

Location	File	FunctionName
..\Data\Battle\Scripts	\$DEFAULT.BSF	No functions in file
..\Data\Battle\Scripts	Assault.BSF	FUNCTION UNIT_ASSAULT(me, unit)
..\Data\Battle\Scripts	Assault.BSF	FUNCTION CHECK_UNIT_ASSAULT(me, unit)
..\Data\Battle\Scripts	Assault.BSF	FUNCTION UISETUP_UNIT_ASSAULT( me, tilex, tiley)
..\Data\Battle\Scripts	Assault.BSF	FUNCTION UIBUTTON_UNIT_ASSAULT(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	bulldoze.BSF	FUNCTION ALL_BULLDOZE(me, unit, tilex, tiley)
..\Data\Battle\Scripts	bulldoze.BSF	FUNCTION CHECK_ALL_BULLDOZE(me, unit, tilex, tiley)
..\Data\Battle\Scripts	bulldoze.BSF	FUNCTION UISETUP_ALL_BULLDOZE()
..\Data\Battle\Scripts	bulldoze.BSF	FUNCTION UIBUTTON_ALL_BULLDOZE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Callbacks.BSF	FUNCTION MOVE_SHOW_CALLBACK(me, ap)
..\Data\Battle\Scripts	Callbacks.BSF	FUNCTION TryUnitUnload(id, x, y)
..\Data\Battle\Scripts	Callbacks.BSF	FUNCTION KILL_CALLBACK(id, side)
..\Data\Battle\Scripts	Fire_AP.BSF	function DrawFireButton (me, x,y,width, height, tilex, tiley, aimedShot)
..\Data\Battle\Scripts	Fire_AP.BSF	function MakeUnitFire (me, unit, aimedShot)
..\Data\Battle\Scripts	Fire_AP.BSF	function CalculateFireCost (me, unit, reaction)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION UISETUP_UNIT_AIMEDFIREAP(me, x, y, width, height, tilex, tiley)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION UISETUP_UNIT_FIREAP(me, x, y, width, height, tilex, tiley)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION UIBUTTON_UNIT_FireAP(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION UIBUTTON_UNIT_AimedFireAP(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION Unit_FireAP(me, unit)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION Unit_AimedFireAP(me, unit)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION CHECK_UNIT_FIREAP(me, unit, tilex, tiley, reaction, aimedShot)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION CHECK_UNIT_AimedFireAP(me, unit, tilex, tiley, reaction)
..\Data\Battle\Scripts	Fire_AP.BSF	FUNCTION REACT_UNIT_FIREAP(me, unit)
..\Data\Battle\Scripts	Fire_HE.BSF	FUNCTION SetFireHEString(me, tilex, tiley)
..\Data\Battle\Scripts	Fire_HE.BSF	FUNCTION UISETUP_UNIT_FIREHE(me, tilex, tiley)
..\Data\Battle\Scripts	Fire_HE.BSF	FUNCTION UIBUTTON_UNIT_FireHE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Fire_HE.BSF	FUNCTION Unit_FireHE(me, unit)
..\Data\Battle\Scripts	Fire_HE.BSF	FUNCTION CHECK_UNIT_FIREHE(me, unit, tilex, tiley, reaction)
..\Data\Battle\Scripts	Fire_HE.BSF	FUNCTION REACT_UNIT_FIREHE(me, unit)
..\Data\Battle\Scripts	FireLogic_AP.BSF	FUNCTION SetFireHEString(me, tilex, tiley)
..\Data\Battle\Scripts	FireLogic_AP.BSF	FUNCTION UISETUP_UNIT_FIREHE(me, tilex, tiley)
..\Data\Battle\Scripts	FireLogic_AP.BSF	FUNCTION UIBUTTON_UNIT_FireHE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	FireLogic_AP.BSF	FUNCTION Unit_FireHE(me, unit)
..\Data\Battle\Scripts	FireLogic_AP.BSF	FUNCTION CHECK_UNIT_FIREHE(me, unit, tilex, tiley, reaction)
..\Data\Battle\Scripts	FireLogic_AP.BSF	FUNCTION REACT_UNIT_FIREHE(me, unit)
..\Data\Battle\Scripts	FireLogic_HE.BSF	function CalculateDamageHE(me, unit, test)
..\Data\Battle\Scripts	FireLogic_HE.BSF	function CalculateAttackHE(me, unit, suppression, x, y, flameDamage)
..\Data\Battle\Scripts	flame.bsf	function CalculateDamageHE(me, unit, test)
..\Data\Battle\Scripts	flame.bsf	function CalculateAttackHE(me, unit, suppression, x, y, flameDamage)
..\Data\Battle\Scripts	Helpers.bsf	FUNCTION HELPER_TILE_TOOLTIP(terrain, tilex, tiley, side)

Location	File	FunctionName
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION UNIT_HOLDFIRE(me)
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION DEPLOYCHECK_UNIT_HOLDFIRE(me, unit)
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION CHECK_UNIT_HOLDFIRE(me, unit)
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION UISETUP_UNIT_HOLDFIRE()
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION UIBUTTON_UNIT_HOLDFIRE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION UNIT_CANCELHOLDFIRE(me)
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION DEPLOYCHECK_UNIT_CANCELHOLDFIRE(me, unit)
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION CHECK_UNIT_CANCELHOLDFIRE(me, unit)
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION UISETUP_UNIT_CANCELHOLDFIRE()
..\Data\Battle\Scripts	HoldFire.BSF	FUNCTION UIBUTTON_UNIT_CANCELHOLDFIRE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	IndirectFire.BSF	FUNCTION UISETUP_ALL_INDIRECT_FIRE(me, tilex, tiley)
..\Data\Battle\Scripts	IndirectFire.BSF	FUNCTION UIBUTTON_ALL_INDIRECT_FIRE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	IndirectFire.BSF	FUNCTION ALL_INDIRECT_FIRE(me, tilex, tiley)
..\Data\Battle\Scripts	IndirectFire.BSF	FUNCTION CHECK_ALL_INDIRECT_FIRE(me, tilex,tiley, unit)
..\Data\Battle\Scripts	IndirectFireLogic.bsf	FUNCTION IndirectFireGetSpread(me, x, y)
..\Data\Battle\Scripts	IndirectFireLogic.bsf	function IndirectFireAttack (me, x, y)
..\Data\Battle\Scripts	Init.BSF	function INIT_UnitData(me)
..\Data\Battle\Scripts	keys.bsf	FUNCTION KEYBOARD_LOS(me, key)
..\Data\Battle\Scripts	keys.bsf	FUNCTION KEYBOARD_DEBUG(me, key)
..\Data\Battle\Scripts	Load.BSF	FUNCTION UNIT_LOAD(me, tilex, tiley, unit)
..\Data\Battle\Scripts	Load.BSF	FUNCTION CHECK_UNIT_LOAD(me, unit, tilex, tiley)
..\Data\Battle\Scripts	Load.BSF	FUNCTION UISETUP_UNIT_LOAD(me, tilex, tiley)
..\Data\Battle\Scripts	Load.BSF	FUNCTION UIBUTTON_UNIT_LOAD(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Load.BSF	FUNCTION ALL_UNLOAD(me, tilex, tiley)
..\Data\Battle\Scripts	Load.BSF	FUNCTION CHECK_ALL_UNLOAD(me, tilex, tiley)
..\Data\Battle\Scripts	Load.BSF	FUNCTION UISETUP_ALL_UNLOAD(me, tilex, tiley)
..\Data\Battle\Scripts	Load.BSF	FUNCTION UIBUTTON_ALL_UNLOAD(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Move.BSF	FUNCTION ALL_Move(me, tilex, tiley)
..\Data\Battle\Scripts	Move.BSF	FUNCTION CHECK_ALL_MOVE(me, tilex, tiley, force)
..\Data\Battle\Scripts	Move.BSF	FUNCTION MakeMoveTooltip(me, tilex, tiley, cost, sneak)
..\Data\Battle\Scripts	Move.BSF	FUNCTION UISETUP_ALL_MOVE(me, tilex, tiley)
..\Data\Battle\Scripts	Move.BSF	FUNCTION UIBUTTON_ALL_MOVE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Overrun.BSF	FUNCTION UNIT_OVERRUN(me, unit)
..\Data\Battle\Scripts	Overrun.BSF	FUNCTION CHECK_UNIT_OVERRUN(me, unit)
..\Data\Battle\Scripts	Overrun.BSF	FUNCTION UISETUP_UNIT_OVERRUN(me, tilex, tiley)
..\Data\Battle\Scripts	Overrun.BSF	FUNCTION UIBUTTON_UNIT_OVERRUN(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Scout.bsf	FUNCTION ALL_SCOUT(me)
..\Data\Battle\Scripts	Scout.bsf	FUNCTION CHECK_ALL_SCOUT(me, tilex, tiley)
..\Data\Battle\Scripts	Scout.bsf	FUNCTION UISETUP_ALL_SCOUT()
..\Data\Battle\Scripts	Scout.bsf	FUNCTION UIBUTTON_ALL_SCOUT(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	SneakMode.BSF	FUNCTION ALL_SNEAKMODE(me, tilex, tiley)

Location	File	FunctionName
..\Data\Battle\Scripts	SneakMode.BSF	FUNCTION CHECK_ALL_SNEAKMODE(me, tilex, tiley)
..\Data\Battle\Scripts	SneakMode.BSF	FUNCTION UISETUP_ALL_SNEAKMODE(me, tilex, tiley)
..\Data\Battle\Scripts	SneakMode.BSF	FUNCTION UIBUTTON_ALL_SNEAKMODE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Sniper.BSF	FUNCTION SniperAttack (me, unit, tilex, tiley)
..\Data\Battle\Scripts	Sniper.BSF	FUNCTION SetSniperString(me, tilex, tiley)
..\Data\Battle\Scripts	Sniper.BSF	FUNCTION UISETUP_UNIT_SNIPER(me, tilex, tiley)
..\Data\Battle\Scripts	Sniper.BSF	FUNCTION UIBUTTON_UNIT_SNIPER(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	Sniper.BSF	FUNCTION Unit_SNIPER(me, unit, tilex, tiley)
..\Data\Battle\Scripts	Sniper.BSF	FUNCTION CHECK_UNIT_SNIPER(me, unit, tilex, tiley)
..\Data\Battle\Scripts	StartTurn.BSF	function StartTurn(me)
..\Data\Battle\Scripts	SuppressionFire.BSF	FUNCTION SUPPRESSION_SINGLE_SHOT(me, tilex, tiley, unit)
..\Data\Battle\Scripts	SuppressionFire.BSF	FUNCTION TILE_SUPPRESSION_FIRE(me, tilex, tiley, unit)
..\Data\Battle\Scripts	SuppressionFire.BSF	FUNCTION CHECK_TILE_SUPPRESSION_FIRE(me, tilex, tiley)
..\Data\Battle\Scripts	SuppressionFire.BSF	FUNCTION UISETUP_TILE_SUPPRESSION_FIRE(me, tilex, tiley)
..\Data\Battle\Scripts	SuppressionFire.BSF	FUNCTION UIBUTTON_TILE_SUPPRESSION_FIRE(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	trigger.bsf	FUNCTION CUSTOM_TRIGGER(me, man, a, b, c)
..\Data\Battle\Scripts	Turn.BSF	FUNCTION ALL_TURN(me, tilex, tiley)
..\Data\Battle\Scripts	Turn.BSF	FUNCTION DEPLOYCHECK_ALL_TURN(me, unit, tilex, tiley)
..\Data\Battle\Scripts	Turn.BSF	FUNCTION CHECK_ALL_TURN(me, unit, tilex, tiley)
..\Data\Battle\Scripts	Turn.BSF	FUNCTION UISETUP_ALL_TURN()
..\Data\Battle\Scripts	Turn.BSF	FUNCTION UIBUTTON_ALL_TURN(me, x,y,width, height, tilex, tiley)
..\Data\Battle\Scripts	UI.BSF	FUNCTION DrawSelectedUI(me)
..\Data\Battle\Scripts	UI.BSF	FUNCTION DrawTargetUI(me, target)
..\Data\Battle\Scripts	UI.BSF	FUNCTION DrawForceSelectionUI(me)
..\Data\Battle\Scripts	UI.BSF	FUNCTION DrawUIRatings(left, top, me)
..\Data\Battle\Scripts	UI.BSF	FUNCTION DrawUIShotsLeft(left, top, me)
..\Data\Battle\Scripts	UI.BSF	FUNCTION UIMakeLoadedUnitTooltip(loaded)
..\Data\Scripts	AirStrike.BSF	FUNCTION AAFire(tilex, tiley, side, delay, factor)
..\Data\Scripts	AirStrike.BSF	FUNCTION FindAirTarget(x, y, width, side)
..\Data\Scripts	AirStrike.BSF	FUNCTION Airstrike(x, y, mesh, name, markerID)
..\Data\Scripts	AirStrike.BSF	FUNCTION BombingRaid(x, y, name, markerID)
..\Data\Scripts	AITools.bsf	FUNCTION AI_FindBestTarget(side, team, me, target)
..\Data\Scripts	AITools.bsf	FUNCTION AI_GetRangeForTarget(side, team, me, target)
..\Data\Scripts	AITools.bsf	FUNCTION AI_DoAttack(side, team, me, target)
..\Data\Scripts	AITools.bsf	FUNCTION MakeEnemyThreatMap(side)
..\Data\Scripts	AITools.bsf	FUNCTION AI_SelectBombardTarget (me, list)
..\Data\Scripts	AITools.bsf	FUNCTION AI_SelectDirectFireTarget (me, list)
..\Data\Scripts	AITools.bsf	FUNCTION AI_TargetRating (me, unit, distance)
..\Data\Scripts	AITools.bsf	FUNCTION GetUnitThreat (me, unit, distance)
..\Data\Scripts	AITools.bsf	FUNCTION CheckEnemyAdjacent (me)
..\Data\Scripts	AITools.bsf	FUNCTION UpdateAmbushThreat ()

Location	File	FunctionName
..\Data\Scripts	Artillery.BSF	FUNCTION ArtilleryFire(x, y, name, markerID)
..\Data\Scripts	BombardTools.BSF	FUNCTION BombardTile (x, y, damage, suppression, explosion, impactSFX, tileDamage, delay)
..\Data\Scripts	BombardTools.BSF	FUNCTION BonusAPAttack (x, y, damage, suppression, explosion, impactSFX, tileDamage, delay)
..\Data\Scripts	BombardTools.BSF	FUNCTION BonusHEAttack (unit, damage, x, y)
..\Data\Scripts	BombardTools.BSF	FUNCTION SuppressionBlastDamage (x, y, suppression)
..\Data\Scripts	BombardTools.BSF	FUNCTION DrawAttackRadius(tilex, tiley, spread)
..\Data\Scripts	CombatTools.BSF	FUNCTION GetRangeBracket (distance)
..\Data\Scripts	CombatTools.BSF	FUNCTION TurnAndFire (me, x, y, unit, flameDamage)
..\Data\Scripts	CombatTools.BSF	FUNCTION ShowKillResults(unit, liveMask, killMask)
..\Data\Scripts	CombatTools.BSF	FUNCTION HE_Attack ( me, unit, suppressionDamage, x, y, damage, explosion, sfx, isSuppression )
..\Data\Scripts	CombatTools.BSF	FUNCTION CalculateCoverModifier ( me, unit, x, y, isSuppression )
..\Data\Scripts	CombatTools.BSF	FUNCTION AssaultSuccessChance (me, unit)
..\Data\Scripts	CombatTools.BSF	FUNCTION AmbushCheck (me, unit )
..\Data\Scripts	CombatTools.BSF	FUNCTION ReportKill ( unit )
..\Data\Scripts	CombatTools.BSF	FUNCTION AmbushThreatUpdate ( x, y, increase )
..\Data\Scripts	Functions.BSF	FUNCTION MoveTeam(side, team, point, aggr)
..\Data\Scripts	Functions.BSF	FUNCTION CheckVP(marker, owner, x, y)
..\Data\Scripts	Functions.BSF	FUNCTION FindTarget(side, x, y, radius, visible)
..\Data\Scripts	Functions.BSF	FUNCTION IsSideInRegion(side, x, y, radius)
..\Data\Scripts	Functions.BSF	FUNCTION CheckAreaClear(side,x1,y1,x2,y2)
..\Data\Scripts	Functions.BSF	FUNCTION TeamArrived(side, team)
..\Data\Scripts	Functions.BSF	FUNCTION TeamAttackNearest(side, team)
..\Data\Scripts	Functions.BSF	FUNCTION TeamLoadInfantry(side, team)
..\Data\Scripts	Functions.BSF	FUNCTION TeamUnloadInfantry(side, team, newTeam)
..\Data\Scripts	Functions.BSF	FUNCTION TeamReposition(side, team, radius, chance)
..\Data\Scripts	Functions.BSF	FUNCTION Retreat(side, team, radius)
..\Data\Scripts	Functions.BSF	FUNCTION ClearLOS(x, y, side, radius)
..\Data\Scripts	Functions.BSF	FUNCTION ClearAreaLOS(x, y, x2, y2, side)
..\Data\Scripts	Functions.BSF	FUNCTION HoldAllTeams(side)
..\Data\Scripts	Functions.BSF	FUNCTION ReactiveAI(side)
..\Data\Scripts	Functions.BSF	FUNCTION DeployTeam(side, team)
..\Data\Scripts	Functions.BSF	FUNCTION PlaceUnit(x, y, facing, side, team, type)
..\Data\Scripts	Functions.BSF	FUNCTION ShowUIScreenX(type, anim, text, icon)
..\Data\Scripts	Functions.BSF	FUNCTION ShowUIScreenY(type, anim, text)
..\Data\Scripts	Functions.BSF	FUNCTION AddRandom(x1, y1, x2, y2, x3, y3, facing, side, team, type) ;
..\Data\Scripts	MoraleTools.BSF	FUNCTION IsUnitSuppressed(me)
..\Data\Scripts	MoraleTools.BSF	FUNCTION IsUnitSuppressedArmourReaction(me, reaction)
..\Data\Scripts	MoraleTools.BSF	FUNCTION MoraleUpdate (me, enemy, moraleLoss)
..\Data\Scripts	MoraleTools.BSF	FUNCTION RetreatToCover (me, feedback, makeThreatMap, retreatDistance)
..\Data\Scripts	MoraleTools.BSF	FUNCTION GainExperience ( me, unit )
..\Data\Scripts	MoraleTools.BSF	FUNCTION CalculateRetreatPath (me, retreatDistance)

Location	File	FunctionName
..\Data\Scripts	ScenarioTools.BSF	FUNCTION ShowTip(string)
..\Data\Scripts	Tools.BSF	FUNCTION RenderVCenteredString(x, y, width, height, left, font, colour)
..\Data\Scripts	Tools.BSF	FUNCTION ResetViewDistance(me)
..\Data\Scripts	Tools.BSF	FUNCTION xCheckIfUnitMoving(me)
..\Data\Scripts	Tools.BSF	FUNCTION MenLeftInUnit (me)
..\Data\Scripts	Tools.BSF	FUNCTION CheckArmourType (me, unit)
..\Data\Scripts	Tools.BSF	FUNCTION GetSneakMultiplier( me )
..\Data\Scripts	Tools.BSF	FUNCTION EnterSneakMode ( me )
..\Data\Scripts	Tools.BSF	FUNCTION LeaveSneakMode( me )
..\Data\Scripts	Tools.BSF	FUNCTION BonusTimerCheck(unit, name)
..\Data\Scripts	Tools.BSF	FUNCTION BonusIconUI(x, y, name)
..\Data\Scripts	Tools.BSF	FUNCTION BonusCheck(x, y, unit, name)
..\Data\Scripts	Tools.BSF	FUNCTION BonusShowButtonInfo(name)
..\Data\Scripts	Tools.BSF	FUNCTION BonusUICheck(name)
..\Data\Scripts	Tools.BSF	FUNCTION SetHoldFire(me, set)
..\Data\Scripts	Tools.BSF	FUNCTION CanUnitEverGoHere(me ,x ,y, ignoreUnseen)
..\Data\Scripts	Tools.BSF	FUNCTION CheckMovePossible ( me, x, y, retreating, showRoute, ignoreUnseen )
..\Data\Scripts	Tools.BSF	FUNCTION PlayVoice(sfx, unit, variations)
..\Data\Scripts	Tools.BSF	FUNCTION GetEnemySide (me)
..\Data\Scripts	Tools.BSF	FUNCTION GetPlayerSide ()
..\Data\Scripts	Tools.BSF	FUNCTION GetAISide ()
..\Data\Scripts	Tools.BSF	FUNCTION IsTileInMap (x, y)
..\Data\Scripts	Tools.BSF	FUNCTION UtilCanDoMove(me, x, y)
..\Data\Scripts	Tools.BSF	FUNCTION UtilIsUnitSneaky( me )
..\Data\Scripts	Tools.BSF	FUNCTION CheckFeedbackOptionsValue(index)
..\Data\Scripts	Tools.BSF	FUNCTION SetFeedbackOptions(feedback)
..\Data\Scripts	Tools.BSF	FUNCTION FlagMissFeedback(index)
..\Data\Scripts	Tools.BSF	FUNCTION GetMaxMorale (unit)
..\Core\AI	AI.bsf	FUNCTION AI_REBUILD(side)
..\Core\AI	AI.bsf	FUNCTION AI_SuppressThreats(me)
..\Core\AI	AI.bsf	FUNCTION AI_GetTeamMovementGrouped(side, team)
..\Core\AI	AI.bsf	FUNCTION AI_GetTeamAvoidEnemy(side, team)
..\Core\AI	AI.bsf	FUNCTION AI_GetTeamIgnoreWhenMoving(side, team)
..\Core\AI	AI.bsf	FUNCTION AI_GetTeamSeekAndDestroy(side, team)
..\Core\AI	AI.bsf	FUNCTION AI_GetTeamUseThreat(side, team)
..\Core\AI	AI.bsf	FUNCTION AI_GetTeamStayInCover(side, team)
..\Core\AI	AI.bsf	FUNCTION AI_TEAM(side, team)
..\Core\AI	AI.bsf	FUNCTION AI_UNIT(me)
..\Core\AI	AI.bsf	FUNCTION UnloadUnits(me)
..\Core\AI	AI.bsf	FUNCTION AI_RouteWithCost(me, x, y, cost, side, team)
..\Core\AI	AI.bsf	FUNCTION MoveAIUnit (me)