Function Reference

Helper functions in the SOMA codebase, by category.

- hps_api - Everything included in the HPS API, plus some entity helpers.
- AI Helpers - Helpers for handling AI stuff.
- Area Helpers - Helpers for dealing with area objects.
- Audio Helpers - Helpers for handling sound, music and dialogue.
- Effect Helpers - For creating screen effects and other kinds of effects.
- Game Helpers - Checkpoints.
- ImGui Helpers - For creating Immediate GUI screens (for terminals and menus).
- Map Helpers - Lots of map related functions.
- Module Helpers - For controlling game modules.
- Player Helpers - Functions to deal with player related stuff.
- Prop Helpers - Functions to handle props.
- Sequence Helpers - Functios for creating sequences of events.