

- Citadel
 - Abilities
 - A modifier will be added to our NPC when it finishes using this ability.
 - A modifier will be added to our NPC when it starts using this ability and removed once it finishes.
 - A modifier 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
 - Always Drop this ability.
 - Allows the ability to override body locations specified in the **owner NPC**
 - 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
 - Can this ability interrupt other schedules?
 - CBaseNPCAbility

- CBaseNPCAbilityVData
- CNPCAbilityModel
- CNPCAbilityModelVData
- Cooldown
- Couldn't create ability %s to give NPC %s.
- Does this ability operate on the current enemy?
- eAbilityDropBehavior_AddIntAttributeToAbilityModel
- eAbilityDropBehavior_CreateEntityBySubclass
- eAbilityDropBehavior_SetGravityScale
- eAbilityPickupBehavior_GrantDroppedAmmo
- eAbilityPickupBehavior_GrantDroppedNPCAbility
- eAbilityPickupBehavior_GrantPlayerWeapon
- eAbilityPickupBehavior_GrantSpecifiedAmmo
- eAbilityPickupBehavior_GrantSpecifiedNPCAbility
- 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.
- 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_A
S_LOCAL_PLAYER
- MODIFIER_SOUND_RECIPIENT_PARENT_ON_SAME_TEAM_AS_L
OCAL_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
- Must this ability be held (only 1 can be held at a time) to be active?
- Name of the Int attribute to add to the ability model being dropped.
- Name of the misc subclass to create
- 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
- NPCAbility
- NPCAbilityBodyLocationOverride_t
- NPCAbilityCategory_t
- NPCAbilityLOSMethod_t
- NPCAbilitySound_t
- NPCAbilityTaskHandling_t
- NPCAbilityTaskPhase_t
- NPCAbilityUsageQuery_t
- NPCAbilityUseTriggerBase_t
- 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.
- SCHED_ABILITY_ESTABLISH_LINE_OF_FIRE
- SCHED_ABILITY_FACE_TARGET
- SCHED_ABILITY_MOVE_TO_WITHIN_RANGE
- SCHED_AISCRIP

- 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?
- 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 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 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 specified as Pitch / Yaw / Roll.
- 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 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 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).
- Damage Types
 - 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
 - DAMAGEORDEATH_INTERRUPTABILITY
 - DEATH_INTERRUPTABILITY

- 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
- ENERGYBEAM
- Game Rules
 - Custom
 - custom_game_state_1
- NPC Navigation
 - AIP_CROUCHING
 - AIP_INDIFFERENT
 - AIP_PEEKING
 - AIP_STANDING
 - Allow_overhead
 - 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_OBSACLE_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
 -

- Melee
 - 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
- NPC Behavior
 - AIP_CROUCHING
 - AIP_INDIFFERENT
 - AIP_PEEKING
 - AIP_STANDING
 - 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 markedBody 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
 - as being able to use this ability type.
 - 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_SQUADSLLOT_INVALIDATED
- COND_TASK_FAILED
- Enable customized player sound playback
- 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
- 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.
- 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.
- 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
- 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
- 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
- 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
- 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
- Items
 - CNPCWeaponHitscan
 - CNPCWeaponHitscanVData
 - DESIREDWEAPONSTATE_HOLSTERED
 - DESIREDWEAPONSTATE_HOLSTERED_DESTROYED
 - DESIREDWEAPONSTATE_IGNORE
 - DESIREDWEAPONSTATE_UNHOLSTERED
 - Grant dropped ammo type
 - Grant dropped NPC ability
 - Grant specified ammo type
 - Grant specified NPC ability
 - Grant specified player weapon
 - Gravity
 - Grenade
 - Grenade.Explode
 - Grenades
 - 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
 - INTERNALWEAPONSTATE_CHANGING
 - INTERNALWEAPONSTATE_CHANGING_DESTROY
 - INTERNALWEAPONSTATE_HOLSTERED
 - INTERNALWEAPONSTATE_UNHOLSTERED

- 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
- WSM_AI
- WSM_FORCED_HOLSTERED
- WSM_FORCED_HOLSTERED_DESTROY
- WSM_FORCED_UNHOLSTERED
-
- Engine Systems
 - Bounce.Concrete

- Bounce.Flesh
- Bounce.Shell
- Bounce.ShotgunShell
- Bounce.Shrapnel
- Bounce.Wood
- D_COLOR_CORRECTION
- D_FILM_GRAIN
- D_MIRROR_HORIZONTAL
- D_MIRROR_VERTICAL
- D_VIGNETTE
- 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
- halfhealth
- has bit
- has prefix
- has weapon in slot
- health less than
- health percentage less than
- healthbar_position
- Seconds between drowning ticks
- Set the current quest name.
- Set the current quest phase.
- SetFOV
- SetMood
- SetQuestName
- SetQuestPhase
- Set Gravity Scale
- 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.

- - Bullet Penitrations
 - bulletPenetrationDamageModifier = 0.3
 - bulletPenetrationDistanceModifier = 0.5
 - BulletProof
 - CurrentSpeed: %.3f
 - Vehicles
 - CPlayer_VehicleServices *
 - Crashed!: speed %.2f, lastSpeed %.2f
- SteamPal Paint Game
 - CSteamPal_PaintableProp
 - CSteamPal_PaintStream
 - CSteamPal_PaintStreamPathNode
 - CSteamPal_PictureCard
 - **fan_end**
 - **fan_force**
 - **fan_origin**
 - **Fan_ramp_time**
 - **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**
- **Ported Source 1 Behavior**
 - 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_TRANSITION_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
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