A modifier that will be added to our NPC when it finishes using this ability.
A modifier that will be added to our NPC when it starts using this ability, and removed once it finishes.
A modifier that will be added to our NPC whenever the ability trigger occurs.
Abilities are things like alt-fire or even weapon upgrades
Abilities: %d seeking, %d active (%d total).
ability_melee_attack

AE_ABILITY_PERFORM_ABILITY
AE_ABILITY_PERFORM_ABILITY2
AE_ABILITY_PERFORM_ABILITY3
AE_ABILITY_WEAPON_ACTIVATE
AE_ABILITY_WEAPON_DEACTIVATE

AE_CL_FOOTSTEP_LEFT
AE_CL_FOOTSTEP_RIGHT
AE_CL_HIDE_PARTICLE_EFFECT
AE_CL_MFOOTSTEP_LEFT
AE_CL_MFOOTSTEP_LEFT_LOUD
AE_CL_MFOOTSTEP_RIGHT
AE_CL_MFOOTSTEP_RIGHT_LOUD
AE_CL_SHOW_PARTICLE_EFFECT
AE_SV_CREATE_PARTICLE_EFFECT_CFG
AE_SV_STOP_PARTICLE_EFFECT
AE_WPN_SECONDARYATTACK

AGE_DMG_BLAST
AGE_DMG_HEAVY
AGE_DMG_INVALID
AGE_DMG_LIGHT
AGE_DMG_MELEE
AGE_DMG_PHYSICS
AGE_DMG_SHOCK
AGGR_CUSTOM
AGGR_HIGH
AGGR_LOW
AGGR_MEDIUM
AGGR_VERY_HIGH
AGGR_VERY_LOW

ai_debug_hitscan_occlusion
ai_drop_hint
ai_dump_hints

ai_navigator_generate_spikes
ai_navigator_generate_spikes_strength
ai_navigator_use_arrival_direction

AIP_CROUCHING
AIP_INDIFFERENT
AIP_PEEKING
AIP_STANDING
allow_overhead
Allows the ability to override body locations specified in the owner NPC
Ally MoveAway Point
Always Drop this ability.

AmmoTypeInfo_t
Amount of damage done on the first drowning tick (+1 each subsequent interval)

AssetBrowse(vdata)
ATTACH_TYPE_HOVER
ATTACH_TYPE_LOCKEDMODIFIER_REMOVE_ALL
ATTACH_TYPE_LOOSE
ATTACH_TYPE_NONE
ATTACH_TYPE_RAGDOLL
ATTACH_TYPE_RAGDOLL_LARGE
ATTACH_TYPE_RAGDOLL_LARGE_CREATURE
ATTACH_TYPE_RIGID
ATTACHED_ENTITY
ATTACHED_ENTITY_LARGE
ATTACHED_HAND_SPECIFIED_IN_EVENT
ATTACHED_HMD
ATTACHED_OFF_HAND
ATTACHED_PRIMARY_HAND
Auto Unholster Held Ability
auto_convert_back_from_debris
AWS_AbilityUsageData_t
AWS_NPCAbilityInfo_t

base_npc_ability
Behavior Data is the ammo type. Only grants it to players who can use that ammo type.
Behavior Data is the NPC ability type to grant. Only grants it to NPCs which have been marked
as being able to use this ability type.
Behavior Data is the player weapon type to grant.
Behavior Data is unused. Ammo type of the dropped NPC ability is granted. Only grants it to
players who can use that ammo type.

Behavior Data is unused. Secondary abilities attached to the dropped ability are also granted.
Only grants it to NPCs which have been marked as being able to use this ability type.
bit count is
bit count less than
BLAST
BLAST_SURFACE
Body location on the owning NPC to use for gathering LOS conditions from
Body location to inherit from in the owning NPC. If unspecified, the Ability Body Location is used.
bot_interactions
bot_mimic_spec_buttons
Bounce.Concrete
Bounce.Flesh
Bounce.Shell
Bounce.ShotgunShell
Bounce.Shrapnel
Bounce.Wood

bulletPenetrationDamageModifier = 0.3
bulletPenetrationDistanceModifier = 0.5
BulletProof
CAI_AbilityServices
CAI_EnemyServices
Can this ability interrupt other schedules?
Cannot create physics for %s "%s" (%s) @{%g,%g,%g}
CBaseNPCAbility
CBaseNPCAbilityVData

CNPCAbilityModel
CNPCAbilityModelVData
CNPCWeaponHitscan
CNPCWeaponHitscanVData

CollisonGroupOverride
COMBAT_INTERRUPTABILITY
Combine: Fallback
Combine: Signal
Commander
COND_ABILITY_BLOCKED_BY_FRIEND
COND_ABILITY_SIGHT_OCCLUDED
COND_ALLOW_CHOOSE_NEW_ENEMY
COND_BEHIND_ENEMY
COND_BETTER_HELD_ABILITY_AVAILABLE
COND_CAN_MOVE_AND_USE_ABILITY

COND_CAN_MOVE_AND_USE_ABILITY_MELEE
COND_CAN_MOVE_AND_USE_ABILITY_RANGED
COND_CAN_USE_ABILITY
COND_CAN_USE_ABILITY_MELEE
COND_CAN_USE_ABILITY_RANGED
COND_ENEMY_DEAD
COND_ENEMY_FACING_ME
COND_ENEMY_OCCLUDED
COND_ENEMY_WENT_NULL
COND_FFC_HINT_CHANGE
COND_FLOATING_OFF_GROUND
COND_GIVE_WAY
COND_HAVE_ENEMY_LOS
COND_HEAR_BULLET_IMPACT
COND_HEAR_COMBAT
COND_HEAR_DANGER
COND_HEAR_PLAYER
COND_HEAR_WORLD
COND_HEAVY_DAMAGE
COND_IDLE_INTERRUPT
COND_IN_PVS
COND_LIGHT_DAMAGE
COND_LOST_ENEMY
COND_NEW_ENEMY
COND_NO_CUSTOM_INTERRUPTS
COND_NO_PRIMARY_AMMO
COND_PLAYER_PUSHING
COND_PROVOKED
COND_SCHEDULE_DONE
COND_SEE_DISLIKE
COND_SEE_ENEMY
COND_SEE_FEAR
COND_SEE_HATE
COND_SEE_NEMESIS
COND_SMELL
COND_SQUADSLOT_INVALIDATED
COND_TASK_FAILED

Cooldown
Couldn't create ability %s to give NPC %s.

CPlayer_AutoaimServices *
CPlayer_CameraServices *
CPlayer_FlashlightServices *

CPlayer_ItemServices *
CPlayer_MovementServices *
CPlayer_ObserverServices *
CPlayer_UseServices *
CPlayer_VehicleServices *
CPlayer_WaterServices *
CPlayer_WeaponServices *

Crashed!: speed %.2f, lastSpeed %.2f
Create Entity by Subclass
create_flare
CRopeManager::AddToRenderCache count to large for cache!
CS Port: Hostage Escape

CSteamPal_PaintableProp
CSteamPal_PaintStream
CSteamPal_PaintStreamPathNode
CSteamPal_PictureCard

CurrentSpeed: %.3f
Custom
custom_game_state_1

D_COLOR_CORRECTION
D_FILM_GRAIN
D_MIRROR_HORIZONTAL
D_MIRROR_VERTICAL
D_VIGNETTE

DAMAGEORDEATH_INTERRUPTABILITY
DEATH_INTERRUPTABILITY
Debuff

DESIREDWEAPONSTATE_HOLSTERED
DESIREDWEAPONSTATE_HOLSTERED_DESTROYED
DESIREDWEAPONSTATE_IGNORE
DESIREDWEAPONSTATE_UNHOLSTERED

Does this ability operate on the current enemy?

eAbilityDropBehavior_AddIntAttributeToAbilityModel
eAbilityDropBehavior_CreateEntityBySubclass
eAbilityDropBehavior_SetGravityScale
eAbilityPickupBehavior_GrantDroppedAmmo

eAbilityPickupBehavior_GrantDroppedNPCAbility
eAbilityPickupBehavior_GrantPlayerWeapon
eAbilityPickupBehavior_GrantSpecifiedAmmo
eAbilityPickupBehavior_GrantSpecifiedNPCAbility

EBaseEntityMessages
Effect to actually fire into the world from this weapon
Electrical
Electrical.Explode
EM_DoSpark
EM_FixAngle
EM_PlayJingle
EM_PropagateForce
EM_RemoveAllDecals
EM_ScreenOverlay
EMP.Explode
Enable customized player sound playback
EndAttachment
Enemy Location To Target When Performing
ENERGYBEAM

fan_end
fan_force
fan_origin
fan_ramp_time

FLINCH_DIR_EAST
FLINCH_DIR_NORTH
FLINCH_DIR_SOUTH
FLINCH_DIR_WEST
FLINCH_DISP_LARGE
FLINCH_DISP_SMALL
FLINCH_DISP_STATIONARY
Flinching
Follow: Wait Point

follow_center
follow_customorigin
follow_eyes
follow_origin
follow_overhead
follow_renderorigin
follow_rootbone

forbidden_target

Force applied to the player when they receive this hit. X is the push back, and Y is the push to the side, based on the attacker's facing.

forcenavignore

full_round

game_interactions

GATHER_CONDITIONS_CAN_USE_ABILITY
GATHER_CONDITIONS_CANNOT_USE_ABILITY
GatherConditionsResult_t
GENERAL_INTERRUPTABILITY
GENERIC
get active weapon
get active weapon slot
get angular distance
get distance
get item in storage slot
get player display name
get potential use target
Get the name of the map.
get use target
get weapon in slot
get weapon slot
GetMapName
GetModifierMouseSensitivityPercentage
Grant dropped ammo type
Grant dropped NPC ability
Grant specified ammo type
Grant specified NPC ability
Grant specified player weapon
Graph param that will be set the moment the thrown prop reaches them.
Graph param that will be set when the entity knows something has been thrown to them (the prop is still in the air)
Gravity
Grenade
Grenade.Explode
Grenades

halfhealth
has bit
has prefix
has weapon in slot
health less than

health percentage less than
healthbar_position

HINT_AGENT_WORK
HINT_ANTLION_BURROW_POINT
HINT_ANTLION_THUMPER_FLEE_POINT
HINT_ANY
HINT_BUG_PATROL_POINT
HINT_COMBINE_FALLBACK
HINT_COMBINE_SIGNAL
HINT_CROW_FLYTO_POINT
HINT_CSTRIKE_HOSTAGE_ESCAPE
HINT_FLYGUY_JUMP
HINT_FOLLOW_WAIT_POINT
HINT_GENERIC
HINT_HEADCRAB_BURROW_POINT
HINT_HEADCRAB_EXIT_POD_POINT
HINT_HOLDOUT_AMMO_RESUPPLY
HINT_HOLDOUT_DEFENSIVE_POSITION
HINT_INSTIGATOR_LURK
HINT_JUMP_OVERRIDE
HINT_NONE
HINT_NOT_USED_ASSASSIN_GROUND
HINT_NOT_USED_ASSASSIN_MONKEYBARS
HINT_NOT_USED_ASSASSIN_RAFTERS
HINT_NOT_USED_ASSASSIN_SECLUDED
HINT_NOT_USED_HEALTH_KIT
HINT_NOT_USED_PSTORM_ROCK_SPAWN
HINT_NOT_USED_ROLLER_CLEANUP_POINT
HINT_NOT_USED_ROLLER_PATROL_POINT
HINT_NOT_USED_URBAN_DARK_SPOT
HINT_NOT_USED_URBAN_POSTER
HINT_NOT_USED_URBAN_SHELTER
HINT_NOT_USED_URBAN_STREETCORNER
HINT_NOT_USED_URBAN_STREETLAMP
HINT_NOT_USED_WORLD_ALIEN_BLOOD
HINT_NOT_USED_WORLD_BLINKING_LIGHT
HINT_NOT_USED_WORLD_BRIGHT_COLORS
HINT_NOT_USED_WORLD_BUTTON
HINT_NOT_USED_WORLD_DOOR
HINT_NOT_USED_WORLD_HEAT_SOURCE
HINT_NOT_USED_WORLD_HUMAN_BLOOD
HINT_NOT_USED_WORLD_LEDGE
HINT_NOT_USED_WORLD_LIGHT_SOURCE

HINT_NOT_USED_WORLD_MACHINERY
HINT_NPC_EXIT_POINT
HINT_PLAYER_ALLY_FEAR_DEST
HINT_PLAYER_ALLY_MOVE_AWAY_DEST
HINT_PLAYER_SQUAD_TRANSITON_POINT
HINT_STRIDER_NODE
HINT_TACTICAL_COVER_LOW
HINT_TACTICAL_COVER_MED
HINT_TACTICAL_ENEMY_DISADVANTAGED
HINT_TACTICAL_HIDE
HINT_TACTICAL_HIGH_GROUND
HINT_TACTICAL_PINCH
HINT_TACTICAL_SENTRY
HINT_TACTICAL_WALL_COVER_BOTH
HINT_TACTICAL_WALL_COVER_LEFT
HINT_TACTICAL_WALL_COVER_RIGHT
HINT_WORLD_INHIBIT_COMBINE_MINES
HINT_WORLD_VISUALLY_INTERESTING
HINT_WORLD_VISUALLY_INTERESTING_DONT_AIM
HINT_WORLD_VISUALLY_INTERESTING_STEALTH
HINT_WORLD_WINDOW
HINT_WORLD_WORK_POSITION

HITGROUP_CHEST
HITGROUP_GEAR
HITGROUP_GENERIC
HITGROUP_HEAD
HITGROUP_INVALID
HITGROUP_LEFTARM
HITGROUP_LEFTLEG
HITGROUP_NECK
HITGROUP_RIGHTARM
HITGROUP_RIGHTLEG
HITGROUP_STOMACH
HITGROUP_UNUSED

HitscanGatherData_t

Holdout: Ammo Resupply
Holdout: Defensive Position
How many bullets this gun can fire before it reloads (0 if no clip)
If already holding an item, drop it when another item is thrown at us.
If an NPC uses this ability while moving, should the usage be aborted if the NPC finishes the movement?

If cheats are enabled, then you can noclip with the game paused (for doing screenshots, etc.).

If from enemy

If non-empty, this refers to a squad mode entry in npc_squad_modes.txt. The first NPC to be added to a squad will use this mode as the squad mode.

If set, and this is a Secondary ability attached to a Primary one, this Ability will require/consume the ammunition of the Primary ability, not its own.

If set, the NPC will automatically unholster the first held ability it's granted.

If set, use of this ability will also cause squad mates to delay their usage of this same ability.

If the ability usage evaluation indicates it cannot be used, this is the delay before the ability can check again.

If the distance between the nearest point on a hitscan bullet's trajectory and this NPC's eyes is less than this react amount, this NPC will be notified of the incoming fire via the WarnOfIncomingFire() virtual.

If this NPC supports catching and throwing, show interest in props with any of these string attributes.

in freemove
INETSUPPORT_001
InputResetMood
interactive
INTERNALWEAPONSTATE_CHANGING
INTERNALWEAPONSTATE_CHANGING_DESTROY
INTERNALWEAPONSTATE_HOLSTERED
INTERNALWEAPONSTATE_UNHOLSTERED
Invalid hint type specified. Format: ai_drop_hint <hint type>
Is considered a debuff if from an enemy
Is the anim graph capable of auto-repeating the attack if the ability still thinks it's valid to attack? Note auto-repeating will not trigger cooldowns.
Is the NPC allowed to do displacement during non-interrupt staggers while performing this ability? Generally only true for attacking abilities.
iszMyWeapon
iszTheirWeapon
Item.Medium
ITEM_FLAG_CAN_SELECT_WITHOUT_AMMO
ITEM_FLAG_DOHITLOCATIONDMG
ITEM_FLAG_EXHAUSTIBLE
ITEM_FLAG_LIMITINWORLD
ITEM_FLAG_NOAMMOPICKUPS
ITEM_FLAG_NOAUTORELOAD
ITEM_FLAG_NOAUTOSWITCHEMPTY
ITEM_FLAG_NOITEMPICKUP

Jump Override
Kinematic

ladder
LATCH_DIRTY_CLIENT_SIMULATED
LATCH_DIRTY_DISALLOW
LATCH_DIRTY_FRAMESIMULATE
LATCH_DIRTY_PARTICLE_SIMULATE
LATCH_DIRTY_PREDICTION
LATCH_DIRTY_SERVER_CONTROLLED
less than
LIFE_ALIVE
LIFE_DEAD
LIFE_DYING
LIFE_RESPAWNABLE
LIFE_RESPAWNING
Line of Sight

m_AAGun_L1
m_AAGun_L2
m_AAGun_R1
m_AAGun_R2
m_actionScale
m_actionSpeed
m_actionValue
m_AirFinishedTime
m_avoidRange
m_bAllowNPCsToPickUpDroppedAmmo
m_bAllowNPCsToPickUpSpecifiedAmmo
m_bApplyAimRefinement
m_bAttachmentIsOnAbilityModel
m_bAutoUnholsterHeldAbility
m_bCatchThrownProps
m_bCatchThrownProps == 0
m_bDropHeldItemOnThrownCollision

m_behaviorType
m_behaviorType != eAbilityDropBehavior_AddIntAttributeToAbilityModel
m_behaviorType != eAbilityDropBehavior_CreateEntityBySubclass
m_behaviorType != eAbilityDropBehavior_SetGravityScale
m_behaviorType != eAbilityPickupBehavior_GrantDroppedAmmo
m_behaviorType != eAbilityPickupBehavior_GrantPlayerWeapon
m_behaviorType != eAbilityPickupBehavior_GrantSpecifiedAmmo
m_behaviorType != eAbilityPickupBehavior_GrantSpecifiedNPCAbility

m_bFakeClient
m_bFinishedFreezeFraming

m_bHasBoost
m_bitsInactiveSlotsDueToMode
m_bLastSkid
m_bPlayerUnderwater
m_bResampleWaterSurface
m_bSentFreezeFrame
m_bStartedFreezeFraming
m_bWeaponFireOccludedLastTime
m_calmSpeed
m_CatchablePropAttriburtes
m_controls
m_debugRadius
m_desiredSpeed
m_EnemyInfos
m_fAutoaimRadius
m_FiringOccludedHere
m_fLastBoost
m_flDelayOcclusionMarkingUntil
m_flDmgModBullet
m_flDmgModClub
m_flDmgModExplosive
m_flDrowningDamageInterval
m_flEnemyInfoCleanupTime
m_flFlinchClearDistanceForLarge
m_flFlinchClearDistanceForSmall
m_flFreezeFrameDistance
m_flFreezeFrameStartTime
m_flFreezeZOffset
m_flHoldBreathTime
m_flIncomingFireDistance
m_flInterruptFlinchCooldown
m_flMaxRevThrottle
m_flMaxSpeed
m_flNextAttackTime
m_flNextTimeToFireBullet
m_flNonInterruptFlinchCooldown
m_flObserverChaseDistance
m_flRateOfFire
m_flSideMove
m_flSpreadBias
m_flSquadSoundWaitTime
m_flSwimSoundTime
m_flTmpRagdollDamageTimeMax
m_flTmpRagdollDamageTimeMin

m_flUpMove
m_flUseRange
m_flVehicleViewFOV
m_flVehicleVolume
m_flWaterJumpTime
m_flWaterSurfaceZ
m_GatherData
m_hActiveWeapon
m_hBaseSequence
m_hLastWeapon
m_hMoodFile
m_hObserverTarget
m_hPainPartner
m_hRepresentedEnt
m_hSquadInflictor
m_hUseEntity
m_hVehicle
m_iAmmo
m_iObserverMode
m_iVehicleAnalogBias
m_maxThrottle
m_Minigun
m_nActorClass
m_nAnimEventTrigger
m_nBoneOverrideIndex
m_nBoostTimeLeft
m_nBurstSize
m_nCurrentBurstShotsOccluded
m_nDrowningDamageInitial
m_nDrowningDamageMax
m_nEnemiesSerialNumber
m_nLastSpeed
m_nMuzzleAttachment
m_nNavObstacleType
m_nNumRocketPaths
m_nNumShotsFired
m_nPellets
m_nPowerCostPerShot
m_nRPM
m_nShotsToFire
m_nSpeed
m_nSquadSoundPriority
m_nTracerAttachmentIndex
m_nVehicleType

m_nVehicleViewSavedFrame
m_nWaterSpeed
m_panicSpeed
m_PerformanceMode
m_pGunVData
m_poseParameters
m_pOuterServerVehicle
m_representedEntityName
m_Rocket
m_sActorName
m_sAmmoType
m_sCatchAnimgraphParam
m_sCatchAttachmentName
m_sDeathSound
m_sDefaultSquadMode
m_sEmptySound
m_sIntAttrName
m_sKey
m_SMG
m_sMinigunWindDownSound
m_sMinigunWindUpSound
m_sNPCAbilityName
m_sOwnerBodyLocationName
m_sPainSound
m_sPlayerWeaponName
m_SquadData
m_SquadLeader
m_sRadarSparksEffect
m_sRadarSparksSound
m_sReadyCatchAnimgraphParam
m_sRocketExplodeSound
m_sRocketExplosionEffect
m_sRocketTrailEffect
m_sShootSound
m_strAttachmentName
m_sUltraModelName
m_sValue
m_szMuzzleFlashParticle
m_szTracerParticle
m_throttleActiveTime
m_throttleRate
m_throttleStartTime
m_turboTimer
m_tWaterParticleTimer

m_vecBulletSpreadCone
m_vecEvaluatingMeleeAttackMins
m_vecEyeExitEndpoint
m_vecFiringAtPos
m_vecFiringTargetPos
m_vecFreezeFrameStart
m_vecGunCrosshairOVERLAY_BBOX_BIT
m_vecSchedules
m_vecSmoothedVelocity
m_vecVehicleViewAngles
m_vecVehicleViewOrigin
m_vecWaterJumpVel
m_VehiclePhysics
m_vehicleScript
m_wheelBaseHeight
m_wheelCount
m_wheelPosition
m_wheelRotation
m_wheelTotalHeight

Max damage done by a drowning tick
Max Range to move to before using the ability (<0 on both min + max disables move to)
Max Range. By default, this corresponds both to the range at which the ability will be seeked
(for schedule selection) as well as used. You can separately override the 'move to' range to
cause the system to attempt to move to use range automatically.
Maximum random distance from the target to stop when framing them in observer freeze cam.
Measured in percent per second
Medium

MELEE Range of this hit. Generally should remain within the evaluation Min/Max ranges, unless
you know the animation significantly moves the NPC before this hit occurs.
melee_hit
melee_hit_player
melee_hit_world
melee_immune
melee_miss

Min Range to move to before using the ability (<0 on both min + max disables move to)
Min Range. By default, this corresponds both to the range at which the ability will be seeked (for
schedule selection) as well as used. You can separately override the 'move to' range to cause
the system to attempt to move to use range automatically.
Minimum random distance from the target to stop when framing them in observer freeze cam.

Model used by the tools only to populate comboboxes for things like animgraph parameter pickers
Model used on the ground or held by an entity

Modifer Owner Is Local Player
Modifier Owner on opposite team as Local Player
Modifier Owner on same team as Local Player
MODIFIER_ATTRIBUTE_AURA_PRIORITY
MODIFIER_ATTRIBUTE_CANNOT_BE_PURGED
MODIFIER_ATTRIBUTE_IGNORE_INVULNERABLE
MODIFIER_ATTRIBUTE_INTRINSIC
MODIFIER_ATTRIBUTE_MULTIPLE
MODIFIER_ATTRIBUTE_NONE
MODIFIER_ATTRIBUTE_PERMANENT
MODIFIER_ATTRIBUTE_TRANSFER_TO_RAGDOLL
MODIFIER_DEBUFF_ENEMY_TEAM_ONLY
MODIFIER_DEBUFF_NO
MODIFIER_DEBUFF_NOMODIFIER_VALUE_ABILITY_MIN_BURST_SIZE_CONSTANT
MODIFIER_DEBUFF_YES
MODIFIER_DISABLE_GROUP_ACTIVE_WEAPON
MODIFIER_DISABLE_GROUP_MAX
MODIFIER_DISABLE_GROUP_MAX_BIT
MODIFIER_DISABLE_GROUP_MIN
MODIFIER_DISABLE_GROUP_TIME_LOCKED
MODIFIER_EVENT_BROADCAST_EVENT_COUNT
MODIFIER_EVENT_COUNT
MODIFIER_EVENT_DAMAGE_TAKEN
MODIFIER_EVENT_DAMAGE_TAKEN_BROADCAST
MODIFIER_EVENT_HEALTH_TAKEN
MODIFIER_EVENT_HEALTH_TAKEN_BROADCAST
MODIFIER_EVENT_INVALID
MODIFIER_EVENT_MODIFIER_GAINED
MODIFIER_EVENT_MODIFIER_LOST
MODIFIER_EVENT_ON_PLAYER_ACTIVE_WEAPON_CHANGED
MODIFIER_EVENT_ON_PLAYER_USE
MODIFIER_EVENT_ON_STUNNED
MODIFIER_EVENT_PARENT_ACTIVATED
MODIFIER_EVENT_PLAYER_DUMMY_BROADCAST
MODIFIER_EVENT_PRE_DAMAGE_TAKEN
MODIFIER_EVENT_PRE_DAMAGE_TAKEN_BROADCAST
MODIFIER_EVENT_SCRIPTED_EVENT
modifier_handle
MODIFIER_PRIORITY_HIGH
MODIFIER_PRIORITY_LOW

MODIFIER_PRIORITY_NORMAL
MODIFIER_PRIORITY_SUPER_ULTRA
MODIFIER_PRIORITY_ULTRA
MODIFIER_REMOVE_ALL
MODIFIER_REMOVE_ALLY
MODIFIER_REMOVE_ENEMY
MODIFIER_REMOVE_INTRINSIC
MODIFIER_SCRIPT_VARIANT_MODEL
MODIFIER_SCRIPT_VARIANT_MODIFIER_FLOAT
MODIFIER_SCRIPT_VARIANT_PARTICLE
MODIFIER_SCRIPTED_EVENT_COUNT
MODIFIER_SCRIPTED_EVENT_INVALID
MODIFIER_SCRIPTED_EVENT_TEST
MODIFIER_SOUND_RECIPIENT_ALWAYS
MODIFIER_SOUND_RECIPIENT_PARENT_IS_LOCAL_PLAYER
MODIFIER_SOUND_RECIPIENT_PARENT_ON_OPPOSITE_TEAM_AS_LOCAL_PLAYER
MODIFIER_SOUND_RECIPIENT_PARENT_ON_SAME_TEAM_AS_LOCAL_PLAYER
MODIFIER_STATE_BLIND
MODIFIER_STATE_COUNT
MODIFIER_STATE_DISARMED
MODIFIER_STATE_DISARMEDVR_HAND_HAPTIC_PULSE_LIGHT
MODIFIER_STATE_IMMUNE_TO_STUN
MODIFIER_STATE_INVALID
MODIFIER_STATE_INVISIBLE
MODIFIER_STATE_INVULNERABLE
MODIFIER_STATE_MATERIAL_OVERRIDE
MODIFIER_STATE_RAGDOLL_DAMAGE
MODIFIER_STATE_ROOTED
MODIFIER_STATE_STUNNED
MODIFIER_VALUE_ABILITY_MAX_BURST_SIZE_CONSTANT
MODIFIER_VALUE_ABILITY_MIN_BURST_SIZE_CONSTANT
MODIFIER_VALUE_ABILITY_POST_USE_MAX_ATTACK_DELAY_CONSTANT
MODIFIER_VALUE_ABILITY_POST_USE_MIN_ATTACK_DELAY_CONSTANT
MODIFIER_VALUE_ABILITY_SPREAD_MULTIPLIER
MODIFIER_VALUE_ABILITY_SPREAD_X_BASE_OVERRIDE
MODIFIER_VALUE_ABILITY_SPREAD_Y_BASE_OVERRIDE
MODIFIER_VALUE_ABILITY_SPREAD_Z_BASE_OVERRIDE
MODIFIER_VALUE_COUNT
MODIFIER_VALUE_GRAVITY_SCALE
MODIFIER_VALUE_INCOMING_DAMAGE_PERCENTAGE
MODIFIER_VALUE_INVALID
MODIFIER_VALUE_MATERIAL_OVERRIDE
MODIFIER_VALUE_MOUSE_SENSITIVITY_PERCENTAGE
MODIFIER_VALUE_MOVESPEED_BASE_OVERRIDE

MODIFIER_VALUE_MOVESPEED_PERCENTAGE
MODIFIER_VALUE_OUTGOING_DAMAGE_PERCENTAGE
MODIFIER_VALUE_PROC_BUILDUP_PERCENTAGE

momentary
Mood File
Motion Disabled

multiply
Must this ability be held (only 1 can be held at a time) to be active?
muzzle_flash_debug
Name of the Int attribute to add to the ability model being dropped.
Name of the misc subclass to create
NAV_ATTR_FIRST_GAME_INDEX
NAV_ATTR_LAST_INDEX
NAV_MESH_AVOID
NAV_MESH_CROUCH
NAV_MESH_DONT_HIDE
NAV_MESH_JUMP
NAV_MESH_NO_HOSTAGES
NAV_MESH_NO_JUMP
NAV_MESH_NO_MERGE
NAV_MESH_NON_ZUP
NAV_MESH_OBSTACLE_TOP
NAV_MESH_PRECISE
NAV_MESH_RUN
NAV_MESH_SHORT_HEIGHT
NAV_MESH_STAIRS
NAV_MESH_STAND
NAV_MESH_STOP
NAV_MESH_TRANSIENT
NAV_MESH_WALK
needs_weapon
NEVERGIB
NPC %s doesn't have support to 'b_reload' & 'Finished_Reload' in its animgraph.
NPC_ABILITY_CATEGORY_INVALID
NPC_ABILITY_CATEGORY_MELEE
NPC_ABILITY_CATEGORY_OTHER
NPC_ABILITY_CATEGORY_RANGED
NPC_ABILITY_LOS_CUSTOM
NPC_ABILITY_LOS_TEST_FRIENDLIES_ONLY
NPC_ABILITY_LOS_USE_DEFAULT
NPC_ABILITY_MELEE_ATTACK_EVAL_TEST_HULL
NPC_ABILITY_MELEE_ATTACK_EVAL_TEST_LOS

npc_ability_model
NPC_ABILITY_ONLY_BEING_PERFORMED
NPC_ABILITY_PERFORMING_OR_RESOLUTION
NPC_ABILITY_SOUND_ANNOUNCE
NPC_ABILITY_SOUND_EMPTY
NPC_ABILITY_SOUND_INTERRUPT
NPC_ABILITY_SOUND_MELEE_HIT
NPC_ABILITY_SOUND_MELEE_HIT_PLAYER
NPC_ABILITY_SOUND_MELEE_HIT_WORLD
NPC_ABILITY_SOUND_NUM_TYPES
NPC_ABILITY_SOUND_RELOAD
NPC_ABILITY_SOUND_SINGLE
NPC_ABILITY_SOUND_SPECIAL1
NPC_ABILITY_SOUND_TARGET_REACQUIRE
npc_aimrefine_debug
npc_aimrefine_decay
npc_aimrefine_inc
npc_aimrefine_spreadmod_at_max
npc_aimrefine_spreadmod_at_min
npc_applystun
npc_foot_sweep
npc_foot_sweep_enabled
NPC_STATE_ALERT
NPC_STATE_COMBAT
NPC_STATE_DEAD
NPC_STATE_IDLE
NPC_STATE_INVALID
NPC_STATE_NONE
NPC_STATE_SCRIPT
npc_weapon_hitscan

NPCAbility
NPCAbilityBodyLocationOverride_t
NPCAbilityCategory_t
NPCAbilityLOSMethod_t
NPCAbilitySound_t
NPCAbilityTaskHandling_t
NPCAbilityTaskPhase_t
NPCAbilityUsageQuery_t
NPCAbilityUseTriggerBase_t

onbreak
onfirstimpact
ONFRAME_FALSE

ONFRAME_TRUE
ONFRAME_UNKNOWN
onlaunch
Only usable if there aren't any squad mates within this range of our enemy target. Useful for preventing explosive attacks from damaging squad mates.
Only used for held abilities. Never drop this ability, always immediately remove it instead.
Only used for held abilities. Should be the desired value of the 'e_weapon' animgraph variable on this NPC, when it is holding this Ability.
only_breakable_by
onpickup
OnPlayerActiveWeaponChanged
OnPlayerUse

onworldimpact
Optional amount of time the NPC waits after attacking before continuing its AI.
Optional amount of time the NPC waits after performing the pre-attack phase, before continuing its AI.
OVERLAY_ABSBOX_BIT
OVERLAY_ACTORNAME_BIT
OVERLAY_ATTACHMENTS_BIT
OVERLAY_AUTOAIM_BIT
OVERLAY_BBOX_BIT
OVERLAY_BUDDHA_MODE
OVERLAY_HITBOX_BIT
OVERLAY_INTERPOLATED_ATTACHMENTS_BIT
OVERLAY_INTERPOLATED_HITBOX_BIT
OVERLAY_INTERPOLATED_PIVOT_BIT
OVERLAY_INTERPOLATED_SKELETON_BIT
OVERLAY_JOINT_INFO_BIT
OVERLAY_MESSAGE_BIT
OVERLAY_NAME_BIT
OVERLAY_NPC_BODYLOCATIONS
OVERLAY_NPC_COMBAT_BIT
OVERLAY_NPC_CONDITIONS_BIT
OVERLAY_NPC_CONDITIONS_TEXT_BIT
OVERLAY_NPC_ENEMIES_BIT
OVERLAY_NPC_KILL_BIT
OVERLAY_NPC_NEAREST_NODE_BIT
OVERLAY_NPC_RELATION_BIT
OVERLAY_NPC_ROUTE_BIT
OVERLAY_NPC_SELECTED_BIT
OVERLAY_NPC_STEERING_REGULATIONS
OVERLAY_NPC_TASK_BIT
OVERLAY_NPC_TASK_TEXT_BIT

OVERLAY_NPC_TRIANGULATE_BIT
OVERLAY_NPC_VIEWCONE_BIT
OVERLAY_NPC_ZAP_BIT
OVERLAY_PIVOT_BIT
OVERLAY_PROP_DEBUG
OVERLAY_RBOX_BIT
OVERLAY_SHOW_BLOCKSLOS
OVERLAY_SKELETON_BIT
OVERLAY_TEXT_BIT
OVERLAY_TRIGGER_BOUNDS_BIT
OVERLAY_VCOLLIDE_WIREFRAME_BIT
OVERLAY_VIEWOFFSET
OVERLAY_WC_CHANGE_ENTITY

player_dropped
player_held
player_thrown
PlayerWeapon
population
Post-Attack Animgraph Finish Tag
Post-Attack Animgraph Parameter
Pre-Attack Animgraph Finish Tag
Pre-Attack Animgraph Parameter
present complete
present end
present start
prev_cycle_event
PREVENT_PHYSICS_FORCE

primary_linked_ability

Print a console message with a linked console command
Priority relative to other abilities on this NPC. All abilities will be evaluated, and the highest
priority one that passes its evaluation step will be used.
prop_debug_vr_collision
prop_npc_bottle

Range
reference open
reload
REMOVENORAGDOLL
RepresentedEntity
ResetMood
Restricts spectator modes for dead players

Returns the shoot position eyes (or hand in VR).

rpg_player_spawn

run in a square of this length.
SCHED_ABILITY_ESTABLISH_LINE_OF_FIRE
SCHED_ABILITY_FACE_TARGET
SCHED_ABILITY_MOVE_TO_WITHIN_RANGE
SCHED_AISCRIPT

SCHED_CHASE_ABILITY_TARGET
SCHED_CHASE_ENEMY
SCHED_CHASE_ENEMY_FAILED
SCHED_COMBAT_FACE
SCHED_COMBAT_PATROL
SCHED_COMBAT_STAND
SCHED_COMBAT_WALK
SCHED_DUCK_DODGE
SCHED_ESTABLISH_LINE_OF_FIRE_FALLBACK
SCHED_EXIT_TIMELOCK
SCHED_IDLE_RUN
SCHED_IDLE_STAND
SCHED_IDLE_WALK
SCHED_INTERACTION_MOVE_TO_PARTNER
SCHED_INTERACTION_WAIT_FOR_PARTNER
SCHED_INTERRUPT_FLINCH
SCHED_INVESTIGATE_SOUND
SCHED_MOVE_AWAY
SCHED_MOVE_AWAY_END
SCHED_MOVE_AWAY_FAIL
SCHED_MOVE_AWAY_FROM_ENEMY
SCHED_MOVE_OFF_OF_NPC

SCHED_MOVE_THEN_USE_ABILITY
SCHED_MOVE_WHILE_USING_ABILITY

SCHED_PATROL_WALK

SCHED_PICK_UP_DROPPED_ABILITY

SCHED_PRE_FAIL_ESTABLISH_LINE_OF_FIRE
SCHED_RELOAD
SCHED_RUN_FROM_ENEMY
SCHED_RUN_FROM_ENEMY_FALLBACK

SCHED_RUN_FROM_ENEMY_MOB
SCHED_TAKE_COVER_FROM_BEST_SOUND
SCHED_TAKE_COVER_FROM_ENEMY
SCHED_TAKE_COVER_FROM_ORIGIN
SCHED_TARGET_FACE

SCHED_USE_ABILITY

SCHED_WAIT_AT_PATHCORNER
SCHED_WAIT_FOR_DISPLACEMENT_FLINCH_TO_END
SCHED_WAIT_FOR_SPEAK_FINISH
SCHED_WAIT_IN_COVER
SCHED_WAIT_UNTIL_FACING_LOOKTARGET
SCHED_WAKE_ANGRY
Schedule

scripts/grenades.vdata
scripts/misc.vdata
scripts/modifiers.vdata
scripts/npc_abilities.vdata
scripts/npc_squad_modes.vdata
scripts/npc_units.vdata
scripts/population.txt
scripts/precipitation.vdata
scripts/weapons.vdata

Seconds between drowning ticks
Send a string to the console as a client command
Send a string to the console as a server command
SendToConsole
SendToServerConsole
Set Gravity Scale
Set the current quest name.
Set the current quest phase.
SetFOV
SetMood
SetQuestName
SetQuestPhase
Sets whether or not the owner of this ability is required to have LOS to a target to be able to use the ability. If it does, the ability won't attempt to gather conditions if the owner doesn't have LOS to the target.

Should this ability attempt to suggest a schedule how to get into position in order to use it? An NPC can only seek to get one ability usable at a time.

Should this ability be visible when other NPCs ask this ability's NPC what it's capable of?
Should this ability start on cooldown?

show_freezepanel
Shrapnel
Shrapnel.Explode
Sidekick

SIGNONSTATE_CHALLENGE
SIGNONSTATE_CHANGELEVEL
SIGNONSTATE_CHANGELEVELDESK_BUTTON_GROUP_TRACKPADS
SIGNONSTATE_CONNECTED
SIGNONSTATE_FULL
SIGNONSTATE_NEW
SIGNONSTATE_NONE
SIGNONSTATE_PRESPAWN
SIGNONSTATE_SPAWN

Skin: %dfan_falloff
SLASH
Sound Speed: %.3f
SPAWN_GROUP_BLOCK_UNTIL_LOADED
SPAWN_GROUP_DONT_SPAWN_ENTITIES
SPAWN_GROUP_LOAD_STREAMING_DATA
SPAWN_GROUP_SYNCHRONOUS_SPAWN
special1
special2
special3

speculation_attachment_down
speculation_attachment_up

steampal_bullet_fire_rate
STEAMPAL_PAINT_BOUNCE
STEAMPAL_PAINT_POWER_TYPE_COUNT
STEAMPAL_PAINT_SPEED
steampal_paint_speed_color
steampal_paint_stream
steampal_paint_stream_debug_draw_path_segment_length
steampal_paint_stream_debug_level
steampal_paint_stream_default_num_paint_blobs
steampal_paint_stream_default_speed
steampal_paintable_prop
steampal_picturecard

steampal_projectile_tag_dart_damage
steampal_projectile_tag_dart_debug
steampal_projectile_tag_dart_explosion_radius
steampal_projectile_tag_dart_mass
steampal_projectile_tag_dart_radius
steampal_projectile_tag_dart_speed
steampal_projectile_tag_dart_timeout
STEAMPAL_PROJECTILE_TAG_MARKER_BASE_ANIMATING
steampal_projectile_tag_marker_base_animating_life_time
STEAMPAL_PROJECTILE_TAG_MARKER_NPC
steampal_projectile_tag_marker_npc_life_time
STEAMPAL_PROJECTILE_TAG_MARKER_PHYSICS_PROP
STEAMPAL_PROJECTILE_TAG_MARKER_RAGDOLL
STEAMPAL_PROJECTILE_TAG_MARKER_TYPE_COUNT
steampal_projectile_tag_marker_world_life_time
steampal_projectile_targeting_bullet_dir_lerp_time
steampal_projectile_targeting_bullet_life_timePaintSplatPink
steampal_projectile_targeting_bullet_max_speed
steampal_projectile_targeting_bullet_min_speed
steampal_projectile_targeting_bullet_offset_radius
steampal_projectile_targeting_bullet_speed_lerp_time
steampal_projectile_targeting_bullet_spread
steampal_projectile_test_shoot

SUBCLASS_SCOPE_COUNT
SUBCLASS_SCOPE_GRENADES
SUBCLASS_SCOPE_MISC
SUBCLASS_SCOPE_MODIFIERS
SUBCLASS_SCOPE_NONE
SUBCLASS_SCOPE_NPC_ABILITIES
SUBCLASS_SCOPE_NPC_UNITS
SUBCLASS_SCOPE_PLAYER_WEAPONS
SUBCLASS_SCOPE_PRECIPITATION
SUBCLASS_VDATA_CREATED
SUBCLASS_VDATA_RELOADED
SUBCLASS_VDATA_SUBCLASS_CHANGED

surfacePropertyName = "steampal.companion_cube"

sv_sync_anims_spawn
tank_projectile
target_attachment

TASK_ANNOUNCE_USE_ABILITY

TASK_FACE_ABILITY_TARGET
TASK_GET_CHASE_PATH_TO_ABILITY_TARGET
TASK_GET_CHASE_PATH_TO_ENEMY
TASK_GET_FLANK_ARC_PATH_TO_ABILITY_TARGET_LOS
TASK_GET_PATH_AWAY_FROM_BEST_SOUND
TASK_GET_PATH_OFF_OF_NPC
TASK_GET_PATH_TO_ABILITY_TARGET_LOS
TASK_GET_PATH_TO_USE_ABILITY
TASK_GET_PATH_WHILE_USING_ABILITY
TASK_GET_RADIAL_FLANK_PATH_AROUND_ENEMY
TASK_GET_WALK_PATH
TASK_IGNORE_OLD_ENEMIES
TASK_INTERRUPT_FLINCH
TASK_LOCK_HINTNODE
TASK_MOVE_AWAY_PATH
TASK_MOVE_TO_GOAL_RANGE
TASK_MOVE_TO_TARGET_RANGE
TASK_PLAY_HINT_ANIMATION
TASK_PLAY_UNRAGDOLL_ANIMATION
TASK_POST_USE_ABILITY
TASK_PRE_SCRIPT
TASK_PRE_USE_ABILITY

TASK_RANDOMIZE_FRAMERATE
TASK_REACT_TO_COMBAT_SOUND
TASK_REMEMBER
TASK_RESET_ACTIVITY
TASK_RUN_PATH
TASK_RUN_PATH_FLEE
TASK_RUN_PATH_FOR_UNITS
TASK_RUN_PATH_TIMED
TASK_SET_ACTIVITY
TASK_SET_FAIL_SCHEDULE
TASK_SET_ROUTE_SEARCH_TIME
TASK_SET_SCHEDULE
TASK_SET_TOLERANCE_DISTANCE
TASK_SOUND_DIE
TASK_SOUND_WAKE
TASK_SPECIAL_ATTACK1
TASK_SPECIAL_ATTACK2
TASK_START_TEMPORARY_RAGDOLL
TASK_STOP_MOVING
TASK_STORE_BESTSOUND_REACTORIGIN_IN_SAVEPOSITION
TASK_STORE_ENEMY_POSITION_IN_SAVEPOSITION

TASK_STORE_LASTPOSITION
TASK_STORE_POSITION_IN_SAVEPOSITION
TASK_SUGGEST_STATE
TASK_TARGET_BEST_DROPPED_ABILITY
TASK_TARGET_PLAYER
TASK_TURN_LEFT
TASK_TURN_RIGHT

TASK_USE_ABILITY

TASK_WAIT
TASK_WAIT_AS_RAGDOLL
TASK_WAIT_AT_PATHCORNER
TASK_WAIT_FACE_ENEMY
TASK_WAIT_FACE_ENEMY_RANDOM
TASK_WAIT_FOR_CLEAR_UNRAGDOLL
TASK_WAIT_FOR_DISPLACEMENT_FLINCH_TO_END
TASK_WAIT_FOR_MOVEMENT
TASK_WAIT_FOR_SPEAK_FINISH
TASK_WAIT_INDEFINITE
TASK_WAIT_PVS
TASK_WAIT_RANDOM
TASK_WAIT_UNTIL_FACING_LOOKTARGET
TASK_WAIT_UNTIL_NO_DANGER_SOUND
TASK_WALK_PATH
TASK_WALK_PATH_FOR_UNITS
TASK_WALK_PATH_TIMED
TASK_WANDER

TASKSTATUS_COMPLETE
TASKSTATUS_NEW
TASKSTATUS_RUN_MOVE
TASKSTATUS_RUN_MOVE_AND_TASK
TASKSTATUS_RUN_TASK

The amount of time after using this ability before it can be used again.
The amount of time after using this ability before the NPC is allowed to use *any* of its abilities.
The animgraph parameter that should be set on the NPC's animgraph after it performs this attack.
The animgraph parameter that should be set on the NPC's animgraph before it performs this attack, if it's not set already. If it's not set, it will be set, and the NPC will wait for the 'Pre-Attack Animgraph Finish Tag' to be fired by the animgraph before continuing.
The animgraph parameter that should be set on the NPC's animgraph when it performs this attack.

The animgraph status tag that will be set by the animgraph when it has finished performing the 'Pre-Attack Animgraph Parameter' step.

The animgraph status tag that will be waited for by the NPC when it has finished performing the attack.

The animgraph status tag that will be waited for by the NPC when it has finished performing the Post Attack animation step.

The enemy location that this ability will target when performing the ability. Last Seen Position is the last place we saw our enemy. Last Known Position is updated for a short time after lose sight of our enemy. So if our enemy ran around a corner, Last Seen Position would be right before they vanished around the corner, and Last Known Position would be around the corner and out of sight.

The enemy location that this ability will use when gathering conditions to determine whether or not it can be performed. Last Seen Position is the last place we saw our enemy. Last Known Position is updated for a short time after lose sight of our enemy. So if our enemy ran around a corner, Last Seen Position would be right before they vanished around the corner, and Last Known Position would be around the corner and out of sight.

The name of the first squad slot in a range of squad slots, one of which must be claimable to use this ability.

The name of the last squad slot in a range of squad slots, one of which must be claimable to use this ability. If this is left blank, it'll be considered as matching the 'Squad Slot Range Min', meaning the ability will use a single squad slot.

The NPC ability type to grant. Only grants it to NPCs which have been marked as being able to use this ability type.

The player weapon to grant.

The type of ammo to grant to a player or NPC. Only grants it to players/NPCs who can use that ammo type.

The view angle punch applied to the player when they receive this hit. Angle is specifed as Pitch / Yaw / Roll.

This grim indemnification scenario is presented merely as a thought provoking "what if". ARS is not responsible for any fright-induced heart stoppage resulting from its terrifying disclaimers.

turn_to_ash

UM_AchievementEvent
UM_AmmoDenied
UM_AnimGraphUpdate
UM_AudioParameter
UM_CameraTransition
UM_CloseCaption
UM_CloseCaptionDirect
UM_CloseCaptionPlaceholder
UM_ColoredText
UM_CommandQueueState
UM_CreditsMsg

UM_CurrentTimescale
UM_CustomGameEvent
UM_DesiredTimescale
UM_Fade
UM_GameTitle
UM_HapticsManagerEffect
UM_HapticsManagerPulse
UM_HudError
UM_HudMsg
UM_HudText
UM_ItemPickup
UM_MAX_BASE
UM_ParticleManager
UM_RequestState
UM_ResetHUD
UM_Rumble
UM_SayText
UM_SayText2
UM_SayTextChannel
UM_ScreenTilt
UM_SendAudio
UM_Shake
UM_ShakeDir
UM_ShowMenu
UM_TextMsg
UM_UpdateCssClasses
UM_VoiceMask

Value of the Int attribute to add to the ability model being dropped.
Variant_Entity
Variant_Float
Variant_Null
Variant_String
Variant_Vector

VDataAnimGraphParam(m_sModelName)
VDataAnimGraphTag(m_sModelName)
VDataChoice(scripts/npc_units.vdata)
VDataModelAttachment(m_sModelName)

weapon ammo empty
weapon ammo full
weapon ammo low
weapon can use

weapon has
weapon is
weapon pistol rifle
weapon selection visible is
WEAPON_ATTACKING
WEAPON_CLOSING
weapon_collision
WEAPON_IS_ACTIVE
WEAPON_IS_CARRIED_BY_PLAYER
weapon_mine
WEAPON_NOT_CARRIED
WEAPON_OPENING
WEAPON_READY_TO_ATTACK
WEAPON_SOUND_DOUBLE
WEAPON_SOUND_EMPTY
WEAPON_SOUND_IMPACT1
WEAPON_SOUND_MELEE_HIT
WEAPON_SOUND_MELEE_HIT_PLAYER
WEAPON_SOUND_MELEE_HIT_WORLD
WEAPON_SOUND_MELEE_MISS
WEAPON_SOUND_NEARLYEMPTY
WEAPON_SOUND_NUM_TYPES
WEAPON_SOUND_RELOAD
WEAPON_SOUND_SINGLE
WEAPON_SOUND_SPECIAL1
WEAPON_SOUND_SPECIAL2
WEAPON_SOUND_SPECIAL3
weapon_theirs
WeaponSound_t

What angle relative to the eyes direction does the target have to be in to use the ability?
When building a path to the target, avoid our enemy by this distance
When calculating the aim spread, should this ability apply the current aim refinement value of the wielding NPC?
When checking for flinch movement clearance, this is the minimum distance that must be clear for us to do a large flinch.
When checking for flinch movement clearance, this is the minimum distance that must be clear for us to do a small flinch. If this distance isn't clear, we'll choose a stationary flinch.
When cooling down yourself, or squadmates, if this name is specified, it will cool down all abilities with the same scope name. Useful to put all grenade throws on a shared cooldown for example.
When firing at the player, is this weapon allowed to miss and hit interesting targets nearby, for visual flair?

when hit by DMG_TMPRAGDOLL, this is the maximum amount of time this npc will stay in tmp ragdoll (scaled by damage)

when hit by DMG_TMPRAGDOLL, this is the minimum amount of time this npc will stay in tmp ragdoll (scaled by damage)

When pathing to the target, range tolerance

When triggered, it causes the ability to run ability-specific pre-triggering code. Used for two-stage hits (like a leap or spot where the attack commits to a direction before it's actually performed).

When triggered, the ability is used

When using smoothing, this is the min screenspace width it lets a rope shrink to

Width

WindThinkSource2EngineToServerStringTable001

World: Inhibit Combine Mines

World: Visually Interesting

World: Visually Interesting (Don't Aim)

World: Visually Interesting (Stealth)

World: Window

world_interactions

world_origin

WSM_AI

WSM_FORCED_HOLSTERED

WSM_FORCED_HOLSTERED_DESTROY

WSM_FORCED_UNHOLSTERED