

<b>Weapons</b>	
aifusetime	F_INT
projexplosionsound	F_LSTRING
projexplosionsoundplayer	F_LSTRING
projSmokeStartSound	F_LSTRING
projSmokeLoopSound	F_LSTRING
projSmokeEndSound	F_LSTRING
meleechargerange	F_FLOAT
meleelungerange	F_FLOAT
dogibbing	F_BYTE
dogibbingonmelee	F_BYTE
doannihilate	F_BYTE
doblowlback	F_BYTE
maxgibdistance	F_FLOAT
leftarc	F_FLOAT
rightarc	F_FLOAT
toparc	F_FLOAT
bottomarc	F_FLOAT
clipmodel	F_XMODEL
fightdist	F_FLOAT
maxdist	F_FLOAT
spinuptime	F_INT
spindowntime	F_INT
fuellife	F_INT
isboltaction	F_BYTE
isdisallowatmatchstart	F_BYTE
firesound	F_LSTRING
firesoundplayer	F_LSTRING
blocksprone	F_BYTE
iscliponly	F_BYTE
lockOnRadius	F_INT
lockOnLossRadius	F_INT
requirelockontofire	F_BYTE
setusedstat	F_BYTE
maxinstancesallowed	F_INT
isemp	F_BYTE
isflash	F_BYTE
isstun	F_BYTE
bulletImpactExplode	F_BYTE
doempdestroyfx	F_BYTE
dostun	F_BYTE

dodamagefeedback	F_BYTE
dohackedstats	F_BYTE
hackertriggerorigintag	F_LSTRING
spawnInfluencer	F_LSTRING
anyplayercanretrieve	F_BYTE
istacticalinsertion	F_BYTE
isvaluable	F_BYTE
destroyablebytrophysystem	F_BYTE
drawoffhandmodelinhand	F_BYTE
disallowatmatchstart	F_BYTE
nonstowedweapon	F_BYTE
isscavengable	F_BYTE
doesfiredamage	F_BYTE
ignoresflakjacket	F_BYTE
notkillstreak	F_BYTE
isgameplayweapon	F_BYTE
issupplydropweapon	F_BYTE
skipbattlechatterkill	F_BYTE
skipbattlechatterreload	F_BYTE
doNotDamageOwner	F_BYTE
destroysEquipment	F_BYTE
forcedamageshellshockandrumble	F_BYTE
isaikillstreakdamage	F_BYTE
ignoreteamkills	F_BYTE
teamkillpenaltyscale	F_FLOAT
vehicleprojectiledamagescalar	F_FLOAT
vehicleprojectilesplashdamagescalar	F_FLOAT
isballisticknife	F_BYTE
isperkbottle	F_BYTE
skiplowammovox	F_BYTE
isflourishweapon	F_BYTE
ishybridweapon	F_BYTE
disableDeploy	F_BYTE
issniperweapon	F_BYTE
ishacktoolweapon	F_BYTE
meleelgnoresLightArmor	F_BYTE
ignoresLightArmor	F_BYTE
ignoresPowerArmor	F_BYTE
soundRattleRangeMin	F_INT
soundRattleRangeMax	F_INT
grappleweapon	F_BYTE

burstCount	F_INT
weaponHeadObjectiveHeight	F_FLOAT
enemycrosshairrange	F_FLOAT
unlimiteddammo	F_BYTE
isnotdroppable	F_BYTE
damageAlwaysKillsPlayer	F_BYTE
damageToOwnerScalar	F_FLOAT
viewmodels	F_XMODEL
frontendmodel	F_XMODEL
worldmodel	F_XMODEL
worlddamagedmodel1	F_XMODEL
worlddamagedmodel2	F_XMODEL
worlddamagedmodel3	F_XMODEL
stowedmodel	F_XMODEL
shownenemyequip	F_BYTE
shownenemyexplo	F_BYTE
shownretrievable	F_BYTE
lockonminrange	F_INT
lockonscreenradius	F_INT
lockonanglehorizontal	F_FLOAT
lockonanglevertical	F_FLOAT
lockonlossanglehorizontal	F_FLOAT
lockonlossanglevertical	F_FLOAT
isvalid	F_INT
rootweapon	F_INT
attachments	F_INT
supportedattachments	F_INT
startammo	F_INT
maxammo	F_INT
guidedmissiletype	F_INT
lockontype	F_INT
isrocketlauncher	F_BYTE
lockonSeekerSearchSound	F_LSTRING
lockonSeekerSearchSoundLoops	F_BYTE
lockonSeekerLockedSound	F_LSTRING
lockonSeekerLockedSoundLoops	F_BYTE
lockonTargetLockedSound	F_LSTRING
lockonTargetLockedSoundLoops	F_BYTE
lockonTargetFiredOnSound	F_LSTRING
lockonTargetFiredOnSoundLoops	F_BYTE
forceDamageHitLocation	F_BYTE

type	F_INT
isbulletweapon	F_INT
isgrenadeweapon	F_INT
isprojectileweapon	F_INT
isgasweapon	F_INT
isriotshield	F_INT
weapclass	F_INT
iskillstreak	F_INT
iscarriedkillstreak	F_BYTE
offhandclass	F_INT
offhandslot	F_INT
islethalgrenade	F_INT
istacticalgrenade	F_INT
isequipment	F_INT
isspecificuse	F_INT
inventorytype	F_INT
isprimary	F_INT
isitem	F_INT
isaltmode	F_INT
projexplosiontype	F_INT
isgadget	F_INT
isheroweapon	F_INT
gadget_heroversion_2_0	F_BYTE
gadget_breadcrumbduration	F_INT
gadget_flickerondamage	F_INT
gadget_flickeronpowerloss	F_INT
gadget_flickeronpowerlow	F_INT
gadget_max_hitpoints	F_INT
gadget_power_consume_on_ammo_use	F_BYTE
gadget_powermoveless	F_INT
gadget_powermovespeed	F_FLOAT
gadget_powergainscorefactor	F_FLOAT
gadget_powergainscoreignoreself	F_BYTE
gadget_powergainscoreignorewhenactive	F_BYTE
gadget_powerofflossondamage	F_FLOAT
gadget_poweronlossondamage	F_FLOAT
gadget_powerreplenishfactor	F_FLOAT
gadget_power_reset_on_spawn	F_BYTE
gadget_power_reset_on_class_change	F_BYTE
gadget_power_reset_on_team_change	F_BYTE
gadget_power_reset_on_round_switch	F_BYTE

gadget_power_round_end_active_penalty	F_BYTE
gadget_power_usage_rate	F_FLOAT
gadget_powertakedowngain	F_INT
gadget_takedownrevealtime	F_INT
gadget_type	F_INT
gadget_shieldreflectpowergain	F_INT
gadget_shieldreflectpowerloss	F_INT
gadget_shockfield_radius	F_FLOAT
gadget_shockfield_damage	F_FLOAT
gadget_turnoff_onempjammed	F_BYTE
name	F_LSTRING
displayname	F_LSTRING
firetype	F_INT
isfullauto	F_BYTE
issemiauto	F_BYTE
isburstfire	F_BYTE
isstackedfire	F_BYTE
isalllockedfire	F_BYTE
ischargeshot	F_BYTE
islauncher	F_BYTE
clipsize	F_INT
shotcount	F_INT
ismeleeweapon	F_BYTE
deathcamtime	F_INT
firetime	F_INT
reloadtime	F_INT
meleetime	F_INT
meleepowertime	F_INT
meleepowertimeLeft	F_INT
meleechargetime	F_INT
meleedamage	F_INT
altweapon	F_OBJECT
statindex	F_INT
dualwieldweapon	F_OBJECT
isdualwield	F_BYTE
fusetime	F_INT
istimeddetonation	F_BYTE
allowsDetonationDuringReload	F_BYTE
proximitydetonation	F_INT
proximityalarminnerradius	F_INT
proximityalarmouterradius	F_INT

proximityalarmactivationdelay	F_INT
chaineventradius	F_INT
chaineventtime	F_INT
chaineventmax	F_INT
cookoffholdtime	F_INT
multidetonation	F_INT
multidetonationfragmentspeed	F_INT
explosionradius	F_INT
explosioninnerradius	F_INT
lockonmaxrange	F_INT
lockonmaxrangenolineofsight	F_INT
lockonspeed	F_INT
ammocountequipment	F_INT
gadget_powersprintloss	F_INT
gadget_pulse_duration	F_INT
gadget_pulse_margin	F_INT
gadget_pulse_max_range	F_INT
gadget_powermax	F_INT
weaponstarthitpoints	F_INT
weapondamage1hitpoints	F_INT
weapondamage2hitpoints	F_INT
weapondamage3hitpoints	F_INT
nohitmarker	F_BYTE
specialpain	F_BYTE
decoy	F_BYTE
altoffhand	F_BYTE
dniweapon	F_BYTE
pickupsound	F_INT
pickupsoundplayer	F_INT
gadgetreadysound	F_INT
gadgetreadysoundplayer	F_INT
burnDuration	F_INT
burnDamageInterval	F_INT
burnDamage	F_INT
explosionInnerDamage	F_INT
explosionOuterDamage	F_INT

<b>CG DynEnt</b>	
origin	F_VECTOR
health	F_INT
targetname	F_STRING
target	F_STRING

<b>CG Cent</b>	
origin	F_VECTOR
angles	F_VECTOR
weapon	F_WEAPON
targetname	F_STRING
type	F_STRING
model	F_STRING
eflags	F_INT
eflags2	F_INT
team	F_STRING
name	F_STRING
owner	F_ENTITY
localclientnum	F_INT
ignoreragdoll	F_INT
notifyonbulletimpact	F_INT
waterdisturbance	F_INT
score	0
downs	0
revives	0
deaths	0
assists	0
headshots	0
archetype	0
destructibledef	0
gibdef	0
fxdef	0
deathFxDef	0
altFxDef1	0
altFxDef2	0
altFxDef3	0
altFxDef4	0
altFxDef5	0
altFxDef6	0
species	F_STRING
isdog	F_INT
maturegib	F_INT
restrictedgib	F_INT
missingLegs	F_INT
enemy	F_ENTITY
head	F_STRING
hatmodel	F_STRING



torsoDmg1	F_STRING
torsoDmg2	F_STRING
torsoDmg3	F_STRING
torsoDmg4	F_STRING
torsoDmg5	F_STRING
legDmg1	F_STRING
legDmg2	F_STRING
legDmg3	F_STRING
legDmg4	F_STRING
vehicletype	F_LSTRING
scriptvehicletype	F_STRING
vehicleclass	F_LSTRING
treadfxnamearray	F_LSTRING
peelffxnamearray	F_LSTRING
skidfxnamearray	F_LSTRING
surfacefxdeftype	F_LSTRING
sounddef	F_LSTRING
exhaustfxname	F_FX
exhaustfxtag1	F_STRING
exhaustfxtag2	F_STRING
shootshock	F_LSTRING
rumbletype	F_LSTRING
rumblescale	F_FLOAT
rumbleduration	F_FLOAT
rumbleradius	F_FLOAT
rumblebasetime	F_FLOAT
rumbleadditionaltime	F_FLOAT
deathfxname	F_FX
deathfxtag	F_STRING
deathfxsound	F_LSTRING
deathquakescale	F_FLOAT
deathquakeduration	F_FLOAT
deathquakeradius	F_FLOAT
lightfxnamearray	F_FX
lightfxtagarray	F_STRING
scriptbundlesettings	F_STRING
vehicleridersbundle	F_STRING
lightCollisionSpeed	F_FLOAT
lightCollisionRumble	F_RUMBLE
heavyCollisionSpeed	F_FLOAT
heavyCollisionRumble	F_RUMBLE

jumpLandingRumble	F_RUMBLE
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<b>Actor</b>	
type	F_INT
isdog	F_INT
missinglegs	F_INT
accuracy	F_FLOAT
perfectaim	F_BYTE
blindaim	F_BYTE
holdfire	F_BYTE
forcefire	F_BYTE
interval	F_FLOAT
damagetaken	F_INT
damagedir	F_VECTOR
damageyaw	F_INT
damagelocation	F_STRING
damageweapon	F_WEAPON
damagemod	F_STRING
proneok	F_INT
walkdist	F_FLOAT
dontavoidplayer	F_INT
desiredangle	F_FLOAT
newenemyreactionpos	F_VECTOR
newenemyreaction	F_BYTE
newenemyreactiondistsq	F_FLOAT
ignoresuppression	F_INT
suppressionwait	F_INT
suppressionduration	F_INT
suppressionstarttime	F_INT
suppressionmeter	F_FLOAT
weapon	F_WEAPON
secondaryweapon	F_WEAPON
primaryweapon	F_WEAPON
sidearm	F_WEAPON
meleeweapon	F_WEAPON
ammopouch	F_WEAPON
grenadeawareness	F_FLOAT
grenade	F_ENTHANDLE
grenadeweapon	F_WEAPON
grenadeammo	F_INT
grenadethrowback	F_INT
allowpain	F_BYTE
blockingpain	F_BYTE

diequietly	F_BYTE
skipDeath	F_BYTE
skipAutoRagdoll	F_BYTE
doingambush	F_BYTE
combatmode	F_INT
alertlevel	F_INT
alertlevelint	F_INT
awarenesslevelcurrent	F_INT
awarenesslevelprevious	F_INT
ignoretriggers	F_INT
pushable	F_INT
enableterrainik	F_INT
noplayermeleeblood	F_INT
clamptonavmesh	F_INT
gibbed	F_INT
groundrelativepose	F_INT
dropweapon	F_INT
groundtype	F_STRING
properName	F_STRING
scriptstate	F_STRING
lastscriptstate	F_STRING
statechangereason	F_STRING
nodeoffsetpos	F_VECTOR
pathstartpos	F_VECTOR
pathgoalpos	F_VECTOR
pathrandompercent	F_INT
usechokepoints	F_BYTE
lastenemysightpos	F_VECTOR
pathenemylookahead	F_FLOAT
pathenemyfightdist	F_FLOAT
ignorepathenemyfightdist	F_BYTE
ignorerunandgundist	F_BYTE
runandgundist	F_FLOAT
meleeattackdist	F_FLOAT
movemode	F_STRING
usecombatscriptatcover	F_BYTE
safetochangescript	F_BYTE
usegoalanimweight	F_BYTE
keepclaimednode	F_BYTE
keepclaimednodeifvalid	F_BYTE
coversearchinterval	F_INT

nextFindBestCoverTime	F_INT
badplaceawareness	F_FLOAT
nogrenaderreturnthrow	F_BYTE
goodshootpos	F_VECTOR
goodshootposvalid	F_BYTE
flashbangimmunity	F_INT
lookaheaddir	F_VECTOR
lookaheaddist	F_FLOAT
prevanimdelta	F_VECTOR
exposedduration	F_INT
pathwaittime	F_INT
lastpathtime	F_INT
isarriving	F_INT
isarrivalpending	F_BYTE
engagemindist	F_FLOAT
engageminfallodist	F_FLOAT
engagemaxdist	F_FLOAT
engagemaxfallodist	F_FLOAT
finalaccuracy	F_FLOAT
noattackeraccuracy	F_BYTE
maxfaceenemydist	F_FLOAT
prevrelativedir	F_BYTE
relativedir	F_BYTE
gunblockedbywall	F_BYTE
fixedlinkyawonly	F_INT
weaponaccuracy	F_FLOAT
movementtype	F_STRING
arrivalfinalpos	F_VECTOR
exitPos	F_VECTOR
predictedExitPos	F_VECTOR
predictedArrivalDirectionValid	F_BYTE
arrivalfinalyaw	F_FLOAT
firemode	F_INT
traversestartnode	F_PATHNODE
traversalstartdist	F_FLOAT
traverseendnode	F_PATHNODE
traversalendpos	F_VECTOR
manualtraversemode	F_BYTE
script_accuracy	F_FLOAT
bulletsinclip	F_INT
actor_id	F_INT

animtranslationscale	F_FLOAT
pathablematerial	F_INT
hero	F_BYTE
canflank	F_BYTE
accuratefire	F_BYTE
aggressivemode	F_BYTE

<b>Client</b>	
playername	0
sessionteam	0
name	0
maxhealth	F_INT
weaponhealth	0
hasspyplane	F_INT
hassatellite	F_INT
disallowvehicleusage	F_INT
downs	F_INT
revives	F_INT
kills	F_INT
deaths	F_INT
assists	F_INT
defends	F_INT
plants	F_INT
defuses	F_INT
returns	F_INT
captures	F_INT
objtime	F_INT
destructions	F_INT
disables	F_INT
escorts	F_INT
carries	F_INT
throws	F_INT
survived	F_INT
stabs	F_INT
tomahawks	F_INT
humiliated	F_INT
x2score	F_INT
headshots	F_INT
agrkills	F_INT
hacks	F_INT
pointstowin	F_INT
killsconfirmed	F_INT
killsdenied	F_INT
shotsmissed	F_INT
shotshit	F_INT
victory	F_INT
sptimeplayed	F_INT
incaps	F_INT

gems	F_INT
skulls	F_INT
chickens	F_INT
killcamentity	F_INT
killcamtargetentity	F_INT
killcamweapon	F_WEAPON
killcammod	F_INT
spectatekillcam	F_INT
score	F_INT
sessionstate	0
statusicon	0
spectatorclient	F_INT
currentspectatingclient	F_INT
archivetime	F_FLOAT
psoffsettime	F_INT
pers	F_OBJECT
usingvehicle	F_BITFLAG
vehicleposition	F_INT
headicon	0
momentum	F_INT
divetoprone	F_BITFLAG64
sprinting	F_BITFLAG64
animViewUnlock	F_BITFLAG
animInputUnlock	F_BITFLAG
animNoClientTransform	F_BITFLAG
topdowncamera	F_BITFLAG64
groundentity	F_ENTITY
viewlockedentity	F_ENTITY
cursorhintent	F_ENTITY
useholdent	F_ENTITY
groundsurfacetype	0
lookatent	F_ENTHANDLE
chargeshotlevel	F_INT
lockonentity	F_ENTITY
pivotentity	F_ENTITY
lastdamagetime	F_INT
cleandeposits	F_INT
cleandenies	F_INT



<b>HudElem</b>	
x	F_FLOAT
y	F_FLOAT
z	F_FLOAT
fontscale	F_FLOAT
font	F_INT
alignx	F_INT
aligny	F_INT
horzalign	F_INT
vertalign	F_INT
color	F_INT
alpha	F_INT
label	F_INT
sort	F_FLOAT
foreground	F_INT
hidewhendead	F_INT
hidewheninkillcam	F_INT
hidewhenindemo	F_INT
immunetodemogamehudsettings	F_INT
immunetodemofreecamera	F_INT
hidewhileremotecontrolling	F_INT
hidewheninmenu	F_INT
hidewheninscope	F_INT
fadewhentargeted	F_INT
fontstyle3d	F_INT
font3duseglowcolor	F_INT
glowcolor	F_INT
glowalpha	F_INT
archived	F_INT
showplayerteamhudelemntospectator	F_INT

<b>Vehicle</b>	
targetname	F_STRING
target	F_STRING
target2	F_STRING
script_linkname	F_STRING
script_noteworthy	F_STRING
origin	F_VECTOR
angles	F_VECTOR
speed	F_FLOAT
radius	F_FLOAT
lookahead	F_FLOAT
tension	F_FLOAT
spawnflags	F_INT
origin	F_VECTOR
radius	F_FLOAT
height	F_FLOAT
vehicleclass	F_STRING
vehicletype	F_LSTRING
scriptvehicletype	F_STRING
playerdrivenversion	F_STRING
vehspeed	F_FLOAT
velocity	F_VECTOR
radius	0
height	0
turretrotscale	F_FLOAT
accuracy_turret	F_FLOAT
accuracy_gunner1	F_FLOAT
accuracy_gunner2	F_FLOAT
accuracy_gunner3	F_FLOAT
accuracy_gunner4	F_FLOAT
vehmodel	F_XMODEL
vehmodelenemy	F_XMODEL
deathmodel	F_XMODEL
vehviewmodel	F_XMODEL
modelswapdelay	F_FLOAT
radiusdamagemin	F_FLOAT
radiusdamagemax	F_FLOAT
radiusdamageradius	F_FLOAT
shootshock	F_LSTRING
rumbletype	F_LSTRING
rumblescale	F_FLOAT

rumbleduration	F_FLOAT
rumbleradius	F_FLOAT
rumblebasetime	F_FLOAT
rumbleadditionaltime	F_FLOAT
healthdefault	F_INT
turretweapon	F_WEAPON
addtocompass	F_INT
isphysicsvehicle	F_INT
pathpos	F_VECTOR
pathlookpos	F_VECTOR
pathwidth	F_FLOAT
pathwidthlookaheadfrac	F_FLOAT
pathdistancetraveled	F_FLOAT
heliheightlockoffset	F_FLOAT
drivebysoundtime0	F_FLOAT
drivebysoundtime1	F_FLOAT
scriptbundlesettings	F_STRING
assassinationbundle	F_STRING
vehicleridersbundle	F_STRING
vehicleridersrobotbundle	F_STRING
vehkilloccupantsondeath	F_BITFLAG
vehunlinkoccupantsondeath	F_BITFLAG
vehcheckforpredictedcrash	F_BITFLAG
vehonpath	F_BITFLAG
vehaircraftcollisionenabled	F_BITFLAG
turretontarget	F_BITFLAG
turretonvistarget	F_BITFLAG
gunner1ontarget	F_BITFLAG
gunner2ontarget	F_BITFLAG
physicslaunchdeathscale	F_FLOAT
jumpforce	F_FLOAT
predictedCollisionTime	F_FLOAT
glasscollision_alt	F_BITFLAG
vehicleclass	F_STRING
vehicletype	F_LSTRING
scriptvehicletype	F_STRING
playerdrivenversion	F_STRING
vehspeed	F_FLOAT
velocity	F_VECTOR
radius	0
height	0

turretrotscale	F_FLOAT
accuracy_turret	F_FLOAT
accuracy_gunner1	F_FLOAT
accuracy_gunner2	F_FLOAT
accuracy_gunner3	F_FLOAT
accuracy_gunner4	F_FLOAT
vehmodel	F_XMODEL
vehmodelenemy	F_XMODEL
deathmodel	F_XMODEL
vehviewmodel	F_XMODEL
modelswapdelay	F_FLOAT
radiusdamagemin	F_FLOAT
radiusdamagemax	F_FLOAT
radiusdamageradius	F_FLOAT
shootshock	F_LSTRING
rumbletype	F_LSTRING
rumblescale	F_FLOAT
rumbleduration	F_FLOAT
rumbleradius	F_FLOAT
rumblebasetime	F_FLOAT
rumbleadditionaltime	F_FLOAT
healthdefault	F_INT
turretweapon	F_WEAPON
addtocompass	F_INT
isphysicsvehicle	F_INT
pathpos	F_VECTOR
pathlookpos	F_VECTOR
pathwidth	F_FLOAT
pathwidthlookaheadfrac	F_FLOAT
pathdistancetraveled	F_FLOAT
heliheightlockoffset	F_FLOAT
drivebysoundtime0	F_FLOAT
drivebysoundtime1	F_FLOAT
scriptbundlesettings	F_STRING
assassinationbundle	F_STRING
vehicleridersbundle	F_STRING
vehicleridersrobotbundle	F_STRING
vehkilloccupantsondeath	F_BITFLAG
vehunlinkoccupantsondeath	F_BITFLAG
vehcheckforpredictedcrash	F_BITFLAG
vehonpath	F_BITFLAG

vehaircraftcollisionenabled	F_BITFLAG
turretontarget	F_BITFLAG
turretonvistarget	F_BITFLAG
gunner1ontarget	F_BITFLAG
gunner2ontarget	F_BITFLAG
physicslaunchdeathscale	F_FLOAT
jumpforce	F_FLOAT
predictedCollisionTime	F_FLOAT
glasscollision_alt	F_BITFLAG

<b>Ent</b>	
aitype	0
aitypevariant	0
angles	F_VECTOR
animname	F_STRING
archetype	0
scoretype	0
birthtime	F_INT
classname	F_STRING
count	F_INT
dmg	F_INT
health	F_INT
index	F_INT
item	F_WEAPON
lerp_to_lighter	F_FLOAT
lerp_to_darker	F_FLOAT
model	F_XMODEL_INDEX
origin	F_VECTOR
script_animname	F_STRING
script_noteworthy	F_STRING
spawnflags	F_INT
takedamage	F_BYTE
allowdeath	0
target	F_STRING
targetname	F_STRING
team	F_INT

<b>Pathnode</b>	
targetname	F_STRING
target	F_STRING
animscript	F_STRING
script_linkname	F_STRING
script_noteworthy	F_STRING
origin	F_VECTOR
angles	F_VECTORHACK
spawnflags	F_INT
movementtype_ignore	F_INT
movementtype_require	F_INT
type	F_INT
suspended	F_BITFLAG
cost_modifier	F_FLOAT

<b>SentiEnt</b>	
script_owner	F_ENTHANDLE
threatbias	F_INT
threatbiasgroup	F_INT
attacker	F_ENTHANDLE
attackercount	F_INT
node	F_PATHNODE
prevnode	F_PATHNODE
enemy	F_ENTHANDLE
enemylastseenpos	F_VECTOR
scriptenemy	F_ENTHANDLE
scriptenemytag	F_STRING
syncedmeleetarget	F_ENTHANDLE
ignoreme	F_BYTE
ignoreall	F_BYTE
ignoreforfriendlyfire	F_BYTE
ignorevortices	F_BYTE
maxvisibledist	F_FLOAT
maxseenfovcosine	F_FLOAT
maxseenfovcosinez	F_FLOAT
silentshot	F_BYTE
surprisedbymedistsq	F_FLOAT
attackeraccuracy	F_FLOAT
ignorenavmeshtriggers	F_BYTE
ignorebulletdamage	F_BYTE
turretinvulnerability	F_BYTE
inmeleecharge	F_BYTE
updatesight	F_BYTE
fovcosine	F_FLOAT
fovcosinebusy	F_FLOAT
fovcosinez	F_FLOAT
maxsightdistsqrd	F_FLOAT
sightlatency	F_INT
ignoreclosefoliage	F_INT
pacifist	F_INT
pacifistwait	F_INT
goodenemyonly	F_INT
ignoreexplosionevents	F_BYTE
favoriteenemy	F_SENTIENTHANDLE
highlyawareradius	F_FLOAT
drawoncompass	F_INT



activatecrosshair	F_INT
attackercountthreatscale	F_FLOAT
currentenemythreatscale	F_FLOAT
recentattackerthreatscale	F_FLOAT
coverthreatscale	F_FLOAT
goalradius	F_FLOAT
goalheight	F_FLOAT
goalpos	F_VECTOR
goalent	F_ENTHANDLE
goalforced	F_BYTE
fixednode	F_BYTE
fixednodesaferadius	F_FLOAT
goalangle	F_VECTOR
isatanchor	F_BYTE