEnabled()

```
* CWidgetButtonAnimated(char const*, char const*, WidgetPosition const&,
unsigned int, unsigned int, char const*, HIDMapping)
* Draw()
* GetName()
* GetWidgetValue()
* OnReleasedTouch()
* SetWidgetValue(float)
* SetWidgetValue2(float, float)
* ~CWidgetButtonAnimated()
```

CWidgetButtonAnimatedArcade (0 variables, 3 functions)  
Variables list:

Functions list:

```
* CWidgetButtonAnimatedArcade(char const*, char const*, WidgetPosition
const&, unsigned int, unsigned int, char const*, HIDMapping)
* SetWidgetValue(float)
* ~CWidgetButtonAnimatedArcade()
```

CWidgetButtonAttack (0 variables, 5 functions)  
Variables list:

Functions list:

```
* CWidgetButtonAttack(char const*, WidgetPosition const&)
* GetName()
* GetTextureName()
* Update()
* ~CWidgetButtonAttack()
```

CWidgetButtonBasketballShoot (0 variables, 4 functions)  
Variables list:

Functions list:

```
* CWidgetButtonBasketballShoot(char const*, WidgetPosition const&)
* GetName()
* Update()
* ~CWidgetButtonBasketballShoot()
```

CWidgetButtonHelpText (0 variables, 4 functions)  
Variables list:

Functions list:

```
* CWidgetButtonHelpText(char const*, WidgetPosition const&)
* Draw()
* GetName()
* ~CWidgetButtonHelpText()
```

CWidgetButtonHydraulics (0 variables, 5 functions)  
Variables list:

Functions list:

```
* CWidgetButtonHydraulics(char const*, WidgetPosition const&)
* Draw()
* GetName()
* Update()
* ~CWidgetButtonHydraulics()
```

CWidgetButtonMissionStart (0 variables, 4 functions)  
Variables list:



Functions list:

- \* CWidgetButtonMissionStart(char const\*, WidgetPosition const&, HIDMapping)
- \* GetName()
- \* Update()
- \* ~CWidgetButtonMissionStart()

CWidgetButtonSchool (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetButtonSchool(char const\*, WidgetPosition const&, char const\*, int, HIDMapping)
- \* Draw()
- \* GetName()
- \* ~CWidgetButtonSchool()

CWidgetButtonSkipCutscene (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetButtonSkipCutscene(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* ~CWidgetButtonSkipCutscene()

CWidgetButtonVehicleShoot (0 variables, 7 functions)

Variables list:

Functions list:

- \* CWidgetButtonVehicleShoot(char const\*, WidgetPosition const&, HIDMapping)
- \* GetName()
- \* IsHeldDown()
- \* IsTouched(CVector2D\*)
- \* Update()
- \* UpdatePosition()
- \* ~CWidgetButtonVehicleShoot()

CWidgetButtonDrop (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetButtonDrop(char const\*, WidgetPosition const&, HIDMapping)
- \* GetName()
- \* Update()
- \* ~CWidgetButtonDrop()

CWidgetButtonEnterCar (0 variables, 5 functions)

Variables list:

Functions list:

- \* CWidgetButtonEnterCar(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* SetEnterCarVehicleType(int, int, bool, CVector const&, int)
- \* ~CWidgetButtonEnterCar()

CWidgetButtonHorn (0 variables, 5 functions)

Variables list:

Functions list:

- \* CWidgetButtonHorn(char const\*, WidgetPosition const&)
- \* GetName()
- \* SetupPositionAndScale()
- \* Update()
- \* ~CWidgetButtonHorn()

CWidgetButtonAutoHydraulics (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetButtonAutoHydraulics(char const\*, WidgetPosition const&)
- \* GetName()
- \* Update()
- \* ~CWidgetButtonAutoHydraulics()

CWidgetButtonMissionCancel (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetButtonMissionCancel(char const\*, WidgetPosition const&, HIDMapping)
- \* GetName()
- \* Update()
- \* ~CWidgetButtonMissionCancel()

CWidgetButtonSprint (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetButtonSprint(char const\*, WidgetPosition const&)
- \* DrawHelpIcon(char const\*, float, float, float, int)
- \* GetName()
- \* IsDoubleTapped()
- \* Update()
- \* ~CWidgetButtonSprint()

CWidgetButtonSwim (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetButtonSwim(char const\*, WidgetPosition const&)
- \* GetName()
- \* Update()
- \* ~CWidgetButtonSwim()

CWidgetButtonVCShoot (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetButtonVCShoot(char const\*, WidgetPosition const&)
- \* GetName()
- \* Update()
- \* ~CWidgetButtonVCShoot()

CWidgetHelpText (1 variables, 18 functions)

Variables list:

- \* m\_pInstance

Functions list:

- \* AddMessageToQueue(unsigned short\*, bool, unsigned short, float, float, unsigned int)
- \* CWidgetHelpText(char const\*, WidgetPosition const&)
- \* ClearQueue()
- \* ConditionSatisfied(unsigned int)
- \* ConditionSatisfiedInstance(unsigned int)
- \* GetName()
- \* GetNumQueuedMessages()
- \* IsStringQueued(unsigned short\*)
- \* Process()
- \* ProcessMidScreenStyle()
- \* ProcessTopStyle()
- \* RenderStat(float, float, bool, float)
- \* RenderTopStyle()
- \* SetFontProps(unsigned short\*)
- \* Update()
- \* UseTopStyle()
- \* Visualize()
- \* ~CWidgetHelpText()

CWidgetHorseResults (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetHorseResults(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* SetWidgetInfo2(int, int, int, int, char\*, char\*)
- \* Update()
- \* ~CWidgetHorseResults()

CWidgetInfoFrame (2 variables, 8 functions)

Variables list:

- \* m\_pChainHead
- \* m\_pChainTail

Functions list:

- \* AnyObjectEnabled()
- \* CWidgetInfoFrame(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* RenderRowText(CRect, char const\*, float)
- \* SetWidgetInfo(char\*, float, bool, bool, bool, bool, int)
- \* Update()
- \* ~CWidgetInfoFrame()

CWidgetList (0 variables, 19 functions)

Variables list:

Functions list:

- \* AddItem(char const\*, char const\*)
- \* AlphabetizeSort(void const\*, void const\*)
- \* Alphebetize(char const\*\*, int)
- \* CWidgetList(char const\*, WidgetPosition const&, char const\*\*, int, bool, bool, bool)
- \* Draw()
- \* GetAlphaAtIndex(int)
- \* GetSelectedEntry(char\*)

```
* GetWidgetValue()
* IsReleased(CVector2D*)
* IsSwiped()
* IsSwipedLeft()
* IsSwipedRight()
* OnInitialTouch()
* SetEquippedItem(int)
* SetWidgetValue(float)
* ShrinkTextToFit(float)
* Update()
* Visualize()
* ~CWidgetList()
```

CWidgetListShop (1 variables, 9 functions)

Variables list:

```
* m_FileEntry
```

Functions list:

```
* AddItem(char const*, char const*)
* AssignImage(int)
* AssignImages()
* CWidgetListShop(char const*, char const*, WidgetPosition const&, char
const**, int, bool)
* Draw()
* GetName()
* LoadFromFile()
* Update()
* ~CWidgetListShop()
```

CWidgetListText (1 variables, 5 functions)

Variables list:

```
* m_fLastScroll
```

Functions list:

```
* CWidgetListText(char const*, WidgetPosition const&, char const**, int,
bool, bool, bool)
* Draw()
* GetName()
* Update()
* ~CWidgetListText()
```

CWidgetMap (0 variables, 4 functions)

Variables list:

Functions list:

```
* CWidgetMap(char const*, WidgetPosition const&)
* GetName()
* IsTouched(CVector2D*)
* ~CWidgetMap()
```

CWidgetMissionTimers (0 variables, 5 functions)

Variables list:

Functions list:

```
* CWidgetMissionTimers(char const*, WidgetPosition const&)
* Draw()
* GetName()
* Update()
* ~CWidgetMissionTimers()
```

CWidgetPlayerInfo (0 variables, 18 functions)

Variables list:

Functions list:

- \* CWidgetPlayerInfo(char const\*, WidgetPosition const&)
- \* CoordsAreInsideWidget(CVector2D const&, bool)
- \* Draw()
- \* DrawAmmo(CPed\*, CRect, float)
- \* DrawHelpIcon(char const\*, float, float, float, int)
- \* DrawWanted()
- \* DrawWeaponIcon(CPed\*, CRect, float)
- \* GetName()
- \* IsHeldDown()
- \* IsReleased(CVector2D\*)
- \* IsSwipedLeft()
- \* IsSwipedRight()
- \* PassesDisplayConditions()
- \* RenderArmorBar(int, float)
- \* RenderBreathBar(int, float)
- \* RenderHealthBar(int, float)
- \* Update()
- \* ~CWidgetPlayerInfo()

CWidgetPool (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetPool(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* SetWidgetInfo2(int, int, int, int, char\*, char\*)
- \* Update()
- \* ~CWidgetPool()

CWidgetRaceResults (0 variables, 7 functions)

Variables list:

Functions list:

- \* CWidgetRaceResults(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* RenderTitleText(CRect, float)
- \* SetWidgetInfo2(int, int, int, int, char\*, char\*)
- \* Update()
- \* ~CWidgetRaceResults()

CWidgetRacing (0 variables, 8 functions)

Variables list:

Functions list:

- \* CWidgetRacing(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* RenderRowText(char const\*, CRect, char const\*, float)
- \* SetWidgetValue2(float, float)
- \* SetWidgetValue3(float, float, float)
- \* Update()
- \* ~CWidgetRacing()

CWidgetRadar (0 variables, 5 functions)

Variables list:

Functions list:

- \* CWidgetRadar(char const\*, WidgetPosition const&)
- \* GetName()
- \* IsHeldDown()
- \* Update()
- \* ~CWidgetRadar()

CWidgetRegion (0 variables, 9 functions)

Variables list:

Functions list:

- \* CWidgetRegion(char const\*, WidgetPosition const&, int, HIDMapping)
- \* Draw()
- \* DrawFrame(float, CRect, float)
- \* GetName()
- \* IsRegion()
- \* StretchX(float)
- \* StretchY(float)
- \* Update()
- \* ~CWidgetRegion()

CWidgetRegionArcadeStick (0 variables, 7 functions)

Variables list:

Functions list:

- \* CWidgetRegionArcadeStick(char const\*, WidgetPosition const&, int, HIDMapping)
- \* Draw()
- \* GetName()
- \* GetWidgetValue2(float\*, float\*)
- \* SetWidgetValue(float)
- \* Update()
- \* ~CWidgetRegionArcadeStick()

CWidgetRegionBasketBallJump (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetRegionBasketBallJump(char const\*, WidgetPosition const&)
- \* GetName()
- \* IsTouched(CVector2D\*)
- \* OnInitialTouch()
- \* Update()
- \* ~CWidgetRegionBasketBallJump()

CWidgetRegionColorPicker (0 variables, 4 functions)

Variables list:

Functions list:

- \* CWidgetRegionColorPicker(char const\*, WidgetPosition const&)
- \* GetName()
- \* GetWidgetValue()
- \* ~CWidgetRegionColorPicker()

CWidgetRegionDriveHybrid (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetRegionDriveHybrid(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* IsTouched(CVector2D\*)
- \* Update()
- \* ~CWidgetRegionDriveHybrid()

CWidgetRegionFlick (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetRegionFlick(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* IsTouched(CVector2D\*)
- \* Update()
- \* ~CWidgetRegionFlick()

CWidgetRegionGang (0 variables, 6 functions)

Variables list:

Functions list:

- \* BuildRects()
- \* CWidgetRegionGang(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* Update()
- \* ~CWidgetRegionGang()

CWidgetRegionLook (0 variables, 13 functions)

Variables list:

Functions list:

- \* CWidgetRegionLook(char const\*, WidgetPosition const&)
- \* DrawHelpIcon(char const\*, float, float, float, int)
- \* GetName()
- \* GetWidgetValue2(float\*, float\*)
- \* IsHeldDown()
- \* IsPinchZooming(CVector2D\*)
- \* IsSwipedLeft()
- \* IsSwipedRight()
- \* IsTouched(CVector2D\*)
- \* OnInitialTouch()
- \* OnReleasedTouch()
- \* Update()
- \* ~CWidgetRegionLook()

CWidgetRegionMove (0 variables, 10 functions)

Variables list:

Functions list:

- \* CWidgetRegionMove(char const\*, WidgetPosition const&)
- \* ClampInternalTouchAnchor()
- \* Draw()
- \* DrawHelpIcon(char const\*, float, float, float, int)
- \* GetName()

- \* IsDoubleTapped()
- \* IsTouched(CVector2D\*)
- \* OnInitialTouch()
- \* Update()
- \* ~CWidgetRegionMove()

CWidgetRegionPoolBallInHand (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetRegionPoolBallInHand(char const\*, WidgetPosition const&)
- \* GetName()
- \* GetWidgetValue2(float\*, float\*)
- \* IsTouched(CVector2D\*)
- \* SetWidgetValue3(float, float, float)
- \* ~CWidgetRegionPoolBallInHand()

CWidgetRegionPoolEnglish (0 variables, 5 functions)

Variables list:

Functions list:

- \* CWidgetRegionPoolEnglish(char const\*, WidgetPosition const&)
- \* GetName()
- \* GetWidgetValue2(float\*, float\*)
- \* IsTouched(CVector2D\*)
- \* ~CWidgetRegionPoolEnglish()

CWidgetRegionResponse (0 variables, 5 functions)

Variables list:

Functions list:

- \* CWidgetRegionResponse(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* Update()
- \* ~CWidgetRegionResponse()

CWidgetRegionRhythmSelect (0 variables, 5 functions)

Variables list:

Functions list:

- \* CWidgetRegionRhythmSelect(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* Update()
- \* ~CWidgetRegionRhythmSelect()

CWidgetRegionSprint (0 variables, 8 functions)

Variables list:

Functions list:

- \* CWidgetRegionSprint(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* IsDoubleTapped()
- \* IsTouched(CVector2D\*)
- \* OnInitialTouch()
- \* Update()
- \* ~CWidgetRegionSprint()



CWidgetRegionSteer (0 variables, 8 functions)

Variables list:

Functions list:

- \* CWidgetRegionSteer(char const\*, WidgetPosition const&)
- \* ClampInternalTouchAnchor()
- \* Draw()
- \* GetName()
- \* IsTouched(CVector2D\*)
- \* OnInitialTouch()
- \* Update()
- \* ~CWidgetRegionSteer()

CWidgetRegionHydraulics (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetRegionHydraulics(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* ResetHydraulicRegion()
- \* Update()
- \* ~CWidgetRegionHydraulics()

CWidgetRegionSteeringSelection (0 variables, 9 functions)

Variables list:

Functions list:

- \* BuildRects()
- \* CWidgetRegionSteeringSelection(char const\*, WidgetPosition const&)
- \* Draw()
- \* DrawButtons()
- \* GetName()
- \* IsReleased(CVector2D\*)
- \* OnInitialTouch()
- \* Update()
- \* ~CWidgetRegionSteeringSelection()

CWidgetRegionSwipeRadio (0 variables, 6 functions)

Variables list:

Functions list:

- \* CWidgetRegionSwipeRadio(char const\*, WidgetPosition const&)
- \* DrawHelpIcon(char const\*, float, float, float, int)
- \* GetName()
- \* IsSwipedLeft()
- \* IsSwipedRight()
- \* ~CWidgetRegionSwipeRadio()

CWidgetRegionTouchLayoutSelection (0 variables, 10 functions)

Variables list:

Functions list:

- \* BuildRects()
- \* CWidgetRegionTouchLayoutSelection(char const\*, WidgetPosition const&)
- \* Draw()
- \* DrawAdaptedButtons()
- \* DrawClassicButtons()

- \* GetName()
- \* IsReleased(CVector2D\*)
- \* OnInitialTouch()
- \* Update()
- \* ~CWidgetRegionTouchLayoutSelection()

CWidgetRouletteSpin (0 variables, 6 functions)  
Variables list:

Functions list:

- \* CWidgetRouletteSpin()
- \* Draw()
- \* GetName()
- \* SetWidgetValue2(float, float)
- \* Update()
- \* ~CWidgetRouletteSpin()

CWidgetSlider (0 variables, 11 functions)  
Variables list:

Functions list:

- \* CWidgetSlider(char const\*, WidgetPosition const&, unsigned int, unsigned int, unsigned int, CTouchInterface::WidgetIDs, CTouchInterface::WidgetIDs)
- \* Draw()
- \* GetName()
- \* GetNotchedValue()
- \* GetTweenedValue()
- \* GetWidgetValue()
- \* SetSliderRange(float, float)
- \* SetWidgetValue(float)
- \* SetupNotches(int, float, float)
- \* Update()
- \* ~CWidgetSlider()

CWidgetTapMeter (0 variables, 8 functions)  
Variables list:

Functions list:

- \* CWidgetTapMeter(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* IsReleased(CVector2D\*)
- \* RespondToTap()
- \* SetWidgetValue(float)
- \* Update()
- \* ~CWidgetTapMeter()

CWidgetThumbCircle (0 variables, 8 functions)  
Variables list:

Functions list:

- \* CWidgetThumbCircle(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* GetWidgetValue()
- \* OnInitialTouch()
- \* SetWidgetValue(float)
- \* Update()
- \* ~CWidgetThumbCircle()

CWidgetVitalStats (0 variables, 5 functions)

Variables list:

Functions list:

- \* CWidgetVitalStats(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* Update()
- \* ~CWidgetVitalStats()

CWidgetWager (0 variables, 9 functions)

Variables list:

Functions list:

- \* CWidgetWager(char const\*, WidgetPosition const&)
- \* Draw()
- \* GetName()
- \* RenderRowText(unsigned short\*, unsigned short\*, CRect, int, float)
- \* RenderTitleText(CRect, float)
- \* SetWidgetInfo2(int, int, int, int, char\*, char\*)
- \* SetWidgetValue(float)
- \* Update()
- \* ~CWidgetWager()

CCarFXRenderer (1 variables, 14 functions)

Variables list:

- \* ms\_aDirtTextures

Functions list:

- \* AtomicRemapDirtCB(RpAtomic\*, void\*)
- \* CustomCarPipeAtomicSetup(RpAtomic\*)
- \* CustomCarPipeClumpSetup(RpClump\*)
- \* GetFxEnvMapLightMult()
- \* Initialise()
- \* InitialiseDirtTexture()
- \* IsCCPCPipelineAttached(RpAtomic\*)
- \* MaterialRemapDirtCB(RpMaterial\*, void\*)
- \* PreRenderUpdate()
- \* RegisterPlugins()
- \* RemapDirt(CVehicleModelInfo\*, unsigned int)
- \* SetCustomFXAtomicRenderPipelinesVMICB(RpAtomic\*, void\*)
- \* SetFxEnvMapLightMult(float)
- \* Shutdown()

CCustomBuildingRenderer (0 variables, 9 functions)

Variables list:

Functions list:

- \* AtomicSetup(RpAtomic\*)
- \* CCustomBuildingRenderer()
- \* Initialise()
- \* IsCBPCPipelineAttached(RpAtomic\*)
- \* PluginAttach()
- \* Shutdown()
- \* Update()
- \* UpdateDayNightBalanceParam()
- \* ~CCustomBuildingRenderer()

CCustomBuildingDNPipeline (6 variables, 27 functions)

Variables list:

- \* ObjPipeline
- \* m\_AtmdNWorkingIndex
- \* m\_bCameraChange
- \* m\_bDeviceSupportsVS11
- \* m\_fDNBalanceParam
- \* ms\_extraVertColourPluginOffset

Functions list:

- \* CCustomBuildingDNPipeline()
- \* CreateCustomObjPipe()
- \* CreatePipe()
- \* CustomPipeAtomicSetup(RpAtomic\*)
- \* CustomPipeInstanceCB(void\*, RxOpenGLMeshInstanceData\*, int, int)
- \* CustomPipeMaterialSetup(RpMaterial\*, void\*)
- \* CustomPipeRenderCB(RwResEntry\*, void\*, unsigned char, unsigned int)
- \* DestroyPipe()
- \* ExtraVertColourPluginAttach()
- \* GetExtraVertColourPtr(RpGeometry\*)
- \* GetFxEVScaleX(RpMaterial\*)
- \* GetFxEVScaleY(RpMaterial\*)
- \* GetFxEVShininess(RpMaterial\*)
- \* GetFxEVTexture(RpMaterial\*)
- \* GetFxEVTransScLX(RpMaterial\*)
- \* GetFxEVTransScLY(RpMaterial\*)
- \* SetFxEVScale(RpMaterial\*, float, float)
- \* SetFxEVShininess(RpMaterial\*, float)
- \* SetFxEVTexture(RpMaterial\*, RwTexture\*)
- \* SetFxEVTransScL(RpMaterial\*, float, float)
- \* UsesThisPipeline(RpAtomic\*)
- \* pluginExtraVertColourConstructorCB(void\*, int, int)
- \* pluginExtraVertColourDestructorCB(void\*, int, int)
- \* pluginExtraVertColourStreamGetSizeCB(void const\*, int, int)
- \* pluginExtraVertColourStreamReadCB(RwStream\*, int, void\*, int, int)
- \* pluginExtraVertColourStreamWriteCB(RwStream\*, int, void const\*, int, int)
- \* ~CCustomBuildingDNPipeline()

CCustomBuildingPipeline (1 variables, 18 functions)

Variables list:

- \* ObjPipeline

Functions list:

- \* CCustomBuildingPipeline()
- \* CreateCustomObjPipe()
- \* CreatePipe()
- \* CustomPipeAtomicSetup(RpAtomic\*)
- \* CustomPipeMaterialSetup(RpMaterial\*, void\*)
- \* CustomPipeRenderCB(RwResEntry\*, void\*, unsigned char, unsigned int)
- \* DestroyPipe()
- \* GetFxEVScaleX(RpMaterial\*)
- \* GetFxEVScaleY(RpMaterial\*)
- \* GetFxEVShininess(RpMaterial\*)
- \* GetFxEVTexture(RpMaterial\*)
- \* GetFxEVTransScLX(RpMaterial\*)
- \* GetFxEVTransScLY(RpMaterial\*)
- \* SetFxEVScale(RpMaterial\*, float, float)
- \* SetFxEVShininess(RpMaterial\*, float)
- \* SetFxEVTexture(RpMaterial\*, RwTexture\*)

- \* SetFxEvTransScL(RpMaterial\*, float, float)
- \* ~CCustomBuildingPipeline()

CCustomCarEnvMapPipeline (9 variables, 44 functions)

Variables list:

- \* ObjPipeline
- \* fakeEnvMapPipeMatData
- \* m\_EnvMapLightingMult
- \* m\_gEnvMapPipeAtmDataPool
- \* m\_gEnvMapPipeMatDataPool
- \* m\_gSpecMapPipeMatDataPool
- \* ms\_envMapAtmPluginOffset
- \* ms\_envMapPluginOffset
- \* ms\_specularMapPluginOffset

Functions list:

- \* AllocEnvMapPipeAtomicData(RpAtomic\*)
- \* CCustomCarEnvMapPipeline()
- \* CreateCustomOpenGLObjPipe()
- \* CreatePipe()
- \* CustomPipeAtomicSetup(RpAtomic\*)
- \* CustomPipeInstanceCB(void\*, RxOpenGLMeshInstanceData\*, int, int)
- \* CustomPipeMaterialSetup(RpMaterial\*, void\*)
- \* CustomPipeRenderCB(RwResEntry\*, void\*, unsigned char, unsigned int)
- \* DestroyPipe()
- \* DuplicateCustomEnvMapPipeMaterialData(CustomEnvMapPipeMaterialData\*\*)
- \* GetFxEvScaleX(RpMaterial\*)
- \* GetFxEvScaleY(RpMaterial\*)
- \* GetFxEvShininess(RpMaterial\*)
- \* GetFxEvTexture(RpMaterial\*)
- \* GetFxEvTransScLX(RpMaterial\*)
- \* GetFxEvTransScLY(RpMaterial\*)
- \* GetFxEvSpecSpecularity(RpMaterial\*)
- \* GetFxEvSpecTexture(RpMaterial\*)
- \* PreRenderUpdate()
- \* RegisterPlugin()
- \* SetCustomEnvMapPipeAtomicDataDefaults(CustomEnvMapPipeAtomicData\*)
- \* SetCustomEnvMapPipeMaterialDataDefaults(CustomEnvMapPipeMaterialData\*)
- \* SetFxEvScale(RpMaterial\*, float, float)
- \* SetFxEvShininess(RpMaterial\*, float)
- \* SetFxEvTexture(RpMaterial\*, RwTexture\*)
- \* SetFxEvTransScL(RpMaterial\*, float, float)
- \* SetFxEvSpecSpecularity(RpMaterial\*, float)
- \* SetFxEvSpecTexture(RpMaterial\*, RwTexture\*)
- \* pluginEnvAtmConstructorCB(void\*, int, int)
- \* pluginEnvAtmCopyConstructorCB(void\*, void const\*, int, int)
- \* pluginEnvAtmDestructorCB(void\*, int, int)
- \* pluginEnvMatConstructorCB(void\*, int, int)
- \* pluginEnvMatCopyConstructorCB(void\*, void const\*, int, int)
- \* pluginEnvMatDestructorCB(void\*, int, int)
- \* pluginEnvMatStreamGetSizeCB(void const\*, int, int)
- \* pluginEnvMatStreamReadCB(RwStream\*, int, void\*, int, int)
- \* pluginEnvMatStreamWriteCB(RwStream\*, int, void const\*, int, int)
- \* pluginSpecMatConstructorCB(void\*, int, int)
- \* pluginSpecMatCopyConstructorCB(void\*, void const\*, int, int)
- \* pluginSpecMatDestructorCB(void\*, int, int)
- \* pluginSpecMatStreamGetSizeCB(void const\*, int, int)
- \* pluginSpecMatStreamReadCB(RwStream\*, int, void\*, int, int)
- \* pluginSpecMatStreamWriteCB(RwStream\*, int, void const\*, int, int)

\* ~CCustomCarEnvMapPipeline()

CPool<CustomEnvMapPipeMaterialData, CustomEnvMapPipeMaterialData> (0 variables, 2 functions)

Variables list:

Functions list:

\* Delete(CustomEnvMapPipeMaterialData\*)  
\* New()

CPool<CustomEnvMapPipeAtomicData, CustomEnvMapPipeAtomicData> (0 variables, 1 functions)

Variables list:

Functions list:

\* New()

CPool<CustomSpecMapPipeMaterialData, CustomSpecMapPipeMaterialData> (0 variables, 1 functions)

Variables list:

Functions list:

\* New()

CPPTriPlantBuffer (0 variables, 8 functions)

Variables list:

Functions list:

\* CPPTriPlantBuffer()  
\* ChangeCurrentPlantModelsSet(int)  
\* Flush()  
\* GetPPTriPlantPtr(int)  
\* GetPlantModelsTab(unsigned int)  
\* IncreaseBufferIndex(int, int)  
\* SetPlantModelsTab(unsigned int, RpAtomic\*\*)  
\* ~CPPTriPlantBuffer()

CGrassRenderer (4 variables, 13 functions)

Variables list:

\* m\_closeDist  
\* m\_farDist  
\* m\_vecCameraPos  
\* m\_windBending

Functions list:

\* AddTriPlant(PPTriPlant\*, unsigned int)  
\* CGrassRenderer()  
\* DrawTriPlants(PPTriPlant\*, int, RpAtomic\*\*, RwMatrixTag\*)  
\* FlushTriPlantBuffer()  
\* GetPlantModelsTab(unsigned int)  
\* Initialise()  
\* SetCloseFarAlphaDist(float, float)  
\* SetCurrentScanCode(unsigned short)  
\* SetGlobalCameraPos(CVector const&)  
\* SetGlobalWindBending(float)  
\* SetPlantModelsTab(unsigned int, RpAtomic\*\*)  
\* Shutdown()  
\* ~CGrassRenderer()

CPlantMgr (18 variables, 25 functions)

Variables list:

- \* PC\_PlantModelSlotTab
- \* PC\_PlantModelsTab0
- \* PC\_PlantModelsTab1
- \* PC\_PlantModelsTab2
- \* PC\_PlantModelsTab3
- \* PC\_PlantSlotTextureTab
- \* PC\_PlantTextureTab0
- \* PC\_PlantTextureTab1
- \* PC\_PlantTextureTab2
- \* PC\_PlantTextureTab3
- \* m\_AmbientColor
- \* m\_CloseColEntListHead
- \* m\_CloseLocTriListHead
- \* m\_ColEntCacheTab
- \* m\_LocTrisTab
- \* m\_UnusedColEntListHead
- \* m\_UnusedLocTriListHead
- \* m\_scanCode

Functions list:

- \* CPlantMgr()
- \* CalculateWindBending()
- \* DbgCountCachedEntities(unsigned int\*)
- \* DbgCountLocTrisAndPlants(unsigned int, unsigned int\*, unsigned int\*)
- \* DbgRenderCachedEntities(unsigned int\*)
- \* DbgRenderLocTris()
- \* Initialise()
- \* MoveColEntToList(CPlantColEntEntry\*\*, CPlantColEntEntry\*\*,  
CPlantColEntEntry\*)
- \* MoveLocTriToList(CPlantLocTri\*\*, CPlantLocTri\*\*, CPlantLocTri\*)
- \* PreUpdateOnceForNewCameraPos(CVector const&)
- \* ReloadConfig()
- \* Render()
- \* SetPlantFriendlyFlagInAtomicMI(CAtomicModelInfo\*)
- \* Shutdown()
- \* Update(CVector const&)
- \* UpdateAmbientColor()
- \* \_ColEntityCache\_Add(CEntity\*, unsigned char)
- \* \_ColEntityCache\_FindInCache(CEntity\*)
- \* \_ColEntityCache\_Remove(CEntity\*)
- \* \_ColEntityCache\_Update(CVector const&, unsigned char)
- \* \_ProcessEntryCollisionDataSections(CPlantColEntEntry\*, CVector const&, int)
- \* \_ProcessEntryCollisionDataSections\_AddLocTris(CPlantColEntEntry\*, CVector  
const&, int, int, int)
- \* \_ProcessEntryCollisionDataSections\_RemoveLocTris(CPlantColEntEntry\*,  
CVector const&, int, int, int)
- \* \_UpdateLocTris(CVector const&, int)
- \* ~CPlantMgr()

CPlantLocTri (0 variables, 2 functions)

Variables list:

Functions list:

- \* Add(RwV3d const&, RwV3d const&, RwV3d const&, unsigned char, unsigned char,  
unsigned char, unsigned char)
- \* Release()

CPlantColEntEntry (0 variables, 2 functions)

Variables list:

Functions list:

- \* AddEntry(CEntity\*)
- \* ReleaseEntry()

CPlantSurfPropMgr (3 variables, 7 functions)

Variables list:

- \* m\_SurfPropPtrTab
- \* m\_SurfPropTab
- \* m\_countSurfPropsAllocated

Functions list:

- \* AllocSurfProperties(unsigned short, unsigned char)
- \* CPlantSurfPropMgr()
- \* GetSurfProperties(unsigned short)
- \* Initialise()
- \* LoadPlantsDat(char const\*)
- \* Shutdown()
- \* ~CPlantSurfPropMgr()

CMBlur (5 variables, 11 functions)

Variables list:

- \* BlurOn
- \* Drunkness
- \* ms\_bJustInitialised
- \* pBufVertCount
- \* pFrontBuffer

Functions list:

- \* CMBlur()
- \* ClearDrunkBlur()
- \* CreateImmediateModeData(RwCamera\*, RwRect\*)
- \* CreateImmediateModeData(RwCamera\*, RwRect\*, RwOpenGLVertex\*, RwRGBA, float, float, float, float, float, int)
- \* MotionBlurClose()
- \* MotionBlurOpen(RwCamera\*)
- \* MotionBlurRender(RwCamera\*, unsigned int, unsigned int, unsigned int, unsigned int, int, unsigned int)
- \* OverlayRender(RwCamera\*, RwRaster\*, RwRGBA, int, int)
- \* OverlayRenderFx(RwCamera\*, RwRaster\*)
- \* SetDrunkBlur(float)
- \* ~CMBlur()

CStreamingInfo (1 variables, 10 functions)

Variables list:

- \* ms\_pArrayBase

Functions list:

- \* AddToList(CStreamingInfo\*)
- \* GetCdPosn()
- \* GetCdPosnAndSize(unsigned int&, unsigned int&)
- \* GetCdSize()
- \* GetNext()
- \* GetPrev()
- \* InList()
- \* Init()
- \* RemoveFromList()



\* SetCdPosnAndSize(unsigned int, unsigned int)

CStreaming (39 variables, 120 functions)

Variables list:

- \* desiredNumVehiclesLoaded
- \* m\_bBoatsNeeded
- \* m\_bHarvesterModelsRequested
- \* m\_bStreamHarvesterModelsThisFrame
- \* ms\_NextPedToLoadFromGroup
- \* ms\_aInfoForModel
- \* ms\_bEnableRequestListPurge
- \* ms\_bIsInitialised
- \* ms\_bLoadingBigModel
- \* ms\_channel
- \* ms\_channelError
- \* ms\_currentZoneType
- \* ms\_disableStreaming
- \* ms\_files
- \* ms\_imageOffsets
- \* ms\_imageSize
- \* ms\_imageSizes
- \* ms\_interiorImageOffsets
- \* ms\_lastCullZone
- \* ms\_lastImageRead
- \* ms\_loadedGangCars
- \* ms\_loadedGangs
- \* ms\_memoryAvailable
- \* ms\_memoryUsed
- \* ms\_numModelsRequested
- \* ms\_numPedsLoaded
- \* ms\_numPriorityRequests
- \* ms\_oldSectorX
- \* ms\_oldSectorY
- \* ms\_pEndLoadedList
- \* ms\_pEndRequestedList
- \* ms\_pExtraObjectsDir
- \* ms\_pStartLoadedList
- \* ms\_pStartRequestedList
- \* ms\_pStreamingBuffer
- \* ms\_pedsLoaded
- \* ms\_rwObjectInstances
- \* ms\_streamingBufferSize
- \* ms\_vehiclesLoaded

Functions list:

- \* AddEntity(CEntity\*)
- \* AddImageToList(char const\*, bool)
- \* AddLodsToRequestList(CVector const&, unsigned int)
- \* AddModelsToRequestList(CVector const&, unsigned int)
- \* AddToLoadedVehiclesList(int)
- \* AreAnimsUsedByRequestedModels(int)
- \* CarIsCandidateForRemoval(int)
- \* ClearFlagForAll(unsigned int)
- \* ClearSlots(int)
- \* ConvertBufferToObject(char\*, int, int)
- \* DeleteAllRwObjects()
- \* DeleteFarAwayRwObjects(CVector const&)
- \* DeleteLeastUsedEntityRwObject(bool, unsigned int)
- \* DeleteRwObjectsAfterDeath(CVector const&)

```

* DeleteRwObjectsBehindCamera(int)
* DeleteRwObjectsBehindCameraInSectorList(CPtrList&, int)
* DeleteRwObjectsInSectorList(CPtrList&, int, int)
* DeleteRwObjectsNotInFrustumInSectorList(CPtrList&, int)
* DisableCopBikes(bool)
* FindMIPedSlotForInterior(int)
* FinishLoadingLargeFile(char*, int)
* FlushChannels()
* FlushRequestList()
* ForceLayerToRead(int)
* GetCdImageOffset(int)
* GetDefaultAmbulanceModel()
* GetDefaultCabDriverModel()
* GetDefaultCopCarModel(unsigned int)
* GetDefaultCopModel()
* GetDefaultFireEngineModel()
* GetDefaultFiremanModel()
* GetDefaultMedicModel()
* GetDiscInDrive()
* GetGta3ImageIndex()
* GetModelCDName(int)
* GetNextFileOnCd(int, bool)
* HasSpecialCharLoaded(int)
* HasVehicleUpgradeLoaded(int)
* IHaveUsedStreamingMemory()
* ImGonnaUseStreamingMemory()
* Init()
* Init2()
* InitImageList()
* InstanceLoadedModels(CVector const&)
* InstanceLoadedModelsInSectorList(CPtrList&)
* IsCarModelNeededInCurrentZone(int)
* IsInitialised()
* IsObjectInCdImage(int)
* IsVeryBusy()
* Load()
* LoadAllRequestedModels(bool)
* LoadCdDirectory()
* LoadCdDirectory(char const*, int)
* LoadInitialPeds()
* LoadInitialVehicles()
* LoadInitialWeapons()
* LoadRequestedModels()
* LoadScene(CVector const&)
* LoadSceneCollision(CVector const&)
* LoadZoneVehicle(CVector const&)
* MakeSpaceFor(int)
* PlayerIsFlyingFast()
* PossiblyStreamCarOutAfterCreation(int)
* ProcessEntitiesInSectorList(CPtrList&, float, float, float, float, float,
float, float, unsigned int)
* ProcessEntitiesInSectorList(CPtrList&, unsigned int)
* ProcessLoadingChannel(int)
* PurgeRequestList()
* ReInit()
* ReadIniFile()
* ReclassifyLoadedCars()
* RemoveAllUnusedModels()
* RemoveBigBuildings()

```

```

* RemoveBuildingsNotInArea(int)
* RemoveCarModel(int)
* RemoveCurrentZonesModels()
* RemoveDodgyPedsFromRandomSlots()
* RemoveEntity(CLink<CEntity*>*)
* RemoveInappropriatePedModels()
* RemoveLeastUsedModel(unsigned int)
* RemoveLoadedVehicle()
* RemoveLoadedZoneModel()
* RemoveModel(int)
* RemoveModelsNotVisibleFromCullzone()
* RemoveModelsNotVisibleFromCullzoneInSectorList(CPtrList&)
* RemoveUnusedModelsInLoadedList()
* RenderEntity(CLink<CEntity*>*)
* RequestAllModels()
* RequestBigBuildings(CVector const&)
* RequestFile(int, int, int, int, int)
* RequestFilesInChannel(int)
* RequestModel(int, int)
* RequestModelStream(int)
* RequestPlayerSection(int, char const*, int)
* RequestSpecialChar(int, char const*, int)
* RequestSpecialModel(int, char const*, int)
* RequestVehicleUpgrade(int, int)
* RetryLoadFile(int)
* Save()
* SetLoadVehiclesInLoadScene(bool)
* SetMissionDoesntRequireModel(int)
* SetMissionDoesntRequireSpecialChar(int)
* SetModelIsDeletable(int)
* SetModelTxdIsDeletable(int)
* SetSpecialCharIsDeletable(int)
* Shutdown()
* StartRenderEntities()
* StreamAmbulanceAndMedic(bool)
* StreamCopModels(int)
* StreamFireEngineAndFireman(bool)
* StreamOneNewCar()
* StreamPedsForInterior(int)
* StreamPedsIntoRandomSlots(int*)
* StreamVehiclesAndPeds()
* StreamVehiclesAndPeds_Always(CVector const&)
* StreamZoneModels(CVector const&)
* StreamZoneModels_Gangs(CVector const&)
* Update()
* UpdateForAnimViewer()
* UpdateMemoryUsed()
* WeAreTryingToPhaseVehicleOut(int)

```

CLinkList<CEntity\*> (0 variables, 1 functions)

Variables list:

Functions list:

```
* Insert(CEntity* const&)
```

CBox (0 variables, 2 functions)

Variables list:

Functions list:

- \* Recalc()
- \* Set(CVector const&, CVector const&)

CColBox (0 variables, 2 functions)

Variables list:

Functions list:

- \* Set(CVector const&, CVector const&, unsigned char, unsigned char, unsigned char)
- \* operator=(CColBox const&)

CColLine (0 variables, 2 functions)

Variables list:

Functions list:

- \* CColLine(CVector const&, CVector const&)
- \* Set(CVector const&, CVector const&)

CCollision (8 variables, 57 functions)

Variables list:

- \* bCamCollideWithBuildings
- \* bCamCollideWithObjects
- \* bCamCollideWithPeds
- \* bCamCollideWithVehicles
- \* ms\_colModelCache
- \* ms\_collisionInMemory
- \* ms\_iProcessLineNumCrossings
- \* relVelCamCollisionVehiclesSqr

Functions list:

- \* BuildCacheOfCameraCollision(CColSphere\*, CColSphere\*)
- \* CalculateTrianglePlanes(CColModel\*)
- \* CalculateTrianglePlanes(CCollisionData\*)
- \* CameraConeCastVsWorldCollision(CColSphere\*, CColSphere\*, float\*, float)
- \* CheckCameraCollisionBuildings(int, int, CColBox\*, CColSphere\*, CColSphere\*, CColSphere\*)
- \* CheckCameraCollisionObjects(int, int, CColBox\*, CColSphere\*, CColSphere\*, CColSphere\*)
- \* CheckCameraCollisionPeds(int, int, CVector\*, CVector\*, float\*)
- \* CheckCameraCollisionVehicles(int, int, CColBox\*, CColSphere\*, CColSphere\*, CColSphere\*, CVector\*)
- \* CheckPeds(CVector\*, CVector\*, float\*)
- \* Closest3(CVector\*, CVector\*)
- \* ClosestPointOnLine(CVector\*, CVector\*, CVector\*, CVector\*)
- \* ClosestPointOnPoly(CColTriangle\*, CVector\*, CVector\*)
- \* ClosestPointsOnPoly(CColTriangle\*, CVector\*, CVector\*, CVector\*)
- \* DistAlongLine2D(float, float, float, float, float, float)
- \* DistToLine(CVector const\*, CVector const\*, CVector const\*)
- \* DistToLineSqr(CVector const\*, CVector const\*, CVector const\*)
- \* DistToMathematicalLine(CVector const\*, CVector const\*, CVector const\*)
- \* DistToMathematicalLine2D(float, float, float, float, float, float)
- \* GetBoundingBoxFromTwoSpheres(CColBox\*, CColSphere\*, CColSphere\*)
- \* GetPrincipleAxis(CVector\*)
- \* Init()
- \* IsStoredPolyStillValidVerticalLine(CVector const&, float, CColPoint&, CStoredCollPoly\*)
- \* IsThisVehicleSittingOnMe(CVehicle\*, CVehicle\*)
- \* PointInPoly(CVector\*, CColTriangle\*, CVector\*, CVector\*)
- \* PointInTriangle(CVector const&, CVector const&)

```

    * ProcessColModels(CMatrix const&, CColModel&, CMatrix const&, CColModel&,
CColPoint*, CColPoint*, float*, bool)
    * ProcessLineBox(CColLine const&, CColBox const&, CColPoint&, float&)
    * ProcessLineOfSight(CColLine const&, CMatrix const&, CColModel&, CColPoint&,
float&, bool, bool)
    * ProcessLineSphere(CColLine const&, CColSphere const&, CColPoint&, float&)
    * ProcessLineTriangle(CColLine const&, CompressedVector const*, CColTriangle
const&, CColTrianglePlane const&, CColPoint&, float&, CStoredCollPoly*)
    * ProcessSphereBox(CColSphere const&, CColBox const&, CColPoint&, float&)
    * ProcessSphereSphere(CColSphere const&, CColSphere const&, CColPoint&,
float&)
    * ProcessSphereTriangle(CColSphere const&, CompressedVector const*,
CColTriangle const&, CColTrianglePlane const&, CColPoint&, float&)
    * ProcessVerticalLine(CColLine const&, CMatrix const&, CColModel&,
CColPoint&, float&, bool, bool, CStoredCollPoly*)
    * ProcessVerticalLineTriangle(CColLine const&, CompressedVector const*,
CColTriangle const&, CColTrianglePlane const&, CColPoint&, float&,
CStoredCollPoly*)
    * RayPolyPOP(CVector*, CVector*, CColTriangle*, CVector*, CVector*)
    * RemoveTrianglePlanes(CColModel*)
    * RemoveTrianglePlanes(CCollisionData*)
    * Shutdown()
    * SortOutCollisionAfterLoad()
    * SphereCastVersusVsPoly(CColSphere*, CColSphere*, CColTriangle*,
CColTrianglePlane*, CompressedVector*)
    * SphereCastVsBBox(CColSphere*, CColSphere*, CColBox*)
    * SphereCastVsCaches(CColSphere*, CVector*, int, CColCacheEntry*, int*,
CColCacheEntry*)
    * SphereCastVsEntity(CColSphere*, CColSphere*, CEntity*)
    * SphereCastVsSphere(CColSphere*, CColSphere*, CColSphere*)
    * SphereVsEntity(CColSphere*, CEntity*)
    * Test2DLineAgainst2DLine(float, float, float, float, float, float, float,
float)
    * TestLineBox(CColLine const&, CBox const&)
    * TestLineBox_DW(CColLine const&, CBox const&)
    * TestLineOfSight(CColLine const&, CMatrix const&, CColModel&, bool, bool)
    * TestLineSphere(CColLine const&, CColSphere const&)
    * TestLineTriangle(CColLine const&, CompressedVector const*, CColTriangle
const&, CColTrianglePlane const&)
    * TestSphereBox(CSphere const&, CBox const&)
    * TestSphereSphere(CColSphere const&, CColSphere const&)
    * TestSphereTriangle(CColSphere const&, CompressedVector const*, CColTriangle
const&, CColTrianglePlane const&)
    * TestVerticalLineBox(CColLine const&, CBox const&)
    * Update()

```

CLinkedList<CCollisionData\*> (0 variables, 1 functions)

Variables list:

Functions list:

```

    * Insert(CCollisionData* const&)

```

CCollisionPlugin (0 variables, 2 functions)

Variables list:

Functions list:

```

    * PluginAttach()
    * SetModelInfo(CClumpModelInfo*)

```

CBoundingBox (0 variables, 1 functions)

Variables list:

Functions list:

- \* CBoundingBox()

CCollisionData (0 variables, 9 functions)

Variables list:

Functions list:

- \* CCollisionData()
- \* CalculateTrianglePlanes()
- \* Copy(CCollisionData const&)
- \* GetLinkPtr()
- \* GetShadTrianglePoint(CVector&, int) const
- \* GetTrianglePoint(CVector&, int) const
- \* RemoveCollisionVolumes()
- \* RemoveTrianglePlanes()
- \* SetLinkPtr(CLink<CCollisionData\*>\*)

CColModel (0 variables, 12 functions)

Variables list:

Functions list:

- \* AllocateData()
- \* AllocateData(int)
- \* AllocateData(int, int, int, int, int, bool)
- \* CColModel()
- \* CalculateTrianglePlanes()
- \* MakeMultipleAlloc()
- \* RemoveCollisionVolumes()
- \* RemoveTrianglePlanes()
- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* operator=(CColModel const&)
- \* ~CColModel()

CColPoint (0 variables, 1 functions)

Variables list:

Functions list:

- \* operator=(CColPoint const&)

CSphere (0 variables, 1 functions)

Variables list:

Functions list:

- \* Set(float, CVector const&)

CColSphere (0 variables, 5 functions)

Variables list:

Functions list:

- \* IntersectEdge(CVector const&, CVector const&, CVector&, CVector&) const
- \* IntersectPoint(CVector const&) const
- \* IntersectRay(CVector const&, CVector const&, CVector&, CVector&) const
- \* IntersectSphere(CColSphere const&) const
- \* Set(float, CVector const&, unsigned char, unsigned char, unsigned char)

CColDisk (0 variables, 1 functions)

Variables list:

Functions list:

- \* Set(float, CVector const&, CVector const&, float, unsigned char, unsigned char, unsigned char)

CColStore (3 variables, 22 functions)

Variables list:

- \* m\_onlyBB
- \* ms\_pColPool
- \* ms\_pQuadTree

Functions list:

- \* AddColSlot(char const\*)
- \* AddCollisionNeededAtPosn(CVector const&)
- \* AddRef(int)
- \* BoundingBoxesPostProcess()
- \* EnsureCollisionIsInMemory(CVector const&)
- \* FindColSlot(char const\*)
- \* GetBoundingBox(int)
- \* HasCollisionLoaded(CVector const&, int)
- \* IncludeModelIndex(int, int)
- \* Initialise()
- \* LoadAllBoundingBoxes()
- \* LoadAllCollision()
- \* LoadCol(int, char const\*)
- \* LoadCol(int, unsigned char\*, int)
- \* LoadCollision(CVector, bool)
- \* RemoveAllCollision()
- \* RemoveCol(int)
- \* RemoveColSlot(int)
- \* RemoveRef(int)
- \* RequestCollision(CVector const&, int)
- \* SetCollisionRequired(CVector const&, int)
- \* Shutdown()

CColTrianglePlane (0 variables, 1 functions)

Variables list:

Functions list:

- \* Set(CompressedVector const\*, CColTriangle&)

CTempColModels (13 variables, 2 functions)

Variables list:

- \* ms\_colModelBBox
- \* ms\_colModelBodyPart1
- \* ms\_colModelBodyPart2
- \* ms\_colModelBonnet1
- \* ms\_colModelBoot1
- \* ms\_colModelBumper1
- \* ms\_colModelCutObj
- \* ms\_colModelDoor1
- \* ms\_colModelPanel1
- \* ms\_colModelPed1
- \* ms\_colModelPed2
- \* ms\_colModelWeapon
- \* ms\_colModelWheel1

Functions list:

- \* Initialise()
- \* Shutdown()

CAutoPilot (0 variables, 2 functions)

Variables list:

Functions list:

- \* ModifySpeed(float)
- \* RemoveOnePathNode()

CBridge (10 variables, 5 functions)

Variables list:

- \* DefaultZLiftPart
- \* DefaultZLiftRoad
- \* DefaultZLiftWeight
- \* OldLift
- \* OldState
- \* State
- \* TimeOfBridgeBecomingOperational
- \* pLiftPart
- \* pLiftRoad
- \* pWeight

Functions list:

- \* FindBridgeEntities()
- \* Init()
- \* ShouldLightsBeFlashing()
- \* ThisIsABridgeObjectMovingUp(unsigned int)
- \* Update()

CCarAI (2 variables, 25 functions)

Variables list:

- \* ms\_fAccurateAchievePointRadius
- \* ms\_fAchievePointRadius

Functions list:

- \* AddAmbulanceOccupants(CVehicle\*)
- \* AddFiretruckOccupants(CVehicle\*)
- \* AddPoliceCarOccupants(CVehicle\*, bool)
- \* BackToCruisingIfNoWantedLevel(CVehicle\*)
- \* CarHasReasonToStop(CVehicle\*)
- \* EntitiesGoHeadOn(CEntity\*, CEntity\*)
- \* FindPoliceBikeMissionForWantedLevel()
- \* FindPoliceBoatMissionForWantedLevel()
- \* FindPoliceCarMissionForWantedLevel()
- \* FindPoliceCarSpeedForWantedLevel(CVehicle\*)
- \* FindSwitchDistanceClose(CVehicle\*)
- \* FindSwitchDistanceFar(CVehicle\*)
- \* GetCarToGoToCoors(CVehicle\*, CVector\*, int, bool)
- \* GetCarToGoToCoorsAccurate(CVehicle\*, CVector\*, int, bool)
- \* GetCarToGoToCoorsRacing(CVehicle\*, CVector\*, int, bool)
- \* GetCarToGoToCoorsStraightLine(CVehicle\*, CVector\*, int, bool)
- \* GetCarToParkAtCoors(CVehicle\*, CVector\*)
- \* MakeWayForCarWithSiren(CVehicle\*)
- \* MellowOutChaseSpeed(CVehicle\*)
- \* MellowOutChaseSpeedBoat(CVehicle\*)
- \* TellCarToBlockOtherCar(CVehicle\*, CVehicle\*)
- \* TellCarToFollowOtherCar(CVehicle\*, CVehicle\*, float)



- \* TellCarToRamOtherCar(CVehicle\*, CVehicle\*)
- \* TellOccupantsToLeaveCar(CVehicle\*)
- \* UpdateCarAI(CVehicle\*)

CVector (0 variables, 6 functions)

Variables list:

Functions list:

- \* FromMultiply(CMatrix const&, CVector const&)
- \* FromMultiply3X3(CMatrix const&, CVector const&)
- \* Magnitude() const
- \* Magnitude2D() const
- \* Normalise()
- \* NormaliseAndMag()

CTaskComplexSequence (0 variables, 14 functions)

Variables list:

Functions list:

- \* AddTask(CTask\*)
- \* AddTask(int, CTask\*)
- \* CTaskComplexSequence()
- \* Clone() const
- \* Contains(int)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*, int&, int&)
- \* CreateNextSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*, int&, int&)
- \* Flush()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexSequence()

CCarCtrl (19 variables, 119 functions)

Variables list:

- \* CarDensityMultiplier
- \* CountdownToCarsAtStart
- \* LastTimeAmbulanceCreated
- \* LastTimeFireTruckCreated
- \* LastTimeLawEnforcerCreated
- \* LastTimeMiamiViceGenerated
- \* MaxNumberOfCarsInUse
- \* MiamiViceCycle
- \* NumAmbulancesOnDuty
- \* NumFireTrucksOnDuty
- \* NumLawEnforcerCars
- \* NumMissionCars
- \* NumParkedCars
- \* NumPermanentVehicles
- \* NumRandomCars
- \* TimeNextMadDriverChaseCreated
- \* bAllowEmergencyServicesToBeCreated
- \* bCarIsBeingCreated
- \* bCarsGeneratedAroundCamera

Functions list:

- \* BoatWithTallMast(unsigned int)
- \* ChooseBoatModel()

```

* ChooseCarModelToLoad(int)
* ChooseGangCarModel(int)
* ChooseModel(int*)
* ChoosePoliceCarModel(unsigned int)
* ClearInterestingVehicleList()
* ClipTargetOrientationToLink(CVehicle*, CLinkAddress, signed char, float*,
float, float)
* CreateCarForScript(int, CVector, unsigned char)
* CreateConvoy(CVehicle*, int)
* CreatePoliceChase(CVehicle*, int, CNodeAddress)
* DealWithBend_Racing(CVehicle*, CLinkAddress, CLinkAddress, CLinkAddress,
CLinkAddress, signed char, signed char, signed char, signed char, float, float*,
float*, float*, float*, CVector*)
* DragCarToPoint(CVehicle*, CVector*)
* FindAngleToWeaveThroughTraffic(CVehicle*, CPhysical*, float, float, float)
* FindGhostRoadHeight(CVehicle*)
* FindIntersection2Lines(float, float, float, float, float, float, float,
float, float*, float*)
* FindLinksToGoWithTheseNodes(CVehicle*)
* FindMaxSteerAngle(CVehicle*)
* FindMaximumSpeedForThisCarInTraffic(CVehicle*)
* FindNodesThisCarIsNearestTo(CVehicle*, CNodeAddress&, CNodeAddress&)
* FindPathDirection(CNodeAddress, CNodeAddress, CNodeAddress, bool*)
* FindPercDependingOnDistToLink(CVehicle*, CLinkAddress)
* FindSequenceElement(int)
* FindSpeedMultiplier(float, float, float, float)
* FindSpeedMultiplierWithSpeedFromNodes(signed char)
* FireHeliRocketsAtTarget(CAutomobile*, CEntity*)
* FlyAIHeliInCertainDirection(CHeli*, float, float, bool)
* FlyAIHeliToTarget_FixedOrientation(CHeli*, float, CVector, bool)
* FlyAIPlaneInCertainDirection(CPlane*)
* GenerateCarCreationCoors2(CVector, float, float, float, bool, float, float,
CVector*, CNodeAddress*, CNodeAddress*, float*, bool, bool)
* GenerateEmergencyServicesCar()
* GenerateOneEmergencyServicesCar(unsigned int, CVector)
* GenerateOneRandomCar()
* GenerateRandomCars()
* GetAIHeliToAttackPlayer(CAutomobile*)
* GetAIHeliToFlyInDirection(CAutomobile*)
* GetAIPlaneToAttackPlayer(CAutomobile*)
* GetAIPlaneToDoDogFight(CAutomobile*)
* GetAIPlaneToDoDogFightAgainstPlayer(CAutomobile*)
* GetAIPlaneToFlyInDirection(CAutomobile*)
* GetNewVehicleDependingOnCarModel(int, unsigned char)
* Init()
* InitSequence(int)
* IsAnyoneParking()
* IsPoliceVehicleInPursuit(int)
* IsThisAnAppropriateNode(CVehicle*, CNodeAddress, CNodeAddress,
CNodeAddress, bool, bool)
* IsThisVehicleInteresting(CVehicle*)
* IsThisVehicleOnRadar(CVehicle*, int*)
* JoinCarWithRoadAccordingToMission(CVehicle*)
* JoinCarWithRoadSystem(CVehicle*)
* JoinCarWithRoadSystemGotoCoors(CVehicle*, CVector const&, bool, bool)
* MapCouldMoveInThisArea(float, float)
* PickNextNodeAccordingStrategy(CVehicle*)
* PickNextNodeForPlayer(CVehicle*)
* PickNextNodeRandomly(CVehicle*)

```

```

* PickNextNodeToChaseCar(CVehicle*, float, float, float, CVehicle*)
* PickNextNodeToFollowPath(CVehicle*)
* PossiblyFireHSMissile(CVehicle*, CEntity*)
* PossiblyRemoveVehicle(CVehicle*)
* PruneVehiclesOfInterest()
* ReInit()
* ReconsiderRoute(CVehicle*)
* RegisterVehicleOfInterest(CVehicle*)
* RemoveCarsIfThePoolGetsFull()
* RemoveDistantCars()
* RemoveFromInterestingVehicleList(CVehicle*)
* ScanForPedDanger(CVehicle*)
* ScriptGenerateOneEmergencyServicesCar(unsigned int, CVector)
* SetCoordsOfScriptCar(CVehicle*, float, float, float, unsigned char,
unsigned char)
* SetUpDriverAndPassengersForVehicle(CVehicle*, int, int, bool, bool, int)
* SlowCarDownForCarsSectorList(CPtrList&, CVehicle*, float, float, float,
float, float*, float)
* SlowCarDownForObject(CEntity*, CVehicle*, float*, float)
* SlowCarDownForObjectsSectorList(CPtrList&, CVehicle*, float, float, float,
float, float*, float)
* SlowCarDownForOtherCar(CEntity*, CVehicle*, float*, float)
* SlowCarDownForPedsSectorList(CPtrList&, CVehicle*, float, float, float,
float, float*, float)
* SlowCarOnRailsDownForTrafficAndLights(CVehicle*)
* SteerAIBoatWithPhysicsAttackingPlayer(CVehicle*, float*, float*, float*,
bool*)
* SteerAIBoatWithPhysicsCirclingPlayer(CVehicle*, float*, float*, float*,
bool*)
* SteerAIBoatWithPhysicsHeadingForTarget(CVehicle*, float, float, float*,
float*, float*)
* SteerAICarBlockingPlayerForwardAndBack(CVehicle*, float*, float*, float*,
bool*)
* SteerAICarParkParallel(CVehicle*, float*, float*, float*, bool*)
* SteerAICarParkPerpendicular(CVehicle*, float*, float*, float*, bool*)
* SteerAICarTowardsPointInEscort(CVehicle*, CVehicle*, float, float, float*,
float*, float*, bool*)
* SteerAICarWithPhysics(CVehicle*)
* SteerAICarWithPhysicsFollowPath(CVehicle*, float*, float*, float*, bool*)
* SteerAICarWithPhysicsFollowPath_Racing(CVehicle*, float*, float*, float*,
bool*)
* SteerAICarWithPhysicsFollowPreRecordedPath(CVehicle*, float*, float*,
float*, bool*)
* SteerAICarWithPhysicsHeadingForTarget(CVehicle*, CPhysical*, float, float,
float*, float*, float*, bool*)
* SteerAICarWithPhysicsTryingToBlockTarget(CVehicle*, CEntity*, float, float,
float, float, float*, float*, float*, bool*)
* SteerAICarWithPhysicsTryingToBlockTarget_Stop(CVehicle*, float, float,
float, float, float*, float*, float*, bool*)
* SteerAICarWithPhysics_OnlyMission(CVehicle*, float*, float*, float*, bool*)
* SteerAIHeliAsPoliceHeli(CAutomobile*)
* SteerAIHeliFlyingAwayFromPlayer(CAutomobile*)
* SteerAIHeliToCrashAndBurn(CAutomobile*)
* SteerAIHeliToFollowEntity(CAutomobile*)
* SteerAIHeliToKeepEntityInView(CAutomobile*)
* SteerAIHeliToLand(CAutomobile*)
* SteerAIHeliTowardsTargetCoords(CAutomobile*)
* SteerAIPlaneToCrashAndBurn(CAutomobile*)
* SteerAIPlaneToFollowEntity(CAutomobile*)

```

- \* SteerAIPlaneTowardsTargetCoors(CAutomobile\*)
- \* SteerPlayerWhilstCruising(CVehicle\*, float\*, float\*, float\*, bool\*)
- \* StopCarIfNodesAreInvalid(CVehicle\*)
- \* SwitchBetweenPhysicsAndGhost(CVehicle\*)
- \* SwitchVehicleToRealPhysics(CVehicle\*)
- \* TestCollisionBetween2MovingRects(CVehicle\*, CVehicle\*, float, float, CVector\*, CVector\*)
- \* TestCollisionBetween2MovingRects\_OnlyFrontBumper(CVehicle\*, CVehicle\*, float, float, CVector\*, CVector\*)
- \* TestWhetherToFirePlaneGuns(CVehicle\*, CEntity\*)
- \* ThisRoadObjectCouldMove(unsigned int)
- \* ThisVehicleShouldTryNotToTurn(CVehicle\*)
- \* TriggerDogFightMoves(CVehicle\*, CVehicle\*)
- \* UpdateCarCount(CVehicle\*, unsigned char)
- \* UpdateCarOnRails(CVehicle\*)
- \* WeaveForObject(CEntity\*, CVehicle\*, float\*, float\*)
- \* WeaveForOtherCar(CEntity\*, CVehicle\*, float\*, float\*)
- \* WeaveForPed(CEntity\*, CVehicle\*, float\*, float\*)
- \* WeaveThroughCarsSectorList(CPtrList&, CVehicle\*, CPhysical\*, float, float, float, float, float\*, float\*)
- \* WeaveThroughObjectsSectorList(CPtrList&, CVehicle\*, float, float, float, float, float\*, float\*)
- \* WeaveThroughPedsSectorList(CPtrList&, CVehicle\*, CPhysical\*, float, float, float, float, float\*, float\*)

CEvent (0 variables, 17 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* CEvent()
- \* CalcSoundLevelIncrement(float, float)
- \* CanBeInterruptedBySameEvent() const
- \* DoInformVehicleOccupants(CPed\*) const
- \* GetLocalSoundLevel() const
- \* GetSoundLevel(CEntity const\*, CVector const&) const
- \* GetSourceEntity() const
- \* HasEditableResponse() const
- \* IsCriminalEvent() const
- \* IsValid(CPed\*) const
- \* ReportCriminalEvent(CPed\*) const
- \* TakesPriorityOver(CEvent const&) const
- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~CEvent()

CEventEditableResponse (0 variables, 12 functions)

Variables list:

Functions list:

- \* CEventEditableResponse()
- \* Clone() const
- \* ComputeResponseTaskOfType(CPed\*, int) const
- \* ComputeResponseTaskType(CPed\*, bool)
- \* ComputeResponseTaskType(CPedGroup\*)
- \* HasEditableResponse() const
- \* InformGroup(CPed\*) const
- \* InformRespectedFriends(CPed\*) const

- \* InformVehicleOccupants(CPed\*) const
- \* TriggerLookAt(CPed\*) const
- \* WillRespond() const
- \* ~CEventEditableResponse()

CEventAcquaintancePed (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* CEventAcquaintancePed(CPed\*)
- \* CanBeInterruptedBySameEvent() const
- \* GetLifeTime() const
- \* GetSourceEntity() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventAcquaintancePed()

CEventAcquaintancePedHate (0 variables, 4 functions)

Variables list:

Functions list:

- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* ~CEventAcquaintancePedHate()

CGeneral (0 variables, 9 functions)

Variables list:

Functions list:

- \* GetATanOfXY(float, float)
- \* GetAngleBetweenPoints(float, float, float, float)
- \* GetNodeHeadingFromVector(float, float)
- \* GetRadianAngleBetweenPoints(float, float, float, float)
- \* GetRandomNumberInRange(float, float)
- \* GetRandomNumberInRange(int, int)
- \* LimitAngle(float)
- \* LimitRadianAngle(float)
- \* SolveQuadratic(float, float, float, float&, float&)

CCamera (5 variables, 127 functions)

Variables list:

- \* m\_bUseMouse3rdPerson
- \* m\_f3rdPersonCHairMultX
- \* m\_f3rdPersonCHairMultY
- \* m\_fMouseAccelHorzntl
- \* m\_fMouseAccelVertical

Functions list:

- \* AddShake(float, float, float, float, float)
- \* AddShakeSimple(float, int, float)
- \* AllowShootingWith2PlayersInCar(bool)
- \* ApplyVehicleCameraTweaks(CVehicle\*)
- \* AvoidTheGeometry(CVector const&, CVector const&, CVector&, float)
- \* CCamera()
- \* CalculateDerivedValues(bool, bool)
- \* CalculateFrustumPlanes(bool)
- \* CalculateGroundHeight(unsigned int)

```

* CalculateMirroredMatrix(CVector, float, CMatrix*, CMatrix*)
* CamControl()
* CamShake(float, float, float, float)
* CameraColDetAndReact(CVector*, CVector*)
* CameraGenericModeSpecialCases(CPed*)
* CameraPedAimModeSpecialCases(CPed*)
* CameraPedModeSpecialCases(CPed*)
* CameraVehicleModeSpecialCases(CVehicle*)
* ClearPlayerWeaponMode()
* ConeCastCollisionResolve(CVector*, CVector*, CVector*, float, float,
float*)
* ConsiderPedAsDucking(CPed*)
* CopyCameraMatrixToRwCam(bool)
* DealWithMirrorBeforeConstructRenderList(bool, CVector, float, CMatrix*)
* DeleteCutSceneCamDataMemory()
* DontProcessObbeCinemaCamera()
* DrawBordersForWideScreen()
* Enable1rstPersonCamCntrlsScript()
* Enable1rstPersonWeaponsCamera()
* Fade(float, short)
* Find3rdPersonCamTargetVector(float, CVector, CVector&, CVector&)
* Find3rdPersonQuickAimPitch()
* FindCamFOV()
* FinishCutscene()
* GetArrPosForVehicleType(int, int&)
* GetCamDirectlyBehind()
* GetCutSceneFinishTime()
* GetCutsceneBarHeight()
* GetFading()
* GetFadingDirection()
* GetGameCamPosition()
* GetLookDirection()
* GetLookingForwardFirstPerson()
* GetLookingLRBFirstPerson()
* GetPositionAlongSpline()
* GetRoughDistanceToGround()
* GetScreenFadeStatus()
* GetScreenRect(CRect&)
* Get_Just_Switched_Status()
* HandleCameraMotionForDucking(CPed*, CVector*, CVector*, bool)
* HandleCameraMotionForDuckingDuringAim(CPed*, CVector*, CVector*, bool)
* ImproveNearClip(CVehicle*, CPed*, CVector*, CVector*)
* Init()
* InitCameraVehicleTweaks()
* InitialiseCameraForDebugMode()
* InitialiseScriptableComponents()
* IsExtraEntityToIgnore(CEntity*)
* IsItTimeForNewcam(int, int)
* IsSphereVisible(CVector const&, float)
* IsTargetingActive()
* LerpFOV(float, float, float, bool)
* LoadPathSplines(int)
* Process()
* ProcessFOVLerp()
* ProcessFOVLerp(float)
* ProcessFade()
* ProcessMusicFade()
* ProcessObbeCinemaCameraBoat()
* ProcessObbeCinemaCameraCar()

```

```

* ProcessObbeCinemaCameraHeli()
* ProcessObbeCinemaCameraPed()
* ProcessObbeCinemaCameraPlane()
* ProcessObbeCinemaCameraTrain()
* ProcessScriptedCommands()
* ProcessShake()
* ProcessShake(float)
* ProcessVectorMoveLinear()
* ProcessVectorMoveLinear(float)
* ProcessVectorTrackLinear()
* ProcessVectorTrackLinear(float)
* ProcessWideScreenOn()
* RenderMotionBlur()
* ResetDuckingSystem(CPed*)
* Restore()
* RestoreCameraAfterMirror()
* RestoreWithJumpCut()
* SetCamCollisionVarDataSet(int)
* SetCamCutSceneOffSet(CVector const&)
* SetCamPositionForFixedMode(CVector const&, CVector const&)
* SetCameraDirectlyBehindForFollowPed_CamOnAString()
* SetCameraDirectlyBehindForFollowPed_ForAPed_CamOnAString(CPed*)
* SetCameraDirectlyInFrontForFollowPed_CamOnAString()
* SetCameraDirectlyInFrontForFollowPed_ForAPed_CamOnAString(CPed*)
* SetCameraUpForMirror()
* SetColVarsAimWeapon(int)
* SetColVarsPed(int, int)
* SetColVarsVehicle(int, int)
* SetFadeColour(unsigned char, unsigned char, unsigned char)
* SetMotionBlur(int, int, int, int, int)
* SetMotionBlurAlpha(int)
* SetNearClipBasedOnPedCollision(float)
* SetNearClipScript(float)
* SetNewPlayerWeaponMode(short, short, short)
* SetParametersForScriptInterpolation(float, float, unsigned int)
* SetPercentAlongCutScene(float)
* SetRwCamera(RwCamera*)
* SetToSphereMap(float)
* SetWideScreenOff()
* SetWideScreenOn()
* SetZoomValueCamStringScript(short)
* SetZoomValueFollowPedScript(short)
* ShouldPedControlsBeRelative()
* StartCooperativeCamMode()
* StartTransition(short)
* StartTransitionWhenNotFinishedInter(short)
* StopCooperativeCamMode()
* StoreValuesDuringInterPol(CVector&, CVector&, CVector&, float&)
* TakeControl(CEntity*, short, short, int)
* TakeControlAttachToEntity(CEntity*, CEntity*, CVector&, CVector&, float,
short, int)
* TakeControlNoEntity(CVector const&, short, int)
* TakeControlWithSpline(short)
* TryToStartNewCamMode(int)
* UpdateAimingCoors(CVector const&)
* UpdateSoundDistances()
* UpdateTargetEntity()
* Using1stPersonWeaponMode()
* VectorMoveLinear(CVector*, CVector*, float, bool)

```

```
* VectorTrackLinear(CVector*, CVector*, float, bool)
* ~CCamera()
```

CCheat (8 variables, 93 functions)

Variables list:

```
* CheatLabel
* m_CheatString
* m_aCheatFunctions
* m_aCheatHashKeys
* m_aCheatsActive
* m_bHasPlayerCheated
* m_bShowMappings
* m_nLastScriptBypasstime
```

Functions list:

```
* AddToCheatString(char)
* AdrenalineCheat()
* AllCarsAreGreatCheat()
* AllCarsAreShitCheat()
* ApacheCheat()
* BeachPartyCheat()
* BlackCarsCheat()
* BlowUpCarsCheat()
* ClearGameCheatsList()
* ClearMissionSkip()
* CloudyWeatherCheat()
* CountrysideInvasionCheat()
* DoCheats()
* DozerCheat()
* DrivebyCheat()
* DuskCheat()
* ElvisLivesCheat()
* EverybodyAttacksPlayerCheat()
* ExtraSunnyWeatherCheat()
* FastTimeCheat()
* FatCheat()
* FindCheatIndex(char const*)
* FlyboyCheat()
* FoggyWeatherCheat()
* FunhouseCheat()
* GangLandCheat()
* GangsCheat()
* GolfcartCheat()
* HandleAllCheats()
* HandleCarCheat()
* HandleCheatMenu(bool)
* HandleGameCheats()
* HandleMissionJump(bool, int)
* HealthCheat()
* HearseCheat()
* JetpackCheat()
* LoveConquersAllCheat()
* LovefistCheat()
* MayhemCheat()
* MidnightCheat()
* MoneyArmourHealthCheat()
* MonsterTruckCheat()
* MuscleCheat()
* NinjaCheat()
```



- \* NotWantedCheat()
- \* ParachuteCheat()
- \* PinkCarsCheat()
- \* PredatorCheat()
- \* ProcessAllCheats()
- \* ProcessCheatMenu()
- \* ProcessCheats()
- \* ProcessDebugCarCheats()
- \* ProcessDebugMissionSkip()
- \* ProcessWeaponSlotCheats()
- \* QuadCheat()
- \* RainyWeatherCheat()
- \* ResetCheats()
- \* RiotCheat()
- \* SandstormCheat()
- \* ScriptBypassCheat()
- \* ShowMappingsCheat()
- \* SkinnyCheat()
- \* SlowTimeCheat()
- \* StaminaCheat()
- \* StockCar2Cheat()
- \* StockCar3Cheat()
- \* StockCar4Cheat()
- \* StockCarCheat()
- \* StormCheat()
- \* StuntPlaneCheat()
- \* SuicideCheat()
- \* SunnyWeatherCheat()
- \* TankCheat()
- \* TankerCheat()
- \* TheGamblerCheat()
- \* TimeTravelCheat()
- \* TogglePlayerInvincibility()
- \* ToggleShowTapToTarget()
- \* ToggleShowTargeting()
- \* TrashmasterCheat()
- \* VehicleCheat(int)
- \* VehicleSkillsCheat()
- \* VillagePeopleCheat()
- \* VortexCheat()
- \* WantedCheat()
- \* WantedLevelDownCheat()
- \* WantedLevelUpCheat()
- \* WeaponCheat1()
- \* WeaponCheat2()
- \* WeaponCheat3()
- \* WeaponCheat4()
- \* WeaponSkillsCheat()
- \* WeaponSlotCheat()

CConversationNode (0 variables, 2 functions)  
Variables list:

Functions list:

- \* Clear()
- \* ClearRecursively()

CConversationForPed (0 variables, 3 functions)  
Variables list:

Functions list:

- \* Clear(bool)
- \* IsPlayerInPositionForConversation(bool)
- \* Update()

CConversations (7 variables, 15 functions)

Variables list:

- \* m\_AwkwardSayStatus
- \* m\_SettingUpConversationNumNodes
- \* m\_aConversations
- \* m\_aNodes
- \* m\_aTempNodes
- \* m\_bSettingUpConversation
- \* m\_pSettingUpConversationPed

Functions list:

- \* AwkwardSay(int, CPed\*)
- \* Clear()
- \* DoneSettingUpConversation(bool)
- \* EnableConversation(CPed\*, bool)
- \* FindConversationForPed(CPed\*)
- \* FindFreeConversationSlot()
- \* FindFreeNodeSlot()
- \* GetConversationStatus(CPed\*)
- \* IsConversationAtNode(char\*, CPed\*)
- \* IsConversationGoingOn()
- \* IsPlayerInPositionForConversation(CPed\*, bool)
- \* RemoveConversationForPed(CPed\*)
- \* SetUpConversationNode(char\*, char\*, char\*, int, int, int)
- \* StartSettingUpConversation(CPed\*)
- \* Update()

CPedToPlayerConversations (7 variables, 3 functions)

Variables list:

- \* m\_StartTime
- \* m\_State
- \* m\_TimeOfLastPlayerConversation
- \* m\_Topic
- \* m\_bPositiveOpening
- \* m\_bPositiveReply
- \* m\_pPed

Functions list:

- \* Clear()
- \* EndConversation()
- \* Update()

CPed (4 variables, 152 functions)

Variables list:

- \* m\_sGunFlashBlendOutRate
- \* m\_sGunFlashBlendStart
- \* nCloseBlockedLosWaitTime
- \* nFarBlockedLosWaitTime

Functions list:

- \* AddGogglesModel(int, bool\*)
- \* AddWeaponModel(int)
- \* AttachPedToBike(CEntity\*, CVector, unsigned short, float, float,

eWeaponType)

```
* AttachPedToEntity(CEntity*, CVector, unsigned short, float, eWeaponType)
* CPed(unsigned int)
* CalculateNewOrientation()
* CalculateNewVelocity()
* CanBeArrested()
* CanBeDeleted()
* CanBeDeletedEvenInVehicle()
* CanPedHoldConversation()
* CanSeeEntity(CEntity*, float)
* CanSetPedState()
* CanStrafeOrMouseControl()
* CanThrowEntityThatThisPedIsHolding()
* CanUseTorsowhenLooking()
* CanWeRunAndFireWithWeapon()
* ClearAimFlag()
* ClearAll()
* ClearLook()
* ClearLookFlag()
* ClearWeapon(eWeaponType)
* ClearWeapons()
* CreateDeadPedMoney()
* CreateDeadPedPickupCoors(float*, float*, float*)
* CreateDeadPedWeaponPickups()
* DeadPedMakesTyresBloody()
* DeleteRwObject()
* DettachPedFromEntity()
* DisablePedSpeech(short)
* DisablePedSpeechForScriptSpeech(short)
* DoFootLanded(bool, unsigned char)
* DoGunFlash(int, bool)
* DoWeHaveWeaponAvailable(eWeaponType)
* DoesLOSBulletHitPed(CColPoint&)
* Dress()
* DropEntityThatThisPedIsHolding(unsigned char)
* EnablePedSpeech()
* EnablePedSpeechForScriptSpeech()
* FinishJumpCB(CAnimBlendAssociation*, void*)
* FlagToDestroyWhenNextProcessed()
* GetBikeRidingSkill()
* GetBonePosition(RwV3d&, unsigned int, bool)
* GetEntityThatThisPedIsHolding()
* GetHeadAndFootPositions(CVector&, CVector&, bool)
* GetHoldingTask()
* GetLocalDirection(CVector2D const&)
* GetPedStateString()
* GetPedTalking()
* GetTransformedBonePosition(RwV3d&, unsigned int, bool)
* GetWalkAnimSpeed()
* GetWeaponSkill()
* GetWeaponSkill(eWeaponType)
* GetWeaponSlot(eWeaponType)
* GiveDelayedWeapon(eWeaponType, unsigned int)
* GiveObjectToPedToHold(int, unsigned char)
* GiveWeapon(eWeaponType, unsigned int, bool)
* GiveWeaponAtStartOfFight()
* GiveWeaponWhenJoiningGang()
* GrantAmmo(eWeaponType, unsigned int)
* Initialise()
```

```

* IsAlive() const
* IsPedHeadAbovePos(float)
* IsPedInControl()
* IsPedShootable()
* IsPlayer() const
* IsPlayingHandSignal()
* IsPointerValid()
* KillPedWithCar(CVehicle*, float, bool)
* Load()
* Look()
* MakeTyresMuddySectorList(CPtrList&)
* OurPedCanSeeThisEntity(CEntity*, bool)
* PedCanPickUpPickUp()
* PedIsInvolvedInConversation()
* PedIsReadyForConversation(bool)
* PlayFootSteps()
* PositionAnyPedOutOfCollision()
* PositionAttachedPed()
* PositionPedOutOfCollision(int, CVehicle*, bool)
* PreRender()
* PreRenderAfterTest()
* ProcessBuoyancy()
* ProcessControl()
* ProcessEntityCollision(CEntity*, CColPoint*)
* PutOnGoggles()
* ReleaseCoverPoint()
* RemoveBodyPart(int, signed char)
* RemoveGogglesModel()
* RemoveLighting(bool)
* RemoveWeaponAnims(int, float)
* RemoveWeaponForScriptedCutscene()
* RemoveWeaponModel(int)
* RemoveWeaponWhenEnteringVehicle(int)
* Render()
* ReplaceWeaponForScriptedCutscene()
* ReplaceWeaponWhenExitingVehicle()
* RequestDelayedWeapon()
* ResetGunFlashAlpha()
* RestartNonPartialAnims()
* RestoreHeadingRate()
* RestoreHeadingRateCB(CAnimBlendAssociation*, void*)
* Save()
* Say(unsigned short, unsigned int, float, unsigned char, unsigned char,
unsigned char)
* SayScript(int, unsigned char, unsigned char, unsigned char)
* SetAimFlag(CEntity*)
* SetAimFlag(float)
* SetAmmo(eWeaponType, unsigned int)
* SetCharCreatedBy(unsigned char)
* SetCurrentWeapon(eWeaponType)
* SetCurrentWeapon(int)
* SetGunFlashAlpha(bool)
* SetIdle()
* SetLook(CEntity*)
* SetLook(float)
* SetLookFlag(CEntity*, bool, bool)
* SetLookFlag(float, bool, bool)
* SetLookTimer(unsigned int)
* SetModelIndex(unsigned int)

```

```

* SetMoveAnim()
* SetMoveAnimSpeed(CAnimBlendAssociation*)
* SetMoveState(eMoveState)
* SetPedDefaultDecisionMaker()
* SetPedPositionInCar()
* SetPedState(ePedState)
* SetPedStats(ePedStats)
* SetRadioStation()
* SetWeaponLockOnTarget(CEntity*)
* SetWeaponSkill(eWeaponType, signed char)
* SetupLighting()
* ShoulderBoneRotation(RpClump*)
* SortPeds(CPed**, int, int)
* SpawnFlyingComponent(int, signed char)
* SpecialEntityCalcCollisionSteps(bool&, bool&)
* SpecialEntityPreCollisionStuff(CPhysical*, bool, bool&, bool&, bool&,
bool&)
* StopNonPartialAnims()
* StopPlayingHandSignal()
* TakeOffGoggles()
* Teleport(CVector, unsigned char)
* TurnBody()
* Undress(char*)
* Update()
* UpdatePosition()
* UpdateStatEnteringVehicle()
* UpdateStatLeavingVehicle()
* UseGroundColModel()
* WorkOutHeadingForMovingFirstPerson(float)
* operator delete(void*)
* operator delete(void*, int)
* operator new(unsigned int)
* operator new(unsigned int, int)
* ~CPed()

```

CPlaceable (0 variables, 13 functions)

Variables list:

Functions list:

```

* AllocateMatrix()
* AllocateStaticMatrix()
* CPlaceable()
* FreeStaticMatrix()
* GetForward() const
* GetMatrix()
* InitMatrixArray()
* IsWithinArea(float, float, float, float) const
* IsWithinArea(float, float, float, float, float, float) const
* RemoveMatrix()
* SetMatrix(CMatrix const&)
* ShutdownMatrixArray()
* ~CPlaceable()

```

CCurves (0 variables, 6 functions)

Variables list:

Functions list:

```

* CalcCorrectedDist(float, float, float, float*)
* CalcCurvePoint(CVector const&, CVector const&, CVector const&, CVector

```

```
const&, float, int, CVector&, CVector&)
* CalcSpeedScaleFactor(CVector const&, CVector const&, float, float, float,
float)
* CalcSpeedVariationInBend(CVector const&, CVector const&, float, float,
float, float)
* DistForLineToCrossOtherLine(float, float, float, float, float, float,
float, float)
* TestCurves()
```

CDarkel (18 variables, 19 functions)

Variables list:

```
* AmmoInterruptedWeapon
* InterruptedWeaponType
* InterruptedWeaponTypeSelected
* KillsNeeded
* ModelToKill
* ModelToKill2
* ModelToKill3
* ModelToKill4
* PreviousTime
* RegisteredKills
* Status
* TimeLimit
* TimeOfFrenzyStart
* WeaponType
* bNeedHeadShot
* bProperKillFrenzy
* bStandardSoundAndMessages
* pStartMessage
```

Functions list:

```
* CalcFade(unsigned int, unsigned int, unsigned int)
* CheckDamagedWeaponType(int, int)
* DealWithWeaponChangeAtEndOfFrenzy()
* DrawMessages()
* FailKillFrenzy()
* FindTotalPedsKilledByPlayer(int)
* FrenzyOnGoing()
* Init()
* QueryModelsKilledByPlayer(int, int)
* ReadStatus()
* RegisterCarBlownUpByPlayer(CVehicle*, int)
* RegisterKillByPlayer(CPed const*, eWeaponType, bool, int)
* RegisterKillNotByPlayer(CPed const*, eWeaponType)
* ResetModelsKilledByPlayer(int)
* ResetOnPlayerDeath()
* StartFrenzy(eWeaponType, int, unsigned short, int, unsigned short*, int,
int, int, bool, bool)
* ThisPedShouldBeKilledForFrenzy(CPed const*)
* ThisVehicleShouldBeKilledForFrenzy(CVehicle const*)
* Update()
```

CEntryExitManager (11 variables, 27 functions)

Variables list:

```
* mp_Active
* mp_QuadTree
* mp_poolEntryExits
* ms_bBurglaryHousesEnabled
* ms_bDisabled
```

- \* ms\_entryExitStack
- \* ms\_entryExitStackPosn
- \* ms\_exitEnterState
- \* ms\_numVisibleEntities
- \* ms\_oldAreaCode
- \* ms\_visibleEntityList

Functions list:

- \* AddEntryExitToStack(CEntryExit\*)
- \* AddOne(float, float, float, float, float, float, float, float, float, float, float, int, int, int, int, int, int, int, char const\*)
- \* DeleteOne(int)
- \* EnableBurglaryHouses(bool)
- \* FindNearestDoor(CEntryExit const&, float)
- \* FindNearestEntryExit(CVector2D const&, float, int)
- \* GetEntryExitIndex(char const\*, unsigned short, unsigned short)
- \* GetPositionRelativeToOutsideWorld(CVector&)
- \* GotoEntryExit(CEntryExit\*)
- \* GotoEntryExitVC(char const\*)
- \* GotoNextEntryExit()
- \* GotoPreviousEntryExit()
- \* Init()
- \* LinkEntryExit(CEntryExit\*)
- \* Load()
- \* PostEntryExitsCreation()
- \* ResetAreaCodeForVisibleObjects()
- \* Save()
- \* SetAreaCodeForVisibleObjects()
- \* SetEnabled(int, bool)
- \* SetEnabledByName(char const\*, bool)
- \* SetEntryExitFlag(char const\*, unsigned int, bool)
- \* SetEntryExitFlagWithIndex(int, unsigned int, bool)
- \* Shutdown()
- \* ShutdownForRestart()
- \* Update()
- \* WeAreInInteriorTransition()

CEntryExit (3 variables, 11 functions)

Variables list:

- \* ms\_bWarping
- \* ms\_pDoor
- \* ms\_spawnPoint

Functions list:

- \* FindValidTeleportPoint(CVector&)
- \* GenerateAmbientPeds(CVector const&)
- \* GetEntryExitToDisplayNameOf()
- \* GetPositionRelativeToOutsideWorld(CVector&)
- \* IsInArea(CVector const&)
- \* ProcessStealableObjects(CPed\*)
- \* RequestAmbientPeds()
- \* RequestObjectsInFrustum()
- \* TransitionFinished(CPed\*)
- \* TransitionStarted(CPed\*)
- \* WarpGangWithPlayer(CPed\*)

CTask (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTask()
- \* CreateTask()
- \* IsGoToTask(CTask const\*)
- \* IsTaskPtr(void\*)
- \* Serialize()
- \* StopTimer(CEvent const\*)
- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~CTask()

CTaskSimple (0 variables, 5 functions)

Variables list:

Functions list:

- \* CTaskSimple()
- \* GetSubTask() const
- \* IsSimpleTask() const
- \* SetPedPosition(CPed\*)
- \* ~CTaskSimple()

CTaskSimpleUninterruptable (0 variables, 5 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleUninterruptable()

CGameLogic (28 variables, 29 functions)

Variables list:

- \* ActivePlayers
- \* AfterDeathStartPointOrientations
- \* AfterDeathStartPoints
- \* GameState
- \* MaxPlayerDistance
- \* MissionDropOffReadyToBeUsed
- \* NumAfterDeathStartPoints
- \* SavedWeaponSlots
- \* ShortCutDropOffForMission
- \* ShortCutDropOffOrientationForMission
- \* SkipDestination
- \* SkipDestinationOrientation
- \* SkipState
- \* SkipTimer
- \* SkipToBeFinishedByScript
- \* SkipVehicle
- \* TimeOfLastEvent
- \* bLimitPlayerDistance
- \* bPenaltyForArrestApplies
- \* bPenaltyForDeathApplies
- \* bPlayersCanBeInSeparateCars
- \* bPlayersCannotTargetEachOther
- \* bScriptCoopGameGoingOn
- \* f2PlayerStartHeading
- \* n2PlayerPedInFocus
- \* nPrintFocusHelpCounter



- \* nPrintFocusHelpTimer
- \* vec2PlayerStartLocation

Functions list:

- \* CalcDistanceToForbiddenTrainCrossing(CVector, CVector, bool, CVector\*)
- \* ClearSkip(bool)
- \* Disable2ndControllerForDebug()
- \* DoWeaponStuffAtStartOf2PlayerGame(bool)
- \* FindCityClosestToPoint(CVector)
- \* ForceDeathRestart()
- \* InitAtStartOfGame()
- \* IsCoopGameGoingOn()
- \* IsPlayerAllowedToGoInThisDirection(CPlayerPed\*, CVector, float)
- \* IsPlayerUse2PlayerControls(CPlayerPed\*)
- \* IsPointWithinLineArea(CVector\*, int, CVector)
- \* IsScriptCoopGameGoingOn()
- \* IsSkipWaitingForScriptToFadeIn()
- \* LaRiotsActiveHere()
- \* Load()
- \* PassTime(unsigned int)
- \* Remove2ndPlayerIfPresent()
- \* ResetStuffUponResurrection()
- \* RestorePedsWeapons(CPed\*)
- \* RestorePlayerStuffDuringResurrection(CPlayerPed\*, CVector, float)
- \* Save()
- \* SetPlayerWantedLevelForForbiddenTerritories(bool)
- \* SetUpSkip(CVector, float, bool, CVehicle\*, bool)
- \* SkipCanBeActivated()
- \* SortOutStreamingAndMemory(CVector const&, float)
- \* StopPlayerMovingFromDirection(int, CVector)
- \* StorePedsWeapons(CPed\*)
- \* Update()
- \* UpdateSkip()

CGangWars (27 variables, 35 functions)

Variables list:

- \* CoorsOfPlayerAtStartOfWar
- \* Difficulty
- \* FightTimer
- \* Gang1
- \* Gang2
- \* GangRatingStrength
- \* GangRatings
- \* LastTimeInArea
- \* NumSpecificZones
- \* PointOfAttack
- \* Provocation
- \* RadarBlip
- \* State
- \* State2
- \* TerritoryUnderControlPercentage
- \* TimeStarted
- \* TimeTillNextAttack
- \* WarFerocity
- \* ZoneInfoForTraining
- \* aSpecificZones
- \* bCanTriggerGangWarWhenOnAMission
- \* bGangWarsActive
- \* bIsPlayerOnAMission

- \* bPlayerIsCloseby
- \* bTrainingMission
- \* pZoneInfoToFightOver
- \* pZoneToFightOver

Functions list:

- \* AddKillToProvocation(int)
- \* AttackWaveOvercome()
- \* CalculateTimeTillNextAttack()
- \* CanPlayerStartAGangWarHere(CZoneInfo\*)
- \* CheerVictory()
- \* ClearSpecificZonesToTriggerGangWar()
- \* ClearTheStreets()
- \* CreateAttackWave(int, int)
- \* CreateDefendingGroup(int)
- \* DoStuffWhenPlayerVictorious()
- \* DoesPlayerControlThisZone(CZoneInfo\*)
- \* DontCreateCivilians()
- \* EndGangWar(bool)
- \* GangWarFightingGoingOn()
- \* GangWarGoingOn()
- \* InitAtStartOfGame()
- \* Load()
- \* MakeEnemyGainInfluenceInZone(int, int)
- \* MakePlayerGainInfluenceInZone(float)
- \* PedStreamedInForThisGang(int)
- \* PickStreamedInPedForThisGang(int, int\*)
- \* PickZoneToAttack()
- \* ReleaseCarsInAttackWave()
- \* ReleasePedsInAttackWave(bool, bool)
- \* Save()
- \* SetGangWarsActive(bool)
- \* SetSpecificZoneToTriggerGangWar(int)
- \* StartDefensiveGangWar()
- \* StartOffensiveGangWar()
- \* StrengthenPlayerInfluenceInZone(int)
- \* SwitchGangWarsActive()
- \* TellGangMembersTo(int)
- \* TellStreamingWhichGangsAreNeeded(int\*)
- \* Update()
- \* UpdateTerritoryUnderControlPercentage()

CGarages (21 variables, 35 functions)

Variables list:

- \* BankVansCollected
- \* BombsAreFree
- \* CarTypesCollected
- \* CarsCollected
- \* CrushedCarId
- \* LastGaragePlayerWasIn
- \* LastTimeHelpMessage
- \* MessageEndTime
- \* MessageIDString
- \* MessageNumberInString
- \* MessageNumberInString2
- \* MessageStartTime
- \* NoResprays
- \* NumGarages
- \* PlayerInGarage

- \* PoliceCarsCollected
- \* RespraysAreFree
- \* aCarsInSafeHouse
- \* aGarages
- \* bCamShouldBeOutside
- \* bDebugDisplayGarages

Functions list:

- \* ActivateGarage(short)
- \* AddOne(float, float, float, float, float, float, float, float, unsigned char, unsigned int, char\*, unsigned int)
- \* AllRespraysCloseOrOpen(bool)
- \* CameraShouldBeOutside()
- \* ChangeGarageType(short, unsigned char, unsigned int)
- \* CloseHideOutGaragesBeforeSave()
- \* CountCarsInHideoutGarage(unsigned char)
- \* DeActivateGarage(short)
- \* FindDoorHeightForMI(unsigned int)
- \* FindGarageForObject(CObject\*)
- \* FindGarageIndex(char\*)
- \* FindSafeHouseIndexForGarageType(int)
- \* GivePlayerDetonator()
- \* HasCarBeenDroppedOffYet(short)
- \* HasResprayHappened(short)
- \* Init()
- \* Init\_AfterRestart()
- \* IsCarSprayable(CVehicle\*)
- \* IsGarageClosed(short)
- \* IsGarageOpen(short)
- \* IsModelIndexADoor(int)
- \* IsPointInAGarageCameraZone(CVector)
- \* IsPointWithinAnyGarage(CVector&)
- \* IsPointWithinHideOutGarage(CVector&)
- \* IsThisCarWithinGarageArea(short, CEntity\*)
- \* Load()
- \* PlayerArrestedOrDied()
- \* PrintMessages()
- \* Save()
- \* SetTargetCarForMissionGarage(short, CAutomobile\*)
- \* Shutdown()
- \* StopCarFromBlowingUp(CAutomobile\*)
- \* StoreCarInNearestImpoundingGarage(CVehicle\*)
- \* TriggerMessage(char\*, short, unsigned short, short)
- \* Update()

CGarage (0 variables, 36 functions)

Variables list:

Functions list:

- \* BuildRotatedDoorMatrix(CEntity\*, float)
- \* CalcDistToGarageRectangleSquared(float, float)
- \* CenterCarInGarage(CVehicle\*)
- \* CloseThisGarage()
- \* CountCarsWithCenterPointWithinGarage(CEntity\*)
- \* EntityHasASphereWayOutsideGarage(CEntity\*, float)
- \* FindDoorsWithGarage(CObject\*\*, CObject\*\*)
- \* FindMaxNumStoredCarsForGarage()
- \* InitDoorsAtStart()
- \* IsAnyCarBlockingDoor()

- \* IsAnyOtherCarTouchingGarage(CVehicle\*)
- \* IsAnyOtherPedTouchingGarage(CPed\*)
- \* IsEntityEntirelyInside3D(CEntity\*, float)
- \* IsEntityEntirelyOutside(CEntity\*, float)
- \* IsEntityTouching3D(CEntity\*)
- \* IsGarageEmpty()
- \* IsPlayerEntirelyInsideGarage()
- \* IsPlayerOutsideGarage(float)
- \* IsPointInsideGarage(CVector)
- \* IsPointInsideGarage(CVector, float)
- \* IsStaticPlayerCarEntirelyInside()
- \* NeatlyLineUpStoredCars(CStoredCar\*)
- \* OpenThisGarage()
- \* PlayerArrestedOrDied()
- \* RemoveCarsBlockingDoorNotInside()
- \* RestoreCarsForThisHideOut(CStoredCar\*)
- \* RestoreCarsForThisImpoundingGarage(CStoredCar\*)
- \* RightModTypeForThisGarage(CVehicle\*)
- \* SlideDoorClosed()
- \* SlideDoorOpen()
- \* StoreAndRemoveCarsForThisHideOut(CStoredCar\*, int)
- \* StoreAndRemoveCarsForThisImpoundingGarage(CStoredCar\*, int)
- \* ThrowCarsNearDoorOutOfGarage(CVehicle\*)
- \* TidyUpGarage()
- \* TidyUpGarageClose()
- \* Update(int)

CStoredCar (0 variables, 2 functions)

Variables list:

Functions list:

- \* RestoreCar()
- \* StoreCar(CVehicle\*)

CObject (5 variables, 53 functions)

Variables list:

- \* bAircraftCarrierSamSiteDisabled
- \* bArea51SamSiteDisabled
- \* fDistToNearestTree
- \* nBodyCastHealth
- \* nNoTempObjects

Functions list:

- \* AddToControlCodeList()
- \* CObject()
- \* CObject(CDummyObject\*)
- \* CObject(int, bool)
- \* CanBeDeleted()
- \* CanBeTargetted()
- \* CanBeUsedToTakeCoverBehind()
- \* Create(CDummyObject\*)
- \* Create(int, bool)
- \* CreateRwObject()
- \* DeleteAllMissionObjects()
- \* DeleteAllTempObjects()
- \* DeleteAllTempObjectsInArea(CVector, float)
- \* DoBurnEffect()
- \* Explode()
- \* GetLightingFromCollisionBelow()

```

* GetObjectCarriedWithRope()
* GetRopeHeight()
* GrabObjectToCarryWithRope(CPhysical*)
* Init()
* Load()
* LockDoor()
* ObjectDamage(float, CVector*, CVector*, CEntity*, eWeaponType)
* ObjectFireDamage(float, CEntity*)
* PreRender()
* ProcessControl()
* ProcessControlLogic()
* ProcessGarageDoorBehaviour()
* ProcessSamSiteBehaviour()
* ProcessTrainCrossingBehaviour()
* RefModelInfo(int)
* ReleaseObjectCarriedWithRope()
* RemoveFromControlCodeList()
* RemoveLighting(bool)
* Render()
* ResetDoorAngle()
* Save()
* SetIsStatic(bool)
* SetMatrixForTrainCrossing(CMatrix*, float)
* SetObjectTargettable(unsigned char)
* SetRelatedDummy(CDummyObject*)
* SetRemapTexture(RwTexture*, char const*)
* SetRopeHeight(float)
* SetupLighting()
* SpecialEntityCalcCollisionSteps(bool&, bool&)
* SpecialEntityPreCollisionStuff(CPhysical*, bool, bool&, bool&, bool&,
bool&)
* Teleport(CVector, unsigned char)
* TryToExplode()
* TryToFreeUpTempObjects(int)
* operator delete(void*)
* operator new(unsigned int)
* operator new(unsigned int, int)
* ~CObject()

```

COnscreenTimerEntry (0 variables, 2 functions)

Variables list:

Functions list:

```

* Process()
* ProcessForDisplayClock()

```

COnscreenCounterEntry (0 variables, 2 functions)

Variables list:

Functions list:

```

* ProcessForDisplayCounter(unsigned short)
* SetColourID(unsigned char)

```

COnscreenTimer (0 variables, 13 functions)

Variables list:

Functions list:

```

* AddClock(unsigned int, char*, bool)
* AddCounter(unsigned int, unsigned short, char*, unsigned short)

```

- \* AddCounterCounter(unsigned int, unsigned int, char\*, unsigned short)
- \* ClearClock(unsigned int)
- \* ClearCounter(unsigned int)
- \* Init()
- \* Load()
- \* Process()
- \* ProcessForDisplay()
- \* Save()
- \* SetClockBeepCountdownSecs(unsigned int, unsigned int)
- \* SetCounterColourID(unsigned int, unsigned char)
- \* SetCounterFlashWhenFirstDisplayed(unsigned int, unsigned char)

CPathFind (0 variables, 88 functions)

Variables list:

Functions list:

- \* AddDynamicLinkBetween2Nodes(CNodeAddress, CNodeAddress)
- \* AddDynamicLinkBetween2Nodes\_For1Node(CNodeAddress, CNodeAddress)
- \* AddInteriorLink(int, int)
- \* AddInteriorLinkToExternalNode(int, CNodeAddress)
- \* AddNodeToList(CPathNode\*, int)
- \* AddNodeToNewInterior(float, float, float, bool, signed char, signed char, signed char, signed char, signed char, signed char, signed char, signed char)
- \* AllocatePathFindInfoMem()
- \* AreNodesLoadedForArea(float, float, float, float)
- \* CalcDistToAnyConnectingLinks(CPathNode\*, CVector)
- \* CalcRoadDensity(float, float)
- \* CheckGrid()
- \* CompleteNewInterior(CNodeAddress\*)
- \* ComputeRoute(unsigned char, CVector const&, CVector const&, CNodeAddress const&, CNodeRoute&)
- \* CountFloodFillGroups(unsigned char)
- \* CountNeighboursToBeSwitchedOff(CPathNode\*)
- \* DoPathSearch(unsigned char, CVector, CNodeAddress, CVector, CNodeAddress\*, short\*, int, float\*, float, CNodeAddress\*, float, bool, CNodeAddress, bool, bool)
- \* Find2NodesForCarCreation(CVector, CNodeAddress\*, CNodeAddress\*, bool)
- \* FindLinkBetweenNodes(CNodeAddress, CNodeAddress)
- \* FindNearestExteriorNodeToInteriorNode(int)
- \* FindNextNodeWandering(unsigned char, CVector, CNodeAddress\*, CNodeAddress\*, unsigned char, unsigned char\*)
- \* FindNodeClosestInRegion(CNodeAddress\*, unsigned short, CVector, unsigned char, float\*, bool, bool, bool, bool)
- \* FindNodeClosestToCoors(CVector, unsigned char, float, bool, bool, bool, bool, bool)
- \* FindNodeClosestToCoorsFavourDirection(CVector, unsigned char, float, float)
- \* FindNodeCoorsForScript(CNodeAddress, CNodeAddress, float\*, bool\*)
- \* FindNodeCoorsForScript(CNodeAddress, bool\*)
- \* FindNodeOrientationForCarPlacement(CNodeAddress)
- \* FindNodeOrientationForCarPlacementFacingDestination(CNodeAddress, float, float, bool)
- \* FindNodePairClosestToCoors(CVector, unsigned char, CNodeAddress\*, CNodeAddress\*, float\*, float, float, bool, bool, bool)
- \* FindNthNodeClosestToCoors(CVector, unsigned char, float, bool, bool, int, bool, bool, CNodeAddress\*)
- \* FindParkingNodeInArea(float, float, float, float, float, float)
- \* FindRegionForCoors(float, float)
- \* FindStartPointOfRegion(int, int, float&, float&)
- \* FindXCoorsForRegion(int)
- \* FindXRegionForCoors(float)

```

* FindYCoorsForRegion(int)
* FindYRegionForCoors(float)
* GeneratePedCreationCoors(float, float, float, float, float, float,
CVector*, CNodeAddress*, CNodeAddress*, float*, bool, CMatrix*)
* GeneratePedCreationCoors_Interior(float, float, CVector*, CNodeAddress*,
CNodeAddress*, float*)
* HaveRequestedNodesBeenLoaded()
* Init()
* IsWaterNodeNearby(CVector, float)
* Load()
* LoadPathFindData(RwStream*, int)
* LoadPathFindData(int)
* LoadSceneForPathNodes(CVector)
* MakeRequestForNodesToBeLoaded(float, float, float, float)
* MarkRegionsForCoors(CVector, float)
* MarkRoadNodeAsDontWander(float, float, float)
* MarkRoadsBetweenLevelsInArea(float, float, float, float, float, float)
* MarkRoadsBetweenLevelsNodeAndNeighbours(int)
* PedMarkRoadsBetweenLevelsInArea(float, float, float, float, float, float)
* PreparePathData()
* ReInit()
* RecordNodesClosestToCoors(CVector, unsigned char, int, CNodeAddress*,
float, bool, bool, bool, bool)
* RecordNodesInCircle(CVector const&, float, unsigned char, int,
CNodeAddress*, bool, bool, bool, bool, bool)
* RegisterMarker(CVector*)
* ReleaseRequestedNodes()
* RemoveBadStartNode(CVector, CNodeAddress*, short*)
* RemoveInterior(unsigned int)
* RemoveInteriorLinks(int)
* RemoveNodeFromList(CPathNode*)
* ReturnInteriorNodeIndex(unsigned int, int)
* Save()
* SetLinksBridgeLights(float, float, float, float, bool)
* SetPathsNeededAtPosition(CVector const&)
* Shutdown()
* StartNewInterior(unsigned int)
* StoreDetachedNodeInfoCar(int, signed char, int, float, float, float, float,
signed char, signed char, bool, bool, unsigned char, bool, bool, unsigned char,
bool, unsigned char)
* StoreDetachedNodeInfoPed(int, signed char, int, float, float, float, float,
bool, bool, bool, unsigned char, bool, unsigned char, bool)
* StoreNodeInfoCar(short, short, signed char, signed char, short, short,
short, float, signed char, signed char, bool, bool, unsigned char, bool, bool,
unsigned char, unsigned char)
* StoreNodeInfoPed(short, short, signed char, signed char, short, short,
short, float, bool, unsigned char, bool, unsigned char)
* SwitchOffNodeAndNeighbours(CPathNode*, CPathNode**, CPathNode**, bool,
bool)
* SwitchPedRoadsOffInArea(float, float, float, float, float, float, bool,
bool)
* SwitchRoadsInAngledArea(float, float, float, float, float, float, float,
unsigned char, unsigned char)
* SwitchRoadsOffInArea(float, float, float, float, float, float, bool, bool,
bool)
* SwitchRoadsOffInAreaForOneRegion(float, float, float, float, float, float,
bool, bool, int, bool)
* TakeWidthIntoAccountForCoors(CNodeAddress, CNodeAddress, unsigned short,
float*, float*)

```

- \* TakeWidthIntoAccountForWandering(CNodeAddress, unsigned short)
- \* TestCoorsCloseness(CVector, unsigned char, CVector)
- \* TestCrossesRoad(CNodeAddress, CNodeAddress)
- \* TestForPedTrafficLight(CNodeAddress, CNodeAddress)
- \* These2NodesAreAdjacent(CNodeAddress, CNodeAddress)
- \* ThisNodeHasToBeSwitchedOff(CPathNode\*)
- \* ThisNodeWillLeadIntoADeadEnd(CPathNode\*, CPathNode\*)
- \* TidyUpNodeSwitchesAfterMission()
- \* UnLoadPathFindData(int)
- \* UnMarkAllRoadNodesAsDontWander()
- \* UpdateStreaming(bool)

CAutomobile (2 variables, 114 functions)

Variables list:

- \* m\_sAllTaxiLights
- \* vecHunterGunPos

Functions list:

- \* AddMovingCollisionSpeed(CVector&)
- \* BlowUpCar(CEntity\*, unsigned char)
- \* BlowUpCarCutSceneNoExtras(bool, bool, bool, bool)
- \* BlowUpCarsInPath()
- \* BoostJumpControl()
- \* BreakTowLink()
- \* BurstTyre(unsigned char, bool)
- \* CAutomobile(int, unsigned char, unsigned char)
- \* ClearHeliOrientation()
- \* CloseAllDoors()
- \* CloseBoot()
- \* CustomCarPlate\_AfterRenderingStop(CVehicleModelInfo\*)
- \* CustomCarPlate\_BeforeRenderingStart(CVehicleModelInfo\*)
- \* DebugCode()
- \* DoBurstAndSoftGroundRatios()
- \* DoHeliDustEffect(float, float)
- \* DoHoverSuspensionRatios()
- \* DoNitroEffect(float)
- \* DoSoftGroundResistance(unsigned int&)
- \* FindWheelWidth(bool)
- \* FireTruckControl(CFire\*)
- \* Fix()
- \* FixDoor(int, eDoors)
- \* FixPanel(int, ePanels)
- \* FixTyre(ewheels)
- \* GetAllWheelsOffGround() const
- \* GetCarPitch()
- \* GetCarRoll()
- \* GetComponentWorldPosition(int, CVector&)
- \* GetDooorAngleOpenRatio(eDoors) const
- \* GetDooorAngleOpenRatio(unsigned int) const
- \* GetHeightAboveRoad() const
- \* GetJackedCounter()
- \* GetMovingCollisionOffset()
- \* GetNumContactWheels()
- \* GetTowBarPos(CVector&, bool, CVehicle\*)
- \* GetTowHitchPos(CVector&, bool, CVehicle\*)
- \* HasCarStoppedBecauseOfLight() const
- \* HideAllComps()
- \* HydraulicControl()
- \* IsComponentPresent(int) const



```

* IsDoorClosed(eDoors) const
* IsDoorClosed(unsigned int) const
* IsDoorFullyOpen(eDoors) const
* IsDoorFullyOpen(unsigned int) const
* IsDoorMissing(eDoors) const
* IsDoorMissing(unsigned int) const
* IsDoorReady(eDoors) const
* IsDoorReady(unsigned int) const
* IsInAir()
* IsOpenTopCar() const
* IsRoomForPedToLeaveCar(unsigned int, CVector*)
* KnockPedOutCar(eWeaponType, unsigned short, CPed*)
* Load()
* NitrousControl(signed char)
* OpenDoor(CPed*, int, eDoors, float, bool)
* PlaceOnRoadProperly()
* PlayCarHorn()
* PlayHornIfNecessary()
* PopBoot()
* PopBootUsingPhysics()
* PopDoor(int, eDoors, bool)
* PopPanel(int, ePanels, bool)
* PreRender()
* ProcessAI(unsigned int&)
* ProcessAutoBusDoors()
* ProcessBuoyancy()
* ProcessCarOnFireAndExplode(unsigned char)
* ProcessCarWheelPair(int, int, float, CVector*, CVector*, float, float,
float, bool)
* ProcessControl()
* ProcessControlCollisionCheck(bool)
* ProcessControlInputs(unsigned char)
* ProcessEntityCollision(CEntity*, CColPoint*)
* ProcessFlyingCarStuff()
* ProcessHarvester()
* ProcessSuspension()
* ProcessSwingingDoor(int, eDoors)
* RcbanditCheck1CarWheels(CPtrList&) const
* RcbanditCheckHitWheels() const
* ReduceHornCounter()
* RemoveBonnetInPedCollision()
* RemoveRefsToVehicle(CEntity*)
* Render()
* ResetSuspension()
* Save()
* ScanForCrimes()
* SetAllTaxiLights(bool)
* SetBumperDamage(ePanels, bool)
* SetBusDoorTimer(unsigned int, unsigned char)
* SetDoorDamage(eDoors, bool)
* SetHeliOrientation(float)
* SetModelIndex(unsigned int)
* SetPanelDamage(ePanels, bool)
* SetRandomDamage(bool)
* SetTaxiLight(bool)
* SetTotalDamage(bool)
* SetTowLink(CVehicle*, bool)
* SetUpWheelColModel(CColModel*)
* SetupDamageAfterLoad()

```

- \* SetupModelNodes()
- \* SetupSuspensionLines()
- \* ShowAllComps()
- \* SpawnFlyingComponent(int, unsigned int)
- \* StopNitroEffect()
- \* TankControl()
- \* Teleport(CVector, unsigned char)
- \* TellHeliToGoToCoors(float, float, float, float, float)
- \* TellPlaneToGoToCoors(float, float, float, float, float)
- \* TowTruckControl()
- \* UpdateMovingCollision(float)
- \* UpdateWheelMatrix(int, int)
- \* VehicleDamage(float, unsigned short, CEntity\*, CVector\*, CVector\*,  
eWeaponType)
- \* dmgDrawCarCollidingParticles(CVector const&, float, eWeaponType)
- \* ~CAutomobile()

CCarPathLink (0 variables, 1 functions)

Variables list:

Functions list:

- \* OneWayLaneOffset()

CPedPath (0 variables, 5 functions)

Variables list:

Functions list:

- \* AddBlockade(CEntity\*, CPedPathNode (\*) [40], CVector\*)
- \* AddBlockadeSectorList(CPtrList&, CPedPathNode (\*) [40], CVector\*)
- \* AddBuildingBlockade(CEntity\*, CPedPathNode (\*) [40], CVector\*)
- \* AddBuildingBlockadeSectorList(CPtrList&, CPedPathNode (\*) [40], CVector\*)
- \* CalcPedRoute(unsigned char, CVector, CVector, CVector\*, short\*, short)

CPhone (0 variables, 2 functions)

Variables list:

Functions list:

- \* CPhone()
- \* ~CPhone()

CPhoneInfo (0 variables, 12 functions)

Variables list:

Functions list:

- \* CPhoneInfo()
- \* FindNearestFreePhone(CVector\*)
- \* GrabPhone(float, float)
- \* HasMessageBeenDisplayed(int)
- \* Initialise()
- \* IsMessageBeingDisplayed(int)
- \* PhoneAtThisPosition(CVector)
- \* SetPhoneMessage\_JustOnce(int, unsigned short\*, unsigned short\*, unsigned  
short\*, unsigned short\*, unsigned short\*, unsigned short\*)
- \* SetPhoneMessage\_Repeatedly(int, unsigned short\*, unsigned short\*, unsigned  
short\*, unsigned short\*, unsigned short\*, unsigned short\*)
- \* Shutdown()
- \* Update()
- \* ~CPhoneInfo()

CPickups (11 variables, 37 functions)

Variables list:

- \* CollectedPickupIndex
- \* DisplayHelpMessage
- \* NumMessages
- \* PlayerOnWeaponPickup
- \* StaticCamCoors
- \* StaticCamStartTime
- \* aMessages
- \* aPickUps
- \* aPickUpsCollected
- \* bPickUpcamActivated
- \* pPlayerVehicle

Functions list:

- \* AddToCollectedPickupsArray(int)
- \* CreatePickupCoorsCloseToCoors(float, float, float, float\*, float\*, float\*)
- \* CreateSomeMoney(CVector, int)
- \* DetonateMinesHitByGunShot(CVector\*, CVector\*)
- \* DoCollectableEffects(CEntity\*)
- \* DoMineEffects(CEntity\*)
- \* DoMoneyEffects(CEntity\*)
- \* DoPickUpEffects(CEntity\*)
- \* FindPickUpForThisObject(CObject\*)
- \* GenerateNewOne(CVector, unsigned int, unsigned char, unsigned int, unsigned int, bool, char\*)
- \* GenerateNewOne\_WeaponType(CVector, eWeaponType, unsigned char, unsigned int, bool, char\*)
- \* GetActualPickupIndex(int)
- \* GetNewUniquePickupIndex(int)
- \* GetUniquePickupIndex(int)
- \* GivePlayerGoodiesWithPickupMI(unsigned short, int)
- \* Init()
- \* IsPickUpPickedUp(int)
- \* Load()
- \* ModelForWeapon(eWeaponType)
- \* PassTime(unsigned int)
- \* PickedUpHorseShoe()
- \* PickedUpOyster()
- \* PictureTaken()
- \* PlayerCanPickUpThisWeaponTypeAtThisMoment(eWeaponType)
- \* ReInit()
- \* RemoveMissionPickUps()
- \* RemovePickUp(int)
- \* RemovePickUpsInArea(float, float, float, float, float, float)
- \* RemovePickupObjects()
- \* RemoveUnnecessaryPickups(CVector const&, float)
- \* RenderPickUpText()
- \* Save()
- \* TestForPickupsInBubble(CVector, float)
- \* TryToMerge\_WeaponType(CVector, eWeaponType, unsigned char, unsigned int, bool)
- \* Update()
- \* UpdateMoneyPerDay(int, unsigned short)
- \* WeaponForModel(int)

CPickup (0 variables, 10 functions)

Variables list:

Functions list:

- \* ExtractAmmoFromPickup(CPlayerPed\*)
- \* FindStringForTextIndex(int)
- \* FindTextIndexForString(char\*)
- \* GetRidOfObjects()
- \* GiveUsAPickUpObject(CObject\*\*, int)
- \* IsPickUpCloseEnoughForObjects()
- \* PickupShouldBeInvisible()
- \* ProcessGunShot(CVector\*, CVector\*)
- \* Remove()
- \* Update(CPlayerPed\*, CVehicle\*, int)

CVehicleRecording (14 variables, 29 functions)

Variables list:

- \* DisplayMode
- \* NumPlayBackFiles
- \* PlayBackStreamingIndex
- \* PlaybackBufferSize
- \* PlaybackIndex
- \* PlaybackRunningTime
- \* PlaybackSpeed
- \* StreamingArray
- \* bPlaybackGoingOn
- \* bPlaybackLooped
- \* bPlaybackPaused
- \* bUseCarAI
- \* pPlaybackBuffer
- \* pVehicleForPlayback

Functions list:

- \* ChangeCarPlaybackToUseAI(CVehicle\*)
- \* FindIndexWithFileNameNumber(int)
- \* HasRecordingFileBeenLoaded(int)
- \* Init()
- \* InitAtStartOfGame()
- \* InterpolateInfoForCar(CVehicle\*, CVehicleStateEachFrame\*, float)
- \* IsPlaybackGoingOnForCar(CVehicle\*)
- \* IsPlaybackPausedForCar(CVehicle\*)
- \* Load(RwStream\*, int, int)
- \* PausePlaybackRecordedCar(CVehicle\*)
- \* RegisterRecordingFile(char const\*)
- \* RemoveAllRecordingsThatArentUsed()
- \* RemoveRecordingFile(int)
- \* Render()
- \* RenderLineSegment(int&)
- \* RequestRecordingFile(int)
- \* RestoreInfoForCar(CVehicle\*, CVehicleStateEachFrame\*, bool)
- \* RestoreInfoForMatrix(CMatrix&, CVehicleStateEachFrame\*)
- \* SaveOrRetrieveDataForThisFrame()
- \* SetPlaybackSpeed(CVehicle\*, float)
- \* SetRecordingToPointClosestToCoors(int, CVector)
- \* ShutDown()
- \* SkipForwardInRecording(CVehicle\*, float)
- \* SkipToEndAndStopPlaybackRecordedCar(CVehicle\*)
- \* SmoothRecording(int)
- \* StartPlaybackRecordedCar(CVehicle\*, unsigned int, bool, bool)
- \* StopPlaybackRecordedCar(CVehicle\*)
- \* StopPlaybackWithIndex(int)
- \* UnpausePlaybackRecordedCar(CVehicle\*)

CRemote (0 variables, 3 functions)

Variables list:

Functions list:

- \* GivePlayerRemoteControlledCar(float, float, float, float, unsigned short)
- \* TakeRemoteControlOfCar(CVehicle\*)
- \* TakeRemoteControlledCarFromPlayer(bool)

CReplay (69 variables, 46 functions)

Variables list:

- \* ActiveSequences
- \* BufferStatus
- \* Buffers
- \* CameraFixedX
- \* CameraFixedY
- \* CameraFixedZ
- \* CameraMode
- \* ClockHours
- \* ClockMinutes
- \* CurrArea
- \* FireArray
- \* Frame
- \* FramesActiveLookAroundCam
- \* LastRecordedFrameTime
- \* LoadSceneX
- \* LoadSceneY
- \* LoadSceneZ
- \* Mode
- \* NewWeatherType
- \* OldRadioStation
- \* OldWeatherType
- \* PedGroup\_NumKills
- \* PedGroup\_OnMission
- \* Playback
- \* PlayerInfo
- \* Record
- \* Time1
- \* Time2
- \* Time3
- \* Time4
- \* Time5
- \* Time6
- \* Time7
- \* TimeScale
- \* TimeStep
- \* TimeStepNonClipped
- \* WeatherInterpolationValue
- \* WorldPtrList
- \* bAllowLookAroundCam
- \* bDoLoadSceneWhenDone
- \* bPlayingBackFromFile
- \* bReplayEnabled
- \* fAlphaAngleLookAroundCam
- \* fBetaAngleLookAroundCam
- \* fDistanceLookAroundCam
- \* m\_PedPoolConversion
- \* m\_VehiclePoolConversion
- \* ms\_nNumCivFemale\_Stored

```

* ms_nNumCivMale_Stored
* ms_nNumCop_Stored
* ms_nNumDealers_Stored
* ms_nNumEmergency_Stored
* ms_nNumGang_Stored
* ms_nTotalCarPassengerPeds_Stored
* ms_nTotalCivPeds_Stored
* ms_nTotalGangPeds_Stored
* ms_nTotalMissionPeds_Stored
* ms_nTotalPeds_Stored
* pBufSeq0
* pBufSeq1
* pEmptyReferences
* pGarages
* pPickups
* pRadarBlips
* pReferences
* pStoredCam
* pWorld1
* paProjectileInfo
* paProjectiles

```

#### Functions list:

```

* CanWeFindPoolIndexForPed(int)
* CanWeFindPoolIndexForVehicle(int)
* CreatePlayerPed()
* DealWithNewPedPacket(CPacketNewPed*, bool, CPacketPlayerClothes*)
* DisableReplays()
* Display()
* EmptyPedsAndVehiclePools_NoDestructors()
* EmptyReplayBuffer()
* EnableReplays()
* FastForwardToTime(unsigned int)
* FindFirstFocusCoordinate(CVector*)
* FindPoolIndexForPed(int)
* FindPoolIndexForVehicle(int)
* FindSizeOfPacket(unsigned char)
* FinishPlayback()
* GoToNextBlock()
* Init()
* InitialisePedPoolConversionTable()
* InitialisePoolConversionTables()
* InitialiseVehiclePoolConversionTable()
* IsThisPedUsedInRecording(int)
* IsThisVehicleUsedInRecording(int)
* MarkEverythingAsNew()
* NumberFramesAvailableToPlay()
* PlaybackThisFrame()
* PlaybackThisFrameInterpolation(CAddressInReplayBuffer*, float, unsigned
int*)
* ProcessLookAroundCam()
* ProcessPedUpdate(CPed*, float, CAddressInReplayBuffer*)
* ProcessReplayCamera()
* RecordPedDeleted(CPed*)
* RecordThisFrame()
* RecordVehicleDeleted(CVehicle*)
* RestoreClothesDesc(CPedClothesDesc*, CPacketPlayerClothes*)
* RestorePlayerInfoVariables()
* RestoreStuffFromMem()

```

- \* RetrievePedAnimation(CPed\*, CStoredAnimationState\*)
- \* SaveReplayToHD()
- \* ShouldStandardCameraBeProcessed()
- \* StoreClothesDesc(CPedClothesDesc\*, CPacketPlayerClothes\*)
- \* StorePedAnimation(CPed\*, CStoredAnimationState\*)
- \* StorePedUpdate(CPed\*, int)
- \* StorePlayerInfoVariables()
- \* StoreStuffInMem()
- \* StreamAllNecessaryCarsAndPeds()
- \* TriggerPlayback(unsigned char, float, float, float, bool)
- \* Update()

C PACKETVehicleUpdate (0 variables, 2 functions)

Variables list:

Functions list:

- \* Extract(CVehicle\*, float)
- \* Store(CVehicle\*, int)

C PACKETCarUpdate (0 variables, 2 functions)

Variables list:

Functions list:

- \* Extract(CAutomobile\*, float)
- \* Store(CAutomobile\*, int)

C PACKETBmxUpdate (0 variables, 2 functions)

Variables list:

Functions list:

- \* Extract(CBmx\*, float)
- \* Store(CBmx\*, int)

C PACKETBikeUpdate (0 variables, 2 functions)

Variables list:

Functions list:

- \* Extract(CBike\*, float)
- \* Store(CBike\*, int)

C PACKETPlaneUpdate (0 variables, 2 functions)

Variables list:

Functions list:

- \* Extract(CPlane\*, float)
- \* Store(CPlane\*, int)

C PACKETHeliUpdate (0 variables, 2 functions)

Variables list:

Functions list:

- \* Extract(CHeli\*, float)
- \* Store(CHeli\*, int)

C PACKETTrainUpdate (0 variables, 2 functions)

Variables list:

Functions list:

- \* Extract(CTrain\*, float)

\* Store(CTrain\*, int)

CPlayerInfo (0 variables, 30 functions)

Variables list:

Functions list:

- \* AddHealth(int)
- \* ArrestPlayer()
- \* BlowUpRCBuggy(bool)
- \* CPlayerInfo()
- \* CancelPlayerEnteringCars(CVehicle\*)
- \* Clear()
- \* DeletePlayerSkin()
- \* EvaluateCarPosition(CEntity\*, CPed\*, float, float\*, CVehicle\*\*)
- \* FindClosestCarSectorList(CPtrList&, CPed\*, float, float, float, float, float\*, CVehicle\*\*)
- \* FindObjectToSteal(CPed\*)
- \* GetPos()
- \* GetSpeed()
- \* GivePlayerParachute()
- \* IsPlayerInRemoteMode()
- \* IsRestartingAfterArrest()
- \* IsRestartingAfterDeath()
- \* IsRestartingAfterMissionFailed()
- \* KillPlayer()
- \* Load()
- \* LoadPlayerSkin()
- \* MakePlayerSafe(bool, float)
- \* PlayerFailedCriticalMission()
- \* Process(int)
- \* Save()
- \* SetLastTargetVehicle(CVehicle\*)
- \* SetPlayerSkin(char const\*)
- \* StreamParachuteWeapon(bool)
- \* WorkOutEnergyFromHunger()
- \* operator=(CPlayerInfo const&)
- \* ~CPlayerInfo()

CPlayerPedData (0 variables, 6 functions)

Variables list:

Functions list:

- \* AllocateData()
- \* CPlayerPedData()
- \* DeAllocateData()
- \* SetInitialState()
- \* operator=(CPlayerPedData const&)
- \* ~CPlayerPedData()

CRestart (21 variables, 11 functions)

Variables list:

- \* ExtraHospitalRestartCoors
- \* ExtraHospitalRestartHeading
- \* ExtraHospitalRestartRadius
- \* ExtraPoliceStationRestartCoors
- \* ExtraPoliceStationRestartHeading
- \* ExtraPoliceStationRestartRadius
- \* HospitalRestartHeadings
- \* HospitalRestartPoints



- \* HospitalRestartWhenToUse
- \* NumberOfHospitalRestarts
- \* NumberOfPoliceRestarts
- \* OverrideHeading
- \* OverridePosition
- \* OverrideRespawnBasePointForMission
- \* PoliceRestartHeadings
- \* PoliceRestartPoints
- \* PoliceRestartWhenToUse
- \* bFadeInAfterNextArrest
- \* bFadeInAfterNextDeath
- \* bOverrideRespawnBasePointForMission
- \* bOverrideRestart

Functions list:

- \* AddHospitalRestartPoint(CVector const&, float, int)
- \* AddPoliceRestartPoint(CVector const&, float, int)
- \* CancelOverrideRestart()
- \* ClearRespawnPointForDurationOfMission()
- \* FindClosestHospitalRestartPoint(CVector, CVector\*, float\*)
- \* FindClosestPoliceRestartPoint(CVector, CVector\*, float\*)
- \* Initialise()
- \* Load()
- \* OverrideNextRestart(CVector const&, float)
- \* Save()
- \* SetRespawnPointForDurationOfMission(CVector)

CRoadBlocks (5 variables, 8 functions)

Variables list:

- \* InOrOut
- \* NumRoadBlocks
- \* RoadBlockNodes
- \* aScriptRoadBlocks
- \* bGenerateDynamicRoadBlocks

Functions list:

- \* ClearScriptRoadBlocks()
- \* ClearSpaceForRoadBlockObject(CVector, CVector)
- \* CreateRoadBlockBetween2Points(CVector, CVector, unsigned int)
- \* GenerateRoadBlockPedsForCar(CVehicle\*, int, ePedType)
- \* GenerateRoadBlocks()
- \* GetRoadBlockNodeInfo(CNodeAddress, float&, CVector&)
- \* Init()
- \* RegisterScriptRoadBlock(CVector, CVector, bool)

CPointRoute (0 variables, 3 functions)

Variables list:

Functions list:

- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~CPointRoute()

CPatrolRoute (0 variables, 5 functions)

Variables list:

Functions list:

- \* CPatrolRoute()
- \* Reverse()

- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~CPatrolRoute()

CNodeRoute (0 variables, 2 functions)

Variables list:

Functions list:

- \* operator delete(void\*)
- \* operator new(unsigned int)

CMissionCleanup (0 variables, 8 functions)

Variables list:

Functions list:

- \* AddEntityToList(int, unsigned char)
- \* CMissionCleanup()
- \* CheckIfCollisionHasLoadedForMissionObjects()
- \* DoFadeScrewUpCheck()
- \* FindFree()
- \* Init()
- \* Process()
- \* RemoveEntityFromList(int, unsigned char)

CUpsideDownCarCheck (0 variables, 8 functions)

Variables list:

Functions list:

- \* AddCarToCheck(int)
- \* AreAnyCarsUpsideDown()
- \* HasCarBeenUpsideDownForAWhile(int)
- \* Init()
- \* IsCarUpsideDown(CVehicle const\*)
- \* IsCarUpsideDown(int)
- \* RemoveCarFromCheck(int)
- \* UpdateTimers()

CStuckCarCheck (0 variables, 9 functions)

Variables list:

Functions list:

- \* AddCarToCheck(int, float, unsigned int, unsigned char, unsigned char, unsigned char, unsigned char, signed char)
- \* AttemptToWarpVehicle(CVehicle\*, CVector&, float)
- \* ClearStuckFlagForCar(int)
- \* HasCarBeenStuckForAWhile(int)
- \* Init()
- \* IsCarInStuckCarArray(int)
- \* Process()
- \* RemoveCarFromCheck(int)
- \* ResetArrayElement(unsigned short)

CRunningScript (0 variables, 68 functions)

Variables list:

Functions list:

- \* AddScriptToList(CRunningScript\*\*)
- \* CanAllowMissionReplay()
- \* CarInAreaCheckCommand(int)

```
* CharInAngledAreaCheckCommand(int)
* CharInAreaCheckCommand(int)
* CollectNextParameterWithoutIncreasingPC()
* CollectParameters(short)
* DoDeatharrestCheck()
* FlameInAngledAreaCheckCommand(int)
* GetCorrectPedModelIndexForEmergencyServiceType(int, int*)
* GetIndexOfGlobalVariable()
* GetPadState(unsigned short, unsigned short)
* GetPointerToLocalArrayElement(unsigned int, unsigned short, unsigned char)
* GetPointerToLocalVariable(unsigned int)
* GetPointerToScriptVariable(unsigned char)
* GivePedScriptedTask(int, CTask*, int)
* Init()
* IsPedDead(CPed*)
* LocateCarCommand(int)
* LocateCharCarCommand(int)
* LocateCharCharCommand(int)
* LocateCharCommand(int)
* LocateCharObjectCommand(int)
* LocateObjectCommand(int)
* ObjectInAngledAreaCheckCommand(int)
* ObjectInAreaCheckCommand(int)
* PlayAnimScriptCommand(int)
* Process()
* ProcessCommands0To99(int)
* ProcessCommands1000To1099(int)
* ProcessCommands100To199(int)
* ProcessCommands1100To1199(int)
* ProcessCommands1200To1299(int)
* ProcessCommands1300To1399(int)
* ProcessCommands1400To1499(int)
* ProcessCommands1500To1599(int)
* ProcessCommands1600To1699(int)
* ProcessCommands1700To1799(int)
* ProcessCommands1800To1899(int)
* ProcessCommands1900To1999(int)
* ProcessCommands2000To2099(int)
* ProcessCommands200To299(int)
* ProcessCommands2100To2199(int)
* ProcessCommands2200To2299(int)
* ProcessCommands2300To2399(int)
* ProcessCommands2400To2499(int)
* ProcessCommands2500To2599(int)
* ProcessCommands2600To2699(int)
* ProcessCommands300To399(int)
* ProcessCommands400To499(int)
* ProcessCommands500To599(int)
* ProcessCommands600To699(int)
* ProcessCommands700To799(int)
* ProcessCommands800To899(int)
* ProcessCommands900To999(int)
* ProcessOneCommand()
* ReadArrayInformation(int, unsigned short*, int*)
* ReadParametersForNewlyStartedScript(CRunningScript*)
* ReadTextLabelFromScript(char*, unsigned char)
* RemoveScriptFromList(CRunningScript**)
* ScriptTaskPickUpObject(int)
* SetCharCoordinates(CPed*, float, float, float, bool, bool)
```

- \* ShutdownThisScript()
- \* StoreParameters(short)
- \* ThisIsAValidRandomCop(unsigned int, int, int, int, int, int)
- \* ThisIsAValidRandomPed(unsigned int, int, int, int)
- \* UpdateCompareFlag(unsigned char)
- \* UpdatePC(int)

CTheScripts (83 variables, 84 functions)

Variables list:

- \* BuildingSwapArray
- \* CardStack
- \* CardStackPosition
- \* CommandsExecuted
- \* DbgFlag
- \* EntitiesWaitingForScriptBrain
- \* FailCurrentMission
- \* ForceRandomCarModel
- \* HideAllFrontEndMapBlips
- \* IntroRectangles
- \* IntroTextLines
- \* InvisibilitySettingArray
- \* LargestMissionScriptSize
- \* LargestNumberOfMissionScriptLocalVariables
- \* LastMissionPassedTime
- \* LastRandomPedId
- \* LocalVariablesForCurrentMission
- \* MainScriptSize
- \* MessageCentre
- \* MessageWidth
- \* MissionCleanUp
- \* MultiScriptArray
- \* NumberOfEntriesInSwitchTable
- \* NumberOfEntriesStillToReadForSwitch
- \* NumberOfExclusiveMissionScripts
- \* NumberOfIntroRectanglesThisFrame
- \* NumberOfIntroTextLinesThisFrame
- \* NumberOfMissionScripts
- \* NumberOfScriptCheckpoints
- \* NumberOfScriptSearchLights
- \* NumberOfUsedObjects
- \* OnAMissionFlag
- \* RadarShowBlipOnAllLevels
- \* RadarZoomValue
- \* RiotIntensity
- \* ScriptAttachedAnimGroups
- \* ScriptCheckpointArray
- \* ScriptConnectLodsObjects
- \* ScriptEffectSystemArray
- \* ScriptPickupCycleIndex
- \* ScriptResourceManager
- \* ScriptSearchLightArray
- \* ScriptSequenceTaskArray
- \* ScriptSpace
- \* ScriptSphereArray
- \* ScriptSprites
- \* ScriptsArray
- \* ScriptsForBrains
- \* ScriptsUpdated
- \* StoreVehicleIndex

- \* StoreVehicleWasRandom
- \* StreamedScripts
- \* StuckCars
- \* SuppressedVehicleModels
- \* SwitchDefaultAddress
- \* SwitchDefaultExists
- \* SwitchJumpTable
- \* UpsideDownCars
- \* UseTextCommands
- \* UsedObjectArray
- \* ValueToCheckInSwitchStatement
- \* VehicleModelsBlockedByScript
- \* bAddNextMessageToPreviousBriefs
- \* bAlreadyRunningAMissionScript
- \* bDisplayHud
- \* bDisplayNonMiniGameHelpMessages
- \* bDrawCrossHair
- \* bDrawOddJobTitleBeforeFade
- \* bDrawSubtitlesBeforeFade
- \* bEnableCraneLower
- \* bEnableCraneRaise
- \* bEnableCraneRelease
- \* bMiniGameInProgress
- \* bPlayerHasMetDebbieHarry
- \* bPlayerIsOffTheMap
- \* bScriptHasFadedOut
- \* bUseMessageFormatting
- \* bUsingAMultiScriptFile
- \* fCameraHeadingStepWhenPlayerIsAttached
- \* fCameraHeadingWhenPlayerIsAttached
- \* m\_nMenuIndex
- \* pActiveScripts
- \* pIdleScripts

#### Functions list:

- \* AddScriptCheckpoint(float, float, float, float, float, float, float, int)
- \* AddScriptEffectSystem(FxSystem\_c\*)
- \* AddScriptSearchLight(float, float, float, CEntity\*, float, float, float, float, float)
- \* AddScriptSphere(unsigned int, CVector, float)
- \* AddToBuildingSwapArray(CBuilding\*, int, int)
- \* AddToInvisibilitySwapArray(CEntity\*, bool)
- \* AddToListOfConnectedLodObjects(CObject\*, CObject\*)
- \* AddToListOfSpecialAnimGroupsAttachedToCharModels(int, char\*)
- \* AddToSuppressedCarModelArray(int)
- \* AddToSwitchJumpTable(int, int)
- \* AddToVehicleModelsBlockedByScript(int)
- \* AddToWaitingForScriptBrainArray(CEntity\*, short)
- \* AttachSearchlightToSearchlightObject(int, CObject\*, CObject\*, CObject\*, float, float, float)
- \* CheckScriptVersion(int, char\*)
- \* CheckStreamedScriptVersion(RwStream\*, char\*)
- \* CleanupThisObject(CObject\*)
- \* CleanupThisPed(CPed\*)
- \* CleanupThisVehicle(CVehicle\*)
- \* ClearAllSuppressedCarModels()
- \* ClearAllVehicleModelsBlockedByScript()
- \* ClearSpaceForMissionEntity(CVector const&, CEntity\*)
- \* DoScriptSetupAfterPoolsHaveLoaded()

```

* DrawDebugAngledCube(float, float, float, float, float, float, float, float,
float, float)
* DrawDebugAngledSquare(float, float, float, float, float, float, float,
float)
* DrawDebugCube(float, float, float, float, float, float)
* DrawDebugSquare(float, float, float, float)
* DrawScriptSpheres()
* DrawScriptSpritesAndRectangles(unsigned char)
* GetActualScriptThingIndex(int, unsigned char)
* GetNewUniqueScriptThingIndex(int, unsigned char)
* GetScriptIndexFromPointer(CRunningScript*)
* GetUniqueScriptThingIndex(int, unsigned char)
* HasCarModelBeenSuppressed(int)
* HasVehicleModelBeenBlockedByScript(int)
* HighlightImportantAngledArea(unsigned int, float, float, float, float,
float, float, float, float, float)
* HighlightImportantArea(unsigned int, float, float, float, float, float)
* Init()
* InitialiseAllConnectLodObjects()
* InitialiseConnectLodObjects(unsigned short)
* InitialiseSpecialAnimGroup(unsigned short)
* InitialiseSpecialAnimGroupsAttachedToCharModels()
* IsEntityWithinAnySearchLight(CEntity*, int*)
* IsEntityWithinSearchLight(int, CEntity*)
* IsPedStopped(CPed*)
* IsPlayerOnAMission()
* IsPointWithinSearchLight(CVector&, int)
* IsVehicleStopped(CVehicle*)
* Load()
* LoadAfter()
* MoveSearchLightBetweenTwoPoints(int, float, float, float, float, float,
float, float)
* MoveSearchLightToEntity(int, CEntity*, float)
* MoveSearchLightToPointAndStop(int, float, float, float, float)
* PrintListSizes()
* Process()
* ProcessAllSearchLights()
* ProcessWaitingForScriptBrainArray()
* ReadMultiScriptFileOffsetsFromScript()
* ReadObjectNamesFromScript()
* ReinitialiseSwitchStatementData()
* RemoveFromSuppressedCarModelArray(int)
* RemoveFromVehicleModelsBlockedByScript(int)
* RemoveFromWaitingForScriptBrainArray(CEntity*, short)
* RemoveScriptCheckpoint(int)
* RemoveScriptEffectSystem(int)
* RemoveScriptSearchLight(int)
* RemoveScriptSphere(int)
* RemoveScriptTextureDictionary()
* RemoveThisPed(CPed*)
* RenderAllSearchLights()
* RenderTheScriptDebugLines()
* Save()
* SaveAfter()
* ScriptAttachAnimGroupToCharModel(int, char*)
* ScriptConnectLodsFunction(int, int)
* ScriptDebugCircle2D(float, float, float, float, int)
* ScriptDebugLine3D(float, float, float, float, float, float, unsigned int,
unsigned int)

```

- \* StartNewScript(unsigned char\*)
- \* StartNewScript(unsigned char\*, unsigned short)
- \* StartTestScript()
- \* UndoBuildingSwaps()
- \* UndoEntityInvisibilitySettings()
- \* UpdateObjectIndices()
- \* UseSwitchJumpTable(int\*)
- \* WipeLocalVariableMemoryForMissionScript()

CTaskSimpleNone (0 variables, 5 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleNone()

CTaskSimpleFinishBrain (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskSimpleFinishBrain()

CDecisionMakerTypes (4 variables, 13 functions)

Variables list:

- \* ScriptReferenceIndex
- \* m\_bIsActive
- \* m\_pPedDecisionTypes
- \* m\_types

Functions list:

- \* AddDecisionMaker(CDecisionMaker const&, unsigned char, unsigned char, int)
- \* AddEventResponse(int, int, int, float\*, int\*)
- \* CDecisionMakerTypes()
- \* CopyDecisionMaker(int, int, unsigned char)
- \* FlushDecisionMakerEventResponse(int, int)
- \* HasResponse(CPed const&, int const\*, int) const
- \* Load()
- \* LoadEventIndices()
- \* LoadEventIndices(int\*, char const\*)
- \* MakeDecision(CPed const&, int, int, bool, int, int, int, int, bool, short&, short&) const
- \* MakeDecision(CPedGroup const&, int, int, bool, int, int, int, int) const
- \* RemoveDecisionMaker(int)
- \* Save()

CScriptsForBrains (0 variables, 15 functions)

Variables list:

Functions list:

- \* AddNewScriptBrain(short, short, unsigned short, signed char, signed char, float)
- \* AddNewStreamedScriptBrainForCodeUse(short, char\*, signed char)
- \* CScriptsForBrains()

- \* CheckIfNewEntityNeedsScript(CEntity\*, signed char, CPedGenerator\*)
- \* GetIndexOfScriptBrainWithThisName(char const\*, signed char)
- \* HasAttractorScriptBrainWithThisNameLoaded(char const\*)
- \* Init()
- \* IsObjectWithinBrainActivationRange(CObject\*, CVector const&)
- \* MarkAttractorScriptBrainWithThisNameAsNoLongerNeeded(char const\*)
- \* RequestAttractorScriptBrainWithThisName(char const\*)
- \* StartAttractorScriptBrainWithThisName(char const\*, CEntity\*, unsigned char)
- \* StartNewStreamedScriptBrain(unsigned char, CEntity\*, unsigned char)
- \* StartOrRequestNewStreamedScriptBrain(unsigned char, CEntity\*, signed char, unsigned char)
- \* StartOrRequestNewStreamedScriptBrainWithThisName(char const\*, CEntity\*, signed char)
- \* SwitchAllObjectBrainsWithThisID(signed char, bool)

CTaskComplex (0 variables, 6 functions)  
Variables list:

Functions list:

- \* CTaskComplex()
- \* GetSubTask() const
- \* IsSimpleTask() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* SetSubTask(CTask\*)
- \* ~CTaskComplex()

CTaskSimpleCarDriveTimed (0 variables, 6 functions)  
Variables list:

Functions list:

- \* CTaskSimpleCarDriveTimed(CVehicle\*, int)
- \* Clone() const
- \* GetTaskType() const
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleCarDriveTimed()

CEntitySeekPosCalculator (0 variables, 1 functions)  
Variables list:

Functions list:

- \* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const

CEntitySeekPosCalculatorStandard (0 variables, 1 functions)  
Variables list:

Functions list:

- \* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const

CTaskComplexClimb (0 variables, 4 functions)  
Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexClimb()

CTaskComplexSeekEntity<CEntitySeekPosCalculatorStandard> (0 variables, 11



functions)

Variables list:

Functions list:

- \* CTaskComplexSeekEntity(CEntity\*, int, int, float, float, float, unsigned char, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexSeekEntity()

CScriptResourceManager (0 variables, 6 functions)

Variables list:

Functions list:

- \* AddToResourceManager(int, unsigned int, CRunningScript\*)
- \* HasResourceBeenRequested(int, unsigned int)
- \* Initialise()
- \* Load()
- \* RemoveFromResourceManager(int, unsigned int, CRunningScript\*)
- \* Save()

CStreamedScripts (0 variables, 12 functions)

Variables list:

Functions list:

- \* FindStreamedScript(char const\*)
- \* FindStreamedScriptQuiet(char const\*)
- \* GetProperIndexFromIndexUsedByScript(short)
- \* GetStreamedScriptFilename(unsigned short)
- \* GetStreamedScriptWithThisStartAddress(unsigned char\*)
- \* Initialise()
- \* LoadStreamedScript(RwStream\*, int)
- \* ReInitialise()
- \* ReadStreamedScriptData()
- \* RegisterScript(char const\*)
- \* RemoveStreamedScriptFromMemory(int)
- \* StartNewStreamedScript(int)

CTaskSimpleRunAnim (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleRunAnim(AssocGroupId, AnimationId, float, bool)
- \* CTaskSimpleRunAnim(AssocGroupId, AnimationId, float, int, char const\*, bool)
- \* Clone() const
- \* GetTaskType() const
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleRunAnim()

CTaskSimpleRunTimedAnim (0 variables, 8 functions)

Variables list:

Functions list:

```
* CTaskSimpleRunTimedAnim(AssocGroupId, AnimationId, float, float, int, bool)
* CTaskSimpleRunTimedAnim(AssocGroupId, AnimationId, float, float, int, int,
char const*, bool)
* Clone() const
* GetTaskType() const
* ProcessPed(CPed*)
* Serialize()
* StartAnim(CPed*)
* ~CTaskSimpleRunTimedAnim()
```

CTaskSimpleCower (0 variables, 4 functions)

Variables list:

Functions list:

```
* Clone() const
* IsInterruptable(CPed const*) const
* Serialize()
* ~CTaskSimpleCower()
```

CTaskSimpleScratchHead (0 variables, 4 functions)

Variables list:

Functions list:

```
* Clone() const
* IsInterruptable(CPed const*) const
* Serialize()
* ~CTaskSimpleScratchHead()
```

CTaskSimpleUseAtm (0 variables, 4 functions)

Variables list:

Functions list:

```
* Clone() const
* IsInterruptable(CPed const*) const
* Serialize()
* ~CTaskSimpleUseAtm()
```

CTaskSimpleHandsUp (0 variables, 4 functions)

Variables list:

Functions list:

```
* Clone() const
* IsInterruptable(CPed const*) const
* Serialize()
* ~CTaskSimpleHandsUp()
```

CTaskSimpleLookAbout (0 variables, 4 functions)

Variables list:

Functions list:

```
* Clone() const
* IsInterruptable(CPed const*) const
* Serialize()
* ~CTaskSimpleLookAbout()
```

CTaskSimpleSay (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleSay(int, int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleSay()

CTaskSimplePause (0 variables, 6 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimplePause()

CPedIntelligence (8 variables, 68 functions)

Variables list:

- \* ms\_fFollowNodeThresholdDistance
- \* ms\_fSenseRange
- \* ms\_fSenseRangeOfGangPeds
- \* ms\_fSenseRangeOfMissionPeds
- \* ms\_iDesiredMoveState
- \* ms\_iNumCollisionFramesTolerance
- \* ms\_iStaticCountColPosToleranceSqr
- \* ms\_iStaticCounterStuckCount

Functions list:

- \* AddEvent(CEvent&, bool)
- \* AddInterestingEntity(CEntity\*)
- \* AddTaskDefault(CTask\*, bool)
- \* AddTaskEventResponseNonTemp(CTask\*, bool)
- \* AddTaskEventResponseTemp(CTask\*, bool)
- \* AddTaskPhysResponse(CTask\*, bool)
- \* AddTaskPrimary(CTask\*, bool)
- \* AddTaskPrimaryMaybeInGroup(CTask\*, bool)
- \* AddTaskSecondaryPartialAnim(CTask\*)
- \* AreFriends(CPed const&, CPed const&)
- \* CPedIntelligence(CPed\*)
- \* CanSeeEntityWithLights(CEntity const\*, bool) const
- \* ClearTaskDuckSecondary()
- \* ClearTasks(bool, bool)
- \* FindRespectedFriendInInformRange()
- \* FindTaskByType(int) const
- \* FlushImmediately(bool)
- \* FlushIntelligence()
- \* GetEffectInUse() const
- \* GetMoveStateFromGoToTask() const
- \* GetTaskClimb() const
- \* GetTaskDuck(bool) const
- \* GetTaskFighting() const
- \* GetTaskHold(bool) const
- \* GetTaskInAir() const

```

* GetTaskJetPack() const
* GetTaskSwim() const
* GetTaskThrow() const
* GetTaskUseGun() const
* GetUsingParachute() const
* HasInterestingEntites()
* IsFriendlyWith(CPed const&) const
* IsInACarOrEnteringOne()
* IsInHearingRange(CVector const&) const
* IsInSeeingRange(CEntity*) const
* IsInSeeingRange(CVector const&) const
* IsInterestingEntity(CEntity*)
* IsPedGoingForCarDoor()
* IsPedGoingSomewhereOnFoot() const
* IsRespondingToEvent(int) const
* IsThreatenedBy(CPed const&) const
* Load()
* LookAtInterestingEntities()
* Process()
* ProcessAfterPreRender()
* ProcessAfterProcCol()
* ProcessEventHandler()
* ProcessFirst()
* ProcessStaticCounter()
* RecordEventForScript(int, int)
* RemoveAllInterestingEntities()
* RemoveInterestingEntity(CEntity*)
* Respects(CPed const&) const
* RestorePedDecisionMakerType()
* Save()
* SetEffectInUse(C2dEffect*)
* SetHearingRange(float)
* SetPedDecisionMakerType(int)
* SetPedDecisionMakerTypeInGroup(int)
* SetSeeingRange(float)
* SetTaskDuckSecondary(unsigned short)
* SortAndStaggerAllPedsEventScannerTimers()
* TestForStealthKill(CPed*, bool)
* operator delete(void*)
* operator delete(void*, int)
* operator new(unsigned int)
* operator new(unsigned int, int)
* ~CPedIntelligence()

```

CTaskComplexSeekEntity<CEntitySeekPosCalculatorRadiusAngleOffset> (@ variables, 11 functions)

Variables list:

Functions list:

```

* CTaskComplexSeekEntity(CEntity*, int, int, float, float, float, unsigned
char, unsigned char)
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateSubTask(int, CPed*) const
* CreateTask()
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)

```

- \* Serialize()
- \* ~CTaskComplexSeekEntity()

CSetPieces (3 variables, 5 functions)

Variables list:

- \* NumSetPieces
- \* aSetPieces
- \* bDebug

Functions list:

- \* AddOne(unsigned char, CVector2D, CVector2D, CVector2D, CVector2D, CVector2D, CVector2D)

- \* Init()
- \* Load()
- \* Save()
- \* Update()

CSetPiece (0 variables, 3 functions)

Variables list:

Functions list:

- \* TryToGenerateCopCar(CVector2D, CVector2D)
- \* TryToGenerateCopPed(CVector2D)
- \* Update()

CTaskComplexWanderCop (6 variables, 12 functions)

Variables list:

- \* ms\_fCrimeDetectionRange
- \* ms\_fCriminalRange
- \* ms\_fHasslePedRange
- \* ms\_iCriminalScanFreeTime
- \* ms\_iHasslePedFreeTime
- \* ms\_iScanPeriod

Functions list:

- \* CTaskComplexWanderCop(int, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetWanderType() const
- \* LookForCarAlarms(CPed\*)
- \* LookForCriminals(CPed\*)
- \* LookForStolenCopCars(CPed\*)
- \* ScanForStuff(CPed\*)
- \* ShouldPursuePlayer(CPed\*) const
- \* ~CTaskComplexWanderCop()

CTaskComplexBeCop (0 variables, 3 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* ~CTaskComplexBeCop()

CShopping (14 variables, 34 functions)

Variables list:

- \* ms\_bHasBought

- \* ms\_keys
- \* ms\_numBuyableItems
- \* ms\_numItemsInShop
- \* ms\_numPriceModifiers
- \* ms\_numPrices
- \* ms\_priceModifiers
- \* ms\_priceSectionLoaded
- \* ms\_prices
- \* ms\_sectionNames
- \* ms\_shopContents
- \* ms\_shopLoaded
- \* ms\_shopType
- \* ms\_statModifiers

Functions list:

- \* AddPriceModifier(char const\*, char const\*, int)
- \* AddPriceModifier(unsigned int, int)
- \* Buy(unsigned int, int)
- \* FindItem(unsigned int)
- \* FindSection(int, char const\*)
- \* FindSectionInSection(int, char const\*, char const\*)
- \* GetExtraInfo(unsigned int, int)
- \* GetItemIndex(unsigned int)
- \* GetKey(char const\*, int)
- \* GetNameTag(unsigned int)
- \* GetNextSection(int)
- \* GetPrice(unsigned int)
- \* GetPriceSectionFromName(char const\*)
- \* HasPlayerBought(unsigned int)
- \* IncrementStat(int, int)
- \* IncrementStat2(int, int)
- \* Init()
- \* Load()
- \* LoadPrices(char const\*)
- \* LoadShop(char const\*)
- \* LoadStats()
- \* RemoveLoadedPrices()
- \* RemoveLoadedShop()
- \* RemovePriceModifier(char const\*, char const\*)
- \* RemovePriceModifier(unsigned int)
- \* RestoreClothesState()
- \* RestoreVehicleMods()
- \* Save()
- \* SetCurrentProperty(CMultiBuilding\*)
- \* SetPlayerHasBought(unsigned int)
- \* ShutdownForRestart()
- \* StoreClothesState()
- \* StoreVehicleMods()
- \* UpdateStats(int, bool)

CBoundingBox (0 variables, 1 functions)

Variables list:

Functions list:

- \* IsPointWithin(CVector const&)

CStuntJumpManager (8 variables, 9 functions)

Variables list:

- \* m\_bActive

- \* m\_bHitReward
- \* m\_iNumCompleted
- \* m\_iNumJumps
- \* m\_iTimer
- \* m\_jumpState
- \* mp\_Active
- \* mp\_poolStuntJumps

Functions list:

- \* AddOne(CBoundingBox const&, CBoundingBox const&, CVector const&, int)
- \* Init()
- \* Load()
- \* Render()
- \* Save()
- \* SetActive(bool)
- \* Shutdown()
- \* ShutdownForRestart()
- \* Update()

CStateManager (3 variables, 20 functions)

Variables list:

- \* ms\_numTagged
- \* ms\_numTags
- \* ms\_tagDesc

Functions list:

- \* AddTag(CEntity\*)
- \* FindTagDesc(CEntity\*)
- \* GetAlpha(CEntity\*)
- \* GetAlpha(RpAtomic\*)
- \* GetNearestTag(CVector const&)
- \* GetPercentageTagged()
- \* GetPercentageTaggedInArea(CRect&)
- \* GetTagPos(int)
- \* Init()
- \* IsTag(CEntity const\*)
- \* Load()
- \* RenderTagForPC(RpAtomic\*)
- \* ResetAlpha(CEntity\*)
- \* Save()
- \* SetAlpha(CEntity\*, unsigned char)
- \* SetAlpha(RpAtomic\*, unsigned char)
- \* SetAlphaInArea(CRect&, unsigned char)
- \* SetupAtomic(RpAtomic\*)
- \* ShutdownForRestart()
- \* UpdateNumTagged()

CTrafficLights (0 variables, 12 functions)

Variables list:

Functions list:

- \* DisplayActualLight(CEntity\*)
- \* FindOrientationForTrafficLightType(CEntity\*)
- \* FindTrafficLightType(CEntity\*)
- \* FindTrafficLightTypeFromOrientation(float)
- \* IsMITrafficLight(int)
- \* LightForCars1()
- \* LightForCars1\_Visual()
- \* LightForCars2()

- \* LightForCars2\_Visual()
- \* LightForPeds()
- \* ShouldCarStopForBridge(CVehicle\*)
- \* ShouldCarStopForLight(CVehicle\*, bool)

Fx\_c (0 variables, 36 functions)

Variables list:

Functions list:

- \* AddBlood(CVector&, CVector&, int, float)
- \* AddBulletImpact(CVector&, CVector&, int, int, float)
- \* AddDebris(CVector&, RwRGBA&, float, int)
- \* AddGlass(CVector&, RwRGBA&, float, int)
- \* AddPunchImpact(CVector&, CVector&, int)
- \* AddSparks(CVector&, CVector&, float, int, CVector, unsigned char, float, float)
- \* AddTyreBurst(CVector&, CVector&)
- \* AddWheelDust(CVehicle\*, CVector, unsigned char, float)
- \* AddWheelGrass(CVehicle\*, CVector, unsigned char, float)
- \* AddWheelGravel(CVehicle\*, CVector, unsigned char, float)
- \* AddWheelMud(CVehicle\*, CVector, unsigned char, float)
- \* AddWheelSand(CVehicle\*, CVector, unsigned char, float)
- \* AddWheelSpray(CVehicle\*, CVector, unsigned char, unsigned char, float)
- \* AddWood(CVector&, CVector&, int, float)
- \* CreateEntityFx(CEntity\*, char\*, RwV3d\*, RwMatrixTag\*)
- \* CreateMatFromVec(RwMatrixTag\*, CVector\*, CVector\*)
- \* DestroyEntityFx(CEntity\*)
- \* Exit()
- \* ExitEntitySystems()
- \* ExitStaticSystems()
- \* Fx\_c()
- \* GetFxQuality()
- \* Init()
- \* InitEntitySystems()
- \* InitStaticSystems()
- \* Render(RwCamera\*, unsigned char)
- \* Reset()
- \* SetFxQuality(FxQuality\_e)
- \* TriggerBulletSplash(CVector&)
- \* TriggerFootSplash(CVector&)
- \* TriggerGunshot(CEntity\*, CVector&, CVector&, bool)
- \* TriggerTankFire(CVector&, CVector&)
- \* TriggerWaterHydrant(CVector&)
- \* TriggerWaterSplash(CVector&)
- \* Update(RwCamera\*, float)
- \* ~Fx\_c()

FxEmitter\_c (0 variables, 8 functions)

Variables list:

Functions list:

- \* AddParticle(RwMatrixTag\*, RwV3d\*, float, FxPrtMult\_c\*, float, float, unsigned char)
- \* AddParticle(RwV3d\*, RwV3d\*, float, FxPrtMult\_c\*, float, float, unsigned char)
- \* CreateParticle(EmissionInfo\_t\*, RwMatrixTag\*, RwV3d\*, float, FxPrtMult\_c\*, float, unsigned char)
- \* CreateParticles(float, float)
- \* Init(FxPrimBP\_c\*, FxSystem\_c\*)



- \* Reset()
- \* Update(float, float)
- \* ~FxEmitter\_c()

FxEmitterBP\_c (0 variables, 12 functions)

Variables list:

Functions list:

- \* CreateInstance()
- \* FreePrtFromPrim(FxSystem\_c\*)
- \* FxEmitterBP\_c()
- \* IsFxInfoPresent(int)
- \* Load(int, int, FxName32\_t\*)
- \* LoadTextures(FxName32\_t\*, int)
- \* Render(RwCamera\*, unsigned int, float, unsigned char)
- \* RenderHeatHaze(RwCamera\*, unsigned int, float)
- \* Update(float)
- \* UpdateParticle(float, FxEmitterPrt\_c\*)
- \* operator new(unsigned int)
- \* ~FxEmitterBP\_c()

FxEmitterPrt\_c (0 variables, 1 functions)

Variables list:

Functions list:

- \* operator new[](unsigned int)

FxInfoFloat\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoFloat\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoFloat\_c()

FxInfoUnderwater\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoUnderwater\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoUnderwater\_c()

FxInfoHeatHaze\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoHeatHaze\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoHeatHaze\_c()

FxInfoSelfLit\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoSelfLit\_c()

- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoSelfLit\_c()

FxInfoSmoke\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoSmoke\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoSmoke\_c()

FxInfoColourBright\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoColourBright\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoColourBright\_c()

FxInfoColourRange\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoColourRange\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoColourRange\_c()

FxInfoTrail\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoTrail\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoTrail\_c()

FxInfoColour\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoColour\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoColour\_c()

FxInfoEmLife\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmLife\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmLife\_c()

FxInfoAnimTexture\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoAnimTexture\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoAnimTexture\_c()

FxInfoSize\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoSize\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoSize\_c()

FxInfoWind\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoWind\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoWind\_c()

FxInfoForce\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoForce\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoForce\_c()

FxInfoEmDir\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmDir\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmDir\_c()

FxInfoEmSpeed\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmSpeed\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmSpeed\_c()

FxInfoEmSize\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmSize\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)

- \* Load(int, int)
- \* ~FxInfoEmSize\_c()

FxInfoJitter\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoJitter\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoJitter\_c()

FxInfoGroundCollide\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoGroundCollide\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoGroundCollide\_c()

FxInfoAttractLine\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoAttractLine\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoAttractLine\_c()

FxInfoAttractPt\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoAttractPt\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoAttractPt\_c()

FxInfoFriction\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoFriction\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoFriction\_c()

FxInfoNoise\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoNoise\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoNoise\_c()

FxInfoRotSpeed\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoRotSpeed\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoRotSpeed\_c()

FxInfoEmRotation\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmRotation\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmRotation\_c()

FxInfoEmWeather\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmWeather\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmWeather\_c()

FxInfoEmPos\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmPos\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmPos\_c()

FxInfoEmAngle\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmAngle\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmAngle\_c()

FxInfoDir\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoDir\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoDir\_c()

FxInfoFlat\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoFlat\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)

\* ~FxInfoFlat\_c()

FxInfoEmRate\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoEmRate\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoEmRate\_c()

FxInfoSpriteRect\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInfoSpriteRect\_c()
- \* GetValue(float, float, float, float, unsigned char, void\*)
- \* Load(int, int)
- \* ~FxInfoSpriteRect\_c()

FxInfo\_c (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~FxInfo\_c()

FxInfoManager\_c (0 variables, 6 functions)

Variables list:

Functions list:

- \* AddFxInfo(int)
- \* Load(int, int)
- \* ProcessEmissionInfo(float, float, float, unsigned char, EmissionInfo\_t\*)
- \* ProcessMovementInfo(float, float, float, float, unsigned char,

MovementInfo\_t\*)

- \* ProcessRenderInfo(float, float, float, float, unsigned char, RenderInfo\_t\*)
- \* ~FxInfoManager\_c()

FxInterpInfo\_c (0 variables, 2 functions)

Variables list:

Functions list:

- \* FxInterpInfo\_c()
- \* ~FxInterpInfo\_c()

FxInterpInfoFloat\_c (0 variables, 5 functions)

Variables list:

Functions list:

- \* FxInterpInfoFloat\_c()
- \* GetVal(float\*, float)
- \* GetVal(int, float, float)
- \* Load(int)
- \* ~FxInterpInfoFloat\_c()

FxInterpInfoU255\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInterpInfoU255\_c()
- \* GetVal(float\*, float)
- \* Load(int)
- \* ~FxInterpInfoU255\_c()

FxInterpInfo32\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInterpInfo32\_c()
- \* GetVal(float\*, float)
- \* Load(int)
- \* ~FxInterpInfo32\_c()

FxInterpInfo255\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxInterpInfo255\_c()
- \* GetVal(float\*, float)
- \* Load(int)
- \* ~FxInterpInfo255\_c()

ListItem\_c (0 variables, 2 functions)

Variables list:

Functions list:

- \* ListItem\_c()
- \* ~ListItem\_c()

List\_c (0 variables, 14 functions)

Variables list:

Functions list:

- \* AddItem(ListItem\_c\*)
- \* AppendItem(ListItem\_c\*)
- \* GetItemOffset(unsigned char, int)
- \* GetNumItems()
- \* GetPrev(ListItem\_c\*)
- \* GetTail()
- \* InsertAfterItem(ListItem\_c\*, ListItem\_c\*)
- \* InsertBeforeItem(ListItem\_c\*, ListItem\_c\*)
- \* List\_c()
- \* RemoveAll()
- \* RemoveHead()
- \* RemoveItem(ListItem\_c\*)
- \* RemoveTail()
- \* ~List\_c()

FxManager\_c (0 variables, 25 functions)

Variables list:

Functions list:

- \* CalcFrustumInfo(RwCamera\*)
- \* CreateFxSystem(FxSystemBP\_c\*, RwMatrixTag\*, RwMatrixTag\*, unsigned char)
- \* CreateFxSystem(FxSystemBP\_c\*, RwV3d\*, RwMatrixTag\*, unsigned char)
- \* CreateFxSystem(char\*, RwMatrixTag\*, RwMatrixTag\*, unsigned char)
- \* CreateFxSystem(char\*, RwV3d\*, RwMatrixTag\*, unsigned char)
- \* DestroyAllFxSystems()

- \* DestroyFxSystem(FxSystem\_c\*)
- \* Exit()
- \* FindFxSystemBP(char\*)
- \* FreeUpParticle()
- \* FxManager\_c()
- \* FxRwMatrixCreate()
- \* FxRwMatrixDestroy(RwMatrixTag\*)
- \* GetFrustumInfo()
- \* GetParticle(signed char)
- \* Init()
- \* LoadFxProject(char\*)
- \* LoadFxSystemBP(char\*, int)
- \* Render(RwCamera\*, unsigned char)
- \* ReturnParticle(FxEmitterPrt\_c\*)
- \* SetWindData(RwV3d\*, float\*)
- \* ShouldCreate(FxSystemBP\_c\*, RwMatrixTag\*, RwMatrixTag\*, unsigned char)
- \* UnloadFxProject()
- \* Update(RwCamera\*, float)
- \* ~FxManager\_c()

FxMemoryPool\_c (0 variables, 7 functions)

Variables list:

Functions list:

- \* Exit()
- \* FxMemoryPool\_c()
- \* GetMem(int, int)
- \* Init()
- \* Optimise()
- \* Reset()
- \* ~FxMemoryPool\_c()

FxPrimBP\_c (0 variables, 4 functions)

Variables list:

Functions list:

- \* FxPrimBP\_c()
- \* GetRwMatrix(RwMatrixTag\*)
- \* Load(int, int, FxName32\_t\*)
- \* ~FxPrimBP\_c()

FxPrim\_c (0 variables, 3 functions)

Variables list:

Functions list:

- \* Enable(unsigned char)
- \* FxPrim\_c()
- \* ~FxPrim\_c()

FxSystem\_c (0 variables, 36 functions)

Variables list:

Functions list:

- \* AddOffsetPos(RwV3d\*)
- \* AddParticle(RwMatrixTag\*, RwV3d\*, float, FxPrtMult\_c\*, float, float, float, unsigned char)
- \* AddParticle(RwV3d\*, RwV3d\*, float, FxPrtMult\_c\*, float, float, float, unsigned char)
- \* AttachToBone(CEntity\*, int)



- \* CopyParentMatrix()
- \* DoFxAudio(CVector)
- \* EnablePrim(int, unsigned char)
- \* Exit()
- \* ForAllParticles(void (\*)(Particle\_c\*, int, void\*\*), void\*)
- \* FxSystem\_c()
- \* GetBoundingBox(FxBox\_c\*)
- \* GetBoundingSphereLcl(FxSphere\_c\*)
- \* GetBoundingSphereWld(FxSphere\_c\*)
- \* GetCompositeMatrix(RwMatrixTag\*)
- \* GetPlayStatus()
- \* Init(FxSystemBP\_c\*, RwMatrixTag\*, RwMatrixTag\*)
- \* IsVisible()
- \* Kill()
- \* Pause()
- \* Play()
- \* PlayAndKill()
- \* ResetBoundingSphere()
- \* SetBoundingSphere(FxSphere\_c\*)
- \* SetConstTime(unsigned char, float)
- \* SetLocalParticles(unsigned char)
- \* SetMatrix(RwMatrixTag\*)
- \* SetMustCreatePrts(unsigned char)
- \* SetOffsetPos(RwV3d\*)
- \* SetRateMult(float)
- \* SetTimeMult(float)
- \* SetVelAdd(RwV3d\*)
- \* SetZTestEnable(unsigned char)
- \* Stop()
- \* Update(RwCamera\*, float)
- \* UpdateBoundingBoxCB(Particle\_c\*, int, void\*\*)
- \* ~FxSystem\_c()

FxSphere\_c (0 variables, 5 functions)

Variables list:

Functions list:

- \* FxSphere\_c()
- \* GetDistToPlane(FxPlane\_c\*)
- \* IsCollision(FxSphere\_c\*)
- \* operator delete(void\*)
- \* operator new(unsigned int, int)

FxFrustumInfo\_c (0 variables, 1 functions)

Variables list:

Functions list:

- \* IsCollision(FxSphere\_c\*)

FxSystemBP\_c (0 variables, 10 functions)

Variables list:

Functions list:

- \* FreePrtFromSystem(FxSystem\_c\*)
- \* FxSystemBP\_c()
- \* GetBoundingSphere()
- \* Load(char\*, int, int)
- \* Render(RwCamera\*, float, unsigned char)
- \* SetBoundingSphere(RwV3d\*, float)

- \* Unload()
- \* Update(float)
- \* operator new(unsigned int)
- \* ~FxSystemBP\_c()

FxPrtMult\_c (0 variables, 3 functions)

Variables list:

Functions list:

- \* FxPrtMult\_c()
- \* FxPrtMult\_c(float, float, float, float, float, float, float)
- \* Setup(float, float, float, float, float, float, float)

CEventGroup (0 variables, 13 functions)

Variables list:

Functions list:

- \* Add(CEvent&, bool)
- \* CEventGroup(CPed\*)
- \* Flush(bool)
- \* GetEventOfType(int) const
- \* GetHighestPriorityEvent() const
- \* HasEvent(CEvent const\*) const
- \* HasEventOfType(CEvent const\*) const
- \* HasScriptCommandOfTaskType(int) const
- \* Remove(CEvent\*)
- \* RemoveInvalidEvents(bool)
- \* Reorganise()
- \* TickEvents()
- \* ~CEventGroup()

CEventGlobalGroup (0 variables, 5 functions)

Variables list:

Functions list:

- \* AddEventsToGroup(CPedGroup\*)
- \* AddEventsToPed(CPed\*)
- \* CEventGlobalGroup()
- \* GetSoundLevel(CEntity\*, CVector&)
- \* ~CEventGlobalGroup()

CEventGunShot (1 variables, 13 functions)

Variables list:

- \* ms\_fGunShotSenseRangeForRiot2

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventGunShot(CEntity\*, CVector, CVector, bool)
- \* CanBeInterruptedBySameEvent() const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* IsCriminalEvent() const
- \* ReportCriminalEvent(CPed\*) const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventGunShot()

CEventVehicleCollision (4 variables, 8 functions)

Variables list:

- \* ms\_fDamageThresholdSpeed
- \* ms\_fHighDamageImpulseThreshold
- \* ms\_fLowDamageImpulseThreshold
- \* ms\_fMaxPlayerImpulse

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventVehicleCollision(unsigned short, float, CVehicle const\*, CVector const&, CVector const&, int, unsigned short)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventVehicleCollision()

CEventObjectCollision (1 variables, 9 functions)

Variables list:

- \* ms\_fStraightAheadDotProduct

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventObjectCollision(unsigned short, float, CObject const\*, CVector const&, CVector const&, int)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* IsHeadOnCollision(CPed const&) const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventObjectCollision()

CEventBuildingCollision (3 variables, 11 functions)

Variables list:

- \* ms\_fMaxTreatBuildingAsObjectHeight
- \* ms\_fMaxTreatBuildingAsObjectSize
- \* ms\_fStraightAheadDotProduct

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventBuildingCollision(unsigned short, float, CBuilding const\*, CVector const&, CVector const&, int)
- \* CanBeInterruptedBySameEvent() const
- \* CanTreatBuildingAsObject(CBuilding const&)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* IsHeadOnCollision(CPed const&) const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventBuildingCollision()

CEventDamage (0 variables, 24 functions)

Variables list:

Functions list:

```

    * AffectsPed(CPed*) const
    * AffectsPedGroup(CPedGroup*) const
    * CEventDamage(CEntity*, unsigned int, eWeaponType, ePedPieceTypes, unsigned
char, bool, bool)
    * CEventDamage(CEventDamage const&)
    * CanBeInterruptedBySameEvent() const
    * CloneEditable() const
    * ComputeBodyPartToRemove(int&) const
    * ComputeDamageAnim(CPed*, bool)
    * ComputeDeathAnim(CPed*, bool)
    * ComputeHeadShot(bool&) const
    * DoInformVehicleOccupants(CPed*) const
    * From(CEventDamage const&)
    * GetEventPriority() const
    * GetEventType() const
    * GetLifeTime() const
    * GetLocalSoundLevel() const
    * GetSourceEntity() const
    * IsCriminalEvent() const
    * IsSameEventForAI(CEventDamage*)
    * ProcessDamage(CPed*) const
    * ReportCriminalEvent(CPed*) const
    * TakesPriorityOver(CEvent const&) const
    * operator=(CEventDamage const&)
    * ~CEventDamage()

```

CEventDeath (0 variables, 8 functions)  
Variables list:

Functions list:

```

    * AffectsPed(CPed*) const
    * CEventDeath(bool)
    * CEventDeath(bool, int)
    * Clone() const
    * GetEventPriority() const
    * GetEventType() const
    * GetLifeTime() const
    * ~CEventDeath()

```

CEventGroupEvent (0 variables, 10 functions)  
Variables list:

Functions list:

```

    * AffectsPed(CPed*) const
    * AffectsPedGroup(CPedGroup*) const
    * BaseEventTakesPriorityOverBaseEvent(CEventGroupEvent const&) const
    * CEventGroupEvent(CPed*, CEvent*)
    * Clone() const
    * GetEventPriority() const
    * GetEventType() const
    * GetLifeTime() const
    * GetLocalSoundLevel() const
    * ~CEventGroupEvent()

```

CEventPotentialWalkIntoVehicle (0 variables, 8 functions)  
Variables list:

Functions list:

```

    * AffectsPed(CPed*) const

```

- \* CEventPotentialWalkIntoVehicle(CVehicle\*, int)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventPotentialWalkIntoVehicle()

CEventPotentialWalkIntoObject (0 variables, 8 functions)  
Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPotentialWalkIntoObject(CObject\*, int)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventPotentialWalkIntoObject()

CEventRevived (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventRevived()
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventRevived()

CEventKnockOffBike (0 variables, 17 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventKnockOffBike()
- \* CEventKnockOffBike(CEventKnockOffBike const&)
- \* CEventKnockOffBike(CVehicle\*, CVector const&, CVector const&, float, float, eWeaponType, signed char, int, CPed\*, bool, bool)
- \* CalcForcesAndAnims(CPed\*)
- \* Clone() const
- \* From(CEventKnockOffBike const&)
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* IsCriminalEvent() const
- \* ReportCriminalEvent(CPed\*) const
- \* SetPedOutCar(CPed\*)
- \* SetPedSafePosition(CPed\*)
- \* operator=(CEventKnockOffBike const&)
- \* ~CEventKnockOffBike()

CEventScriptCommand (0 variables, 10 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventScriptCommand(int, CTask\*, bool)
- \* Clone() const
- \* CloneScriptTask() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* IsValid(CPed\*) const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventScriptCommand()

CEventInAir (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventInAir()
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventInAir()

CEventLeaderEnteredCarAsDriver (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* CanBeInterruptedBySameEvent() const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventLeaderEnteredCarAsDriver()

CEventLeaderExitedCarAsDriver (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventLeaderExitedCarAsDriver()

CEventLeaderQuitEnteringCarAsDriver (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* Clone() const
- \* GetEventPriority() const

- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventLeaderQuitEnteringCarAsDriver()

CEventHitByWaterCannon (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventHitByWaterCannon(CVector const&, CVector const&)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* ~CEventHitByWaterCannon()

CEventInWater (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventInWater(float)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventInWater()

CEventVehicleDamage (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventVehicleDamage(CVehicle\*, CEntity\*, eWeaponType)
- \* GetEventPriority() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* IsCriminalEvent() const
- \* ReportCriminalEvent(CPed\*) const
- \* ~CEventVehicleDamage()

CEventSpecial (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventSpecial()
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventSpecial()

CEventGotKnockedOverByCar (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventGotKnockedOverByCar(CVehicle\*)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* ~CEventGotKnockedOverByCar()

CEventPotentialWalkIntoFire (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPotentialWalkIntoFire(CVector const&, float, int)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventPotentialWalkIntoFire()

CEventFireNearby (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventFireNearby(CVector const&)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventFireNearby()

CEventLeaderEntryExit (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPedGroup(CPedGroup\*) const
- \* CanBeInterruptedBySameEvent() const
- \* Clone() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventLeaderEntryExit()

CEventPlayerCommandToGroup (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* CEventPlayerCommandToGroup(int, CPed\*)
- \* GetLifeTime() const
- \* GetSourceEntity() const
- \* TakesPriorityOver(CEvent const&) const



\* ~CEventPlayerCommandToGroup()

CEventEscalator (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventEscalator()

CEventDanger (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* CEventDanger(CEntity\*, float)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetSourceEntity() const
- \* ~CEventDanger()

CEventHighAngerAtPlayer (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventHighAngerAtPlayer()

CEventLowAngerAtPlayer (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventLowAngerAtPlayer()

CEventHealthReallyLow (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const

\* ~CEventHealthReallyLow()

CEventHealthLow (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventHealthLow()

CEventVehicleThreat (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventVehicleThreat(CVehicle\*)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventVehicleThreat()

CEventPedToFlee (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPedToFlee(CPed\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventPedToFlee()

CEventPedToChase (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPedToChase(CPed\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventPedToChase()

CEventSexyVehicle (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventSexyVehicle(CVehicle\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const

\* ~CEventSexyVehicle()

CEventChatPartner (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventChatPartner(bool, CPed\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventChatPartner()

CEventDraggedOutCar (0 variables, 10 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* AffectsPedGroup(CPedGroup\*) const
- \* CEventDraggedOutCar(CVehicle const\*, CPed const\*, bool)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* ~CEventDraggedOutCar()

CEventAreaCodes (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventAreaCodes(CPed\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventAreaCodes()

CEventCopCarBeingStolen (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventCopCarBeingStolen(CPed\*, CVehicle\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventCopCarBeingStolen()

CEventStuckInAir (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const

- \* CEventStuckInAir(CPed\*)
- \* CanBeInterruptedBySameEvent() const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventStuckInAir()

CEventVehicleDied (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventVehicleDied(CVehicle\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventVehicleDied()

CEventVehicleToSteal (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventVehicleToSteal(CVehicle\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventVehicleToSteal()

CEventVehicleHitAndRun (0 variables, 10 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventVehicleHitAndRun(CPed\*, CVehicle\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* IsCriminalEvent() const
- \* ReportCriminalEvent(CPed\*) const
- \* ~CEventVehicleHitAndRun()

CEventPedCollisionWithPed (1 variables, 8 functions)

Variables list:

- \* ms\_fPedBrushKnockdown

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPedCollisionWithPed(unsigned short, float, CPed const\*, CVector const&, CVector const&, int, int)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const

- \* GetLifeTime() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventPedCollisionWithPed()

CEventSeenPanickedPed (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventSeenPanickedPed(CPed\*)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetSourceEntity() const
- \* ~CEventSeenPanickedPed()

CEventVehicleOnFire (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventVehicleOnFire(CVehicle\*)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* ~CEventVehicleOnFire()

CEventGunAimedAt (0 variables, 12 functions)

Variables list:

Functions list:

- \* AddGunAimedAtEventToVehicleOccupants(CVehicle const&, CPed\*)
- \* AffectsPed(CPed\*) const
- \* CEventGunAimedAt(CPed\*)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetSourceEntity() const
- \* IsCriminalEvent() const
- \* ReportCriminalEvent(CPed\*) const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventGunAimedAt()

CEventAttractor (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventAttractor(C2dEffect\*, CEntity\*, unsigned char)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* IsEffectActive(CEntity const\*, C2dEffect const\*)
- \* ~CEventAttractor()

CEventSexyPed (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventSexyPed(CPed\*)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetSourceEntity() const
- \* ~CEventSexyPed()

CEventPedEnteredMyVehicle (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPedEnteredMyVehicle(CPed const\*, CVehicle const\*, int)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* ~CEventPedEnteredMyVehicle()

CEventPotentialWalkIntoPed (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPotentialWalkIntoPed(CPed\*, CVector const&, int)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetSourceEntity() const
- \* TakesPriorityOver(CEvent const&) const
- \* ~CEventPotentialWalkIntoPed()

CEventPotentialGetRunOver (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPotentialGetRunOver(CVehicle\*)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* ~CEventPotentialGetRunOver()

CEventDeadPed (2 variables, 9 functions)

Variables list:

- \* ms\_fNoticeDeadPedRange

\* ms\_fNoticeStealthDeadPedRange

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventDeadPed(CPed\*, bool, int)
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* ~CEventDeadPed()

CEventGunShotWhizzedBy (1 variables, 8 functions)

Variables list:

- \* ms\_fThresholdDist

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventGunShotWhizzedBy(CEntity\*, CVector const&, CVector const&, bool)
- \* CanBeInterruptedBySameEvent() const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventGunShotWhizzedBy()

CEventCarUpsideDown (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventCarUpsideDown(CVehicle\*)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventCarUpsideDown()

CEventPassObject (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CEventPassObject(CPed\*, unsigned char)
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* IsValid(CPed\*) const
- \* ~CEventPassObject()

CEventLeanOnVehicle (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const

- \* GetEventType() const
- \* GetLifeTime() const
- \* IsValid(CPed\*) const
- \* ~CEventLeanOnVehicle()

CEventSignalAtPed (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* IsValid(CPed\*) const
- \* ~CEventSignalAtPed()

CEventInteriorUseInfo (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* IsValid(CPed\*) const
- \* ~CEventInteriorUseInfo()

CEventSeenCop (0 variables, 5 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* ~CEventSeenCop()

CEventPlayerCommandToGroupAttack (0 variables, 5 functions)

Variables list:

Functions list:

- \* AffectsPedGroup(CPedGroup\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* ~CEventPlayerCommandToGroupAttack()

CEventOnFire (0 variables, 7 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const



\* ~CEventOnFire()

CEventAcquaintancePedHateBadlyLit (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CanBeInterruptedBySameEvent() const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* ~CEventAcquaintancePedHateBadlyLit()

CEventPotentialWalkIntoBuilding (0 variables, 5 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* ~CEventPotentialWalkIntoBuilding()

CEventSoundLoud (0 variables, 8 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* ~CEventSoundLoud()

CEventSoundQuiet (0 variables, 9 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* CanBeInterruptedBySameEvent() const
- \* CloneEditable() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* GetLocalSoundLevel() const
- \* GetSourceEntity() const
- \* ~CEventSoundQuiet()

CInformFriendsEvent (0 variables, 5 functions)

Variables list:

Functions list:

- \* CInformFriendsEvent()
- \* Flush()
- \* Process()
- \* Set(CPed\*, CEvent\*, int)
- \* ~CInformFriendsEvent()

CInformFriendsEventQueue (1 variables, 6 functions)

Variables list:

- \* ms\_informFriendsEvents

Functions list:

- \* Add(CPed\*, CEvent\*)
- \* CInformFriendsEventQueue()
- \* Flush()
- \* Init()
- \* Process()
- \* ~CInformFriendsEventQueue()

CInformGroupEvent (0 variables, 5 functions)

Variables list:

Functions list:

- \* CInformGroupEvent()
- \* Flush()
- \* Process()
- \* Set(CPed\*, CPedGroup\*, CEvent\*, int)
- \* ~CInformGroupEvent()

CInformGroupEventQueue (1 variables, 6 functions)

Variables list:

- \* ms\_informGroupEvents

Functions list:

- \* Add(CPed\*, CPedGroup\*, CEvent\*)
- \* CInformGroupEventQueue()
- \* Flush()
- \* Init()
- \* Process()
- \* ~CInformGroupEventQueue()

CPedDamageResponseCalculator (1 variables, 9 functions)

Variables list:

- \* ms\_fStealthKillDamage

Functions list:

- \* AccountForPedArmour(CPed\*, CPedDamageResponse&)
- \* AccountForPedDamageStats(CPed\*, CPedDamageResponse&)
- \* AdjustPedDamage(CPed\*)
- \* CPedDamageResponseCalculator(CEntity const\*, float, eWeaponType, ePedPieceTypes, bool)
- \* ComputeDamageResponse(CPed\*, CPedDamageResponse&, bool)
- \* ComputeWillForceDeath(CPed\*, CPedDamageResponse&)
- \* ComputeWillKillPed(CPed\*, CPedDamageResponse&, bool)
- \* IsBleedingWeapon(CPed\*)
- \* ~CPedDamageResponseCalculator()

CEventSource (0 variables, 1 functions)

Variables list:

Functions list:

- \* ComputeEventSourceType(CEvent const&, CPed const&)

CEventHandlerHistory (0 variables, 13 functions)

Variables list:

Functions list:

- \* ClearAllEvents()
- \* ClearNonTempEvent()
- \* ClearTempEvent()
- \* Flush()
- \* GetCurrentEvent() const
- \* GetCurrentEventPriority() const
- \* GetStoredActiveEvent() const
- \* IsRespondingToEvent(int) const
- \* RecordCurrentEvent(CPed\*, CEvent const&)
- \* StoreActiveEvent()
- \* TakesPriorityOverCurrentEvent(CEvent const&)
- \* TickStoredEvent(CPed\*)
- \* ~CEventHandlerHistory()

CEventHandler (0 variables, 76 functions)

Variables list:

Functions list:

- \* CEventHandler(CPed\*)
- \* ComputeAreaCodesResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeAttractorResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeBuildingCollisionPassiveResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeBuildingCollisionResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeCarUpsideDownResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeChatPartnerResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeCopCarBeingStolenResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeCreatePartnerTaskResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeDamageResponse(CEvent\*, CTask\*, CTask\*, CTask\*)
- \* ComputeDangerResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeDeadPedResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeDeathResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeDontJoinGroupResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeDraggedOutCarResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeEventResponseTask(CEvent\*, CTask\*)
- \* ComputeEventResponseTask(CPed const&, CEvent const&)
- \* ComputeFireNearbyResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeGotKnockedOverByCarResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeGunAimedAtResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeHighAngerAtPlayerResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeInWaterResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeInteriorUseInfoResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeKnockOffBikeResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeLowAngerAtPlayerResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeLowHealthResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeObjectCollisionPassiveResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeObjectCollisionResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeOnEscalatorResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputeOnFireResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePassObjectResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedCollisionWithPedResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedCollisionWithPlayerResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedEnteredVehicleResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedFriendResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedSoundQuietResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedThreatBadlyLitResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedThreatResponse(CEvent\*, CTask\*, CTask\*)
- \* ComputePedToChaseResponse(CEvent\*, CTask\*, CTask\*)

```

* ComputePedToFleeResponse(CEvent*, CTask*, CTask*)
* ComputePersonalityResponseToDamage(CEventDamage*, CEntity*)
* ComputePlayerCollisionWithPedResponse(CEvent*, CTask*, CTask*)
* ComputePlayerWantedLevelResponse(CEvent*, CTask*, CTask*)
* ComputePotentialPedCollideResponse(CEvent*, CTask*, CTask*)
* ComputePotentialWalkIntoFireResponse(CEvent*, CTask*, CTask*)
* ComputeReallyLowHealthResponse(CEvent*, CTask*, CTask*)
* ComputeReviveResponse(CEvent*, CTask*, CTask*)
* ComputeScriptCommandResponse(CEvent*, CTask*, CTask*)
* ComputeSeenCopResponse(CEvent*, CTask*, CTask*)
* ComputeSeenPanickedPedResponse(CEvent*, CTask*, CTask*)
* ComputeSexyPedResponse(CEvent*, CTask*, CTask*)
* ComputeSexyVehicleResponse(CEvent*, CTask*, CTask*)
* ComputeShotFiredResponse(CEvent*, CTask*, CTask*)
* ComputeShotFiredWhizzedByResponse(CEvent*, CTask*, CTask*)
* ComputeSignalAtPedResponse(CEvent*, CTask*, CTask*)
* ComputeSpecialResponse(CEvent*, CTask*, CTask*)
* ComputeVehicleCollisionResponse(CEvent*, CTask*, CTask*)
* ComputeVehicleDamageResponse(CEvent*, CTask*, CTask*)
* ComputeVehicleDiedResponse(CEvent*, CTask*, CTask*)
* ComputeVehicleHitAndRunResponse(CEvent*, CTask*, CTask*)
* ComputeVehicleOnFireResponse(CEvent*, CTask*, CTask*)
* ComputeVehiclePotentialCollisionResponse(CEvent*, CTask*, CTask*)
* ComputeVehiclePotentialPassiveCollisionResponse(CEvent*, CTask*, CTask*)
* ComputeVehicleToStealResponse(CEvent*, CTask*, CTask*)
* ComputeWaterCannonResponse(CEvent*, CTask*, CTask*)
* Flush()
* FlushImmediately()
* GetCurrentEventType() const
* HandleEvents()
* IsKillTaskAppropriate(CPed*, CPed*, CEvent const&)
* IsTemporaryEvent(CEvent const&)
* RecordActiveEvent(CEvent const&)
* RecordPassiveEvent(CEvent const&)
* RegisterKill(CPed const*, CEntity const*, eWeaponType, bool)
* SetEventResponseTask(CEvent const&) const
* ~CEventHandler()

```

CTaskComplexUseClosestFreeScriptedAttractorRun (0 variables, 4 functions)  
Variables list:

Functions list:

```

* Clone() const
* GetTaskType() const
* Serialize()
* ~CTaskComplexUseClosestFreeScriptedAttractorRun()

```

CTaskComplexUseClosestFreeScriptedAttractorSprint (0 variables, 4 functions)  
Variables list:

Functions list:

```

* Clone() const
* GetTaskType() const
* Serialize()
* ~CTaskComplexUseClosestFreeScriptedAttractorSprint()

```

CTaskComplexCarDriveMissionFleeScene (0 variables, 4 functions)  
Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexCarDriveMissionFleeScene()

CTaskComplexCarDriveMissionKillPed (0 variables, 5 functions)

Variables list:

Functions list:

- \* Clone() const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexCarDriveMissionKillPed()

CAtomicModelInfo (0 variables, 11 functions)

Variables list:

Functions list:

- \* AsAtomicModelInfoPtr()
- \* CreateInstance()
- \* CreateInstance(RwMatrixTag\*)
- \* DeleteRwObject()
- \* GetAtomicFromDistance(float)
- \* GetModelType()
- \* GetRwModelType()
- \* Init()
- \* SetAtomic(RpAtomic\*)
- \* SetupVehicleUpgradeFlags(char const\*)
- \* ~CAtomicModelInfo()

CDamageAtomicModelInfo (1 variables, 7 functions)

Variables list:

- \* m\_bCreateDamagedVersion

Functions list:

- \* AsDamageAtomicModelInfoPtr()
- \* CreateInstance()
- \* CreateInstance(RwMatrixTag\*)
- \* DeleteRwObject()
- \* Init()
- \* SetDamagedAtomic(RpAtomic\*)
- \* ~CDamageAtomicModelInfo()

CTimeInfo (0 variables, 1 functions)

Variables list:

Functions list:

- \* FindOtherTimeModel(char const\*)

CBaseModelInfo (0 variables, 22 functions)

Variables list:

Functions list:

- \* Add2dEffect(C2dEffect\*)
- \* AddRef()
- \* AddTexDictionaryRef()
- \* AsAtomicModelInfoPtr()

- \* AsDamageAtomicModelInfoPtr()
- \* AsLodAtomicModelInfoPtr()
- \* CBaseModelInfo()
- \* ClearTexDictionary()
- \* ConvertAnimFileIndex()
- \* DeleteCollisionModel()
- \* Get2dEffect(int)
- \* GetAnimFileIndex()
- \* GetTimeInfo()
- \* Init()
- \* Init2dEffects()
- \* RemoveRef()
- \* RemoveTexDictionaryRef()
- \* SetAnimFile(char const\*)
- \* SetColModel(CColModel\*, bool)
- \* SetTexDictionary(char const\*, char const\*)
- \* Shutdown()
- \* ~CBaseModelInfo()

CClumpModelInfo (0 variables, 22 functions)

Variables list:

Functions list:

- \* ConvertAnimFileIndex()
- \* CreateInstance()
- \* CreateInstance(RwMatrixTag\*)
- \* DeleteRwObject()
- \* FillFrameArray(RpClump\*, RwFrame\*\*)
- \* FillFrameArrayCB(RwFrame\*, void\*)
- \* FindFrameFromIdCB(RwFrame\*, void\*)
- \* FindFrameFromNameCB(RwFrame\*, void\*)
- \* FindFrameFromNameWithoutIdCB(RwFrame\*, void\*)
- \* GetAnimFileIndex()
- \* GetBoundingBox()
- \* GetFrameFromId(RpClump\*, int)
- \* GetFrameFromName(RpClump\*, char const\*)
- \* GetModelType()
- \* GetRwModelType()
- \* Init()
- \* SetAnimFile(char const\*)
- \* SetAtomicRendererCB(RpAtomic\*, void\*)
- \* SetClump(RpClump\*)
- \* setFrameIds(RwObjectNameIdAssociation\*)
- \* Shutdown()
- \* ~CClumpModelInfo()

CLodAtomicModelInfo (0 variables, 4 functions)

Variables list:

Functions list:

- \* AsLodAtomicModelInfoPtr()
- \* GetModelType()
- \* Init()
- \* ~CLodAtomicModelInfo()

CModelInfo (2 variables, 30 functions)

Variables list:

- \* ms\_lastPositionSearched
- \* ms\_modelInfoPtrs

Functions list:

- \* AddAtomicModel(int)
- \* AddClumpModel(int)
- \* AddDamageAtomicModel(int)
- \* AddLodAtomicModel(int)
- \* AddLodTimeModel(int)
- \* AddPedModel(int)
- \* AddTimeModel(int)
- \* AddVehicleModel(int)
- \* AddWeaponModel(int)
- \* Get2dEffectStore()
- \* GetModelInfo(char const\*, int\*)
- \* GetModelInfo(char const\*, int, int)
- \* GetModelInfoFromHashKey(unsigned int, int\*)
- \* GetModelInfoUInt16(char const\*, unsigned short\*)
- \* Initialise()
- \* IsBikeModel(int)
- \* IsBmxModel(int)
- \* IsBoatModel(int)
- \* IsCarModel(int)
- \* IsFakePlaneModel(int)
- \* IsHeliModel(int)
- \* IsMonsterTruckModel(int)
- \* IsPlaneModel(int)
- \* IsQuadBikeModel(int)
- \* IsTrailerModel(int)
- \* IsTrainModel(int)
- \* IsVehicleModelType(int)
- \* PrintModelInfoStoreUsage()
- \* ReInit2dEffects()
- \* ShutDown()

CTimeModelInfo (0 variables, 3 functions)

Variables list:

Functions list:

- \* GetModelType()
- \* GetTimeInfo()
- \* ~CTimeModelInfo()

CLodTimeModelInfo (0 variables, 3 functions)

Variables list:

Functions list:

- \* GetModelType()
- \* GetTimeInfo()
- \* ~CLodTimeModelInfo()

CStore<CAAtomicModelInfo, 14000> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~CStore()

CStore<CDamageAtomicModelInfo, 70> (0 variables, 1 functions)

Variables list:

Functions list:

```

    * ~CStore()

CStore<CLodAtomicModelInfo, 1> (0 variables, 1 functions)
Variables list:

Functions list:
    * ~CStore()

CStore<CTimeModelInfo, 169> (0 variables, 1 functions)
Variables list:

Functions list:
    * ~CStore()

CStore<CLodTimeModelInfo, 1> (0 variables, 1 functions)
Variables list:

Functions list:
    * ~CStore()

CStore<CWeaponModelInfo, 51> (0 variables, 1 functions)
Variables list:

Functions list:
    * ~CStore()

CStore<CCLumpModelInfo, 92> (0 variables, 1 functions)
Variables list:

Functions list:
    * ~CStore()

CStore<CVehicleModelInfo, 212> (0 variables, 1 functions)
Variables list:

Functions list:
    * ~CStore()

CStore<CPedModelInfo, 278> (0 variables, 1 functions)
Variables list:

Functions list:
    * ~CStore()

C2dEffect (0 variables, 5 functions)
Variables list:

Functions list:
    * PluginAttach()
    * Roadsign_GetNumLettersFromFlags(CRoadsignAttrFlags)
    * Roadsign_GetNumLinesFromFlags(CRoadsignAttrFlags)
    * Roadsign_GetPaletteIDFromFlags(CRoadsignAttrFlags)
    * Shutdown()

CModelInfoAccelerator (0 variables, 12 functions)
Variables list:

Functions list:
    * AddModelInfoId(unsigned short)

```



```
* AllocModelInfoIds()
* Begin(char*)
* CModelInfoAccelerator()
* End(char*)
* EndOfLoadPhase()
* FreeModelInfoIds()
* GetEntry(CBaseModelInfo**, int*, char*)
* GetModelInfoIdFile()
* GetNextModelInfoId()
* Init()
* ~CModelInfoAccelerator()
```

CPedModelInfo (2 variables, 10 functions)

Variables list:

```
* m_pColNodeInfos
* m_pPedIds
```

Functions list:

```
* AddXtraAtomics(RpClump*)
* AnimatePedColModelSkinned(RpClump*)
* AnimatePedColModelSkinnedWorld(RpClump*)
* CreateHitColModelSkinned(RpClump*)
* DeleteRwObject()
* GetModelType()
* IncrementVoice()
* SetClump(RpClump*)
* SetFaceTexture(RwTexture*)
* ~CPedModelInfo()
```

CVehicleModelInfo (12 variables, 70 functions)

Variables list:

```
* ms_compsToUse
* ms_compsUsed
* ms_currentCol
* ms_lightsOn
* ms_linkedUpgrades
* ms_numWheelUpgrades
* ms_pLightsOnTexture
* ms_pLightsTexture
* ms_pRemapTexture
* ms_upgradeWheels
* ms_vehicleColourTable
* ms_vehicleDescs
```

Functions list:

```
* AddRemap(char const*)
* AddWheelUpgrade(int, int)
* CVehicleModelInfo()
* ChooseComponent()
* ChooseSecondComponent()
* ChooseVehicleColour(unsigned char&, unsigned char&, unsigned char&,
unsigned char&, int)
* ClearAtomicFlagCB(RwObject*, void*)
* CollapseFramesCB(RwFrame*, void*)
* ConvertAnimFileIndex()
* CreateInstance()
* DeleteRwObject()
* DeleteVehicleColourTextures()
* DisableEnvMap()
```

```

* FindEditableMaterialList()
* FindTextureCB(char const*)
* GetAnimFileIndex()
* GetCustomCarPlateText()
* GetEditableMaterialListCB(RpAtomic*, void*)
* GetEditableMaterialListCB(RpMaterial*, void*)
* GetMatFXEffectMaterialCB(RpMaterial*, void*)
* GetMaximumNumberOfPassengersFromNumberOfDoors(int)
* GetModelType()
* GetNumRemaps()
* GetNumWheelUpgrades(int)
* GetOriginalCompPosition(CVector&, int)
* GetWheelPosn(int, CVector&, bool)
* GetWheelUpgrade(int, int)
* HasAlphaMaterialCB(RpMaterial*, void*)
* HideAllComponentsAtomicCB(RpAtomic*, void*)
* HideDamagedAtomicCB(RpAtomic*, void*)
* Init()
* IsUpgradeAvailable(VehicleUpgradePosn)
* LoadEnvironmentMaps()
* LoadVehicleColours()
* LoadVehicleUpgrades()
* MoveObjectsCB(RwObject*, void*)
* PreprocessHierarchy()
* ReduceMaterialsInVehicle()
* ResetEditableMaterials(RpClump*)
* SetAnimFile(char const*)
* SetAtomicFlagCB(RwObject*, void*)
* SetAtomicRenderCallbacks()
* SetAtomicRendererCB(RpAtomic*, void*)
* SetAtomicRendererCB_BigVehicle(RpAtomic*, void*)
* SetAtomicRendererCB_Boat(RpAtomic*, void*)
* SetAtomicRendererCB_Heli(RpAtomic*, void*)
* SetAtomicRendererCB_RealHeli(RpAtomic*, void*)
* SetAtomicRendererCB_Train(RpAtomic*, void*)
* SetCarCustomPlate()
* SetClump(RpClump*)
* SetCustomCarPlateText(char*)
* SetEditableMaterials(RpClump*)
* SetEditableMaterialsCB(RpAtomic*, void*)
* SetEditableMaterialsCB(RpMaterial*, void*)
* SetEnvMapCoeff(float)
* SetEnvMapCoeffAtomicCB(RpAtomic*, void*)
* SetEnvMapCoeffCB(RpMaterial*, void*)
* SetEnvironmentMapAtomicCB(RpAtomic*, void*)
* SetEnvironmentMapCB(RpMaterial*, void*)
* SetRenderPipelines()
* SetRenderPipelinesCB(RpAtomic*, void*)
* SetVehicleColour(unsigned char, unsigned char, unsigned char, unsigned
char)
* SetVehicleComponentFlags(RwFrame*, unsigned int)
* SetupCommonData()
* SetupLightFlags(CVehicle*)
* ShutdownEnvironmentMaps()
* ShutdownLightTexture()
* StopUsingCommonVehicleTexDicationary()
* UseCommonVehicleTexDicationary()
* ~CVehicleModelInfo()

```

CVehicleModelInfo::CVehicleStructure (1 variables, 2 functions)

Variables list:

- \* m\_pInfoPool

Functions list:

- \* CVehicleStructure()
- \* ~CVehicleStructure()

CVehicleModelInfo::CLinkedUpgradeList (0 variables, 2 functions)

Variables list:

Functions list:

- \* AddUpgradeLink(short, short)
- \* FindOtherUpgrade(short) const

CWeaponModelInfo (0 variables, 4 functions)

Variables list:

Functions list:

- \* GetModelType()
- \* Init()
- \* SetClump(RpClump\*)
- \* ~CWeaponModelInfo()

CAnimBlendAssocGroup (0 variables, 13 functions)

Variables list:

Functions list:

- \* CAnimBlendAssocGroup()
- \* CopyAnimation(char const\*)
- \* CopyAnimation(unsigned int)
- \* CreateAssociations(char const\*)
- \* CreateAssociations(char const\*, RpClump\*)
- \* CreateAssociations(char const\*, RpClump\*, char\*\*, int)
- \* CreateAssociations(char const\*, char const\*, char const\*, int)
- \* DestroyAssociations()
- \* GetAnimation(char const\*)
- \* GetAnimation(unsigned int)
- \* GetAnimationId(char const\*)
- \* InitEmptyAssociations(RpClump\*)
- \* ~CAnimBlendAssocGroup()

CAnimBlendStaticAssociation (0 variables, 6 functions)

Variables list:

Functions list:

- \* AllocateSequenceArray(int)
- \* CAnimBlendStaticAssociation()
- \* CAnimBlendStaticAssociation(RpClump\*, CAnimBlendHierarchy\*)
- \* FreeSequenceArray()
- \* Init(RpClump\*, CAnimBlendHierarchy\*)
- \* ~CAnimBlendStaticAssociation()

CAnimBlendAssociation (0 variables, 22 functions)

Variables list:

Functions list:

- \* AllocateAnimBlendNodeArray(int)
- \* CAnimBlendAssociation()

- \* CAnimBlendAssociation(CAnimBlendAssociation&)
- \* CAnimBlendAssociation(CAnimBlendStaticAssociation&)
- \* CAnimBlendAssociation(RpClump\*, CAnimBlendHierarchy\*)
- \* FreeAnimBlendNodeArray()
- \* GetNode(int)
- \* Init(CAnimBlendAssociation&)
- \* Init(CAnimBlendStaticAssociation&)
- \* Init(RpClump\*, CAnimBlendHierarchy\*)
- \* ReferenceAnimBlock()
- \* SetBlend(float, float)
- \* SetBlendTo(float, float)
- \* SetCurrentTime(float)
- \* SetDeleteCallback(void (\*)(CAnimBlendAssociation\*, void\*), void\*)
- \* SetFinishCallback(void (\*)(CAnimBlendAssociation\*, void\*), void\*)
- \* Start(float)
- \* SyncAnimation(CAnimBlendAssociation\*)
- \* UpdateBlend(float)
- \* UpdateTime(float, float)
- \* UpdateTimeStep(float, float)
- \* ~CAnimBlendAssociation()

CAnimBlendClumpData (0 variables, 6 functions)

Variables list:

Functions list:

- \* CAnimBlendClumpData()
- \* ForAllFrames(void (\*)(AnimBlendFrameData\*, void\*), void\*)
- \* ForAllFramesInSPR(void (\*)(AnimBlendFrameData\*, void\*), void\*, unsigned int)
- \* LoadFramesIntoSPR()
- \* SetNumberOfBones(int)
- \* ~CAnimBlendClumpData()

CAnimBlendHierarchy (0 variables, 16 functions)

Variables list:

Functions list:

- \* AllocSequenceBlock(bool)
- \* CAnimBlendHierarchy()
- \* CalcTotalTime()
- \* CalcTotalTimeCompressed()
- \* CompressKeyframes()
- \* FindSequence(char\*)
- \* GetSequenceBlock()
- \* MoveMemory()
- \* Print()
- \* RemoveAnimSequences()
- \* RemoveQuaternionFlips()
- \* RemoveUncompressedData()
- \* SetName(char const\*)
- \* Shutdown()
- \* Uncompress()
- \* ~CAnimBlendHierarchy()

CAnimBlendNode (0 variables, 15 functions)

Variables list:

Functions list:

- \* CalcDeltas()

- \* CalcDeltasCompressed()
- \* FindKeyFrame(float)
- \* GetCurrentTranslation(CVector&, float)
- \* GetCurrentTranslationCompressed(CVector&, float)
- \* GetEndTranslation(CVector&, float)
- \* GetEndTranslationCompressed(CVector&, float)
- \* Init()
- \* NextKeyFrame()
- \* NextKeyFrameCompressed()
- \* NextKeyFrameNoCalc()
- \* SetupKeyFrameCompressed()
- \* Update(CVector&, CQuaternion&, float)
- \* UpdateCompressed(CVector&, CQuaternion&, float)
- \* UpdateTime()

CAnimBlendSequence (0 variables, 12 functions)  
Variables list:

Functions list:

- \* CAnimBlendSequence()
- \* CompressKeyframes(unsigned char\*)
- \* GetDataSize(bool)
- \* MoveMemory()
- \* Print()
- \* RemoveQuaternionFlips()
- \* RemoveUncompressedData(unsigned char\*)
- \* SetBoneTag(int)
- \* SetName(char const\*)
- \* SetNumFrames(int, bool, bool, unsigned char\*)
- \* Uncompress(unsigned char\*)
- \* ~CAnimBlendSequence()

CDefaultAnimCallback (0 variables, 1 functions)  
Variables list:

Functions list:

- \* DefaultAnimCB(CAnimBlendAssociation\*, void\*)

CAnimManager (8 variables, 33 functions)  
Variables list:

- \* ms\_aAnimAssocDefinitions
- \* ms\_aAnimAssocGroups
- \* ms\_aAnimBlocks
- \* ms\_aAnimations
- \* ms\_animCache
- \* ms\_numAnimAssocDefinitions
- \* ms\_numAnimBlocks
- \* ms\_numAnimations

Functions list:

- \* AddAnimAssocDefinition(char const\*, char const\*, unsigned int, unsigned int, CAnimManager::AnimDescriptor\*)
- \* AddAnimBlockRef(int)
- \* AddAnimToAssocDefinition(CAnimManager::AnimAssocDefinition\*, char const\*)
- \* AddAnimation(RpClump\*, AssocGroupId, AnimationId)
- \* AddAnimation(RpClump\*, CAnimBlendHierarchy\*, int)
- \* AddAnimationAndSync(RpClump\*, CAnimBlendAssociation\*, AssocGroupId, AnimationId)
- \* BlendAnimation(RpClump\*, AssocGroupId, AnimationId, float)

```

* BlendAnimation(RpClump*, CAnimBlendHierarchy*, int, float)
* CreateAnimAssocGroups()
* CreateAnimAssociation(AssocGroupId, AnimationId)
* GetAnimAssociation(AssocGroupId, AnimationId)
* GetAnimAssociation(AssocGroupId, char const*)
* GetAnimBlockName(AssocGroupId)
* GetAnimGroupName(AssocGroupId)
* GetAnimation(char const*, CAnimBlock const*)
* GetAnimation(unsigned int, CAnimBlock const*)
* GetAnimationBlock(char const*)
* GetAnimationBlockIndex(char const*)
* GetFirstAssocGroup(char const*)
* GetNumRefsToAnimBlock(int)
* Initialise()
* LoadAnimFile(RwStream*, bool, char const (*) [32])
* LoadAnimFile(char const*)
* LoadAnimFiles()
* ReadAnimAssociationDefinitions()
* RegisterAnimBlock(char const*)
* RemoveAnimBlock(int)
* RemoveAnimBlockRef(int)
* RemoveAnimBlockRefWithoutDelete(int)
* RemoveFromUncompressedCache(CAnimBlendHierarchy*)
* RemoveLastAnimFile()
* Shutdown()
* UncompressAnimation(CAnimBlendHierarchy*)

```

CLinkedList<CAnimBlendHierarchy\*> (0 variables, 1 functions)

Variables list:

Functions list:

```

* Insert(CAnimBlendHierarchy* const&)

```

CCutsceneMgr (42 variables, 33 functions)

Variables list:

```

* m_PrevExtraColour
* m_PrevExtraColourOn
* m_fPrevCarDensity
* m_fPrevPedDensity
* ms_aUncompressedCutsceneAnims
* ms_animLoaded
* ms_bRepeatObject
* ms_cAppendAnimName
* ms_cAppendObjectName
* ms_cLoadAnimName
* ms_cLoadObjectName
* ms_cTextOutput
* ms_crToHideItems
* ms_currTextOutput
* ms_cutsceneAssociations
* ms_cutsceneLoadStatus
* ms_cutsceneName
* ms_cutsceneOffset
* ms_cutscenePlayStatus
* ms_cutsceneProcessing
* ms_cutsceneTimer
* ms_hasFileInfo
* ms_iAttachObjectToBone
* ms_iModelIndex

```

- \* ms\_iNumHiddenEntities
- \* ms\_iNumParticleEffects
- \* ms\_iTextDuration
- \* ms\_iTextStartTime
- \* ms\_numAppendObjectNames
- \* ms\_numAttachObjectToBones
- \* ms\_numCutsceneObjs
- \* ms\_numLoadObjectNames
- \* ms\_numTextOutput
- \* ms\_numUncompressedCutsceneAnims
- \* ms\_pCutsceneDir
- \* ms\_pCutsceneObjects
- \* ms\_pHiddenEntities
- \* ms\_pParticleEffects
- \* ms\_running
- \* ms\_useCutsceneShadows
- \* ms\_useLodMultiplier
- \* ms\_wasCutsceneSkipped

Functions list:

- \* AddCutsceneHead(CObject\*, int)
- \* AppendToNextCutscene(char const\*, char const\*)
- \* AttachObjectToBone(CObject\*, CObject\*, int)
- \* AttachObjectToFrame(CObject\*, CEntity\*, char const\*)
- \* AttachObjectToParent(CObject\*, CEntity\*)
- \* BuildCutscenePlayer()
- \* CreateCutsceneObject(int)
- \* DeleteCutsceneData()
- \* DeleteCutsceneData\_overlay()
- \* FinishCutscene()
- \* GetCutsceneTimeInMilleseconds()
- \* HasCutsceneFinished()
- \* HideRequestedObjects()
- \* Initialise()
- \* IsCutsceneSkipButtonBeingPressed()
- \* LoadAnimationUncompressed(char const\*)
- \* LoadCutsceneData(char const\*)
- \* LoadCutsceneData\_loading()
- \* LoadCutsceneData\_overlay(char const\*)
- \* LoadCutsceneData\_postload()
- \* LoadCutsceneData\_preload()
- \* LoadEverythingBecauseCutsceneDeletedAllOfIt()
- \* RemoveCutscenePlayer()
- \* RemoveEverythingBecauseCutsceneDoesntFitInMemory()
- \* SetCutsceneAnim(char const\*, CObject\*)
- \* SetCutsceneAnimToLoop(char const\*)
- \* SetHeadAnim(char const\*, CObject\*)
- \* SetupCutsceneToStart()
- \* Shutdown()
- \* SkipCutscene()
- \* StartCutscene()
- \* Update()
- \* Update\_overlay()

CAEAmbienceTrackManager (0 variables, 13 functions)

Variables list:

Functions list:

- \* CheckForPause()

- \* GetAmbienceTrackStatus()
- \* Initialise(int)
- \* IsAmbienceRadioActive()
- \* IsAmbienceTrackActive()
- \* PlaySpecialMissionAmbienceTrack(int)
- \* Reset()
- \* Service(int)
- \* StartTrackPlayback()
- \* StopAmbienceTrack()
- \* StopSpecialMissionAmbienceTrack()
- \* UpdateAmbienceTrackAndVolume()
- \* ~CAEAmbienceTrackManager()

CAEAudioChannel (0 variables, 13 functions)

Variables list:

Functions list:

- \* CAEAudioChannel(unsigned short, unsigned int, unsigned short)
- \* ConvertFromBytesToMS(unsigned int)
- \* ConvertFromMsToBytes(unsigned int)
- \* GetCurrentPlaybackPosition()
- \* GetVolume()
- \* IsBufferPlaying()
- \* SetFrequency(unsigned int)
- \* SetFrequencyScalingFactor(float)
- \* SetOriginalFrequency(unsigned int)
- \* SetPosition(CVector\*)
- \* SetVolume(float)
- \* UpdateStatus()
- \* ~CAEAudioChannel()

CAEAudioEntity (1 variables, 1 functions)

Variables list:

- \* m\_pAudioEventVolumes

Functions list:

- \* UpdateParameters(CAESound\*, short)

CAEAudioEnvironment (0 variables, 6 functions)

Variables list:

Functions list:

- \* GetDirectionalMikeAttenuation(CVector const&)
- \* GetDistanceAttenuation(float)
- \* GetDopplerRelativeFrequency(float, float, unsigned int, unsigned int, float)
- \* GetPositionRelativeToCamera(CVector\*, CPlaceable\*)
- \* GetPositionRelativeToCamera(CVector\*, CVector\*)
- \* GetReverbEnvironmentAndDepth(signed char\*, int\*)

CAEAudioHardware (0 variables, 55 functions)

Variables list:

Functions list:

- \* AllocateChannels(unsigned short)
- \* CAEAudioHardware()
- \* CheckDVD()
- \* DisableBassEq()
- \* DisableEffectsLoading()



```

* EnableBassEq()
* EnableEffectsLoading()
* GetActiveTrackID()
* GetActualNumberOfHardwareChannels()
* GetBeatInfo(tBeatInfo*)
* GetChannelPlayTimes(short, short*)
* GetDVDDriveLetter()
* GetEffectsFaderScalingFactor()
* GetEffectsMasterScalingFactor()
* GetMusicMasterScalingFactor()
* GetNumAvailableChannels()
* GetPlayingTrackID()
* GetSoundBankLoadingStatus(unsigned short, short)
* GetSoundHeadroom(unsigned short, short)
* GetSoundLoadingStatus(unsigned short, unsigned short, short)
* GetTrackLengthMs()
* GetTrackPlayTime()
* GetVirtualChannelSoundLengths(short*)
* GetVirtualChannelSoundLoopStartTimes(short*)
* InitOpenALListener()
* Initialise()
* IsSoundBankLoaded(unsigned short, short)
* IsSoundLoaded(unsigned short, unsigned short, short)
* IsStreamingFromDVD()
* LoadSound(unsigned short, unsigned short, short)
* LoadSoundBank(unsigned short, short)
* PauseAllSounds()
* PlaySound(short, unsigned short, unsigned short, unsigned short, short,
short, float)
* PlayTrack(unsigned int, int, unsigned int, char, bool, bool)
* RequestVirtualChannelSoundInfo(unsigned short, unsigned short, unsigned
short)
* RescaleChannelVolumes()
* ResumeAllSounds()
* Service()
* SetBassSetting(signed char, float)
* SetChannelFlags(short, unsigned short, short)
* SetChannelFrequencyScalingFactor(short, unsigned short, float)
* SetChannelPosition(short, unsigned short, CVector*, unsigned char)
* SetChannelVolume(short, unsigned short, float, unsigned char)
* SetEffectsFaderScalingFactor(float)
* SetEffectsMasterScalingFactor(float)
* SetMusicFaderScalingFactor(float)
* SetMusicMasterScalingFactor(float)
* SetNonStreamFaderScalingFactor(float)
* SetStreamFaderScalingFactor(float)
* StartTrackPlayback()
* StopSound(short, unsigned short)
* StopTrack()
* Terminate()
* UpdateReverbEnvironment()
* ~CAEAudioHardware()

```

CAEAudioUtility (1 variables, 11 functions)

Variables list:

```
* m_sfLogLookup
```

Functions list:

```
* AudioLog10(float)
```

- \* ConvertFromBytesToMS(unsigned int, unsigned int, unsigned short)
- \* ConvertFromMSToBytes(unsigned int, unsigned int, unsigned short)
- \* FindVehicleOfPlayer()
- \* GetBankAndSoundFromScriptSlotAudioEvent(int\*, int\*, int\*, int)
- \* GetCurrentTimeInMilliseconds()
- \* GetPiecewiseLinear(float, short, float (\*) [2])
- \* GetRandomNumberInRange(float, float)
- \* GetRandomNumberInRange(int, int)
- \* ResolveProbability(float)
- \* StaticInitialise()

CAECollisionAudioEntity (0 variables, 20 functions)

Variables list:

Functions list:

- \* AddCollisionSoundIDToHistory(unsigned char, short)
- \* AddCollisionSoundToList(CEntity\*, CEntity\*, unsigned char, unsigned char, CAESound\*, int)
- \* ChooseCollisionSoundID(unsigned char)
- \* GetCollisionSoundStatus(CEntity\*, CEntity\*, unsigned char, unsigned char, int\*)
- \* GetSurfaceHardnessVolumeOffset(unsigned char)
- \* Initialise()
- \* InitialisePostLoading()
- \* PlayBulletHitCollisionSound(unsigned char, CVector&, float)
- \* PlayLoopingCollisionSound(CEntity\*, CEntity\*, unsigned char, unsigned char, float, CVector&, unsigned char)
- \* PlayOneShotCollisionSound(CEntity\*, CEntity\*, unsigned char, unsigned char, float, CVector&)
- \* ReportBulletHit(CEntity\*, unsigned char, CVector&, float)
- \* ReportCollision(CEntity\*, CEntity\*, unsigned char, unsigned char, CVector&, CVector\*, float, float, unsigned char, unsigned char)
- \* ReportGlassCollisionEvent(int, CVector&, unsigned int)
- \* ReportObjectDestruction(CEntity\*)
- \* ReportWaterSplash(CPhysical\*, float, unsigned char)
- \* ReportWaterSplash(CVector, float)
- \* Reset()
- \* Service()
- \* UpdateLoopingCollisionSound(CAESound\*, CEntity\*, CEntity\*, unsigned char, unsigned char, float, CVector&, unsigned char)
- \* UpdateParameters(CAESound\*, short)

CAECutsceneTrackManager (0 variables, 12 functions)

Variables list:

Functions list:

- \* CheckForPause()
- \* GetCutsceneTrackStatus()
- \* Initialise(int)
- \* IsCutsceneTrackActive()
- \* PauseTrack(unsigned char)
- \* PlayPreloadedCutsceneTrack()
- \* PreloadBeatTrack(short, unsigned char)
- \* PreloadCutsceneTrack(short, unsigned char)
- \* Service(int)
- \* StartTrackPlayback()
- \* StopCutsceneTrack()
- \* ~CAECutsceneTrackManager()

CAEDataStream (0 variables, 7 functions)

Variables list:

Functions list:

- \* CAEDataStream(int, char\*, int, int, bool)
- \* Close()
- \* FillBuffer(void\*, unsigned int)
- \* GetCurrentPosition()
- \* Initialise()
- \* Seek(long, int)
- \* ~CAEDataStream()

CAEStreamTransformer (0 variables, 3 functions)

Variables list:

Functions list:

- \* Initialise()
- \* TransformBuffer(void\*, unsigned long, unsigned long)
- \* ~CAEStreamTransformer()

CAEDoorAudioEntity (0 variables, 6 functions)

Variables list:

Functions list:

- \* AddAudioEvent(int, CPhysical\*)
- \* AddAudioEvent(int, CVector&, float, float)
- \* PlayDoorSound(short, int, CVector&, float, float)
- \* Reset()
- \* StaticInitialise()
- \* UpdateParameters(CAESound\*, short)

CAEExplosionAudioEntity (0 variables, 4 functions)

Variables list:

Functions list:

- \* AddAudioEvent(int, CVector&, float)
- \* StaticInitialise()
- \* UpdateParameters(CAESound\*, short)
- \* ~CAEExplosionAudioEntity()

CAEFireAudioEntity (1 variables, 7 functions)

Variables list:

- \* m\_snLastFireFrequencyIndex

Functions list:

- \* AddAudioEvent(int, CVector&)
- \* Initialise(FxSystem\_c\*)
- \* PlayFireSounds(int, CVector&)
- \* PlayWaterSounds(int, CVector&)
- \* StaticInitialise()
- \* Terminate()
- \* UpdateParameters(CAESound\*, short)

CAEFrontendAudioEntity (0 variables, 7 functions)

Variables list:

Functions list:

- \* AddAudioEvent(int, float, float)
- \* Initialise()

- \* IsLoadingTuneActive()
- \* IsRadioTuneSoundActive()
- \* Reset()
- \* Terminate()
- \* UpdateParameters(CAESound\*, short)

CAEGlobalWeaponAudioEntity (0 variables, 5 functions)

Variables list:

Functions list:

- \* AddAudioEvent(int, eWeaponType, CPhysical\*)
- \* PickAmbientGunFire(int&, eWeaponType&, int&)
- \* ProjectileFire(eWeaponType, CPhysical\*, int)
- \* ServiceAmbientGunFire()
- \* UpdateParameters(CAESound\*, short)

CAEPedAudioEntity (0 variables, 20 functions)

Variables list:

Functions list:

- \* AddAudioEvent(int, float, float, CPhysical\*, unsigned char, int, unsigned int)
- \* HandleFootstepEvent(int, float, float, unsigned char)
- \* HandleLandingEvent(int)
- \* HandlePedHit(int, CPhysical\*, unsigned char, float, unsigned int)
- \* HandlePedJacked(int)
- \* HandlePedSwing(int, int, unsigned int)
- \* HandleSkateEvent(int, float, float)
- \* HandleSwimSplash(int)
- \* HandleSwimWake(int)
- \* Initialise(CEntity\*)
- \* PlayShirtFlap(float, float)
- \* PlayWindRush(float, float)
- \* Service()
- \* StaticInitialise()
- \* StopJetPackSound()
- \* Terminate()
- \* TurnOffJetPack()
- \* TurnOnJetPack()
- \* UpdateJetPack(float, float)
- \* UpdateParameters(CAESound\*, short)

CAEPedSpeechAudioEntity (20 variables, 58 functions)

Variables list:

- \* s\_Conversation
- \* s\_ConversationLength
- \* s\_NextSpeechSlot
- \* s\_PedSpeechSlots
- \* s\_PhraseMemory
- \* s\_bAPlayerSpeaking
- \* s\_bAllSpeechDisabled
- \* s\_bForceAudible
- \* s\_bPedConversationHappening
- \* s\_bPlayerConversationHappening
- \* s\_nCJBasicMood
- \* s\_nCJFat
- \* s\_nCJGangBanging
- \* s\_nCJMoodOverrideTime
- \* s\_nCJWellDressed

- \* s\_pConversationPed1
- \* s\_pConversationPed2
- \* s\_pConversationPedSlot1
- \* s\_pConversationPedSlot2
- \* s\_pPlayerConversationPed

Functions list:

- \* AddSayEvent(int, short, unsigned int, float, unsigned char, unsigned char, unsigned char)
- \* AddScriptSayEvent(int, int, unsigned char, unsigned char, unsigned char)
- \* CAEPedSpeechAudioEntity()
- \* CanPedHoldConversation()
- \* CanPedSayGlobalContext(short)
- \* CanWePlayGlobalSpeechContext(short)
- \* CanWePlayScriptedSpeech()
- \* DisableAllPedSpeech()
- \* DisablePedSpeech(short)
- \* DisablePedSpeechForScriptSpeech(short)
- \* EnableAllPedSpeech()
- \* EnablePedSpeech()
- \* EnablePedSpeechForScriptSpeech()
- \* GetAllocatedVoice()
- \* GetAudioPedType(char\*)
- \* GetCurrentCJMood()
- \* GetNextMoodToUse(short)
- \* GetNextPlayTime(short)
- \* GetNumSlotsPlayingContext(short)
- \* GetPedTalking()
- \* GetPedType()
- \* GetRepeatTime(short)
- \* GetSexForSpecialPed(unsigned int)
- \* GetSexFromModel(int)
- \* GetSoundAndBankIDs(short, short\*)
- \* GetSoundAndBankIDsForScriptedSpeech(int)
- \* GetSpecificSpeechContext(short, short)
- \* GetSpeechContextVolumeOffset(short)
- \* GetVoice(char\*, short)
- \* GetVoiceAndTypeForSpecialPed(unsigned int)
- \* GetVoiceAndTypeFromModel(int)
- \* GetVoiceForMood(short)
- \* Initialise(CEntity\*)
- \* IsCJDressedInForGangSpeech()
- \* IsGlobalContextImportantForInterrupting(short)
- \* IsGlobalContextImportantForStreaming(short)
- \* IsGlobalContextImportantForWidescreen(short)
- \* IsGlobalContextPain(short)
- \* IsGlobalContextUberImportant(short)
- \* IsPedFemaleForAudio()
- \* LoadAndPlaySpeech(unsigned int)
- \* PlayLoadedSound()
- \* ReleasePedConversation()
- \* ReleasePlayerConversation()
- \* RequestPedConversation(CPed\*, CPed\*)
- \* RequestPlayerConversation(CPed\*)
- \* ReservePedConversationSpeechSlots()
- \* ReservePlayerConversationSpeechSlot()
- \* Reset()
- \* Service()
- \* SetCJMood(short, unsigned int, short, short, short)

- \* SetNextPlayTime(short)
- \* SetUpConversation()
- \* StaticInitialise()
- \* StopCurrentSpeech()
- \* Terminate()
- \* UpdateParameters(CAESound\*, short)
- \* WillPedChatAboutTopic(short)

CAEPedlessSpeechAudioEntity (0 variables, 12 functions)

Variables list:

Functions list:

- \* AddSayEvent(int, short, CEntity\*, unsigned int, float, unsigned char, unsigned char, unsigned char)
- \* AddScriptSayEvent(int, int, unsigned char, unsigned char, unsigned char)
- \* CAEPedlessSpeechAudioEntity()
- \* GetAllocatedVoice()
- \* GetPedType()
- \* Initialise()
- \* IsPedFemaleForAudio()
- \* PlayLoadedSound()
- \* StopCurrentSpeech()
- \* Terminate()
- \* UpdateParameters(CAESound\*, short)
- \* WillPedChatAboutTopic(short)

CAEPedWeaponAudioEntity (0 variables, 4 functions)

Variables list:

Functions list:

- \* AddAudioEvent(int)
- \* Initialise(CEntity\*)
- \* Service()
- \* Terminate()

CAEPoliceScannerAudioEntity (14 variables, 16 functions)

Variables list:

- \* s\_NextNewScannerDialogueTime
- \* s\_ScannerSlotFirst
- \* s\_ScannerSlotSecond
- \* s\_SlotState
- \* s\_bScannerDisabled
- \* s\_bStoppingScanner
- \* s\_fVolumeOffset
- \* s\_nAbortPlaybackTime
- \* s\_nPlaybackStartTime
- \* s\_nScannerPlaybackState
- \* s\_nSectionPlaying
- \* s\_pCurrentSlots
- \* s\_pPSControlling
- \* s\_pSound

Functions list:

- \* AddAudioEvent(int, eCrimeType, CVector const&)
- \* CanWePlayNewScannerDialogue()
- \* DisableScanner(unsigned char, unsigned char)
- \* EnableScanner()
- \* FinishedPlayingScannerDialogue()
- \* LoadSlots()

- \* PlayLoadedDialogue()
- \* PlayPoliceScannerDialogue(tScannerSlot\*, tScannerSlot\*)
- \* PopulateScannerDialogueLists(tScannerSlot\*, tScannerSlot\*)
- \* PrepSlots()
- \* Reset()
- \* Service()
- \* StaticInitialise()
- \* StopScanner(unsigned char)
- \* UpdateParameters(CAESound\*, short)
- \* ~CAEPoliceScannerAudioEntity()

CAERadioTrackManager (32 variables, 44 functions)

Variables list:

- \* m\_nAdvertIndexHistory
- \* m\_nDJBanterIndexHistory
- \* m\_nIdentIndexHistory
- \* m\_nMusicTrackIndexHistory
- \* m\_nSpecialDJBanterIndex
- \* m\_nSpecialDJBanterPending
- \* m\_nStatsCitiesPassed
- \* m\_nStatsLastHitGameClockDays
- \* m\_nStatsLastHitGameClockHours
- \* m\_nStatsLastHitTimeOutHours
- \* m\_nStatsPassedCasino10
- \* m\_nStatsPassedCasino3
- \* m\_nStatsPassedCasino6
- \* m\_nStatsPassedCat1
- \* m\_nStatsPassedDesert1
- \* m\_nStatsPassedDesert10
- \* m\_nStatsPassedDesert3
- \* m\_nStatsPassedDesert5
- \* m\_nStatsPassedDesert8
- \* m\_nStatsPassedFarlie3
- \* m\_nStatsPassedLAFin2
- \* m\_nStatsPassedMansion2
- \* m\_nStatsPassedRiot1
- \* m\_nStatsPassedRyder2
- \* m\_nStatsPassedSCrash1
- \* m\_nStatsPassedStrap4
- \* m\_nStatsPassedSweet2
- \* m\_nStatsPassedTruth2
- \* m\_nStatsPassedVCrash2
- \* m\_nStatsStartedBadlands
- \* m\_nStatsStartedCat2
- \* m\_nStatsStartedCrash1

Functions list:

- \* AddAdvertIndexToHistory(signed char, int)
- \* AddDJBanterIndexToHistory(signed char, int)
- \* AddIdentIndexToHistory(signed char, int)
- \* AddMusicTrackIndexToHistory(signed char, signed char)
- \* CheckForMissionStatsChanges()
- \* CheckForPause()
- \* CheckForStationRetune()
- \* CheckForStationRetuneDuringPause()
- \* CheckForTrackConcatenation()
- \* ChooseAdvertIndex(signed char)
- \* ChooseDJBanterIndex(signed char)
- \* ChooseDJBanterIndexFromList(signed char, int (\*) [2])

```

* ChooseIdentIndex(signed char)
* ChooseMusicTrackIndex(signed char)
* ChooseTalkRadioShow()
* ChooseTracksForStation(signed char)
* DisplayRadioStationName()
* GetCurrentRadioStationID()
* GetRadioStationListenTimes()
* GetRadioStationName(signed char)
* GetRadioStationNameKey(signed char, char*)
* HasRadioRetuneJustStarted()
* Initialise(int)
* InitialiseRadioStationID(signed char)
* IsRadioOn()
* IsVehicleRadioActive()
* Load()
* PlayRadioAnnouncement(unsigned int)
* QueueUpTracksForStation(signed char, signed char*, signed char,
tRadioSettings*)
* Reset()
* ResetStatistics()
* RetuneRadio(signed char)
* Save()
* Service(int)
* SetBassEnhanceOnOff(unsigned char)
* SetBassSetting(signed char, float)
* SetRadioAutoRetuneOnOff(unsigned char)
* StartRadio(signed char, signed char, float, unsigned char)
* StartRadio(tVehicleAudioSettings*)
* StartTrackPlayback()
* StopRadio(tVehicleAudioSettings*, unsigned char)
* TrackRadioStation(signed char, unsigned char)
* UpdateRadioVolumes()
* ~CAERadioTrackManager()

```

CAEScriptAudioEntity (0 variables, 19 functions)

Variables list:

Functions list:

```

* AddAudioEvent(int)
* AttachMissionAudioToPhysical(unsigned char, CPhysical*)
* ClearMissionAudio(unsigned char)
* GetMissionAudioEvent(unsigned char)
* GetMissionAudioLoadingStatus(unsigned char)
* GetMissionAudioPosition(unsigned char)
* Initialise()
* IsMissionAudioSampleFinished(unsigned char)
* PlayLoadedMissionAudio(unsigned char)
* PlayMissionBankSound(unsigned short, CVector&, CPhysical*, short, unsigned
char, unsigned char, float, float, float)
* PlayResidentSoundEvent(short, short, short, unsigned short, CVector&,
CPhysical*, float, float, short, float)
* PreloadMissionAudio(unsigned char, int)
* ProcessMissionAudioEvent(unsigned short, CVector&, CPhysical*, float,
float)
* ReportMissionAudioEvent(unsigned short, CPhysical*, float, float)
* ReportMissionAudioEvent(unsigned short, CVector&)
* Reset()
* Service()
* SetMissionAudioPosition(unsigned char, CVector&)

```



\* UpdateParameters(CAESound\*, short)

CAESmoothFadeThread (0 variables, 12 functions)

Variables list:

Functions list:

- \* CAESmoothFadeThread()
- \* CancelFade(OALSource\*)
- \* Initialise()
- \* InitialiseRequestSlots()
- \* RequestFade(OALSource\*, float, short, bool)
- \* Service()
- \* SetBufferVolume(OALSource\*, float)
- \* SmoothFadeProc(void\*)
- \* Start()
- \* Stop()
- \* WaitForExit()
- \* ~CAESmoothFadeThread()

CAESound (0 variables, 34 functions)

Variables list:

Functions list:

- \* CAESound(CAESound&)
- \* CAESound(short, short, CAEAudioEntity\*, CVector, float, float, float, float, unsigned char, unsigned short, float)
- \* CalculateFrequency()
- \* CalculateVolume()
- \* GetForcedFront()
- \* GetFrontEnd()
- \* GetLifespanTiedToPhysicalEntity()
- \* GetMusicMastered()
- \* GetPlayPhysically()
- \* GetRelativePlaybackFrequencyWithDoppler()
- \* GetRelativePosition(CVector\*)
- \* GetRequestUpdates()
- \* GetRolledOff()
- \* GetSlowMoFrequencyScalingFactor()
- \* GetSmoothDucking()
- \* GetStartPercentage()
- \* GetUncancellable()
- \* GetUncompressable()
- \* GetUnduckable()
- \* GetUnpausable()
- \* Initialise(short, short, CAEAudioEntity\*, CVector, float, float, float, float, unsigned char, unsigned short, float, short)
- \* NewWPSLentry()
- \* RegisterWithPhysicalEntity(CEntity\*)
- \* SetIndividualEnvironment(unsigned short, unsigned short)
- \* SetPosition(CVector)
- \* SoundHasFinished()
- \* StopSound()
- \* StopSoundAndForget()
- \* UnregisterWithPhysicalEntity()
- \* UpdateFrequency()
- \* UpdateParameters(short)
- \* UpdatePlayTime(short, short, short)
- \* operator=(CAESound&)
- \* ~CAESound()

CAESoundManager (0 variables, 15 functions)

Variables list:

Functions list:

- \* AreSoundsOfThisEventPlayingForThisEntity(short, CAEAudioEntity\*)
- \* AreSoundsOfThisEventPlayingForThisEntityAndPhysical(short, CAEAudioEntity\*, CPhysical\*)
- \* AreSoundsPlayingInBankSlot(short)
- \* CancelSoundsInBankSlot(short, unsigned char)
- \* CancelSoundsOfThisEventPlayingForThisEntity(short, CAEAudioEntity\*)
- \* CancelSoundsOfThisEventPlayingForThisEntityAndPhysical(short, CAEAudioEntity\*, CPhysical\*)
- \* CancelSoundsOwnedByAudioEntity(CAEAudioEntity\*, unsigned char)
- \* GetVirtualChannelForPhysicalChannel(short)
- \* Initialise()
- \* PauseManually(unsigned char)
- \* RequestNewSound(CAESound\*)
- \* Reset()
- \* Service()
- \* Terminate()
- \* ~CAESoundManager()

CAEStaticChannel (0 variables, 11 functions)

Variables list:

Functions list:

- \* CAEStaticChannel(unsigned short, unsigned int, unsigned short)
- \* GetLength()
- \* GetPlayTime()
- \* IsSoundPlaying()
- \* Play(short, signed char, float)
- \* Service()
- \* SetAudioBuffer(OALBuffer\*, unsigned short, short, short, unsigned short)
- \* SetAudioData(void\*, unsigned int, unsigned short, short, short, unsigned short)
- \* Stop()
- \* SynchPlayback()
- \* ~CAEStaticChannel()

CAEStreamingChannel (0 variables, 22 functions)

Variables list:

Functions list:

- \* CAEStreamingChannel(unsigned short)
- \* FillBuffer(void\*, unsigned long)
- \* GetActiveTrackID()
- \* GetLength()
- \* GetPlayTime()
- \* GetPlayingTrackID()
- \* Initialise()
- \* InitialiseSilence()
- \* IsSoundPlaying()
- \* Pause()
- \* Play(short, signed char, float)
- \* PrepareStream(CAEStreamingDecoder\*, signed char, bool)
- \* Service()
- \* SetBassEQ(signed char, float)
- \* SetFrequencyScalingFactor(float)

- \* SetNextStream(CAESTreamingDecoder\*)
- \* SetReady()
- \* Stop()
- \* Stop(bool)
- \* SynchPlayback()
- \* UpdatePlayTime()
- \* ~CAESTreamingChannel()

CAEStreamThread (0 variables, 18 functions)  
Variables list:

Functions list:

- \* CAEStreamThread()
- \* Check()
- \* GetActiveTrackID()
- \* GetPlayingTrackID()
- \* GetTrackLengthMs()
- \* GetTrackPlayTime()
- \* Initialise(CAESTreamingChannel\*)
- \* IsUserTrack()
- \* MainLoop(void\*)
- \* Pause()
- \* PlayTrack(unsigned int, int, unsigned int, char, bool, bool)
- \* Resume()
- \* Service()
- \* Start()
- \* Stop()
- \* StopTrack()
- \* WaitForExit()
- \* ~CAEStreamThread()

CAETwinLoopSoundEntity (0 variables, 13 functions)  
Variables list:

Functions list:

- \* CAETwinLoopSoundEntity(short, short, short, CAEAudioEntity\*, unsigned short, unsigned short, short, short)
- \* DoSoundsSwitchThisFrame()
- \* GetEmittedVolume()
- \* Initialise(short, short, short, CAEAudioEntity\*, unsigned short, unsigned short, short, short)
- \* IsTwinLoopPlaying()
- \* PlayTwinLoopSound(CVector, float, float, float, float, unsigned short)
- \* SetEmittedVolume(float)
- \* StopSound()
- \* StopSoundAndForget()
- \* SwapSounds()
- \* UpdateParameters(CAESound\*, short)
- \* UpdateTwinLoopSound(CVector, float, float)
- \* ~CAETwinLoopSoundEntity()

CAEVehicleAudioEntity (6 variables, 112 functions)  
Variables list:

- \* s\_DummyEngineSlots
- \* s\_HelicoptorsDisabled
- \* s\_NextDummyEngineSlot
- \* s\_pPlayerAttachedForRadio
- \* s\_pPlayerDriver
- \* s\_pVehicleAudioSettingsForRadio

Functions list:

- \* AddAudioEvent(int, CEntity\*)
- \* AddAudioEvent(int, float)
- \* CAEVehicleAudioEntity()
- \* CancelVehicleEngineSound(short)
- \* CopHeli()
- \* DemandBankSlot(short)
- \* DisableHelicopter()
- \* DisableHelicoptors()
- \* DoesBankSlotContainThisBank(short, short)
- \* EnableHelicopter()
- \* EnableHelicoptors()
- \* GetAccelAndBrake(cVehicleParams&)
- \* GetAircraftNearPosition()
- \* GetBaseVolumeForBicycleTyre(float)
- \* GetFlyingMetalVolume(CPhysical\*)
- \* GetFreqForIdle(float)
- \* GetFreqForPlayerEngineSound(cVehicleParams&, short)
- \* GetFrequencyForDummyIdle(float, float)
- \* GetFrequencyForDummyRev(float, float)
- \* GetHornState(unsigned char\*, cVehicleParams&)
- \* GetSirenState(unsigned char\*, unsigned char\*, cVehicleParams&)
- \* GetVehicleAudioSettings(short)
- \* GetVehicleDriveWheelSkidValue(CVehicle\*, int, float, cTransmission\*, float)
- \* GetVehicleNonDriveWheelSkidValue(CVehicle\*, int, cTransmission\*, float)
- \* GetVehicleTypeForAudio()
- \* GetVolForPlayerEngineSound(cVehicleParams&, short)
- \* GetVolumeForDummyIdle(float, float)
- \* GetVolumeForDummyRev(float, float)
- \* InhibitAccForTime(unsigned int)
- \* InhibitCrzForTime(unsigned int)
- \* Initialise(CEntity\*)
- \* IsAccInhibited(cVehicleParams&)
- \* IsAccInhibitedBackwards(cVehicleParams&)
- \* IsAccInhibitedForLowSpeed(cVehicleParams&)
- \* IsAccInhibitedForTime()
- \* IsCrzInhibitedForTime()
- \* JustFinishedAccelerationLoop()
- \* JustGotInVehicleAsDriver()
- \* JustGotOutOfVehicleAsDriver()
- \* JustWreckedVehicle()
- \* PlayAircraftSound(short, short, short, float, float)
- \* PlayBicycleSound(short, short, short, float, float)
- \* PlayFlatTyreSound(short, float, float)
- \* PlayHornOrSiren(unsigned char, unsigned char, unsigned char, cVehicleParams&)
- \* PlayReverseSound(short, float, float)
- \* PlayRoadNoiseSound(short, float, float)
- \* PlaySkidSound(short, float, float)
- \* PlayTrainBrakeSound(short, float, float)
- \* PlayerAboutToExitVehicleAsDriver()
- \* ProcessAIHeli(cVehicleParams&)
- \* ProcessAIProp(cVehicleParams&)
- \* ProcessAircraft(cVehicleParams&)
- \* ProcessBoatEngine(cVehicleParams&)
- \* ProcessBoatMovingOverWater(cVehicleParams&)
- \* ProcessDummyBicycle(cVehicleParams&)
- \* ProcessDummyGolfCart(cVehicleParams&)

```

* ProcessDummyHeli(cVehicleParams&)
* ProcessDummyHovercraft(cVehicleParams&)
* ProcessDummyJet(cVehicleParams&)
* ProcessDummyProp(cVehicleParams&)
* ProcessDummyRCCar(cVehicleParams&)
* ProcessDummyRCHeli(cVehicleParams&)
* ProcessDummyRCPlane(cVehicleParams&)
* ProcessDummySeaPlane(cVehicleParams&)
* ProcessDummyStateTransition(short, float, cVehicleParams&)
* ProcessDummyTrainEngine(cVehicleParams&)
* ProcessDummyVehicleEngine(cVehicleParams&)
* ProcessEngineDamage(cVehicleParams&)
* ProcessGenericJet(unsigned char, cVehicleParams&, float, float, float,
float, float)
* ProcessMovingParts(cVehicleParams&)
* ProcessNitro(cVehicleParams&)
* ProcessPlayerBicycle(cVehicleParams&)
* ProcessPlayerCombine(cVehicleParams&)
* ProcessPlayerGolfCart(cVehicleParams&)
* ProcessPlayerHeli(cVehicleParams&)
* ProcessPlayerHovercraft(cVehicleParams&)
* ProcessPlayerJet(cVehicleParams&)
* ProcessPlayerProp(cVehicleParams&)
* ProcessPlayerRCCar(cVehicleParams&)
* ProcessPlayerRCHeli(cVehicleParams&)
* ProcessPlayerRCPlane(cVehicleParams&)
* ProcessPlayerSeaPlane(cVehicleParams&)
* ProcessPlayerTrainBrakes(cVehicleParams&)
* ProcessPlayerTrainEngine(cVehicleParams&)
* ProcessPlayerVehicleEngine(cVehicleParams&)
* ProcessRainOnVehicle(cVehicleParams&)
* ProcessReverseGear(cVehicleParams&)
* ProcessSpecialVehicle(cVehicleParams&)
* ProcessTrainTrackSound(cVehicleParams&)
* ProcessVehicle(CPhysical*)
* ProcessVehicleFlatTyre(cVehicleParams&)
* ProcessVehicleRoadNoise(cVehicleParams&)
* ProcessVehicleSirenAlarmHorn(cVehicleParams&)
* ProcessVehicleSkidding(cVehicleParams&)
* RequestBankSlot(short)
* RequestNewPlayerCarEngineSound(short, float, float)
* Service()
* StartVehicleEngineSound(short, float, float)
* StaticGetPlayerVehicleAudioSettingsForRadio()
* StaticInitialise()
* StaticService()
* StopGenericEngineSound(short)
* StoppedUsingBankSlot(short)
* Terminate()
* TurnOffRadioForVehicle()
* TurnOnRadioForVehicle()
* UpdateBoatSound(short, short, short, float, float)
* UpdateGasPedalAudio(CVehicle*, int)
* UpdateGenericVehicleSound(short, short, short, short, float, float, float)
* UpdateParameters(CAESound*, short)
* UpdateTrainSound(short, short, short, float, float)
* UpdateVehicleEngineSound(short, float, float)

```

CAEWaterCannonAudioEntity (0 variables, 9 functions)

Variables list:

Functions list:

- \* AddAudioEvent(int, CVector&)
- \* ClearSplashInfo()
- \* Initialise(CWaterCannon\*)
- \* Service()
- \* SetSplashInfo(CVector, float)
- \* StaticInitialise()
- \* Terminate()
- \* UpdateGenericWaterCannonSound(unsigned char, short, short, short, float, float, CVector, float)
- \* UpdateParameters(CAESound\*, short)

CAEWaveDecoder (0 variables, 9 functions)

Variables list:

Functions list:

- \* CAEWaveDecoder(CAEDataStream\*)
- \* FillBuffer(void\*, unsigned long, int\*)
- \* GetSampleRate()
- \* GetStreamID()
- \* GetStreamLengthMs()
- \* GetStreamPlayTimeMs()
- \* Initialise()
- \* SetCursor(unsigned long)
- \* ~CAEWaveDecoder()

CAEWeaponAudioEntity (0 variables, 18 functions)

Variables list:

Functions list:

- \* Initialise()
- \* PlayCameraSound(CPhysical\*, int, float)
- \* PlayChainsawStopSound(CPhysical\*)
- \* PlayFlameThrowerIdleGasLoop(CPhysical\*)
- \* PlayFlameThrowerSounds(CPhysical\*, short, short, int, float, float)
- \* PlayGoggleSound(short, int)
- \* PlayGunSounds(CPhysical\*, short, short, short, short, short, int, float, float, float)
- \* PlayMiniGunFireSounds(CPhysical\*, int)
- \* PlayMiniGunStopSound(CPhysical\*)
- \* PlayWeaponLoopSound(CPhysical\*, short, int, float, float, int)
- \* ReportChainsawEvent(CPhysical\*, int)
- \* ReportStealthKill(eWeaponType, CPhysical\*, int)
- \* Reset()
- \* StopFlameThrowerIdleGasLoop()
- \* Terminate()
- \* UpdateParameters(CAESound\*, short)
- \* WeaponFire(eWeaponType, CPhysical\*, int)
- \* WeaponReload(eWeaponType, CPhysical\*, int)

CAEWeatherAudioEntity (4 variables, 6 functions)

Variables list:

- \* m\_sRainSoundL
- \* m\_sRainSoundR
- \* m\_sfRainVolume
- \* m\_snLastRainDropSoundID

Functions list:

- \* AddAudioEvent(int)
- \* Service()
- \* StaticInitialise()
- \* StaticReset()
- \* UpdateParameters(CAESound\*, short)
- \* ~CAEWeatherAudioEntity()

CAudioEngine (0 variables, 87 functions)

Variables list:

Functions list:

- \* AttachMissionAudioToObject(unsigned char, CObject\*)
- \* AttachMissionAudioToPed(unsigned char, CPed\*)
- \* AttachMissionAudioToPhysical(unsigned char, CPhysical\*)
- \* ClearMissionAudio(unsigned char)
- \* DisableEffectsLoading()
- \* DisablePoliceScanner(unsigned char, unsigned char)
- \* DisplayRadioStationName()
- \* DoesAmbienceTrackOverrideRadio()
- \* EnableEffectsLoading()
- \* EnablePoliceScanner()
- \* GetBeatInfo()
- \* GetBeatTrackStatus()
- \* GetCurrentRadioStationID()
- \* GetCutsceneTrackStatus()
- \* GetMissionAudioEvent(unsigned char)
- \* GetMissionAudioLoadingStatus(unsigned char)
- \* GetMissionAudioPosition(unsigned char)
- \* GetRadioStationListenTimes()
- \* GetRadioStationName(signed char)
- \* GetRadioStationNameKey(signed char, char\*)
- \* HasRadioRetuneJustStarted()
- \* Initialise()
- \* InitialisePostLoading()
- \* InitialiseRadioStationID(signed char)
- \* IsAmbienceRadioActive()
- \* IsAmbienceTrackActive()
- \* IsBeatInfoPresent()
- \* IsCutsceneTrackActive()
- \* IsLoadingTuneActive()
- \* IsMissionAudioSampleFinished(unsigned char)
- \* IsRadioOn()
- \* IsRadioRetuneInProgress()
- \* IsVehicleRadioActive()
- \* Load()
- \* PauseAllSounds()
- \* PauseBeatTrack(unsigned char)
- \* PlayLoadedMissionAudio(unsigned char)
- \* PlayPreloadedBeatTrack(unsigned char)
- \* PlayPreloadedCutsceneTrack()
- \* PlayRadioAnnouncement(unsigned int)
- \* PreloadBeatTrack(short)
- \* PreloadCutsceneTrack(short, unsigned char)
- \* PreloadMissionAudio(unsigned char, int)
- \* ReportBulletHit(CEntity\*, unsigned char, CVector&, float)
- \* ReportCollision(CEntity\*, CEntity\*, unsigned char, unsigned char, CVector&, CVector\*, float, float, unsigned char, unsigned char)
- \* ReportDoorMovement(CPhysical\*)

```

* ReportFrontendAudioEvent(int, float, float)
* ReportGlassCollisionEvent(int, CVector&)
* ReportMissionAudioEvent(unsigned short, CObject*)
* ReportMissionAudioEvent(unsigned short, CPed*)
* ReportMissionAudioEvent(unsigned short, CPhysical*, float, float)
* ReportMissionAudioEvent(unsigned short, CVector&)
* ReportMissionAudioEvent(unsigned short, CVehicle*)
* ReportObjectDestruction(CEntity*)
* ReportWaterSplash(CPhysical*, float, unsigned char)
* ReportWaterSplash(CVector, float)
* ReportWeaponEvent(int, eWeaponType, CPhysical*)
* Reset()
* ResetSoundEffects()
* ResetStatistics()
* Restart()
* ResumeAllSounds()
* RetuneRadio(signed char)
* Save()
* SayPedless(int, short, CEntity*, unsigned int, float, unsigned char,
unsigned char, unsigned char)
* Service()
* ServiceLoadingTune(float)
* SetBassEnhanceOnOff(unsigned char)
* SetEffectsFaderScalingFactor(float)
* SetEffectsMasterVolume(signed char)
* SetMissionAudioPosition(unsigned char, CVector&)
* SetMusicFaderScalingFactor(float)
* SetMusicMasterVolume(signed char)
* SetNonStreamFaderScalingFactor(float)
* SetRadioAutoRetuneOnOff(unsigned char)
* SetRadioBassSetting(signed char)
* SetStreamFaderScalingFactor(float)
* Shutdown()
* StartLoadingTune()
* StartRadio(signed char, signed char)
* StartRadio(tVehicleAudioSettings*)
* StopAmbienceTrack(unsigned char)
* StopBeatTrack()
* StopCutsceneTrack(unsigned char)
* StopPoliceScanner(unsigned char)
* StopRadio(tVehicleAudioSettings*, unsigned char)
* ~CAudioEngine()

```

CAudioZones (9 variables, 5 functions)

Variables list:

```

* m_NumActiveBoxes
* m_NumActiveSpheres
* m_NumBoxes
* m_NumSpheres
* m_aActiveBoxes
* m_aActiveSpheres
* m_aBoxes
* m_aSpheres
* m_bRenderAudioZones

```

Functions list:

```

* Init()
* RegisterAudioBox(char*, int, bool, float, float, float, float, float,
float)

```



- \* RegisterAudioSphere(char\*, int, bool, float, float, float, float)
- \* SwitchAudioZone(char\*, bool)
- \* Update(bool, CVector)

CBugstarInterface (0 variables, 9 functions)

Variables list:

Functions list:

- \* CBugstarInterface(CBugstarNetwork\*)
- \* CreateBug(float, float, float, char\*, char\*, void\*, unsigned int)
- \* Init()
- \* ParseParameterLine(char\*)
- \* RecvData(void\*\*, unsigned int\*)
- \* SendData(void\*, unsigned int)
- \* SendMsg(unsigned int, void\*, unsigned int)
- \* Term()
- \* ~CBugstarInterface()

CBug (0 variables, 17 functions)

Variables list:

Functions list:

- \* AddCustomFieldData(void\*, unsigned int)
- \* AppendData(void\*, unsigned int)
- \* BeginCustomFieldData()
- \* BeginField(char const\*, char const\*)
- \* ClearBugBuffer()
- \* EndCustomFieldData()
- \* EndField()
- \* GetMessage()
- \* GetMessageSize()
- \* SetComponent(unsigned int)
- \* SetField(int, void\*, unsigned int)
- \* SetOwner(char const\*)
- \* SetPlatform(unsigned int)
- \* SetProduct(char const\*)
- \* SetSeverity(char const\*)
- \* SetSummary(char const\*, ...)
- \* SetVersion(unsigned int)

CBugstarPC (0 variables, 3 functions)

Variables list:

Functions list:

- \* Init()
- \* ReadConfigData()
- \* ~CBugstarPC()

CAccident (0 variables, 1 functions)

Variables list:

Functions list:

- \* IsFree() const

CAccidentManager (0 variables, 6 functions)

Variables list:

Functions list:

- \* CAccidentManager()

- \* ComputeNoOfFreeAccidents() const
- \* GetNearestFreeAccident(CVector const&, bool)
- \* GetNearestFreeAccidentExceptThisOne(CVector const&, CAccident\*, bool)
- \* ReportAccident(CPed\*)
- \* ~CAccidentManager()

CCam (4 variables, 57 functions)

Variables list:

- \* CAM\_BUMPED\_DAMP\_RATE
- \* CAM\_BUMPED\_END\_TIME
- \* CAM\_BUMPED\_MOVE\_MULT
- \* CAM\_BUMPED\_SWING\_PERIOD

Functions list:

- \* CacheLastSettingsDWCineyCam()
- \* DoAverageOnVector(CVector const&)
- \* DoCamBump(float, float)
- \* Finalise\_DW\_CineyCams(CVector\*, CVector\*, float, float, float, float)
- \* GetBoatLook\_L\_R\_HeightOffset(float&)
- \* GetCoreDataForDWCineyCamMode(CEntity\*\*, CVehicle\*\*, CVector\*, CVector\*, CVector\*, CVector\*, CVector\*, CVector\*, float\*, CVector\*, float\*, CColSphere\*)
- \* GetLookAlongGroundPos(CEntity\*, CPed\*, CVector&, CVector&)
- \* GetLookFromLampPostPos(CEntity\*, CPed\*, CVector&, CVector&)
- \* GetLookOverShoulderPos(CEntity\*, CPed\*, CVector&, CVector&)
- \* GetVectorsReadyForRW()
- \* GetWeaponFirstPersonOn()
- \* Get\_TwoPlayer\_AimVector(CVector&)
- \* Init()
- \* IsTargetInWater(CVector const&)
- \* IsTimeToExitThisDWCineyCamMode(int, CVector\*, CVector\*, float, bool)
- \* KeepTrackOfTheSpeed(CVector const&, CVector const&, CVector const&, float const&, float const&, float const&, float const&)
- \* LookBehind()
- \* LookLeft()
- \* LookRight(bool)
- \* Process()
- \* ProcessArrestCamOne()
- \* ProcessArrestCamTwo()
- \* ProcessDWBustedCam1(CPed\*, bool)
- \* ProcessPedsDeadBaby()
- \* Process\_1rstPersonPedOnPC(CVector const&, float, float, float)
- \* Process\_1stPerson(CVector const&, float, float, float)
- \* Process\_AimWeapon(CVector const&, float, float, float)
- \* Process\_AttachedCam()
- \* Process\_BehindCar(CVector const&, float, float, float)
- \* Process\_Cam\_TwoPlayer()
- \* Process\_Cam\_TwoPlayer\_CalcSource(float, CVector\*, CVector\*, CVector\*)
- \* Process\_Cam\_TwoPlayer\_InCarAndShooting()
- \* Process\_Cam\_TwoPlayer\_Separate\_Cars()
- \* Process\_Cam\_TwoPlayer\_Separate\_Cars\_TopDown()
- \* Process\_Cam\_TwoPlayer\_TestLOSs(CVector)
- \* Process\_DW\_BirdyCam(bool)
- \* Process\_DW\_CamManCam(bool)
- \* Process\_DW\_DogFightCam(bool)
- \* Process\_DW\_FishCam(bool)
- \* Process\_DW\_HeliChaseCam(bool)
- \* Process\_DW\_PlaneCam1(bool)
- \* Process\_DW\_PlaneCam2(bool)
- \* Process\_DW\_PlaneCam3(bool)

- \* Process\_DW\_PlaneSpotterCam(bool)
- \* Process\_Editor(CVector const&, float, float, float)
- \* Process\_Fixed(CVector const&, float, float, float)
- \* Process\_FlyBy(CVector const&, float, float, float)
- \* Process\_FollowCar\_SA(CVector const&, float, float, float, bool)
- \* Process\_FollowPed(CVector const&, float, float, float)
- \* Process\_FollowPedWithMouse(CVector const&, float, float, float)
- \* Process\_FollowPed\_SA(CVector const&, float, float, float, bool)
- \* Process\_M16\_1stPerson(CVector const&, float, float, float)
- \* Process\_Rocket(CVector const&, float, float, float, bool)
- \* Process\_SpecialFixedForSyphon(CVector const&, float, float, float)
- \* Process\_WheelCam(CVector const&, float, float, float)
- \* RotCamIfInFrontCar(CVector const&, float)
- \* Using3rdPersonMouseCam()

CIIdleCam (0 variables, 17 functions)

Variables list:

Functions list:

- \* FinaliseIdleCamera(float, float, float)
- \* GetLookAtPositionOnTarget(CEntity\*, CVector\*)
- \* IdleCamGeneralProcess()
- \* Init()
- \* IsItTimeForIdleCam()
- \* IsTargetValid(CEntity\*)
- \* Process()
- \* ProcessFOVZoom(float)
- \* ProcessIdleCamTicker()
- \* ProcessSlerp(float\*, float\*)
- \* ProcessTargetSelection()
- \* Reset(bool)
- \* Run()
- \* SetTarget(CEntity\*)
- \* SetTargetPlayer()
- \* VectorToAnglesRotXRotZ(CVector\*, float\*, float\*)
- \* ~CIIdleCam()

CHandShaker (0 variables, 3 functions)

Variables list:

Functions list:

- \* Process(float)
- \* Reset()
- \* SetDefaults()

CHeliCamSettings (0 variables, 3 functions)

Variables list:

Functions list:

- \* RandomiseABit()
- \* Reset()
- \* SetDefault()

CClock (15 variables, 9 functions)

Variables list:

- \* CurrentDay
- \* bClockHasBeenStored
- \* daysInMonth
- \* ms\_Stored\_nGameClockDays

- \* ms\_Stored\_nGameClockHours
- \* ms\_Stored\_nGameClockMinutes
- \* ms\_Stored\_nGameClockMonths
- \* ms\_Stored\_nGameClockSeconds
- \* ms\_nGameClockDays
- \* ms\_nGameClockHours
- \* ms\_nGameClockMinutes
- \* ms\_nGameClockMonths
- \* ms\_nGameClockSeconds
- \* ms\_nLastClockTick
- \* ms\_nMillisecondsPerGameMinute

Functions list:

- \* GetGameClockMinutesUntil(unsigned char, unsigned char)
- \* GetIsTimeInRange(unsigned char, unsigned char)
- \* Initialise(unsigned int)
- \* NormaliseGameClock()
- \* OffsetClockByADay(unsigned int)
- \* RestoreClock()
- \* SetGameClock(unsigned char, unsigned char, unsigned char)
- \* StoreClock()
- \* Update()

CControllerConfigManager (0 variables, 57 functions)

Variables list:

Functions list:

- \* AffectControllerStateOn\_ButtonDown(int, eControllerType)
- \* AffectControllerStateOn\_ButtonDown\_AllStates(int, eControllerType, CControllerState&)
- \* AffectControllerStateOn\_ButtonDown\_DebugStuff(int, eControllerType)
- \* AffectControllerStateOn\_ButtonDown\_Driving(int, eControllerType, CControllerState&)
- \* AffectControllerStateOn\_ButtonDown\_FirstAndThirdPersonOnly(int, eControllerType, CControllerState&)
- \* AffectControllerStateOn\_ButtonDown\_FirstPersonOnly(int, eControllerType, CControllerState&)
- \* AffectControllerStateOn\_ButtonDown\_ThirdPersonOnly(int, eControllerType, CControllerState&)
- \* AffectControllerStateOn\_ButtonDown\_VehicleAndThirdPersonOnly(int, eControllerType, CControllerState&)
- \* AffectControllerStateOn\_ButtonUp(int, eControllerType)
- \* AffectControllerStateOn\_ButtonUp\_All\_Player\_States(int, eControllerType, CControllerState&)
- \* AffectControllerStateOn\_ButtonUp\_DebugStuff(int, eControllerType)
- \* AffectPadFromKeyBoard()
- \* AffectPadFromMouse()
- \* ClearSettingsAssociatedWithAction(e\_ControllerAction, eControllerType)
- \* ClearSimButtonPressCheckers()
- \* DeleteMatching1rst3rdPersonControls(e\_ControllerAction, int, eControllerType)
- \* DeleteMatching1rstPersonControls(e\_ControllerAction, int, eControllerType)
- \* DeleteMatching3rdPersonControls(e\_ControllerAction, int, eControllerType)
- \* DeleteMatchingActionInitiators(e\_ControllerAction, int, eControllerType)
- \* DeleteMatchingCommonControls(e\_ControllerAction, int, eControllerType)
- \* DeleteMatchingVehicleControls(e\_ControllerAction, int, eControllerType)
- \* DeleteMatchingVehicle\_3rdPersonControls(e\_ControllerAction, int, eControllerType)
- \* GetActionType(e\_ControllerAction)

```

* GetButtonComboText(e_ControllerAction)
* GetControllerKeyAssociatedWithAction(e_ControllerAction, eControllerType)
* GetControllerSettingTextJoystick(e_ControllerAction)
* GetControllerSettingTextKeyBoard(e_ControllerAction, eControllerType)
* GetControllerSettingTextMouse(e_ControllerAction)
* GetControllerSettingTextWithOrderNumber(e_ControllerAction, eContSetOrder)
* GetFirstKeyboardControllerText(e_ControllerAction)
* GetGxtStringOfCommandKeys(unsigned short, unsigned short*, unsigned short)
* GetIsActionAButtonCombo(e_ControllerAction)
* GetIsKeyBlank(int, eControllerType)
* GetIsKeyboardKeyDown(RsKeyCodes)
* GetIsKeyboardKeyJustDown(RsKeyCodes)
* GetIsMouseButtonDown(RsKeyCodes)
* GetIsMouseButtonJustUp(RsKeyCodes)
* GetIsMouseButtonUp(RsKeyCodes)
* GetJoyButtonJustDown()
* GetJoyButtonJustUp()
* GetMouseButtonAssociatedWithAction(e_ControllerAction)
* GetNumOfSettingsForAction(e_ControllerAction)
* InitDefaultControlConfigJoyPad(unsigned int)
* InitDefaultControlConfigMouse(CMouseControllerState const&, bool)
* InitDefaultControlConfiguration()
* InitialiseControllerActionNameArray()
* LoadSettings(int)
* MakeControllerActionsBlank()
* ReinitControls()
* ResetSettingOrder(e_ControllerAction)
* SaveSettings(int)
* SetControllerKeyAssociatedWithAction(e_ControllerAction, int,
eControllerType)
* SetMouseButtonAssociatedWithAction(e_ControllerAction, int)
* StoreMouseButtonState(eMouseButtons, bool)
* UpdateJoyButtonState(int)
* UpdateJoyInConfigMenus_ButtonDown(int, int)
* UpdateJoyInConfigMenus_ButtonUp(int, int)

```

CCrime (0 variables, 2 functions)

Variables list:

Functions list:

```

* FindImmediateDetectionRange(eCrimeType)
* ReportCrime(eCrimeType, CEntity*, CPed*)

```

CDebug (2 variables, 3 functions)

Variables list:

```

* m_bUseZTestOnDebugStuff
* ms_nCurrentTextLine

```

Functions list:

```

* DebugAddText(char const*)
* DebugDisplayTextBuffer()
* DebugInitTextBuffer()

```

CDirectory (0 variables, 10 functions)

Variables list:

Functions list:

```

* AddItem(CDirectory::DirectoryInfo const&)
* CDirectory()

```

```
* CDirectory(int)
* FindItem(char const*)
* FindItem(char const*, unsigned int&, unsigned int&)
* FindItem(unsigned int, unsigned int&, unsigned int&)
* Init(int, void*)
* ReadDirFile(char const*)
* WriteDirFile(char const*)
* ~CDirectory()
```

CDummy (0 variables, 4 functions)

Variables list:

Functions list:

```
* CDummy()
* operator delete(void*)
* operator new(unsigned int)
* ~CDummy()
```

CEntryInfoNode (0 variables, 2 functions)

Variables list:

Functions list:

```
* operator delete(void*)
* operator new(unsigned int)
```

CEntryInfoList (0 variables, 1 functions)

Variables list:

Functions list:

```
* Flush()
```

CFileLoader (1 variables, 52 functions)

Variables list:

```
* ms_line
```

Functions list:

```
* AddTexDictionaries(RwTexDictionary*, RwTexDictionary*)
* FindRelatedModelInfoCB(RpAtomic*, void*)
* FinishLoadClumpFile(RwStream*, unsigned int)
* Load2dEffect(char const*)
* LoadAnimatedClumpObject(char const*)
* LoadAtomicFile(RwStream*, unsigned int)
* LoadAtomicFile(char const*)
* LoadAtomicFile2Return(char const*)
* LoadAudioZone(char const*)
* LoadBoundingBox(unsigned char*, CBoundingBox&)
* LoadCarGenerator(CFileCarGenerator*, int)
* LoadCarGenerator(char const*, int)
* LoadCarPathNode(char const*, int, int, bool)
* LoadClumpFile(RwStream*, unsigned int)
* LoadClumpFile(char const*)
* LoadClumpObject(char const*)
* LoadCollisionFile(char const*, unsigned char)
* LoadCollisionFile(unsigned char*, unsigned int, unsigned char)
* LoadCollisionFileFirstTime(unsigned char*, unsigned int, unsigned char)
* LoadCollisionModel(unsigned char*, CColModel&, char const*)
* LoadCollisionModelVer2(unsigned char*, unsigned int, CColModel&, char
const*)
* LoadCollisionModelVer3(unsigned char*, unsigned int, CColModel&, char
```

```

const*)
* LoadCollisionModelVer4(unsigned char*, unsigned int, CColModel&, char
const*)
* LoadCullZone(char const*)
* LoadEntryExit(char const*)
* LoadGarage(char const*)
* LoadLevel(char const*)
* LoadLine(int)
* LoadLine(unsigned char**, int&)
* LoadObject(char const*)
* LoadObjectInstance(CFileObjectInstance*, char const*)
* LoadObjectInstance(char const*)
* LoadObjectTypes(char const*)
* LoadOcclusionVolume(char const*, char const*)
* LoadPathHeader(char const*, int&)
* LoadPedObject(char const*)
* LoadPedPathNode(char const*, int, int)
* LoadPickup(char const*)
* LoadScene(char const*)
* LoadStuntJump(char const*)
* LoadTXDParent(char const*)
* LoadTexDictionary(char const*)
* LoadTimeCyclesModifier(char const*)
* LoadTimeObject(char const*)
* LoadVehicleObject(char const*)
* LoadWeaponObject(char const*)
* LoadZone(char const*)
* ReloadObjectTypes(char const*)
* ReloadPaths(char const*)
* SaveTexDictionary(RwTexDictionary*, char const*)
* SetRelatedModelInfoCB(RpAtomic*, void*)
* StartLoadClumpFile(RwStream*, unsigned int)

```

CFileMgr (5 variables, 23 functions)

Variables list:

```

* fileDataArea
* ms_dirName
* ms_dualLayer
* ms_layerStart
* ms_rootDirName

```

Functions list:

```

* ChangeDir(char const*)
* CloseFile(int)
* GetCdError()
* GetCdErrorString(int)
* GetCdFile(char const*, unsigned int&, unsigned int&)
* GetErrorReadWrite(int)
* GetTotalSize(int)
* InitCd()
* InitCdSystem()
* Initialise()
* LoadFile(char const*, unsigned char*, int, char const*)
* OpenFile(char const*, char const*)
* OpenFileForAppending(char const*)
* OpenFileForWriting(char const*)
* Read(int, char*, int)
* ReadCd(unsigned int, char*, unsigned int)
* ReadLine(int, char*, int)

```

- \* Seek(int, int, int)
- \* SetDir(char const\*)
- \* SetDirMyDocuments()
- \* SyncCd()
- \* Tell(int)
- \* Write(int, char\*, int)

CFire (0 variables, 6 functions)

Variables list:

Functions list:

- \* CFire()
- \* CreateFxSysForStrength(RwV3d\*, RwMatrixTag\*)
- \* Extinguish()
- \* Initialise()
- \* ProcessFire()
- \* ~CFire()

CFireManager (0 variables, 24 functions)

Variables list:

Functions list:

- \* CFireManager()
- \* ClearAllScriptFireFlags()
- \* CreateAllFxSystems()
- \* DestroyAllFxSystems()
- \* ExtinguishPoint(CVector, float)
- \* ExtinguishPointWithWater(CVector, float, float)
- \* FindNearestFire(CVector const&, bool, bool)
- \* GetNextFreeFire(unsigned char)
- \* GetNumFiresInArea(float, float, float, float, float, float)
- \* GetNumFiresInRange(CVector\*, float)
- \* GetNumOfNonScriptFires()
- \* GetScriptFireCoords(short)
- \* Init()
- \* IsScriptFireExtinguished(short)
- \* PlentyFiresAvailable()
- \* RemoveAllScriptFires()
- \* RemoveScriptFire(short)
- \* SetScriptFireAudio(short, bool)
- \* Shutdown()
- \* StartFire(CEntity\*, CEntity\*, float, unsigned char, unsigned int, signed char)
- \* StartFire(CVector, float, unsigned char, CEntity\*, unsigned int, signed char, unsigned char)
- \* StartScriptFire(CVector const&, CEntity\*, float, unsigned char, signed char, int)
- \* Update()
- \* ~CFireManager()

CCreepingFire (1 variables, 3 functions)

Variables list:

- \* m\_aFireStatus

Functions list:

- \* SetReadyToBurn()
- \* TryToStartFireAtCoords(CVector, signed char, bool, bool, float)
- \* Update()



CGame (6 variables, 22 functions)

Variables list:

- \* aDatFile
- \* bMissionPackGame
- \* currArea
- \* currLevel
- \* m\_pWorkingMatrix1
- \* m\_pWorkingMatrix2

Functions list:

- \* CanSeeOutsideFromCurrArea()
- \* CanSeeWaterFromCurrArea()
- \* DrasticTidyUpMemory(bool)
- \* FinalShutdown()
- \* GenerateTempPedAtStartOfNetworkGame()
- \* Init1(char const\*)
- \* Init2(char const\*)
- \* Init3(char const\*)
- \* Initialise(char const\*)
- \* InitialiseCoreDataAfterRW()
- \* InitialiseEssentialsAfterRW()
- \* InitialiseOnceBeforeRW()
- \* InitialiseRenderWare()
- \* InitialiseWhenRestarting()
- \* Process()
- \* ProcessTidyUpMemory()
- \* ReInitGameObjectVariables()
- \* ReloadIPLs()
- \* ShutDownForRestart()
- \* Shutdown()
- \* ShutdownRenderWare()
- \* TidyUpMemory(bool, bool)

CIniFile (2 variables, 1 functions)

Variables list:

- \* CarNumberMultiplier
- \* PedNumberMultiplier

Functions list:

- \* LoadIniFile()

CKeyGen (1 variables, 4 functions)

Variables list:

- \* keyTable

Functions list:

- \* AppendStringToKey(unsigned int, char const\*)
- \* GetKey(char const\*)
- \* GetKey(char const\*, int)
- \* GetUppercaseKey(char const\*)

CLoadMonitor (0 variables, 7 functions)

Variables list:

Functions list:

- \* BeginFrame()
- \* CLoadMonitor()
- \* EndFrame()
- \* EndTimer(ELoadType)

- \* Render()
- \* StartTimer(ELoadType)
- \* ~CLoadMonitor()

CLocalisation (3 variables, 18 functions)

Variables list:

- \* frenchGame
- \* germanGame
- \* nastyGame

Functions list:

- \* Blood()
- \* FrenchGame()
- \* GermanGame()
- \* Initialise()
- \* KickingWhenDown()
- \* KillFrenzy()
- \* KillPeds()
- \* KnockDownPeds()
- \* Metric()
- \* PedsOnFire()
- \* Porn()
- \* Prostitutes()
- \* ScreamsFromKills()
- \* SetFrenchGame()
- \* SetGermanGame()
- \* SetNormalGame()
- \* ShootLimbs()
- \* StealFromDeadPed()

CControllerState (0 variables, 2 functions)

Variables list:

Functions list:

- \* CheckForInput()
- \* Clear()

CKeyboardState (0 variables, 1 functions)

Variables list:

Functions list:

- \* Clear()

CPad (11 variables, 99 functions)

Variables list:

- \* NewMouseControllerState
- \* OldMouseControllerState
- \* PCTempMouseControllerState
- \* bInvertLook4Pad
- \* bSniperAimWithRightStick
- \* bSniperAllowMovement
- \* m\_bDebugCamPCOn
- \* m\_bMapPadOneToPadTwo
- \* m\_fLastCarCheatScroll
- \* m\_fLastCheatScroll
- \* m\_fLastMissionSkipScroll

Functions list:

- \* AimWeaponLeftRight(CPed\*, bool\*)

```
* AimWeaponUpDown(CPed*, bool*)
* CarGunJustDown(bool)
* CheckPointSave()
* CinemaCamera()
* Clear(bool, bool)
* ClearKeyBoardHistory()
* ClearMouseHistory()
* CollectPickupJustDown()
* ConversationNoJustDown()
* ConversationYesJustDown()
* CraneReleaseJustDown()
* CycleCameraModeDownJustDown(bool)
* CycleWeaponLeftJustDown()
* CycleWeaponRightJustDown()
* DiveJustDown()
* DropItemJustDown()
* DuckJustDown(CPed*)
* EditCodesForControls(int*, int)
* EditString(char*, int)
* ExitVehicleJustDown(bool, CVehicle*, bool, CVector const&)
* FixPadsAfterSave()
* GetAbortClimb()
* GetAccelerate()
* GetAccelerateJustDown()
* GetAutoClimb()
* GetBrake()
* GetCarGunFired(bool, bool)
* GetCarGunLeftRight(bool, bool)
* GetCarGunUpDown(bool, CAutomobile*, float, bool)
* GetDisplayVitalStats(CPed*)
* GetDuck()
* GetEnterTargeting()
* GetEscapeJustDown()
* GetExitTargeting()
* GetExitVehicle()
* GetForceCameraBehindPlayer()
* GetGroupControlBack(bool, bool)
* GetGroupControlForward(bool, bool)
* GetHandBrake()
* GetHorn(bool)
* GetHydraulicJump()
* GetJump(bool)
* GetLeftAnalogue(CVector2D*)
* GetLookBehindForCar()
* GetLookBehindForPed()
* GetLookLeft(bool)
* GetLookRight(bool)
* GetMeleeAttack(bool)
* GetNitroFired()
* GetPad(int)
* GetPedWalkLeftRight()
* GetPedWalkUpDown()
* GetRightAnalogue(CVector2D*)
* GetSprint(int)
* GetSteeringLeftRight()
* GetSteeringMode()
* GetSteeringUpDown()
* GetTarget(bool)
* GetTurretLeft()
```

```

* GetTurretRight()
* GetWeapon(CPed*, bool)
* GroupControlBackJustDown(bool)
* GroupControlForwardJustDown(bool)
* HornJustDown()
* Initialise()
* IsFlyingRCVehicle()
* JumpJustDown()
* LastStationJustUp()
* LookAroundLeftRight()
* LookAroundUpDown()
* MeleeAttackJustDown(bool)
* NextStationJustUp()
* ProcessPCSpecificStuff()
* ProcessStoppie()
* ProcessWheelie(float)
* ReconcileTwoControllersInput(CControllerState const&, CControllerState
const&)
* SetDrunkInputDelay(int)
* ShiftTargetLeftJustDown()
* ShiftTargetRightJustDown()
* SniperZoomIn()
* SniperZoomOut()
* SprintJustDown()
* StartShake(short, unsigned char, unsigned int)
* StartShake_Distance(short, unsigned char, float, float, float)
* StartShake_Train(float, float)
* StopPadsShaking()
* StopShaking(short)
* SwimJumpJustDown()
* Update(short)
* UpdateMouse()
* UpdatePads()
* UpdatePadsTillStable()
* UseBomb()
* UseRocket()
* WeaponJustDown(CPed*, bool, bool)
* WeaponUsesAttackButton(CPed*)
* WeaponUsesTargetingButton()
* WillBulletHitSomething(CPed*)

```

CMouseControllerState (0 variables, 3 functions)

Variables list:

Functions list:

```

* CMouseControllerState()
* CheckForInput()
* Clear()

```

CMousePointerStateHelper (0 variables, 1 functions)

Variables list:

Functions list:

```

* GetMouseSetUp()

```

CPhysical (0 variables, 59 functions)

Variables list:

Functions list:

```

* Add()
* AddCollisionRecord(CEntity*)
* AddToMovingList()
* ApplyAirResistance()
* ApplyCollision(CEntity*, CColPoint&, float&)
* ApplyCollision(CPhysical*, CColPoint&, float&, float&)
* ApplyCollisionAlt(CEntity*, CColPoint&, float&, CVector&, CVector&)
* ApplyForce(CVector, CVector, bool)
* ApplyFriction()
* ApplyFriction(CPhysical*, float, CColPoint&)
* ApplyFriction(float, CColPoint&)
* ApplyFrictionForce(CVector, CVector)
* ApplyFrictionMoveForce(CVector)
* ApplyFrictionTurnForce(CVector, CVector)
* ApplyGravity()
* ApplyMoveForce(CVector)
* ApplyMoveSpeed()
* ApplyScriptCollision(CVector, float, float, CVector*)
* ApplySoftCollision(CEntity*, CColPoint&, float&)
* ApplySoftCollision(CPhysical*, CColPoint&, float&, float&)
* ApplySpeed()
* ApplySpringCollision(float, CVector&, CVector&, float, float, float&)
* ApplySpringCollisionAlt(float, CVector&, CVector&, float, float, CVector&,
float&)
* ApplySpringDampening(float, float, CVector&, CVector&, CVector&)
* ApplySpringDampeningOld(float, float, CVector&, CVector&, CVector&)
* ApplyTurnForce(CVector, CVector)
* ApplyTurnSpeed()
* AttachEntityToEntity(CEntity*, CVector*, RtQuat*)
* AttachEntityToEntity(CEntity*, CVector, CVector)
* CPhysical()
* CanPhysicalBeDamaged(eWeaponType, unsigned char*)
* CheckCollision()
* CheckCollision_SimpleCar()
* DettachAutoAttachedEntity()
* DettachEntityFromEntity(float, float, float, bool)
* GetBoundRect() const
* GetHasCollidedWith(CEntity*)
* GetHasCollidedWithAnyObject()
* GetLightingFromCol(bool) const
* GetLightingTotal() const
* GetSpeed(CVector)
* PlacePhysicalRelativeToOtherPhysical(CPhysical*, CPhysical*, CVector)
* PositionAttachedEntity()
* ProcessCollision()
* ProcessCollisionSectorList(int, int)
* ProcessCollisionSectorList_SimpleCar(CRepeatSector*)
* ProcessControl()
* ProcessEntityCollision(CEntity*, CColPoint*)
* ProcessShift()
* ProcessShiftSectorList(int, int)
* Remove()
* RemoveAndAdd()
* RemoveFromMovingList()
* RemoveRefsToEntity(CEntity*)
* SetDamagedPieceRecord(float, CEntity*, CColPoint&, float)
* SkipPhysics()
* TestCollision(bool)
* UnsetIsInSafePosition()

```

\* ~CPhysical()

CMatrixLink (0 variables, 2 functions)

Variables list:

Functions list:

- \* Insert(CMatrixLink\*)
- \* Remove()

CMatrixLinkedList (0 variables, 11 functions)

Variables list:

Functions list:

- \* AddToList1()
- \* AddToList2()
- \* GetNumFree()
- \* GetNumUsed1()
- \* GetNumUsed2()
- \* Init(int)
- \* MoveToFreeList(CMatrixLink\*)
- \* MoveToList1(CMatrixLink\*)
- \* MoveToList2(CMatrixLink\*)
- \* Shutdown()
- \* ~CMatrixLinkedList()

CSimpleTransform (0 variables, 3 functions)

Variables list:

Functions list:

- \* Invert(CSimpleTransform const&)
- \* UpdateMatrix(CMatrix\*) const
- \* UpdateRwMatrix(RwMatrixTag\*) const

CPlayerCrossHair (0 variables, 2 functions)

Variables list:

Functions list:

- \* Render(int)
- \* Update(int, CPad\*)

CPools (17 variables, 21 functions)

Variables list:

- \* ms\_pBuildingPool
- \* ms\_pColModelPool
- \* ms\_pDummyPool
- \* ms\_pEntryInfoNodePool
- \* ms\_pEventPool
- \* ms\_pNodeRoutePool
- \* ms\_pObjectPool
- \* ms\_pPatrolRoutePool
- \* ms\_pPedAttractorPool
- \* ms\_pPedIntelligencePool
- \* ms\_pPedPool
- \* ms\_pPointRoutePool
- \* ms\_pPtrNodeDoubleLinkPool
- \* ms\_pPtrNodeSingleLinkPool
- \* ms\_pTaskAllocatorPool
- \* ms\_pTaskPool
- \* ms\_pVehiclePool

Functions list:

- \* CheckBuildingAtomics()
- \* CheckPoolsEmpty()
- \* GetObject(int)
- \* GetObjectRef(CObject\*)
- \* GetPed(int)
- \* GetPedRef(CPed\*)
- \* GetVehicle(int)
- \* GetVehicleRef(CVehicle\*)
- \* Initialise()
- \* Load()
- \* LoadObjectPool()
- \* LoadPedPool()
- \* LoadPedTasks()
- \* LoadVehiclePool()
- \* MakeSureSlotInObjectPoolIsEmpty(int)
- \* Save()
- \* SaveObjectPool()
- \* SavePedPool()
- \* SavePedTasks()
- \* SaveVehiclePool()
- \* ShutDown()

CProfile (7 variables, 3 functions)

Variables list:

- \* ms\_aBarColours
- \* ms\_afCumulativeTime
- \* ms\_afEndTime
- \* ms\_afMaxCumulativeTime
- \* ms\_afMaxEndTime
- \* ms\_afStartTime
- \* ms\_pProfileString

Functions list:

- \* Initialise()
- \* ShowResults()
- \* SuspendProfile(eProfile)

CPCKeypad (0 variables, 4 functions)

Variables list:

Functions list:

- \* GetCurrentKeyPressed(unsigned char)
- \* GetKeyDown(unsigned short, unsigned char, char\*)
- \* GetKeyJustDown(unsigned short, unsigned char, char\*)
- \* KeyToAscii(unsigned char, int, int)

CPtrNodeSingleLink (0 variables, 2 functions)

Variables list:

Functions list:

- \* operator delete(void\*)
- \* operator new(unsigned int)

CPtrNodeDoubleLink (0 variables, 2 functions)

Variables list:

Functions list:

```
* operator delete(void*)
* operator new(unsigned int)
```

CPtrListSingleLink (0 variables, 1 functions)

Variables list:

Functions list:

```
* Flush()
```

CPtrListDoubleLink (0 variables, 2 functions)

Variables list:

Functions list:

```
* Flush()
* ~CPtrListDoubleLink()
```

CPtrList (0 variables, 2 functions)

Variables list:

Functions list:

```
* CountElements()
* IsMemberOfList(void*)
```

CQuadTreeNode (1 variables, 16 functions)

Variables list:

```
* ms_pQuadTreeNodePool
```

Functions list:

```
* AddItem(void*, CRect const&)
* CQuadTreeNode(CRect const&, int)
* DeleteItem(void*)
* DeleteItem(void*, CRect const&)
* FindSector(CRect const&)
* FindSector(CVector2D const&)
* ForAllMatching(CRect const&, void (*)(CRect const&, void*))
* ForAllMatching(CVector2D const&, void (*)(CVector2D const&, void*))
* GetAll(CPtrListSingleLink&)
* GetAllMatching(CRect const&, CPtrListSingleLink&)
* GetAllMatching(CVector2D const&, CPtrListSingleLink&)
* InSector(CRect const&, int)
* InitPool()
* operator delete(void*)
* operator new(unsigned int)
* ~CQuadTreeNode()
```

CRange2D (0 variables, 5 functions)

Variables list:

Functions list:

```
* CRange2D(CVector2D, CVector2D)
* DebugShowRange(float, int)
* GetRandomPointInRange()
* IsInRange(CVector2D)
* ~CRange2D()
```

CRange3D (0 variables, 4 functions)

Variables list:

Functions list:



- \* CRange3D(CVector, CVector)
- \* DebugShowRange(int)
- \* GetRandomPointInRange()
- \* IsInRange(CVector)

CReferences (2 variables, 4 functions)

Variables list:

- \* aRefs
- \* pEmptyList

Functions list:

- \* Init()
- \* ListSize(CReference\*)
- \* PruneAllReferencesInWorld()
- \* RemoveReferencesToPlayer()

CRenderer (20 variables, 34 functions)

Variables list:

- \* m\_loadingPriority
- \* m\_pFirstPersonVehicle
- \* ms\_aInVisibleEntityPtrs
- \* ms\_aVisibleEntityPtrs
- \* ms\_aVisibleLodPtrs
- \* ms\_aVisibleSuperLodPtrs
- \* ms\_bInTheSky
- \* ms\_bRenderOutsideTunnels
- \* ms\_bRenderTunnels
- \* ms\_fCameraHeading
- \* ms\_fFarClipPlane
- \* ms\_lodDistScale
- \* ms\_lowLodDistScale
- \* ms\_nNoOfInVisibleEntities
- \* ms\_nNoOfVisibleEntities
- \* ms\_nNoOfVisibleLods
- \* ms\_nNoOfVisibleSuperLods
- \* ms\_pLodDontRenderList
- \* ms\_pLodRenderList
- \* ms\_vecCameraPosition

Functions list:

- \* AddEntityToRenderList(CEntity\*, float)
- \* AddToLodDontRenderList(CEntity\*, float)
- \* AddToLodRenderList(CEntity\*, float)
- \* ConstructReflectionList()
- \* ConstructRenderList()
- \* GetLodDontRenderListBase()
- \* GetLodRenderListBase()
- \* GetObjectsInFrustum(CEntity\*\*, float, RwMatrixTag\*)
- \* Init()
- \* PreRender()
- \* ProcessLodRenderLists()
- \* RemoveVehiclePedLights(CPhysical\*, bool)
- \* RenderEverythingBarRoads()
- \* RenderFadingInEntities()
- \* RenderFadingInUnderwaterEntities()
- \* RenderFirstPersonVehicle()
- \* RenderOneNonRoad(CEntity\*)
- \* RenderOneRoad(CEntity\*)
- \* RenderRoads()

- \* RequestObjectsInDirection(CVector const&, float, int)
- \* RequestObjectsInFrustum(RwMatrixTag\*, int)
- \* ResetLodRenderLists()
- \* ScanBigBuildingList(int, int)
- \* ScanPtrList\_RequestModels(CPtrList&)
- \* ScanSectorList(int, int)
- \* ScanSectorList\_ListModels(int, int)
- \* ScanSectorList\_ListModelsVisible(int, int)
- \* ScanSectorList\_RequestModels(int, int)
- \* ScanWorld()
- \* SetupBigBuildingVisibility(CEntity\*, float&)
- \* SetupEntityVisibility(CEntity\*, float&)
- \* SetupMapEntityVisibility(CEntity\*, CBaseModelInfo\*, float, bool)
- \* ShouldModelBeStreamed(CEntity\*, CVector const&, float)
- \* Shutdown()

CVehicle (18 variables, 204 functions)

Variables list:

- \* WHEELSPIN\_FALL\_RATE
- \* WHEELSPIN\_INAIR\_TARGET\_RATE
- \* WHEELSPIN\_RISE\_RATE
- \* WHEELSPIN\_TARGET\_RATE
- \* bDisableRemoteDetonation
- \* bDisableRemoteDetonationOnContact
- \* m\_aSpecialColModel
- \* m\_aSpecialColVehicle
- \* m\_aSpecialHydraulicData
- \* m\_bEnableMouseFlying
- \* m\_bEnableMouseSteering
- \* m\_fAirResistanceMult
- \* m\_nLastControlInput
- \* m\_pTappedGasTankVehicle
- \* ms\_fRailTrackResistance
- \* ms\_fRailTrackResistanceDefault
- \* ms\_forceVehicleLightsOff
- \* s\_bPlaneGunsEjectShellCasings

Functions list:

- \* ActivateBomb()
- \* ActivateBombWhenEntered()
- \* AddDamagedVehicleParticles()
- \* AddExhaustParticles()
- \* AddMovingCollisionSpeed(CVector&)
- \* AddPassenger(CPed\*)
- \* AddPassenger(CPed\*, unsigned char)
- \* AddReplacementUpgrade(int, int)
- \* AddSingleWheelParticles(tWheelState, unsigned int, float, float, CColPoint\*, CVector\*, float, int, unsigned int, bool\*, unsigned int)
- \* AddUpgrade(int, int)
- \* AddVehicleUpgrade(int)
- \* AddWaterSplashParticles()
- \* AddWheelDirtAndWater(CColPoint&, unsigned int, unsigned char, unsigned char)
- \* ApplyBoatWaterResistance(tBoatHandlingData\*, float)
- \* BladeColSectorList(CPtrList&, CColModel&, CMatrix&, short, float)
- \* BlowUpCar(CEntity\*, unsigned char)
- \* BlowUpCarCutSceneNoExtras(bool, bool, bool, bool)
- \* BreakTowLink()
- \* BurstTyre(unsigned char, bool)

```

* CVehicle(unsigned char)
* CalculateLightingFromCollision()
* CanBeDeleted() const
* CanBeDriven() const
* CanDoorsBeDamaged() const
* CanPedEnterCar() const
* CanPedJumpOutCar(CPed*) const
* CanPedLeanOut(CPed*) const
* CanPedOpenLocks(CPed const*) const
* CanPedStepOutCar(bool) const
* CanUseCameraHeightSetting()
* CanVehicleBeDamaged(CEntity*, eWeaponType, unsigned char*)
* CarHasRoof() const
* ChangeLawEnforcerState(unsigned char)
* ClearGettingInFlags(unsigned char)
* ClearGettingOutFlags(unsigned char)
* ClearVehicleUpgradeFlags(int, int)
* ClearWindowOpenFlag(unsigned char)
* CreateReplacementAtomic(CBaseModelInfo*, RwFrame*, int, bool, bool)
* CreateUpgradeAtomic(CBaseModelInfo*, UpgradePosnDesc const*, RwFrame*,
bool)
* CustomCarPlate_TextureCreate(CVehicleModelInfo*)
* CustomCarPlate_TextureDestroy()
* DeleteRwObject()
* DoBladeCollision(CVector, CMatrix&, short, float, float)
* DoBoatSplashes(float)
* DoBurstAndSoftGroundRatios()
* DoDriveByShootings()
* DoFixedMachineGuns()
* DoHeadLightBeam(int, CMatrix&, unsigned char)
* DoHeadLightEffect(int, CMatrix&, unsigned char, unsigned char)
* DoHeadLightReflection(CMatrix&, unsigned int, unsigned char, unsigned char)
* DoHeadLightReflectionSingle(CMatrix&, unsigned char)
* DoHeadLightReflectionTwin(CMatrix&)
* DoPlaneGunFireFX(CWeapon*, CVector&, CVector&, int)
* DoReverseLightEffect(int, CMatrix&, unsigned char, unsigned char, unsigned
int, unsigned char)
* DoSunGlare()
* DoTailLightEffect(int, CMatrix&, unsigned char, unsigned char, unsigned
int, unsigned char)
* DoVehicleLights(CMatrix&, unsigned int)
* ExtinguishCarFire()
* FillVehicleWithPeds(bool)
* FindTyreNearestPoint(float, float)
* FindWheelWidth(bool)
* FireFixedMachineGuns()
* FireHeatSeekingMissile(CEntity*, eOrdnanceType, bool)
* FirePlaneGuns()
* FireUnguidedMissile(eOrdnanceType, bool)
* Fix()
* FlagToDestroyWhenNextProcessed()
* FlyingControl(eFlightModel, float, float, float, float)
* GetComponentWorldPosition(int, CVector&)
* GetDoorAngleOpenRatio(eDoors) const
* GetDoorAngleOpenRatio(unsigned int) const
* GetFiringRateMultiplier()
* GetGasTankPosition()
* GetHasDualExhausts()
* GetHeightAboveRoad() const

```

```

* GetNewSteeringAmt()
* GetNumContactWheels()
* GetPlaneGunsAutoAimAngle()
* GetPlaneGunsPosition(int)
* GetPlaneGunsRateOfFire()
* GetPlaneNumGuns()
* GetPlaneOrdnancePosition(eOrdnanceType)
* GetPlaneOrdnanceRateOfFire(eOrdnanceType)
* GetPlaneWeaponFiringStatus(bool&, eOrdnanceType&)
* GetRemapIndex()
* GetReplacementUpgrade(int)
* GetRideAnimData()
* GetRopeHeightForHeli()
* GetSpareHasslePosId()
* GetSpecialColModel()
* GetTowBarPos(CVector&, bool, CVehicle*)
* GetTowHitchPos(CVector&, bool, CVehicle*)
* GetUpgrade(int)
* GetVehicleAppearance() const
* GetVehicleLightsStatus()
* HeightAboveCeiling(float, eFlightModel)
* InflictDamage(CEntity*, eWeaponType, float, CVector)
* InitWinch(int)
* IsComponentPresent(int) const
* IsDoorClosed(eDoors) const
* IsDoorClosed(unsigned int) const
* IsDoorFullyOpen(eDoors) const
* IsDoorFullyOpen(unsigned int) const
* IsDoorMissing(eDoors) const
* IsDoorMissing(unsigned int) const
* IsDoorReady(eDoors) const
* IsDoorReady(unsigned int) const
* IsDriver(CPed const*) const
* IsDriver(int) const
* IsLawEnforcementVehicle() const
* IsOnItsSide() const
* IsOpenTopCar() const
* IsPassenger(CPed const*) const
* IsPassenger(int) const
* IsRoomForPedToLeaveCar(unsigned int, CVector*)
* IsSphereTouchingVehicle(float, float, float, float)
* IsUpsideDown() const
* IsVehicleNormal() const
* KillPedsGettingInVehicle()
* KillPedsInVehicle()
* Load()
* MakeDirty(CColPoint&)
* OpenDoor(CPed*, int, eDoors, float, bool)
* PickRandomPassenger()
* PickUpEntityWithWinch(CEntity*)
* PlayCarHorn()
* PossiblyDropFreeFallBombForPlayer(eOrdnanceType, bool)
* PreRender()
* PreRenderDriverAndPassengers()
* ProcessBikeWheel(CVector&, CVector&, CVector&, CVector&, int, float, float,
float, float, char, float*, tWheelState*, eBikeWheelSpecial, unsigned short)
* ProcessBoatControl(tBoatHandlingData*, float&, bool, bool)
* ProcessCarAlarm()
* ProcessControlCollisionCheck(bool)

```

```

* ProcessControlInputs(unsigned char)
* ProcessDelayedExplosion()
* ProcessDrivingAnims(CPed*, unsigned char)
* ProcessOpenDoor(CPed*, unsigned int, unsigned int, unsigned int, float)
* ProcessSirenAndHorn(bool)
* ProcessWeapons()
* ProcessWheel(CVector&, CVector&, CVector&, CVector&, int, float, float,
float, char, float*, tWheelState*, unsigned short)
* ProcessWheelRotation(tWheelState, CVector const&, CVector const&, float)
* QueryPickedUpEntityWithWinch()
* ReactToVehicleDamage(CPed*)
* ReduceVehicleDamage(float&)
* ReleasePickedUpEntityWithWinch()
* RemoveAllUpgrades()
* RemoveDriver(bool)
* RemoveLighting(bool)
* RemovePassenger(CPed*)
* RemoveRefsToVehicle(CEntity*)
* RemoveReplacementUpgrade(int)
* RemoveUpgrade(int)
* RemoveVehicleUpgrade(int)
* RemoveWinch()
* Render()
* RenderDriverAndPassengers()
* ResetAfterRender()
* Save()
* ScanAndMarkTargetForHeatSeekingMissile(CEntity*)
* SelectPlaneWeapon(bool, eOrdnanceType)
* SetCollisionLighting(unsigned char)
* SetComponentAtomicAlpha(RpAtomic*, int)
* SetComponentRotation(RwFrame*, int, float, bool)
* SetComponentVisibility(RwFrame*, unsigned int)
* SetDriver(CPed*)
* SetFiringRateMultiplier(float)
* SetGettingInFlags(unsigned char)
* SetGettingOutFlags(unsigned char)
* SetHasslePosId(int, bool)
* SetModelIndex(unsigned int)
* SetRemap(int)
* SetRemapTexDictionary(char const*)
* SetRopeHeightForHeli(float)
* SetTappedGasTankVehicle(CEntity*)
* SetTowLink(CVehicle*, bool)
* SetTransmissionRotation(RwFrame*, float, float, CVector, bool)
* SetupDriver(int, bool, bool)
* SetupWheelColModel(CColModel*)
* SetVehicleCreatedBy(int, bool)
* SetVehicleUpgradeFlags(int, int, int&)
* SetWindowOpenFlag(unsigned char)
* SetupDamageAfterLoad()
* SetupLighting()
* SetupPassenger(int, int, bool, bool)
* SetupRender()
* SetupSuspensionLines()
* SetupUpgradesAfterLoad()
* ShufflePassengersToMakeSpace()
* Shutdown()
* SpecialEntityCalcCollisionSteps(bool&, bool&)
* SpecialEntityPreCollisionStuff(CPhysical*, bool, bool&, bool&, bool&,

```

```
bool&)  
    * UpdateClumpAlpha()  
    * UpdateLightingFromStoredPolys()  
    * UpdatePassengerList()  
    * UpdateTractorLink(bool, bool)  
    * UpdateTrailerLink(bool, bool)  
    * UpdateWinch()  
    * UsesSiren() const  
    * VehicleDamage(float, unsigned short, CEntity*, CVector*, CVector*,  
eWeaponType)  
    * operator delete(void*)  
    * operator delete(void*, int)  
    * operator new(unsigned int)  
    * operator new(unsigned int, int)  
    * ~CVehicle()
```

CCutsceneObject (0 variables, 7 functions)

Variables list:

Functions list:

```
* CCutsceneObject()  
* PreRender()  
* ProcessControl()  
* RemoveLighting(bool)  
* SetModelIndex(unsigned int)  
* SetupLighting()  
* ~CCutsceneObject()
```

CRopes (2 variables, 11 functions)

Variables list:

```
* PlayerControlsCrane  
* aRopes
```

Functions list:

```
* CreateRopeForSwatPed(CVector const&)  
* FindCoorsAlongRope(unsigned int, float, CVector*, CVector*)  
* FindPickUpHeight(CEntity*)  
* FindRope(unsigned int)  
* Init()  
* IsCarriedByRope(CPhysical*)  
* RegisterRope(unsigned int, unsigned int, CVector, bool, unsigned char,  
bool, CPhysical*, int)  
* Render()  
* SetSpeedOfTopNode(unsigned int, CVector)  
* Shutdown()  
* Update()
```

CRope (0 variables, 8 functions)

Variables list:

Functions list:

```
* CreateHookObjectForRope()  
* DoControlsApply()  
* PickupObject(CEntity*)  
* ReleasePickedUpObject()  
* Remove()  
* Render()  
* Update()  
* UpdateWeightInRope(CVector, float, CVector*)
```

CStats (37 variables, 53 functions)

Variables list:

- \* BiggestLoss
- \* BiggestWin
- \* DebugStatValue
- \* FavoriteRadioStationList
- \* FavouriteVehicle
- \* FavouriteWeapon
- \* LastMissionPassedName
- \* MoneyLost
- \* MoneySpent
- \* PedsKilledOfThisType
- \* ShowChaseStatOnScreen
- \* StatMessage
- \* StatReactionValue
- \* StatTypesFloat
- \* StatTypesInt
- \* TimesMissionAttempted
- \* TotalNumStatMessages
- \* bShowRespectStat
- \* bShowSexAppealStat
- \* bShowUpdateStats
- \* m\_AddToHealthCounter
- \* m\_BikeCounter
- \* m\_BoatCounter
- \* m\_CycleSkillCounter
- \* m\_CycleStaminaCounter
- \* m\_DeathCounter
- \* m\_DrivingCounter
- \* m\_FatCounter
- \* m\_FlyingCounter
- \* m\_LastWeaponTypeFired
- \* m\_MaxHealthCounter
- \* m\_RunningCounter
- \* m\_SprintStaminaCounter
- \* m\_SwimStaminaCounter
- \* m\_SwimUnderWaterCounter
- \* m\_ThisStatIsABarChart
- \* m\_WeaponCounter

Functions list:

- \* BuildStatLine(char\*, void\*, int, void\*, int)
- \* CheckForStatsMessage(bool)
- \* CheckForThreshold(float\*, float)
- \* ConstructStatLine(int, unsigned char)
- \* ConvertToMins(int)
- \* ConvertToSecs(int)
- \* DecrementStat(unsigned short, float)
- \* DisplayScriptStatUpdateMessage(unsigned char, unsigned int, float)
- \* FindCriminalRatingNumber()
- \* FindCriminalRatingString()
- \* FindLeastFavoriteRadioStation()
- \* FindMaxNumberOfGroupMembers()
- \* FindMostFavoriteRadioStation()
- \* GetFatAndMuscleModifier(eStatModAbilities)
- \* GetFavoriteRadioStationList(int)
- \* GetFullFavoriteRadioStationList()
- \* GetPercentageProgress()

- \* GetStatID(unsigned short)
- \* GetStatType(unsigned short)
- \* GetStatValue(unsigned short)
- \* GetTimesMissionAttempted(unsigned char)
- \* IncrementStat(unsigned short, float)
- \* Init()
- \* IsStatCapped(unsigned short)
- \* Load()
- \* LoadActionReactionStats()
- \* LoadStatUpdateConditions()
- \* ModifyStat(unsigned short, float)
- \* PopulateFavoriteRadioStationList()
- \* ProcessReactionStatsOnDecrement(unsigned char)
- \* ProcessReactionStatsOnIncrement(unsigned char)
- \* RegisterBestPosition(int, int)
- \* RegisterFastestTime(int, int)
- \* RegisterMissionAttempted(unsigned char)
- \* RegisterMissionPassed(unsigned char)
- \* SafeToShowThisStat(unsigned char)
- \* Save()
- \* SetNewRecordStat(unsigned short, float)
- \* SetStatValue(unsigned short, float)
- \* UpdateFatAndMuscleStats(unsigned int)
- \* UpdateRespectStat(unsigned char)
- \* UpdateSexAppealStat()
- \* UpdateStatsAddToHealth(unsigned int)
- \* UpdateStatsOnRespawn()
- \* UpdateStatsWhenCycling(bool, CBmx\*)
- \* UpdateStatsWhenDriving(CVehicle\*)
- \* UpdateStatsWhenFighting()
- \* UpdateStatsWhenFlying(CVehicle\*)
- \* UpdateStatsWhenOnMotorBike(CBike\*)
- \* UpdateStatsWhenRunning()
- \* UpdateStatsWhenSprinting()
- \* UpdateStatsWhenSwimming(bool, bool)
- \* UpdateStatsWhenWeaponHit(int)

SurfaceInfos\_c (0 variables, 52 functions)

Variables list:

Functions list:

- \* CanClimb(unsigned int)
- \* CantSprintOn(unsigned int)
- \* CreatesObjects(unsigned int)
- \* CreatesPlants(unsigned int)
- \* CreatesSparks(unsigned int)
- \* CreatesWheelDust(unsigned int)
- \* CreatesWheelGrass(unsigned int)
- \* CreatesWheelGravel(unsigned int)
- \* CreatesWheelMud(unsigned int)
- \* CreatesWheelSand(unsigned int)
- \* CreatesWheelSpray(unsigned int)
- \* GetAdhesionGroup(unsigned int)
- \* GetAdhesiveLimit(CColPoint&)
- \* GetBulletFx(unsigned int)
- \* GetFlammability(unsigned int)
- \* GetFrictionEffect(unsigned int)
- \* GetRoughness(unsigned int)
- \* GetSkidmarkType(unsigned int)



- \* GetSurfaceIdFromName(char\*)
- \* GetTyreGrip(unsigned int)
- \* GetWetMultiplier(unsigned int)
- \* Init()
- \* IsAudioConcrete(unsigned int)
- \* IsAudioGrass(unsigned int)
- \* IsAudioGravel(unsigned int)
- \* IsAudioLongGrass(unsigned int)
- \* IsAudioMetal(unsigned int)
- \* IsAudioSand(unsigned int)
- \* IsAudioTile(unsigned int)
- \* IsAudioWater(unsigned int)
- \* IsAudioWood(unsigned int)
- \* IsBeach(unsigned int)
- \* IsGlass(unsigned int)
- \* IsPavement(unsigned int)
- \* IsSand(unsigned int)
- \* IsSeeThrough(unsigned int)
- \* IsShallowWater(unsigned int)
- \* IsShootThrough(unsigned int)
- \* IsSkateable(unsigned int)
- \* IsSoftLanding(unsigned int)
- \* IsStairs(unsigned int)
- \* IsSteepSlope(unsigned int)
- \* IsWater(unsigned int)
- \* LeavesFootsteps(unsigned int)
- \* LoadAdhesiveLimits()
- \* LoadSurfaceAudioInfos()
- \* LoadSurfaceInfos()
- \* MakesCarClean(unsigned int)
- \* MakesCarDirty(unsigned int)
- \* ProducesFootDust(unsigned int)
- \* SurfaceInfos\_c()
- \* ~SurfaceInfos\_c()

CColourSet (0 variables, 2 functions)

Variables list:

Functions list:

- \* CColourSet(int, int)
- \* Interpolate(CColourSet\*, CColourSet\*, float, float, bool)

CTimeCycle (73 variables, 20 functions)

Variables list:

- \* m\_BelowHorizonGrey
- \* m\_BrightnessAddedToAmbientBlue
- \* m\_BrightnessAddedToAmbientGreen
- \* m\_BrightnessAddedToAmbientRed
- \* m\_CurrentColours
- \* m\_CurrentStoredValue
- \* m\_ExtraColour
- \* m\_ExtraColourInter
- \* m\_ExtraColourWeatherType
- \* m\_FogReduction
- \* m\_NumBoxes
- \* m\_VectorToSun
- \* m\_aBoxes
- \* m\_bExtraColourOn
- \* m\_fCloudAlpha

- \* m\_fFarClip
- \* m\_fFogStart
- \* m\_fLightsOnGroundBrightness
- \* m\_fPostFx1Alpha
- \* m\_fPostFx1Blue
- \* m\_fPostFx1Green
- \* m\_fPostFx1Red
- \* m\_fPostFx2Alpha
- \* m\_fPostFx2Blue
- \* m\_fPostFx2Green
- \* m\_fPostFx2Red
- \* m\_fShadowDisplacementX
- \* m\_fShadowDisplacementY
- \* m\_fShadowFrontX
- \* m\_fShadowFrontY
- \* m\_fShadowSideX
- \* m\_fShadowSideY
- \* m\_fSpriteBrightness
- \* m\_fSpriteSize
- \* m\_fSunSize
- \* m\_fWaterAlpha
- \* m\_fWaterBlue
- \* m\_fWaterGreen
- \* m\_fWaterRed
- \* m\_nAmbientBlue
- \* m\_nAmbientBlue\_Obj
- \* m\_nAmbientGreen
- \* m\_nAmbientGreen\_Obj
- \* m\_nAmbientRed
- \* m\_nAmbientRed\_Obj
- \* m\_nDirectionalMult
- \* m\_nFluffyCloudsBottomBlue
- \* m\_nFluffyCloudsBottomGreen
- \* m\_nFluffyCloudsBottomRed
- \* m\_nHighLightMinIntensity
- \* m\_nLightShadowStrength
- \* m\_nLowCloudsBlue
- \* m\_nLowCloudsGreen
- \* m\_nLowCloudsRed
- \* m\_nPoleShadowStrength
- \* m\_nShadowStrength
- \* m\_nSkyBottomBlue
- \* m\_nSkyBottomGreen
- \* m\_nSkyBottomRed
- \* m\_nSkyTopBlue
- \* m\_nSkyTopGreen
- \* m\_nSkyTopRed
- \* m\_nSunCoreBlue
- \* m\_nSunCoreGreen
- \* m\_nSunCoreRed
- \* m\_nSunCoronaBlue
- \* m\_nSunCoronaGreen
- \* m\_nSunCoronaRed
- \* m\_nWaterFogAlpha
- \* m\_vBlueGrade
- \* m\_vGreenGrade
- \* m\_vRedGrade
- \* m\_vecDirnLightToSun

Functions list:

- \* AddOne(CBox&, short, int, float, float, float)
- \* CalcColoursForPoint(CVector, CColourSet\*)
- \* FindFarClipForCoors(CVector)
- \* FindTimeCycleBox(CVector, CTimeCycleBox\*\*, float\*, bool, bool, CTimeCycleBox\*)
- \* GetAmbientBlue()
- \* GetAmbientBlue\_BeforeBrightness()
- \* GetAmbientBlue\_Obj()
- \* GetAmbientGreen()
- \* GetAmbientGreen\_BeforeBrightness()
- \* GetAmbientGreen\_Obj()
- \* GetAmbientRed()
- \* GetAmbientRed\_BeforeBrightness()
- \* GetAmbientRed\_Obj()
- \* InitForRestart()
- \* Initialise(bool)
- \* SetConstantParametersForPostFX()
- \* Shutdown()
- \* StartExtraColour(int, bool)
- \* StopExtraColour(bool)
- \* Update()

CTimer (19 variables, 13 functions)

Variables list:

- \* bSkipProcessThisFrame
- \* bSlowMotionActive
- \* game\_FPS
- \* m\_CodePause
- \* m\_FrameCounter
- \* m\_UserPause
- \* m\_snPPPPreviousTimeInMilliseconds
- \* m\_snPPPPreviousTimeInMilliseconds
- \* m\_snPPPreviousTimeInMilliseconds
- \* m\_snPreviousTimeInMilliseconds
- \* m\_snPreviousTimeInMillisecondsNonClipped
- \* m\_snTimeInMilliseconds
- \* m\_snTimeInMillisecondsNonClipped
- \* m\_snTimeInMillisecondsPauseMode
- \* ms\_fOldTimeStep
- \* ms\_fSlowMotionScale
- \* ms\_fTimeScale
- \* ms\_fTimeStep
- \* ms\_fTimeStepNonClipped

Functions list:

- \* EndUserPause()
- \* GetCurrentTimeInCycles()
- \* GetCyclesPerFrame()
- \* GetCyclesPerMillisecond()
- \* GetIsSlowMotionActive()
- \* Initialise()
- \* Resume()
- \* Shutdown()
- \* StartUserPause()
- \* Stop()
- \* Suspend()
- \* Update()
- \* UpdateVariables(float)

CPlaceName (0 variables, 6 functions)

Variables list:

Functions list:

- \* CPlaceName()
- \* Display()
- \* GetForMap(float, float)
- \* Init()
- \* Process()
- \* ProcessAfterFrontEndShutDown()

CCurrentVehicle (0 variables, 4 functions)

Variables list:

Functions list:

- \* CCurrentVehicle()
- \* Display()
- \* Init()
- \* Process()

CUserDisplay (3 variables, 2 functions)

Variables list:

- \* CurrentVehicle
- \* OnscnTimer
- \* PlaceName

Functions list:

- \* Init()
- \* Process()

CWanted (3 variables, 33 functions)

Variables list:

- \* MaximumWantedLevel
- \* bUseNewsHeliInAdditionToPolice
- \* nMaximumWantedLevel

Functions list:

- \* AddCrimeToQ(eCrimeType, int, CVector const&, bool, bool)
- \* AreArmyRequired()
- \* AreFbiRequired()
- \* AreMiamiViceRequired()
- \* AreSwatRequired()
- \* CanCopJoinPursuit(CCopPed\*) const
- \* CanCopJoinPursuit(CCopPed\*, unsigned char, CCopPed\*\*, unsigned char&)
- \* CheatWantedLevel(int)
- \* ClearQdCrimes()
- \* ClearWantedLevelAndGoOnParole()
- \* ComputePursuitCopToDisplace(CCopPed\*, CCopPed\*\*)
- \* Initialise()
- \* InitialiseStaticVariables()
- \* IsClosestCop(CPed\*, int) const
- \* IsInPursuit(CCopPed\*)
- \* NumOfHelisRequired()
- \* RegisterCrime(eCrimeType, CVector const&, unsigned int, bool)
- \* RegisterCrime\_Immediately(eCrimeType, CVector const&, unsigned int, bool)
- \* RemoveExcessPursuitCops()
- \* RemovePursuitCop(CCopPed\*)
- \* RemovePursuitCop(CCopPed\*, CCopPed\*\*, unsigned char&)

- \* ReportCrimeNow(eCrimeType, CVector const&, bool)
- \* Reset()
- \* ResetPolicePursuit()
- \* SetMaximumWantedLevel(int)
- \* SetPursuitCop(CCopPed\*)
- \* SetWantedLevel(int)
- \* SetWantedLevelNoDrop(int)
- \* Update()
- \* UpdateCrimesQ()
- \* UpdateEachFrame()
- \* UpdateWantedLevel()
- \* WorkOutPolicePresence(CVector, float)

CWorld (22 variables, 84 functions)

Variables list:

- \* PlayerInFocus
- \* Players
- \* SnookerTableMax
- \* SnookerTableMin
- \* bDoingCarCollisions
- \* bForceProcessControl
- \* bIncludeBikers
- \* bIncludeCarTyres
- \* bIncludeDeadPeds
- \* bNoMoreCollisionTorque
- \* bProcessCutsceneOnly
- \* bSecondShift
- \* fWeaponSpreadRate
- \* m\_aTempColPts
- \* ms\_aLodPtrLists
- \* ms\_aRepeatSectors
- \* ms\_aSectors
- \* ms\_iProcessLineNumCrossings
- \* ms\_listMovingEntityPtrs
- \* ms\_listObjectsWithControlCode
- \* ms\_nCurrentScanCode
- \* pIgnoreEntity

Functions list:

- \* Add(CEntity\*)
- \* CallOffChaseForArea(float, float, float, float)
- \* CallOffChaseForAreaSectorListPeds(CPtrList&, float, float, float, float, float, float, float, float)
- \* CallOffChaseForAreaSectorListVehicles(CPtrList&, float, float, float, float, float, float, float, float)
- \* CameraToIgnoreThisObject(CEntity\*)
- \* CastShadow(float, float, float, float)
- \* CastShadowSectorList(CPtrList&, float, float, float, float)
- \* CheckBlockListIntegrity()
- \* ClearCarsFromArea(float, float, float, float, float, float)
- \* ClearExcitingStuffFromArea(CVector const&, float, unsigned char)
- \* ClearForRestart()
- \* ClearPedsFromArea(float, float, float, float, float, float)
- \* ClearScanCodes()
- \* DoZoneTestForChaser(CPhysical\*)
- \* ExtinguishAllCarFiresInArea(CVector, float)
- \* FindGroundZFor3DCoord(float, float, float, bool\*, CEntity\*\*)
- \* FindGroundZForCoord(float, float)
- \* FindLodOfTypeInRange(unsigned int, CVector const&, float, bool, short\*,

```

short, CEntity**)
    * FindLowestZForCoord(float, float)
    * FindMissionEntitiesIntersectingCube(CVector const&, CVector const&, short*,
short, CEntity**, bool, bool, bool)
    * FindMissionEntitiesIntersectingCubeSectorList(CPtrList&, CVector const&,
CVector const&, short*, short, CEntity**, bool, bool, bool)
    * FindNearestObjectOfType(int, CVector const&, float, bool, bool, bool, bool,
bool, bool)
    * FindNearestObjectOfTypeSectorList(int, CPtrList&, CVector const&, float,
bool, CEntity**, float*)
    * FindObjectsInRange(CVector const&, float, bool, short*, short, CEntity**,
bool, bool, bool, bool, bool)
    * FindObjectsInRangeSectorList(CPtrList&, CVector const&, float, bool,
short*, short, CEntity**)
    * FindObjectsIntersectingAngledCollisionBox(CBox const&, CMatrix const&,
CVector const&, float, float, float, float, short*, short, CEntity**, bool, bool,
bool, bool, bool)
    * FindObjectsIntersectingAngledCollisionBoxSectorList(CPtrList&, CBox const&,
CMatrix const&, CVector const&, short*, short, CEntity**)
    * FindObjectsIntersectingCube(CVector const&, CVector const&, short*, short,
CEntity**, bool, bool, bool, bool, bool)
    * FindObjectsIntersectingCubeSectorList(CPtrList&, CVector const&, CVector
const&, short*, short, CEntity**)
    * FindObjectsKindaColliding(CVector const&, float, bool, short*, short,
CEntity**, bool, bool, bool, bool, bool)
    * FindObjectsKindaCollidingSectorList(CPtrList&, CVector const&, float, bool,
short*, short, CEntity**)
    * FindObjectsOfTypeInRange(unsigned int, CVector const&, float, bool, short*,
short, CEntity**, bool, bool, bool, bool, bool)
    * FindObjectsOfTypeInRangeSectorList(unsigned int, CPtrList&, CVector const&,
float, bool, short*, short, CEntity**)
    * FindPlayerSlotWithPedPointer(void*)
    * FindPlayerSlotWithRemoteVehiclePointer(void*)
    * FindPlayerSlotWithVehiclePointer(CEntity*)
    * FindRoofZFor3DCoord(float, float, float, bool*)
    * FindUnsuspectingTargetCar(CVector, CVector)
    * FindUnsuspectingTargetPed(CVector, CVector)
    * GetIsLineOfSightClear(CVector const&, CVector const&, bool, bool, bool,
bool, bool, bool, bool)
    * GetIsLineOfSightSectorClear(CSector&, CRepeatSector&, CColLine const&,
bool, bool, bool, bool, bool, bool, bool)
    * GetIsLineOfSightSectorListClear(CPtrList&, CColLine const&, bool, bool)
    * HandleCollisionZoneChange(eLevelName, eLevelName)
    * Initialise()
    * PrintCarChanges()
    * Process()
    * ProcessAttachedEntities()
    * ProcessForAnimViewer()
    * ProcessLineOfSight(CVector const&, CVector const&, CColPoint&, CEntity*&,
bool, bool, bool, bool, bool, bool, bool, bool, bool)
    * ProcessLineOfSightSector(CSector&, CRepeatSector&, CColLine const&,
CColPoint&, float&, CEntity*&, bool, bool, bool, bool, bool, bool, bool, bool, bool)
    * ProcessLineOfSightSectorList(CPtrList&, CColLine const&, CColPoint&,
float&, CEntity*&, bool, bool, bool)
    * ProcessPedsAfterPreRender()
    * ProcessVerticalLine(CVector const&, float, CColPoint&, CEntity*&, bool,
bool, bool, bool, bool, bool, CStoredCollPoly*)
    * ProcessVerticalLineSector(CSector&, CRepeatSector&, CColLine const&,
CColPoint&, CEntity*&, bool, bool, bool, bool, bool, bool, CStoredCollPoly*)

```

```

    * ProcessVerticalLineSectorList(CPtrList&, CColLine const&, CColPoint&,
float&, CEntity*&, bool, CStoredCollPoly*)
    * ProcessVerticalLineSectorList_FillGlobeColPoints(CPtrList&, CColLine
const&, CEntity*&, bool, CStoredCollPoly*)
    * ProcessVerticalLineSector_FillGlobeColPoints(CSector&, CRepeatSector&,
CColLine const&, CEntity*&, bool, bool, bool, bool, bool, bool, CStoredCollPoly*)
    * ProcessVerticalLine_FillGlobeColPoints(CVector const&, float, CEntity*&,
bool, bool, bool, bool, bool, CStoredCollPoly*)
    * Remove(CEntity*)
    * RemoveEntityInsteadOfProcessingIt(CEntity*)
    * RemoveFallenCars()
    * RemoveFallenPeds()
    * RemoveReferencesToDeletedObject(CEntity*)
    * RemoveStaticObjects()
    * RepositionCertainDynamicObjects()
    * RepositionOneObject(CEntity*)
    * ResetLineTestOptions()
    * SetAllCarsCanBeDamaged(bool)
    * SetCarsOnFire(float, float, float, float, CEntity*)
    * SetPedsChoking(float, float, float, float, CEntity*)
    * SetPedsOnFire(float, float, float, float, CEntity*)
    * SetWorldOnFire(float, float, float, float, CEntity*)
    * ShutDown()
    * SprayPaintWorld(CVector&, CVector&, float, bool)
    * StopAllLawEnforcersInTheirTracks()
    * TestForBuildingsOnTopOfEachOther()
    * TestForBuildingsOnTopOfEachOther(CPtrList&)
    * TestForUnusedModels()
    * TestForUnusedModels(CPtrList&, int*)
    * TestSphereAgainstSectorList(CPtrList&, CVector, float, CEntity*, bool)
    * TestSphereAgainstWorld(CVector, float, CEntity*, bool, bool, bool, bool,
bool, bool)
    * TriggerExplosion(CVector const&, float, float, CEntity*, CEntity*, bool,
float)
    * TriggerExplosionSectorList(CPtrList&, CVector const&, float, float,
CEntity*, CEntity*, bool, float)
    * UseDetonator(CEntity*)

```

CZone (0 variables, 1 functions)

Variables list:

Functions list:

```

    * GetTranslatedName()

```

CTheZones (9 variables, 24 functions)

Variables list:

```

    * MapZoneArray
    * NavigationZoneArray
    * TotalNumberOfMapZones
    * TotalNumberOfNavigationZones
    * TotalNumberOfZoneInfos
    * ZoneInfoArray
    * ZonesRevealed
    * ZonesVisited
    * m_CurrLevel

```

Functions list:

```

    * AssignZoneInfoForThisZone(unsigned short)
    * Calc2DDistanceBetween2Zones(CZone*, CZone*)

```

- \* CheckZonesForOverlap()
- \* CreateZone(char\*, eZoneType, float, float, float, float, float, float, eLevelName, char\*)
- \* DoesPointLieWithinZoneWithGivenName(CVector const\*, unsigned long long, eZoneType)
- \* FillZonesWithGangColours(bool)
- \* FindSmallestZoneForPosition(CVector const\*, unsigned char)
- \* FindZoneByLabelAndReturnIndex(char\*, eZoneType)
- \* GetCurrentZoneLockedOrUnlocked(float, float)
- \* GetLevelFromPosition(CVector const\*)
- \* GetMapZone(unsigned short)
- \* GetNavigationZone(unsigned short)
- \* GetZoneInfo(CVector const\*, CZone\*\*)
- \* Init()
- \* InitZonesPopulationSettings()
- \* Load()
- \* PointLiesWithinZone(CVector const\*, CZone\*)
- \* PostZoneCreation()
- \* ResetZonesRevealed()
- \* Save()
- \* SetCurrentZoneAsUnlocked()
- \* SetZoneRadarColours(int, unsigned char, unsigned char, unsigned char, unsigned char)
- \* Update()
- \* ZoneIsEntirelyContainedWithinOtherZone(CZone\*, CZone\*)

CMenuManager (0 variables, 62 functions)

Variables list:

Functions list:

- \* AdditionalOptionInput(unsigned char\*, unsigned char\*)
- \* CMenuManager()
- \* CentreMousePointer()
- \* ChangeLanguage(signed char)
- \* CheckCodesForControls(int)
- \* CheckFrontEndDownInput()
- \* CheckFrontEndLeftInput()
- \* CheckFrontEndRightInput()
- \* CheckFrontEndUpInput()
- \* CheckHover(int, int, int, int)
- \* CheckMissionPackValidMenu()
- \* CheckRedefineControlInput()
- \* CheckSliderMovement(signed char)
- \* DisplayHelperText(char\*)
- \* DisplaySlider(float, float, float, float, float, float, int)
- \* DoSettingsBeforeStartingAGame()
- \* DrawBackground()
- \* DrawContollerScreenExtraText(int)
- \* DrawControllerBound(unsigned short, bool)
- \* DrawControllerSetupScreen()
- \* DrawFrontEnd()
- \* DrawQuitGameScreen()
- \* DrawStandardMenus(unsigned char)
- \* DrawWindow(CRect const&, char\*, unsigned char, CRGBA, unsigned char, unsigned char)
- \* DrawWindowedText(float, float, float, char\*, char\*, unsigned char)
- \* GetNumberOfMenuOptions()
- \* HasLanguageChanged()
- \* Initialise()



```

* InitialiseChangedLanguageSettings(bool)
* JumpToGenericMessageScreen(signed char, char const*, char const*)
* LoadAllTextures()
* LoadSettings()
* MessageScreen(char*, bool, bool)
* PrintBrief()
* PrintMap()
* PrintRadioStationList()
* PrintStats()
* Process()
* ProcessFileActions()
* ProcessMenuOptions(signed char, unsigned char*, unsigned char)
* ProcessMissionPackNewGame()
* ProcessPCMenuOptions(signed char, unsigned char)
* ProcessStreaming(unsigned char)
* ProcessUserInput(unsigned char, unsigned char, unsigned char, unsigned
char, signed char)
* RedefineScreenUserInput(unsigned char*, unsigned char*)
* ResetHelperText()
* SaveLoadFileError_SetUpErrorScreen()
* SaveSettings()
* SaveStatsToFile()
* ScrollRadioStations(signed char)
* SetDefaultPreferences(signed char)
* SetFrontEndRenderStates()
* SetHelperText(int)
* SmallMessageScreen(char const*)
* StretchX(float)
* StretchY(float)
* SwapTexturesRound(unsigned char)
* SwitchMenuOnAndOff()
* SwitchToNewScreen(signed char)
* UnloadTextures()
* UserInput()
* ~CMenuManager()

```

CHud (40 variables, 28 functions)

Variables list:

```

* Sprites
* bDrawingVitalStats
* bScriptDontDisplayAreaName
* bScriptDontDisplayRadar
* bScriptDontDisplayVehicleName
* bScriptForceDisplayWithCounters
* m_BigMessage
* m_DisplayScoreFadeTimer
* m_DisplayScoreState
* m_DisplayScoreTimer
* m_EnergyLostFadeTimer
* m_EnergyLostState
* m_EnergyLostTimer
* m_ItemToFlash
* m_LastBreathTime
* m_LastDisplayScore
* m_LastTimeEnergyLost
* m_LastWanted
* m_LastWeapon
* m_Message
* m_VehicleFadeTimer

```

- \* m\_VehicleNameTimer
- \* m\_VehicleState
- \* m\_WantedFadeTimer
- \* m\_WantedState
- \* m\_WantedTimer
- \* m\_Wants\_To\_Draw\_3dMarkers
- \* m\_Wants\_To\_Draw\_Hud
- \* m\_WeaponFadeTimer
- \* m\_WeaponState
- \* m\_WeaponTimer
- \* m\_ZoneFadeTimer
- \* m\_ZoneNameTimer
- \* m\_ZoneState
- \* m\_ZoneToPrint
- \* m\_pLastVehicleName
- \* m\_pLastZoneName
- \* m\_pVehicleName
- \* m\_pVehicleNameToPrint
- \* m\_pZoneName

Functions list:

- \* Draw()
- \* DrawAfterFade()
- \* DrawAreaName()
- \* DrawBustedWastedMessage()
- \* DrawCrossHairs()
- \* DrawFadeState(DRAW\_FADE\_STATE, int)
- \* DrawHelpText()
- \* DrawMissionTimers()
- \* DrawMissionTitle()
- \* DrawOddJobMessage(unsigned char)
- \* DrawRadar()
- \* DrawScriptText(unsigned char)
- \* DrawSubtitles()
- \* DrawSuccessFailedMessage()
- \* DrawVehicleName()
- \* DrawVitalStats()
- \* GetRidOfAllHudMessages(unsigned char)
- \* GetYPosBasedOnHealth(unsigned char, float, signed char)
- \* Initialise()
- \* ReInitialise()
- \* ResetWastedText()
- \* SetBigMessage(unsigned short\*, unsigned short)
- \* SetHelpMessage(char const\*, unsigned short\*, bool, bool, bool, unsigned int)
- \* SetHelpMessageStatUpdate(unsigned char, unsigned short, float, float)
- \* SetMessage(unsigned short\*)
- \* SetVehicleName(unsigned short\*)
- \* SetZoneName(unsigned short\*, unsigned char)
- \* Shutdown()

CHudColours (0 variables, 6 functions)

Variables list:

Functions list:

- \* CHudColours()
- \* GetIntColour(unsigned char)
- \* GetRGB(unsigned char, unsigned char)
- \* GetRGBA(unsigned char)

```
* SetRGBAValue(unsigned char, unsigned char, unsigned char, unsigned char,
unsigned char)
* ~CHudColours()
```

CLoadingScreen (25 variables, 18 functions)

Variables list:

```
* m_ClockTimeOnPause
* m_FadeAlpha
* m_LoadingGxtMsg1
* m_LoadingGxtMsg2
* m_PauseTime
* m_PercentLoaded
* m_PopUpMessage
* m_StartFadeTime
* m_TimeBarAppeared
* m_TimeStartedLoading
* m_aSplashes
* m_bActive
* m_bFadeInNextSplashFromBlack
* m_bFadeOutCurrSplashToBlack
* m_bFading
* m_bForceShutdown
* m_bLegalScreen
* m_bPaused
* m_bReadyToDelete
* m_bSignalDelete
* m_bWantToPause
* m_chunkBarAppeared
* m_currDisplayedSplash
* m_numChunksLoaded
* m_timeSinceLastScreen
```

Functions list:

```
* Continue()
* DisplayMessage(char const*)
* DisplayNextSplash()
* DisplayPCScreen()
* DoPCScreenChange(unsigned int, unsigned int)
* DoPCTitleFadeIn()
* DoPCTitleFadeOut()
* GetClockTime(bool)
* Init(bool, bool)
* LoadSplashes(unsigned char, unsigned char)
* NewChunkLoaded()
* Pause()
* RenderLoadingBar()
* RenderSplash()
* SetLoadingBarMsg(char const*, char const*)
* Shutdown(bool)
* StartFading()
* Update()
```

CMenuSystem (3 variables, 29 functions)

Variables list:

```
* CurrentMenuInUse
* MenuInUse
* num_menus_in_use
```

Functions list:

```

    * ActivateItems(unsigned char, unsigned char, unsigned char, unsigned char,
unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned
char, unsigned char, unsigned char, unsigned char)
    * ActivateOneItem(unsigned char, unsigned char, unsigned char)
    * CheckForAccept(unsigned char)
    * CheckForSelected(unsigned char)
    * CreateNewMenu(unsigned char, char*, float, float, float, unsigned char,
unsigned char, unsigned char, unsigned char)
    * Display(unsigned char, unsigned char)
    * DisplayGridMenu(unsigned char, unsigned char)
    * DisplayStandardMenu(unsigned char, unsigned char)
    * FillGridWithCarColours(unsigned char)
    * FindCarColourFromGrid(unsigned char, unsigned char)
    * GetCarColourFromGrid(unsigned char, unsigned char)
    * GetMenuPosition(unsigned char, float*, float*)
    * HighlightOneItem(unsigned char, unsigned char, unsigned char)
    * Initialise()
    * Input(unsigned char)
    * InputGridMenu(unsigned char)
    * InputStandardMenu(unsigned char)
    * InsertMenu(unsigned char, unsigned char, char*, char*, char*, char*, char*,
char*, char*, char*, char*, char*, char*, char*, char*)
    * InsertOneMenuItem(unsigned char, unsigned char, unsigned char, char*)
    * InsertOneMenuItemWithNumber(unsigned char, unsigned char, unsigned char,
char*, int, int)
    * IsCarColourInGrid(unsigned char, unsigned char)
    * Process(signed char)
    * SetActiveMenuItem(unsigned char, signed char)
    * SetColumnHeader(unsigned char, unsigned char, char*)
    * SetColumnOrientation(unsigned char, unsigned char, unsigned char)
    * SetColumnWidth(unsigned char, unsigned char, unsigned short)
    * SetDPadInput(unsigned char, unsigned char)
    * SetHeaderOrientation(unsigned char, unsigned char, unsigned char)
    * SwitchOffMenu(unsigned char)

```

CRadar (10 variables, 65 functions)

Variables list:

```

    * ArrowBlipColour
    * MapLegendCounter
    * MapLegendList
    * RadarBlipSprites
    * airstrip_blip
    * airstrip_location
    * m_radarRange
    * m_radarRect
    * ms_RadarTrace
    * vec2DRadarOrigin

```

Functions list:

```

    * AddBlipToLegendList(unsigned char, int)
    * CalculateBlipAlpha(float)
    * CalculateCachedSinCos()
    * ChangeBlipBrightness(int, int)
    * ChangeBlipColour(int, unsigned int)
    * ChangeBlipDisplay(int, eBlipDisplay)
    * ChangeBlipScale(int, int)
    * ClearActualBlip(int)
    * ClearBlip(int)
    * ClearBlipForEntity(eBlipType, int)

```

```

* ClipRadarPoly(CVector2D*, CVector2D const*)
* DisplayThisBlip(int, signed char)
* Draw3dMarkers()
* DrawAreaOnRadar(CRect const&, CRGBA const&, bool)
* DrawBlips(float)
* DrawCoordBlip(int, unsigned char, int, float)
* DrawEntityBlip(int, unsigned char, int, float)
* DrawLegend(int, int, int)
* DrawMap()
* DrawRadarGangOverlay(bool)
* DrawRadarMap()
* DrawRadarMask()
* DrawRadarSection(int, int, int)
* DrawRadarSectionMap(int, int, CRect, float)
* DrawRadarSprite(unsigned short, float, float, unsigned char)
* DrawRotatingRadarSprite(CSprite2d*, float, float, float, float, CRGBA)
* DrawYouAreHereSprite(float, float)
* GetActualBlipArrayIndex(int)
* GetNewUniqueBlipIndex(int)
* GetRadarTraceColour(unsigned int, unsigned char, unsigned char)
* HasThisBlipBeenRevealed(int)
* InitFrontEndMap()
* Initialise()
* LimitRadarPoint(CVector2D&)
* LimitToMap(float*, float*)
* Load()
* LoadTextures()
* RemoveMapSection(int, int)
* RemoveRadarSections()
* RequestMapSection(int, int)
* Save()
* SetBlipAlwaysDisplayInZoom(int, unsigned char)
* SetBlipEntryExit(int, CEntryExit*)
* SetBlipFade(int, unsigned char)
* SetBlipFriendly(int, unsigned char)
* SetBlipSprite(int, int)
* SetCoordBlip(eBlipType, CVector, unsigned int, eBlipDisplay, char*)
* SetCoordBlipAppearance(int, unsigned char)
* SetEntityBlip(eBlipType, int, unsigned int, eBlipDisplay, char*)
* SetMapCentreToPlayerCoords()
* SetRadarMarkerState(int, unsigned char)
* SetShortRangeCoordBlip(eBlipType, CVector, unsigned int, eBlipDisplay,
char*)
* SetupAirstripBlips()
* SetupRadarRect(int, int)
* ShowRadarMarker(CVector, unsigned int, float)
* ShowRadarTrace(float, float, unsigned int, unsigned char, unsigned char,
unsigned char, unsigned char)
* ShowRadarTraceWithHeight(float, float, unsigned int, unsigned char,
unsigned char, unsigned char, unsigned char, unsigned char)
* Shutdown()
* StreamRadarSections(CVector const&)
* StreamRadarSections(int, int)
* TransformRadarPointToRealWorldSpace(CVector2D&, CVector2D const&)
* TransformRadarPointToScreenSpace(CVector2D&, CVector2D const&)
* TransformRealWorldPointToRadarSpace(CVector2D&, CVector2D const&)
* TransformRealWorldToTexCoordSpace(CVector2D&, CVector2D const&, int, int)
* TransformScreenSpaceToRadarPoint(CVector2D&, CVector2D&)

```

FurnitureSubGroup\_c (0 variables, 3 functions)

Variables list:

Functions list:

- \* AddFurniture(unsigned short, short, unsigned char, unsigned char, unsigned char)
- \* GetFurniture(short, unsigned char)
- \* GetRandomId(unsigned char)

FurnitureGroup\_c (0 variables, 6 functions)

Variables list:

Functions list:

- \* AddFurniture(int, unsigned short, short, unsigned char, unsigned char, unsigned char)
- \* AddSubGroup(int, int, int, int, int, unsigned char, unsigned char, unsigned char)
- \* Exit()
- \* GetFurniture(int, short, unsigned char)
- \* GetRandomId(int, unsigned char)
- \* Init()

FurnitureManager\_c (0 variables, 8 functions)

Variables list:

Functions list:

- \* Exit()
- \* GetFurniture(int, int, short, unsigned char)
- \* GetGroupId(char\*)
- \* GetRandomId(int, int, unsigned char)
- \* GetSubGroupId(char\*)
- \* Init()
- \* LoadFurniture()
- \* ~FurnitureManager\_c()

Interior\_c (0 variables, 56 functions)

Variables list:

Functions list:

- \* AddGotoPt(int, int, float, float)
- \* AddInteriorInfo(int, float, float, int, CEntity\*)
- \* AddPickups()
- \* Bedroom\_AddTableItem(int, int, int, int, int, int)
- \* CalcExitPts()
- \* CalcMatrix(RwV3d\*)
- \* CheckTilesEmpty(int, int, int, int, unsigned char)
- \* Exit()
- \* FindBoundingBox(int, int, int\*, int\*, int\*, int\*, int\*)
- \* FindEmptyTiles(int, int, int\*, int\*)
- \* FindFirstEmptyTile(int, int, int)
- \* Furnish()
- \* FurnishBedroom()
- \* FurnishKitchen()
- \* FurnishLounge()
- \* FurnishOffice()
- \* FurnishShop(int)
- \* GetBoundingBox(FurnitureEntity\_c\*, CVector\*)
- \* GetFurnitureEntity(CEntity\*)
- \* GetNumEmptyTiles(int, int, int, int)

```

* GetRandomTile(int, int*, int*)
* GetTileCentre(float, float, RwV3d*)
* GetTileStatus(int, int)
* Init(RwV3d*)
* Interior_c()
* IsPtInside(RwV3d*, float, float, float)
* IsVisible()
* Kitchen_FurnishEdges()
* Lounge_AddChairInfo(int, int, CEntity*)
* Lounge_AddHifi(int, int, int, int)
* Lounge_AddSofaInfo(int, int, CEntity*)
* Lounge_AddTV(int, int, int, int)
* Office_FurnishCenter()
* Office_FurnishEdges()
* Office_PlaceDesk(int, int, int, int, unsigned char, int)
* Office_PlaceDeskQuad(int, int, int, int)
* Office_PlaceEdgeDesks(int, int, int, int, int)
* Office_PlaceEdgeFillers(int, int, int, int, int)
* PlaceFurniture(Furniture_c*, int, int, float, int, int, int*, int*,
unsigned char)
* PlaceFurnitureInCorner(int, int, int, float, int, int, int, int*, int*,
int*, int*, int*)
* PlaceFurnitureOnWall(int, int, int, float, int, int, int, int, int*, int*,
int*, int*, int*)
* PlaceObject(unsigned char, Furniture_c*, float, float, float, float)
* ResetTiles()
* SetCornerTiles(int, int, int, unsigned char)
* SetTilesStatus(int, int, int, int, int, unsigned char)
* Shop_AddShelfInfo(int, int, int)
* Shop_FurnishAisles()
* Shop_FurnishCeiling()
* Shop_FurnishEdges()
* Shop_GetRandomUnitType()
* Shop_Place3PieceUnit(int, int, int, int, int)
* Shop_PlaceCounter(unsigned char)
* Shop_PlaceEdgeUnits(int, int, int, int)
* Shop_PlaceFixedUnits()
* Unfurnish()
* ~Interior_c()

```

InteriorGroup\_c (0 variables, 29 functions)

Variables list:

Functions list:

```

* AddInterior(Interior_c*)
* ArePathsLoaded()
* CalcIsVisible()
* ContainsInteriorType(int)
* DereferenceAnims()
* Exit()
* FindClosestInteriorInfo(int, CVector, float, InteriorInfo_t**,
Interior_c**, float*)
* FindInteriorInfo(int, InteriorInfo_t**, Interior_c**)
* GetEntity()
* GetEntryExitPtr()
* GetNumInteriorInfos(int)
* GetPed(int)
* GetRandomInterior()
* Init(CEntity*, int)

```

- \* MarkPedForRemoval(CPed\*)
- \* ReferenceAnims()
- \* RemoveInterior(Interior\_c\*)
- \* RemovePed(CPed\*)
- \* Setup()
- \* SetupHousePeds()
- \* SetupOfficePeds()
- \* SetupPaths()
- \* SetupPeds()
- \* SetupShopPeds()
- \* Update()
- \* UpdateHousePeds()
- \* UpdateOfficePeds()
- \* UpdatePeds()
- \* UpdateShopPeds()

InteriorManager\_c (0 variables, 24 functions)

Variables list:

Functions list:

- \* Activate(unsigned char)
- \* ActivatePeds(unsigned char)
- \* AddSameGroupEffectInfos(InteriorEffectInfo\_t\*, int)
- \* AreAnimsLoaded(int)
- \* Exit()
- \* FindStealableObjectId(CEntity\*)
- \* FindStealableObjectId(int, int, CVector)
- \* Freeze(unsigned char)
- \* GetBoundingBox(CEntity\*, CVector\*)
- \* GetInteriorFromPool()
- \* GetPedsInterior(CPed\*)
- \* GetPedsInteriorGroup(CPed\*)
- \* GetVectorsInterior(CVector\*)
- \* GetVisibleEffects(InteriorEffectInfo\_t\*, int)
- \* HasInteriorHadStealDataSetup(Interior\_c\*)
- \* Init()
- \* IsGroupActive(int)
- \* IsInteriorEffectVisible(C2dEffect\*, CEntity\*)
- \* PruneVisibleEffects(InteriorEffectInfo\_t\*, int, int, float)
- \* ReturnInteriorToPool(Interior\_c\*)
- \* SetEntryExitPtr(CEntryExit\*)
- \* SetStealableObjectStolen(CEntity\*, unsigned char)
- \* Update()
- \* ~InteriorManager\_c()

CMatrix (0 variables, 37 functions)

Variables list:

Functions list:

- \* Attach(RwMatrixTag\*, bool)
- \* AttachRw(RwMatrixTag\*, bool)
- \* CMatrix(CMatrix const&)
- \* CMatrix(RwMatrixTag\*, bool)
- \* CheckIntegrity()
- \* ConvertFromEulerAngles(float, float, float, int)
- \* ConvertToEulerAngles(float&, float&, float&, int)
- \* CopyOnlyMatrix(CMatrix const&)
- \* CopyToRwMatrix(RwMatrixTag\*) const
- \* Detach()



- \* ForceUpVector(CVector)
- \* Reorthogonalise()
- \* ResetOrientation()
- \* Rotate(float, float, float)
- \* RotateX(float)
- \* RotateY(float)
- \* RotateZ(float)
- \* SetRotate(CQuaternion const&)
- \* SetRotate(float, float, float)
- \* SetRotateX(float)
- \* SetRotateXOnly(float)
- \* SetRotateY(float)
- \* SetRotateYOnly(float)
- \* SetRotateZ(float)
- \* SetRotateZOnly(float)
- \* SetScale(float)
- \* SetScale(float, float, float)
- \* SetTranslate(float, float, float)
- \* SetTranslateOnly(float, float, float)
- \* SetUnity()
- \* Update()
- \* UpdateMatrix(RwMatrixTag\*)
- \* UpdateRW() const
- \* UpdateRwMatrix(RwMatrixTag\*) const
- \* operator+=(CMatrix const&)
- \* operator=(CMatrix const&)
- \* ~CMatrix()

CMaths (1 variables, 1 functions)

Variables list:

- \* ms\_SinTable

Functions list:

- \* InitMathsTables()

CCompressedMatrixNotAligned (0 variables, 2 functions)

Variables list:

Functions list:

- \* CompressFromFullMatrix(CMatrix&)
- \* DecompressIntoFullMatrix(CMatrix&)

CQuaternion (0 variables, 9 functions)

Variables list:

Functions list:

- \* Get(RwMatrixTag\*) const
- \* Get(RwV3d\*, float\*) const
- \* Get(float\*, float\*, float\*) const
- \* Multiply(CQuaternion const&, CQuaternion const&)
- \* Set(RwMatrixTag const&)
- \* Set(RwV3d\*, float)
- \* Set(float, float, float)
- \* Slerp(CQuaternion const&, CQuaternion const&, float)
- \* Slerp(CQuaternion const&, CQuaternion const&, float, float, float)

CNetworkPC (1 variables, 11 functions)

Variables list:

- \* sm\_network\_up

Functions list:

- \* CNetworkPC()
- \* Connect(unsigned int, char\*)
- \* Disconnect(int)
- \* InitNetwork()
- \* IsNetworkUp()
- \* RecvBytes(int, void\*, unsigned long)
- \* SendBytes(int, void\*, unsigned long)
- \* SetNetworkUp(bool)
- \* ShutdownNetwork()
- \* \_CheckError()
- \* ~CNetworkPC()

CBugstarNetwork (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~CBugstarNetwork()

BreakObject\_c (0 variables, 11 functions)

Variables list:

Functions list:

- \* BreakObject\_c()
- \* CalcGroupCenter(BreakGroup\_t\*)
- \* DoCollision(BreakGroup\_t\*, float)
- \* DoCollisionResponse(BreakGroup\_t\*, float, RwV3d\*, float)
- \* Exit()
- \* Init(CObject\*, RwV3d\*, float, int)
- \* Render(unsigned char)
- \* SetBreakInfo(BreakInfo\_t\*, int)
- \* SetGroupData(RwMatrixTag\*, RwV3d\*, float)
- \* Update(float)
- \* ~BreakObject\_c()

BreakManager\_c (0 variables, 9 functions)

Variables list:

Functions list:

- \* Add(CObject\*, RwV3d\*, float, int)
- \* BreakManager\_c()
- \* Exit()
- \* GetFirstFreeSlot()
- \* Init()
- \* Render(unsigned char)
- \* ResetAll()
- \* Update(float)
- \* ~BreakManager\_c()

CDummyObject (0 variables, 5 functions)

Variables list:

Functions list:

- \* CDummyObject()
- \* CDummyObject(CObject\*)
- \* CreateObject()
- \* UpdateFromObject(CObject\*)
- \* ~CDummyObject()

CHandObject (0 variables, 5 functions)

Variables list:

Functions list:

- \* CHandObject(int, CPed\*, bool)
- \* PreRender()
- \* ProcessControl()
- \* Render()
- \* ~CHandObject()

CObjectData (1 variables, 2 functions)

Variables list:

- \* ms\_aObjectInfo

Functions list:

- \* Initialise(char\*, bool)
- \* SetObjectData(int, CObject&)

ProcSurfaceInfo\_c (0 variables, 7 functions)

Variables list:

Functions list:

- \* AddObject(CVector, CVector, unsigned char)
- \* AddObjects(CPlantLocTri\*)
- \* Exit()
- \* Init(char\*, char\*, float, float, int, int, float, float, float, float, float, float, unsigned char, unsigned char)
- \* IsPtInTriangle2D(float, float, CVector, CVector, CVector, CVector, float\*)
- \* ProcSurfaceInfo\_c()
- \* ~ProcSurfaceInfo\_c()

ProcObjectMan\_c (0 variables, 10 functions)

Variables list:

Functions list:

- \* Exit()
- \* GetEntityFromPool()
- \* Init()
- \* LoadDataFile()
- \* ProcObjectMan\_c()
- \* ProcessTriangleAdded(CPlantLocTri\*)
- \* ProcessTriangleRemoved(CPlantLocTri\*)
- \* ReturnEntityToPool(EntityItem\_c\*)
- \* Update()
- \* ~ProcObjectMan\_c()

CProjectile (0 variables, 2 functions)

Variables list:

Functions list:

- \* CProjectile(int)
- \* ~CProjectile()

CPedClothesDesc (0 variables, 9 functions)

Variables list:

Functions list:

- \* CPedClothesDesc()

- \* GetIsWearingBalaclava()
- \* HasVisibleNewHairCut(int)
- \* HasVisibleTattoo()
- \* Initialise()
- \* SetModel(char const\*, int)
- \* SetModel(unsigned int, int)
- \* SetTextureAndModel(char const\*, char const\*, int)
- \* SetTextureAndModel(unsigned int, unsigned int, int)

CClothes (3 variables, 11 functions)

Variables list:

- \* ms\_clothesImageId
- \* ms\_clothesRules
- \* ms\_numRuleTags

Functions list:

- \* ConstructPedModel(unsigned int, CPedClothesDesc&, CPedClothesDesc const\*, bool)
- \* GetDefaultPlayerMotionGroup()
- \* GetDependentTexture(int)
- \* GetPlayerMotionGroupToLoad()
- \* GetTextureDependency(int)
- \* Init()
- \* LoadClothesFile()
- \* RebuildCutsScenePlayer(CPlayerPed\*, int)
- \* RebuildPlayer(CPlayerPed\*, bool)
- \* RebuildPlayerIfNeeded(CPlayerPed\*)
- \* RequestMotionGroupAnims()

CClothesBuilder (4 variables, 28 functions)

Variables list:

- \* ms\_geometryHasChanged
- \* ms\_pOldClothesState
- \* ms\_ratiosHaveChanged
- \* ms\_textureHasChanged

Functions list:

- \* AddColour(RwRGBA\*)
- \* BlendGeometry(RpClump\*, char const\*, char const\*, char const\*, float, float, float)
- \* BlendGeometry(RpClump\*, char const\*, char const\*, float, float)
- \* BlendTextures(RwTexture\*, RwTexture\*, RwTexture\*, float, float, float, int)
- \* BlendTextures(RwTexture\*, RwTexture\*, RwTexture\*, float, float, float, int, RwTexture\*)
- \* BlendTextures(RwTexture\*, RwTexture\*, float, float, int)
- \* BuildBoneIndexConversionTable(unsigned char\*, RpHAnimHierarchy\*, int)
- \* ConstructGeometryAndSkinArrays(RpHAnimHierarchy\*, RpGeometry\*\*, RwMatrixWeights\*\*, unsigned int\*\*, unsigned int, RpGeometry\*\*, RpMaterial\*\*)
- \* ConstructGeometryArray(RpGeometry\*\*, unsigned int\*, float, float, float)
- \* ConstructTextures(RwTexDictionary\*, unsigned int\*, float, float, float)
- \* CopyGeometry(RpClump\*, char const\*, char const\*)
- \* CopyTexture(RwTexture\*)
- \* CreateSkinnedClump(RpClump\*, RwTexDictionary\*, CPedClothesDesc&, CPedClothesDesc const\*, bool)
- \* DestroySkinArrays(RwMatrixWeights\*, unsigned int\*)
- \* FillPalette(RwRGBA\*)
- \* FindNearestColour(RwRGBA\*)
- \* GetClothesTexture(unsigned int, char const\*)
- \* InitPaletteOctTree(int)

- \* LoadCdDirectory()
- \* PlaceTextureOnTopOfTexture(RwTexture\*, RwTexture\*)
- \* PreprocessClothesDesc(CPedClothesDesc&, bool)
- \* PutOnClothes(RwTexture\*, RwTexture\*)
- \* ReducePaletteOctTree(int)
- \* ReducePaletteSize(RwTexture\*, int)
- \* ReleaseGeometry(int)
- \* RequestGeometry(int, unsigned int)
- \* ShutdownPaletteOctTree()
- \* StoreBoneArray(RpClump\*, int)

COctTreeBase (0 variables, 7 functions)

Variables list:

Functions list:

- \* COctTreeBase()
- \* FillPalette(unsigned char\*)
- \* Init(int)
- \* Insert(unsigned char, unsigned char, unsigned char)
- \* InsertTree(unsigned char, unsigned char, unsigned char)
- \* ReduceBranches(int)
- \* ~COctTreeBase()

COctTree (2 variables, 13 functions)

Variables list:

- \* ms\_bFailed
- \* ms\_level

Functions list:

- \* COctTree()
- \* FillPalette(unsigned char\*)
- \* FindNearestColour(unsigned char, unsigned char, unsigned char)
- \* InitPool(void\*, int)
- \* InsertTree(unsigned char, unsigned char, unsigned char)
- \* NoOfChildren()
- \* ReduceTree()
- \* RemoveChildren()
- \* ShutdownPool()
- \* empty()
- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~COctTree()

CPool<COctTree, COctTree> (0 variables, 2 functions)

Variables list:

Functions list:

- \* Flush()
- \* ~CPool()

CCredits (2 variables, 6 functions)

Variables list:

- \* CreditsStartTime
- \* bCreditsGoing

Functions list:

- \* PrintCreditSpace(float, unsigned int&)
- \* PrintCreditText(float, float, unsigned short\*, unsigned int&, float, bool)
- \* Render()

- \* RenderCredits()
- \* Start()
- \* Stop()

CColAccel (13 variables, 11 functions)

Variables list:

- \* m\_colBounds
- \* m\_iCacheState
- \* m\_iCachingColSize
- \* m\_iCachingIPLSize
- \* m\_iNumColBounds
- \* m\_iNumColItems
- \* m\_iNumIPLItems
- \* m\_iNumSections
- \* m\_iSectionSize
- \* m\_iplDefs
- \* mp\_cCacheName
- \* mp\_caccColItems
- \* mp\_caccIPLItems

Functions list:

- \* addCacheCol(int, CColModel const&)
- \* addColDef(ColDef)
- \* addIPLEntity(CEntity\*\*, int, int)
- \* cacheIPLSection(CEntity\*\*, int)
- \* cacheLoadCol()
- \* endCache()
- \* getColDef(ColDef&)
- \* getIplDef(int)
- \* isCacheLoading()
- \* setIplDef(int, IplDef)
- \* startCache()

CPopulation (37 variables, 65 functions)

Variables list:

- \* CurrentWorldZone
- \* MaxNumberOfPedsInUse
- \* NumMiamiViceCops
- \* NumberOfPedsInUseInterior
- \* PedDensityMultiplier
- \* RegenerationFront
- \* RegenerationPoint\_a
- \* RegenerationPoint\_b
- \* bInPoliceStation
- \* bZoneChangeHasHappened
- \* m\_AllRandomPedsThisType
- \* m\_AppropriateLoadedCars
- \* m\_CarGroups
- \* m\_CountDownToPedsAtStart
- \* m\_InAppropriateLoadedCars
- \* m\_LoadedBoats
- \* m\_LoadedGangCars
- \* m\_PedGroups
- \* m\_TranslationArray
- \* m\_bDontCreateRandomCops
- \* m\_bDontCreateRandomGangMembers
- \* m\_bIsHospital
- \* m\_bMoreCarsAndFewerPeds
- \* m\_bOnlyCreateRandomGangMembers

```

* m_nNumCarsInGroup
* m_nNumPedsInGroup
* ms_nNumCivFemale
* ms_nNumCivMale
* ms_nNumCop
* ms_nNumDealers
* ms_nNumEmergency
* ms_nNumGang
* ms_nTotalCarPassengerPeds
* ms_nTotalCivPeds
* ms_nTotalGangPeds
* ms_nTotalMissionPeds
* ms_nTotalPeds

```

Functions list:

```

* AddDeadPedInFrontOfCar(CVector const&, CVehicle*)
* AddExistingPedInCar(CPed*, CVehicle*)
* AddPed(ePedType, unsigned int, CVector const&, bool)
* AddPedAtAttractor(int, C2dEffect*, CVector, CEntity*, int)
* AddPedInCar(CVehicle*, bool, int, int, bool, bool)
* AddToPopulation(float, float, float, float)
* ArePedStatsCompatible(int, int)
* CanJeerAtStripper(int)
* CanSolicitPlayerInCar(int)
* CanSolicitPlayerOnFoot(int)
* ChooseCivilianCoupleOccupations(int&, int&)
* ChooseCivilianOccupation(bool, bool, int, int, int, bool, bool, bool,
char*)
* ChooseCivilianOccupationForVehicle(bool, CVehicle*)
* ChooseGangOccupation(int)
* ChoosePolicePedOccupation()
* ConvertAllObjectsToDummyObjects()
* ConvertToDummyObject(CObject*)
* ConvertToRealObject(CDummyObject*)
* CreateWaitingCoppers(CVector, float)
* DealWithZoneChange(eLevelName, eLevelName, bool)
* FindCarMultiplierMotorway()
* FindDistanceToNearestPedOfType(ePedType, CVector)
* FindDummyDistForModel(int)
* FindNumberOfPedsWeCanPlaceOnBenches()
* FindPedDensityMultiplierCullZone()
* FindPedMultiplierMotorway()
* FindPedRaceFromName(char*)
* FindSpecificDriverModelForCar_ToUse(int)
* GeneratePedsAtAttractors(CVector, float, float, float, float, int, int)
* GeneratePedsAtStartOfGame()
* Initialise()
* IsCorrectTimeOfDayForEffect(C2dEffect const*)
* IsFemale(int)
* IsMale(int)
* IsSecurityGuard(ePedType)
* IsSkateable(CVector const&)
* IsSunbather(int)
* LoadCarGroups()
* LoadPedGroups()
* LoadSpecificDriverModelsForCar(int)
* ManageAllPopulation()
* ManageDummy(CDummy*, CVector const&)
* ManageObject(CObject*, CVector const&)

```

- \* ManagePed(CPed\*, CVector const&)
- \* ManagePopulation()
- \* MoveCarsAndPedsOutOfAbandonedZones()
- \* PedCreationDistMultiplier()
- \* PedMICanBeCreatedAtAttractor(int)
- \* PedMICanBeCreatedAtThisAttractor(int, char\*)
- \* PedMICanBeCreatedInInterior(int)
- \* PickGangCar(int)
- \* PickRiotRoadBlockCar()
- \* PlaceCouple(ePedType, int, ePedType, int, CVector)
- \* PlaceGangMembers(ePedType, int, CVector const&)
- \* PlaceMallPedsAsStationaryGroup(CVector const&, int)
- \* PopulateInterior(int, CVector)
- \* RemoveAllRandomPeds()
- \* RemovePed(CPed\*)
- \* RemovePedsIfThePoolGetsFull()
- \* RemoveSpecificDriverModelsForCar(int)
- \* Shutdown()
- \* TestRoomForDummyObject(CObject\*)
- \* TestSafeForRealObject(CDummyObject\*)
- \* Update(bool)
- \* UpdatePedCount(CPed\*, unsigned char)

CFont (11 variables, 46 functions)

Variables list:

- \* Details
- \* NewLine
- \* PS2Sprite
- \* PS2Symbol
- \* RenderState
- \* Size
- \* Sprite
- \* UsingEFIGSLanguage
- \* UsingJapaneseLanguage
- \* UsingKoreanLanguage
- \* UsingRussianLanguage

Functions list:

- \* AddEFIGSFont()
- \* AddJapaneseTexture()
- \* AddRussianTexture()
- \* AddStandardTexture()
- \* ClearSpecialLanguages()
- \* ComputeHeight(float)
- \* FilterOutTokensFromString(unsigned short\*)
- \* FindSubFontCharacter(unsigned short, unsigned char)
- \* GetCharacterSize(unsigned short)
- \* GetHeight(bool)
- \* GetNextSpace(unsigned short\*)
- \* GetNumberLines(float, float, unsigned short\*)
- \* GetStringWidth(unsigned short\*, unsigned char, unsigned char)
- \* GetStringWidth(unsigned short\*, unsigned char, unsigned char, unsigned char)
- \* GetTextRect(CRect\*, float, float, unsigned short\*)
- \* InitPerFrame()
- \* Initialise()
- \* LoadFontValues()
- \* ParseToken(unsigned short\*, CRGBA&, unsigned char, char\*)
- \* PrintChar(float, float, unsigned short)



- \* PrintString(float, float, unsigned short\*)
- \* PrintStringFromBottom(float, float, unsigned short\*)
- \* ProcessCurrentString(unsigned char, float, float, unsigned short\*)
- \* ProcessStringToDisplay(float, float, unsigned short\*)
- \* RemapCharacterWithoutGraphic(unsigned short)
- \* RenderFontBuffer()
- \* RenderString(float, float, unsigned short\*, unsigned short\*, float)
- \* SetAlphaFade(float)
- \* SetBackground(unsigned char, unsigned char)
- \* SetBackgroundColor(CRGBA)
- \* SetCentreSize(float)
- \* SetColor(CRGBA)
- \* SetDropColor(CRGBA)
- \* SetDropShadowPosition(signed char)
- \* SetEdge(signed char)
- \* SetFontStyle(unsigned char)
- \* SetJustify(unsigned char)
- \* SetOrientation(unsigned char)
- \* SetProportional(unsigned char)
- \* SetRightJustifyWrap(float)
- \* SetScale(float)
- \* SetSlant(float)
- \* SetSlantRefPoint(float, float)
- \* SetWrapx(float)
- \* Shutdown()
- \* character\_code(unsigned char)

cHandlingDataMgr (0 variables, 11 functions)

Variables list:

Functions list:

- \* ConvertBikeDataToGameUnits(tBikeHandlingData\*)
- \* ConvertBikeDataToWorldUnits(tBikeHandlingData\*)
- \* ConvertDataToGameUnits(tHandlingData\*)
- \* ConvertDataToWorldUnits(tHandlingData\*)
- \* FindExactWord(char\*, char\*, int, int)
- \* GetBoatPointer(unsigned char)
- \* GetFlyingPointer(unsigned char)
- \* GetHandlingId(char const\*)
- \* Initialise()
- \* LoadHandlingData()
- \* cHandlingDataMgr()

CPedStats (1 variables, 6 functions)

Variables list:

- \* ms\_apPedStats

Functions list:

- \* FindIndexWithPedStat(CPedStats\*)
- \* GetPedStatInfo(char\*)
- \* GetPedStatType(char\*)
- \* Initialise()
- \* LoadPedStats()
- \* Shutdown()

CDecisionMakerTypesFileLoader (2 variables, 7 functions)

Variables list:

- \* ms\_grp\_DM\_Names
- \* ms\_ped\_DM\_Names

Functions list:

- \* GetGrpDMName(int, char\*)
- \* GetPedDMName(int, char\*)
- \* LoadDecisionMaker(char const\*, CDecisionMaker&)
- \* LoadDecisionMaker(char const\*, unsigned char, unsigned char, int)
- \* LoadDefaultDecisionMaker()
- \* ReStart()
- \* UnloadDecisionMaker(int)

CPopCycle (26 variables, 23 functions)

Variables list:

- \* m\_NumCops\_Cars
- \* m\_NumCops\_Peds
- \* m\_NumDealers\_Cars
- \* m\_NumDealers\_Peds
- \* m\_NumGangs\_Cars
- \* m\_NumGangs\_Peds
- \* m\_NumOther\_Cars
- \* m\_NumOther\_Peds
- \* m\_bCurrentZoneIsGangArea
- \* m\_fCurrentZoneDodgyness
- \* m\_fPercCops
- \* m\_fPercDealers
- \* m\_fPercGangs
- \* m\_fPercOther
- \* m\_nCurrentTimeIndex
- \* m\_nCurrentTimeOfWeek
- \* m\_nCurrentZoneType
- \* m\_nMaxNumCars
- \* m\_nMaxNumPeds
- \* m\_nPercCops
- \* m\_nPercDealers
- \* m\_nPercGang
- \* m\_nPercOther
- \* m\_nPercTypeGroup
- \* m\_pCurrZone
- \* m\_pCurrZoneInfo

Functions list:

- \* Display()
- \* FindNewPedType(ePedType\*, int\*, bool, bool)
- \* GetCurrentMaxNumCars()
- \* GetCurrentMaxNumPeds()
- \* GetCurrentPercCops()
- \* GetCurrentPercDealers()
- \* GetCurrentPercGangs()
- \* GetCurrentPercOther\_Cars()
- \* GetCurrentPercOther\_Peds()
- \* GetCurrentPercTypeGroup(int)
- \* Initialise()
- \* IsPedAppropriateForCurrentZone(int)
- \* IsPedInGroup(int, int)
- \* PedIsAcceptableInCurrentZone(int)
- \* PickARandomGroupOfOtherPeds()
- \* PickGangToCreateMembersOf()
- \* PickPedMIToStreamInForCurrentZone()
- \* PlayerKilledADealer()
- \* Update()

- \* UpdateAreaDodgyness()
- \* UpdateDealerStrengths()
- \* UpdateIsGangArea()
- \* UpdatePercentages()

CWeaponInfo (2 variables, 9 functions)

Variables list:

- \* ms\_aWeaponAimOffsets
- \* ms\_aWeaponNames

Functions list:

- \* FindWeaponFireType(char const\*)
- \* FindWeaponType(char const\*)
- \* GetSkillStatIndex(eWeaponType)
- \* GetTargetHeadRange()
- \* GetWeaponInfo(eWeaponType, signed char)
- \* GetWeaponReloadTime()
- \* Initialise()
- \* LoadWeaponData()
- \* Shutdown()

CTaskSimpleFight (5 variables, 26 functions)

Variables list:

- \* m\_aComboData
- \* m\_aHitOffset
- \* m\_sStrikeColData
- \* m\_sStrikeColModel
- \* m\_sStrikeSpheres

Functions list:

- \* BeHitWhileBlocking(CPed\*, CPed\*, signed char, signed char)
- \* CTaskSimpleFight(CEntity\*, int, unsigned int)
- \* ChooseAttackAI(CPed\*)
- \* ChooseAttackPlayer(CPed\*)
- \* Clone() const
- \* ControlFight(CEntity\*, signed char)
- \* FightHitCar(CPed\*, CVehicle\*, CVector&, CVector&, short, unsigned char)
- \* FightHitObj(CPed\*, CObject\*, CVector&, CVector&, short, unsigned char)
- \* FightHitPed(CPed\*, CPed\*, CVector&, CVector&, short)
- \* FightSetUpCol(float)
- \* FightStrike(CPed\*, CVector&)
- \* FindTargetOnGround(CPed\*)
- \* FinishMeleeAnimCB(CAnimBlendAssociation\*, void\*)
- \* GetAvailableComboSet(CPed\*, signed char)
- \* GetComboType(char\*)
- \* GetHitLevel(char const\*)
- \* GetHitSound(int)
- \* GetRange() const
- \* GetStrikeDamage(CPed\*)
- \* GetTaskType() const
- \* LoadMeleeData()
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPlayerMoveAnim(CPlayerPed\*)
- \* StartAnim(CPed\*, int)
- \* ~CTaskSimpleFight()

CGenericGameStorage (18 variables, 22 functions)

Variables list:

- \* ms\_BlockTagName
- \* ms\_CheckSum
- \* ms\_FileHandle
- \* ms\_FilePos
- \* ms\_FileSize
- \* ms\_LevelToLoad
- \* ms\_LoadFileName
- \* ms\_LoadFileNameWithPath
- \* ms\_SaveFileNameJustSaved
- \* ms\_SlotFileName
- \* ms\_SlotSaveDate
- \* ms\_Slots
- \* ms\_ValidSaveName
- \* ms\_WorkBuffer
- \* ms\_WorkBufferPos
- \* ms\_WorkBufferSize
- \* ms\_bFailed
- \* ms\_bLoading

Functions list:

- \* CheckDataNotCorrupt(int, char\*)
- \* CheckSlotDataValid(int, bool)
- \* CloseFile()
- \* DoAnytimeSavingStuffAfterSucessLoad()
- \* DoGameSpecificStuffAfterSucessLoad()
- \* DoGameSpecificStuffBeforeSave()
- \* GenericLoad(bool&)
- \* GenericSave(int)
- \* GetCurrentVersionNumber()
- \* GetNameOfSavedGame(int)
- \* GetSavedRadioStationPosition(int)
- \* InitNewSettingsAfterLoad()
- \* InitRadioStationPositionList()
- \* LoadDataFromWorkBuffer(void\*, int)
- \* LoadWorkBuffer()
- \* MakeValidSaveName(int)
- \* OpenFileForReading(char\*, unsigned int)
- \* OpenFileForWriting()
- \* ReportError(CGenericGameStorage::eBlocks, CGenericGameStorage::eSaveLoadError)
- \* RestoreForStartLoad()
- \* SaveDataToWorkBuffer(void\*, int)
- \* SaveWorkBuffer(bool)

CSimpleVariablesSaveStructure (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct()
- \* Extract(unsigned int&)

CObjectSaveStructure (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct(CObject\*)
- \* Extract(CObject\*)

CPedSaveStructure (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct(CPed\*)
- \* Extract(CPed\*)

CVehicleSaveStructure (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct(CVehicle\*)
- \* Extract(CVehicle\*)

CPlayerPedDataSaveStructure (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct(CPlayerPedData\*)
- \* Extract(CPlayerPedData\*)

CPlayerInfoSaveStructure (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct(CPlayerInfo\*)
- \* Extract(CPlayerInfo\*)

CGangWarsSaveStructure (0 variables, 2 functions)

Variables list:

Functions list:

- \* Construct()
- \* Extract()

CPlayerPed (5 variables, 70 functions)

Variables list:

- \* bDebugPlayerInvincible
- \* bDebugTapToTarget
- \* bDebugTargetting
- \* bHasDisplayedPlayerQuitEnterCarHelpText
- \* bSwipeTargetHeads

Functions list:

- \* AnnoyPlayerPed(bool)
- \* Busted()
- \* CPlayerPed(int, bool)
- \* CanIKReachThisTarget(CVector, CWeapon\*, bool)
- \* CanPlayerStartMission()
- \* CheatWantedLevel(int)
- \* Clear3rdPersonMouseTarget()
- \* ClearAdrenaline()
- \* ClearWeaponTarget()
- \* Compute3rdPersonMouseTarget(bool)
- \* ControlButtonSprint(eSprintType)
- \* DeactivatePlayerPed(int)
- \* DisbandPlayerGroup()
- \* DisplayTargettingDebug()
- \* DoStuffToGoOnFire()
- \* DoesPlayerWantNewWeapon(eWeaponType, bool)

```

* DoesTargetHaveToBeBroken(CEntity*, CWeapon*)
* DrawTriangleForMouseRecruitPed() const
* EvaluateNeighbouringTarget(CEntity*, CEntity**, float*, float, float, bool)
* EvaluateTarget(CEntity*, CEntity**, float*, float, float, bool)
* FindNextWeaponLockOnTarget(CEntity*, bool)
* FindPedToAttack()
* FindSprayableBuilding()
* FindTargetPriority(CEntity*)
* FindWeaponLockOnTarget()
* ForceGroupToAlwaysFollow(bool)
* ForceGroupToNeverFollow(bool)
* GetButtonSprintResults(eSprintType)
* GetPadFromPlayer()
* GetPlayerInfoForThisPlayerPed()
* GetWeaponRadiusOnScreen()
* HandlePlayerBreath(bool, float)
* HandleSprintEnergy(bool, float)
* HandleTapToTarget(float, float, bool)
* IsHidden() const
* KeepAreaAroundPlayerClear()
* Load()
* MakeChangesForNewWeapon(eWeaponType)
* MakeChangesForNewWeapon(int)
* MakeGroupRespondToPlayerTakingDamage(CEventDamage const&)
* MakePlayerGroupDisappear()
* MakePlayerGroupReappear()
* MakeThisPedJoinOurGroup(CPed*)
* MovementDisabledBecauseOfTargeting()
* PedCanBeTargettedVehicleWise(CPed*)
* PickWeaponAllowedFor2Player()
* PlayerHasJustAttackedSomeone()
* PlayerWantsToAttack()
* ProcessAnimGroups()
* ProcessControl()
* ProcessGroupBehaviour(CPad*)
* ProcessPlayerWeapon(CPad*)
* ProcessWeaponSwitch(CPad*)
* ReApplyMoveAnims()
* ReactivatePlayerPed(int)
* RemovePlayerPed(int)
* ResetPlayerBreath()
* ResetSprintEnergy()
* RotatePlayerToTrackTarget()
* Save()
* SetInitialState(bool)
* SetMoveAnim()
* SetPlayerMoveBlendRatio(CVector*)
* SetRealMoveAnim()
* SetWantedLevel(int)
* SetWantedLevelNoDrop(int)
* SetupPlayerPed(int)
* TellGroupToStartFollowingPlayer(bool, bool, bool)
* UpdateCameraWeaponModes(CPad*)
* ~CPlayerPed()

```

CPedGroups (5 variables, 14 functions)

Variables list:

```

* ScriptReferenceIndex
* ms_activeGroups

```

- \* ms\_bIsPlayerOnAMission
- \* ms\_groups
- \* ms\_iNoOfPlayerKills

Functions list:

- \* AddGroup()
- \* AreInSameGroup(CPed const\*, CPed const\*)
- \* CleanUpForShutDown()
- \* GetGroupId(CPedGroup\*)
- \* GetPedsGroup(CPed const\*)
- \* Init()
- \* IsGroupLeader(CPed\*)
- \* IsInPlayersGroup(CPed const\*)
- \* Load()
- \* Process()
- \* RegisterKillByPlayer()
- \* RemoveAllFollowersFromGroup(int)
- \* RemoveGroup(int)
- \* Save()

CSaveGarage (0 variables, 2 functions)

Variables list:

Functions list:

- \* CopyGarageIntoSaveGarage(CGarage\*)
- \* CopyGarageOutOfSaveGarage(CGarage\*)

CTheCarGenerators (5 variables, 6 functions)

Variables list:

- \* CarGeneratorArray
- \* GenerateEvenIfPlayerIsCloseCounter
- \* NumOfCarGenerators
- \* ProcessCounter
- \* m\_SpecialPlateHandler

Functions list:

- \* CreateCarGenerator(float, float, float, float, int, short, short, unsigned char, unsigned char, unsigned char, unsigned short, unsigned short, unsigned char, unsigned char)
- \* Init()
- \* Load()
- \* Process()
- \* RemoveCarGenerators(unsigned char)
- \* Save()

CGangs (2 variables, 8 functions)

Variables list:

- \* Gang
- \* GangAttackWithCops

Functions list:

- \* ChooseGangPedModel(short)
- \* GetWillAttackPlayerWithCops(ePedType)
- \* Initialise()
- \* Load()
- \* Save()
- \* SetGangPedModelOverride(short, signed char)
- \* SetGangWeapons(short, int, int, int)
- \* SetWillAttackPlayerWithCops(ePedType, bool)

CPedType (1 variables, 13 functions)

Variables list:

- \* ms\_apPedTypes

Functions list:

- \* ClearPedTypeAcquaintances(int, int)
- \* ClearPedTypeAsAcquaintance(int, int, unsigned int)
- \* FindPedType(char\*)
- \* GetPedFlag(int)
- \* GetPedTypeAcquaintances(int)
- \* GetPedTypeAcquaintances(int, int)
- \* Initialise()
- \* Load()
- \* LoadPedData()
- \* PoliceDontCareAboutCrimesAgainstPedType(int)
- \* Save()
- \* SetPedTypeAsAcquaintance(int, int, unsigned int)
- \* Shutdown()

C3dMarkers (9 variables, 21 functions)

Variables list:

- \* IgnoreRenderLimit
- \* NumActiveMarkers
- \* m\_aMarkerArray
- \* m\_angleDiamond
- \* m\_colDiamond
- \* m\_pRpClumpArray
- \* m\_user3dMarkerColor
- \* ms\_directionArrows
- \* ms\_user3dMarkers

Functions list:

- \* DirectionArrowFindFirstFreeSlot()
- \* DirectionArrowSet(CVector, float, int, int, int, int, float, float, float)
- \* DirectionArrowsDraw()
- \* DirectionArrowsInit()
- \* ForceRender(unsigned char)
- \* Init()
- \* LoadMarker(char const\*)
- \* LoadUser3dMarkers()
- \* PlaceMarker(unsigned int, unsigned short, CVector&, float, unsigned char, unsigned char, unsigned char, unsigned char, unsigned short, float, short, float, float, float, bool)
- \* PlaceMarkerCone(unsigned int, CVector&, float, unsigned char, unsigned char, unsigned char, unsigned short, float, short, unsigned char)
- \* PlaceMarkerSet(unsigned int, unsigned short, CVector&, float, unsigned char, unsigned char, unsigned char, unsigned char, unsigned short, float, short)
- \* Render()
- \* SaveUser3dMarkers()
- \* Shutdown()
- \* Update()
- \* User3dMarkerAtomicCB(RpAtomic\*, void\*)
- \* User3dMarkerDelete(int)
- \* User3dMarkerDeleteAll()
- \* User3dMarkerFindFirstFreeSlot()
- \* User3dMarkerSet(float, float, float, int)
- \* User3dMarkersDraw()



CPedScriptedTaskRecord (1 variables, 8 functions)

Variables list:

- \* ms\_scriptedTasks

Functions list:

- \* GetRecordAssociatedWithEvent(CEventScriptCommand\*)
- \* GetRecordAssociatedWithTask(CTask\*)
- \* GetStatus(CPed const\*)
- \* GetStatus(CPed const\*, int)
- \* GetVacantSlot()
- \* Load()
- \* Process()
- \* Save()

CScripted2dEffects (8 variables, 7 functions)

Variables list:

- \* ScriptReferenceIndex
- \* ms\_activated
- \* ms\_effectPairs
- \* ms\_effectSequenceTaskIDs
- \* ms\_effects
- \* ms\_radii
- \* ms\_useAgainFlags
- \* ms\_userLists

Functions list:

- \* AddScripted2DEffect(float)
- \* GetEffectPairs(C2dEffect const\*)
- \* GetIndex(C2dEffect const\*)
- \* Init()
- \* Load()
- \* ReturnScripted2DEffect(int)
- \* Save()

CTaskSimpleHitFromFront (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitFromFront()

CTaskSimpleHitFromBack (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitFromBack()

CTaskSimpleHitFromBehind (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()

\* ~CTaskSimpleHitFromBehind()

CTaskSimpleHitFromLeft (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitFromLeft()

CTaskSimpleHitFromRight (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitFromRight()

CTaskSimpleHitByGunFromFront (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitByGunFromFront()

CTaskSimpleHitByGunFromRear (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitByGunFromRear()

CTaskSimpleHitByGunFromLeft (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitByGunFromLeft()

CTaskSimpleHitByGunFromRight (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitByGunFromRight()

CTaskSimpleHitWall (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHitWall()

CTaskSimpleHailTaxi (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHailTaxi()

CTaskSimpleAbseil (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleAbseil()

CTaskSimpleChat (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleChat()

CTaskSimpleHailTaxiAndPause (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleHailTaxiAndPause()

CTaskSimpleDetonate (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* IsInterruptable(CPed const\*) const
- \* Serialize()
- \* ~CTaskSimpleDetonate()

CTaskComplexSeekEntity<CEntitySeekPosCalculatorFixedPos> (0 variables, 10 functions)

Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)

- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexSeekEntity()

CTaskComplexSeekEntity<CEntitySeekPosCalculatorDriving> (0 variables, 10 functions)  
Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexSeekEntity()

CTaskComplexSeekEntity<CEntitySeekPosCalculatorVehicleId> (0 variables, 10 functions)  
Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexSeekEntity()

CTaskComplexSeekEntity<CEntitySeekPosCalculatorEntitySurface> (0 variables, 10 functions)  
Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexSeekEntity()

CTaskComplexSeekEntity<CEntitySeekPosCalculatorXYOffset> (0 variables, 11 functions)  
Variables list:

Functions list:

```
* CTaskComplexSeekEntity(CEntity*, int, int, float, float, float, unsigned
char, unsigned char)
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateSubTask(int, CPed*) const
* CreateTask()
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* Serialize()
* ~CTaskComplexSeekEntity()
```

CTaskComplexSeekEntity<CEntitySeekPosCalculator> (0 variables, 10 functions)

Variables list:

Functions list:

```
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateSubTask(int, CPed*) const
* CreateTask()
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* Serialize()
* ~CTaskComplexSeekEntity()
```

CTaskComplexDie (0 variables, 11 functions)

Variables list:

Functions list:

```
* CTaskComplexDie(eWeaponType, AssocGroupId, AnimationId, float, float, bool,
bool, int, bool)
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateTask()
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* SayDeathSample(CPed*) const
* Serialize()
* ~CTaskComplexDie()
```

CTaskComplexFallToDeath (7 variables, 11 functions)

Variables list:

```
* ms_FallVerticalDistance
* ms_LateralForceMagnitude
* ms_NearEdgeDist
* ms_NoRailingVerticalForce
* ms_OverRailingVerticalForce
* ms_PedChestHeightOffset
* ms_PedShinHeightOffset
```

Functions list:

```
* CTaskComplexFallToDeath(int, CVector const&, bool, bool)
* CalcFall(CPed*, int&, bool&)
```

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexFallToDeath()

CTaskSimpleRunNamedAnim (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleRunNamedAnim(char const\*, char const\*, int, float, int, bool, bool, bool, bool)
- \* Clone() const
- \* CreateTask()
- \* FinishRunAnimMovePedCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* OffsetPedPosition(CPed\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleRunNamedAnim()

CTaskSimplePlayHandSignalAnim (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimplePlayHandSignalAnim(AnimationId, float, unsigned char, bool)
- \* Clone() const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimplePlayHandSignalAnim()

CTaskComplexWalkRoundFire (1 variables, 10 functions)

Variables list:

- \* ms\_fFireRadius

Functions list:

- \* CTaskComplexWalkRoundFire(int, CVector const&, float, CVector const&)
- \* Clone() const
- \* ComputeDetourTarget(CPed const&, CVector&)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexWalkRoundFire()

CTaskComplexGoToPointAndStandStill (2 variables, 11 functions)

Variables list:

- \* ms\_fSlowDownDistance

\* ms\_fTargetRadius

Functions list:

\* CTaskComplexGoToPointAndStandStill(int, CVector const&, float, float, bool, bool)  
\* Clone() const  
\* ControlSubTask(CPed\*)  
\* CreateFirstSubTask(CPed\*)  
\* CreateNextSubTask(CPed\*)  
\* CreateSubTask(int, CPed\*) const  
\* CreateTask()  
\* GetTaskType() const  
\* SelectMoveState(CTaskSimpleGoToPoint\*, CPed\*, float, float) const  
\* Serialize()  
\* ~CTaskComplexGoToPointAndStandStill()

CTaskComplexFollowPointRoute (3 variables, 17 functions)

Variables list:

\* ms\_fSlowDownDistance  
\* ms\_fTargetRadius  
\* ms\_pointRoute

Functions list:

\* CTaskComplexFollowPointRoute(int, CPointRoute const&, int, float, float, bool, bool)  
\* CalcBlendRatio(CPed\*, bool)  
\* CalcGoToTaskType(CPed\*, int)  
\* Clone() const  
\* ControlSubTask(CPed\*)  
\* CreateFirstSubTask(CPed\*)  
\* CreateNextSubTask(CPed\*)  
\* CreateSubTask(int, CPed\*)  
\* CreateTask()  
\* GetLastWaypoint(CPed\*)  
\* GetNextWaypoint(CPed\*)  
\* GetSubTaskType()  
\* GetTaskType() const  
\* MakeAbortable(CPed\*, int, CEvent const\*)  
\* Serialize()  
\* SetRoute(CPointRoute const&, float, float, bool)  
\* ~CTaskComplexFollowPointRoute()

CTaskComplexFollowNodeRoute (4 variables, 22 functions)

Variables list:

\* ms\_fFollowNodeThresholdHeightChange  
\* ms\_fSlowDownDistance  
\* ms\_fTargetRadius  
\* ms\_iDefaultTime

Functions list:

\* CTaskComplexFollowNodeRoute(int, CVector const&, float, float, float, bool, int, bool)  
\* CalcBlendRatio(CPed\*, bool)  
\* CalcGoToTaskType(CPed\*, int)  
\* CanGoStraightThere(CPed const&, CVector const&, CVector const&, float) const  
\* Clone() const  
\* ComputePathNodes(CPed const\*)  
\* ComputeRoute()

- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetLastWaypoint(CPed\*)
- \* GetNextWaypoint(CPed\*)
- \* GetRouteSize()
- \* GetSubTaskType(int, bool, CPointRoute const&)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* SetTarget(CPed const\*, CVector const&, float, float, float, bool)
- \* StopTimer(CEvent const\*)
- \* ~CTaskComplexFollowNodeRoute()

CTaskComplexFollowPatrolRoute (3 variables, 13 functions)

Variables list:

- \* ms\_fSlowDownDistance
- \* ms\_fTargetRadius
- \* ms\_patrolRoute

Functions list:

- \* CTaskComplexFollowPatrolRoute(int, CPatrolRoute const&, int, float, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* CreateTask()
- \* GetSubTaskType()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* SetRoute(CPatrolRoute const&, float, float, bool)
- \* ~CTaskComplexFollowPatrolRoute()

CTaskComplexEvasiveDiveAndGetUp (0 variables, 12 functions)

Variables list:

Functions list:

- \* CTaskComplexEvasiveDiveAndGetUp(CVehicle\*, int, CVector const&, bool)
- \* Clone() const
- \* ComputeTargetHeading() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexEvasiveDiveAndGetUp()

CTaskComplexWalkRoundCar (4 variables, 15 functions)

Variables list:

- \* ms\_fVehicleDotAngleChangedThreshold
- \* ms\_fVehiclePosChangedThresholdSq
- \* ms\_iWalkRoundTimeRunning



\* ms\_iWalkRoundTimeWalking

Functions list:

- \* CTaskComplexWalkRoundCar(int, CVector const&, CVehicle const\*, bool, int)
- \* Clone() const
- \* ComputeRoute(CPed const\*)
- \* ComputeRouteRoundBigCar(CPed const\*)
- \* ComputeRouteRoundSmallCar(CPed const\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateRouteTask(CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* GoingForDoor() const
- \* Serialize()
- \* SetNewVehicle(CVehicle\*, int)
- \* ~CTaskComplexWalkRoundCar()

CTaskComplexLeaveCar (0 variables, 15 functions)

Variables list:

Functions list:

- \* CTaskComplexLeaveCar(CVehicle\*, int, int, bool, bool)
- \* Clone() const
- \* ComputeTargetDoor(CPed\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* CreateTask()
- \* CreateTaskUtilityLineUpPedWithCar(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PreparePedForVehicleExit(CPed\*)
- \* PrepareVehicleForPedExit(CPed\*)
- \* Serialize()
- \* ~CTaskComplexLeaveCar()

CTaskComplexLeaveCarAndDie (0 variables, 6 functions)

Variables list:

Functions list:

- \* Clone() const
- \* CreateFirstSubTask(CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexLeaveCarAndDie()

CTaskComplexLeaveCarAndFlee (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexLeaveCarAndFlee(CVehicle\*, CVector const&, int, int, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)

- \* CreateSubTask(int) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexLeaveCarAndFlee()

CTaskComplexLeaveCarAndWander (0 variables, 10 functions)  
Variables list:

Functions list:

- \* CTaskComplexLeaveCarAndWander(CVehicle\*, int, int, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexLeaveCarAndWander()

CTaskComplexDriveToPoint (2 variables, 11 functions)

Variables list:

- \* ms\_fBlockedTargetDistance
- \* ms\_fSlowDownDistance

Functions list:

- \* CTaskComplexDriveToPoint(CVehicle\*, CVector const&, float, int, int, float, int)
- \* Clone() const
- \* CreateSubTaskCannotGetInCar(CPed\*) const
- \* CreateTask()
- \* Drive(CPed\*)
- \* GetTaskType() const
- \* IsTargetBlocked(CPed\*) const
- \* IsTargetBlocked(CPed\*, CEntity\*\*, int) const
- \* Serialize()
- \* SetUpCar() const
- \* ~CTaskComplexDriveToPoint()

CTaskComplexDrivePointRoute (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexDrivePointRoute(CVehicle\*, CPointRoute const&, float, int, int, float, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexDrivePointRoute()

CTaskComplexCarDrive (0 variables, 14 functions)

Variables list:

Functions list:

```
* CTaskComplexCarDrive(CVehicle*)
* CTaskComplexCarDrive(CVehicle*, float, int, int)
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateSubTask(int, CPed*) const
* CreateSubTaskCannotGetInCar(CPed*) const
* CreateTask()
* Drive(CPed*)
* GetTaskType() const
* Serialize()
* SetUpCar() const
* ~CTaskComplexCarDrive()
```

CTaskComplexGoToCarDoorAndStandStill (5 variables, 13 functions)

Variables list:

```
* ms_fMaxSeekDistance
* ms_fSlowDownDistance
* ms_fSmallDistSq
* ms_fTargetRadius
* ms_iMaxSeekTime
```

Functions list:

```
* CTaskComplexGoToCarDoorAndStandStill(CVehicle*, int, bool, int, float,
float, float, int)
* Clone() const
* ComputeRouteToDoor(CPed const&)
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateSubTask(int, CPed*) const
* CreateTask()
* GetTaskType() const
* IsVehicleInRange(CPed const&) const
* MakeAbortable(CPed*, int, CEvent const*)
* Serialize()
* ~CTaskComplexGoToCarDoorAndStandStill()
```

CTaskComplexGoToPointAnyMeans (2 variables, 11 functions)

Variables list:

```
* ms_fOnFootDistance
* ms_fTargetRadius
```

Functions list:

```
* CTaskComplexGoToPointAnyMeans(int, CVector const&, CVehicle*, float, int)
* CTaskComplexGoToPointAnyMeans(int, CVector const&, float, int)
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateSubTask(int, CPed*) const
* CreateTask()
* GetTaskType() const
* Serialize()
* ~CTaskComplexGoToPointAnyMeans()
```

CTaskComplexDestroyCar (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexDestroyCar(CVehicle\*, unsigned int, unsigned int, unsigned int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexDestroyCar()

CTaskSimpleTriggerLookAt (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleTriggerLookAt(CEntity\*, int, int, Rw3d, unsigned char, float, int, int)
- \* Clone() const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleTriggerLookAt()

CTaskComplexWalkRoundBuildingAttempt (3 variables, 16 functions)

Variables list:

- \* ms\_LargeMovedEpsSqr
- \* ms\_SmallMovedEpsSqr
- \* ms\_iMaxAttempts

Functions list:

- \* AddNormalToMoveDir(CVector&) const
- \* CTaskComplexWalkRoundBuildingAttempt(int, CEntity\*, CVector const&, CVector const&, CVector const&, bool)
- \* CTaskComplexWalkRoundBuildingAttempt(int, CVector const&, CVector const&, CVector const&, bool)
- \* Clone() const
- \* ComputeCrapRoute(CPed const&)
- \* ComputeMoveDir(CPed const&, CVector&) const
- \* ComputeRoute(CPed const&)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexWalkRoundBuildingAttempt()

CTaskComplexEnterCarAsPassengerWait (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexEnterCarAsPassengerWait(CVehicle\*, CPed\*, bool, int)

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexEnterCarAsPassengerWait()

CTaskComplexTurnToFaceEntityOrCoord (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexTurnToFaceEntityOrCoord(CEntity\*, float, float)
- \* CTaskComplexTurnToFaceEntityOrCoord(CVector const&, float, float)
- \* Clone() const
- \* ComputeTargetHeading(CPed\*) const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexTurnToFaceEntityOrCoord()

CTaskSimpleGunControl (1 variables, 9 functions)

Variables list:

- \* DEFAULT\_GUN\_ATTACK\_PERIOD

Functions list:

- \* CTaskSimpleGunControl(CEntity\*, CVector const\*, CVector const\*, signed char, short, int)
- \* ChangeFiringTask(signed char, CEntity\*, CVector\*, CVector\*)
- \* Clone() const
- \* CreateTask()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleGunControl()

CTaskSimpleGangDriveBy (3 variables, 15 functions)

Variables list:

- \* ANIM\_LOOP\_END
- \* ANIM\_LOOP\_FIRE
- \* ANIM\_LOOP\_START

Functions list:

- \* AimGun(CPed\*)
- \* CTaskSimpleGangDriveBy(CEntity\*, CVector const\*, float, signed char, signed char, bool)
- \* Clone() const
- \* CreateTask()
- \* FinishAnimGangDriveByCB(CAnimBlendAssociation\*, void\*)
- \* FireGun(CPed\*)
- \* GetTaskType() const
- \* LineOfSightClearForAttack(CPed\*, CVector&)
- \* LookForTarget(CPed\*)

- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ManageAnim(CPed\*)
- \* PlayerTarget(CPed\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleGangDriveBy()

CTaskComplexPartnerChat (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexPartnerChat(char\*, CPed\*, unsigned char, float, int, unsigned char, unsigned char, CVector)
- \* Clone() const
- \* CreateTask()
- \* GetPartnerSequence()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexPartnerChat()

CTaskSimpleClimb (13 variables, 20 functions)

Variables list:

- \* ms\_ClimbColModel
- \* ms\_FindEdgeColModel
- \* ms\_StandupColModel
- \* ms\_VaultColModel
- \* ms\_fAtEdgeOffsetHorz
- \* ms\_fAtEdgeOffsetVert
- \* ms\_fHangingOffsetHorz
- \* ms\_fHangingOffsetVert
- \* ms\_fMinForStretchGrab
- \* ms\_fStandUpOffsetHorz
- \* ms\_fStandUpOffsetVert
- \* ms\_fVaultOffsetHorz
- \* ms\_fVaultOffsetVert

Functions list:

- \* CTaskSimpleClimb(CEntity\*, CVector const&, float, unsigned char, signed char, bool)
- \* Clone() const
- \* CreateColModel()
- \* CreateTask()
- \* DeleteAnimClimbCB(CAnimBlendAssociation\*, void\*)
- \* GetCameraStickModifier(CPed\*, float&, float&, float&, float&)
- \* GetCameraTargetPos(CPed\*, CVector&)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ScanToGrab(CPed\*, CVector&, float&, unsigned char&, bool, bool, bool, CVector\*)
- \* ScanToGrabSectorList(CPtrList&, CPed\*, CVector&, float&, unsigned char&, bool, bool, bool)
- \* Serialize()
- \* Shutdown()
- \* StartAnim(CPed\*)
- \* StartSpeech(CPed\*) const
- \* TestForClimb(CPed\*, CVector&, float&, unsigned char&, bool)
- \* TestForStandUp(CPed\*, CVector&, float)

- \* TestForVault(CPed\*, CVector&, float)
- \* ~CTaskSimpleClimb()

CTaskComplexGoPickUpEntity (2 variables, 9 functions)

Variables list:

- \* MAX\_GOTO\_TIME
- \* MAX\_PICKUP\_TIME

Functions list:

- \* CTaskComplexGoPickUpEntity(CEntity\*, AssocGroupId)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexGoPickUpEntity()

CTaskSimpleEvasiveStep (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleEvasiveStep(CEntity\*)
- \* Clone() const
- \* CreateTask()
- \* FinishAnimEvasiveStepCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleEvasiveStep()

CTaskComplexEvasiveStep (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexEvasiveStep(CEntity\*, CVector const&)
- \* Clone() const
- \* ComputeTargetHeading() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexEvasiveStep()

CTaskComplexWalkRoundObject (4 variables, 12 functions)

Variables list:

- \* ms\_fObjectDotAngleChangedThreshold
- \* ms\_fObjectPosChangedThresholdSq
- \* ms\_iWalkRoundTimeRunning
- \* ms\_iWalkRoundTimeWalking

Functions list:

- \* CTaskComplexWalkRoundObject(int, CVector const&, CEntity\*)

- \* Clone() const
- \* ComputeRoute(CPed\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateRouteTask(CPed const\*) const
- \* CreateSubTask(int, CPed const\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexWalkRoundObject()

CTaskComplexEvasiveCower (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexEvasiveCower(CEntity\*, CVector const&)
- \* Clone() const
- \* ComputeTargetHeading() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexEvasiveCower()

CTaskComplexCarDriveMission (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexCarDriveMission(CVehicle\*, CEntity\*, int, int, float)
- \* Clone() const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* SetUpCar() const
- \* ~CTaskComplexCarDriveMission()

CTaskComplexGoToPointShooting (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskComplexGoToPointShooting(int, CVector const&, CEntity\*, CVector, float, float)
- \* Clone() const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexGoToPointShooting()

CTaskComplexSmartFleeEntity (4 variables, 10 functions)

Variables list:

- \* ms\_fEntityPosChangeThreshold
- \* ms\_fSafeDistance
- \* ms\_iEntityPosCheckPeriod
- \* ms\_iFleeTime



Functions list:

- \* CTaskComplexSmartFleeEntity(CEntity\*, bool, float, int, int, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexSmartFleeEntity()

CTaskComplexGoToPointAiming (2 variables, 10 functions)

Variables list:

- \* ms\_fSlowDownDistance
- \* ms\_fTargetRadius

Functions list:

- \* CTaskComplexGoToPointAiming(int, CVector const&, CEntity\*, CVector, float, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexGoToPointAiming()

CTaskComplexFleeAnyMeans (3 variables, 10 functions)

Variables list:

- \* ms\_fStealCarDist
- \* ms\_iShootRecoverTime
- \* ms\_iShootTime

Functions list:

- \* CTaskComplexFleeAnyMeans(CEntity\*, bool, float, int, int, int, float, int, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* CreateTask()
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexFleeAnyMeans()

CTaskComplexSeekEntityAiming (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexSeekEntityAiming(CEntity\*, float, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateTask()

- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexSeekEntityAiming()

CTaskSimpleUseGun (1 variables, 23 functions)

Variables list:

- \* WEAPON\_RE\_AIM\_RATE

Functions list:

- \* AbortIK(CPed\*)
- \* AimGun(CPed\*)
- \* CTaskSimpleUseGun(CEntity\*, CVector, signed char, short, unsigned char)
- \* ClearAnim(CPed\*)
- \* Clone() const
- \* ControlGun(CPed\*, CEntity\*, signed char)
- \* ControlGunMove(CVector2D\*)
- \* CreateTask()
- \* FinishGunAnimCB(CAnimBlendAssociation\*, void\*)
- \* FireGun(CPed\*, bool)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PlayerPassiveControlGun()
- \* ProcessPed(CPed\*)
- \* RemoveStanceAnims(CPed\*, float)
- \* RequirePistolWhip(CPed\*, CEntity\*)
- \* Reset(CPed\*, CEntity\*, CVector, signed char, short)
- \* Serialize()
- \* SetMoveAnim(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed\*)
- \* StartCountDown(unsigned char, bool)
- \* ~CTaskSimpleUseGun()

CTaskSimpleJetPack (12 variables, 17 functions)

Variables list:

- \* JETPACK\_ANGLE\_RATE
- \* JETPACK\_TURN\_RATE
- \* LEG\_SWING\_DAMP\_FRAC
- \* LEG\_SWING\_DELTA\_V\_MULT
- \* LEG\_SWING\_GRAVITY\_MULT
- \* LEG\_SWING\_MAX\_ANGLE
- \* THRUST\_FULL
- \* THRUST\_MAX\_ANGLE
- \* THRUST\_MOVE\_DAMPING
- \* THRUST\_NOMINAL
- \* THRUST\_STOP
- \* THRUST\_STRAFE

Functions list:

- \* ApplyRollAndPitch(CPed\*)
- \* CTaskSimpleJetPack(CVector const\*, float, int, CEntity\*)
- \* Clone() const
- \* CreateTask()
- \* DoJetPackEffect(CPed\*)
- \* DropJetPack(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessAnims(CPed\*)
- \* ProcessControlAI(CPed\*)

- \* ProcessControlInput(CPlayerPed\*)
- \* ProcessPed(CPed\*)
- \* ProcessThrust(CPed\*)
- \* RenderJetPack(CPed\*)
- \* Serialize()
- \* StopJetPackEffect()
- \* ~CTaskSimpleJetPack()

CCivilianPed (0 variables, 3 functions)  
Variables list:

Functions list:

- \* CCivilianPed(ePedType, unsigned int)
- \* ProcessControl()
- \* ~CCivilianPed()

CCopPed (0 variables, 7 functions)  
Variables list:

Functions list:

- \* AddCriminalToKill(CPed\*)
- \* CCopPed(eCopType)
- \* ClearCriminalsToKill()
- \* ProcessControl()
- \* RemoveCriminalToKill(CPed\*, int)
- \* SetPartner(CCopPed\*)
- \* ~CCopPed()

CDummyPed (0 variables, 2 functions)  
Variables list:

Functions list:

- \* CDummyPed()
- \* ~CDummyPed()

CEmergencyPed (0 variables, 6 functions)  
Variables list:

Functions list:

- \* CEmergencyPed(unsigned int, unsigned int)
- \* FiremanAI()
- \* InRange(CPed\*)
- \* MedicAI()
- \* ProcessControl()
- \* ~CEmergencyPed()

CGangInfo (0 variables, 2 functions)  
Variables list:

Functions list:

- \* CGangInfo()
- \* ~CGangInfo()

CPool<CPed, CCopPed> (0 variables, 1 functions)  
Variables list:

Functions list:

- \* Delete(CPed\*)

CPedAttractor (1 variables, 23 functions)

Variables list:

- \* ms\_tasks

Functions list:

- \* AbortPedTasks()
- \* BroadcastArrival(CPed\*)
- \* BroadcastDeparture(CPed\*)
- \* CPedAttractor(C2dEffect\*, CEntity\*, int, int, float, float, float, float, float, float, float)
- \* ComputeAttractHeading(int, float&) const
- \* ComputeAttractPos(int, CVector&) const
- \* ComputeAttractTime(int, bool, float&) const
- \* ComputeDeltaHeading() const
- \* ComputeDeltaPos() const
- \* ComputeFreeSlot() const
- \* DeRegisterPed(CPed\*)
- \* GetHeadOfQueue() const
- \* GetNoOfRegisteredPeds() const
- \* GetQueueSlot(CPed const\*) const
- \* GetTailOfQueue() const
- \* GetTaskForPed(CPed\*) const
- \* IsAtHeadOfQueue(CPed\*) const
- \* IsRegisteredWithPed(CPed const\*) const
- \* RegisterPed(CPed\*)
- \* SetTaskForPed(CPed\*, CTask\*)
- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~CPedAttractor()

CPedShelterAttractor (9 variables, 7 functions)

Variables list:

- \* ms\_displacements
- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* BroadcastDeparture(CPed\*)
- \* ComputeAttractHeading(int, float&) const
- \* ComputeAttractPos(int, CVector&) const
- \* GetDisplacement(int)
- \* GetType() const
- \* IsAtHeadOfQueue(CPed\*) const
- \* ~CPedShelterAttractor()

CPedTaskPair (0 variables, 1 functions)

Variables list:

Functions list:

- \* Flush()

CPedAttractorManager (3 variables, 27 functions)

Variables list:

- \* ms\_fInfluenceCosTheta
- \* ms\_fInfluenceDistance
- \* ms\_fSearchDistance

Functions list:

- \* BroadcastArrival(CPed\*, CPedAttractor\*)
- \* BroadcastArrival(CPed\*, CPedAttractor\*, SArray<CPedAttractor\*>&)
- \* BroadcastDeparture(CPed\*, CPedAttractor\*)
- \* BroadcastDeparture(CPed\*, CPedAttractor\*, SArray<CPedAttractor\*>&)
- \* ComputeEffectForwardDir(C2dEffect const\*, CMatrix const&, CVector&)
- \* ComputeEffectPos(C2dEffect const\*, CMatrix const&, CVector&)
- \* ComputeEffectQueueDir(C2dEffect const\*, CMatrix const&, CVector&)
- \* ComputeEffectUseDir(C2dEffect const\*, CMatrix const&, CVector&)
- \* DeRegisterPed(CPed\*, CPedAttractor\*)
- \* DeRegisterPed(CPed\*, CPedAttractor\*, SArray<CPedAttractor\*>&)
- \* FindAssociatedAttractor(C2dEffect const\*, CEntity const\*, SArray<CPedAttractor\*> const&) const
- \* GetPedUsingEffect(C2dEffect const\*, CEntity const\*)
- \* GetPedUsingEffect(C2dEffect const\*, CEntity const\*, SArray<CPedAttractor\*> const&)
- \* GetRelevantAttractor(CPed const\*, C2dEffect const\*, CEntity const\*) const
- \* GetRelevantAttractor(CPed const\*, C2dEffect const\*, CEntity const\*, SArray<CPedAttractor\*> const&) const
- \* HasEmptySlot(C2dEffect const\*, CEntity const\*) const
- \* HasQueueTailArrivedAtSlot(C2dEffect const\*, CEntity const\*)
- \* IsApproachable(C2dEffect\*, CMatrix const&, int, CPed\*)
- \* IsPedRegistered(CPed\*, SArray<CPedAttractor\*> const&) const
- \* IsPedRegisteredWithEffect(CPed\*) const
- \* IsPedRegisteredWithEffect(CPed\*, C2dEffect const\*, CEntity const\*) const
- \* IsPedRegisteredWithEffect(CPed\*, C2dEffect const\*, CEntity const\*, SArray<CPedAttractor\*> const&) const
- \* RegisterPed(CPed\*, C2dEffect\*, CEntity\*, int, SArray<CPedAttractor\*>&)
- \* RegisterPedWithAttractor(CPed\*, C2dEffect\*, CEntity\*, int)
- \* RemoveEffect(C2dEffect const\*) const
- \* RemoveEffect(C2dEffect const\*, SArray<CPedAttractor\*> const&) const
- \* RestoreStuffFromMem()

CPedAttractorPedPlacer (0 variables, 1 functions)

Variables list:

Functions list:

- \* PlacePedAtEffect(C2dEffect const&, CEntity\*, CPed\*, float)

CPedAtmAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const
- \* ~CPedAtmAttractor()

CPedSeatAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const
- \* ~CPedSeatAttractor()

CPedStopAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const
- \* ~CPedStopAttractor()

CPedPizzaAttractor (9 variables, 3 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fPizzaOrderTime
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetHeadOfQueueWaitTime()
- \* GetType() const
- \* ~CPedPizzaAttractor()

CPedTriggerScriptAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const

\* ~CPedTriggerScriptAttractor()

CPedLookAtAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const
- \* ~CPedLookAtAttractor()

CPedScriptedAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const
- \* ~CPedScriptedAttractor()

CPedParkAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const
- \* ~CPedParkAttractor()

CPedStepAttractor (8 variables, 2 functions)

Variables list:

- \* ms\_fAchieveQueueShuffleTime
- \* ms\_fAchieveQueueTime
- \* ms\_fArriveRange
- \* ms\_fDeltaHeading
- \* ms\_fDeltaPos
- \* ms\_fHeadingRange
- \* ms\_fSpacing
- \* ms\_iMaxSlots

Functions list:

- \* GetType() const
- \* ~CPedStepAttractor()

SArray<CTask const\*> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~SArray()

SArray<CVector> (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~SArray()

CMoveStateStrings (0 variables, 1 functions)

Variables list:

Functions list:

- \* GetMoveStateString(int)

CPedDebugVisualiser (2 variables, 13 functions)

Variables list:

- \* m\_textDisplayFlags

- \* nDisplayDebugInfo

Functions list:

- \* SetRenderStates()

- \* VisualiseAttractorsInPtrList(CPtrList&, CPed const&) const

- \* VisualiseBoundingVolumes(CPed&) const

- \* VisualiseEvents(CPed const&) const

- \* VisualiseFOV(CPed const&) const

- \* VisualiseHitSidesToPlayer(CPed&) const

- \* VisualiseNearbyAttractors(CPed const&) const

- \* VisualiseOneAttractor(CVector const&, CVector const&, CVector const&, CVector const&) const

VisualisePedsNearPlayer()

- \* VisualisePedsNearPlayer()

- \* VisualisePosition(CPed const&) const

- \* VisualiseTasks(CPed const&) const

- \* VisualiseText(CPed const&) const

- \* VisualiseTextViaMenu(CPed const&) const

CPedDebugVisualiser::CTextDisplayFlags (0 variables, 2 functions)

Variables list:

Functions list:

- \* CTextDisplayFlags()

- \* ~CTextDisplayFlags()

CPedGeometryAnalyser (7 variables, 39 functions)

Variables list:

- \* ms\_bDisplayProfilingInfo

- \* ms\_bUseEntityBoundsCaching

- \* ms\_bUseLineOfSightCaching

- \* ms\_fClearTargetSearchDistance

- \* ms\_fInAirOffset

- \* ms\_fPedNominalRadius

- \* ms\_fTargetRange



#### Functions list:

- \* CanPedJumpObstacle(CPed const&, CEntity const&)
- \* CanPedJumpObstacle(CPed const&, CEntity const&, CVector const&, CVector const&)
- \* CanPedTargetPed(CPed&, CPed&, bool)
- \* CanPedTargetPoint(CPed const&, CVector const&, bool)
- \* ComputeBuildingHitPoints(CVector const&, CVector const&)
- \* ComputeClearTarget(CPed const&, CVector const&, CVector&)
- \* ComputeClosestSurfacePoint(CPed const&, CEntity&, CVector&)
- \* ComputeClosestSurfacePoint(CVector const&, CEntity&, CVector&)
- \* ComputeClosestSurfacePoint(CVector const&, CVector const\*, CVector&)
- \* ComputeEntityBoundingBoxCentre(float, CEntity&, CVector&)
- \* ComputeEntityBoundingBoxCentreUncached(float, CVector const\*, CVector&)
- \* ComputeEntityBoundingBoxCentreUncachedAll(float, CEntity&, CVector&)
- \* ComputeEntityBoundingBoxCorners(float, CEntity&, CVector\*)
- \* ComputeEntityBoundingBoxCornersUncached(float, CEntity&, CVector\*)
- \* ComputeEntityBoundingBoxPlanes(float, CEntity&, CVector\*, float\*)
- \* ComputeEntityBoundingBoxPlanesUncached(float, CVector const\*, CVector\*, float\*)
- \* ComputeEntityBoundingBoxPlanesUncachedAll(float, CEntity&, CVector\*, float\*)
- \* ComputeEntityBoundingBoxSegmentPlanes(float, CEntity&, CVector\*, float\*)
- \* ComputeEntityBoundingBoxSegmentPlanesUncached(CVector const\*, CVector&, CVector\*, float\*)
- \* ComputeEntityBoundingBoxSegmentPlanesUncachedAll(float, CEntity&, CVector\*, float\*)
- \* ComputeEntityBoundingSphere(CPed const&, CEntity&, CColSphere&)
- \* ComputeEntityDirs(CEntity const&, CVector\*)
- \* ComputeEntityHitSide(CPed const&, CEntity&)
- \* ComputeEntityHitSide(CVector const&, CEntity&)
- \* ComputeEntityHitSide(CVector const&, CVector const\*, float const\*)
- \* ComputeMoveDirToAvoidEntity(CPed const&, CEntity&, CVector&)
- \* ComputePedHitSide(CPed const&, CPhysical const&)
- \* ComputePedHitSide(CPed const&, CVector const&)
- \* ComputePedShotSide(CPed const&, CVector const&)
- \* ComputeRouteRoundEntityBoundingBox(CPed const&, CEntity&, CVector const&, CPointRoute&, int)
- \* ComputeRouteRoundEntityBoundingBox(CPed const&, CVector const&, CEntity&, CVector const&, CPointRoute&, int)
- \* ComputeRouteRoundSphere(CPed const&, CColSphere const&, CVector const&, CVector const&, CVector&, CVector&, CVector&)
- \* GetIsLineOfSightClear(CPed const&, CVector const&, CEntity&, float&)
- \* GetIsLineOfSightClear(CVector const&, CVector const&, CEntity&)
- \* GetNearestPed(CVector const&)
- \* IsEntityBlockingTarget(CEntity\*, CVector const&, float)
- \* IsInAir(CPed const&)
- \* IsWanderPathClear(CVector const&, CVector const&, float, int)
- \* LiesInsideBoundingBox(CPed const&, CVector const&, CEntity&)

CPedGroupDefaultTaskAllocatorStandStill (0 variables, 3 functions)

#### Variables list:

#### Functions list:

- \* AllocateDefaultTasks(CPedGroup\*, CPed\*) const
- \* GetType() const
- \* ~CPedGroupDefaultTaskAllocatorStandStill()

CPedGroupMembership (2 variables, 22 functions)

#### Variables list:

- \* ms\_fMaxSeparation
- \* ms\_fPlayerGroupMaxSeparation

Functions list:

- \* AddFollower(CPed\*)
- \* AddMember(CPed\*, int)
- \* AppointNewLeader()
- \* CPedGroupMembership()
- \* CPedGroupMembership(CPedGroupMembership const&)
- \* CountMembers() const
- \* CountMembersExcludingLeader() const
- \* Flush()
- \* From(CPedGroupMembership const&)
- \* GetLeader() const
- \* GetMember(int) const
- \* GetObjectForPedToHold()
- \* IsFollower(CPed const\*) const
- \* IsLeader(CPed const\*) const
- \* IsMember(CPed const\*) const
- \* Process()
- \* RemoveAllFollowers(bool)
- \* RemoveMember(CPed\*)
- \* RemoveMember(int)
- \* RemoveNFollowers(int)
- \* SetLeader(CPed\*)
- \* ~CPedGroupMembership()

CPedGroupDefaultTaskAllocatorRandom (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateDefaultTasks(CPedGroup\*, CPed\*) const
- \* GetType() const
- \* ~CPedGroupDefaultTaskAllocatorRandom()

CPedGroupDefaultTaskAllocatorFollowLimited (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateDefaultTasks(CPedGroup\*, CPed\*) const
- \* GetType() const
- \* ~CPedGroupDefaultTaskAllocatorFollowLimited()

CPedGroupDefaultTaskAllocatorFollowAnyMeans (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateDefaultTasks(CPedGroup\*, CPed\*) const
- \* GetType() const
- \* ~CPedGroupDefaultTaskAllocatorFollowAnyMeans()

CPedGroupDefaultTaskAllocatorSitInLeaderCar (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateDefaultTasks(CPedGroup\*, CPed\*) const
- \* GetType() const
- \* ~CPedGroupDefaultTaskAllocatorSitInLeaderCar()

CPedGroupDefaultTaskAllocatorChat (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateDefaultTasks(CPedGroup\*, CPed\*) const
- \* GetType() const
- \* ~CPedGroupDefaultTaskAllocatorChat()

CPedGroupDefaultTaskAllocators (6 variables, 1 functions)

Variables list:

- \* ms\_chatAllocator
- \* ms\_followAnyMeansAllocator
- \* ms\_followLimitedAllocator
- \* ms\_randomAllocator
- \* ms\_sitInLeaderCarAllocator
- \* ms\_standStillAllocator

Functions list:

- \* Get(int)

CPedGroupIntelligence (0 variables, 34 functions)

Variables list:

Functions list:

- \* AddEvent(CEvent&)
- \* CPedGroupIntelligence()
- \* ComputeDefaultTasks(CPed\*)
- \* ComputeEventResponseTasks()
- \* ComputeScriptCommandTasks()
- \* Flush()
- \* FlushTasks(CPedTaskPair\*, CPed\*)
- \* GetTask(CPed\*, CPedTaskPair const\*) const
- \* GetTaskDefault(CPed\*) const
- \* GetTaskMain(CPed\*) const
- \* GetTaskScriptCommand(CPed\*) const
- \* GetTaskSecondary(CPed\*) const
- \* GetTaskSecondarySlot(CPed\*) const
- \* GetTaskSlot(CPed\*, CPedTaskPair const\*) const
- \* IsCurrentEventValid() const
- \* IsGroupResponding() const
- \* Process()
- \* ProcessIgnorePlayerGroup()
- \* ReportAllBarScriptTasksFinished()
- \* ReportAllTasksFinished()
- \* ReportAllTasksFinished(CPedTaskPair\*)
- \* ReportFinishedTask(CPed const\*, CTask const&)
- \* ReportFinishedTask(CPed const\*, CTask const&, CPedTaskPair\*)
- \* SetDefaultTask(CPed\*, CTask const&)
- \* SetDefaultTaskAllocator(CPedGroupDefaultTaskAllocator const\*)
- \* SetDefaultTaskAllocatorType(int)
- \* SetEventResponseTask(CPed\*, bool, CTask const&, bool, CTask const&, int)
- \* SetEventResponseTaskAllocator(CTaskAllocator\*)
- \* SetGroupDecisionMakerType(int)
- \* SetPrimaryTaskAllocator(CTaskAllocator\*)
- \* SetScriptCommandTask(CPed\*, CTask const&)
- \* SetTask(CPed\*, CTask const&, CPedTaskPair\*, int, bool)
- \* SetTask(int, CTask const&, CPedTaskPair\*, int, bool)
- \* ~CPedGroupIntelligence()

CGroupEventHandler (0 variables, 32 functions)

Variables list:

Functions list:

- \* ComputeDoDealResponse(CPedGroup\*, CPed\*, CPed\*)
- \* ComputeDrivebyResponse(CPedGroup\*, CPed\*, CPed\*)
- \* ComputeEventResponseTasks(CEventGroupEvent const&, CPedGroup\*)
- \* ComputeFleePedResponse(CPedGroup\*, CPed\*, CPed\*, unsigned char)
- \* ComputeGreetResponse(CPedGroup\*, CPed\*, CPed\*)
- \* ComputeHandSignalResponse(CPedGroup\*, CPed\*, CPed\*)
- \* ComputeHassleSexyPedResponse(CPedGroup\*, CPed\*, CPed\*)
- \* ComputeHassleThreatResponse(CPedGroup\*, CPed\*, CPed\*, bool)
- \* ComputeKillPlayerBasicResponse(CPedGroup\*, CPed\*, CPed\*, unsigned char)
- \* ComputeKillThreatsBasicResponse(CPedGroup\*, CPed\*, CPed\*, unsigned char)
- \* ComputeLeanOnVehicleResponse(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeMemberResponses(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseLeaderQuitEnteringCar(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseDamage(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseDanger(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseDraggedOutCar(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseGather(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseGunAimedAt(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseLeaderEnterExit(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseLeaderEnteredCar(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseLeaderExitedCar(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseNewGangMember(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponsePedFriend(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponsePedThreat(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponsePlayerCommand(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseSeenCop(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseSexyPed(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseShotFired(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeResponseVehicleDamage(CEvent const&, CPedGroup\*, CPed\*)
- \* ComputeStareResponse(CPedGroup\*, CPed\*, CPed\*, int, int)
- \* ComputeWalkAlongsideResponse(CPedGroup\*, CPed\*, CPed\*)
- \* IsKillTaskAppropriate(CPedGroup\*, CPed\*)

CPedGroup (0 variables, 12 functions)

Variables list:

Functions list:

- \* CPedGroup()
- \* FindDistanceToFurthestMember()
- \* FindDistanceToNearestMember(CPed\*\*)
- \* Flush()
- \* GetClosestGroupPed(CPed\*, float\*)
- \* IsAnyoneUsingCar(CVehicle const&) const
- \* PlayerGaveCommand\_Attack(CPed\*, CPed\*)
- \* PlayerGaveCommand\_Gather(CPed\*)
- \* Process()
- \* RemoveAllFollowers()
- \* Teleport(CVector const&)
- \* ~CPedGroup()

CPedGroupPlacer (2 variables, 4 functions)

Variables list:

- \* ms\_maxGangSize
- \* ms\_minGangSize

Functions list:

- \* PlaceChatGroup(ePedType, int, CVector const&, int) const
- \* PlaceFormationGroup(ePedType, int, CVector const&, int) const
- \* PlaceGroup(ePedType, int, CVector const&, int) const
- \* PlaceRandomGroup(ePedType, int, CVector const&, int) const

CEventCreatePartnerTask (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventCreatePartnerTask()

CPedIK (8 variables, 10 functions)

Variables list:

- \* XaxisIK
- \* YaxisIK
- \* ZaxisIK
- \* ms\_headInfo
- \* ms\_headRestoreInfo
- \* ms\_lowerArmInfo
- \* ms\_torsoInfo
- \* ms\_upperArmInfo

Functions list:

- \* CPedIK(CPed\*)
- \* ExtractYawAndPitchWorld(RwMatrixTag\*, float&, float&)
- \* GetWorldMatrix(RwFrame\*, RwMatrixTag\*)
- \* MoveLimb(LimbOrientation&, float, float, LimbMovementInfo&)
- \* MoveLimb(LimbOrientation&, float, float, LimbMovementInfo&, float)
- \* PitchForSlope()
- \* PointGunAtPosition(CVector const&, float)
- \* PointGunInDirection(float, float, bool, float)
- \* RotateTorso(AnimBlendFrameData\*, LimbOrientation&, bool)
- \* RotateTorsoForArm(CVector const&)

CInterestingEvents (1 variables, 7 functions)

Variables list:

- \* ms\_iScanFrequency

Functions list:

- \* Add(CInterestingEvents::EType, CEntity\*)
- \* CInterestingEvents()
- \* GetInterestingEvent()
- \* InvalidateEvent(TInterestingEvent const\*)
- \* InvalidateNonVisibleEvents()
- \* ScanForNearbyEntities()
- \* ~CInterestingEvents()

CPedStuckChecker (0 variables, 2 functions)

Variables list:

Functions list:

- \* CPedStuckChecker()
- \* TestPedStuck(CPed\*, CEventGroup\*)

CEntityScanner (1 variables, 4 functions)

Variables list:

- \* ms\_iScanPeriod

Functions list:

- \* CEntityScanner()
- \* Clear()
- \* ScanForEntitiesInRange(int, CPed const&)
- \* ~CEntityScanner()

CVehicleScanner (0 variables, 2 functions)

Variables list:

Functions list:

- \* GetClosestVehicleInRange() const
- \* ScanForVehiclesInRange(CPed const&)

CPedScanner (0 variables, 2 functions)

Variables list:

Functions list:

- \* GetClosestPedInRange() const
- \* ScanForPedsInRange(CPed const&)

CObjectScanner (0 variables, 2 functions)

Variables list:

Functions list:

- \* GetClosestObjectInRange() const
- \* ScanForObjectsInRange(CPed const&)

CAttractorScanner (2 variables, 9 functions)

Variables list:

- \* ms\_iScanLatency
- \* ms\_iScanPeriod

Functions list:

- \* AddEffect(C2dEffect\*, CEntity\*, CPed const&)
- \* CAttractorScanner()
- \* Clear()
- \* GetClosestAttractorOfType(CVector const&, float, int, int, char const\*, bool, C2dEffect const\*, C2dEffect\*&, CEntity\*&)
- \* GetNearestAttractorInRange(C2dEffect\*&, CEntity\*&) const
- \* GetNearestPedNotUsingAttractor(C2dEffect const&)
- \* ScanForAttractionsInPtrList(CPtrList&, CPed const&)
- \* ScanForAttractionsInRange(CPed const&)
- \* ~CAttractorScanner()

CBuildingPotentialCollisionScanner (4 variables, 1 functions)

Variables list:

- \* ms\_fLookAheadDistanceRunning
- \* ms\_fLookAheadDistanceWalking
- \* ms\_fNormalZThreshold
- \* ms\_iPeriod

Functions list:

- \* ScanForBuildingPotentialCollisionEvents(CPed const&)

CPedAcquaintanceScanner (4 variables, 7 functions)

Variables list:

- \* ms\_fThresholdDotProduct
- \* ms\_iAcquaintanceLatencyPeriodDefinite
- \* ms\_iAcquaintanceLatencyPeriodMaybe
- \* ms\_iAcquaintanceScanPeriod

Functions list:

- \* AddAcquaintanceEvent(CPed const&, int, CPed\*)
- \* CanJoinLARiot(CPed const&, CPed const&)
- \* FindClosestAcquaintance(CPed&, int, CEntity\*\*, int, CPed\*&, int&)
- \* IsScanPermitted(CPed const&) const
- \* ScanAcquaintanceTypes(CPed const&, int, int, CPed\*, CPed\*&, int&)
- \* ScanForPedAcquaintanceEvents(CPed&, CEntity\*\*, int)
- \* SetTimer(int)

CSexyPedScanner (3 variables, 2 functions)

Variables list:

- \* ms\_fSexyPedRange
- \* ms\_iScanPeriod
- \* ms\_iSexyPedLatencyPeriod

Functions list:

- \* IsScanPermitted(CPed const&) const
- \* ScanForSexyPedEvents(CPed const&, CEntity\*\*, int)

CVehicleThreatScanner (0 variables, 1 functions)

Variables list:

Functions list:

- \* ScanForVehicleThreatEvents(CPed const&, CVehicleThreats const&, CEntity\*\*, int, CEventGroup\*) const

CDecision (0 variables, 7 functions)

Variables list:

Functions list:

- \* Add(int, float\*, int\*)
- \* CDecision()
- \* From(CDecision const&)
- \* HasResponse() const
- \* MakeDecision(int, bool, int, int, int, int, short&, short&) const
- \* Set(int\*, float (\*) [4], int (\*) [2], float (\*) [6])
- \* SetDefault()

CDecisionSimple (0 variables, 3 functions)

Variables list:

Functions list:

- \* MakeDecision(int, short&, int&) const
- \* Set(int\*, unsigned char\*, int)
- \* SetDefault()

CMentalState (0 variables, 2 functions)

Variables list:

Functions list:

- \* IncrementAnger(int)
- \* Process(CPed const&)

CEventScanner (1 variables, 5 functions)

Variables list:

- \* m\_sDeadPedWalkingTimer

Functions list:

- \* CEventScanner()
- \* Clear()
- \* ScanForEvents(CPed&)
- \* ScanForEventsNow(CPed const&, int)
- \* ~CEventScanner()

CCollisionEventScanner (2 variables, 1 functions)

Variables list:

- \* ms\_fMinVelToDamagePedSqr
- \* ms\_fTrailerMinVelToDamagePedSqr

Functions list:

- \* ScanForCollisionEvents(CPed&, CEventGroup\*)

CNearbyFireScanner (3 variables, 1 functions)

Variables list:

- \* ms\_fNearbyFireRange
- \* ms\_fPotentialWalkIntoFireRange
- \* ms\_iLatencyPeriod

Functions list:

- \* ScanForNearbyFires(CPed const&)

CObjectPotentialCollisionScanner (3 variables, 1 functions)

Variables list:

- \* ms\_fMinIntersectionLength
- \* ms\_fObjectAvoidDistance
- \* ms\_iPeriod

Functions list:

- \* ScanForObjectPotentialCollisionEvents(CPed const&)

CVehiclePotentialCollisionScanner (9 variables, 1 functions)

Variables list:

- \* ms\_fFastDiveDist
- \* ms\_fMinAvoidScaredSpeed
- \* ms\_fMinAvoidSpeed
- \* ms\_fMinIntersectionLength
- \* ms\_fSlowDiveDist
- \* ms\_fVehicleAvoidDistance
- \* ms\_fVehiclePotentialRunOverDistance
- \* ms\_fVehicleThreatMultiplier
- \* ms\_iPeriod

Functions list:

- \* ScanForVehiclePotentialCollisionEvents(CPed const&, CEntity\*\*, int)

CPedPotentialCollisionScanner (1 variables, 1 functions)

Variables list:

- \* ms\_fPedAvoidDistance

Functions list:

- \* ScanForPedPotentialCollisionEvents(CPed const&, CPed\*) const



CEventPedCollisionWithPlayer (0 variables, 3 functions)  
Variables list:

Functions list:  
\* Clone() const  
\* GetEventType() const  
\* ~CEventPedCollisionWithPlayer()

CEventPlayerCollisionWithPed (0 variables, 3 functions)  
Variables list:

Functions list:  
\* Clone() const  
\* GetEventType() const  
\* ~CEventPlayerCollisionWithPed()

CEventScriptedAttractor (0 variables, 3 functions)  
Variables list:

Functions list:  
\* CloneEditable() const  
\* GetEventType() const  
\* ~CEventScriptedAttractor()

CEventAcquaintancePedRespect (0 variables, 4 functions)  
Variables list:

Functions list:  
\* CloneEditable() const  
\* GetEventPriority() const  
\* GetEventType() const  
\* ~CEventAcquaintancePedRespect()

CEventAcquaintancePedLike (0 variables, 4 functions)  
Variables list:

Functions list:  
\* CloneEditable() const  
\* GetEventPriority() const  
\* GetEventType() const  
\* ~CEventAcquaintancePedLike()

CEventAcquaintancePedDislike (0 variables, 4 functions)  
Variables list:

Functions list:  
\* CloneEditable() const  
\* GetEventPriority() const  
\* GetEventType() const  
\* ~CEventAcquaintancePedDislike()

CPool<CPedIntelligence, CPedIntelligence> (0 variables, 1 functions)  
Variables list:

Functions list:  
\* Delete(CPedIntelligence\*)

CPedPlacement (0 variables, 4 functions)

Variables list:

Functions list:

- \* FindZCoorForPed(CVector\*)
- \* IsPositionClearForPed(CVector const&, float, int, CEntity\*\*, unsigned char, unsigned char, unsigned char)
- \* IsPositionClearOfCars(CPed const\*)
- \* IsPositionClearOfCars(CVector const\*)

CPedScriptedTaskRecordData (0 variables, 8 functions)

Variables list:

Functions list:

- \* AssociateWithEvent(CEventScriptCommand\*)
- \* AssociateWithTask(CTask\*)
- \* CPedScriptedTaskRecordData()
- \* Flush()
- \* Set(CPed\*, int, CEventScriptCommand const\*)
- \* Set(CPed\*, int, CTask const\*)
- \* SetAsAttractorScriptTask(CPed\*, int, CTask const\*)
- \* SetAsGroupTask(CPed\*, int, CTask const\*)

CACquaintance (0 variables, 5 functions)

Variables list:

Functions list:

- \* ClearAcquaintances(int)
- \* ClearAsAcquaintance(int, unsigned int)
- \* GetAcquaintances(int) const
- \* SetAcquaintances(int, unsigned int)
- \* SetAsAcquaintance(int, unsigned int)

CEventNewGangMember (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventNewGangMember()

CEventDontJoinPlayerGroup (0 variables, 6 functions)

Variables list:

Functions list:

- \* AffectsPed(CPed\*) const
- \* Clone() const
- \* GetEventPriority() const
- \* GetEventType() const
- \* GetLifeTime() const
- \* ~CEventDontJoinPlayerGroup()

CEventPlayerCommandToGroupGather (0 variables, 4 functions)

Variables list:

Functions list:

- \* CloneEditable() const

- \* GetEventPriority() const
- \* GetEventType() const
- \* ~CEventPlayerCommandToGroupGather()

CLoadedCarGroup (0 variables, 8 functions)

Variables list:

Functions list:

- \* AddMember(int)
- \* Clear()
- \* CountMembers()
- \* GetMember(int)
- \* PickLeastUsedModel(int)
- \* PickRandomCar(bool, bool)
- \* RemoveMember(int)
- \* SortBasedOnUsage()

BoneNode\_c (0 variables, 17 functions)

Variables list:

Functions list:

- \* AddChild(BoneNode\_c\*)
- \* BlendKeyframe(float)
- \* BoneNode\_c()
- \* CalcWldMat(RwMatrixTag\*)
- \* ClampLimitsCurrent(unsigned char, unsigned char, unsigned char)
- \* ClampLimitsDefault(unsigned char, unsigned char, unsigned char)
- \* EulerToQuat(RwV3d\*, RtQuat\*)
- \* GetIdFromBoneTag(int)
- \* GetLimits(int, float\*, float\*)
- \* GetSpeed()
- \* Init(int, RpHAnimBlendInterpFrame\*)
- \* InitLimits()
- \* Limit(float)
- \* QuatToEuler(RtQuat\*, RwV3d\*)
- \* SetLimits(int, float, float)
- \* SetSpeed(float)
- \* ~BoneNode\_c()

BoneNodeManager\_c (1 variables, 8 functions)

Variables list:

- \* ms\_boneInfos

Functions list:

- \* BoneNodeManager\_c()
- \* Exit()
- \* GetBoneNode()
- \* GetNumBoneNodesLeft()
- \* Init()
- \* Reset()
- \* ReturnBoneNode(BoneNode\_c\*)
- \* ~BoneNodeManager\_c()

IKChain\_c (0 variables, 22 functions)

Variables list:

Functions list:

- \* ClampLimits(int, unsigned char, unsigned char, unsigned char, int)
- \* Exit()

- \* GetBoneNodeFromTag(int)
- \* GetBoneSpeed(int)
- \* GetLimits(int, int, float\*, float\*)
- \* GetPriority()
- \* IKChain\_c()
- \* Init(char\*, int, CPed\*, int, RwV3d, int, CEntity\*, int, RwV3d, float, int)
- \* IsAtTarget(float, float\*)
- \* IsFacingTarget()
- \* MoveBonesToTarget()
- \* SetBlend(float)
- \* SetBoneSpeed(int, float)
- \* SetLimits(int, int, float, float)
- \* SetOffsetBoneTag(int)
- \* SetOffsetPos(RwV3d)
- \* SetupBones(int, RwV3d, int, AnimBlendFrameData\*)
- \* Update(float)
- \* UpdateEntity(CEntity\*)
- \* UpdateOffset(int, RwV3d)
- \* UpdateTarget(unsigned char)
- \* ~IKChain\_c()

IKChainManager\_c (0 variables, 19 functions)

Variables list:

Functions list:

- \* AbortLookAt(CPed\*, int)
- \* AbortPointArm(int, CPed\*, int)
- \* AddIKChain(char\*, int, CPed\*, int, RwV3d, int, CEntity\*, int, RwV3d, float, int)
- \* CanAccept(CPed\*, float)
- \* CanAcceptLookAt(CPed\*)
- \* Exit()
- \* GetLookAtEntity(CPed\*)
- \* GetLookAtOffset(CPed\*, CVector\*)
- \* IKChainManager\_c()
- \* Init()
- \* IsArmPointing(int, CPed\*)
- \* IsFacingTarget(CPed\*, int)
- \* IsLooking(CPed\*)
- \* LookAt(char\*, CPed\*, CEntity\*, int, int, RwV3d\*, unsigned char, float, int, int, unsigned char)
- \* PointArm(char\*, int, CPed\*, CEntity\*, int, RwV3d\*, float, int, float)
- \* RemoveIKChain(IKChain\_c\*)
- \* Reset()
- \* Update(float)
- \* ~IKChainManager\_c()

CDate (0 variables, 5 functions)

Variables list:

Functions list:

- \* CDate()
- \* PopulateDateFields(char const&, char const&, char const&, char const&, char const&, short)
- \* operator<(CDate const&) const
- \* operator==(CDate const&) const
- \* operator>(CDate const&) const

C\_PcSave (0 variables, 5 functions)

Variables list:

Functions list:

- \* DeleteSlot(signed char)
- \* GenerateGameFilename(int, char\*)
- \* PopulateSlotInfo()
- \* SaveSlot(signed char, bool)
- \* SetSaveDirectory(char const\*)

CCover (6 variables, 16 functions)

Variables list:

- \* LastTimeRecorded
- \* SlowestTimeRecorded
- \* bRenderCoverPoints
- \* m\_ListOfProcessedBuildings
- \* m\_NumPoints
- \* m\_aPoints

Functions list:

- \* AddCoverPoint(int, CEntity\*, CVector\*, signed char, unsigned char)
- \* CalculateHorizontalSize(CColTriangle\*, CVector\*)
- \* DoLineCheckWithinObject(CColTriangle\*, int, CVector\*, CVector\*, CVector, CVector)
- \* DoesCoverPointStillProvideCover(CCoverPoint\*, CVector)
- \* Find2HighestPoints(CColTriangle\*, CVector\*, int&, int&)
- \* FindAndReserveCoverPoint(CPed\*, CVector&, bool)
- \* FindCoordinatesCoverPoint(CCoverPoint\*, CPed\*, CVector&, CVector&)
- \* FindCoverPointsForThisBuilding(CBuilding\*)
- \* FindDirFromVector(CVector)
- \* FindVectorFromDir(unsigned char)
- \* FindVectorFromFirstToMissingVertex(CColTriangle\*, int\*, CVector\*)
- \* Init()
- \* RemoveCoverPointIfEntityLost(CCoverPoint\*)
- \* RemoveCoverPointsForThisEntity(CEntity\*)
- \* ShouldThisBuildingHaveItsCoverPointsCreated(CBuilding\*)
- \* Update()

CCoverPoint (0 variables, 3 functions)

Variables list:

Functions list:

- \* CanAccomodateAnotherPed()
- \* ReleaseCoverPointForPed(CPed\*)
- \* ReserveCoverPointForPed(CPed\*)

CPlayerRelationshipRecorder (0 variables, 7 functions)

Variables list:

Functions list:

- \* AddRelationship(CPed const\*, int)
- \* CPlayerRelationshipRecorder()
- \* ClearRelationshipWithPlayer(CPed const\*)
- \* Flush()
- \* GetRelationshipWithPlayer(CPed const\*) const
- \* RecordRelationshipWithPlayer(CPed const\*)
- \* ~CPlayerRelationshipRecorder()

CTaskSimpleAnim (0 variables, 4 functions)

Variables list:

Functions list:

- \* CTaskSimpleAnim(bool)
- \* FinishRunAnimCB(CAnimBlendAssociation\*, void\*)
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskSimpleAnim()

CTaskComplexPlayHandSignalAnim (1 variables, 11 functions)

Variables list:

- \* ms\_animBlock

Functions list:

- \* CTaskComplexPlayHandSignalAnim(AnimationId, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetAnimIdForPed(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* UseFatHands(CPed\*)
- \* ~CTaskComplexPlayHandSignalAnim()

CTaskSimpleRunAnimLoopedMiddle (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleRunAnimLoopedMiddle(AssocGroupId, AnimationId, float, float, float, int, bool)
- \* CTaskSimpleRunAnimLoopedMiddle(char const\*, char const\*, int, float, float, float, int, bool)
- \* Clone() const
- \* GetTaskType() const
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleRunAnimLoopedMiddle()

CTaskSimpleThrowProjectile (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleThrowProjectile(CEntity\*, CVector)
- \* Clone() const
- \* ControlThrow(bool, CEntity\*, CVector\*)
- \* FinishAnimThrowProjectileCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleThrowProjectile()

CTaskSimpleBeKickedOnGround (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleBeKickedOnGround()
- \* Clone() const
- \* FinishAnimBeKickedOnGroundCB(CAnimBlendAssociation\*, void\*)

- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleBeKickedOnGround()

CTaskSimpleBeHitWhileMoving (0 variables, 8 functions)  
Variables list:

Functions list:

- \* CTaskSimpleBeHitWhileMoving(int, int)
- \* Clone() const
- \* FinishAnimBeHitWhileMovingCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleBeHitWhileMoving()

CTaskSimpleChoking (0 variables, 9 functions)  
Variables list:

Functions list:

- \* CTaskSimpleChoking(CPed\*, unsigned char)
- \* Clone() const
- \* DeleteAnimChokeCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* UpdateChoke(CPed\*, CPed\*, unsigned char)
- \* ~CTaskSimpleChoking()

CTaskSimpleBeHit (0 variables, 8 functions)  
Variables list:

Functions list:

- \* CTaskSimpleBeHit(CPed\*, ePedPieceTypes, int, int)
- \* Clone() const
- \* FinishAnimBeHitCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleBeHit()

CTaskComplexKillPedOnFootMelee (0 variables, 10 functions)  
Variables list:

Functions list:

- \* CTaskComplexKillPedOnFootMelee(CPed\*)
- \* CalculateSearchPositionAndRanges(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)

\* ~CTaskComplexKillPedOnFootMelee()

CTaskComplexRoadRage (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexRoadRage(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexRoadRage()

CTaskComplexKillAllThreats (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexKillAllThreats(unsigned int, unsigned int, unsigned int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetNextThreatPed(CPed&) const
- \* GetTaskType() const
- \* ~CTaskComplexKillAllThreats()

CTaskComplexKillPedGroupOnFoot (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexKillPedGroupOnFoot(int, CPed\*)
- \* Clone() const
- \* ComputeNearestLivingGroupPed(CPed const&, bool) const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* ~CTaskComplexKillPedGroupOnFoot()

CTaskSimpleStealthKill (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleStealthKill(bool, CPed\*, AssocGroupId)
- \* Clone() const
- \* FinishAnimStealthKillCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ManageAnim(CPed\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleStealthKill()

CTaskSimpleSetCharIgnoreWeaponRangeFlag (0 variables, 5 functions)

Variables list:



Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleSetCharIgnoreWeaponRangeFlag()

CTaskComplexSeekCoverUntilTargetDead (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexSeekCoverUntilTargetDead(CPed\*)
- \* CTaskComplexSeekCoverUntilTargetDead(int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetCoverPed(CPed\*) const
- \* GetTargetPed() const
- \* GetTaskType() const
- \* ~CTaskComplexSeekCoverUntilTargetDead()

CTaskComplexKillPedFromBoat (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexKillPedFromBoat(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexKillPedFromBoat()

CTaskComplexDestroyCarArmed (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexDestroyCarArmed(CVehicle\*, unsigned int, unsigned int, unsigned int)
- \* CalculateSearchPositionAndRanges(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexDestroyCarArmed()

CTaskComplexDestroyCarMelee (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexDestroyCarMelee(CVehicle\*)
- \* CalculateSearchPositionAndRanges(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)

- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexDestroyCarMelee()

CTaskComplexKillPedOnFootArmed (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexKillPedOnFootArmed(CPed\*, unsigned int, unsigned int, unsigned int, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* IsPedInLeaderFiringLine(CPed\*) const
- \* LineOfSightClearForAttack(CPed\*)
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexKillPedOnFootArmed()

CTaskComplexKillPedOnFoot (1 variables, 11 functions)

Variables list:

- \* ms\_iCheckRoomToLeaveCarFreq

Functions list:

- \* AbortIK(CPed\*)
- \* CTaskComplexKillPedOnFoot(CPed\*, int, unsigned int, unsigned int, unsigned int, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexKillPedOnFoot()

CTaskComplexKillPedOnFootStealth (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexKillPedOnFootStealth(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexKillPedOnFootStealth()

CTaskComplexReactToAttack (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexReactToAttack(eWeaponType, CEntity\*, float, int, ePedPieceTypes)

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexReactToAttack()

CTaskSimpleThrowControl (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleThrowControl(CEntity\*, CVector const\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleThrowControl()

CTaskSimpleFightingControl (1 variables, 7 functions)

Variables list:

- \* DEFAULT\_FIGHT\_ATTACK\_PERIOD

Functions list:

- \* CTaskSimpleFightingControl(CEntity\*, float, float)
- \* CalcMoveCommand(CPed\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleFightingControl()

CEventVehicleDamageWeapon (0 variables, 3 functions)

Variables list:

Functions list:

- \* CloneEditable() const
- \* GetEventType() const
- \* ~CEventVehicleDamageWeapon()

CVector2D (0 variables, 1 functions)

Variables list:

Functions list:

- \* Magnitude() const

CTaskTimer (0 variables, 1 functions)

Variables list:

Functions list:

- \* IsOutOfTime() const

CTaskSimpleSetStayInSamePlace (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleSetStayInSamePlace(bool)
- \* Clone() const

- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleSetStayInSamePlace()

CTaskSimpleSetKindaStayInSamePlace (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleSetKindaStayInSamePlace(bool)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleSetKindaStayInSamePlace()

CTaskComplexBeStill (0 variables, 7 functions)

Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexBeStill()

CTaskSimpleDie (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleDie(AssocGroupId, AnimationId, float, float)
- \* CTaskSimpleDie(CAnimBlendHierarchy\*, int, float, float)
- \* CTaskSimpleDie(char const\*, char const\*, int, float, float)
- \* Clone() const
- \* FinishAnimDieCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleDie()

CTaskSimpleSitDown (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleSitDown(unsigned char)
- \* Clone() const
- \* FinishAnimSitDownCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleSitDown()

CTaskSimpleStandUp (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleStandUp(unsigned char)
- \* Clone() const
- \* FinishAnimStandUpCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleStandUp()

CTaskComplexObserveTrafficLights (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexObserveTrafficLights()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexObserveTrafficLights()

CTaskComplexObserveTrafficLightsAndAchieveHeading (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexObserveTrafficLightsAndAchieveHeading(int, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexObserveTrafficLightsAndAchieveHeading()

CTaskComplexCrossRoadLookAndAchieveHeading (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexCrossRoadLookAndAchieveHeading(int, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexCrossRoadLookAndAchieveHeading()

CTaskSimpleTurn180 (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleTurn180()
- \* Clone() const
- \* FinishAnimTurn180CB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleTurn180()

CTaskComplexHitResponse (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexHitResponse(int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexHitResponse()

CTaskComplexHitByGunResponse (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexHitByGunResponse(int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexHitByGunResponse()

CTaskComplexWaitAtAttractor (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexWaitAtAttractor(CPedAttractor\*, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexWaitAtAttractor()

CTaskComplexUseAttractor (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexUseAttractor(CPedAttractor\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)

- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexUseAttractor()

CTaskComplexWaitForDryWeather (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexWaitForDryWeather()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexWaitForDryWeather()

CTaskComplexWaitForBus (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexWaitForBus()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexWaitForBus()

CTaskSimpleWaitForBus (1 variables, 7 functions)

Variables list:

- \* ms\_fBoardBusThresholdSpeed

Functions list:

- \* CTaskSimpleWaitForBus()
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleWaitForBus()

CTaskComplexAttractorPartnerWait (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexAttractorPartnerWait(bool, CScriptedEffectPair const\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexAttractorPartnerWait()

CTaskComplexUseAttractorPartner (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexUseAttractorPartner(bool, CScriptedEffectPair const\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexUseAttractorPartner()

CTaskComplexUseScriptedAttractor (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexUseScriptedAttractor(CPedAttractor const\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexUseScriptedAttractor()

CTaskSimpleTogglePedThreatScanner (0 variables, 6 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleTogglePedThreatScanner()

CTaskSimpleClearLookAt (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleClearLookAt()
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleClearLookAt()

CTaskComplexUseClosestFreeScriptedAttractor (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexUseClosestFreeScriptedAttractor(bool)
- \* Clone() const
- \* ComputeClosestFreeScriptedEffect(CPed const&) const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexUseClosestFreeScriptedAttractor()

CTaskComplexUseGoggles (0 variables, 9 functions)



Variables list:

Functions list:

- \* CTaskComplexUseGoggles()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexUseGoggles()

CTaskComplexInWater (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexInWater()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexInWater()

CTaskComplexUseSequence (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexUseSequence(int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexUseSequence()

CTaskSimpleWaitUntilLeaderAreaCodesMatch (0 variables, 6 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleWaitUntilLeaderAreaCodesMatch()

CTaskComplexUseScriptedBrain (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexUseScriptedBrain(char const\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)

- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexUseScriptedBrain()

CTaskSimpleIKManager (0 variables, 11 functions)  
Variables list:

Functions list:

- \* AddIKChainTask(CTaskSimpleIKChain\*, int)
- \* BlendOut(int, int)
- \* CTaskSimpleIKManager()
- \* Clone() const
- \* GetTaskAtSlot(int)
- \* GetTaskType() const
- \* IsSlotEmpty(int)
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* RemoveIKChainTask(int)
- \* ~CTaskSimpleIKManager()

CTaskSimplePlayerOnFire (1 variables, 7 functions)  
Variables list:

- \* ms\_iOnFireTime

Functions list:

- \* CTaskSimplePlayerOnFire()
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimplePlayerOnFire()

CTaskSimpleWaitForPizza (1 variables, 7 functions)  
Variables list:

- \* ms\_iPizzaWaitTime

Functions list:

- \* CTaskSimpleWaitForPizza()
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleWaitForPizza()

CTaskSimpleSitIdle (0 variables, 9 functions)  
Variables list:

Functions list:

- \* CTaskSimpleSitIdle(int, unsigned char)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* SetTimer(int)

- \* StartAnim(CPed\*)
- \* ~CTaskSimpleSitIdle()

CTaskSimpleTired (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleTired(int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleTired()

CTaskSimpleDead (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleDead(int, bool)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleDead()

CTaskSimpleDrownInCar (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleDrownInCar()
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleDrownInCar()

CTaskSimpleDuckToggle (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleDuckToggle(int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleDuckToggle()

CTaskSimpleStandStill (1 variables, 7 functions)

Variables list:

- \* ms\_iStandStillTime

Functions list:

- \* CTaskSimpleStandStill(int, bool, bool, float)
- \* Clone() const

- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleStandStill()

CTaskComplexUseMobilePhone (0 variables, 11 functions)  
Variables list:

Functions list:

- \* CTaskComplexUseMobilePhone(int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* RemovePhoneModel(CPed\*)
- \* Serialize()
- \* Stop(CPed\*)
- \* ~CTaskComplexUseMobilePhone()

CTaskComplexOnFire (3 variables, 10 functions)  
Variables list:

- \* ms\_fHealthRate
- \* ms\_fSafeDistance
- \* ms\_iMaxFleeTime

Functions list:

- \* CTaskComplexOnFire()
- \* Clone() const
- \* ComputeFireDamage(CPed\*, CPedDamageResponse&)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexOnFire()

CTaskComplexUsePairedAttractor (1 variables, 11 functions)  
Variables list:

- \* ms\_iUseAttractorAloneTime

Functions list:

- \* CTaskComplexUsePairedAttractor(CPedAttractor\*)
- \* ClearPartnership()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* SeekPartnership(CPed\*)
- \* SetPartnership(CPed\*, bool, CScriptedEffectPair const\*)
- \* ~CTaskComplexUsePairedAttractor()

CTaskComplexBeInGroup (0 variables, 11 functions)  
Variables list:

Functions list:

- \* CTaskComplexBeInGroup(int, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* MonitorMainGroupTask(CPed\*)
- \* MonitorSecondaryGroupTask(CPed\*)
- \* Serialize()
- \* ~CTaskComplexBeInGroup()

CTaskComplexDieInCar (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexDieInCar(eWeaponType)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PreparePedVehicleForPedDeath(CVehicle\*) const
- \* Serialize()
- \* ~CTaskComplexDieInCar()

CTaskSimpleWaitUntilAreaCodesMatch (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleWaitUntilAreaCodesMatch(CPed\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleWaitUntilAreaCodesMatch()

CTaskSimpleSetCharDecisionMaker (0 variables, 6 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleSetCharDecisionMaker()

CTaskSimpleIKPointArm (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleIKPointArm(char\*, int, CEntity\*, int, RwV3d, float, int)
- \* Clone() const

- \* CreateIKChain(CPed\*)
- \* GetPointAtEntity()
- \* GetTaskType() const
- \* UpdatePointArmInfo(char\*, CEntity\*, int, RwV3d, float, int)
- \* ~CTaskSimpleIKPointArm()

CTaskSimpleIKChain (0 variables, 9 functions)

Variables list:

Functions list:

- \* BlendOut(int)
- \* CTaskSimpleIKChain(char\*, int, RwV3d, int, CEntity\*, int, RwV3d, float, int, int)
- \* Clone() const
- \* CreateIKChain(CPed\*)
- \* GetIKChain()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleIKChain()

CTaskSimpleIKLookAt (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleIKLookAt(char\*, CEntity\*, int, int, RwV3d, unsigned char, float, int, int)
- \* Clone() const
- \* CreateIKChain(CPed\*)
- \* GetLookAtEntity()
- \* GetLookAtOffset()
- \* GetTaskType() const
- \* UpdateLookAtInfo(char\*, CPed\*, CEntity\*, int, int, RwV3d, unsigned char, float, int, int)
- \* ~CTaskSimpleIKLookAt()

CTaskComplexUseEffect (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexUseEffect(C2dEffect\*, CEntity\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexUseEffect()

CTaskComplexSunbathe (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexSunbathe(CObject\*, bool)
- \* CanSunbathe()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)

- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ShouldLoadSunbatheAnims()
- \* ~CTaskComplexSunbathe()

CTaskComplexSitDownThenIdleThenStandUp (1 variables, 10 functions)

Variables list:

- \* ms\_iDuration

Functions list:

- \* CTaskComplexSitDownThenIdleThenStandUp(int, unsigned char, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexSitDownThenIdleThenStandUp()

CTaskSimpleDrown (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleDrown()
- \* Clone() const
- \* GetTaskType() const
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleDrown()

CTaskSimpleDieInCar (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleDieInCar(AssocGroupId, AnimationId)
- \* Clone() const
- \* GetTaskType() const
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleDieInCar()

CTaskSimpleTriggerEvent (0 variables, 5 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleTriggerEvent()

CTaskSimpleOnEscalator (0 variables, 5 functions)

Variables list:

Functions list:

- \* Clone() const

- \* GetTaskType() const
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleOnEscalator()

CTaskSequences (3 variables, 5 functions)

Variables list:

- \* ms\_bIsOpened
- \* ms\_iActiveSequence
- \* ms\_taskSequence

Functions list:

- \* CleanUpForShutdown()
- \* GetAvailableSlot(unsigned char)
- \* Init()
- \* Load()
- \* Save()

CScriptedBrainTaskStore (1 variables, 4 functions)

Variables list:

- \* ms\_entries

Functions list:

- \* Clear(CPed\*)
- \* Clear(CTask\*)
- \* GetTask(CPed const\*)
- \* SetTask(CPed\*, CTask\*)

CTaskComplexUseEffectRunning (0 variables, 3 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* ~CTaskComplexUseEffectRunning()

CTaskComplexUseEffectSprinting (0 variables, 3 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetTaskType() const
- \* ~CTaskComplexUseEffectSprinting()

CTaskComplexEnterCarAsDriverTimed (1 variables, 10 functions)

Variables list:

- \* ms\_iTime

Functions list:

- \* CTaskComplexEnterCarAsDriverTimed(CVehicle\*, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* StopTimer(CEvent const\*)
- \* ~CTaskComplexEnterCarAsDriverTimed()



CTaskComplexEnterCarAsPassengerTimed (1 variables, 10 functions)

Variables list:

- \* ms\_iTime

Functions list:

- \* CTaskComplexEnterCarAsPassengerTimed(CVehicle\*, int, int, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* StopTimer(CEvent const\*)
- \* ~CTaskComplexEnterCarAsPassengerTimed()

CTaskComplexEnterBoatAsDriver (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexEnterBoatAsDriver(CVehicle\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexEnterBoatAsDriver()

CTaskComplexLeaveBoat (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexLeaveBoat(CVehicle\*, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexLeaveBoat()

CTaskComplexLeaveAnyCar (0 variables, 7 functions)

Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexLeaveAnyCar()

CTaskComplexEnterAnyCarAsDriver (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexEnterAnyCarAsDriver()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexEnterAnyCarAsDriver()

CTaskComplexShuffleSeats (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexShuffleSeats(CVehicle\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* CreateTaskUtilityLineUpPedWithCar(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexShuffleSeats()

CTaskComplexCarDriveWander (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexCarDriveWander(CVehicle\*, int, float)
- \* Clone() const
- \* CreateSubTaskCannotGetInCar(CPed\*) const
- \* GetTaskType() const
- \* Serialize()
- \* SetUpCar() const
- \* ~CTaskComplexCarDriveWander()

CTaskComplexScreamInCarThenLeave (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexScreamInCarThenLeave(CVehicle\*, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexScreamInCarThenLeave()

CTaskComplexStealCar (1 variables, 9 functions)

Variables list:

- \* ms\_iStealCarTime

Functions list:

- \* CTaskComplexStealCar(CVehicle\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexStealCar()

CTaskComplexLeaveCarAsPassengerWait (0 variables, 11 functions)  
Variables list:

Functions list:

- \* CTaskComplexLeaveCarAsPassengerWait(CVehicle\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetNextPassengerToLeave() const
- \* GetTaskType() const
- \* Serialize()
- \* SetPedInZerothPassengerSeat(CPed\*) const
- \* ~CTaskComplexLeaveCarAsPassengerWait()

CTaskSimpleCarDrive (0 variables, 20 functions)  
Variables list:

Functions list:

- \* AbortIK(CPed\*)
- \* CTaskSimpleCarDrive(CVehicle\*, CTaskUtilityLineUpPedWithCar\*, bool)
- \* Clone() const
- \* FinishAnimCloseDoorRollingCB(CAnimBlendAssociation\*, void\*)
- \* GetPedsBopInfo(CPed\*, int\*, int\*)
- \* GetTaskType() const
- \* IsBopping()
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessArmBopping(CPed\*, unsigned char, float)
- \* ProcessBopping(CPed\*, unsigned char)
- \* ProcessHeadBopping(CPed\*, unsigned char, float)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* SetPedPosition(CPed\*)
- \* StartAnimDoorCloseRolling(CPed const\*)
- \* StartBopping(CPed\*)
- \* StopBopping()
- \* TriggerIK(CPed\*)
- \* UpdateBopping()
- \* ~CTaskSimpleCarDrive()

CTaskSimpleCarSetTempAction (0 variables, 7 functions)  
Variables list:

Functions list:

- \* CTaskSimpleCarSetTempAction(CVehicle\*, int, int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)

- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleCarSetTempAction()

CTaskComplexEnterCar (0 variables, 16 functions)

Variables list:

Functions list:

- \* CTaskComplexEnterCar(CVehicle\*, bool, bool, bool, bool)
- \* ComputeTargetDoorOppositeToFlag()
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateNextSubTask\_AfterSimpleCarAlign(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* CreateTaskUtilityLineUpPedWithCar(CPed\*)
- \* GetCameraAvoidVehicle()
- \* GetCameraStickModifier(CPed\*, float, float&, float&, float&, float&)
- \* GetTargetPos()
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PreparePedForVehicleEnter(CPed\*)
- \* PrepareVehicleForPedEnter(CPed\*)
- \* SetVehicleFlags(CPed\*)
- \* ~CTaskComplexEnterCar()

CTaskComplexDragPedFromCar (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexDragPedFromCar(CPed\*, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexDragPedFromCar()

CTaskComplexOpenPassengerDoor (0 variables, 5 functions)

Variables list:

Functions list:

- \* CTaskComplexOpenPassengerDoor(CVehicle\*, int)
- \* Clone() const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexOpenPassengerDoor()

CTaskComplexOpenDriverDoor (0 variables, 5 functions)

Variables list:

Functions list:

- \* CTaskComplexOpenDriverDoor(CVehicle\*)
- \* Clone() const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexOpenDriverDoor()

CTaskComplexEnterCarAsPassenger (0 variables, 5 functions)

Variables list:

Functions list:

- \* CTaskComplexEnterCarAsPassenger(CVehicle\*, int, bool)
- \* Clone() const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexEnterCarAsPassenger()

CTaskComplexEnterCarAsDriver (0 variables, 5 functions)

Variables list:

Functions list:

- \* CTaskComplexEnterCarAsDriver(CVehicle\*)
- \* Clone() const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexEnterCarAsDriver()

CTaskSimpleCarAlign (1 variables, 10 functions)

Variables list:

- \* ms\_fMinHeightForJump

Functions list:

- \* CTaskSimpleCarAlign(CVehicle\*, CVector const&, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* FinishAnimCarAlignCB(CAnimBlendAssociation\*, void\*)
- \* FixHeading(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarAlign()

CTaskSimpleCarOpenLockedDoorFromOutside (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarOpenLockedDoorFromOutside(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* FinishAnimCarOpenLockedDoorFromOutsideCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarOpenLockedDoorFromOutside()

CTaskSimplePickUpBike (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimplePickUpBike(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* FinishAnimPickUpBikeCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)

- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimplePickUpBike()

CTaskSimpleCarCloseDoorFromOutside (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarCloseDoorFromOutside(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* ComputeAnimID(int&, int&)
- \* FinishAnimCarCloseDoorFromOutsideCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarCloseDoorFromOutside()

CTaskSimpleCarGetIn (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarGetIn(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* FinishAnimCarGetInCB(CAnimBlendAssociation\*, void\*)
- \* GetPositionInAnim()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarGetIn()

CTaskSimpleCarShuffle (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarShuffle(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* FinishAnimCarShuffleCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarShuffle()

CTaskSimpleCarWaitToSlowDown (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarWaitToSlowDown(CVehicle\*, int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)

- \* SetPedPosition(CPed\*)
- \* ~CTaskSimpleCarWaitToSlowDown()

CTaskSimpleCarGetOut (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarGetOut(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* ComputeAnimID(int&, int&)
- \* FinishAnimCarGetOutCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarGetOut()

CTaskSimpleCarJumpOut (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarJumpOut(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* ComputeAnimID(int&, int&)
- \* FinishAnimCarJumpOutCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarJumpOut()

CTaskSimpleCarSlowBeDraggedOut (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarSlowBeDraggedOut(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*, bool)
- \* Clone() const
- \* ComputeAnimID(int&, int&) const
- \* FinishAnimCarSlowBeDraggedOutCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarSlowBeDraggedOut()

CTaskComplexCarSlowBeDraggedOut (0 variables, 12 functions)

Variables list:

Functions list:

- \* CTaskComplexCarSlowBeDraggedOut(CVehicle\*, int, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)

- \* CreateTaskUtilityLineUpPedWithCar(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PreparePedForVehicleExit(CPed\*)
- \* PrepareVehicleForPedExit(CPed\*)
- \* ~CTaskComplexCarSlowBeDraggedOut()

CTaskComplexCarSlowBeDraggedOutAndStandUp (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexCarSlowBeDraggedOutAndStandUp(CVehicle\*, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexCarSlowBeDraggedOutAndStandUp()

CTaskSimpleBikeJacked (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleBikeJacked(CVehicle\*, int, int, CPed\*, bool)
- \* Clone() const
- \* FinishAnimBikeHitCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* ~CTaskSimpleBikeJacked()

CTaskComplexGetOnBoatSeat (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexGetOnBoatSeat(CVehicle\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexGetOnBoatSeat()

CTaskSimpleWaitUntilPedIsInCar (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleWaitUntilPedIsInCar(CPed\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleWaitUntilPedIsInCar()

CTaskSimpleWaitUntilPedIsOutCar (0 variables, 6 functions)



Variables list:

Functions list:

- \* CTaskSimpleWaitUntilPedIsOutCar(CPed\*, CVector const&)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleWaitUntilPedIsOutCar()

CTaskSimpleSetPedAsAutoDriver (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleSetPedAsAutoDriver(CVehicle\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleSetPedAsAutoDriver()

CTaskSimpleCarFallOut (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarFallOut(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* ComputeAnimID(int&, int&) const
- \* FinishAnimFallOutCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarFallOut()

CTaskSimpleCarSetPedSlowDraggedOut (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarSetPedSlowDraggedOut(CVehicle\*, int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleCarSetPedSlowDraggedOut()

CTaskSimpleCarSetPedOut (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarSetPedOut(CVehicle\*, int, bool)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PositionPedOutOfCollision(CPed\*, CVehicle\*, int)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleCarSetPedOut()

CTaskSimpleCarForcePedOut (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarForcePedOut(CVehicle\*, int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleCarForcePedOut()

CTaskSimpleCarSetPedInAsDriver (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarSetPedInAsDriver(CVehicle\*, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleCarSetPedInAsDriver()

CTaskSimpleCarSetPedInAsPassenger (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarSetPedInAsPassenger(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleCarSetPedInAsPassenger()

CTaskSimpleCarGoToPointNearDoorUntilDoorNotInUse (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarGoToPointNearDoorUntilDoorNotInUse(CVehicle\*, int, CVector const&, int)
- \* Clone() const
- \* ComputeTarget(CVector&) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleCarGoToPointNearDoorUntilDoorNotInUse()

CTaskSimpleCarWaitForDoorNotToBeInUse (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarWaitForDoorNotToBeInUse(CVehicle\*, int, int)
- \* CheckDoorsFreeOfPeds(CVehicle const&, int, bool&, bool&)
- \* Clone() const
- \* GetTaskType() const
- \* IsValidTargetDoor(int)
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)

\* ~CTaskSimpleCarWaitForDoorNotToBeInUse()

CTaskSimpleCreateCarAndGetIn (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleCreateCarAndGetIn(CVector const&, int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleCreateCarAndGetIn()

CTaskComplexGoToBoatSteeringWheel (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexGoToBoatSteeringWheel(CVehicle\*)
- \* Clone() const
- \* ComputeTargetPos()
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* ~CTaskComplexGoToBoatSteeringWheel()

CTaskSimpleCarSlowDragPedOut (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarSlowDragPedOut(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*, bool)
- \* Clone() const
- \* ComputeAnimID(int&, int&) const
- \* FinishAnimCarSlowDragPedOutCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarSlowDragPedOut()

CTaskSimpleCarCloseDoorFromInside (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleCarCloseDoorFromInside(CVehicle\*, int, CTaskUtilityLineUpPedWithCar\*)
- \* Clone() const
- \* ComputeAnimID(int&, int&) const
- \* FinishAnimCarCloseDoorFromInsideCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetPedPosition(CPed\*)
- \* StartAnim(CPed const\*)
- \* ~CTaskSimpleCarCloseDoorFromInside()

CTaskSimpleCarOpenDoorFromOutside (0 variables, 10 functions)

Variables list:

Functions list:

```
* CTaskSimpleCarOpenDoorFromOutside(CVehicle*, int,
CTaskUtilityLineUpPedWithCar*, bool)
* Clone() const
* ComputeAnimID(int&, int&) const
* FinishAnimCarOpenDoorFromOutsideCB(CAnimBlendAssociation*, void*)
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* ProcessPed(CPed*)
* SetPedPosition(CPed*)
* StartAnim(CPed const*)
* ~CTaskSimpleCarOpenDoorFromOutside()
```

CCarEnterExit (13 variables, 34 functions)

Variables list:

```
* ms_bPedOffsetsCalculated
* ms_fMaxSpeed_CanDragPedOut
* ms_fMaxSpeed_PlayerCanDragPedOut
* ms_fMinSpeedPlayerCanJumpOutCar
* ms_fMinSpeedPlayerCanStepOutCar
* ms_fPlayerMinQuitTime
* ms_fSmallTurnAmount
* ms_vecPedBedLAnimOffset
* ms_vecPedBedRAnimOffset
* ms_vecPedChairAnimOffset
* ms_vecPedDeskAnimOffset
* ms_vecPedGetUpAnimOffset
* ms_vecPedQuickDraggedOutCarAnimOffset
```

Functions list:

```
* AddInCarAnim(CVehicle const&, CPed*, bool)
* CarHasDoorToClose(CVehicle const&, int)
* CarHasDoorToOpen(CVehicle const&, int)
* CarHasOpenableDoor(CVehicle const&, int, CPed const&)
* CarHasPartiallyOpenDoor(CVehicle const&, int)
* ComputeDoorFlag(CVehicle const&, int, bool)
* ComputeOppositeDoorFlag(CVehicle const&, int, bool)
* ComputePassengerIndexFromCarDoor(CVehicle const&, int)
* ComputeQuickJackedPed(CVehicle const&, int)
* ComputeSlowJackedPed(CVehicle const&, int)
* ComputeTargetDoorToEnterAsPassenger(CVehicle const&, int)
* ComputeTargetDoorToExit(CVehicle const&, CPed const&)
* GetNearestCarDoor(CPed const&, CVehicle const&, CVector&, int&)
* GetNearestCarPassengerDoor(CPed const&, CVehicle const&, CVector&, int&,
bool, bool, bool)
* GetPositionToOpenCarDoor(CVehicle const&, int)
* IsCarDoorInUse(CVehicle const&, int, int)
* IsCarDoorReady(CVehicle const&, int)
* IsCarQuickJackPossible(CVehicle const&, int, CPed const&)
* IsCarSlowJackRequired(CVehicle const&, int, CPed const&)
* IsClearToDriveAway(CVehicle const&)
* IsDriverDoorFlag(CVehicle const&, unsigned char, bool)
* IsPathToDoorBlockedByVehicleCollisionModel(CPed const&, CVehicle&, CVector
const&)
* IsPedHealthy(CPed const&)
* IsPlayerToQuitCarEnter(CPed const&, CVehicle const&, int, CTask*)
```

```
* IsRoomForPedToLeaveCar(CVehicle const&, int, CVector*)
* IsVehicleHealthy(CVehicle const&)
* IsVehicleStealable(CVehicle const&, CPed const&)
* MakeUndraggedDriverPedLeaveCar(CVehicle const&, CPed const&)
* MakeUndraggedPassengerPedsLeaveCar(CVehicle const&, CPed const*, CPed
const*)
* QuitEnteringCar(CPed*, CVehicle*, int, bool)
* RemoveCarSitAnim(CPed const&)
* RemoveGetInAnims(CPed const&)
* SetAnimOffsetForEnterOrExitVehicle()
* SetPedInCarDirect(CPed*, CVehicle*, int, bool)
```

CTaskUtilityLineUpPedWithCar (0 variables, 5 functions)  
Variables list:

Functions list:

```
* CTaskUtilityLineUpPedWithCar(CVector const&, int, int, int)
* GetLocalPositionToOpenCarDoor(CVehicle*, float, CAnimBlendAssociation*)
* GetPositionToOpenCarDoor(CVehicle*, float, CAnimBlendAssociation*)
* ProcessPed(CPed*, CVehicle*, CAnimBlendAssociation*)
* ~CTaskUtilityLineUpPedWithCar()
```

CTaskSimpleHitHead (0 variables, 9 functions)  
Variables list:

Functions list:

```
* CTaskSimpleHitHead()
* Clone() const
* FinishAnimHitHeadCB(CAnimBlendAssociation*, void*)
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* ProcessPed(CPed*)
* Serialize()
* StartAnim(CPed*)
* ~CTaskSimpleHitHead()
```

CTaskSimpleEvasiveDive (0 variables, 9 functions)  
Variables list:

Functions list:

```
* CTaskSimpleEvasiveDive(CVehicle*)
* Clone() const
* FinishAnimEvasiveDiveCB(CAnimBlendAssociation*, void*)
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* ProcessPed(CPed*)
* Serialize()
* StartAnim(CPed*)
* ~CTaskSimpleEvasiveDive()
```

CTaskComplexHitPedWithCar (6 variables, 12 functions)  
Variables list:

```
* ms_fMinDamageImpulse
* ms_fMinDieImpulse
* ms_fMinPlayerDamageImpulse
* ms_fMinPlayerDieImpulse
* ms_fMinVertDamageImpulse
* ms_iDownTime
```

Functions list:

- \* CTaskComplexHitPedWithCar(CVehicle\*, float)
- \* Clone() const
- \* ComputeEvasiveStepMoveDir(CPed const&, CVehicle\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* HitHurtsPed(CPed\*) const
- \* HitKillsPed(CPed\*) const
- \* Serialize()
- \* ~CTaskComplexHitPedWithCar()

CTaskComplexMoveBackAndJump (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexMoveBackAndJump()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int) const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexMoveBackAndJump()

CTaskComplexDiveFromAttachedEntityAndGetUp (0 variables, 7 functions)

Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexDiveFromAttachedEntityAndGetUp()

CTaskSimpleHurtPedWithCar (1 variables, 7 functions)

Variables list:

- \* ms\_fDamage

Functions list:

- \* CTaskSimpleHurtPedWithCar(CVehicle\*, float)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleHurtPedWithCar()

CTaskSimpleKillPedWithCar (1 variables, 9 functions)

Variables list:

- \* ms\_fDamage

Functions list:

- \* CTaskSimpleKillPedWithCar(CVehicle\*, float)

- \* Clone() const
- \* DamageCarBonnet(CPed const\*) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* SetPlayerPadJolt() const
- \* ~CTaskSimpleKillPedWithCar()

CTaskSimpleGiveCPR (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleGiveCPR(CAccident\*)
- \* Clone() const
- \* FinishGiveCPRAnimCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ReviveDeadPed(CPed\*) const
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleGiveCPR()

CTaskComplexTreatAccident (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexTreatAccident(CAccident\*)
- \* Clone() const
- \* ComputeHeading(CPed const&) const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed const\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexTreatAccident()

CTaskComplexUseSwatRope (4 variables, 12 functions)

Variables list:

- \* ms\_fAbseilSpeed
- \* ms\_fAbseilTurnSpeed
- \* ms\_fJumpHeight
- \* ms\_fRopeSpeed

Functions list:

- \* AbortUrgently(CPed\*)
- \* CTaskComplexUseSwatRope(int)
- \* CTaskComplexUseSwatRope(int, CHeli\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* IsInterruptable(CPed const\*) const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexUseSwatRope()

CTaskComplexUseWaterCannon (0 variables, 8 functions)  
Variables list:

Functions list:

- \* CTaskComplexUseWaterCannon(CFire\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* ExtinguishFire(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexUseWaterCannon()

CTaskComplexExtinguishFireOnFoot (0 variables, 9 functions)  
Variables list:

Functions list:

- \* CTaskComplexExtinguishFireOnFoot(CVector const&)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* FindNearestFire(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexExtinguishFireOnFoot()

CTaskComplexDriveFireTruck (0 variables, 8 functions)  
Variables list:

Functions list:

- \* CTaskComplexDriveFireTruck(CVehicle\*, CPed\*, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* ~CTaskComplexDriveFireTruck()

CTaskComplexPresentIDToCop (0 variables, 9 functions)  
Variables list:

Functions list:

- \* CTaskComplexPresentIDToCop(CPed\*)
- \* Clone() const
- \* ComputeTargetHeading(CPed const&) const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed const\*) const
- \* GetTaskType() const
- \* ~CTaskComplexPresentIDToCop()

CTaskComplexMedicTreatInjuredPed (3 variables, 13 functions)  
Variables list:

- \* ms\_fDriveDist
- \* ms\_fInjuredPedTargetRadius



\* ms\_fMaxTreatmentRadius

Functions list:

- \* CTaskComplexMedicTreatInjuredPed(CVehicle\*, CPed\*, bool)
- \* CalcTargetPosWithOffset(CPed\*, CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateDealWithNextAccidentTask(CPed\*, CAccident\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetNearestAccident(CVector const&)
- \* GetNearestAccidentExceptThisOne(CVector const&, CAccident\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexMedicTreatInjuredPed()

CTaskComplexWander (4 variables, 19 functions)

Variables list:

- \* ms\_fBlockedNodeDistance
- \* ms\_fTargetRadius
- \* ms\_iCrossRoadLookTime
- \* ms\_iTrafficLightWaitTime

Functions list:

- \* CTaskComplexWander(int, unsigned char, bool, float)
- \* ComputeTargetHeading(CPed const\*) const
- \* ComputeTargetPos(CPed const\*, CVector&, CNodeAddress const&) const
- \* ContinueFrom(CTaskComplexWander const&)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(CPed const\*, int)
- \* GetTaskType() const
- \* GetWanderTaskByPedType(CPed const&)
- \* GetWanderTaskByPedType(int)
- \* ScanForBlockedNode(CPed\*, CNodeAddress const&) const
- \* ScanForBlockedNode(CVector const&, CEntity const\*) const
- \* ScanForBlockedNodes(CPed\*)
- \* SetDir(int)
- \* UpdateDir(CPed const\*)
- \* UpdatePathNodes(CPed const\*, unsigned char, CNodeAddress&, CNodeAddress&, unsigned char&)
- \* ValidNodes() const
- \* ~CTaskComplexWander()

CTaskComplexWanderMedic (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clone() const
- \* GetWanderType() const
- \* ScanForStuff(CPed\*)
- \* ~CTaskComplexWanderMedic()

CTaskComplexFleePoint (6 variables, 11 functions)

Variables list:

- \* ms\_fMaxDist
- \* ms\_fMinDist

- \* ms\_fSafeDistance
- \* ms\_fThetaRange
- \* ms\_iFleeTime
- \* ms\_iRecoveryTime

Functions list:

- \* CTaskComplexFleePoint(CVector const&, bool, float, int)
- \* Clone() const
- \* ComputeTargetPoint(CPed const\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* SetFleePosition(CVector const&, float, bool)
- \* ~CTaskComplexFleePoint()

CTaskComplexSmartFleePoint (3 variables, 12 functions)

Variables list:

- \* ms\_fSafeDistance
- \* ms\_iFleeTime
- \* ms\_iRecoveryTime

Functions list:

- \* CTaskComplexSmartFleePoint(CVector const&, bool, float, int)
- \* Clone() const
- \* ComputeFleeDir(CPed\*) const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* SetDefaultTaskWanderDir(CPed\*) const
- \* SetFleePosition(CVector const&, float, bool)
- \* ~CTaskComplexSmartFleePoint()

CTaskComplexFleeShooting (2 variables, 8 functions)

Variables list:

- \* ms\_iShootRecoverTime
- \* ms\_iShootTime

Functions list:

- \* CTaskComplexFleeShooting(CEntity\*, bool, float, int, int, int, int, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexFleeShooting()

CTaskComplexFleeEntity (4 variables, 8 functions)

Variables list:

- \* ms\_fEntityPosChangeThreshold
- \* ms\_fSafeDistance
- \* ms\_iEntityPosCheckPeriod
- \* ms\_iFleeTime

Functions list:

- \* CTaskComplexFleeEntity(CEntity\*, bool, float, int, int, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* ~CTaskComplexFleeEntity()

CTaskComplexWanderFlee (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskComplexWanderFlee(int, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* GetWanderType() const
- \* ScanForStuff(CPed\*)
- \* ~CTaskComplexWanderFlee()

CTaskComplexGangLeader (0 variables, 16 functions)

Variables list:

Functions list:

- \* CTaskComplexGangLeader(CPedGroup\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* DoGangAbuseSpeech(CPed\*, CPed\*)
- \* DoGangAttackSpeech(CPed\*, CPed\*)
- \* GetDrinkAnim(CPed\*)
- \* GetRandomGangAmbientAnim(CPed\*, CEntity\*)
- \* GetSmokeAnim(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ScanForStuff(CPed\*)
- \* ShouldLoadGangAnims()
- \* TryToPassObject(CPed\*, CPedGroup\*)
- \* ~CTaskComplexGangLeader()

CTaskComplexGangFollower (7 variables, 10 functions)

Variables list:

- \* ms\_fDistFromLeaderCanStop
- \* ms\_fDistFromLeaderCanStopSqr
- \* ms\_fLeaderIsMovingDeltaDistSqr
- \* ms\_fTargetSlowDownDist
- \* ms\_fTargetSlowDownDistSqr
- \* ms\_iMaxStaticCounter
- \* ms\_nUseClimbing

Functions list:

- \* CTaskComplexGangFollower(CPedGroup\*, CPed\*, unsigned char, CVector, float)
- \* CalculateOffsetPosition(CVector&)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)

- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* SetFollowLeader(unsigned char)
- \* ~CTaskComplexGangFollower()

CTaskComplexTrackEntity (0 variables, 12 functions)

Variables list:

Functions list:

- \* CTaskComplexTrackEntity(CEntity\*, CVector, unsigned char, int, float, float, unsigned char)
- \* CalcMoveRatio(CPed\*)
- \* CalcTargetPos(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetDistToTargetSq()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* SetOffsetPos(CVector)
- \* ~CTaskComplexTrackEntity()

CTaskSimpleDoHandSignal (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleDoHandSignal()
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleDoHandSignal()

CTaskLeanOnVehicle (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskLeanOnVehicle(CEntity\*, int, unsigned char)
- \* Clone() const
- \* FinishAnimCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskLeanOnVehicle()

CTaskComplexGangJoinRespond (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexGangJoinRespond(unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()

\* ~CTaskComplexGangJoinRespond()

CTaskComplexProstituteSolicit (13 variables, 12 functions)

Variables list:

- \* ms\_fGiveUpDistanceSqr
- \* ms\_fMaxSolicitDistanceSqr
- \* ms\_fMaxSolicitSpeedSqr
- \* ms\_fMinSeccludedDistForSexSqr
- \* ms\_fSlowEnoughSpeedForSexSqr
- \* ms\_fTooCloseDistForSexSqr
- \* ms\_iChargePerSec
- \* ms\_iGiveUpTime
- \* ms\_iHealthPerSec
- \* ms\_iScanForPedsFreq
- \* ms\_iShagFreqFast
- \* ms\_iShagFreqMid
- \* ms\_iShagFreqSlow

Functions list:

- \* CTaskComplexProstituteSolicit(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetRidOfPlayerProstitute()
- \* GetTaskType() const
- \* IsTaskValid(CPed\*, CPed\*)
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexProstituteSolicit()

CTaskComplexPassObject (0 variables, 9 functions)

Variables list:

Functions list:

- \* AbortIK(CPed\*)
- \* CTaskComplexPassObject(CPed\*, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexPassObject()

CTaskGoToVehicleAndLean (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskGoToVehicleAndLean(CVehicle\*, int)
- \* CalcTargetPos(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* DoTidyUp(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)

\* ~CTaskGoToVehicleAndLean()

CTaskComplexSignalAtPed (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexSignalAtPed(CPed\*, int, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexSignalAtPed()

CTaskComplexStareAtPed (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexStareAtPed(CPedGroup\*, CPed\*, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexStareAtPed()

CTaskGangHasslePed (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskGangHasslePed(CPed\*, int, int, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskGangHasslePed()

CTaskGangHassleVehicle (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskGangHassleVehicle(CVehicle\*, int, unsigned char, float, float)
- \* CalcTargetOffset()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTargetHeading(CPed\*)
- \* GetTaskType() const
- \* ~CTaskGangHassleVehicle()

CTaskSimpleGoToPointFine (0 variables, 11 functions)

Variables list:

Functions list:

- \* BaseRatio(eMoveState)
- \* CTaskSimpleGoToPointFine(float, CVector, float, CEntity\*)
- \* Clone() const

- \* Finish(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* SetBlendedMoveAnim(CPed\*)
- \* SetMoveRatio(float)
- \* SetTargetPos(CVector)
- \* ~CTaskSimpleGoToPointFine()

CTaskComplexGoToAttractor (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexGoToAttractor(CPedAttractor\*, CVector const&, float, float, int, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexGoToAttractor()

CTaskComplexUseEntryExit (0 variables, 8 functions)

Variables list:

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* UseEntryExit(CPed\*)
- \* ~CTaskComplexUseEntryExit()

CTaskComplexInvestigateDisturbance (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexInvestigateDisturbance(CVector const&, CEntity\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexInvestigateDisturbance()

CTaskComplexGotoDoorAndOpen (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexGotoDoorAndOpen(CObject\*)
- \* CTaskComplexGotoDoorAndOpen(CVector const&, CVector const&)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)

- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexGotoDoorAndOpen()

CTaskComplexAvoidEntity (2 variables, 15 functions)

Variables list:

- \* ms\_fEntityAvoidRadius
- \* ms\_iPeriod

Functions list:

- \* CTaskComplexAvoidEntity(int, CEntity\*, CVector const&)
- \* Clone() const
- \* ComputeAvoidSphere(CPed const&, CColSphere&)
- \* ComputeDetourTarget(CPed const&)
- \* ComputeDetourTarget(CPed const&, CColSphere const&)
- \* ComputeSphere(CColSphere&, CEntity\*\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* NearbyEntitiesInSphere(CPed const&, CColSphere const&, CEntity\*\*, CEntity\*\*)
- \* QuitIK(CPed\*)
- \* SetUpIK(CPed\*)
- \* ~CTaskComplexAvoidEntity()

CTaskComplexAvoidOtherPedWhileWandering (2 variables, 16 functions)

Variables list:

- \* ms\_fPedAvoidRadius
- \* ms\_iPeriod

Functions list:

- \* CTaskComplexAvoidOtherPedWhileWandering(CPed\*, CVector const&, int)
- \* Clone() const
- \* ComputeAvoidSphere(CPed const&, CColSphere&)
- \* ComputeDetourTarget(CPed const&)
- \* ComputeDetourTarget(CPed const&, CColSphere&)
- \* ComputeSphere(CColSphere&, CPed\*\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* NearbyPedsInSphere(CPed const&, CColSphere const&, CPed\*\*, CPed\*\*)
- \* QuitIK(CPed\*)
- \* Serialize()
- \* SetUpIK(CPed\*)
- \* ~CTaskComplexAvoidOtherPedWhileWandering()

CTaskComplexGoToPointAndStandStillAndAchieveHeading (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexGoToPointAndStandStillAndAchieveHeading(int, CVector const&, float, float, float, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)



- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexGoToPointAndStandStillAndAchieveHeading()

CTaskComplexGoToPointAndStandStillTimed (1 variables, 7 functions)

Variables list:

- \* ms\_iTime

Functions list:

- \* CTaskComplexGoToPointAndStandStillTimed(int, CVector const&, float, float, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* StopTimer(CEvent const\*)
- \* ~CTaskComplexGoToPointAndStandStillTimed()

CTaskSimpleSlideToCoord (2 variables, 7 functions)

Variables list:

- \* ms\_fHeadingAccuracy
- \* ms\_fPosAccuracy

Functions list:

- \* CTaskSimpleSlideToCoord(CVector const&, float, float)
- \* CTaskSimpleSlideToCoord(CVector const&, float, float, char const\*, char const\*, int, float, bool, int)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleSlideToCoord()

CTaskSimpleAchieveHeading (2 variables, 9 functions)

Variables list:

- \* ms\_fHeadingChangeRateFrac
- \* ms\_fHeadingTolerance

Functions list:

- \* CTaskSimpleAchieveHeading(float, float, float)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* QuitIK(CPed\*)
- \* Serialize()
- \* SetUpIK(CPed\*)
- \* ~CTaskSimpleAchieveHeading()

CTaskSimpleGoTo (1 variables, 5 functions)

Variables list:

- \* ms\_fTargetRadius

Functions list:

- \* CTaskSimpleGoTo(int, CVector const&, float)
- \* HasCircledTarget(CPed\*)
- \* QuitIK(CPed\*)

- \* SetUpIK(CPed\*)
- \* ~CTaskSimpleGoTo()

CTaskSimpleGoToPoint (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleGoToPoint(int, CVector const&, float, bool, bool)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleGoToPoint()

CTaskComplexGoToPointUntilCollisionAndStandStill (0 variables, 3 functions)

Variables list:

Functions list:

- \* Clone() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexGoToPointUntilCollisionAndStandStill()

CTaskComplexFollowNodeRouteShooting (2 variables, 6 functions)

Variables list:

- \* ms\_iShootRecoverTime
- \* ms\_iShootTime

Functions list:

- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexFollowNodeRouteShooting()

CTaskComplexWanderProstitute (1 variables, 6 functions)

Variables list:

- \* ms\_iPunterScanFreq

Functions list:

- \* CTaskComplexWanderProstitute(int, unsigned char, bool)
- \* Clone() const
- \* CreateFirstSubTask(CPed\*)
- \* GetWanderType() const
- \* ScanForStuff(CPed\*)
- \* ~CTaskComplexWanderProstitute()

CTaskComplexWanderGang (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexWanderGang(int, unsigned char, int, bool, float)
- \* CanJoinGang()
- \* Clone() const
- \* GetDistanceSqToNode(CPed\*)
- \* GetWanderType() const
- \* ScanForStuff(CPed\*)
- \* ~CTaskComplexWanderGang()

CTaskComplexWanderStandard (4 variables, 11 functions)

Variables list:

- \* ms\_fChatRange
- \* ms\_fSexyVehicleRange
- \* ms\_iScanFreeTime
- \* ms\_iScanPeriod

Functions list:

- \* Clone() const
- \* GetWanderType() const
- \* LookForChatPartners(CPed\*)
- \* LookForGangMembers(CPed\*)
- \* LookForSexyCars(CPed\*)
- \* ScanForEffects(CPed\*)
- \* ScanForStuff(CPed\*)
- \* SetNextMinScanTime(CPed\*)
- \* SetNextScanTime(int)
- \* WillChat(CPed const&, CPed const&) const
- \* ~CTaskComplexWanderStandard()

CTaskComplexWanderCriminal (2 variables, 5 functions)

Variables list:

- \* ms\_iScanPeriod
- \* ms\_iStealCarScanFreeTime

Functions list:

- \* Clone() const
- \* GetWanderType() const
- \* LookForCarsToSteal(CPed\*)
- \* ScanForStuff(CPed\*)
- \* ~CTaskComplexWanderCriminal()

CTaskInteriorBeInHouse (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskInteriorBeInHouse(InteriorGroup\_c\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetInfoForPedToUse(CPed\*, int\*)
- \* GetTaskType() const
- \* ~CTaskInteriorBeInHouse()

CTaskInteriorBeInOffice (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskInteriorBeInOffice(InteriorGroup\_c\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetInfoForPedToUse(int\*)
- \* GetTaskType() const
- \* ~CTaskInteriorBeInOffice()

CTaskInteriorGoToInfo (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskInteriorGoToInfo(InteriorInfo\_t\*, Interior\_c\*, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskInteriorGoToInfo()

CTaskInteriorUseInfo (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskInteriorUseInfo(InteriorInfo\_t\*, Interior\_c\*, int, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskInteriorUseInfo()

CTaskInteriorSitInChair (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskInteriorSitInChair(int, InteriorInfo\_t\*, unsigned char)
- \* Clone() const
- \* FinishAnimCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskInteriorSitInChair()

CTaskInteriorLieInBed (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskInteriorLieInBed(int, InteriorInfo\_t\*, unsigned char, unsigned char)
- \* Clone() const
- \* FinishAnimCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskInteriorLieInBed()

CTaskInteriorSitAtDesk (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskInteriorSitAtDesk(int, InteriorInfo\_t\*, unsigned char)
- \* Clone() const
- \* FinishAnimCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* StartRandomLoopAnim(CPed\*, float)

- \* StartRandomOneOffAnim(CPed\*)
- \* ~CTaskInteriorSitAtDesk()

CTaskInteriorShopKeeper (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskInteriorShopKeeper(InteriorGroup\_c\*, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskInteriorShopKeeper()

CTaskInteriorBeInShop (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskInteriorBeInShop(InteriorGroup\_c\*)
- \* Clone() const
- \* GetTaskType() const
- \* GetWanderType() const
- \* ScanForStuff(CPed\*)
- \* ~CTaskInteriorBeInShop()

CTaskSimpleGetUp (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleGetUp()
- \* Clone() const
- \* FinishAnimGetUpCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleGetUp()

CTaskComplexGetUpAndStandStill (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexGetUpAndStandStill()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexGetUpAndStandStill()

CTaskSimpleFall (2 variables, 9 functions)

Variables list:

- \* ms\_fFallingLoopEnd
- \* ms\_fFallingLoopStart

Functions list:

- \* CTaskSimpleFall(AnimationId, AssocGroupId, unsigned int)
- \* Clone() const
- \* FinishAnimFallCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessFall(CPed\*)
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleFall()

CTaskComplexFallAndGetUp (0 variables, 13 functions)

Variables list:

Functions list:

- \* CTaskComplexFallAndGetUp(AnimationId, AssocGroupId, int)
- \* CTaskComplexFallAndGetUp(int, int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* IsFalling() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* SetDownTime(int)
- \* ~CTaskComplexFallAndGetUp()

CTaskComplexFallAndStayDown (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexFallAndStayDown(AnimationId, AssocGroupId)
- \* CTaskComplexFallAndStayDown(int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexFallAndStayDown()

CTaskSimpleInAir (2 variables, 9 functions)

Variables list:

- \* ms\_fMaxStuckVelocity
- \* ms\_iNumStuckFallingFramesBeforeQuitting

Functions list:

- \* ApplyRollAndPitch(CPed\*)
- \* CTaskSimpleInAir(bool, bool, bool)
- \* Clone() const
- \* DeleteInAirAnimCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()

\* ~CTaskSimpleInAir()

CTaskSimpleLand (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskSimpleLand(AnimationId)
- \* Clone() const
- \* FinishAnimLandCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* LeftFootLanded()
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* RightFootLanded()
- \* Serialize()
- \* ~CTaskSimpleLand()

CTaskSimpleJump (5 variables, 11 functions)

Variables list:

- \* ms\_fMinJumpSpeed
- \* ms\_fPedJumpForce
- \* ms\_fPlayerPedJumpForce
- \* ms\_fRunJumpSpeed
- \* ms\_fSprintJumpSpeed

Functions list:

- \* CTaskSimpleJump(bool)
- \* Clone() const
- \* FinishAnimLaunchCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* HasPedHitHead(CPed\*)
- \* Launch(CPed\*)
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartLaunchAnim(CPed\*)
- \* ~CTaskSimpleJump()

CTaskComplexJump (0 variables, 10 functions)

Variables list:

Functions list:

- \* CTaskComplexJump(int)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* Serialize()
- \* ~CTaskComplexJump()

CTaskComplexStuckInAir (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexStuckInAir()
- \* Clone() const

- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexStuckInAir()

CTaskComplexInAirAndLand (0 variables, 8 functions)  
Variables list:

Functions list:

- \* CTaskComplexInAirAndLand(bool, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexInAirAndLand()

CTaskManager (0 variables, 20 functions)  
Variables list:

Functions list:

- \* AddSubTasks(CTask\*)
- \* CTaskManager(CPed\*)
- \* ClearTaskEventResponse()
- \* FindActiveTaskByType(int) const
- \* FindTaskByType(int, int) const
- \* Flush()
- \* FlushImmediately()
- \* GetActiveTask() const
- \* GetSimplestActiveTask() const
- \* GetSimplestTask(CTask\*)
- \* GetSimplestTask(int) const
- \* GetTaskSecondary(int) const
- \* HasTaskSecondary(CTask const\*) const
- \* ManageTasks()
- \* ParentsControlChildren(CTask\*)
- \* SetNextSubTask(CTask\*)
- \* SetTask(CTask\*, int, bool)
- \* SetTaskSecondary(CTask\*, int)
- \* StopTimers(CEvent const\*)
- \* ~CTaskManager()

CTaskComplexChat (0 variables, 7 functions)  
Variables list:

Functions list:

- \* CTaskComplexChat(unsigned char, CPed\*, int, short)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexChat()

CTaskComplexWalkAlongsidePed (1 variables, 9 functions)



Variables list:

- \* ms\_fTargetSlowDownDist

Functions list:

- \* CTaskComplexWalkAlongsidePed(CPed\*, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexWalkAlongsidePed()

CTaskComplexWaitForPed (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexWaitForPed(CPed\*, float, int, unsigned char)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexWaitForPed()

CTaskComplexBeInCouple (0 variables, 10 functions)

Variables list:

Functions list:

- \* AbortArmIK(CPed\*)
- \* CTaskComplexBeInCouple(CPed\*, unsigned char, unsigned char, unsigned char, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetPartnerSide(CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexBeInCouple()

CTaskComplexPartnerShove (0 variables, 5 functions)

Variables list:

Functions list:

- \* CTaskComplexPartnerShove(char\*, CPed\*, unsigned char, float, int, CVector)
- \* Clone() const
- \* GetPartnerSequence()
- \* GetTaskType() const
- \* ~CTaskComplexPartnerShove()

CTaskComplexPartnerDeal (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexPartnerDeal(char\*, CPed\*, unsigned char, float, CVector)
- \* Clone() const

- \* CreateFirstSubTask(CPed\*)
- \* GetPartnerSequence()
- \* GetTaskType() const
- \* StreamRequiredAnims()
- \* ~CTaskComplexPartnerDeal()

CTaskComplexPartner (0 variables, 13 functions)

Variables list:

Functions list:

- \* CTaskComplexPartner(char\*, CPed\*, unsigned char, float, unsigned char, int, CVector)
- \* CalcTargetPositions(CPed\*, CVector\*, CVector\*)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetPartnerState()
- \* GetTaskType() const
- \* IsPartnerStillValid(CPed\*)
- \* RemoveStreamedAnims()
- \* SetFirstToTargetFlag(unsigned char)
- \* SetTargetPos(CVector\*)
- \* StreamRequiredAnims()
- \* ~CTaskComplexPartner()

CTaskComplexPartnerGreet (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskComplexPartnerGreet(char\*, CPed\*, unsigned char, float, int, CVector)
- \* Clone() const
- \* CreateFirstSubTask(CPed\*)
- \* GetPartnerSequence()
- \* GetTaskType() const
- \* StreamRequiredAnims()
- \* ~CTaskComplexPartnerGreet()

CTaskSimplePlayerOnFoot (7 variables, 13 functions)

Variables list:

- \* DUCK\_HEADING\_CHANGE\_RATE
- \* FIGHTER\_HEADING\_CHANGE\_RATE
- \* SPRINT\_HOLDSUB
- \* SPRINT\_MAX
- \* SPRINT\_RELEASESUB
- \* SPRINT\_TAPADD
- \* SPRINT\_THRESHOLD

Functions list:

- \* CTaskSimplePlayerOnFoot()
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PlayIdleAnimations(CPlayerPed\*)
- \* PlayerControlDucked(CPlayerPed\*)
- \* PlayerControlFighter(CPlayerPed\*)
- \* PlayerControlZelda(CPlayerPed\*, bool)
- \* PlayerControlZeldaWeapon(CPlayerPed\*)
- \* ProcessPed(CPed\*)
- \* ProcessPlayerWeapon(CPlayerPed\*)

- \* Serialize()
- \* ~CTaskSimplePlayerOnFoot()

CTaskSimpleSwim (12 variables, 15 functions)

Variables list:

- \* SWIM\_BREAST\_FORCE
- \* SWIM\_CRAWL\_FORCE
- \* SWIM\_CRAWL\_HOLDSUB
- \* SWIM\_CRAWL\_RELEASESUB
- \* SWIM\_CRAWL\_TAPADD
- \* SWIM\_CRAWL\_THRESHOLD
- \* SWIM\_DIVE\_UNDER\_ANGLE
- \* SWIM\_STOP\_TIME
- \* SWIM\_UWATER\_HOLDSUB
- \* SWIM\_UWATER\_RELEASESUB
- \* SWIM\_UWATER\_TAPADD
- \* SWIM\_UWATER\_THRESHOLD

Functions list:

- \* ApplyRollAndPitch(CPed\*)
- \* CTaskSimpleSwim(CVector const\*, CPed\*)
- \* Clone() const
- \* CreateFxSystem(CPed\*, RwMatrixTag\*)
- \* DestroyFxSystem()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessControlAI(CPed\*)
- \* ProcessControlInput(CPlayerPed\*)
- \* ProcessEffects(CPed\*)
- \* ProcessPed(CPed\*)
- \* ProcessSwimAnims(CPed\*)
- \* ProcessSwimmingResistance(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleSwim()

CTaskSimpleArrestPed (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleArrestPed(CPed\*)
- \* Clone() const
- \* FinishAnimArrestPedCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleArrestPed()

CTaskComplexArrestPed (2 variables, 9 functions)

Variables list:

- \* ms\_fArrestAssistRange
- \* ms\_fArrestRange

Functions list:

- \* CTaskComplexArrestPed(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)

- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexArrestPed()

CTaskComplexPolicePursuit (0 variables, 13 functions)

Variables list:

Functions list:

- \* CTaskComplexPolicePursuit()
- \* ClearPursuit(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* PersistPursuit(CPed\*)
- \* SetPursuit(CPed\*)
- \* SetWeapon(CPed\*)
- \* ~CTaskComplexPolicePursuit()

CTaskComplexCopInCar (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexCopInCar(CVehicle\*, CPed\*, CPed\*, bool)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*) const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexCopInCar()

CTaskComplexKillCriminal (0 variables, 11 functions)

Variables list:

Functions list:

- \* CTaskComplexKillCriminal(CPed\*, bool)
- \* ChangeTarget(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*, bool) const
- \* FindNextCriminalToKill(CPed\*, bool)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexKillCriminal()

CTaskSimpleShakeFist (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskSimpleShakeFist()
- \* Clone() const

- \* FinishAnimShakeFistCB(CAnimBlendAssociation\*, void\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* StartAnim(CPed\*)
- \* ~CTaskSimpleShakeFist()

CTaskSimpleDuck (1 variables, 17 functions)

Variables list:

- \* ms\_nLengthOfDuck

Functions list:

- \* AbortBecauseOfOtherDuck(CPed\*)
- \* CTaskSimpleDuck(unsigned char, unsigned short, short)
- \* CanPedDuck(CPed\*)
- \* Clone() const
- \* ControlDuckMove(CVector2D)
- \* DeleteDuckAnimCB(CAnimBlendAssociation\*, void\*)
- \* ForceStopMove()
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* RestartTask(CPed\*)
- \* Serialize()
- \* SetControlType(unsigned char)
- \* SetDuckTimer(unsigned short)
- \* SetMoveAnim(CPed\*)
- \* StartCountDown(unsigned char, bool)
- \* ~CTaskSimpleDuck()

CTaskSimpleAffectSecondaryBehaviour (0 variables, 6 functions)

Variables list:

Functions list:

- \* CTaskSimpleAffectSecondaryBehaviour(bool, int, CTask\*)
- \* Clone() const
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* ~CTaskSimpleAffectSecondaryBehaviour()

CTaskSimpleFacial (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskSimpleFacial(int, int)
- \* Clone() const
- \* GetAnimId(int)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ProcessPed(CPed\*)
- \* Serialize()
- \* ~CTaskSimpleFacial()

CTaskSimpleDuckWhileShotsWhizzing (0 variables, 7 functions)

Variables list:

Functions list:

```
* CTaskSimpleDuckWhileShotsWhizzing(unsigned short)
* Clone() const
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* ProcessPed(CPed*)
* Serialize()
* ~CTaskSimpleDuckWhileShotsWhizzing()
```

CTaskSimpleHoldEntity (1 variables, 16 functions)

Variables list:

```
* m_nPutDownTimer
```

Functions list:

```
* CTaskSimpleHoldEntity(CEntity*, CVector const*, unsigned char, unsigned
char, AnimationId, AssocGroupId, bool)
* CTaskSimpleHoldEntity(CEntity*, CVector const*, unsigned char, unsigned
char, CAnimBlock*, CAnimBlendHierarchy*, int)
* CTaskSimpleHoldEntity(CEntity*, CVector const*, unsigned char, unsigned
char, char const*, char const*, int)
* CanThrowEntity()
* ChoosePutDownHeight(CPed*)
* Clone() const
* DropEntity(CPed*, bool)
* FinishAnimHoldEntityCB(CAnimBlendAssociation*, void*)
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* PlayAnim(AnimationId, AssocGroupId)
* ProcessPed(CPed*)
* ReleaseEntity()
* SetPedPosition(CPed*)
* StartAnim(CPed*)
* ~CTaskSimpleHoldEntity()
```

CTaskComplexFacial (0 variables, 11 functions)

Variables list:

Functions list:

```
* CTaskComplexFacial()
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* GetTaskType() const
* MakeAbortable(CPed*, int, CEvent const*)
* Serialize()
* SetRequest(int, int, int, int)
* StopAll()
* ~CTaskComplexFacial()
```

CTaskSimplePickUpEntity (0 variables, 6 functions)

Variables list:

Functions list:

```
* CTaskSimplePickUpEntity(CEntity*, CVector const*, unsigned char, unsigned
char, AnimationId, AssocGroupId, float)
* CTaskSimplePickUpEntity(CEntity*, CVector const*, unsigned char, unsigned
char, CAnimBlock*, CAnimBlendHierarchy*, int, float)
* CTaskSimplePickUpEntity(CEntity*, CVector const*, unsigned char, unsigned
char, char const*, char const*, int, float)
```

- \* Clone() const
- \* GetTaskType() const
- \* ~CTaskSimplePickUpEntity()

CTaskSimplePutDownEntity (0 variables, 7 functions)

Variables list:

Functions list:

- \* CTaskSimplePutDownEntity()
- \* CTaskSimplePutDownEntity(CEntity\*, CVector const\*, unsigned char, unsigned char, AnimationId, AssocGroupId, float)
- \* CTaskSimplePutDownEntity(CEntity\*, CVector const\*, unsigned char, unsigned char, CAnimBlock\*, CAnimBlendHierarchy\*, int, float)
- \* CTaskSimplePutDownEntity(CEntity\*, CVector const\*, unsigned char, unsigned char, char const\*, char const\*, int, float)
- \* Clone() const
- \* GetTaskType() const
- \* ~CTaskSimplePutDownEntity()

CTaskComplexFollowPedFootsteps (7 variables, 9 functions)

Variables list:

- \* ms\_fGotoPointRadius
- \* ms\_fKeepWithinRadius
- \* ms\_fRunToKeepUpRadius
- \* ms\_fSeekEntityRadius
- \* ms\_fTooCloseRadius
- \* ms\_iLosFreq
- \* ms\_iMsecsInterval

Functions list:

- \* CTaskComplexFollowPedFootsteps(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed const\*)
- \* GetTaskType() const
- \* MakeAbortable(CPed\*, int, CEvent const\*)
- \* ~CTaskComplexFollowPedFootsteps()

CTaskComplexFollowLeaderAnyMeans (0 variables, 8 functions)

Variables list:

Functions list:

- \* CTaskComplexFollowLeaderAnyMeans(CPedGroup\*, CPed\*, CVector const&)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed const\*) const
- \* GetTaskType() const
- \* ~CTaskComplexFollowLeaderAnyMeans()

CTaskComplexFollowLeaderInformation (2 variables, 9 functions)

Variables list:

- \* ms\_fMaxDistanceToLeader
- \* ms\_offsets

Functions list:

```
* CTaskComplexFollowLeaderInFormation(CPedGroup*, CPed*, CVector const&,
float)
* CTaskComplexFollowLeaderInFormation(CPedGroup*, CPed*, int, int, float)
* Clone() const
* ControlSubTask(CPed*)
* CreateFirstSubTask(CPed*)
* CreateNextSubTask(CPed*)
* CreateSubTask(int, CPed const*)
* GetTaskType() const
* ~CTaskComplexFollowLeaderInFormation()
```

CEntitySeekPosCalculatorFixedPos (0 variables, 1 functions)

Variables list:

Functions list:

```
* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const
```

CEntitySeekPosCalculatorDriving (0 variables, 1 functions)

Variables list:

Functions list:

```
* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const
```

CEntitySeekPosCalculatorXYOffset (0 variables, 1 functions)

Variables list:

Functions list:

```
* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const
```

CEntitySeekPosCalculatorEntitySurface (0 variables, 1 functions)

Variables list:

Functions list:

```
* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const
```

CEntitySeekPosCalculatorRadiusAngleOffset (0 variables, 1 functions)

Variables list:

Functions list:

```
* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const
```

CEntitySeekPosCalculatorVehicleId (0 variables, 1 functions)

Variables list:

Functions list:

```
* ComputeEntitySeekPos(CPed const&, CEntity const&, CVector&) const
```

CFollowLeaderOffSets (0 variables, 2 functions)

Variables list:

Functions list:

```
* CFollowLeaderOffSets()
```

```
* ~CFollowLeaderOffSets()
```

CTaskComplexSeekEntityAnyMeans<CEntitySeekPosCalculatorXYOffset> (0 variables, 7 functions)

Variables list:

Functions list:



- \* CTaskComplexSeekEntityAnyMeans(CEntity\*, int, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetTaskType() const
- \* ~CTaskComplexSeekEntityAnyMeans()

CTaskComplexWaitForBackup (1 variables, 9 functions)

Variables list:

- \* ms\_iTimer

Functions list:

- \* CTaskComplexWaitForBackup(CPed\*, CPed\*, float)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexWaitForBackup()

CTaskComplexExtinguishFires (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexExtinguishFires()
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* GetNearestFire(CPed\*) const
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexExtinguishFires()

CTaskComplexReactToGunAimedAt (0 variables, 9 functions)

Variables list:

Functions list:

- \* CTaskComplexReactToGunAimedAt(CPed\*)
- \* Clone() const
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexReactToGunAimedAt()

CTaskComplexInvestigateDeadPed (3 variables, 10 functions)

Variables list:

- \* ms\_iMaxLookTime
- \* ms\_iMaxSeekTime
- \* ms\_iMinLookTime

Functions list:

- \* CTaskComplexInvestigateDeadPed(CPed\*)

- \* Clone() const
- \* ComputeTargetPos(CPed\*, CVector&)
- \* ControlSubTask(CPed\*)
- \* CreateFirstSubTask(CPed\*)
- \* CreateNextSubTask(CPed\*)
- \* CreateSubTask(int, CPed\*)
- \* GetTaskType() const
- \* Serialize()
- \* ~CTaskComplexInvestigateDeadPed()

CTaskCategories (0 variables, 4 functions)  
Variables list:

Functions list:

- \* ComputeTaskCategory(CTask const\*)
- \* IsFleePedTask(CTask const\*, bool&, bool&)
- \* IsFollowPedTask(CTask const\*, bool&, bool&)
- \* IsKillPedTask(CTask const\*, bool&, bool&)

CPedList (0 variables, 10 functions)  
Variables list:

Functions list:

- \* AddMember(CPed\*)
- \* BuildListFromGroup\_NoLeader(CPedGroupMembership\*)
- \* BuildListFromGroup\_NotInCar\_NoLeader(CPedGroupMembership\*)
- \* BuildListOfPedsOfPedType(int)
- \* Empty()
- \* ExtractPedsWithGuns(CPedList&)
- \* FillUpHoles()
- \* RemovePedsAttackingPedType(int)
- \* RemovePedsThatDontListenToPlayer()
- \* ~CPedList()

CPointList (0 variables, 4 functions)  
Variables list:

Functions list:

- \* AddPoint(CVector)
- \* Empty()
- \* MergeListsRemovingDoubles(CPointList\*, CPointList\*)
- \* ~CPointList()

CFormation (5 variables, 10 functions)  
Variables list:

- \* m\_DestinationPeds
- \* m\_Destinations
- \* m\_Peds
- \* m\_aFinalPedLinkToDestinations
- \* m\_aPedLinkToDestinations

Functions list:

- \* DistributeDestinations(CPedList\*)
- \* DistributeDestinations\_CoverPoints(CPedList\*, CVector)
- \* DistributeDestinations\_PedsToAttack(CPedList\*)
- \* FindCoverPoints(CVector, float)
- \* FindCoverPointsBehindBox(CPointList\*, CVector, CMatrix\*, CVector const\*, CVector const\*, CVector const\*, float)
- \* FindNearestAvailableDestination(CVector, float&)

- \* GenerateGatherDestinations(CPedList\*, CPed\*)
- \* GenerateGatherDestinations\_AroundCar(CPedList\*, CVehicle\*)
- \* ReturnDestinationForPed(CPed\*, CVector&)
- \* ReturnTargetPedForPed(CPed\*, CPed\*\*)

CTaskAllocator (0 variables, 6 functions)

Variables list:

Functions list:

- \* Abort()
- \* IsFinished(CPedGroupIntelligence\*)
- \* ProcessGroup(CPedGroupIntelligence\*)
- \* operator delete(void\*)
- \* operator new(unsigned int)
- \* ~CTaskAllocator()

CTaskAllocatorRetreat (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* GetType() const
- \* ~CTaskAllocatorRetreat()

CTaskAllocatorPlayerCommandRetreat (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* GetType() const
- \* ~CTaskAllocatorPlayerCommandRetreat()

CTaskAllocatorKillThreatsDriveby (0 variables, 5 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* CTaskAllocatorKillThreatsDriveby(CPed\*)
- \* GetType() const
- \* ProcessGroup(CPedGroupIntelligence\*)
- \* ~CTaskAllocatorKillThreatsDriveby()

CTaskAllocatorKillThreatsBasic (0 variables, 6 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* CTaskAllocatorKillThreatsBasic(CPed\*)
- \* ComputeClosestPeds(CPedGroup&, CPedGroup&, CPed\*\*)
- \* GetType() const
- \* ProcessGroup(CPedGroupIntelligence\*)
- \* ~CTaskAllocatorKillThreatsBasic()

CTaskAllocatorAttack (0 variables, 6 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* CTaskAllocatorAttack(CPed\*, int, CPed\*)

- \* GetType() const
- \* ProcessGroup(CPedGroupIntelligence\*)
- \* TargetIsArmed()
- \* ~CTaskAllocatorAttack()

CTaskAllocatorKillOnFoot (0 variables, 4 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* CTaskAllocatorKillOnFoot(CPed\*, int)
- \* GetType() const
- \* ~CTaskAllocatorKillOnFoot()

CTaskAllocatorPlayerCommandAttack (0 variables, 5 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* CTaskAllocatorPlayerCommandAttack(CPed\*, int, int)
- \* GetType() const
- \* ProcessGroup(CPedGroupIntelligence\*)
- \* ~CTaskAllocatorPlayerCommandAttack()

CTaskAllocatorKillThreatsBasicRandomGroup (0 variables, 3 functions)

Variables list:

Functions list:

- \* AllocateTasks(CPedGroupIntelligence\*)
- \* GetType() const
- \* ~CTaskAllocatorKillThreatsBasicRandomGroup()

CMessages (3 variables, 29 functions)

Variables list:

- \* BIGMessages
- \* BriefMessages
- \* PreviousBriefs

Functions list:

- \* AddBigMessage(unsigned short\*, unsigned int, unsigned short)
- \* AddBigMessageQ(unsigned short\*, unsigned int, unsigned short)
- \* AddBigMessageWithNumber(unsigned short\*, unsigned int, unsigned short, int, int, int, int, int, int)
- \* AddBigMessageWithNumberQ(unsigned short\*, unsigned int, unsigned short, int, int, int, int, int, int)
- \* AddMessage(char const\*, unsigned short\*, unsigned int, unsigned short, bool)
- \* AddMessageJumpQ(char const\*, unsigned short\*, unsigned int, unsigned short, bool)
- \* AddMessageJumpQWithNumber(unsigned short\*, unsigned int, unsigned short, int, int, int, int, int, int, bool)
- \* AddMessageJumpQWithString(unsigned short\*, unsigned int, unsigned short, unsigned short\*, bool)
- \* AddMessageWithNumber(char const\*, unsigned short\*, unsigned int, unsigned short, int, int, int, int, int, int, bool)
- \* AddMessageWithString(unsigned short\*, unsigned int, unsigned short, unsigned short\*, bool)
- \* AddToPreviousBriefArray(char const\*, unsigned short\*, int, int, int, int, int, int, unsigned short\*)

- \* ClearAllMessagesDisplayedByGame(unsigned char)
- \* ClearMessages(unsigned char)
- \* ClearPreviousBriefArray()
- \* ClearSmallMessagesOnly()
- \* ClearThisBigPrint(unsigned short\*)
- \* ClearThisBigPrintNow(unsigned int)
- \* ClearThisPrint(unsigned short\*)
- \* CutString(short, char\*, char\*\*)
- \* Display(unsigned char)
- \* GetGxtStringLength(unsigned short\*)
- \* GxtStringCompare(unsigned short\*, unsigned short\*, unsigned short)
- \* GxtStringCopy(unsigned short\*, unsigned short\*, unsigned short)
- \* Init()
- \* InsertNumberInString(unsigned short\*, int, int, int, int, int, int, int, unsigned short\*)
- \* InsertPlayerControlKeysInString(unsigned short\*)
- \* InsertStringInString(unsigned short\*, unsigned short\*)
- \* Process()
- \* ReloadPreviousBriefArray()

CKeyArray (0 variables, 5 functions)

Variables list:

Functions list:

- \* BinarySearch(unsigned int, CKeyEntry\*, short, short)
- \* Load(unsigned int, int, unsigned int\*, unsigned char)
- \* Search(char const\*, unsigned char\*)
- \* Unload()
- \* Update(unsigned short\*)

CData (0 variables, 2 functions)

Variables list:

Functions list:

- \* Load(unsigned int, int, unsigned int\*, unsigned char)
- \* Unload()

CText (0 variables, 10 functions)

Variables list:

Functions list:

- \* CText()
- \* Get(char const\*)
- \* GetNameOfLoadedMissionText(char\*)
- \* GetUpperCase(unsigned short)
- \* Load(unsigned char)
- \* LoadMissionPackText()
- \* LoadMissionText(char\*)
- \* ReadChunkHeader(ChunkHeader\*, int, unsigned int\*, unsigned char)
- \* Unload(unsigned char)
- \* ~CText()

CMissionTextOffsets (0 variables, 1 functions)

Variables list:

Functions list:

- \* Load(unsigned int, int, unsigned int\*, int)

CEventVehicleDamageCollision (0 variables, 3 functions)

Variables list:

Functions list:

- \* CloneEditable() const
- \* GetEventType() const
- \* ~CEventVehicleDamageCollision()

CBike (0 variables, 55 functions)

Variables list:

Functions list:

- \* BlowUpCar(CEntity\*, unsigned char)
- \* BurstTyre(unsigned char, bool)
- \* CBike(int, unsigned char)
- \* CalculateLeanMatrix()
- \* DamageKnockOffRider(CVehicle\*, float, unsigned short, CEntity\*, CVector&, CVector&)
- \* DebugCode()
- \* DoBurstAndSoftGroundRatios()
- \* DoSoftGroundResistance(unsigned int&)
- \* FindWheelWidth(bool)
- \* Fix()
- \* FixHandsToBars(CPed\*)
- \* GetAllWheelsOffGround()
- \* GetComponentWorldPosition(int, CVector&)
- \* GetCorrectedWorldDoorPosition(CVector&, CVector, CVector)
- \* GetHeightAboveRoad() const
- \* GetNumContactWheels()
- \* GetRideAnimData()
- \* IsComponentPresent(int) const
- \* IsDoorClosed(eDoors) const
- \* IsDoorClosed(unsigned int) const
- \* IsDoorFullyOpen(eDoors) const
- \* IsDoorFullyOpen(unsigned int) const
- \* IsDoorMissing(eDoors) const
- \* IsDoorMissing(unsigned int) const
- \* IsDoorReady(eDoors) const
- \* IsDoorReady(unsigned int) const
- \* IsRoomForPedToLeaveCar(unsigned int, CVector\*)
- \* KnockOffRider(eWeaponType, unsigned char, CPed\*, bool)
- \* PlaceOnRoadProperly()
- \* PlayCarHorn()
- \* PlayHornIfNecessary()
- \* PreRender()
- \* ProcessAI(unsigned int&)
- \* ProcessBuoyancy()
- \* ProcessControl()
- \* ProcessControlCollisionCheck(bool)
- \* ProcessControlInputs(unsigned char)
- \* ProcessDrivingAnims(CPed\*, unsigned char)
- \* ProcessEntityCollision(CEntity\*, CColPoint\*)
- \* ProcessOpenDoor(CPed\*, unsigned int, unsigned int, unsigned int, float)
- \* ProcessRiderAnims(CPed\*, CVehicle\*, CRideAnimData\*, tBikeHandlingData\*, short)
- \* ReduceHornCounter()
- \* RemoveRefsToVehicle(CEntity\*)
- \* Render()
- \* ResetSuspension()
- \* SetModelIndex(unsigned int)

- \* SetRemoveAnimFlags(CPed\*)
- \* SetUpWheelColModel(CColModel\*)
- \* SetupDamageAfterLoad()
- \* SetupModelNodes()
- \* SetupSuspensionLines()
- \* Teleport(CVector, unsigned char)
- \* VehicleDamage(float, unsigned short, CEntity\*, CVector\*, CVector\*, eWeaponType)
- \* dmgDrawCarCollidingParticles(CVector const&, float, eWeaponType)
- \* ~CBike()

CBmx (0 variables, 13 functions)

Variables list:

Functions list:

- \* BlowUpCar(CEntity\*, unsigned char)
- \* BurstTyre(unsigned char, bool)
- \* CBmx(int, unsigned char)
- \* FindWheelWidth(bool)
- \* GetFrameOffset(float&, float&)
- \* LaunchBunnyHopCB(CAnimBlendAssociation\*, void\*)
- \* PreRender()
- \* ProcessAI(unsigned int&)
- \* ProcessBunnyHop()
- \* ProcessControl()
- \* ProcessDrivingAnims(CPed\*, unsigned char)
- \* SetUpWheelColModel(CColModel\*)
- \* ~CBmx()

CBoat (4 variables, 22 functions)

Variables list:

- \* MAX\_WAKE\_LENGTH
- \* MIN\_WAKE\_INTERVAL
- \* WAKE\_LIFETIME
- \* apFrameWakeGeneratingBoats

Functions list:

- \* AddWakePoint(CVector)
- \* BlowUpCar(CEntity\*, unsigned char)
- \* CBoat(int, unsigned char)
- \* CheckForSkippingCalculations()
- \* DebugCode()
- \* DisplayHandlingData()
- \* FillBoatList()
- \* GetComponentWorldPosition(int, CVector&)
- \* IsComponentPresent(int) const
- \* IsSectorAffectedByWake(CVector2D, float, CBoat\*\*)
- \* IsVertexAffectedByWake(CVector, CBoat\*, short, bool)
- \* ModifyHandlingValue(bool const&)
- \* PreRender()
- \* ProcessControl()
- \* ProcessControlInputs(unsigned char)
- \* ProcessOpenDoor(CPed\*, unsigned int, unsigned int, unsigned int, float)
- \* PruneWakeTrail()
- \* Render()
- \* SetModelIndex(unsigned int)
- \* SetupModelNodes()
- \* Teleport(CVector, unsigned char)
- \* ~CBoat()

CSpecialPlateHandler (0 variables, 4 functions)

Variables list:

Functions list:

- \* Add(int, char\*)
- \* Find(int, char\*)
- \* Init()
- \* Remove(int)

CCarGenerator (0 variables, 8 functions)

Variables list:

Functions list:

- \* CalcNextGen()
- \* CheckForBlockage(int)
- \* CheckIfWithinRangeOfAnyPlayers()
- \* DoInternalProcessing()
- \* Process()
- \* Setup(float, float, float, float, int, short, short, unsigned char, unsigned char, unsigned char, unsigned short, unsigned short, unsigned char, unsigned char)
- \* SwitchOff()
- \* SwitchOn()

CCranes (0 variables, 6 functions)

Variables list:

Functions list:

- \* InitCranes()
- \* IsThisCarBeingCarriedByAnyCrane(CVehicle\*)
- \* IsThisCarBeingTargettedByAnyCrane(CVehicle\*)
- \* IsThisCarPickedUp(float, float, CVehicle\*)
- \* Save(unsigned char\*, unsigned int\*)
- \* UpdateCranes()

CDamageManager (0 variables, 25 functions)

Variables list:

Functions list:

- \* ApplyDamage(CAutomobile\*, tComponent, float, float)
- \* FuckCarCompletely(bool)
- \* GetAeroplaneCompStatus(int) const
- \* GetCarNodeIndexFromDoor(eDoors)
- \* GetCarNodeIndexFromPanel(ePanels)
- \* GetComponentGroup(tComponent, tComponentGroup\*, unsigned char\*)
- \* GetDoorStatus(eDoors) const
- \* GetDoorStatus(int) const
- \* GetEngineStatus() const
- \* GetLightStatus(eLights) const
- \* GetPanelStatus(int) const
- \* GetWheelStatus(int) const
- \* ProgressAeroplaneDamage(unsigned char)
- \* ProgressDoorDamage(unsigned char, CAutomobile\*)
- \* ProgressEngineDamage(float)
- \* ProgressPanelDamage(unsigned char)
- \* ProgressWheelDamage(unsigned char)
- \* ResetDamageStatus()
- \* SetAeroplaneCompStatus(int, unsigned int)



- \* SetDoorStatus(eDoors, unsigned int)
- \* SetDoorStatus(int, unsigned int)
- \* SetEngineStatus(unsigned int)
- \* SetLightStatus(eLights, unsigned int)
- \* SetPanelStatus(int, unsigned int)
- \* SetWheelStatus(int, unsigned int)

CDoor (1 variables, 6 functions)

Variables list:

- \* DOOR\_SPEED\_MAX\_CAPPED

Functions list:

- \* GetAngleOpenRatio() const
- \* IsClosed() const
- \* IsFullyOpen() const
- \* Open(float)
- \* Process(CVehicle\*, CVector&, CVector&, CVector&)
- \* ProcessImpact(CVehicle\*, CVector&, CVector&, CVector&)

CTrainDoor (0 variables, 6 functions)

Variables list:

Functions list:

- \* IsClosed() const
- \* IsFullyOpen() const
- \* IsInUse()
- \* Open(float)
- \* RetTranslationWhenClosed() const
- \* RetTranslationWhenOpen() const

CBouncingPanel (5 variables, 3 functions)

Variables list:

- \* BOUNCE\_HANGING\_DAMP\_MULT
- \* BOUNCE\_HANGING\_RETURN\_MULT
- \* BOUNCE\_SPRING\_DAMP\_MULT
- \* BOUNCE\_SPRING\_RETURN\_MULT
- \* BOUNCE\_VEL\_CHANGE\_LIMIT

Functions list:

- \* ProcessPanel(CVehicle\*, RwFrame\*, CVector, CVector, float, float)
- \* ResetPanel()
- \* SetPanel(short, short, float)

cBuoyancy (0 variables, 10 functions)

Variables list:

Functions list:

- \* AddSplashParticles(CPhysical\*, CVector, CVector, CVector, unsigned char)
- \* CalcBuoyancyForce(CPhysical\*, CVector\*, CVector\*)
- \* FindWaterLevel(CVector const&, CVector\*, tWaterLevel\*)
- \* FindWaterLevelNorm(CVector const&, CVector\*, tWaterLevel\*, CVector\*)
- \* PreCalcSetup(CPhysical\*, float)
- \* ProcessBuoyancy(CPhysical\*, float, CVector\*, CVector\*)
- \* ProcessBuoyancyBoat(CVehicle\*, float, CVector\*, CVector\*, bool)
- \* SimpleCalcBuoyancy(CPhysical\*)
- \* SimpleSumBuoyancyData(CVector&, tWaterLevel)
- \* ~cBuoyancy()

CHeli (6 variables, 26 functions)

Variables list:

- \* HeliSearchLights
- \* NumberOfSearchLights
- \* TestForNewRandomHelisTimer
- \* bHeliControlsCheat
- \* bPoliceHelisAllowed
- \* pHelis

Functions list:

- \* AddHeliSearchLight(CVector const&, CVector const&, float, float, unsigned int, unsigned char, unsigned char)
- \* BlowUpCar(CEntity\*, unsigned char)
- \* BurstTyre(unsigned char, bool)
- \* CHeli(int, unsigned char)
- \* FindSwatPositionRelativeToHeli(int)
- \* Fix()
- \* GenerateHeli(CPed\*, bool)
- \* InitHelis()
- \* Post\_SearchLightCone()
- \* PreRender()
- \* PreRenderAlways()
- \* Pre\_SearchLightCone()
- \* ProcessControl()
- \* ProcessControlInputs(unsigned char)
- \* ProcessFlyingCarStuff()
- \* Render()
- \* RenderAllHeliSearchLights()
- \* SearchLightCone(int, CVector, CVector, float, float, unsigned char, unsigned char, CVector\*, CVector\*, CVector\*, bool, float, float, float, float)
- \* SendDownSwat()
- \* SetupWheelColModel(CColModel\*)
- \* SetupDamageAfterLoad()
- \* SpecialHeliPreRender()
- \* SwitchPoliceHelis(bool)
- \* TestSniperCollision(CVector\*, CVector\*)
- \* UpdateHelis()
- \* ~CHeli()

CMonsterTruck (1 variables, 12 functions)

Variables list:

- \* DUMPER\_COL\_ANGLEMULT

Functions list:

- \* BurstTyre(unsigned char, bool)
- \* CMonsterTruck(int, unsigned char)
- \* ExtendSuspension()
- \* PreRender()
- \* ProcessControl()
- \* ProcessControlCollisionCheck(bool)
- \* ProcessEntityCollision(CEntity\*, CColPoint\*)
- \* ProcessSuspension()
- \* ResetSuspension()
- \* SetupWheelColModel(CColModel\*)
- \* SetupSuspensionLines()
- \* ~CMonsterTruck()

CPlane (11 variables, 24 functions)

Variables list:

- \* ANDROM\_COL\_ANGLE\_MULT

- \* GenPlane\_Active
- \* GenPlane\_LastTimeGenerated
- \* GenPlane\_ModelIndex
- \* GenPlane\_Status
- \* HARRIER\_NOZZLE\_ROTATE\_LIMIT
- \* HARRIER\_NOZZLE\_SWITCH\_LIMIT
- \* PLANE\_MAX\_PROP\_SPEED
- \* PLANE\_MIN\_PROP\_SPEED
- \* PLANE\_ROC\_PROP\_SPEED
- \* PLANE\_STD\_PROP\_SPEED

Functions list:

- \* AreWeInNoBigPlaneZone()
- \* AreWeInNoPlaneZone()
- \* BlowUpCar(CEntity\*, unsigned char)
- \* BurstTyre(unsigned char, bool)
- \* CPlane(int, unsigned char)
- \* CountPlanesAndHelis()
- \* DoPlaneGenerationAndRemoval()
- \* FindPlaneCreationCoors(CVector\*, CVector\*, float\*, float\*, bool)
- \* Fix()
- \* InitPlaneGenerationAndRemoval()
- \* IsAlreadyFlying()
- \* OpenDoor(CPed\*, int, eDoors, float, bool)
- \* PreRender()
- \* ProcessControl()
- \* ProcessControlInputs(unsigned char)
- \* ProcessFlyingCarStuff()
- \* Render()
- \* SetGearDown()
- \* SetGearUp()
- \* SetupWheelColModel(CColModel\*)
- \* SetupDamageAfterLoad()
- \* SwitchAmbientPlanes(bool)
- \* VehicleDamage(float, unsigned short, CEntity\*, CVector\*, CVector\*, eWeaponType)
- \* ~CPlane()

CQuadBike (0 variables, 13 functions)

Variables list:

Functions list:

- \* CQuadBike(int, unsigned char)
- \* Fix()
- \* GetRideAnimData()
- \* PreRender()
- \* ProcessAI(unsigned int&)
- \* ProcessControl()
- \* ProcessControlInputs(unsigned char)
- \* ProcessDrivingAnims(CPed\*, unsigned char)
- \* ProcessSuspension()
- \* ResetSuspension()
- \* SetupDamageAfterLoad()
- \* SetupSuspensionLines()
- \* ~CQuadBike()

CTrailer (2 variables, 14 functions)

Variables list:

- \* m\_fTrailerDampingForce

\* m\_fTrailerSuspensionForce

Functions list:

- \* BreakTowLink()
- \* CTrailer(int, unsigned char)
- \* GetTowBarPos(CVector&, bool, CVehicle\*)
- \* GetTowHitchPos(CVector&, bool, CVehicle\*)
- \* PreRender()
- \* ProcessAI(unsigned int&)
- \* ProcessControl()
- \* ProcessEntityCollision(CEntity\*, CColPoint\*)
- \* ProcessSuspension()
- \* ResetSuspension()
- \* ScanForTowLink()
- \* SetTowLink(CVehicle\*, bool)
- \* SetupSuspensionLines()
- \* ~CTrailer()

CTrain (8 variables, 45 functions)

Variables list:

- \* GenTrain\_Direction
- \* GenTrain\_GenerationNode
- \* GenTrain\_Status
- \* GenTrain\_Track
- \* GenTrain\_TrainConfig
- \* aStationCoors
- \* bDisableRandomTrains
- \* bHelpToSetStations

Functions list:

- \* AddNearbyPedAsRandomPassenger()
- \* AddPassenger(CPed\*)
- \* CTrain(int, unsigned char)
- \* CreateMissionTrain(CVector, bool, unsigned int, CTrain\*\*, CTrain\*\*, int, int, bool)
- \* DisableRandomTrains(bool)
- \* DoTrainGenerationAndRemoval()
- \* FindCaboose(CTrain\*)
- \* FindCarriage(CTrain\*, unsigned char)
- \* FindClosestTrackNode(CVector, int\*)
- \* FindCoorsFromPositionOnTrack(float, int, CVector\*)
- \* FindEngine(CTrain\*)
- \* FindMaximumSpeedToStopAtStations(float\*)
- \* FindNearestTrain(CVector, bool)
- \* FindNextStationPositionInDirection(bool, float, float\*, int\*)
- \* FindNumCarriagesPulled()
- \* FindPositionOnTrackFromCoors()
- \* FindSideStationIsOn()
- \* GetDoorAngleOpenRatio(eDoors) const
- \* GetDoorAngleOpenRatio(unsigned int) const
- \* InitTrains()
- \* IsInTunnel()
- \* IsNextStationAllowed(CTrain\*)
- \* IsRoomForPedToLeaveCar(unsigned int, CVector\*)
- \* OpenDoor(CPed\*, int, eDoors, float, bool)
- \* OpenTrainDoor(float)
- \* PreRender()
- \* ProcessControl()
- \* ReadAndInterpretTrackFile(char\*, CTrainNode\*\*, int\*, float\*, int)

- \* ReleaseMissionTrains()
- \* ReleaseOneMissionTrain(CTrain\*)
- \* RemoveAllTrains()
- \* RemoveMissionTrains()
- \* RemoveOneMissionTrain(CTrain\*)
- \* RemovePassenger(CPed\*)
- \* RemoveRandomPassenger()
- \* Render()
- \* SetModelIndex(unsigned int)
- \* SetNewTrainPosition(CTrain\*, CVector)
- \* SetTrainCruiseSpeed(CTrain\*, float)
- \* SetTrainSpeed(CTrain\*, float)
- \* Shutdown()
- \* SkipToNextAllowedStation(CTrain\*)
- \* Teleport(CVector, unsigned char)
- \* UpdateTrains()
- \* ~CTrain()

CTrainNode (0 variables, 1 functions)

Variables list:

Functions list:

- \* GetLightingFromCollision()

cTransmission (0 variables, 5 functions)

Variables list:

Functions list:

- \* CalculateDriveAcceleration(float const&, unsigned char&, float&, float const&, float\*, float\*, unsigned char, unsigned char)
- \* CalculateGearForSimpleCar(float, unsigned char&)
- \* DisplayGearRatios()
- \* InitGearRatios()
- \* cTransmission()

CRideAnimData (0 variables, 2 functions)

Variables list:

Functions list:

- \* CRideAnimData()
- \* ~CRideAnimData()

CPool<CVehicle, CHeli> (0 variables, 1 functions)

Variables list:

Functions list:

- \* Delete(CVehicle\*)

CVehicleAnimGroup (0 variables, 3 functions)

Variables list:

Functions list:

- \* ComputeAnimDoorOffsets(int)
- \* ComputeCriticalBlendTime(int)
- \* GetGroup(int)

WaterCreature\_c (0 variables, 5 functions)

Variables list:

Functions list:

- \* Exit()
- \* Init(int, CVector\*, WaterCreature\_c\*, float, float)
- \* Update(float)
- \* WaterCreature\_c()
- \* ~WaterCreature\_c()

WaterCreatureManager\_c (1 variables, 9 functions)

Variables list:

- \* ms\_waterCreatureInfos

Functions list:

- \* CanAddWaterCreatureAtPos(int, CVector)
- \* Exit()
- \* GetRandomWaterCreatureId()
- \* Init()
- \* TryToExitGroup(WaterCreature\_c\*)
- \* TryToFreeUpWaterCreatures(int)
- \* Update(float)
- \* WaterCreatureManager\_c()
- \* ~WaterCreatureManager\_c()

CWaterLevel (28 variables, 55 functions)

Variables list:

- \* m\_BlocksToBeRenderedOutsideWorldX
- \* m\_BlocksToBeRenderedOutsideWorldY
- \* m\_CurrentDesiredFlowX
- \* m\_CurrentDesiredFlowY
- \* m\_CurrentFlowX
- \* m\_CurrentFlowY
- \* m\_ElementsOnQuadsAndTrianglesList
- \* m\_NumBlocksOutsideWorldToBeRendered
- \* m\_QuadsAndTrianglesInEachBlock
- \* m\_QuadsAndTrianglesList
- \* m\_WaterFogCol
- \* m\_WaterFogDensity
- \* m\_WaterFogHourOfDayEnd
- \* m\_WaterFogHourOfDayStart
- \* m\_WaterFogInsideCol
- \* m\_aQuads
- \* m\_aTriangles
- \* m\_aVertices
- \* m\_bWaterFog
- \* m\_bWaterFogScript
- \* m\_fWaterFogHeight
- \* m\_fWaterFogInsideFadeSpeed
- \* m\_nNumOfWaterQuads
- \* m\_nNumOfWaterTriangles
- \* m\_nNumOfWaterVertices
- \* m\_nWaterConfiguration
- \* m\_nWaterTimeOffset
- \* ms\_WaterFog

Functions list:

- \* AddToQuadsAndTrianglesList(int, int, int, unsigned int)
- \* AddWaterLevelQuad(int, int, CRenPar, int, int, CRenPar, int, int, CRenPar, int, int, CRenPar, unsigned int)
- \* AddWaterLevelTriangle(int, int, CRenPar, int, int, CRenPar, int, int, CRenPar, unsigned int)

```

* AddWaterLevelVertex(int, int, CRenPar)
* AddWaveToResult(float, float, float*, float, float, CVector*)
* AddWaveToResult(int, int, float*, float, float)
* BlockHit(int, int)
* CalculateWavesForCoordinate(int, int, float, float, float*, float*, float*,
CVector*)
* CalculateWavesOnlyForCoordinate(int, int, float, float, float*)
* ChangeWaterConfiguration(int)
* CreateBeachToy(CVector const&, eBeachToy)
* FillQuadsAndTrianglesList()
* FindNearestWaterAndItsFlow()
* FixVertexOnToLine(CWaterVertex*, CWaterVertex*, CWaterVertex*, float*)
* GetGroundLevel(CVector const&, float*, ColData*, float)
* GetGroundLevel_WS(CVector const&, float*, ColData*, float)
* GetWaterDepth(CVector const&, float*, float*, float*)
* GetWaterLevel(float, float, float, float*, bool, CVector*)
* GetWaterLevelNoWaves(float, float, float, float*, float*, float*)
* HandleBeachToysStuff()
* IsLocationOutOfWorldBounds_WS(CVector const&, int)
* MarkQuadsAndPolysToBeRendered(int, int, bool)
* PreRenderWater()
* RenderAndEmptyRenderBuffer()
* RenderBoatWakes()
* RenderDetailedSeaBedSegment(int, int, float, float, float, float)
* RenderFlatWaterRectangle(int, int, int, int, CRenPar, CRenPar, CRenPar,
CRenPar)
* RenderFlatWaterRectangle_OneLayer(int, int, int, int, CRenPar, CRenPar,
CRenPar, CRenPar, int)
* RenderFlatWaterTriangle(int, int, CRenPar, int, int, CRenPar, int, int,
CRenPar)
* RenderFlatWaterTriangle_OneLayer(int, int, CRenPar, int, int, CRenPar, int,
int, CRenPar, int)
* RenderHighDetailWaterRectangle(int, int, int, int, CRenPar, CRenPar,
CRenPar, CRenPar)
* RenderHighDetailWaterRectangle_OneLayer(int, int, int, int, CRenPar,
CRenPar, CRenPar, CRenPar, int, int, int, int)
* RenderHighDetailWaterTriangle(int, int, CRenPar, int, int, CRenPar, int,
int, CRenPar)
* RenderHighDetailWaterTriangle_OneLayer(int, int, CRenPar, int, int,
CRenPar, int, int, CRenPar, int, int, int, int)
* RenderSeaBedSegment(int, int, float, float, float, float)
* RenderShipsOnHorizon()
* RenderTransparentWater()
* RenderWakeSegment(CVector2D&, CVector2D&, CVector2D&, CVector2D&, float&,
float&, float&, float&, float&)
* RenderWater()
* RenderWaterFog()
* RenderWaterRectangle(int, int, int, int, CRenPar, CRenPar, CRenPar,
CRenPar)
* RenderWaterTriangle(int, int, CRenPar, int, int, CRenPar, int, int,
CRenPar)
* ScanThroughBlocks()
* SetCameraRange()
* SetUpWaterFog(int, int, int, int)
* Shutdown()
* SplitWaterRectangleAlongXLine(int, int, int, int, int, CRenPar, CRenPar,
CRenPar, CRenPar)
* SplitWaterRectangleAlongYLine(int, int, int, int, int, CRenPar, CRenPar,
CRenPar, CRenPar)

```

```
    * SplitWaterTriangleAlongXLine(int, int, int, CRenPar, int, int, CRenPar,
int, int, CRenPar)
    * SplitWaterTriangleAlongYLine(int, int, int, CRenPar, int, int, CRenPar,
int, int, CRenPar)
    * SyncWater()
    * TestLineAgainstWater(CVector, CVector, CVector*)
    * TestQuadToGetWaterLevel(CWaterQuad*, float, float, float, float*, float*,
float*)
    * TestTriangleToGetWaterLevel(CWaterTriangle*, float, float, float, float*,
float*, float*)
    * WaterLevelInitialise()
```

CScriptedEffectPair (0 variables, 3 functions)  
Variables list:

Functions list:

```
    * CScriptedEffectPair()
    * Flush()
    * ~CScriptedEffectPair()
```

CScriptedEffectPairs (0 variables, 4 functions)  
Variables list:

Functions list:

```
    * AddPair(CScriptedEffectPair const&)
    * CScriptedEffectPairs()
    * Flush()
    * ~CScriptedEffectPairs()
```

CBirds (4 variables, 6 functions)  
Variables list:

```
    * BirdShotAt
    * NumberOfBirds
    * aBirds
    * bHasBirdBeenShot
```

Functions list:

```
    * CreateNumberOfBirds(CVector, CVector, int, int, bool)
    * HandleGunShot(CVector const*, CVector const*)
    * Init()
    * Render()
    * Shutdown()
    * Update()
```

CClouds (16 variables, 21 functions)  
Variables list:

```
    * CloudRotation
    * IndividualRotation
    * m_FrothCoors
    * m_VolumetricCloudsUsedNum
    * m_bVolumetricCloudHeightSwitch
    * m_fFrothIntensity
    * m_fVolumetricCloudDensity
    * m_fVolumetricCloudMaxDistance
    * m_fVolumetricCloudWindMoveFactor
    * ms_HorizonTilt
    * ms_cameraRoll
    * ms_colourBottom
    * ms_colourTop
```



- \* ms\_horizonZ
- \* ms\_mf
- \* ms\_vc

Functions list:

- \* Init()
- \* MovingFogInit()
- \* MovingFogRender()
- \* MovingFog\_Create(CVector\*)
- \* MovingFog\_Delete(int)
- \* MovingFog\_GetFXIntensity()
- \* MovingFog\_GetFirstFreeSlot()
- \* MovingFog\_GetWind()
- \* MovingFog\_Update()
- \* Render()
- \* RenderBottomFromHeight()
- \* RenderSkyPolys()
- \* SetUpOneSkyPoly(CVector, CVector, CVector, CVector, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char)
- \* Shutdown()
- \* Update()
- \* VolumetricCloudsGetMaxDistance()
- \* VolumetricCloudsInit()
- \* VolumetricCloudsRender()
- \* VolumetricClouds\_Create(CVector\*)
- \* VolumetricClouds\_Delete(int)
- \* VolumetricClouds\_GetFirstFreeSlot()

CRegisteredCorona (0 variables, 1 functions)

Variables list:

Functions list:

- \* Update()

CCoronas (9 variables, 11 functions)

Variables list:

- \* LightsMult
- \* MoonSize
- \* NumCoronas
- \* ScreenMult
- \* SunBlockedByClouds
- \* SunScreenX
- \* SunScreenY
- \* aCoronas
- \* bChangeBrightnessImmediately

Functions list:

- \* DoSunAndMoon()
- \* Init()
- \* RegisterCorona(unsigned int, CEntity\*, unsigned char, unsigned char, unsigned char, unsigned char, CVector const&, float, float, RwTexture\*, unsigned char, unsigned char, unsigned char, unsigned char, float, bool, float, bool, float, bool, bool)
- \* RegisterCorona(unsigned int, CEntity\*, unsigned char, unsigned char, unsigned char, unsigned char, CVector const&, float, float, unsigned char, unsigned char, unsigned char, unsigned char, float, bool, float, bool, float, bool, bo
- \* Render()
- \* RenderOutGeometryBufferForReflections()

- \* RenderReflections()
- \* RenderSunReflection()
- \* Shutdown()
- \* Update()
- \* UpdateCoronaCoors(unsigned int, CVector const&, float, float)

CCustomCarPlateMgr (3 variables, 10 functions)

Variables list:

- \* pCharsetTex
- \* pPalette1555Tab
- \* pPlatebackTexTab

Functions list:

- \* CreatePlateTexture(char\*, unsigned char)
- \* GeneratePlateText(char\*, int)
- \* GetMapRegionPlateDesign()
- \* Initialise()
- \* LoadPlatecharsetDat(char const\*, unsigned char\*, int, int)
- \* SetupClump(RpClump\*, char\*, unsigned char)
- \* SetupClumpAfterVehicleUpgrade(RpClump\*, RpMaterial\*, unsigned char)
- \* SetupMaterialPlateTexture(RpMaterial\*, char\*, unsigned char)
- \* SetupMaterialPlatebackTexture(RpMaterial\*, unsigned char)
- \* Shutdown()

CCustomRoadsignMgr (1 variables, 10 functions)

Variables list:

- \* pCharsetTex

Functions list:

- \* CreateRoadsignAtomic(float, float, int, char\*, char\*, char\*, char\*, int, unsigned char)
- \* CreateRoadsignAtomicA(float, float, int, char\*, char\*, char\*, char\*, int, unsigned char)
- \* CreateRoadsignTexture(char\*, int)
- \* DebugDrawInternalTexture()
- \* Initialise()
- \* RenderRoadsignAtomic(RpAtomic\*, CVector const&)
- \* RenderTest(CVector const&)
- \* SetAtomicAlpha(RpAtomic\*, unsigned char)
- \* SetupRoadsignAtomic(RpAtomic\*, char\*, int)
- \* Shutdown()

CDraw (11 variables, 2 functions)

Variables list:

- \* Drawn
- \* FadeBlue
- \* FadeGreen
- \* FadeRed
- \* FadeValue
- \* NotDrawn
- \* ms\_fAspectRatio
- \* ms\_fFOV
- \* ms\_fFarClipZ
- \* ms\_fLODDistance
- \* ms\_fNearClipZ

Functions list:

- \* CalculateAspectRatio()
- \* SetFOV(float)

CMovingThings (0 variables, 5 functions)

Variables list:

Functions list:

- \* Init()
- \* Render()
- \* Render\_BeforeClouds()
- \* Shutdown()
- \* Update()

CPlaneTrail (0 variables, 3 functions)

Variables list:

Functions list:

- \* Init()
- \* RegisterPoint(CVector)
- \* Render(float)

CPlaneTrails (1 variables, 4 functions)

Variables list:

- \* aArray

Functions list:

- \* Init()
- \* RegisterPoint(CVector, unsigned int)
- \* Render()
- \* Update()

CPlaneBanner (0 variables, 4 functions)

Variables list:

Functions list:

- \* Init()
- \* RegisterPoint(CVector)
- \* Render()
- \* Update()

CPlaneBanners (0 variables, 4 functions)

Variables list:

Functions list:

- \* Init()
- \* RegisterPoint(CVector, unsigned int)
- \* Render()
- \* Update()

CEscalator (0 variables, 3 functions)

Variables list:

Functions list:

- \* AddThisOne(CVector const&, CVector const&, CVector const&, CVector const&, bool, CEntity\*)
- \* SwitchOff()
- \* Update()

CEscalators (1 variables, 4 functions)

Variables list:

- \* aArray

Functions list:

- \* AddOne(CVector const&, CVector const&, CVector const&, CVector const&, bool, CEntity\*)
- \* Init()
- \* Shutdown()
- \* Update()

CFontDetails (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~CFontDetails()

CFontRenderState (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~CFontRenderState()

CGlass (3 variables, 18 functions)

Variables list:

- \* NumGlassEntities
- \* aGlassPanes
- \* apEntitiesToBeRendered

Functions list:

- \* AskForObjectToBeRenderedInGlass(CEntity\*)
- \* BreakGlassPhysically(CVector, float)
- \* CalcAlphaWithNormal(CVector\*)
- \* CarWindscreenShatters(CVehicle\*, bool)
- \* FindFreePane()
- \* FindWindowSectorList(CPtrList&, float\*, CEntity\*\*, float, float, float)
- \* GeneratePanesForWindow(unsigned int, CVector, CVector, CVector, CVector, CVector, float, bool, bool, int, bool)
- \* HasGlassBeenShatteredAtCoors(float, float, float)
- \* Init()
- \* Render()
- \* RenderHiLightPolys()
- \* RenderReflectionPolys()
- \* RenderShatteredPolys()
- \* Update()
- \* WasGlassHitByBullet(CEntity\*, CVector)
- \* WindowRespondsToCollision(CEntity\*, float, CVector, CVector, bool)
- \* WindowRespondsToExplosion(CEntity\*, CVector)
- \* WindowRespondsToSoftCollision(CEntity\*, float)

CFallingGlassPane (0 variables, 2 functions)

Variables list:

Functions list:

- \* Render()
- \* Update()

CGridRef (4 variables, 5 functions)

Variables list:

- \* displayAllTheWalls
- \* displayCamCords
- \* displayGridRef

\* displayWalls

Functions list:

- \* GetAreaName(unsigned char, unsigned char)
- \* GetArtistBugstarID(unsigned char, unsigned char)
- \* GetGridRefPositions(CVector, unsigned char\*, unsigned char\*)
- \* GetGridRefPositions(unsigned char\*, unsigned char\*)
- \* Init()

CLines (0 variables, 3 functions)

Variables list:

Functions list:

- \* ImmediateLine2D(int, int, int, int, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char)
- \* RenderLineNoClipping(float, float, float, float, float, float, unsigned int, unsigned int)
- \* RenderLineWithClipping(float, float, float, float, float, float, unsigned int, unsigned int)

COcclusion (11 variables, 5 functions)

Variables list:

- \* FarAwayList
- \* ListWalkThroughFA
- \* NearbyList
- \* NumActiveOccluders
- \* NumInteriorOccludersOnMap
- \* NumOccludersOnMap
- \* PreviousListWalkThroughFA
- \* aActiveOccluders
- \* aInteriorOccluders
- \* aOccluders
- \* bRenderShadows

Functions list:

- \* AddOne(float, float, float, float, float, float, float, float, float, float, unsigned int, bool)
- \* Init()
- \* IsPositionOccluded(CVector, float)
- \* OccluderHidesBehind(CActiveOccluder\*, CActiveOccluder\*)
- \* ProcessBeforeRendering()

COccluder (0 variables, 3 functions)

Variables list:

Functions list:

- \* NearCamera()
- \* ProcessLineSegment(int, int, CActiveOccluder\*)
- \* ProcessOneOccluder(CActiveOccluder\*)

CActiveOccluder (0 variables, 2 functions)

Variables list:

Functions list:

- \* IsPointBehindOccluder(CVector, float)
- \* IsPointWithinOcclusionArea(float, float, float)

CPlayerSkin (1 variables, 6 functions)

Variables list:

\* m\_txdSlot

Functions list:

- \* BeginFrontendSkinEdit()
- \* EndFrontendSkinEdit()
- \* GetSkinTexture(char const\*)
- \* Initialise()
- \* RenderFrontendSkinEdit()
- \* Shutdown()

CPointLights (5 variables, 7 functions)

Variables list:

- \* NextCachedValue
- \* NumLights
- \* aCachedMapReadResults
- \* aCachedMapReads
- \* aLights

Functions list:

- \* AddLight(unsigned char, CVector, CVector, float, float, float, float, unsigned char, bool, CEntity\*)
- \* GenerateLightsAffectingObject(CVector const\*, float\*, CEntity\*)
- \* GetLightMultiplier(CVector const\*)
- \* Init()
- \* ProcessVerticalLineUsingCache(CVector, float\*)
- \* RemoveLightsAffectingObject()
- \* RenderFogEffect()

CPostEffects (101 variables, 44 functions)

Variables list:

- \* SCREEN\_EXTRA\_MULT\_BASE\_CAP
- \* SCREEN\_EXTRA\_MULT\_BASE\_MULT
- \* SCREEN\_EXTRA\_MULT\_CHANGE\_RATE
- \* m\_CCTVcol
- \* m\_DarknessFilterAlpha
- \* m\_DarknessFilterAlphaDefault
- \* m\_DarknessFilterRadiosityIntensityLimit
- \* m\_HeatHazeFXHourOfDayEnd
- \* m\_HeatHazeFXHourOfDayStart
- \* m\_HeatHazeFXIntensity
- \* m\_HeatHazeFXRandomShift
- \* m\_HeatHazeFXRenderSizeX
- \* m\_HeatHazeFXRenderSizeY
- \* m\_HeatHazeFXScanSizeX
- \* m\_HeatHazeFXScanSizeY
- \* m\_HeatHazeFXSpeedMax
- \* m\_HeatHazeFXSpeedMin
- \* m\_HeatHazeFXType
- \* m\_HeatHazeFXTypeLast
- \* m\_InfraredVisionCol
- \* m\_InfraredVisionGrainStrength
- \* m\_InfraredVisionMainCol
- \* m\_NightVisionGrainStrength
- \* m\_NightVisionMainCol
- \* m\_RadiosityFilterPasses
- \* m\_RadiosityFilterUCorrection
- \* m\_RadiosityFilterVCorrection
- \* m\_RadiosityIntensity
- \* m\_RadiosityIntensityLimit

- \* m\_RadiosityPixelsX
- \* m\_RadiosityPixelsY
- \* m\_RadiosityRenderPasses
- \* m\_SeamRemoverMode
- \* m\_SeamRemoverShiftBottomRight
- \* m\_SeamRemoverShiftTopLeft
- \* m\_SpeedFXAlpha
- \* m\_VisionFXDayNightBalance
- \* m\_bCCTV
- \* m\_bColorEnable
- \* m\_bDarknessFilter
- \* m\_bDisableAllPostEffect
- \* m\_bFog
- \* m\_bGrainEnable
- \* m\_bHeatHazeFX
- \* m\_bHeatHazeMaskModeTest
- \* m\_bHighlightEnable
- \* m\_bInCutscene
- \* m\_bInfraredVision
- \* m\_bNightVision
- \* m\_bRadiosity
- \* m\_bRadiosityBypassTimeCycleIntensityLimit
- \* m\_bRadiosityDebug
- \* m\_bRadiosityLinearFilter
- \* m\_bRadiosityStripCopyMode
- \* m\_bRainEnable
- \* m\_bSavePhotoFromScript
- \* m\_bSeamRemover
- \* m\_bSeamRemoverDebugMode
- \* m\_bSeamRemoverSeamSearchMode
- \* m\_bSpeedFX
- \* m\_bSpeedFXTestMode
- \* m\_bSpeedFXUserFlag
- \* m\_bSpeedFXUserFlagCurrentFrame
- \* m\_bWaterDepthDarkness
- \* m\_colour1Multiplier
- \* m\_colour2Multiplier
- \* m\_colourBottomVOffset
- \* m\_colourLeftUOffset
- \* m\_colourRightUOffset
- \* m\_colourTopVOffset
- \* m\_defScreenXPosn
- \* m\_defScreenYPosn
- \* m\_fHeatHazeFXFadeSpeed
- \* m\_fHeatHazeFXInsideBuildingFadeSpeed
- \* m\_fInfraredVisionFilterRadius
- \* m\_fInfraredVisionHeatObjectCol
- \* m\_fInfraredVisionSwitchOnFXCount
- \* m\_fNightVisionSwitchOnFXCount
- \* m\_fNightVisionSwitchOnFXTime
- \* m\_fSpeedFXManualSpeedCurrentFrame
- \* m\_fWaterFXStartUnderWaterness
- \* m\_fWaterFullDarknessDepth
- \* m\_grainStrength
- \* m\_highlightMblur
- \* m\_highlightOffset
- \* m\_highlightScale
- \* m\_highlightStrength
- \* m\_pDmaPkt

- \* m\_pGrainRaster
- \* m\_smokeyDistance
- \* m\_smokeyEnable
- \* m\_smokeyStrength
- \* m\_waterCol
- \* m\_waterEnable
- \* m\_waterFreq
- \* m\_waterSpeed
- \* m\_waterStrength
- \* m\_xoffset
- \* m\_yoffset
- \* ms\_imf
- \* pRasterFrontBuffer

Functions list:

- \* CCTV()
- \* Close()
- \* ColourFilter(RwRGBA, RwRGBA)
- \* DarknessFilter(int)
- \* DoScreenModeDependentInitializations()
- \* DrawQuad(float, float, float, float, unsigned char, unsigned char, unsigned char, unsigned char, RwRaster\*)
- \* DrawQuadSetDefaultUVs()
- \* DrawQuadSetPixelUVs(float, float, float, float, float, float, float, float, float)
- \* DrawQuadSetUVs(float, float, float, float, float, float, float, float)
- \* FilterFX\_RestoreDayNightBalance()
- \* FilterFX\_StoreAndSetDayNightBalance()
- \* Fog()
- \* Grain(int, bool)
- \* HeatHazeFX(float, bool)
- \* HeatHazeFXInit()
- \* ImmediateModeFilterStuffInitialize()
- \* ImmediateModeRenderStatesReStore()
- \* ImmediateModeRenderStatesSet()
- \* ImmediateModeRenderStatesStore()
- \* InfraredVision(RwRGBA, RwRGBA)
- \* InfraredVisionRestoreLightsForHeatObjects()
- \* InfraredVisionSetLightsForDefaultObjects()
- \* InfraredVisionSetLightsForHeatObjects()
- \* InfraredVisionStoreAndSetLightsForHeatObjects(CPed\*)
- \* Initialise()
- \* IsVisionFXActive()
- \* MobileRender()
- \* NightVision(RwRGBA)
- \* NightVisionSetLights()
- \* Radiosity(int, int, int, int)
- \* RasterCreatePostEffects(RwRect)
- \* Render()
- \* ScriptCCTVSwitch(bool)
- \* ScriptDarknessFilterSwitch(bool, int)
- \* ScriptHeatHazeFXSwitch(bool)
- \* ScriptInfraredVisionSwitch(bool)
- \* ScriptNightVisionSwitch(bool)
- \* ScriptResetForEffects()
- \* SetFilterMainColour(RwRaster\*, RwRGBA)
- \* SetupBackBufferVertex()
- \* SpeedFX(float)
- \* UnderWaterRipple(RwRGBA, float, float, int, float, float)
- \* UnderWaterRippleFadeToFX()



\* Update()

CRealTimeShadowManager (0 variables, 10 functions)

Variables list:

Functions list:

- \* CRealTimeShadowManager()
- \* CamDistComp(void const\*, void const\*)
- \* DoShadowThisFrame(CPhysical\*)
- \* Exit()
- \* GetRealTimeShadow(CPhysical\*)
- \* Init()
- \* ReInit()
- \* ReturnRealTimeShadow(CRealTimeShadow\*)
- \* Update()
- \* ~CRealTimeShadowManager()

CShadowCamera (0 variables, 20 functions)

Variables list:

Functions list:

- \* ApplyAlphaMapToRaster()
- \* CShadowCamera()
- \* Create(int)
- \* Destroy()
- \* DrawOutlineBorder(RwRGBA const&)
- \* GetRwRenderRaster()
- \* GetRwRenderTexture()
- \* InvertRaster()
- \* MakeGradientRaster()
- \* RasterBlur(RwRaster\*, int)
- \* RasterGradient(RwRaster\*)
- \* RasterResample(RwRaster\*)
- \* ReInitRasters()
- \* SetCenter(RwV3d\*)
- \* SetFrustum(float)
- \* SetLight(RpLight\*)
- \* ShadowRasterRender(RwV2d\*)
- \* Update(RpAtomic\*)
- \* Update(RpClump\*, bool, CPed\*)
- \* ~CShadowCamera()

CRealTimeShadow (0 variables, 11 functions)

Variables list:

Functions list:

- \* CRealTimeShadow()
- \* Create(int, bool, int, bool)
- \* Destroy()
- \* DrawBorderAroundTexture(RwRGBA const&)
- \* GetShadowCamera()
- \* GetShadowRwTexture()
- \* Render(int, float)
- \* SetLightProperties(float, float, bool)
- \* SetShadowedObject(CPhysical\*)
- \* Update()
- \* ~CRealTimeShadow()

CRubbish (0 variables, 1 functions)

Variables list:

Functions list:

- \* SetVisibility(bool)

CShadows (6 variables, 31 functions)

Variables list:

- \* ShadowsStoredToBeRendered
- \* aPermanentShadows
- \* aPolyBunches
- \* aStaticShadows
- \* asShadowsStored
- \* pEmptyBunchList

Functions list:

- \* AddPermanentShadow(unsigned char, RwTexture\*, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, unsigned int, float)
- \* AffectColourWithLighting(unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char\*, unsigned char\*, unsigned char\*)
- \* CalcPedShadowValues(CVector, float\*, float\*, float\*, float\*, float\*, float\*, float\*)
- \* CastPlayerShadowSectorList(CPtrList&, float, float, float, float, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, CPolyBunch\*\*, unsigned char\*, int)
- \* CastRealTimeShadowSectorList(CPtrList&, float, float, float, float, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, float, CPolyBunch\*\*, CRealTimeShadow\*, unsigned char\*)
- \* CastShadowEntityXY(CEntity\*, float, float, float, float, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, float, CPolyBunch\*\*, unsigned char\*, int)
- \* CastShadowEntityXYZ(CEntity\*, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, float, CPolyBunch\*\*, CRealTimeShadow\*, unsigned char\*)
- \* CastShadowSectorList(CPtrList&, float, float, float, float, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, float, CPolyBunch\*\*, unsigned char\*, int)
- \* GeneratePolysForStaticShadow(short)
- \* GunShotSetsOilOnFire(CVector const\*, CVector const\*)
- \* Init()
- \* PrintDebugPoly(CVector\*, CVector\*, CVector\*)
- \* RemoveOilInArea(float, float, float, float)
- \* RenderExtraPlayerShadows()
- \* RenderIndicatorShadow(unsigned int, unsigned char, RwTexture\*, CVector\*, float, float, float, float, float, short)
- \* RenderStaticShadows(bool)
- \* RenderStoredShadows(bool)
- \* SetRenderModeForShadowType(unsigned char)
- \* Shutdown()
- \* StoreCarLightShadow(CVehicle\*, int, RwTexture\*, CVector\*, float, float, float, float, unsigned char, unsigned char, unsigned char, float)
- \* StoreRealTimeShadow(CPhysical\*, float, float, float, float, float, float, float)
- \* StoreShadowForPedObject(CEntity\*, float, float, float, float, float, float, float)
- \* StoreShadowForPole(CEntity\*, float, float, float, float, float, unsigned int)
- \* StoreShadowForTree(CEntity\*)
- \* StoreShadowForVehicle(CVehicle\*, VEH\_SHD\_TYPE)
- \* StoreShadowToBeRendered(unsigned char, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char)

- \* StoreShadowToBeRendered(unsigned char, RwTexture\*, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, bool, float, CRealTimeShadow\*, bool)
- \* StoreStaticShadow(unsigned int, unsigned char, RwTexture\*, CVector\*, float, float, float, float, short, unsigned char, unsigned char, unsigned char, float, float, float, bool, float)
- \* TidyUpShadows()
- \* UpdatePermanentShadows()
- \* UpdateStaticShadows()

CStaticShadow (0 variables, 1 functions)

Variables list:

Functions list:

- \* Free()

RenderBuffer (2 variables, 4 functions)

Variables list:

- \* IndicesToBeStored
- \* VerticesToBeStored

Functions list:

- \* ClearRenderBuffer()
- \* RenderStuffInBuffer()
- \* StartStoring(int, int, unsigned short\*\*, RxObjSpace3DVertex\*\*)
- \* StopStoring()

CSkidmarks (1 variables, 7 functions)

Variables list:

- \* aSkidmarks

Functions list:

- \* Clear()
- \* Init()
- \* RegisterOne(unsigned int, CVector const&, float, float, bool\*, bool\*, float)
- \* RegisterOne(unsigned int, CVector const&, float, float, eSkidmarkType, bool\*, float)
- \* Render()
- \* Shutdown()
- \* Update()

CSpecialFX (4 variables, 7 functions)

Variables list:

- \* SnapShotFrames
- \* bLiftCam
- \* bSnapShotActive
- \* bVideoCam

Functions list:

- \* AddWeaponStreak(int)
- \* Init()
- \* Render()
- \* Render2DFXs()
- \* ReplayStarted()
- \* Shutdown()
- \* Update()

CBulletTraces (1 variables, 5 functions)

Variables list:

- \* aTraces

Functions list:

- \* AddTrace(CVector\*, CVector\*, float, unsigned int, unsigned char)
- \* AddTrace(CVector\*, CVector\*, int, CEntity\*)
- \* Init()
- \* Render()
- \* Update()

CBulletTrace (0 variables, 1 functions)

Variables list:

Functions list:

- \* Update()

CMotionBlurStreaks (1 variables, 4 functions)

Variables list:

- \* aStreaks

Functions list:

- \* Init()
- \* RegisterStreak(unsigned int, unsigned char, unsigned char, unsigned char, unsigned char, CVector, CVector)
- \* Render()
- \* Update()

CRegisteredMotionBlurStreak (0 variables, 2 functions)

Variables list:

Functions list:

- \* Render()
- \* Update()

CBrightLights (2 variables, 4 functions)

Variables list:

- \* NumBrightLights
- \* aBrightLights

Functions list:

- \* Init()
- \* RegisterOne(CVector, CVector, CVector, CVector, unsigned char, unsigned char, unsigned char, unsigned char)
- \* Render()
- \* RenderOutGeometryBuffer()

CShinyTexts (2 variables, 4 functions)

Variables list:

- \* NumShinyTexts
- \* aShinyTexts

Functions list:

- \* Init()
- \* RegisterOne(CVector, CVector, CVector, CVector, float, float, float, float, float, float, float, float, unsigned char, unsigned char, unsigned char, unsigned char, float)
- \* Render()
- \* RenderOutGeometryBuffer()

C3dMarker (0 variables, 6 functions)

Variables list:

Functions list:

- \* AddMarker(unsigned int, unsigned short, float, unsigned char, unsigned char, unsigned char, unsigned char, unsigned short, float, short)
- \* DeleteMarkerObject()
- \* IsZCoordinateUpToDate()
- \* Render()
- \* SetZCoordinateIfNotUpToDate(float)
- \* UpdateZCoordinate(CVector, float)

CCheckpoint (0 variables, 1 functions)

Variables list:

Functions list:

- \* Render()

CCheckpoints (2 variables, 8 functions)

Variables list:

- \* NumActiveCPTs
- \* m\_aCheckPtArray

Functions list:

- \* DeleteCP(unsigned int, unsigned short)
- \* Init()
- \* PlaceMarker(unsigned int, unsigned short, CVector&, CVector&, float, unsigned char, unsigned char, unsigned char, unsigned char, unsigned short, float, short)
- \* Render()
- \* SetHeading(unsigned int, float)
- \* Shutdown()
- \* Update()
- \* UpdatePos(unsigned int, CVector&)

CMirrors (9 variables, 10 functions)

Variables list:

- \* MirrorFlags
- \* MirrorNormal
- \* MirrorV
- \* TypeOfMirror
- \* bRenderingReflection
- \* d3dRestored
- \* pBuffer
- \* pZBuffer
- \* reflBuffer

Functions list:

- \* BeforeConstructRenderList()
- \* BeforeMainRender()
- \* BuildCamMatrix(CMatrix\*, CVector, CVector)
- \* BuildCameraMatrixForScreens(CMatrix\*)
- \* CreateBuffer()
- \* Init()
- \* RenderMirrorBuffer(bool)
- \* RenderReflBuffer(bool)
- \* RenderReflections()
- \* ShutDown()

CSprite (4 variables, 22 functions)

Variables list:

- \* m\_bFlushSpriteBufferSwitchZTest
- \* m\_f2DFarScreenZ
- \* m\_f2DNearScreenZ
- \* m\_fRecipNearClipPlane

Functions list:

- \* CalcHorizonCoors()
- \* CalcScreenCoors(RwV3d const&, RwV3d\*, float\*, float\*, bool, bool)
- \* Draw3DSprite(float, float, float, float, float, float, float, float, float)
- \* FlushSpriteBuffer()
- \* InitSpriteBuffer()
- \* InitSpriteBuffer2D()
- \* Initialise()
- \* RenderBufferedOneXLUSprite(float, float, float, float, float, unsigned char, unsigned char, unsigned char, short, float, unsigned char)
- \* RenderBufferedOneXLUSprite2D(float, float, float, float, RwRGBA const&, short, unsigned char)
- \* RenderBufferedOneXLUSprite2D\_Rotate\_Dimension(float, float, float, float, RwRGBA const&, short, float, unsigned char)
- \* RenderBufferedOneXLUSprite\_Rotate\_2Colours(float, float, float, float, float, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, float, float, float, float, unsigned char)
- \* RenderBufferedOneXLUSprite\_Rotate\_Aspect(float, float, float, float, float, unsigned char, unsigned char, unsigned char, short, float, float, unsigned char)
- \* RenderBufferedOneXLUSprite\_Rotate\_Dimension(float, float, float, float, float, unsigned char, unsigned char, unsigned char, short, float, float, unsigned char)
- \* RenderOneXLUSprite(float, float, float, float, float, unsigned char, unsigned char, unsigned char, short, float, unsigned char, unsigned char, unsigned char, float, float)
- \* RenderOneXLUSprite2D(float, float, float, float, RwRGBA const&, short, unsigned char)
- \* RenderOneXLUSprite2D\_Rotate\_Dimension(float, float, float, float, RwRGBA const&, short, float, unsigned char)
- \* RenderOneXLUSprite\_Rotate\_2Colours(float, float, float, float, float, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, unsigned char, float, float, float, float, unsigned char)
- \* RenderOneXLUSprite\_Rotate\_Aspect(float, float, float, float, float, unsigned char, unsigned char, unsigned char, short, float, float, unsigned char)
- \* RenderOneXLUSprite\_Rotate\_Dimension(float, float, float, float, float, unsigned char, unsigned char, unsigned char, short, float, float, unsigned char)
- \* RenderOneXLUSprite\_Triangle(float, float, float, float, float, float, unsigned char, unsigned char, unsigned char, short, float, unsigned char)
- \* Set4Vertices2D(RwOpenGLVertex\*, CRect const&, CRGBA const&, CRGBA const&, CRGBA const&, CRGBA const&)
- \* Set4Vertices2D(RwOpenGLVertex\*, float, float, float, float, float, float, float, float, CRGBA const&, CRGBA const&, CRGBA const&, CRGBA const&)

CSprite2d (5 variables, 40 functions)

Variables list:

- \* NearScreenZ
- \* RecipNearClip
- \* maVertices
- \* nextBufferIndex
- \* nextBufferVertex

Functions list:

```

    * AddToBuffer(CRect const&, CRGBA const&, float, float, float, float, float,
float, float, float)
    * CSprite2d()
    * Delete()
    * Draw(CRect const&, CRGBA const&)
    * Draw(CRect const&, CRGBA const&, CRGBA const&, CRGBA const&, CRGBA const&)
    * Draw(CRect const&, CRGBA const&, float, float, float, float, float, float,
float, float)
    * Draw(float, float, float, float, CRGBA const&)
    * Draw(float, float, float, float, float, float, float, float, CRGBA const&)
    * Draw2DPolygon(float, float, float, float, float, float, float, float, CRGBA
const&)
    * DrawAnyRect(float, float, float, float, float, float, float, float, CRGBA
const&, CRGBA const&, CRGBA const&, CRGBA const&)
    * DrawBarChart(float, float, unsigned short, unsigned char, float, signed
char, unsigned char, unsigned char, CRGBA, CRGBA)
    * DrawCircleAtNearClip(CVector2D const&, float, CRGBA const&, int)
    * DrawRect(CRect const&, CRGBA const&)
    * DrawRect(CRect const&, CRGBA const&, CRGBA const&, CRGBA const&, CRGBA
const&)
    * DrawRectXLU(CRect const&, CRGBA const&, CRGBA const&, CRGBA const&, CRGBA
const&)
    * DrawRotated(CRect&, float, CRGBA const&)
    * DrawRotated(CVector2D const&, float, float, float, float, float, float,
float, float, CRGBA const&)
    * DrawTriangle(float*, float*, CRGBA const&)
    * DrawTxRect(CRect const&, CRGBA const&)
    * DrawWithBilinearOffset(CRect const&, CRGBA const&)
    * InitPerFrame()
    * IsVertexBufferEmpty()
    * IsVertexBufferFull()
    * OffsetTexCoordForBilinearFiltering(float, float)
    * RenderVertexBuffer()
    * SetAddressing(RwTextureAddressMode)
    * SetAddressingUV(RwTextureAddressMode, RwTextureAddressMode)
    * SetMaskVertices(int, float*, float)
    * SetRecipNearClip()
    * SetRenderState()
    * SetTexture(char*)
    * SetTexture(char*, char*)
    * SetVertices(CRect const&, CRGBA const&, CRGBA const&, CRGBA const&, CRGBA
const&)
    * SetVertices(CRect const&, CRGBA const&, CRGBA const&, CRGBA const&, CRGBA
const&, float, float, float, float, float, float, float, float)
    * SetVertices(RwOpenGLVertex*, CRect const&, CRGBA const&, CRGBA const&,
CRGBA const&, CRGBA const&, float, float, float, float, float, float, float, float)
    * SetVertices(float, float, float, float, float, float, float, float, CRGBA
const&, CRGBA const&, CRGBA const&, CRGBA const&)
    * SetVertices(int, float*, CRGBA*)
    * SetVertices(int, float*, float*, CRGBA const&)
    * SetVerticesForSniper(CRect const&, CRGBA const&, CRGBA const&, CRGBA
const&, CRGBA const&)
    * ~CSprite2d()

```

CWaterCannon (0 variables, 5 functions)

Variables list:

Functions list:

```

    * Init()

```

- \* PushPeds()
- \* Render()
- \* Update\_NewInput(CVector\*, CVector\*)
- \* Update\_OncePerFrame(short)

CWaterCannons (1 variables, 4 functions)

Variables list:

- \* aCannons

Functions list:

- \* Init()
- \* Render()
- \* Update()
- \* UpdateOne(unsigned int, CVector\*, CVector\*)

CWeather (43 variables, 15 functions)

Variables list:

- \* CloudCoverage
- \* CurrentRainParticleStrength
- \* Earthquake
- \* ExtraSunnyness
- \* Foggyness
- \* Foggyness\_SF
- \* ForcedWeatherType
- \* HeadLightsSpectrum
- \* HeatHaze
- \* HeatHazeFXControl
- \* InTunnelness
- \* InterpolationValue
- \* LightningBurst
- \* LightningDuration
- \* LightningFlash
- \* LightningFlashLastChange
- \* LightningStart
- \* LightningStartX
- \* LightningStartY
- \* NewWeatherType
- \* OldWeatherType
- \* Rain
- \* Rainbow
- \* Sandstorm
- \* StreamAfterRainTimer
- \* SunGlare
- \* TrafficLightsBrightness
- \* TwisterIndex
- \* TwisterPos
- \* UnderWaterness
- \* WaterDepth
- \* WaterFog
- \* WaterFogFXControl
- \* Wavyness
- \* WeatherRegion
- \* WeatherTypeInList
- \* WetRoads
- \* WhenToPlayLightningSound
- \* Wind
- \* WindClipped
- \* WindDir
- \* bScriptsForceRain



\* m\_WeatherAudioEntity

Functions list:

- \* AddHeatHaze()
- \* AddRain()
- \* AddSandStormParticles()
- \* AddStreamAfterRain()
- \* FindWeatherTypesList()
- \* ForceWeather(short)
- \* ForceWeatherNow(short)
- \* ForecastWeather(int, int)
- \* Init()
- \* ReleaseWeather()
- \* RenderRainStreaks()
- \* SetWeatherToAppropriateTypeNow()
- \* Update()
- \* UpdateInTunnelness()
- \* UpdateWeatherRegion(CVector\*)

CWindModifiers (2 variables, 2 functions)

Variables list:

- \* Array
- \* Number

Functions list:

- \* FindWindModifier(CVector, float\*, float\*)
- \* RegisterOne(CVector, int, float)

CWorldScan (0 variables, 2 functions)

Variables list:

Functions list:

- \* ScanWorld(RwV2d\*, int, void (\*)(int, int))
- \* SetExtraRectangleToScan(float, float, float, float)

CCullZones (10 variables, 21 functions)

Variables list:

- \* CurrentFlags\_Camera
- \* CurrentFlags\_Player
- \* NumAttributeZones
- \* NumMirrorAttributeZones
- \* NumTunnelAttributeZones
- \* aAttributeZones
- \* aMirrorAttributeZones
- \* aTunnelAttributeZones
- \* bMilitaryZonesDisabled
- \* bRenderCullzones

Functions list:

- \* AddCullZone(CVector const&, float, float, float, float, float, float, unsigned short, short)
- \* AddMirrorAttributeZone(CVector const&, float, float, float, float, float, float, unsigned short, float, float, float, float)
- \* AddTunnelAttributeZone(CVector const&, float, float, float, float, float, float, unsigned short)
- \* Cam1stPersonForPlayer()
- \* CamCloseInForPlayer()
- \* CamNoRain()
- \* CamStairsForPlayer()

- \* DoExtraAirResistanceForPlayer()
- \* DoINeedToLoadCollision()
- \* FewerCars()
- \* FewerPeds()
- \* FindAttributesForCoors(CVector)
- \* FindMirrorAttributesForCoors(CVector)
- \* FindTunnelAttributesForCoors(CVector)
- \* FindZoneWithStairsAttributeForPlayer()
- \* InRoomForAudio()
- \* Init()
- \* NoPolice()
- \* PlayerNoRain()
- \* PoliceAbandonCars()
- \* Update()

CZoneDef (0 variables, 3 functions)

Variables list:

Functions list:

- \* FindBoundingBox(CVector\*, CVector\*)
- \* FindCenter()
- \* IsPointWithin(CVector)

CommonSize (0 variables, 3 functions)

Variables list:

Functions list:

- \* Free(HeapFreeBlockDesc\*)
- \* Init(int)
- \* Malloc()

HeapBlockDesc (0 variables, 1 functions)

Variables list:

Functions list:

- \* InsertHeapBlock(HeapBlockDesc\*)

HeapFreeBlockDesc (0 variables, 5 functions)

Variables list:

Functions list:

- \* FindSmallestFreeBlock(int)
- \* InsertHeapFreeBlock(HeapFreeBlockDesc\*)
- \* InsertOrderedHeapFreeBlock(HeapFreeBlockDesc\*)
- \* RemoveHeapFreeBlock()
- \* ReplaceHeapFreeBlock(HeapFreeBlockDesc\*)

CMemoryHeap (0 variables, 19 functions)

Variables list:

Functions list:

- \* CMemoryHeap()
- \* FillInBlockData(HeapBlockDesc\*, HeapBlockDesc\*, unsigned int)
- \* Free(void\*)
- \* GetDebugInfo(void\*)
- \* GetSizeOfHoles() const
- \* Init(void\*, unsigned int, bool)
- \* IntegrityCheck() const
- \* Malloc(unsigned int)

- \* MoveHeapBlock(HeapFreeBlockDesc\*, HeapBlockDesc\*)
- \* MoveMemory(void\*)
- \* MoveMemory(void\*, void\*\*, int)
- \* ParseHeap() const
- \* PrintMemoryLeaks()
- \* Realloc(void\*, unsigned int)
- \* RegisterFree(HeapFreeBlockDesc\*)
- \* RegisterMalloc(HeapBlockDesc\*)
- \* SetDebugInfo(void\*, unsigned int)
- \* Shutdown()
- \* WhereShouldMemoryMove(void\*)

CMemoryMgr (10 variables, 28 functions)

Variables list:

- \* m\_bMallocHintDebugging
- \* m\_blocksUsed
- \* m\_id
- \* m\_idCapture
- \* m\_idStack
- \* m\_largeAllocation
- \* m\_memUsed
- \* m\_minLargeAllocation
- \* m\_pBlockArray
- \* m\_pMemUsedArray

Functions list:

- \* Calloc(unsigned int, unsigned int)
- \* Free(void\*)
- \* FreeAlign(void\*)
- \* GetBlocksUsed(int)
- \* GetLargestFreeBlock()
- \* GetMemoryUsed(int)
- \* GetSizeOfHoles()
- \* Init()
- \* InitMemoryTracking(int)
- \* InitScratchPad()
- \* InternalMalloc(unsigned int)
- \* InternalRealloc(void\*, unsigned int)
- \* LockScratchPad()
- \* Malloc(unsigned int)
- \* MallocAlign(unsigned int, unsigned int)
- \* MallocAlignFromScratchPad(unsigned int, unsigned int)
- \* MallocFromScratchPad(unsigned int)
- \* MoveMemory(void\*)
- \* MoveMemory(void\*, void\*\*, int)
- \* PopMemId()
- \* PrintFrequencies()
- \* PushMemId(int)
- \* Realloc(void\*, unsigned int)
- \* RegisterFree(void\*)
- \* RegisterMalloc(void\*)
- \* ReleaseScratchPad()
- \* SetRestrictMemoryMove(bool)
- \* Shutdown()

CTxdStore (6 variables, 26 functions)

Variables list:

- \* ms\_curDB
- \* ms\_curName

- \* ms\_lastSlotFound
- \* ms\_pTxdPool
- \* ms\_storedDB
- \* ms\_storedName

Functions list:

- \* AddRef(int)
- \* AddTxdSlot(char const\*, char const\*, bool)
- \* Create(int)
- \* FindTxdSlot(char const\*)
- \* FindTxdSlotFromHashKey(int)
- \* FinishLoadTxd(int, RwStream\*)
- \* GameShutdown()
- \* GetNumRefs(int)
- \* GetSpecialTxdSlot(int)
- \* GetTxdParent(RwTexDictionary\*)
- \* Initialise()
- \* LoadTxd(int, RwStream\*)
- \* LoadTxd(int, char const\*)
- \* PluginAttach()
- \* PopCurrentTxd()
- \* PushCurrentTxd()
- \* RemoveRef(int)
- \* RemoveRefWithoutDelete(int)
- \* RemoveTxd(int)
- \* RemoveTxdSlot(int)
- \* SetCurrentTxd(int, char const\*)
- \* SetTxdParent(RwTexDictionary\*, RwTexDictionary\*)
- \* SetupTxdParent(int)
- \* Shutdown()
- \* StartLoadTxd(int, RwStream\*)
- \* TxdStoreFindCB(char const\*)

CVisibilityPlugins (20 variables, 85 functions)

Variables list:

- \* m\_alphaBoatAtomicList
- \* m\_alphaEntityList
- \* m\_alphaList
- \* m\_alphaReallyDrawLastList
- \* m\_alphaUnderwaterEntityList
- \* ms\_atomicPluginOffset
- \* ms\_bigVehicleLod0Dist
- \* ms\_clumpPluginOffset
- \* ms\_cullBigCompsDist
- \* ms\_cullCompsDist
- \* ms\_defaultRenderer
- \* ms\_framePluginOffset
- \* ms\_pCamera
- \* ms\_pCameraPosn
- \* ms\_pedFadeDist
- \* ms\_pedLodDist
- \* ms\_vehicleLod0Dist
- \* ms\_vehicleLod0RenderMultiPassDist
- \* ms\_vehicleLod1Dist
- \* ms\_weaponPedsForPC

Functions list:

- \* AtomicConstructor(void\*, int, int)
- \* AtomicCopyConstructor(void\*, void const\*, int, int)

```

* AtomicDestructor(void*, int, int)
* CalculateFadingAtomicAlpha(CBaseModelInfo*, CEntity*, float)
* ClearAtomicFlag(RpAtomic*, unsigned short)
* ClearClumpForAllAtomicsFlag(RpClump*, int)
* ClumpConstructor(void*, int, int)
* ClumpCopyConstructor(void*, void const*, int, int)
* ClumpDestructor(void*, int, int)
* DefaultVisibilityCB(RpClump*)
* FrameConstructor(void*, int, int)
* FrameCopyConstructor(void*, void const*, int, int)
* FrameDestructor(void*, int, int)
* FrustumSphereCB(RpClump*)
* GetAtomicId(RpAtomic*)
* GetClumpAlpha(RpClump*)
* GetClumpModelInfo(RpClump*)
* GetDistanceSquaredFromCamera(RwFrame*)
* GetDistanceSquaredFromCamera(RwV3d*)
* GetDotProductWithCameraVector(RwMatrixTag*, RwMatrixTag*, unsigned int)
* GetFrameHierarchyId(RwFrame*)
* GetModelInfo(RpAtomic*)
* GetModelInfoIndex(RpAtomic*)
* GetUserValue(RpAtomic*)
* InitAlphaAtomicList()
* InitAlphaEntityList()
* Initialise()
* InsertAtomicIntoBoatSortedList(RpAtomic*, float)
* InsertAtomicIntoReallyDrawLastList(RpAtomic*, float)
* InsertAtomicIntoSortedList(RpAtomic*, float)
* InsertEntityIntoReallyDrawLastList(CEntity*, float)
* InsertEntityIntoSortedList(CEntity*, float)
* InsertEntityIntoUnderwaterList(CEntity*, float)
* InsertObjectIntoSortedList(void*, float, void (*)(void*, float))
* IsAtomicVisible(RpAtomic*)
* IsClumpVisible(RpClump*)
* PluginAttach()
* RenderAlphaAtomics()
* RenderAtomic(void*, float)
* RenderAtomicWithAlpha(RpAtomic*, int)
* RenderAtomicWithAlphaCB(RpAtomic*, void*)
* RenderBoatAlphaAtomics()
* RenderEntity(void*, float)
* RenderFadingAtomic(CBaseModelInfo*, RpAtomic*, int)
* RenderFadingClump(CBaseModelInfo*, RpClump*, int)
* RenderFadingClumpCB(RpAtomic*)
* RenderFadingEntities()
* RenderFadingUnderwaterEntities()
* RenderHeliRotorAlphaCB(RpAtomic*)
* RenderHeliTailRotorAlphaCB(RpAtomic*)
* RenderObjNormalAtomic(RpAtomic*)
* RenderOrderedList(CLinkList<CVisibilityPlugins::AlphaObjectInfo>&)
* RenderPedCB(RpAtomic*)
* RenderPlayerCB(RpAtomic*)
* RenderReallyDrawLastObjects()
* RenderTrainHiDetailAlphaCB(RpAtomic*)
* RenderTrainHiDetailCB(RpAtomic*)
* RenderVehicleHiDetailAlphaCB(RpAtomic*)
* RenderVehicleHiDetailAlphaCB_BigVehicle(RpAtomic*)
* RenderVehicleHiDetailAlphaCB_Boat(RpAtomic*)
* RenderVehicleHiDetailCB(RpAtomic*)

```

- \* RenderVehicleHiDetailCB\_BigVehicle(RpAtomic\*)
- \* RenderVehicleHiDetailCB\_Boat(RpAtomic\*)
- \* RenderVehicleLoDetailCB\_Boat(RpAtomic\*)
- \* RenderVehicleReallyLowDetailCB(RpAtomic\*)
- \* RenderVehicleReallyLowDetailCB\_BigVehicle(RpAtomic\*)
- \* RenderWeaponCB(RpAtomic\*)
- \* RenderWeaponPedsForPC()
- \* RenderWheelAtomicCB(RpAtomic\*)
- \* ResetRenderFadingAtomic(CBaseModelInfo\*)
- \* SetAtomicFlag(RpAtomic\*, unsigned short)
- \* SetAtomicId(RpAtomic\*, int)
- \* SetAtomicRenderCallback(RpAtomic\*, RpAtomic\* (\*)(RpAtomic\*))
- \* SetClumpAlpha(RpClump\*, int)
- \* SetClumpForAllAtomicsFlag(RpClump\*, int)
- \* SetClumpModelInfo(RpClump\*, CClumpModelInfo\*)
- \* setFrameHierarchyId(RwFrame\*, int)
- \* SetModelInfoIndex(RpAtomic\*, int)
- \* SetRenderWareCamera(RwCamera\*)
- \* SetUserValue(RpAtomic\*, unsigned short)
- \* SetupRenderFadingAtomic(CBaseModelInfo\*, int)
- \* SetupVehicleVariables(RpClump\*)
- \* Shutdown()
- \* VehicleVisibilityCB(RpClump\*)
- \* VehicleVisibilityCB\_BigVehicle(RpClump\*)

CLinkList<CVisibilityPlugins::AlphaObjectInfo> (0 variables, 4 functions)

Variables list:

Functions list:

- \* Clear()
- \* Init(int)
- \* InsertSorted(CVisibilityPlugins::AlphaObjectInfo const&)
- \* Shutdown()

CBulletInfo (0 variables, 4 functions)

Variables list:

Functions list:

- \* AddBullet(CEntity\*, eWeaponType, CVector, CVector)
- \* Initialise()
- \* Shutdown()
- \* Update()

CExplosion (1 variables, 12 functions)

Variables list:

- \* m\_ExplosionAudioEntity

Functions list:

- \* AddExplosion(CEntity\*, CEntity\*, eExplosionType, CVector, unsigned int, unsigned char, float, unsigned char)
- \* ClearAllExplosions()
- \* DoesExplosionMakeSound(unsigned char)
- \* GetExplosionActiveCounter(unsigned char)
- \* GetExplosionPosition(unsigned char)
- \* GetExplosionType(unsigned char)
- \* Initialise()
- \* RemoveAllExplosionsInArea(CVector, float)
- \* ResetExplosionActiveCounter(unsigned char)
- \* Shutdown()

- \* TestForExplosionInArea(int, float, float, float, float, float, float)
- \* Update()

CProjectileInfo (1 variables, 12 functions)

Variables list:

- \* ms\_apProjectile

Functions list:

- \* AddProjectile(CEntity\*, eWeaponType, CVector, float, CVector\*, CEntity\*)
- \* GetProjectileInfo(int)
- \* Initialise()
- \* IsProjectileInRange(float, float, float, float, float, float, bool)
- \* RemoveAllProjectiles()
- \* RemoveDetonatorProjectiles()
- \* RemoveFXSystem(unsigned char)
- \* RemoveIfThisIsAProjectile(CObject\*)
- \* RemoveNotAdd(CEntity\*, eWeaponType, CVector)
- \* RemoveProjectile(CProjectileInfo\*, CProjectile\*)
- \* Shutdown()
- \* Update()

CShotInfo (1 variables, 5 functions)

Variables list:

- \* ms\_afRandTable

Functions list:

- \* AddShot(CEntity\*, eWeaponType, CVector, CVector)
- \* GetPositionOfPossibleFlame(unsigned char, CVector&)
- \* Initialise()
- \* Shutdown()
- \* Update()

CWeapon (5 variables, 41 functions)

Variables list:

- \* m\_nTakePhotoFrames
- \* ms\_PelletTestCol
- \* ms\_bPhotographHasBeenTaken
- \* ms\_bTakePhoto
- \* ms\_fExtinguisherAimAngle

Functions list:

- \* AddGunshell(CEntity\*, CVector const&, CVector2D const&, float)
- \* CWeapon(eWeaponType, int)
- \* CanBeUsedFor2Player()
- \* CanBeUsedFor2Player(eWeaponType)
- \* CheckForShootingVehicleOccupant(CEntity\*\*, CColPoint\*, eWeaponType, CVector const&, CVector const&)
- \* DoBulletImpact(CEntity\*, CEntity\*, CVector\*, CVector\*, CColPoint\*, int)
- \* DoDoomAiming(CEntity\*, CVector\*, CVector\*)
- \* DoDriveByAutoAiming(CEntity\*, CVehicle\*, CVector\*, CVector\*, bool)
- \* DoTankDoomAiming(CEntity\*, CEntity\*, CVector\*, CVector\*)
- \* DoWeaponEffect(CVector, CVector)
- \* EvaluateTargetForHeatSeekingMissile(CEntity\*, CVector&, CVector&, float, bool, CEntity\*)
- \* FindNearestTargetEntityWithScreenCoors(float, float, float, CVector, float\*, float\*)
- \* Fire(CEntity\*, CVector\*, CVector\*, CEntity\*, CVector\*, CVector\*)
- \* FireAreaEffect(CEntity\*, CVector\*, CEntity\*, CVector\*)
- \* FireFromCar(CVehicle\*, bool, bool)

```

    * FireInstantHit(CEntity*, CVector*, CVector*, CEntity*, CVector*, CVector*,
bool, bool)
    * FireInstantHitFromCar(CVehicle*, bool, bool)
    * FireInstantHitFromCar2(CVector, CVector, CVehicle*, CEntity*)
    * FireM16_1stPerson(CPed*)
    * FireProjectile(CEntity*, CVector*, CEntity*, CVector*, float)
    * FireSniper(CPed*, CEntity*, CVector*)
    * GenerateDamageEvent(CPed*, CEntity*, eWeaponType, int, ePedPieceTypes, int)
    * HasWeaponAmmoToBeUsed()
    * Initialise(eWeaponType, int, CPed*)
    * InitialiseWeapons()
    * IsType2Handed()
    * IsTypeMelee() const
    * IsTypeProjectile()
    * LaserScopeDot(CVector*, float*)
    * PickTargetForHeatSeekingMissile(CVector, CVector, float, CEntity*, bool,
CEntity*)
    * ProcessLineOfSight(CVector const&, CVector const&, CColPoint&, CEntity*&,
eWeaponType, CEntity*, bool, bool, bool, bool, bool, bool, bool)
    * Reload(CPed*)
    * SetUpPelletCol(int, CEntity*, CEntity*, CVector&, CColPoint&, CMatrix&)
    * Shutdown()
    * ShutdownWeapons()
    * StaticUpdate()
    * StopWeaponEffect()
    * TakePhotograph(CEntity*, CVector*)
    * TargetWeaponRangeMultiplier(CEntity*, CEntity*)
    * Update(CPed*)
    * UpdateWeapons()

```

CWeaponEffects (0 variables, 12 functions)

Variables list:

Functions list:

```

    * CWeaponEffects()
    * ClearCrossHair(int)
    * ClearCrossHairImmediately(int)
    * ClearCrossHairs()
    * ClearCrossHairsImmediately()
    * DrawCrossHair(unsigned int, float)
    * Init()
    * IsLockedOn(int)
    * MarkTarget(int, CVector, unsigned char, unsigned char, unsigned char,
unsigned char, float, unsigned char)
    * Render()
    * Shutdown()
    * ~CWeaponEffects()

```

CJoySticks (0 variables, 2 functions)

Variables list:

Functions list:

```

    * CJoySticks()
    * ClearJoyInfo(int)

```

\_\_cxxabiv1 (2 variables, 2 functions)

Variables list:

```

    * __terminate_handler
    * __unexpected_handler

```



Functions list:

- \* \_\_terminate(void (\*)())
- \* \_\_unexpected(void (\*)())

std (0 variables, 5 functions)

Variables list:

Functions list:

- \* set\_terminate(void (\*)())
- \* set\_unexpected(void (\*)())
- \* terminate()
- \* uncaught\_exception()
- \* unexpected()

std::exception (0 variables, 2 functions)

Variables list:

Functions list:

- \* what() const
- \* ~exception()

std::bad\_exception (0 variables, 2 functions)

Variables list:

Functions list:

- \* what() const
- \* ~bad\_exception()

\_\_cxxabiv1::\_\_forced\_unwind (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~\_\_forced\_unwind()

\_\_cxxabiv1::\_\_foreign\_exception (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~\_\_foreign\_exception()

\_\_eh\_globals\_init (0 variables, 1 functions)

Variables list:

Functions list:

- \* ~\_\_eh\_globals\_init()

\_\_cxxabiv1::\_\_si\_class\_type\_info (0 variables, 4 functions)

Variables list:

Functions list:

- \* \_\_do\_dyncast(int, \_\_cxxabiv1::\_\_class\_type\_info::\_\_sub\_kind, \_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*, \_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*, \_\_cxxabiv1::\_\_class\_type\_info::\_\_dyncast\_result&) const
- \* \_\_do\_find\_public\_src(int, void const\*, \_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*) const
- \* \_\_do\_upcast(\_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*, \_\_cxxabiv1::\_\_class\_type\_info::\_\_upcast\_result&) const
- \* ~\_\_si\_class\_type\_info()

std::type\_info (0 variables, 6 functions)

Variables list:

Functions list:

- \* \_\_do\_catch(std::type\_info const\*, void\*\*, unsigned int) const
- \* \_\_do\_upcast(\_\_cxxabiv1::\_\_class\_type\_info const\*, void\*\*) const
- \* \_\_is\_function\_p() const
- \* \_\_is\_pointer\_p() const
- \* operator==(std::type\_info const&) const
- \* ~type\_info()

\_\_gnu\_cxx (0 variables, 2 functions)

Variables list:

Functions list:

- \* \_\_throw\_concurrency\_lock\_error()
- \* \_\_verbose\_terminate\_handler()

\_\_cxxabiv1::\_\_class\_type\_info (0 variables, 6 functions)

Variables list:

Functions list:

- \* \_\_do\_catch(std::type\_info const\*, void\*\*, unsigned int) const
- \* \_\_do\_dyncast(int, \_\_cxxabiv1::\_\_class\_type\_info::\_\_sub\_kind, \_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*, \_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*, \_\_cxxabiv1::\_\_class\_type\_info::\_\_dyncast\_result&) const
- \* \_\_do\_find\_public\_src(int, void const\*, \_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*) const
- \* \_\_do\_upcast(\_\_cxxabiv1::\_\_class\_type\_info const\*, void const\*, \_\_cxxabiv1::\_\_class\_type\_info::\_\_upcast\_result&) const
- \* \_\_do\_upcast(\_\_cxxabiv1::\_\_class\_type\_info const\*, void\*\*) const
- \* ~\_\_class\_type\_info()

\_\_gnu\_cxx::\_\_concurrency\_lock\_error (0 variables, 2 functions)

Variables list:

Functions list:

- \* what() const
- \* ~\_\_concurrency\_lock\_error()

\_\_gnu\_cxx::\_\_concurrency\_unlock\_error (0 variables, 2 functions)

Variables list:

Functions list:

- \* what() const
- \* ~\_\_concurrency\_unlock\_error()

ES2RenderTarget (1 variables, 0 functions)

Variables list:

- \* backBuffer

Functions list:

AndroidFile (1 variables, 0 functions)

Variables list:

- \* firstAsyncFile

Functions list:

CVehicleAnimGroupData (1 variables, 0 functions)

Variables list:

- \* m\_vehicleAnimGroups

Functions list:

CScrollBar (1 variables, 0 functions)

Variables list:

- \* TonightsEvent

Functions list:

CLightFxs (3 variables, 0 functions)

Variables list:

- \* NumActiveLightFxs

- \* backBufferRas

- \* m\_aLightFxArray

Functions list: