

Script Language Reference and Guide

This section will explain the features of [AngelScript](#), the script language used by Amnesia (like the syntax, data types, variables, functions, control flow statements, OOP support, etc.), and provide a guide on how to use these features in the context of the [HPL2 engine](#). This is the fundamental knowledge that will help you understand how map scripting for Amnesia works. This guide is intended to teach you *scripting (programming)*, and to be used as a reference to the *features* and the *rules* of the script language itself. It is *not* meant to teach you how to accomplish specific tasks in your custom stories and full conversions for Amnesia (although you might end up learning a few things about that as well).

This section is work in progress. Information is currently missing. You are welcome to contribute.

The following subsections are available:

- **Execution Flow** - explains how program flow is transferred from the game to the script engine, and vice versa,
- **Quick Start** - a quick introduction to map scripting,
- **Variables** - explains what variables are and how to use them.
- **Types** - discusses various types supported by the script language.
- **Constants and Enumerations** - explains how to define constant values.
- **Functions - Part 1: The Basics** - explains the basics of functions, and how to create them and use them.
- **Control Flow - Part 1: Conditional Statements** - explains if, if-else, and switch statements, which are used to make decisions.
- **Control Flow - Part 2: Loops** - discusses while, do-while and for loops.
- **Functions - Part 2: Overload** - explains const-parameters, function overloading and function wrapping.
- **Functions - Part 3: Digging Deeper** - explains passing by reference, using callbacks and using funcdefs.
- **Arrays** - array types in detail.
- etc...
- **Sandbox Map(s?)** - a simple map (or maps, haven't decided yet...) to help you learn.

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