

Lua functions in Forces of Corruption

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This is a list of all hardcoded lua commands in Star Wars Empire at War: Forces of Corruption. I believe the list is complete but it is well possible that I missed one command or another. If something is missing or if you find any mistakes, please let us know in our forums <https://stargate-eaw.de/forum>.

Note that this list only contains *hardcoded* commands that are *specific to the game* and therefore does not and is not meant to include any functions that are part of the standard lua library or that are defined in the game's lua files including the library.

Furthermore, this list is a reference only and comments have only been added where we had useful information beyond what is obvious from the name. Question marks are used to indicate that we may not be entirely certain of the accuracy of the given information.

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1 Global variables

Variable	Script type	Contents
Script	All	The current script as LuaScriptWrapper
ServiceRate	All(?)	The amount of time (in seconds) the script is suspended after a yield (i.e. call to PumpEvents). This is adjusted to an integer number of frames and is always at least 1 frame or around 0.033 seconds. Can be adjusted at any point in the script(?).
LuaThreadTable	All?	Table whose keys are objects of type thread and whose entries are booleans. Always contains at least the main thread.
LuaWrapperMetaTable	All	The meta table for all GameObjectWrappers and PlayerWrappers and maybe all other userdata. Has entries for <code>__call</code> , <code>__gc</code> , <code>__eq</code> , <code>__tostring</code> and <code>__index</code> .
PlayerObject	AI, Freestore and Evaluator scripts	The AI player the script is attached to
Target	AI and Evaluator scripts	The target considered (game object at least in galactic mode)
AITarget	AI and Evaluator scripts	AITargetLocationWrapper (use <code>.Get_Game_Object()</code> to get corresponding game object if there is one, e.g. the planet in galactic mode)
Object	Object scripts	The game object that the script is attached to

2 General functions

Function	Parameters	Comments
GetEvent()	-	Used to call lua event handlers like the taskforce event handlers (e.g. <code>Default_Unit_Damaged</code>)
GetEvent.Params()	-	Returns the parameters that are passed to the event handlers.
GetEvent.Reset()	-	Clear out any thread events
lc(?)	?	LuaConsolePrint (Not sure if this does anything at all)
DumpCallStack()	-	-

GetThreadID()	-	Seems to be equivalent to Thread.GetCurrent_ID()
_OuputDebug(X)	X = string	Prints to _LogFile.txt. Notice the spelling mistake.
_MessagePopup(X)	X = string	Trigger a message popup window
_CustomScriptMessage(X,Y)	X = string (file name), Y = string	Print to X. (X can only be a file name, no path)
_DebugBreak(?)	?	-
_ScriptMessage(X)	X = string	Prints to AILog.txt if enabled
_ScriptExit()	-	Kills the script
StringCompare(X,Y)	X = string, Y = string	-
BlockForever(?)	?	-
Is_Multiplayer_Mode()	-	-
Get_Game_Mode()	-	Returns "Land", "Space" or "Galactic"
Is_Campaign_Game()	-	True for GC games
Lock_Controls(X)	X = 0,1	(Un)Lock all player controls
Suspend_AI(X)	X = 0,1	-
Cancel_Fast_Forward()	-	Stops fast forward
Resume_Hyperspace_In()	-	In tactical missions when reward parameter 9 of LINK_TACTICAL is set to 2, this will trigger the arrival of the attacking fleet.
Game_Message(X)	X = text string from dat file	Displays the text entry as a droid advisor hint
Add_Objective(X,Y)	X = text string Y = bool	For Y = true the objective is added under the heading "Battle Information", for Y = false it is added under the heading "Mission Objectives"
Remove_Planet_Highlight(X)	X = string	-
Add_Planet_Highlight(X,Y)	X = planet, Y = string	-
Remove_Radar_Blip(X)	X = string	Removes the radar blip identified by X (see Add_Radar_Blip)

Add_Radar_Blip(X,Y)	X = game object, Y = string	Add a radar blip at X with identifier Y
Hide_Sub_Object(X,Y,Z)	X = game object Y = 0,1 Z = string	-
Hide_Object(X,Y)	X = game object, Y = 0,1	-
Assemble_Fleet(X)	X = list of game ob- jects	Assembles the passed objects into a fleet and re- turns the fleet object
Is_Point_In_Asteroid_Field(?)	-	-
Is_Point_In_Ion_Storm(?)	-	-
Is_Point_In_Nebula(?)	-	-
Are_On_Opposite_Sides_Of _Shield(X,Y)	X = position Y = position	-
Are_On_Opposite_Sides_Of _Shield(X,Y,Z,U)	X = position Y = position Z = player U = bool	-
Activate_Retry_Dialog(?)	-	-
WaitForStarbase(X,Y)	X = planet object, Y = number	-
WaitForGroundbase(X,Y)	X = planet object, Y = number	-
GetNextGroundbaseType(X)	X = planet object	-
GetNextStarbaseType(X)	X = planet object	-

2.1 Game time

Function	Parameters	Comments
GetCurrentTime()	-	Returns game time in seconds
GetCurrentTime.Frame()	-	-
GetCurrentTime.Galactic_Time()	-	-

2.2 Finding Game Objects etc.

Function	Parameters	Comments
Find_Player(X)	X = faction name	Returns a PlayerWrapper object
Find_Object_Type(X)	X = type name	Returns a GameObjectTypeWrapper object
Find_All_Objects_Of_Type(X)	X = property flag, player, type name or category	Returns a list with all found game objects with the given property
Find_All_Objects_Of_Type(X,Y)	X = property flag Y = player	-
Find_All_Objects_Of_Type(X,Y)	X = player Y = category	-
Find_First_Object(X)	X = string (type name)	-
FindDeadlyEnemy(X)	X = game object or taskforce	-
Find_Hint(X,Y)	X = string (type name) Y = string (hint)	-
Find_All_Objects_With_Hint(X)	X = string (hint)	-
Find_Nearest(X,Y)	X = game object or taskforce Y = string (type name)	Returns the nearest object to X that is of type Y. May return nil.
Find_Nearest(X,Y,Z)	X = game object, ai target or taskfore, Y = player, Z = bool	Returns the nearest unit to X belonging to Y if Z == true. Otherwise it will return the closest unit belonging to an enemy of Y.

Find_Nearest(X,Y,Z,U)	X = game object, ai target or taskforce, Y = string (property flag or category mask), Z = player, U = bool	-
Find_Nearest_Space_Field(X,Y)	X = game object or taskforce, Y = "Ion_Storm", "Nebula" or "Asteroid"	-
Find_Best_Local_Threat_Center(X,Y)	X = unit list, Y = number(distance)	Returns position and combined threat of units from X in range of the position.
Get_Most_Defended_Position(X,Y)	X = game object, Y = player	Tactical only
Project_By_Unit_Range(X,Y)	X = game object, Y = game object or taskforce	Tactical only. Returns a position out- side the range of X
Find_Path(X,Y,Z)	X = player, Y = planet object, Z = planet object	GC only. Only for AI players
FindPlanet(X)	X = string (planet name)	GC only
FindPlanet.Get_All_Planets()	-	GC only

2.3 Spawning objects

Function	Parameters	Comments
Spawn_Special_Weapon(X,Y)	X = string, Y = player	Space only
Spawn_From_Reinforcement_Pool(X,Y,Z)	player, position, type (in what order?)	

Create_Generic_Object(X,Y,Z)	X = type name, Y = position, Z = player	This spawns X at Y without regard for collision. Be sure to use a position for Y, using a game object can often crash the script.
Spawn_Unit(X,Y,Z)	X = game object type, Y = position or game object, Z = player	Spawns a unit respecting collision. If something blocks the spawn, the unit will be spawned as close to the spawn location as possible. Returns a list whose first entry is the spawned object.
Reinforce_Unit(X,Y,Z,U,V)	X = type, Y = position or false, Z = player, U = bool, V = bool	If Y is false, the unit type is added to the reinforcements pool.

2.4 Command block functions

Function	Parameters	Comments
.Result()	-	-
.IsFinished()	-	-

2.5 Any userdata?

Function	Parameters	Comments
.Is_Valid()	-	Used on game objects to test if they are still alive

2.6 Camera and cinematics

Function	Parameters	Comments
Start_Cinematic_Space_Retreat (X,Y)	X = number (playerID), Y = number	-
End_Cinematic_Mode()	-	-
Start_Cinematic_Mode()	-	-

Set_Cinematic_Environment(X)	X = bool	-
Promote_To_Space_Cinematic_Layer(X)	X = game object	-
Create_Cinematic_Transport (X,Y,Z,U,V,W,R,S,T)	X = string (object type), Y = number (playerID), Z = position, U = number(angle), V = 1,2,3, W = number (anim_delta), R = number(time), S = 0,1(persist), T = hint(?) (optional)	V defines the transport phase: TRANSPORT_PHASE_LANDING = 1, TRANSPORT_PHASE_UNLOADING = 2, TRANSPORT_PHASE_LEAVING = 3
Cinematic_Zoom(X,Y)	X = number, Y = number	-
Transition_To_Tactical_Camera(X)	X = number(time)	-
Transition_Cinematic_Camera_Key (X,Y,Z,U,V,W,R,S,T)	X = position, Y = time, Z = x coord, U = y coord, V = z coord, W = 0,1(angles), R = game object or 0, S = 0,1 (object_rotation), T = 0,1(animation)	Transition the camera position to a new position

Set_Cinematic_Camera_Key (X,Y,Z,U,V,W,R,S)	X = position, Y = x coord, Z = y coord, U = z coord, V = 0,1(angles), W = game object or 0, R = 0,1(rotation), S = 0,1(animation)	Set a camera position
Transition_Cinematic_Target_Key (X,Y,Z,U,V,W,R,S,T)	X = position, Y = time, Z = x coord, U = y coord, V = z coord, W = 0,1(angles), R = game object or 0, S = 0,1(rotation), T = 0,1(animation)	Transition the camera target (what the camera is pointing at) to a new position
Set_Cinematic_Target_Key (X,Y,Z,U,V,W,R,S)	X = position, Y = x coord, Z = y coord, U = z coord, V = 0,1(angles), W = game object or 0, R = 0,1(rotation), S = 0,1(animation)	Set a target position for the camera to point at
End_Cinematic_Camera()	-	-
Start_Cinematic_Camera(X)	X = bool (optional, default is true)	-

Point_Camera_At(X)	X = game object or position(?)	-
Rotate_Camera_To(?)	-	-
Rotate_Camera_By(X,Y)	X = number, Y = number	-
Zoom_Camera(X,Y)	X = number, Y = number	-
Camera_To_Follow(?)	-	-
Scroll_Camera_To(X)	X = game object or position(?)	-
Fade_Screen_Out(X)	X = number(time)	-
Fade_Screen_In(X)	X = number(time)	-
Fade_Off()	-	-
Fade_On()	-	-
Letter_Box_Out(X)	X = number(time)	-
Letter_Box_In(X)	X = number(time)	-
Letter_Box_Off()	-	-
Letter_Box_On()	-	-
Do_End_Cinematic_Cleanup()	-	Removes all units not marked by In_End_Cinematic?

2.7 Media and environment

Function	Parameters	Comments
Weather_Audio_Pause(X)	X = bool	-
Master_Volume_Restore(?)	-	-
Allow_Localized_SFX(X)	X = bool	-
SFXManager.Allow_Ambient_VO(X)	X = bool	-
SFXManager.Allow_Enemy_Sighted_VO(X)	X = bool	-
SFXManager.Allow_HUD_VO(X)	X = bool	-
SFXManager.Allow_Unit_Reponse_VO(X)	X = bool	Notice the spelling mistake!
SFXManager.Allow_Localized_SFXEvents(X)	X = bool	-

Remove_All_Text()	-	-
Stop_All_Speech()	-	-
Resume_Mode_Based_Music()	-	-
Stop_All_Music()	-	-
Play_Music(X)	X = string	-
Stop_Bink_Movie()	-	-
Play_Bink_Movie(X)	X = string	-
Set_New_Environment(?)	-	-
Force_Weather()	-	Turn on weather effects
Enable_Distance_Fog(?)	-	-
Enable_Fog(X)	X = bool	-
Play_Lightning_Effect(X,Y,Z)	X = string (effect), Y = position(?), Z = position(?)	-

2.8 Randomization

Function	Parameters	Comments
GameRandom(X, Y)	X = integer, Y = integer	Returns random integer between X and Y
GameRandom.Get_Float()	-	Returns random float between 0 and 1
GameRandom.Get_Float(X, Y)	X = number, Y = number	Returns random float between X and Y
GameRandom.Free_Random(?)	-	-

2.9 Multithreading

Function	Parameters	Comments
Create_Thread(X, Y)	X = function name as string, Y = anything	Starts the function X (more precisely, the function at _G[X]) in a new thread on the next frame with parameter Y and returns the thread ID (an integer). If Y is a table, its contents will be copied into a new list which is given to the function, the keys of the original table will be lost.
Thread(X, Y)	X = function name as string, Y = anything	Seems to be the same as Create_Thread
Thread.Create(X, Y)	X = function name as string, Y = anything	Seems to be the same as Create_Thread
Thread.Kill(X)	X = thread ID (integer)	Stops the thread with ID X
Create_Thread.Kill(X)	X = thread ID (integer)	-
Thread.Kill_All()	-	-
Create_Thread.Kill_All()	-	-
Thread.Is_Thread_Active(X)	X = thread ID (integer)	-
Create_Thread.Is_Thread_Active(X)	X = thread ID (integer)	-
Thread.Get_Name(X)	X = thread ID (integer)	Returns the name of the main function ("main" or the function name passed to Create_Thread)
Create_Thread.Get_Name(X)	X = thread ID (integer)	-
Thread.Get_Current_ID()	-	Returns the ID of the current thread
Create_Thread.Get_Current_ID()	-	-

2.10 Global Values

Function	Parameters	Comments
GlobalValue.Get(X)	X = string	Get the value set for X
GlobalValue.Set(X,Y)	X = string, Y = value	Set a value Y for identifier X. This value is accessible for all lua scripts.

2.11 Thread Values

Function	Parameters	Comments
ThreadValue(X)	X = string	Get the value set for X
ThreadValue.Get(X)	X = string	Get the value set for X
ThreadValue.Set(X,Y)	X = string, Y = value	Set a value Y for identifier X. This value is specific to a thread as defined by Create_Thread.
ThreadValue.Reset(X)	X = string	Sets value for identifier X to nil

2.12 Discrete Distributions

Function	Parameters	Comments
DiscreteDistribution.Create()	-	Returns a LuaDiscreteDistributionClass object

2.12.1 LuaDiscreteDistributionClass

Function	Parameters	Comments
.Insert(X,Y)	X = anything?, Y = number	-
.Sample()	-	-

2.13 Weighted type lists

Function	Parameters	Comments
WeightedTypeList.Create()	-	Returns a WeightedTypeListClass object
EvaluateTypeList(X,Y,Z)	X = player, Y = game object, Z = weighted type list	returns a list

2.13.1 WeightedTypeListClass

Function	Parameters	Comments
.Parse(X,Y)	X = list of types (or categories?), Y = list of numbers	-

2.14 Fog of War reveal

(LuaFOWRevealCommandClass)

Function	Parameters	Comments
FogOfWar.Reveal_All(X)	X = player	Reveals the entire map for player X
FogOfWar.Reveal(X,Y,Z)	X = player, Y = position, Z = number(radius)	Reveals FoW at Y with radius Z for player X (in some vanilla source scripts a 4th parameter is used, no idea what that does). Returns a LuaFOWCellsClass object.
FogOfWar.Temporary_Reveal(X,Y,Z)	X = player, Y = position, Z = number(radius)	Reveals FoW at Y with radius Z for player X for about 5 - 6 seconds.
FogOfWar.Disable_Rendering(X)	X = bool	X = true shows units that should be hidden by the Fog of War.

2.14.1 LuaFOWCellsClass functions

Function	Parameters	Comments
.Undo_Reveal()	-	-

3 Xml event manipulation

Function	Parameters	Comments
Story_Event(X,Y)	X = string, Y = game object? (optional)	Trigger a STORY_AI_NOTIFICATION event

Check_Story_Flag(X,Y,Z,U)	X = player, Y = string, Z = game object, U = bool	Checks if corresponding reward type TRIGGER_AI has fired.
Get_Story_Plot(X)	X = string (story_file_name.xml)	Returns the story file as StoryPlotWrapper object. This function is case sensitive.

3.1 StoryPlotWrapper functions

Function	Parameters	Comments
.Get_Event(X)	X = string (event name)	Returns the xml event as StoryEventWrapper object.
.Suspend()	-	-
.Activate()	-	-
.Reset()	-	Resets all events of the plot

3.2 StoryEventWrapper functions

Function	Parameters	Comments
.Set_Reward_Type(X)	X = string(reward type)	-
.Set_Reward_Parameter(X,Y)	X = integer, Y = something that makes sense	Sets Reward_Param(X+1) as Y (X is 0 for Reward_Param1 etc).
.Set_Event_Parameter(X,Y)	X = integer, Y = something that makes sense	Sets Event_Param(X+1) as Y (X is 0 for Event_Param1 etc).
.Set_Dialog(X)	X = string(dialog file name)	Sets the dialog file.
.Clear_Dialog_Text()	-	-
.Add_Dialog_Text(X,...)	X = string(text identifier from dat file)	The text will be formatted with any additional parameters given.

4 Game Object functions

Function	Parameters	Comments
.Despawn()	-	Removes the object from the game
.Get_Planet_Location()	-	Returns the planet object (GC only)
.Move_To(X)	X = object or position	Moves the Object to X, returns a UnitMovementBlockStatus object
.Move_To(X, Y)	X = unit_list, Y = object	Moves all units in unit_list to Y in formation (does Object have to be contained in X?), returns a UnitMovementBlockStatus object
.Attack_Move(X)	X = object or position	Returns a UnitMovementBlockStatus object
.Attack_Move(X, Y)	X = unit_list, Y = object or position	Returns a UnitMovementBlockStatus object
.Attack_Target(X)	X = Object	Attack X, returns a UnitMovementBlockStatus object
.Attack_Target(X, Y)	X = unit_list, Y = object	Attack Y with unit_list (does the Object have to be part of Unit_List?), returns a UnitMovementBlockStatus object
.Guard_Target(X)	X = object	Returns a UnitMovementBlockStatus object
.Guard_Target(X, Y)	X = unit_list, Y = object	Guard Y with unit_list (does the Object have to be part of Unit_List?), returns a UnitMovementBlockStatus object
.Stop()	-	Stops the unit
.Can_Move()	-	Returns true if the unit can currently move (is false e.g. during hyperspace in)
.Get_Position()	-	Returns the position of the Object

.Enable_Behavior(X, Y)	X = Number of behavior Y = true / false	Enables specific behavior
.Is_Under_Effects_Of_Ability(X)	X = string (ability name)	Returns true or false
.Activate_Ability(X, Y)	X = string (ability name) Y = true / false	Activates untargeted ability
.Activate_Ability(X, Y)	X = string (ability name) Y = object or position	Activates targeted ability
.Reset_Ability_Counter()	-	Finishes ability cooldown
.Set_Single_Ability_Autofire(X,Y)	X = string (ability name) Y = true / false	-
.Set_All_Abilities_Autofire(X)	X = bool	-
.Is_Ability_Autofire()	-	-
.Is_Ability_Active(X)	X = AbilityName (string)	Returns true or false
.Is_Ability_Ready(X)	X = AbilityName (string)	Returns true or false
.Has_Ability(X)	X = AbilityName (string)	Returns true or false
.Force_Ability_Recharge(X, Y)	X = string, Y = number(optional)	-
.Cancel_Ability(X)	X = string(ability)	-
.Take_Damage(X, Y)	X = damage points Y(optional) = string (hardpoint)	-
.Are_Engines_Online()	-	Returns true or false
.Override_Max_Speed(X)	X = Velocity ?	New value for max velocity?

.Suspend_Locomotor(X)	X = true / false	Movability on or off
.Cinematic_Hyperspace_In(X)	X = integer (number of frames)	Makes unit hyperspace into battle with delay by X frames
.Hyperspace_Away(X)	X = true/false (default is true)	Makes unit leave into hyperspace. If X is true, the unit gets deleted from GC
.Cancel_Hyperspace()	-	-
.Prevent_AI_Usage(X)	X = true / false	Prevents AI usage. This crashes the game if the unit has no active AI!
.Hide(X)	X = true / false	(Un)Hides the object
.Play_Animation(X, Y, Z)	X = string (animation name) Y = bool Z = integer	-
.Change_Owner(X)	X = PlayerObject	Sets objects owner to new faction
.In_End_Cinematic(X)	X = true / false	Shall object be displayed in Cinematic?
.Teleport(X)	X = position or object	Teleport object to X
.Teleport_And_Face(X)	X = object	Teleport object to X and make it face the same way as X
.Face_Immediate(X)	X = object	Make unit face toward (or the same direction as?) X immediately
.Turn_To_Face(X)	X = object	Make unit turn to face toward (or the same direction as?) X
.Prevent_Opportunity_Fire(X)	X = true / false	Prevent automatically firing at targets in range
.Prevent_All_Fire(X)	X = bool	Stop unit from firing at all
.Make_Invulnerable(X)	X = true / false	Prevent object from taking damage
.Set_Cannot_Be_Killed(X)	X = bool	Keep object from dying (it can still be damaged)

.Set_Check_Contested_Space(X)	X = true / false	Make the unit not trigger space tactical battles?
.Get_Parent_Object()	-	For fleets this is a PlanetObject, for units in GC it's the fleet, for ground forces it's the transport?, for fighters it's the squadron
.Lock_Current_Orders()	-	Only for units belonging to AI players
.Unlock_Current_Orders()	-	Only for units belonging to AI players
.Is_In_Asteroid_Field()	-	-
.Is_In_Ion_Storm()	-	-
.Is_In_Nebula()	-	-
.Get_Type()	-	Returns the units type (GameObjectTypeWrapper object)
.Is_Corrupted()	-	Use on planets
.Enable_Dynamic_LOD(X)	X = bool	-
.Invade()	-	Only for fleets with land units in orbit over an enemy planet (is used in FoC campaign but doesn't seem to work in regular GC and I'm not even certain if it works in the campaign)
.Set_In_Limbo(X)	X = bool	-
.Is_Selectable()	-	-
.Get_All_Projectile_Types()	-	Returns a list of the projectile types (GameObjectTypeWrappers) the unit uses
.Get_Current_Projectile_Type()	-	Returns the projectile type the unit is currently using
.Should_Switch_Weapons(X)	X = game object or ai target	Returns true if alternate weaponry of the unit is better against X (?)
.Is_Good_Against(X)	X = game object or ai target	-
.Is_In_Garrison()	-	Is the unit garrisoned

.Get_Garrisoned_Units()	-	Returns a list of units garrisoned inside the object
.Has_Garrison()	-	Returns true if the object contains any garrisoned units
.Eject_Garrison()	-	Eject all garrisoned units
.Leave_Garrison()	-	Make a garrisoned unit leave its garrison
.Can_Garrison_Fire()	-	-
.Can_Garrison(X)	X = game object or ai target	Can the unit be garrisoned in X?
.Garrison(X)	X = game object or ai target	Garrison the unit in X
.Get_Attack_Target()	-	-
.Can_Land_On_Planet(X)	X = game object (planet)	Can the unit land on planet X?
.Get_Is_Planet_AI_Usable()	-	-
.Play_Cinematic_Engine_Flyby()	-	-
.Stop_SFX_Event(X,Y)	X = string, Y = number (optional)	-
.Attach_Particle_Effect(X,Y)	X = type or type name, Y = string(optional)	-
.Has_Attack_Target()	-	-
.Show_Emitter(X, Y)	X = string (emitter) Y = bool	-
.Highlight_Small(X, Y)	X = bool, Y = number	Put a small arrow highlight on top of the object
.Highlight(X, Y)	X = bool, Y = number	Put an arrow highlight on top of the object
.Explore_Area(X)	X = ai target location	-

.Disable_Capture(X)	X = bool	-
.Force_Test_Space_Conflict()	-	Enforce check if a space battle should be initiated, e.g. after spawning a fleet at an enemy planet (only works on fleets and planets)
.Play_SFX_Event(X,Y)	X = string, Y = number (optional)	-
.Get_Hint()	-	-
.Set_Garrison_Spawn(X)	X = bool	Turn spawn of garrison units on/off
.Fire_Tactical_Superweapon()	-	Fire death star in tactical
.Is_Tactical_Superweapon_Ready()	-	Test if death star is ready to fire
.Get_Bone_Position(X)	X = string (bone name)	-
.Lock_Build_Pad_Contents(X)	X = bool	-
.Is_Planet_Destroyed()	-	-
.Get_Affiliated_Indigenous_Type(X)	X = player	Use on planets. Returns the indigenous unit type of that planet affiliated with X
.Is_On_Diversion()	-	-
.Has_Property(X)	X = string (property flag)	-
.Destroy_Contained_Objects(X)	X = number	Only use on fleets
.Contains_Object_Type(X)	X = game object type	Only use on fleets
.Get_Contained_Object_Count()	-	Only use on fleets
.Has_Active_Orders()	-	-
.Get_AI_Power_Vs_Unit(X)	X = game object	(tactical only)
.Divert(X,Y)	X = object or position, Y = number (optional)	-

.Get_Next_Starbase_Type()	-	Use on planets
.Mark_Parent_Mode_Object_For_Death()	-	Use in tactical. This kills the corresponding GC object
.Set_Importance(X)	X = number	-
.Service_Wrapper()	-	-
.Cancel_Event_Object_In_Range(X)	X = function	-
.Event_Object_In_Range(X,Y,Z)	X = function, Y = number (distance), Z = player(optional)	Calls X(self, trigger_object) continually for each trigger_object affiliated with Z in range
.Get_Final_Blow_Player()	-	Used on planets, returns a player
.Get_Starbase_Level()	-	Only used on planets(?)
.Get_Owner()	-	-
.Sell()	-	Possibly only for build pad contents
.Get_Build_Pad_Contents()	-	Use on build pads or MDUs
.Get_Distance(X)	X = position	Returns a number
.Get_Contained_Heroes()	-	Only for fleets?
.Contains_Hero()	-	Only for fleets
.Fire_Special_Weapon(X,Y)	X = game object (target), Y = player(user)	Use on space station apparently
.Get_Rate_Of_Damage_Taken()	-	-
.Get_Time_Till_Dead()	-	-
.Set_Targeting_Stickiness_Time_Threshold(X)	X = number	-
.Set_Targeting_Priorities(X)	X = string (targeting priority set)	-
.Set_Prefer_Ground_Over_Space(X)	X = bool	Object needs UNIT_AI behavior
.Get_Game_Scoring_Type()	-	-
.Is_Category(X)	X = string (category name)	Can use pipe to concatenate categories?

.Get_Hull()	-	Returns health normalized wrt units total health
.Get_Health()	-	Normalized wrt units total health
.Get_Shield()	-	Returns shield strength normalized wrt maximum shield strength
.Get_Energy()	-	Normalized wrt units total energy
.Is_Transport()	-	Use in galactic
.Release()	-	-
.Build(X,Y)	X = type or type name, Y = bool(optional)?	Use on buildpads and MDUs

5 Game Object Type functions

Function	Parameters	Comments
.Get_Name()	-	Returns the name of the game object type (the xml name)
.Get_Combat_Rating()	-	Returns the AI_Combat_Power
.Is_Hero()	-	Returns true/false
.Get_Build_Cost()	-	Returns build cost
.Get_Tech_Level()	-	Returns required tech level
.Get_Base_Level()	-	Returns level of a starbase type
.Is_Affiliated_With(X)	X = player	-
.Is_Build_Locked(X)	X = player	-
.Is_Obsolete(X)	X = player	-
.Get_Tactical_Build_Cost()	-	-
.Get_Score_Cost_Credits()	-	-
.Get_Max_Range()	-	-
.Get_Min_Range()	-	-
.Get_Bribe_Cost()	-	-
.Is_Affected_By_Missile_Shield()	-	This is used only for projectile types
.Is_Affected_By_Laser_Defense()	-	This is used only for projectile types

6 Player Object functions

Function	Parameters	Comments
.Enable_Advisor_Hints(X, Y)	X = "space" or "ground" Y = true / false	Enables Advisor Hints
.Get_ID()	-	returns ID of PlayerObject
.Get_Enemy()	-	Returns an enemy player (I suspect it only ever returns Rebel or Empire though it might be related to the Primary_Enemy tag, in any case there is probably not much point using it outside base EaW)
.Select_Object(X)	X = object	Forces player to select object
.Enable_As_Actor()	-	Activates the AI for that player
.Retreat()	-	-
.Get_Name()	-	Returns the displayed faction name
.Get_Faction_Name()	-	Returns xml faction name
.Get_Tech_Level()	-	-
.Is_Human()	-	-
.Give_Random_Sliceable_Tech()	-	-
.Give_Money(X)	X = amount (integer/float?)	-
.Make_Ally(X)	X = player	Gets reset with every game mode change including tactical battles in GC!
.Make_Enemy(X)	X = player	Gets reset with every game mode change including tactical battles in GC!
.Get_Space_Station()	-	Returns the player's space station in space tactical
.Get_Team()	-	Team ID in skirmish
.Get_Clan_ID()	-	-
.Remove_Orbital_Bombardment(X)	X = bool	-
.Disable_Orbital_Bombardment(X)	X = bool	-
.Set_Sabotage_Tutorial(X)	X = bool	-
.Set_Black_Market_Tutorial(X)	X = bool	-

.Get_Difficulty()	-	Returns "Easy", "Normal" or "Hard"
.Disable_Bombing_Run(X)	X = bool	X = false disables bombing run for the given faction in ground tactical, X = true enables it
.Is_Ally()	-	-
.Is_Enemy()	-	-
.Unlock_Tech(X)	X = object type	-
.Get_GameSpy_Stats_Player_ID()	-	-
.Get_Credits()	-	-
.Release_Credits_For_Tactical(X)	X = number (optional?)	For AI player (with galactic AI) only. Releases credits for spending in (land only?) mode.
.Set_Tech_Level(X)	X = Number	-

7 AI

Function	Parameters	Comments
Evaluate_In_Galactic_Context(X)	X = string (perception)	-
Apply_Markup(X,Y,Z,U)	X = player, Y = list, Z = number, U = ?	-
Purge_Goals(X)	X = player	-
GiveDesireBonus(X,Y,Z,U,V)	X = player, Y = string (goal(set?)), Z = ai target, U = number, V = number	-

EvaluatePerception(X,Y,Z)	X = string (perception), Y = player, Z = game object or ai target	-
_FindStageArea(X,Y,Z)	X = player, Y = game object or ai target, Z = taskforce	-
_ProduceObject(X,Y,Z)	X = player, Y = object type (name?), Z = planet or ai target	-
FindTarget(X,Y,Z,U,V)	X = taskforce, Y = perception, Z = goal application flag, U = number (probability), V = number (range)	-
FindTarget.Reachable_Target (X,Y,Z,U,V,W,R)	X = player, Y = perception, Z = goal application, U = reachability, V = probability, W = ai target, R = range	-

FindTarget.Best_Of(X,Y,Z)	X = taskforce, Y = list of game objects/ai targets, Z = string (perception?)	-
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7.1 AITargetLocationWrapper

Function	Parameters	Comments
.Get_Game_Object()	-	-
.Get_Distance(X)	X = position	-

7.2 FreeStoreClass

Function	Parameters	Comments
FreeStore.Is_Object_On_Free_Store(X)	X = game object	-
FreeStore.Get_Object_Count()	-	-
FreeStore.Is_Unit_Safe(X)	X = game object	GC only(?)
FreeStore.Is_Unit_In_Transit(X)	X = game object	GC only(?)
FreeStore.Move_Object(X,Y)	X = game object, Y = planet	GC only(?)

7.3 TaskForceClass

Function	Parameters	Comments
.Get_Goal_Type_Name()	-	-
.Test_Target_Contrast(X)	X = bool	-
.Get_Self_Threat_Sum()	-	-
.Get_Self_Threat_Max()	-	-
.Get_Unit_Table()	-	-
.Clear_Opportunity_Fire_Event_Subscriptions()	-	-
.Remove_Opportunity_Fire_Event_Subscription()	-	-
.Add_Opportunity_Fire_Event_Subscription()	-	-

.Set_Plan_Result(X)	X = bool	-
.Are_All_Units_On_Free_Store()	-	-
.Get_Stage()	-	-
.Unblock_Goal_Proposal()	-	-
.Block_Goal_Proposal()	-	-
.Collect_All_Free_Units()	-	-
.Release_Unit(X)	X = game object	-
.Withdraw_Units()	-	Retreat from battle
.Release_Forces(X)	$0 < X < 1.0$	-
.Set_As_Goal_System_Removable(X)	X = bool	(Dis)allow the goal to be removed by the AI systems
.Get_Force_Count()	-	-
.Produce_Force(X,Y)	X = stage (optional), Y = bool (optional)	-
.Form_Units()	-	Forms a fleet object with the taskforce's units
.Add_Force(X)	X = game object	-
.Get_Type_Of_Unit(X)	X = number (index)	-
.Leave_Garrison()	-	-
.Can_Garrison(X)	X = game object	-
.Garrison(X)	X = game object	-
.Set_All_Abilities_Autofire()	-	-
.Set_Single_Ability_Autofire(X,Y)	X = string (ability name), Y = bool	-
.Get_AI_Power_Vs_Unit(X)	X = game object	-
.Set_Targeting_Stickiness_Time_Threshold(X)	X = number	-

.Set_Targeting_Priorities(X)	X = string (targeting priority set)	-
.Move_To(X,Y,Z)	X = game object or position, Y = number (threat)(optional), Z = string (space fields)(optional)	Tactical only
.Attack_Move(X,Y,Z(?))	X = game object or position, Y = number (threat)(optional), Z = string(space fields)(optional)	Tactical only
.Guard_Target(X,Y,Z(?))	X = game object or taskforce, Y = number (threat)(optional), Z = string(space fields)(optional)	Tactical only
.Attack_Target(X,Y,Z(?))	X = game object, Y = number (threat)(optional), Z = string(space fields)(optional)	Tactical only
.Release_Reinforcements(?)	-	Tactical only
.Get_Reserved_Build_Pads()	-	Tactical only
.Build_All()	-	Tactical only

.Reinforce(X,Y)	X = position, Y = number (optional)	Tactical only
.Prepare_Ambush(X,Y,Z,U,V?)	X = position, Y = string (back, front, right, left?), Z = number > 0, U = number, V = bool?	Tactical only
.Find_Closest_Enemy(X,Y)	X = string, Y = ?(optional)	Tactical only
.Enable_Attack_Positioning(X)	X = bool	Tactical only
.Explore_Area(X)	X = ai target lo- cation	Tactical only
.Get_Distance(X)	X = position	Tactical only
.Fire_Special_Weapon(X,Y)	X = string, Y = ai target or game object	Tactical only
.Build(X,Y)	X = string, Y = game object (build pad)	Tactical only
.Activate_Ability(X,Y)	X = string (ability name), Y = bool	Tactical only
.Fire_Orbital_Bombardment(X)	X = position	Land only
.Bombing_Run(X)	X = ai target or game object	Land only
.Move_To(X)	X = game object (planet)	GC only
.Activate_Ability()	-	GC only

.Raid(X)	X = game object (planet)	GC only
.Is_Raid_Capable()	-	GC only
.Refit_To_Definition(X,Y)	X = game object (planet), Y = number	GC only
.Launch_Units()	-	GC only, launches units into orbit
.Land_Units()	-	GC only, lands units on a planet
.Invade()	-	GC only, invades an enemy planet
.Force_Test_Space_Conflict()	-	GC only

7.4 BudgetWrapper

Function	Parameters	Comments
Budget.Flush_Category(X)	X = string(goal category)	-
Budget.Flush_All_Resources()	-	-
Budget.Flush_Unallocated_Resources()	-	-
Budget.Take_Resources_From_Goal(X,Y)	X = number > 0 Y = string (goal)	-
Budget.Give_Resources_To_Goal(X,Y)	X = number > 0 Y = string (goal)	-
Budget.Wait_For_Unallocated_Resources(X)	X = number	-
Budget.Wait_For_Spendable_Resources(X)	X = number	-
Budget.Allocate_Resources(X)	X = number	-
Budget.Get_Spendable_Resources()	-	-
Budget.Get_Unallocated_Resources()	-	-