

Class **FoliageInteractionManager**

Parent class: Actor

Description: Foliage Interaction Manager

Properties

- Max Foliage Interaction Sounds
 - **Type:** IntProperty

Class **FoliageInteractionSettings**

Parent class: AssetUserData

Description: Foliage Interaction Settings

Properties

- Foliage Config
 - **Type:** Ted Foliage Interaction Config Object Reference

Class **LightingBPBase**

Parent class: Actor

Description: Lighting BPBase

Functions

Function Update Scene Components

Description: Update Scene Components

Inputs

- Light Preset
 - **Type:** Lighting Preset Object Reference
- Dir Light
 - **Type:** Directional Light Component Object Reference
- Sky Light
 - **Type:** Sky Light Component Object Reference
- Height Fog
 - **Type:** Exponential Height Fog Component Object Reference

Function Update Light Preset

Description: Update Light Preset

Inputs

- Light Preset
 - **Type:** Lighting Preset Object Reference
- Dir Light
 - **Type:** Directional Light Component Object Reference
- Sky Light
 - **Type:** Sky Light Component Object Reference
- Height Fog
 - **Type:** Exponential Height Fog Component Object Reference

Function Check If Selected

Description: Check if Selected

Return value

- **Type:** BoolProperty

Class LightingPreset

Parent class: DataAsset

Description: Lighting Preset

Properties

- Directional Light Parameters

- **Type:** Directional Light Parameters Structure
- Sky Light Parameters
 - **Type:** Sky Light Parameters Structure
- Height Fog Parameters
 - **Type:** Exponential Height Fog Parameters Structure

Class MinimapTextureCreator

Parent class: Actor

Description: Minimap Texture Creator

Properties

- Texture Size
 - **Type:** IntProperty
 - **Description:** Size (both width and height) of the resulting minimap texture.
- Classes to Hide
 - **Type:** Array of Actor Class Reference
 - **Description:** List of Actor classes that will not show on the minimap. Applies to their children as well.
- Classes to Show
 - **Type:** Array of Actor Class Reference
 - **Description:** List of Actor classes that will always show on the minimap, even if they are in the ClassesToHide list. Applies to their children as well.
- Render Target
 - **Type:** Texture Render Target 2D Object Reference
 - **Description:** RenderTarget to render the minimap into.
- Capture Comp
 - **Type:** Minimap Capture Component Object Reference

Functions

Function Update Texture

Description: Updates render target and tries to update already created texture from it.

Return value

- **Type:** Texture 2D Object Reference

Function Update Render Target

Description: Updates render target for preview.

Function Generate Texture

Description: Updates render target and generates texture from it.

Return value

- **Type:** Texture 2D Object Reference
-

Class TedAttributeSet

Parent class: TedAttributeSetBase

Description: Ted Attribute Set

Properties

- Health
 - **Type:** Ted Gameplay Attribute Data Structure
- Health Max
 - **Type:** Ted Gameplay Attribute Data Structure
- Ammo Recharge Time Multiplier
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Multiplier for the time it takes to restock ammo.
Applies only if weapon can recharge automatically.
- Ammo Capacity Multiplier
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Multiplier for max ammo count.
- Gun Resistance
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Resistance to gun damage.
- Fire Resistance
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Resistance to fire damage.
- Cannon Resistance

- **Type:** Gameplay Attribute Data Structure
 - **Description:** Resistance to cannon damage.
- Rocket Resistance
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Resistance to rocket damage.
- Sniper Resistance
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Resistance to sniper damage.
- Explosive Resistance
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Resistance to explosive damage.
- Add Resistance
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Additional resistance added on top of damage specific resistance using the following calculation: $\text{FinalDamage} = \text{Damage} * (1.f - \text{DamageResistance}) * (1.f - \text{AddResistance})$
- Debuff Duration Mod
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Multiplier for the durations of all debuffs.
- Debuff Buildup Speed Mod
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Multiplier for the speed at which debuffs build up.
- Heal Efficiency Mod
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Multiplier for all healing.
- Repair Efficiency Mod
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Multiplier for repair speed.
- Stealth Reveal Radius
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Stealth reveal radius.
- Fo WReveal Radius
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Fog of war reveal radius.
- Fo WVision Radius
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Fog of war vision radius.
- Fo WRadius Attributes Multiplier
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Multiplier for FoWRevealRadius and FoWVisionRadius.
- Fo WDisable Height Check
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** If set, this unit will see all height levels.
- Build Radius
 - **Type:** Ted Gameplay Attribute Data Structure

- **Description:** Build radius.
- Damage
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Base damage.
- Attack Speed
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Base delay between attacks.
- Attack Speed Mod
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Multiplier for AttackSpeed. Note that AttackSpeed actually specifies the delay between attacks, so if you want to make the attack speed higher, you need to set this to a number smaller than 1.
- Attack Range
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Attack range.
- Attack Grace Range
 - **Type:** Ted Gameplay Attribute Data Structure
- Movement Speed Mod
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Movement speed multiplier.
- Movement Speed
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Base movement speed.
- Production Time Multiplier
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Multiplier for production time, if this is a factory.
- Production Cost Multiplier
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Multiplier for all production costs, if this is a factory.
- Resource Production Multiplier
 - **Type:** Ted Gameplay Attribute Data Structure
 - **Description:** Multiplier for all resource production rates, if this is a structure that produces resources.
- Power
 - **Type:** Gameplay Attribute Data Structure
 - **Description:** Base power.

Class TedDefinitionAsset

Parent class: SmartDataAsset

Description: Base class for all definitions.

Functions

Function Get Asset Identifier from Definition

Pure

Description: Returns the identifier tag of the object class this definition is for.

Inputs

- Definition
 - **Type:** Ted Definition Asset Object Reference

Return value

- **Type:** Gameplay Tag Structure

Class TedEntityDefinitionAsset

Parent class: TedDefinitionAsset

Description: Base class for all Pawn definitions. Describes the properties of a single Pawn class.

Properties

- Pawn Class
 - **Type:** Class Object Reference
 - **Description:** The Blueprint class of the Pawn this definition describes.
- Affiliation
 - **Type:** EnumProperty (ETedFaction)
 - **Description:** Which faction this Pawn belongs to.
- Construction Time
 - **Type:** FloatProperty
 - **Description:** Amount of time it takes for construction process to create a single instance of this Pawn.
- Life Time
 - **Type:** FloatProperty

- **Description:** Amount of time this pawn will live after spawn (0 = forever).
- Owned Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Set of GameplayTags this Pawn has by default.
- Prerequisites
 - **Type:** Ted Prerequisite Container Structure
 - **Description:** Defines what Pawns or GameplayTags the player has to own to be able to construct this Pawn.
- Apply Owner Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Tags that will be applied to the owner of this Pawn upon construction.
- Influence Range
 - **Type:** ByteProperty
 - **Description:** Defines how far from this Pawn the player can build structures, in build grid cells. 0 = Pawn has no effect on build area.
- Cost
 - **Type:** IntProperty
 - **Description:** Base Credits cost of this Pawn.
- Credit Cost Multiplier
 - **Type:** FloatProperty
 - **Description:** Multiplier for Cost.
- Intel Cost
 - **Type:** IntProperty
 - **Description:** Base Intel cost of this Pawn.
- Intel Cost Multiplier
 - **Type:** FloatProperty
 - **Description:** Multiplier for IntelCost.
- Kill Intel Value
 - **Type:** IntProperty
 - **Description:** How much Intel the player who kills this Pawn gains if the Pawn was Marked.
- Intel Lost on Killed
 - **Type:** IntProperty
 - **Description:** How much Intel the owner will lose when this Pawn gets killed.
- Population Cost
 - **Type:** IntProperty
 - **Description:** Pop cap cost of this Pawn.
- Power
 - **Type:** IntProperty
 - **Description:** How much Power this Pawn generates (if value is positive) or consumes (if value is negative).
- Health
 - **Type:** FloatProperty

- **Description:** Base Health of this Pawn.
- Gun Resistance
 - **Type:** FloatProperty
 - **Description:** Base resistance to gun damage.
- Fire Resistance
 - **Type:** FloatProperty
 - **Description:** Base resistance to fire damage.
- Cannon Resistance
 - **Type:** FloatProperty
 - **Description:** Base resistance to cannon damage.
- Rocket Resistance
 - **Type:** FloatProperty
 - **Description:** Base resistance to rocket damage.
- Sniper Resistance
 - **Type:** FloatProperty
 - **Description:** Base resistance to sniper damage.
- Explosive Resistance
 - **Type:** FloatProperty
 - **Description:** Base resistance to explosives damage.
- Stealth Reveal Range
 - **Type:** FloatProperty
 - **Description:** Distance at which this Pawn will be able to detect hidden (in stealth) Pawns. Set to ≤ 0 to disable.
- Container Slots Num Override
 - **Type:** IntProperty
 - **Description:** If greater than or equal to 0, override number of container slots this Pawn has, if it's a container (i.e. can house Units).
- Reveal Radius
 - **Type:** IntProperty
 - **Description:** The Pawn's fog of war reveal radius in Unreal units (set 0 to use single cell vision).
- Vision Radius
 - **Type:** IntProperty
 - **Description:** The Pawn's fog of war visibility radius in Unreal units (set 0 to use single cell vision).
- Check Field Of View for Vision
 - **Type:** BoolProperty
 - **Description:** Whether to use field of view check for this Pawn's vision radius.
- Entity Domain
 - **Type:** Gameplay Tag Structure
 - **Description:** Domain used for targeting (i.e. ground or air).
- Weapons
 - **Type:** Array of Ted Weapon Class Reference
 - **Description:** List of Weapons this Pawn has by default.
- Provided Effects Tags

- **Type:** Gameplay Tag Container Structure
 - **Description:** List of AoE effects this Pawn provides.
- Can Gain Experience
 - **Type:** BoolProperty
 - **Description:** If set to true, this Pawn is able to gain experience and Veterancy. Make sure to also set VeterancyBufs if any should be applied.
- Initial Veterancy Level
 - **Type:** EnumProperty (ETedVeterancyLevel)
 - **Description:** Veterancy level applied when pawn is spawned (from whichever source).
- Trained Veterancy Level
 - **Type:** EnumProperty (ETedVeterancyLevel)
 - **Description:** Veterancy level applied when pawn is produced by a factory.
- Experience Gain Speed Mod
 - **Type:** FloatProperty
 - **Description:** Multiplier for experience gain speed.
- Veterancy Bufs
 - **Type:** Map of EnumProperty to Gameplay Effect Class Reference
 - **Description:** Bufs granted when reaching each Veterancy level. Each buff is a GameplayEffect.
- Supported Commands
 - **Type:** Array of Ted Command Class Reference
 - **Description:** Commands supported by this Pawn.
- Ability Set
 - **Type:** Array of Class Object Reference
 - **Description:** GameplayAbilities supported by this Pawn.
- Display Name
 - **Type:** TextProperty
 - **Description:** Name of the Pawn that's displayed in the UI.
- Icon
 - **Type:** Texture 2D Object Reference
 - **Description:** UI icon for this Pawn.

Functions

Function Get Description

Const

Description: Returns the description text for this Pawn.

Return value

- **Type:** TextProperty

Class TedStructureDefinitionAsset

Parent class: TedEntityDefinitionAsset

Description: Structure definition.

Properties

- **Produced Structures Ids**
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Structures that can be built by this structure.
- **Allow Multi Structure Queue**
 - **Type:** BoolProperty
 - **Description:** If enabled, it'll be possible to queue up construction of multiple structures within the same structure.
- **Produced Units Ids**
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Units that can be built by this structure.
- **Construction Auto Spawn Units**
 - **Type:** Array of Class Object Reference
 - **Description:** Which and how many units will be automatically spawned upon structure construction.
- **Destruction Auto Spawn Units**
 - **Type:** Array of Class Object Reference
 - **Description:** Which and how many units will be automatically spawned upon structure destruction.
- **Unique**
 - **Type:** BoolProperty
 - **Description:** Whether player can have only one instance of this structure.
- **Construction Site**
 - **Type:** Class Object Reference
 - **Description:** Construction Site Pawn to use when building this structure.
- **Construction Site Upfront Cost**
 - **Type:** IntProperty
 - **Description:** If ConstructionSite is used and this is a positive value, it'll determine an upfront cost a player has to pay when starting construction.

- Sell Value
 - **Type:** IntProperty
 - **Description:** Determines amount of credits a structure can be sold for.
- Sell Time
 - **Type:** FloatProperty
- Sell Intel Value
 - **Type:** IntProperty
 - **Description:** Determines amount of intel a structure can be sold for.
- Capture Intel Value
 - **Type:** IntProperty
 - **Description:** Amount of intel a player gets for capturing this structure.
- Capture Time
 - **Type:** FloatProperty
- Teleport Time
 - **Type:** FloatProperty
- Intel Generation
 - **Type:** IntProperty
 - **Description:** Amount of intel a player gets every while having this entity.
- Credits Generation
 - **Type:** IntProperty
 - **Description:** Amount of credits a player gets every while having this entity.
- Resource Generation Interval
 - **Type:** FloatProperty
 - **Description:** How long one credits/intel generation tick takes.
- Repair Cost
 - **Type:** IntProperty
 - **Description:** Determines the cost of restoring full health of this structure. The actual cost will be a portion of this value based on missing health.
- Credits Cap Gain
 - **Type:** IntProperty
 - **Description:** How much to add to the credits cap of the owner when this structure is constructed.
- Explode on Capture
 - **Type:** BoolProperty
 - **Description:** If true, this structure will explode when captured.
- Explode on Capture Radial Damage Type
 - **Type:** Ted Damage Type Class Reference
 - **Description:** Damage type to use when exploding on capture.
- Explode on Capture Radial Damage Params
 - **Type:** Radial Damage Params Structure
 - **Description:** Radial damage parameters for on-capture explosion.

- **Explode on Capture Includes Structure Radius**
 - **Type:** BoolProperty
 - **Description:** Whether structure's collision radius should be added to ExplodeOnCaptureRadialDamageParams radii.
- **Explode on Death**
 - **Type:** BoolProperty
 - **Description:** If true, the structure will explode (with damage) upon death.
- **Explode on Death Radial Damage Type**
 - **Type:** Ted Damage Type Class Reference
 - **Description:** Damage type for on-death explosion.
- **Explode on Death Radial Damage Params**
 - **Type:** Radial Damage Params Structure
 - **Description:** Radial damage parameters for on-death explosion.
- **Explode on Death Includes Structure Radius**
 - **Type:** BoolProperty
 - **Description:** Whether structure's collision radius should be added to ExplodeOnDeathRadialDamageParams radii.

Class TedUnitDefinitionAsset

Parent class: TedEntityDefinitionAsset

Description: Unit definition.

Properties

- **Default Nav Filter Class**
 - **Type:** Navigation Query Filter Class Reference
 - **Description:** Nav filter to use for this Unit's navigation.
- **Collision Radius**
 - **Type:** FloatProperty
 - **Description:** Collision radius. If < 0, default collision radius from Pawn class will be used instead.
- **Unit Type**
 - **Type:** EnumProperty (ETedUnitType)
 - **Description:** Unit type (infantry, specialist, etc.). Specialists and commandos are limited.
- **Evade Range**
 - **Type:** FloatProperty

- Chase Range
 - **Type:** FloatProperty
- Movement Speed
 - **Type:** FloatProperty
 - **Description:** Base movement speed.
- Garrison Size
 - **Type:** EnumProperty (EGarrisonSlotSize)
 - **Description:** The number of slots taken up by this unit in Pawn Containers (e.g. bunkers and carriers)
- Can Crush Pawns
 - **Type:** BoolProperty
 - **Description:** If true, this unit will crush other units it runs over.
- Whitelist Crush Pawn Type Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Only pawns with these tags will be crushed.
- Whitelist Crush Pawn Tags Exact
 - **Type:** BoolProperty
 - **Description:** If true, WhitelistCrushPawnTypeTags is a list of exact tags and does not include child tags.
- Blacklist Crush Pawn Type Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Tags of units that cannot be crushed. Overrides WhitelistCrushPawnTypeTags.
- Blacklist Crush Entity Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Use to prevent specific entities from being Crushed if they do not have an Uncrushable tag.

Class TedDestructibleDefinitionAsset

Parent class: TedEntityDefinitionAsset

Description: Destructible definition (explosive barrels etc.)

Properties

- Death Events Delay
 - **Type:** Vector 2D Structure
 - **Description:** Delay before applying damage, spawning death effects, etc.

- Death Cue
 - **Type:** Gameplay Cue Tag Structure
 - **Description:** Gameplay cue to use on destructible death.
- Death Cue Delay Offset
 - **Type:** FloatProperty
 - **Description:** Determines offset from DeathEventsDelay for spawning death cue effect.
- Death Damage Type
 - **Type:** Ted Damage Type Class Reference
 - **Description:** Type of damage to apply to targets in range on destructible death.
- Death Damage Effect
 - **Type:** Gameplay Effect Class Reference
 - **Description:** Gameplay effect to apply to targets in range on destructible death.
- Deal Damage to Friendlies
 - **Type:** BoolProperty
 - **Description:** Whether to apply damage to friendlies
- Apply Death Damage Effect to Self
 - **Type:** BoolProperty
 - **Description:** Whether to apply DeathDamageEffect to self when dying.
- Death Damage Params
 - **Type:** Radial Damage Params Structure
 - **Description:** Parameters for the death explosion damage.

Class TedWeaponDefinitionAsset

Parent class: TedDefinitionAsset

Description: Weapon definition. Describes the properties of one Weapon class.

Properties

- Weapon Class
 - **Type:** Class Object Reference
 - **Description:** Weapon class that this Definition is for.
- Projectile Class
 - **Type:** Ted Projectile Class Reference
 - **Description:** Projectile class used by this Weapon, if any.

- Is Melee Weapon
 - **Type:** BoolProperty
 - **Description:** Set to true if this is a melee Weapon.
- Weapon Priority
 - **Type:** ByteProperty
 - **Description:** Used to determine which Weapon should be used in situations when more than one weapon is applicable. Lower value means higher priority.
- Damage Type
 - **Type:** Ted Damage Type Class Reference
 - **Description:** The Weapon's damage type.
- Effects to Apply on Damage
 - **Type:** Array of Gameplay Effect Class Reference
 - **Description:** GameplayEffects this Weapon will apply to whatever it hits.
- Targeting Domains
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Which domains (i.e. air/ground) this Weapon can target.
- Auto Attack
 - **Type:** BoolProperty
 - **Description:** Whether this Weapon can be used by Pawns when automatically attacking without the Player's explicit command.
- Deals Instant Damage
 - **Type:** BoolProperty
 - **Description:** If set to true, this Weapon will deal instant damage instead of relying on projectile hit.
- Radial Damage Applies to Friendlies
 - **Type:** BoolProperty
 - **Description:** If set to true and this Weapon deals radial damage, that damage will be also applied to friendlies.
- Deals Full Damage to Target
 - **Type:** BoolProperty
 - **Description:** If set to true, Weapon projectile always deals full damage to target.
- Only Firendly Damage
 - **Type:** BoolProperty
 - **Description:** If set to true, this Weapon will only deal damage to friendlies. Yes, the typo is in the code, not the documentation.
- Damage Kind
 - **Type:** EnumProperty (EDamageKind)
 - **Description:** Determines what kind of damage this Weapon deals: point, radial or cone.
- Damage Amount
 - **Type:** FloatProperty
 - **Description:** Point damage amount. If the Weapon uses Projectiles

and does not deal instant damage, then each projectile will deal this amount of damage.

- **Radial Damage Params**
 - **Type:** Radial Damage Params Structure
 - **Description:** Radial damage parameters. If the Weapon uses Projectiles and does not deal instant damage, then each projectile will use those values.
- **Cone Damage Params**
 - **Type:** Cone Damage Params Structure
 - **Description:** Cone damage parameters. If the Weapon uses Projectiles and does not deal instant damage, then each projectile will use those values.
- **Attack Cooldown**
 - **Type:** FloatProperty
 - **Description:** Interval between subsequent attacks (shots).
- **Attack Range Threshold**
 - **Type:** FloatProperty
 - **Description:** Min range for initiating attack.
- **Attack Range**
 - **Type:** FloatProperty
 - **Description:** Max range for initiating attack.
- **Attack Grace Range Override**
 - **Type:** BoolProperty
 - **Description:** Overrides default attack grace range if true.
- **Attack Grace Range**
 - **Type:** FloatProperty
 - **Description:** Range extension for situations where a Pawn was in range when the attack was started, but left the range when the damage was actually dealt. Only used if bAttackGraceRangeOverride is set.
- **Guard Range**
 - **Type:** FloatProperty
 - **Description:** How far the Weapon scans for acquiring targets. Only useful if it's higher than AttackRange.
- **AI Guard Range Override**
 - **Type:** FloatProperty
 - **Description:** How far the Weapon scans for acquiring targets when used by a bot. Only useful if it's higher than AttackRange.
- **Ammo Count Use**
 - **Type:** IntProperty
 - **Description:** How much ammo the Weapon uses per attack. If set to 0 then it will not use ammo.
- **Ammo Count Max**
 - **Type:** IntProperty
 - **Description:** Maximum ammo count for this Weapon.
- **Ammo Count Start**

- **Type:** IntProperty
 - **Description:** How much ammo the Weapon starts with.
- Recharge Ammo Automatically
 - **Type:** BoolProperty
 - **Description:** If enabled, ammo for this Weapon will replenish automatically over time.
- Ammo Recharge Cutoff
 - **Type:** IntProperty
 - **Description:** If > 0 , ammo will recharge only up to this value (automatically or via an Airpad), otherwise it will recharge to AmmoCountMax.
- Ammo Recharge Time
 - **Type:** FloatProperty
 - **Description:** How long one tick of ammo recharge takes (≤ 0 means it will never happen).
- Ammo Count Per Recharge
 - **Type:** IntProperty
 - **Description:** How much ammo is recharged per one recharge tick.
- Owned Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Tags to apply to Owner Pawn when this Weapon is selected.
- Source Tag Requirements
 - **Type:** Gameplay Tag Requirements Structure
 - **Description:** Tags that the Owner Pawn has to have to be able to use this Weapon.
- Target Tag Requirements
 - **Type:** Gameplay Tag Requirements Structure
 - **Description:** Tags that a Target Pawn has to have to be able to be attacked by this Weapon.
- Can Attack Ground
 - **Type:** BoolProperty
 - **Description:** If true, this weapon can attack empty ground.
- Display Name
 - **Type:** TextProperty
 - **Description:** The name of this Weapon as displayed on the HUD.
- Description
 - **Type:** TextProperty
 - **Description:** The description of this Weapon as displayed in the tooltip.
- Icon
 - **Type:** Texture 2D Object Reference
 - **Description:** Icon for this Weapon.

Class TedAoEConfigAsset

Parent class: TedDefinitionAsset

Description: AoE effect configuration.

Properties

- Effect Class
 - **Type:** Gameplay Effect Class Reference
 - **Description:** Gameplay effect to use.
- Effect Radius
 - **Type:** FloatProperty
- Effect Expire Delay
 - **Type:** FloatProperty
- Accrue Stack Time
 - **Type:** FloatProperty
 - **Description:** Leaving at 0.f means no stacks will accrue over time when under the effect of this AoE provider
- Receiver Period
 - **Type:** FloatProperty
 - **Description:** If greater than 0, effect can only be applied every ReceiverPeriod seconds (per provider)
- Source Required Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** These tags must be present on the source to provide this AoE
- Source Ignored Tags
 - **Type:** Gameplay Tag Container Structure
 - **Description:** None of these tags must be present on the source to provide this AoE
- Refresh on Tag Added or Removed
 - **Type:** Gameplay Tag Container Structure
 - **Description:** Reapply this AoE when this tag is added or removed
- Allow Overflow
 - **Type:** BoolProperty
 - **Description:** Allow stacking the effect over the stack limit
- Gracefully Decrease Effect Stack
 - **Type:** BoolProperty

Class TedDefinitionModifier

Parent class: DataAsset

Description: A set of property overrides that are applied to an existing Definition.

Properties

- Definition Type
 - **Type:** Ted Definition Asset Class Reference
 - **Description:** The class of Definitions this Modifier is applicable to. Used for validation.
- Property Ops
 - **Type:** Map of NameProperty to Ted Definition Property Op Structure
 - **Description:** Property name => what to do with that property.
- Is Replicated
 - **Type:** BoolProperty
 - **Description:** If this is enabled, the game will attempt to apply this Modifier automatically on all clients whenever you apply it on the server.

Class TedPawn

Parent class: Pawn

Description: Base class for all units, structures and destructibles.

Properties

- Definition Id
 - **Type:** Gameplay Tag Structure
 - **Description:** The pawn's definition tag. See Config/Tags/DefinitionTags.ini.
- On Death Blueprint Event

- **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered when this pawn dies.
- On Command Executed Event Blueprint
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered whenever this pawn starts executing a command.
- On Command Finished Event Blueprint
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered whenever this pawn finishes executing a command.
- On Visibility Has Changed
 - **Type:** MulticastSparseDelegateProperty
 - **Description:** Triggered when the pawn becomes invisible (goes under fog of war or into stealth) or becomes visible again.
- On Teleported Event Blueprint
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered when this pawn is teleported.

Functions

Function Was Recently Rendered on Screen

Pure, Const

Description: Returns true if this pawn was recently (within Tolerance sec) shown on the local player's screen. Client-side or single player only.

Inputs

- Tolerance
 - **Type:** FloatProperty

Return value

- **Type:** BoolProperty

Function Upgrade Pawn

Description: Enables given upgrades for this pawn. Server-side or single player only.

Inputs

- In Upgrade Flags
 - **Type:** EnumProperty (ETedPawnUpgradeTypeFlags)

Function Ted Has Any Active Effect

Pure, Const

Description: If bRequireAll is set, will return true if the pawn has ALL the GameplayEffects in the provided container. If bRequireAll is not set, will return true if the pawn has ANY of the GameplayEffects in the provided container.

Inputs

- In Container
 - **Type:** Gameplay Tag Container Structure
- Require All
 - **Type:** BoolProperty

Return value

- **Type:** BoolProperty

Function Stop Recharging Weapons

Description: Stops reloading all weapons that are currently reloading. Server-side or single player only.

Inputs

- Skip Auto Recharge
 - **Type:** BoolProperty
 - **Description:** If set, will not stop reloading weapons that reload automatically.

Function Start Recharging Weapons

Description: Starts reloading all weapons that can be reloaded. Server-side or single player only.

Inputs

- Auto Recharge Only
 - **Type:** BoolProperty
 - **Description:** If set, will only reload weapons that reload automatically.

Function Set Health Max

Description: Sets this pawn's max health to the given value. Server-side or single player only.

Inputs

- Value to Set
 - **Type:** FloatProperty
- Maintain Health Ratio
 - **Type:** BoolProperty
 - **Description:** If true, will scale the current health along with the max health to keep the percentage the same.

Function Set Health

Description: Sets this pawn's health to the given value. Server-side or single player only.

Inputs

- Value to Set
 - **Type:** FloatProperty

Function Modify Health

Description: Adds a value to this pawn's health. Server-side or single player only.

Inputs

- Value to Add
 - **Type:** FloatProperty

Function WasEverVisibleLocally

Pure, Const

Description: Returns true if this pawn was ever shown to the local player. Client-side or single player only.

Return value

- **Type:** BoolProperty

Function Set Default Visibility

Description: Sets whether this pawn should be visible when not in fog of war. Server-side or single player only.

Inputs

- Visible
 - **Type:** BoolProperty

- **Clear Overrides**
 - **Type:** BoolProperty
 - **Description:** If set, will reset any visibility overrides set for this pawn.

Function Set Can Be Damaged

Description: Allow or disallow this pawn to be damaged. Server-side or single player only.

Inputs

- **In Can be Damaged**
 - **Type:** BoolProperty

Function Get Team Attitude Towards

Pure, Const

Description: Returns this pawn's attitude (i.e. Friendly, Neutral or Hostile) towards another pawn or actor that implements IGenericTeamAgentInterface.

Inputs

- **Other**
 - **Type:** Actor Object Reference

Return value

- **Type:** ByteProperty

Function GetLocalVisibilityChannel

Pure, Const

Description: Returns the fog of war channel (i.e. team) that this pawn is local (i.e. visible) for.

Return value

- **Type:** ByteProperty

Function Is Upgrade Research Running

Pure, Const

Description: Returns true if this pawn is currently researching an upgrade and the research is not paused.

Return value

- **Type:** BoolProperty

Function Is Upgraded

Pure, Const

Description: Returns true if this pawn has any upgrades.

Return value

- **Type:** BoolProperty

Function Is Researching Upgrade

Pure, Const

Description: Returns true if this pawn is currently researching an upgrade. Will return true even if the research is paused.

Return value

- **Type:** BoolProperty

Function Is Recharging Weapons

Pure, Const

Description: Returns true if this pawn is currently reloading any weapons.

Return value

- **Type:** BoolProperty

Function Is Owned by Local Player

Pure, Const

Description: Returns true if this pawn is owned by the local player. Client-side or single player only.

Return value

- **Type:** BoolProperty

Function Is in Entity Domain

Pure, Const

Description: Returns true if the pawn belongs to a given domain (Ground, Air). Use the PlayerData.EntityDomain.* tags.

Inputs

- In Entity Domain
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Is in Container

Pure, Const

Description: Returns true if the pawn is currently in a container (garrison or carrier).

Return value

- **Type:** BoolProperty

Function Is Fog Of War Visible for Local Player

Pure, Const

Description: Returns true if this pawn is revealed to the local player. Client-side or single player only.

Return value

- **Type:** BoolProperty

Function Is Fog Of War Visible For

Pure, Const

Description: Returns true if this pawn is revealed to the given player.

Inputs

- Ted PC
 - **Type:** Ted Player Controller Object Reference

Return value

- **Type:** BoolProperty

Function Is Fog Of War Visible

Pure, Const

Description: Returns true if this pawn is revealed to the given fog of war channel (i.e. team).

Inputs

- Channel Id
 - **Type:** ByteProperty

Return value

- **Type:** BoolProperty

Function Is Damaged

Pure, Const

Description: Returns true if the pawn is not at max health.

Return value

- **Type:** BoolProperty

Function Is Alive

Pure, Const

Description: Returns true if the pawn is alive.

Return value

- **Type:** BoolProperty

Function Has Weapon with Definition Id

Pure, Const

Description: Returns true if this pawn has a weapon with the specified definition ID available.

Inputs

- In Definition Id
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Has Weapon

Pure, Const

Description: Returns true if this pawn has a weapon of the specified class available.

Inputs

- Weapon Class
 - **Type:** Ted Weapon Class Reference

Return value

- **Type:** BoolProperty

Function Has Upgrade

Pure, Const

Description: Returns true if this pawn has the given upgrade(s).

Inputs

- Upgrade Type
 - **Type:** EnumProperty (ETedPawnUpgradeType)

Return value

- **Type:** BoolProperty

Function Has Player Data Tag

Pure, Const

Description: Returns true if the TedPlayerData of the player (AI or human) that owns this pawn has the provided GameplayTag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Has Focus

Pure, Const

Description: Returns true if the pawn is currently targeting something.

Return value

- **Type:** BoolProperty

Function Has Any Weapon

Pure, Const

Description: Returns true if this pawn has any weapon available.

Return value

- **Type:** BoolProperty

Function Get Veterancy Progress to Next Level

Pure, Const

Description: Returns the pawn's progress towards the next veterancy level as a fraction (current experience / required experience).

Return value

- **Type:** FloatProperty

Function Get Veterancy Level

Pure, Const

Description: Returns the pawn's current veterancy level.

Return value

- **Type:** EnumProperty (ETedVeterancyLevel)

Function Get Targeting Domains

Pure, Const

Description: Returns all domains (e.g. PlayerData.EntityDomain.Ground) this pawn can target.

Return value

- **Type:** Gameplay Tag Container Structure

Function Get Stealth Reveal Range

Pure, Const

Description: Returns the radius in which this pawn can see stealth units.

Return value

- **Type:** FloatProperty

Function Get Remaining Life Time

Pure, Const

Description: Returns the amount of time left until this pawn will despawn if it's temporary (e.g. Drone Strike Turrets), or 0 if it's permanent.

Return value

- **Type:** FloatProperty

Function Get Provided Effects Tags

Pure, Const

Description: Returns GameplayTags of all AoE effects this pawn provides.

Return value

- **Type:** Gameplay Tag Container Structure

Function Get Power Base

Pure, Const

Description: Returns how much power this pawn provides without accounting for attribute mods. If it consumes power, the value will be negative.

Return value

- **Type:** FloatProperty

Function Get Power

Pure, Const

Description: Returns how much power this pawn provides. If it consumes power, the value will be negative.

Return value

- **Type:** FloatProperty

Function Get Pawn Type

Pure, Const

Description: Returns this pawn's type (i.e. Structure, Infantry, Vehicle or Air).

Return value

- **Type:** EnumProperty (ETedPawnType)

Function Get Pawn Faction from Definition

Pure, Const

Description: Returns the pawn's actual faction affiliation, i.e. the faction it normally belongs to, not its owning player's faction.

Return value

- **Type:** EnumProperty (ETedFaction)

Function Get Pawn Container Owner

Pure, Const

Description: Returns the pawn that this pawn is currently inside of, or NULL if not in a container.

Return value

- **Type:** Ted Pawn Object Reference

Function Get Owning Team

Pure, Const

Description: Returns the team of the player (AI or human) that owns this pawn, or None if it has no valid owner.

Return value

- **Type:** EnumProperty (ETedTeamID)

Function Get Owning Player State

Pure, Const

Description: Returns the TedPlayerState of the player (AI or human) that owns this pawn, or NULL if it has no valid owner.

Inputs

- Return Original Owner
 - **Type:** BoolProperty

Return value

- **Type:** Ted Player State Object Reference

Function Get Owning Player ID

Pure, Const

Description: Returns the PlayerID of the player (AI or human) that owns this pawn, or None if it has no valid owner.

Return value

- **Type:** EnumProperty (ETedPlayerID)

Function Get Owning Player Data

Pure, Const

Description: Returns the TedPlayerData of the player (AI or human) that owns this pawn, or NULL if it has no valid owner.

Return value

- **Type:** Ted Player Data Object Reference

Function Get Owning Player Controller

Pure, Const

Description: Returns the TedPlayerController of the player (AI or human) that owns this pawn, or NULL if it has no valid owner.

Return value

- **Type:** Ted Player Controller Object Reference

Function Get Owning Faction

Pure, Const

Description: Returns the faction of the player (AI or human) that owns this pawn, or Civilian if it has no valid owner.

Return value

- **Type:** EnumProperty (ETedFaction)

Function Get Life Time

Pure, Const

Description: Returns this pawn's maximum life time if it's temporary (e.g. Drone Strike Turrets), or 0 if it's permanent.

Return value

- **Type:** FloatProperty

Function Get Last Damage Object

Pure, Const

Description: Returns the DamageType that was used to damage this pawn last, or NULL if it was never damaged.

Return value

- **Type:** Ted Damage Type Object Reference

Function Get Last Damage Info

Pure, Const

Description: Returns information about the last time this pawn was damaged.

Return value

- **Type:** Ted Pawn Damage Info Structure

Function Get Health Pct

Pure, Const

Description: Returns the pawn's health fraction (GetHealth/GetHealthMax).

Return value

- **Type:** FloatProperty

Function Get Health Max

Pure, Const

Description: Returns the pawn's max health.

Return value

- **Type:** FloatProperty

Function Get Health

Pure, Const

Description: Returns the pawn's current health.

Return value

- **Type:** FloatProperty

Function Get Gained Experience

Pure, Const

Description: Returns the pawn's current experience.

Return value

- **Type:** FloatProperty

Function Get Fo WVision Radius

Pure, Const

Description: Returns the radius in which this pawn temporarily clears the fog of war around itself.

Return value

- **Type:** FloatProperty

Function Get Fo WReveal Radius

Pure, Const

Description: Returns the radius in which this pawn permanently clears the fog of war around itself.

Return value

- **Type:** FloatProperty

Function Get Focus Actor

Pure, Const

Description: Returns the Actor that the pawn is currently targeting, if any.

Return value

- **Type:** Actor Object Reference

Function Get Focal Point

Pure, Const

Description: Returns the location that the pawn is currently targeting, or (0, 0, 0) if targeting nothing.

Return value

- **Type:** Vector

Function Get Entity Domain

Pure, Const

Description: Returns the pawn's domain tag (e.g. `PlayerData.EntityDomain.Ground`).

Return value

- **Type:** Gameplay Tag Structure

Function Get Definition Id

Pure, Const

Description: Returns the pawn's definition tag. See `Config/Tags/DefinitionTags.ini`.

Return value

- **Type:** Gameplay Tag Structure

Function Get Current Weapon Class

Pure, Const

Description: Returns the class of the current weapon

Return value

- **Type:** Ted Weapon Class Reference

Function Get Current Weapon

Pure, Const

Description: Returns the weapon currently in use by this pawn.

Return value

- **Type:** Ted Weapon Object Reference

Function Get Pawn Container Component

Pure, Const

Description: Returns the pawn's ContainerComponent, if the pawn has one (i.e. is a garrison or carrier).

Return value

- **Type:** Ted Pawn Container Component Object Reference

Function Get Available Weapons

Pure, Const

Description: Returns an array of all the weapons this pawn has.

Return value

- **Type:** Array of Ted Weapon Object Reference

Function Get Available Weapon Classes

Pure, Const

Description: Returns an array of all the weapon classes this pawn has.

Return value

- **Type:** Array of Ted Weapon Class Reference

Function Get Available Weapon

Pure, Const

Description: Returns the weapon of the specified WeaponClass, if this pawn has one. If bExactMatch is set, will not consider child classes.

Inputs

- Weapon Class
 - **Type:** Ted Weapon Class Reference
- Exact Match
 - **Type:** BoolProperty

Return value

- **Type:** Ted Weapon Object Reference

Function Can Fire

Pure, Const

Description: Returns true if this pawn can fire right now. Server-side or single player only.

Return value

- **Type:** BoolProperty

Function Add Experience

Description: Adds a value to the pawn's experience. InGainedExperience can be negative. Server-side or single player only.

Inputs

- In Gained Experience
 - **Type:** FloatProperty

Class TedFoliageInteractionConfig

Parent class: DataAsset

Description: Ted Foliage Interaction Config

Properties

- Foliage Config
 - **Type:** Foliage Config Structure
-

Class TedGameModeBase

Parent class: GameMode

Description: Ted Game Mode Base

Properties

- On Player Entered Game Blueprint Event
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Fires after a player enters the game and gets a valid Player ID.
-

Class TedGameState

Parent class: GameState

Description: Ted Game State

Properties

- On All Players Started
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** This event fires when all players have joined the game (or when a Skirmish game starts).
-

Class TedGlobalTags

Parent class: BlueprintFunctionLibrary

Description: Ted Global Tags

Functions

Function VETI Unit Tempest Processor

Pure

Description: VETI Unit Tempest Processor

Return value

- **Type:** Gameplay Tag Structure

Function VETI Unit Enlightened Any

Pure

Description: VETI Unit Enlightened Any

Return value

- **Type:** Gameplay Tag Container Structure

Function VETI Unit Enlightened

Pure

Description: VETI Unit Enlightened

Return value

- **Type:** Gameplay Tag Structure

Function VETI Unit Empowered Enlightened

Pure

Description: VETI Unit Empowered Enlightened

Return value

- **Type:** Gameplay Tag Structure

Function VETI Structure Tempest Processor

Pure

Description: VETI Structure Tempest Processor

Return value

- **Type:** Gameplay Tag Structure

Function VETI Structure Tempest Heart

Pure

Description: VETI Structure Tempest Heart

Return value

- **Type:** Gameplay Tag Structure

Function VETI Enlightened

Pure

Description: VETI Enlightened

Return value

- **Type:** Gameplay Tag Structure

Function VETI Any Pawn

Pure

Description: VETI Any Pawn

Return value

- **Type:** Gameplay Tag Structure

Function Vehicle Heavy

Pure

Description: Vehicle Heavy

Return value

- **Type:** Gameplay Tag Structure

Function Vehicle

Pure

Description: Vehicle

Return value

- **Type:** Gameplay Tag Structure

Function Unit Support

Pure

Description: Unit Support

Return value

- **Type:** Gameplay Tag Structure

Function Unit MCV Any

Pure

Description: Unit MCV Any

Return value

- **Type:** Gameplay Tag Container Structure

Function Unit

Pure

Description: Unit

Return value

- **Type:** Gameplay Tag Structure

Function UI Skippable Sequence Movie

Pure

Description: UI Skippable Sequence Movie

Return value

- **Type:** Gameplay Tag Structure

Function UI Skippable Sequence CC Map Screen

Pure

Description: UI Skippable Sequence CC Map Screen

Return value

- **Type:** Gameplay Tag Structure

Function UI Skippable Sequence CC Briefing

Pure

Description: UI Skippable Sequence CC Briefing

Return value

- **Type:** Gameplay Tag Structure

Function UI Movie Sequence Connection Lost

Pure

Description: UI Movie Sequence Connection Lost

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Score Screen

Pure

Description: UI Menu Screen Score Screen

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Medals Screen SP

Pure

Description: UI Menu Screen Medals Screen SP

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Medals Screen MP

Pure

Description: UI Menu Screen Medals Screen MP

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Map Screen

Pure

Description: UI Menu Screen Map Screen

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Main Menu

Pure

Description: UI Menu Screen Main Menu

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Game Menu

Pure

Description: UI Menu Screen Game Menu

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Faction Selection

Pure

Description: UI Menu Screen Faction Selection

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen End Game

Pure

Description: UI Menu Screen End Game

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Command Compound

Pure

Description: UI Menu Screen Command Compound

Return value

- **Type:** Gameplay Tag Structure

Function UI Menu Screen Campaign Selection

Pure

Description: UI Menu Screen Campaign Selection

Return value

- **Type:** Gameplay Tag Structure

Function UI Marker Context Secondary

Pure

Description: UI Marker Context Secondary

Return value

- **Type:** Gameplay Tag Structure

Function UI Marker Context Primary GDF

Pure

Description: UI Marker Context Primary GDF

Return value

- **Type:** Gameplay Tag Structure

Function UI Marker Context Primary DYN

Pure

Description: UI Marker Context Primary DYN

Return value

- **Type:** Gameplay Tag Structure

Function UI Marker Context Primary

Pure

Description: UI Marker Context Primary

Return value

- **Type:** Gameplay Tag Structure

Function UI Hiding Context Spectator Match

Pure

Description: UI Hiding Context Spectator Match

Return value

- **Type:** Gameplay Tag Structure

Function UI Hiding Context Spectator Ally

Pure

Description: UI Hiding Context Spectator Ally

Return value

- **Type:** Gameplay Tag Structure

Function UI Hiding Context Spectator

Pure

Description: UI Hiding Context Spectator

Return value

- **Type:** Gameplay Tag Structure

Function UI Hiding Context Playing Movie

Pure

Description: UI Hiding Context Playing Movie

Return value

- **Type:** Gameplay Tag Structure

Function UI Hiding Context Hiding HUD

Pure

Description: UI Hiding Context Hiding HUD

Return value

- **Type:** Gameplay Tag Structure

Function UI Event Hud Popup Show Side

Pure

Description: UI Event Hud Popup Show Side

Return value

- **Type:** Gameplay Tag Structure

Function UI Event Hud Popup Show

Pure

Description: UI Event Hud Popup Show

Return value

- **Type:** Gameplay Tag Structure

Function UI Event Hud Popup Hide

Pure

Description: UI Event Hud Popup Hide

Return value

- **Type:** Gameplay Tag Structure

Function UI Event Chat Party Adjust for Score Screen

Pure

Description: UI Event Chat Party Adjust for Score Screen

Return value

- **Type:** Gameplay Tag Structure

Function UI Event CC Framed Movie Stop

Pure

Description: UI Event CC Framed Movie Stop

Return value

- **Type:** Gameplay Tag Structure

Function UI Event CC Framed Movie Play

Pure

Description: UI Event CC Framed Movie Play

Return value

- **Type:** Gameplay Tag Structure

Function UI Event

Pure

Description: UI Event

Return value

- **Type:** Gameplay Tag Structure

Function UI Anim Startup Sequence

Pure

Description: UI Anim Startup Sequence

Return value

- **Type:** Gameplay Tag Structure

Function UI Anim Show

Pure

Description: UI Anim Show

Return value

- **Type:** Gameplay Tag Structure

Function UI Anim Objective Updated

Pure

Description: UI Anim Objective Updated

Return value

- **Type:** Gameplay Tag Structure

Function UI Anim Objective New

Pure

Description: UI Anim Objective New

Return value

- **Type:** Gameplay Tag Structure

Function UI Anim Objective Failed

Pure

Description: UI Anim Objective Failed

Return value

- **Type:** Gameplay Tag Structure

Function UI Anim Objective Completed

Pure

Description: UI Anim Objective Completed

Return value

- **Type:** Gameplay Tag Structure

Function UI Anim Hide

Pure

Description: UI Anim Hide

Return value

- **Type:** Gameplay Tag Structure

Function Structure Wall Any

Pure

Description: Structure Wall Any

Return value

- **Type:** Gameplay Tag Container Structure

Function Structure Wall

Pure

Description: Structure Wall

Return value

- **Type:** Gameplay Tag Structure

Function Structure Tower

Pure

Description: Structure Tower

Return value

- **Type:** Gameplay Tag Structure

Function Structure Super Weapon VETI

Pure

Description: Structure Super Weapon VETI

Return value

- **Type:** Gameplay Tag Structure

Function Structure Super Weapon GDF

Pure

Description: Structure Super Weapon GDF

Return value

- **Type:** Gameplay Tag Structure

Function Structure Super Weapon DYN

Pure

Description: Structure Super Weapon DYN

Return value

- **Type:** Gameplay Tag Structure

Function Structure Super Weapon Any

Pure

Description: Structure Super Weapon Any

Return value

- **Type:** Gameplay Tag Container Structure

Function Structure Superweapon

Pure

Description: Structure Superweapon

Return value

- **Type:** Gameplay Tag Structure

Function Structure Sandbags Any

Pure

Description: Structure Sandbags Any

Return value

- **Type:** Gameplay Tag Container Structure

Function Structure Radar Any

Pure

Description: Structure Radar Any

Return value

- **Type:** Gameplay Tag Container Structure

Function Structure Gate Any

Pure

Description: Structure Gate Any

Return value

- **Type:** Gameplay Tag Container Structure

Function Structure Defensive

Pure

Description: Structure Defensive

Return value

- **Type:** Gameplay Tag Structure

Function Structure Construction Yard Any

Pure

Description: Structure Construction Yard Any

Return value

- **Type:** Gameplay Tag Container Structure

Function Structure Conformation Bridge

Pure

Description: Structure Conformation Bridge

Return value

- **Type:** Gameplay Tag Structure

Function Structure Conformation

Pure

Description: Structure Conformation

Return value

- **Type:** Gameplay Tag Structure

Function Structure Airfield

Pure

Description: Structure Airfield

Return value

- **Type:** Gameplay Tag Structure

Function Structure

Pure

Description: Structure

Return value

- **Type:** Gameplay Tag Structure

Function Status Uncrushable

Pure

Description: Status Uncrushable

Return value

- **Type:** Gameplay Tag Structure

Function Status Tempest Charge Blocked

Pure

Description: Status Tempest Charge Blocked

Return value

- **Type:** Gameplay Tag Structure

Function Status Super Weapon Spawned

Pure

Description: Status Super Weapon Spawned

Return value

- **Type:** Gameplay Tag Structure

Function Status Super Weapon Active

Pure

Description: Status Super Weapon Active

Return value

- **Type:** Gameplay Tag Structure

Function Status Recently Damaged

Pure

Description: Applied when specialist unit is damaged. Used in Specialist Card widget

Return value

- **Type:** Gameplay Tag Structure

Function Status on Tempest Field

Pure

Description: Status on Tempest Field

Return value

- **Type:** Gameplay Tag Structure

Function Status No Attack

Pure

Description: Status No Attack

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Tempest Charge

Pure

Description: Status Mutable Tempest Charge

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Suppressed

Pure

Description: Status Mutable Suppressed

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Subjugated

Pure

Description: Status Mutable Subjugated

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Stealth

Pure

Description: Status Mutable Stealth

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Riot Suppression

Pure

Description: Status Mutable Riot Suppression

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Researching Upgrade

Pure

Description: Status Mutable Researching Upgrade

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Power Down

Pure

Description: Status Mutable Power Down

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Overridden

Pure

Description: Status Mutable Overridden

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Moving

Pure

Description: Status Mutable Moving

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Marked

Pure

Description: Status Mutable Marked

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Immobilized

Pure

Description: Status Mutable Immobilized

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Harvester Idle

Pure

Description: Status Mutable Harvester Idle

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Force User Power Down

Pure

Description: Status Mutable Force User Power Down

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Enlightened Sacrifice

Pure

Description: Status Mutable Enlightened Sacrifice

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Distribution Mode Source

Pure

Description: Status Mutable Distribution Mode Source

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Distribution Mode

Pure

Description: Status Mutable Distribution Mode

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Disarming Mine

Pure

Description: Status Mutable Disarming Mine

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Disarmed

Pure

Description: Status Mutable Disarmed

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Commandeered

Pure

Description: Status Mutable Commandeered

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Autoharvesting

Pure

Description: Status Mutable Autoharvesting

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Attack Blocked

Pure

Description: Status Mutable Attack Blocked

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable Alive

Pure

Description: Status Mutable Alive

Return value

- **Type:** Gameplay Tag Structure

Function Status Mutable

Pure

Description: Status Mutable

Return value

- **Type:** Gameplay Tag Structure

Function Status Facilitation Mode

Pure

Description: Status Facilitation Mode

Return value

- **Type:** Gameplay Tag Structure

Function Status Disable Selection

Pure

Description: Status Disable Selection

Return value

- **Type:** Gameplay Tag Structure

Function Status Deployed

Pure

Description: Status Deployed

Return value

- **Type:** Gameplay Tag Structure

Function Status Awakening 3

Pure

Description: Status Awakening 3

Return value

- **Type:** Gameplay Tag Structure

Function Status Awakening 2

Pure

Description: Status Awakening 2

Return value

- **Type:** Gameplay Tag Structure

Function Status Awakening 1

Pure

Description: Status Awakening 1

Return value

- **Type:** Gameplay Tag Structure

Function Status AllInvisible

Pure

Description: Status AllInvisible

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Worker

Pure

Description: Player Data Worker

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Upgrade Resurrection

Pure

Description: Player Data Upgrade Resurrection

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Simultaneous Construction

Pure

Description: Player Data Simultaneous Construction

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Power Down

Pure

Description: Player Data Power Down

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Not Capturable

Pure

Description: Player Data Not Capturable

Return value

- **Type:** Gameplay Tag Structure

Function Player Data No Sell

Pure

Description: Player Data No Sell

Return value

- **Type:** Gameplay Tag Structure

Function Player Data No Garrison

Pure

Description: Player Data No Garrison

Return value

- **Type:** Gameplay Tag Structure

Function Player Data No Construction

Pure

Description: Player Data No Construction

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Low Power Immune

Pure

Description: Player Data Low Power Immune

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Insufficient Power Slow Down

Pure

Description: Player Data Insufficient Power Slow Down

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Infinite Resources

Pure

Description: Player Data Infinite Resources

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Infinite Power

Pure

Description: Player Data Infinite Power

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Caretaker

Pure

Description: Player Data Caretaker

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Build Only in Factory Radius

Pure

Description: Player Data Build Only in Factory Radius

Return value

- **Type:** Gameplay Tag Structure

Function Player Data All Seeing

Pure

Description: Player Data All Seeing

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Allow Power Down

Pure

Description: Player Data Allow Power Down

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Allow Player Commands

Pure

Description: Player Data Allow Player Commands

Return value

- **Type:** Gameplay Tag Structure

Function Player Data Allow Insufficient Power

Pure

Description: Player Data Allow Insufficient Power

Return value

- **Type:** Gameplay Tag Structure

Function Perk Mine Immunity

Pure

Description: Perk Mine Immunity

Return value

- **Type:** Gameplay Tag Structure

Function NEU Any Pawn

Pure

Description: NEU Any Pawn

Return value

- **Type:** Gameplay Tag Structure

Function Mine

Pure

Description: Mine

Return value

- **Type:** Gameplay Tag Structure

Function Input Settings Error Restricted Mapping

Pure

Description: Input Settings Error Restricted Mapping

Return value

- **Type:** Gameplay Tag Structure

Function Input Settings Error Conflicting Mapping

Pure

Description: Input Settings Error Conflicting Mapping

Return value

- **Type:** Gameplay Tag Structure

Function Infantry No Override

Pure

Description: Infantry No Override

Return value

- **Type:** Gameplay Tag Structure

Function Infantry Heavy

Pure

Description: Infantry Heavy

Return value

- **Type:** Gameplay Tag Structure

Function Infantry

Pure

Description: Infantry

Return value

- **Type:** Gameplay Tag Structure

Function Ground Targeting Blocked

Pure

Description: Ground Targeting Blocked

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Satellite Uplink

Pure

Description: GDF Structure Satellite Uplink

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Refinery

Pure

Description: GDF Structure Refinery

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Power Plant

Pure

Description: GDF Structure Power Plant

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Fence

Pure

Description: GDF Structure Fence

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Construction Yard

Pure

Description: GDF Structure Construction Yard

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Concrete Wall

Pure

Description: GDF Structure Concrete Wall

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Barracks

Pure

Description: GDF Structure Barracks

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Airpad

Pure

Description: GDF Structure Airpad

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Airfield

Pure

Description: GDF Structure Airfield

Return value

- **Type:** Gameplay Tag Structure

Function GDF Structure Advanced Power Plant

Pure

Description: GDF Structure Advanced Power Plant

Return value

- **Type:** Gameplay Tag Structure

Function GDF Harvester

Pure

Description: GDF Harvester

Return value

- **Type:** Gameplay Tag Structure

Function Gameplay Cue Rep Minimal

Pure

Description: Gameplay Cue Rep Minimal

Return value

- **Type:** Gameplay Tag Structure

Function Gameplay Cue Rep Full

Pure

Description: Gameplay Cue Rep Full

Return value

- **Type:** Gameplay Tag Structure

Function Gameplay Cue

Pure

Description: Gameplay Cue

Return value

- **Type:** Gameplay Tag Structure

Function Event Spawn Pawn

Pure

Description: Event Spawn Pawn

Return value

- **Type:** Gameplay Tag Structure

Function Event Shoot Projectile

Pure

Description: Event Shoot Projectile

Return value

- **Type:** Gameplay Tag Structure

Function Event Deploy Pawn

Pure

Description: Event Deploy Pawn

Return value

- **Type:** Gameplay Tag Structure

Function Event Deploy Parachute

Pure

Description: Event Deploy Parachute

Return value

- **Type:** Gameplay Tag Structure

Function Event Deal Damage

Pure

Description: Event Deal Damage

Return value

- **Type:** Gameplay Tag Structure

Function Event

Pure

Description: Event

Return value

- **Type:** Gameplay Tag Structure

Function Error Weapon Requirements Not Met

Pure

Description: Error Weapon Requirements Not Met

Return value

- **Type:** Gameplay Tag Structure

Function Error Weapon Not Found

Pure

Description: Error Weapon Not Found

Return value

- **Type:** Gameplay Tag Structure

Function Error Unit Cant Move

Pure

Description: Error Unit Cant Move

Return value

- **Type:** Gameplay Tag Structure

Function Error Required Ground Target

Pure

Description: Error Required Ground Target

Return value

- **Type:** Gameplay Tag Structure

Function Error Required Air Target

Pure

Description: Error Required Air Target

Return value

- **Type:** Gameplay Tag Structure

Function Error Not in Range

Pure

Description: Error Not in Range

Return value

- **Type:** Gameplay Tag Structure

Function Error Missing Prerequisites

Pure

Description: Error Missing Prerequisites

Return value

- **Type:** Gameplay Tag Structure

Function Error Missing Gameplay Tag Asset Interface

Pure

Description: Error Missing Gameplay Tag Asset Interface

Return value

- **Type:** Gameplay Tag Structure

Function Error Is Cooling Down

Pure

Description: Error Is Cooling Down

Return value

- **Type:** Gameplay Tag Structure

Function Error Invisible Target

Pure

Description: Error Invisible Target

Return value

- **Type:** Gameplay Tag Structure

Function Error Invalid Target Location

Pure

Description: Error Invalid Target Location

Return value

- **Type:** Gameplay Tag Structure

Function Error Invalid Target Domain

Pure

Description: Error Invalid Target Domain

Return value

- **Type:** Gameplay Tag Structure

Function Error Invalid Target

Pure

Description: Error Invalid Target

Return value

- **Type:** Gameplay Tag Structure

Function Error Invalid Tag

Pure

Description: Error Invalid Tag

Return value

- **Type:** Gameplay Tag Structure

Function Error Invalid Power State

Pure

Description: Error Invalid Power State

Return value

- **Type:** Gameplay Tag Structure

Function Error Invalid Owner

Pure

Description: Error Invalid Owner

Return value

- **Type:** Gameplay Tag Structure

Function Error Invalid Attitude

Pure

Description: Error Invalid Attitude

Return value

- **Type:** Gameplay Tag Structure

Function Error Dead Target

Pure

Description: Error Dead Target

Return value

- **Type:** Gameplay Tag Structure

Function Error Blocked Ground Targeting

Pure

Description: Error Blocked Ground Targeting

Return value

- **Type:** Gameplay Tag Structure

Function DYN Unit Tempest Rig

Pure

Description: DYN Unit Tempest Rig

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structures

Pure

Description: DYN Structures

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Refinery

Pure

Description: DYN Structure Refinery

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Radar

Pure

Description: DYN Structure Radar

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Power Plant

Pure

Description: DYN Structure Power Plant

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Construction Yard

Pure

Description: DYN Structure Construction Yard

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Concrete Wall

Pure

Description: DYN Structure Concrete Wall

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Barracks

Pure

Description: DYN Structure Barracks

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Airpad

Pure

Description: DYN Structure Airpad

Return value

- **Type:** Gameplay Tag Structure

Function DYN Structure Air Factory

Pure

Description: DYN Structure Air Factory

Return value

- **Type:** Gameplay Tag Structure

Function DYN Harvester

Pure

Description: DYN Harvester

Return value

- **Type:** Gameplay Tag Structure

Function Domain Ground

Pure

Description: Domain Ground

Return value

- **Type:** Gameplay Tag Structure

Function Domain Air

Pure

Description: Domain Air

Return value

- **Type:** Gameplay Tag Structure

Function Destructible

Pure

Description: Destructible

Return value

- **Type:** Gameplay Tag Structure

Function Definition Mutable Tempest Charge

Pure

Description: Definition Mutable Tempest Charge

Return value

- **Type:** Gameplay Tag Structure

Function CPACT Unit Tempest Rig

Pure

Description: CPACT Unit Tempest Rig

Return value

- **Type:** Gameplay Tag Structure

Function CPACT Structure Refinery

Pure

Description: CPACT Structure Refinery

Return value

- **Type:** Gameplay Tag Structure

Function CPACT Structure Power Plant

Pure

Description: CPACT Structure Power Plant

Return value

- **Type:** Gameplay Tag Structure

Function CPACT Structure Airpad

Pure

Description: CPACT Structure Airpad

Return value

- **Type:** Gameplay Tag Structure

Function CPACT Structure Air Factory

Pure

Description: CPACT Structure Air Factory

Return value

- **Type:** Gameplay Tag Structure

Function Conformation State Deployed

Pure

Description: Conformation State Deployed

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Unload Container

Pure

Description: Command Type Unload Container

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Teleport

Pure

Description: Command Type Teleport

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Switch Weapon Ranged

Pure

Description: Command Type Switch Weapon Ranged

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Switch Weapon Melee

Pure

Description: Command Type Switch Weapon Melee

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Support Power

Pure

Description: Command Type Support Power

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Subjugation Spawn

Pure

Description: Command Type Subjugation Spawn

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Stop

Pure

Description: Command Type Stop

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Set Rally Point

Pure

Description: Command Type Set Rally Point

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Sacrifice

Pure

Description: Command Type Sacrifice

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Repair

Pure

Description: Command Type Repair

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Patrol

Pure

Description: Command Type Patrol

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Move Harvester Refinery

Pure

Description: Command Type Move Harvester Refinery

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Move

Pure

Description: Command Type Move

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Hold Position

Pure

Description: Command Type Hold Position

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Harvest

Pure

Description: Command Type Harvest

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Guard Location

Pure

Description: Command Type Guard Location

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Follow

Pure

Description: Command Type Follow

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Escort

Pure

Description: Command Type Escort

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Enter Container

Pure

Description: Command Type Enter Container

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Disarm Mine

Pure

Description: Command Type Disarm Mine

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Deploy Unit

Pure

Description: Command Type Deploy Unit

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Deploy Structure

Pure

Description: Command Type Deploy Structure

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Deploy Conformation

Pure

Description: Command Type Deploy Conformation

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Deconstruct

Pure

Description: Command Type Deconstruct

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Capture Structure

Pure

Description: Command Type Capture Structure

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Call in Units

Pure

Description: Command Type Call in Units

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Auto Harvest

Pure

Description: Command Type Auto Harvest

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Attack Ground

Pure

Description: Command Type Attack Ground

Return value

- **Type:** Gameplay Tag Structure

Function Command Type Attack

Pure

Description: Command Type Attack

Return value

- **Type:** Gameplay Tag Structure

Function Command Autocast Call in Units

Pure

Description: Command Autocast Call in Units

Return value

- **Type:** Gameplay Tag Structure

Function Command Autocast

Pure

Description: Command Autocast

Return value

- **Type:** Gameplay Tag Structure

Function Behavior Idle

Pure

Description: Behavior Idle

Return value

- **Type:** Gameplay Tag Structure

Function Behavior Command

Pure

Description: Behavior Command

Return value

- **Type:** Gameplay Tag Structure

Function Behavior Attack

Pure

Description: Behavior Attack

Return value

- **Type:** Gameplay Tag Structure

Function Announcement Under Attack

Pure

Description: When this tag gets applied to a Pawn it will play Under Attack Announcement on a loop for that Pawn for as long as this tag is present - could be applied through gameplay effects which do not deal damage directly etc.

Return value

- **Type:** Gameplay Tag Structure

Function Announcement Tempest Exposure

Pure

Description: When this tag gets applied to a Pawn it will play Tempest Exposure Announcement on a loop for that Pawn for as long as this tag is present.

Return value

- **Type:** Gameplay Tag Structure

Function Anim Montage Open Door

Pure

Description: Anim Montage Open Door

Return value

- **Type:** Gameplay Tag Structure

Function Anim Montage Death Standing

Pure

Description: Anim Montage Death Standing

Return value

- **Type:** Gameplay Tag Structure

Function Anim Montage Death Crawling

Pure

Description: Anim Montage Death Crawling

Return value

- **Type:** Gameplay Tag Structure

Function Anim Montage Death

Pure

Description: Anim Montage Death

Return value

- **Type:** Gameplay Tag Structure

Function Anim Montage Attack Standing

Pure

Description: Anim Montage Attack Standing

Return value

- **Type:** Gameplay Tag Structure

Function Anim Montage Attack Crawling

Pure

Description: Anim Montage Attack Crawling

Return value

- **Type:** Gameplay Tag Structure

Function Anim Montage Attack

Pure

Description: Anim Montage Attack

Return value

- **Type:** Gameplay Tag Structure

Function Aircraft

Pure

Description: Aircraft

Return value

- **Type:** Gameplay Tag Structure

Function Ability Activation Failure Missing Tag

Pure

Description: Ability Activation Failure Missing Tag

Return value

- **Type:** Gameplay Tag Structure

Function Ability Activation Failure Cost

Pure

Description: Ability Activation Failure Cost

Return value

- **Type:** Gameplay Tag Structure

Function Ability Activation Failure Cooldown

Pure

Description: Ability Activation Failure Cooldown

Return value

- **Type:** Gameplay Tag Structure

Function Ability Activation Failure Blocked Tag

Pure

Description: Ability Activation Failure Blocked Tag

Return value

- **Type:** Gameplay Tag Structure

Function Ability Teleport

Pure

Description: Ability Teleport

Return value

- **Type:** Gameplay Tag Structure

Function Ability Stealth Blocked

Pure

Description: Ability Stealth Blocked

Return value

- **Type:** Gameplay Tag Structure

Function Ability Stealth

Pure

Description: Ability Stealth

Return value

- **Type:** Gameplay Tag Structure

Function Ability Spawn Unit Enlightened

Pure

Description: Ability Spawn Unit Enlightened

Return value

- **Type:** Gameplay Tag Structure

Function Ability Spawn Unit

Pure

Description: Ability Spawn Unit

Return value

- **Type:** Gameplay Tag Structure

Function Ability Ranged

Pure

Description: Ability Ranged

Return value

- **Type:** Gameplay Tag Structure

Function Ability Plan

Pure

Description: Ability Plan

Return value

- **Type:** Gameplay Tag Structure

Function Ability Enqueue

Pure

Description: Ability Enqueue

Return value

- **Type:** Gameplay Tag Structure

Function Ability Dismantle Structure

Pure

Description: Ability Dismantle Structure

Return value

- **Type:** Gameplay Tag Structure

Function Ability Deposit Resource

Pure

Description: Ability Deposit Resource

Return value

- **Type:** Gameplay Tag Structure

Function Ability Deploy Structure

Pure

Description: Ability Deploy Structure

Return value

- **Type:** Gameplay Tag Structure

Function Ability Deploy Lightning Rod

Pure

Description: Ability Deploy Lightning Rod

Return value

- **Type:** Gameplay Tag Structure

Function Ability Death

Pure

Description: Ability Death

Return value

- **Type:** Gameplay Tag Structure

Function Ability Capture Structure

Pure

Description: Ability Capture Structure

Return value

- **Type:** Gameplay Tag Structure

Function Ability Blocked

Pure

Description: Ability Blocked

Return value

- **Type:** Gameplay Tag Structure

Function Ability Attack Looping

Pure

Description: Ability Attack Looping

Return value

- **Type:** Gameplay Tag Structure

Function Ability Attack

Pure

Description: Ability Attack

Return value

- **Type:** Gameplay Tag Structure

Function Ability

Pure

Description: Ability

Return value

- **Type:** Gameplay Tag Structure

Class TedGridAreaVolume

Parent class: GridAreaVolume

Description: Ted Grid Area Volume

Properties

- **Ecs Actor**
 - **Type:** Ecs Actor Component Object Reference
 - **Description:** Do not touch.

Class TedLevelScriptActor

Parent class: LevelScriptActor

Description: Ted Level Script Actor

Properties

- Trigger on Pawn Spawned Delegate
 - **Type:** BoolProperty
 - **Description:** If enabled, the OnPawnSpawned event will fire.

Functions

Function Set Save Actor Hidden in Game

Description: Set Save Actor Hidden in Game

Inputs

- Actor
 - **Type:** Actor Object Reference
- In Hidden
 - **Type:** BoolProperty

Function Set Save Actor Component Active

Description: Set Save Actor Component Active

Inputs

- Component
 - **Type:** Actor Component Object Reference
- Active
 - **Type:** BoolProperty
- Reset
 - **Type:** BoolProperty

Function Enable Pawn Spawn Tracking

Description: Enables the OnPawnSpawned event.

Function Disable Pawn Spawn Tracking

Description: Disables the OnPawnSpawned event.

Class TedMapInfo

Parent class: PrimaryDataAsset

Description: Map metadata.

Properties

- Display Name
 - **Type:** TextProperty
 - **Description:** Map name that's displayed in the game.
- Location
 - **Type:** TextProperty
 - **Description:** Location the map takes place in.
- Description
 - **Type:** TextProperty
 - **Description:** Map description
- Author
 - **Type:** TextProperty
 - **Description:** Author name (for custom maps)
- Minimap
 - **Type:** Texture 2D Object Reference
 - **Description:** Minimap texture to use for the map.
- Players
 - **Type:** Ted Player Slot Structure
 - **Description:** Player slot setup. Can be partially overridden by Skirmish/MP settings.
- Custom Attitudes
 - **Type:** Array of Ted Editable Custom Attitude Structure
 - **Description:** Overrides for attitudes (e.g. hostile or friendly) between teams.
- Custom Player Color Presets
 - **Type:** RTSCustom Player Color Presets Structure
 - **Description:** Custom player colors.
- Starting Armies
 - **Type:** Ted Starting Armies Structure
 - **Description:** Definitions for all possible variants of starting armies for players on this map.
- Related World Path
 - **Type:** Soft Object Path Structure
 - **Description:** Which World this MapInfo is for.

- **Cached World Bounds**
 - **Type:** Box Structure
 - **Description:** Bounds of World that uses this Map Info. Automatically cached when saving World asset.
- **Definition Collection**
 - **Type:** Smart Data Collection Object Reference
 - **Description:** Definition collection (i.e. list of units, buildings, etc) for this map.
- **Map Sound Tracks**
 - **Type:** Array of Ted Jukebox Track Asset Object Reference
 - **Description:** Background music tracks used for this map. For these to play you must call JukeboxEnableMissionTracks. Leave empty if you want to use custom non-Jukebox music.
- **Victory Track**
 - **Type:** Ted Jukebox Track Asset Object Reference
 - **Description:** Music track that plays when you win the map.
- **Lose Track**
 - **Type:** Ted Jukebox Track Asset Object Reference
 - **Description:** Music track that plays when you lose the map.
- **Supports MP**
 - **Type:** BoolProperty
 - **Description:** Whether this map supports multiplayer.
- **Supports SP**
 - **Type:** BoolProperty
 - **Description:** Whether this map supports offline skirmish.
- **Sandbox Only**
 - **Type:** BoolProperty
 - **Description:** If set, forces the game mode to always be Sandbox on this map. The Sandbox game mode has no win or lose condition, so you must use the WinGame/Defeat nodes to end the game.
- **Mod Id**
 - **Type:** StrProperty
 - **Description:** Which mod id (e.g. Steam Workshop item id) this map is from. Set only for custom maps downloaded from e.g. Steam Workshop.
- **Is Custom Map**
 - **Type:** BoolProperty
 - **Description:** Whether this is a custom map. Set in PostLoad.
- **Is Workshop Map**
 - **Type:** BoolProperty
 - **Description:** Whether this is a custom map from Steam Workshop. Set by the ModSubsystem in game.
- **Mod Version**
 - **Type:** IntProperty
 - **Description:** The version of the mod this map is from, or -1 if it's not from a mod. Set by the ModSubsystem.

Functions

Function Requires Sandbox

Pure, Const

Description: Requires Sandbox

Return value

- Type: BoolProperty

Function Get Current Map Info

Description: Returns the MapInfo of the currently loaded map, if any.

Return value

- Type: Ted Map Info Object Reference

Function Is Finale

Pure, Const

Description: Is Finale

Return value

- Type: BoolProperty

Function Is Custom Map

Pure, Const

Description: Returns true if this map is from a mod.

Return value

- Type: BoolProperty

Function Has Singleplayer Support

Pure, Const

Description: Has Singleplayer Support

Return value

- Type: BoolProperty

Function Has Multiplayer Support

Pure, Const

Description: Has Multiplayer Support

Return value

- **Type:** BoolProperty

Function Get Players Num

Pure, Const

Description: Get total available player slot count

Return value

- **Type:** IntProperty

Function Get Mod Version

Pure, Const

Description: Returns the mod version.

Return value

- **Type:** IntProperty

Function Get Mod Id

Pure, Const

Description: Returns the mod ID.

Return value

- **Type:** StrProperty

Function Get Minimap

Pure, Const

Description: Get Minimap

Return value

- **Type:** Texture 2D Object Reference

Function Get Map Screen Setup

Pure, Const

Description: Get Map Screen Setup

Return value

- **Type:** Ted Command Compound Map Screen Setup Object Reference

Function Get Map Requisition Points

Pure, Const

Description: Get Map Requisition Points

Inputs

- **Difficulty**
 - **Type:** EnumProperty (ETedGameDifficulty)

Return value

- **Type:** IntProperty

Function Get Location

Pure, Const

Description: Get Location

Return value

- **Type:** TextProperty

Function Get Human Players Num

Pure, Const

Description: Get Human player slot count

Return value

- **Type:** IntProperty

Function Get Human Player Slots

Const

Description: Get all Human player slots

Inputs

- Out Slots
 - **Type:** Array of Ted Player Slot Structure

Return value

- **Type:** BoolProperty

Function Get Display Name

Pure, Const

Description: Get Display Name

Return value

- **Type:** TextProperty

Function Get Description

Pure, Const

Description: Get Description

Return value

- **Type:** TextProperty

Function Get Definition Collection

Pure, Const

Description: Load and get the pawn definition collection used by this map

Return value

- **Type:** Smart Data Collection Object Reference

Function Get Campaign Slot Thumbnail

Description: Get Campaign Slot Thumbnail

Return value

- **Type:** Texture 2D Object Reference

Function Get Cached World Bounds

Pure, Const

Description: Get Cached World Bounds

Return value

- **Type:** Box Structure

Function Get Briefing

Pure, Const

Description: Get Briefing

Return value

- **Type:** Ted Briefing Object Reference

Function Get Bot Players Num

Pure, Const

Description: Get Bot player slot count

Return value

- **Type:** IntProperty

Function Get Author

Pure, Const

Description: Get Author

Return value

- **Type:** TextProperty

Function Get Amount Of Secondary Objectives

Pure, Const

Description: Get Amount Of Secondary Objectives

Return value

- **Type:** IntProperty

Function Get Amount Of Main Objectives

Pure, Const

Description: Get Amount Of Main Objectives

Return value

- **Type:** IntProperty

Class TedJukeboxTrackAsset

Parent class: PrimaryDataAsset

Description: Definition for a music track that can be played in the Jukebox or as map BGM.

Properties

- Track Title
 - **Type:** TextProperty
 - **Description:** Track title displayed in the Jukebox.
- Track Author
 - **Type:** TextProperty
 - **Description:** Track author displayed in the Jukebox.
- Sound Track Object
 - **Type:** Sound Base Object Reference
 - **Description:** Music track asset.

Class TedModAPI

Parent class: BlueprintFunctionLibrary

Description: Ted Mod API

Functions

Function Win Game for Team

Description: Wins the game for this team (i.e. defeats every other team). Returns true if successful. Can fail if the player is already defeated, or if the game is already over, or if executed clientside.

Inputs

- In Team ID
 - **Type:** EnumProperty (ETedTeamID)

Return value

- **Type:** BoolProperty

Function Win Game for Player

Description: Wins the game for this player's team (i.e. defeats every other team). Returns true if successful. Can fail if the player is already defeated, or if the game is already over, or if executed clientside.

Inputs

- In PS
 - **Type:** Ted Player State Object Reference

Return value

- **Type:** BoolProperty

Function Spawn Unit

Description: Spawns a unit and gives it to the specified player. Will fail and return NULL if executed client-side.

Inputs

- Definition Id
 - **Type:** Gameplay Tag Structure
 - **Description:** The unit's definition tag. See Config/Tags/DefinitionTags.ini.
- Owner
 - **Type:** Ted Player State Object Reference
 - **Description:** Player that should be the owner of this unit.
- Spawn Transform
 - **Type:** Transform
 - **Description:** Where to spawn the unit.

Return value

- **Type:** Ted Unit Base Object Reference

Function Spawn Structure

Description: Spawns a structure and gives it to the specified player. Will fail and return NULL if there is no valid space to place the structure or if executed clientside.

Inputs

- Definition Id
 - **Type:** Gameplay Tag Structure
 - **Description:** The structure's definition tag. See Config/Tags/DefinitionTags.ini.
- Owner
 - **Type:** Ted Player State Object Reference
 - **Description:** Player that should be the owner of this structure.
- Spawn Location
 - **Type:** Vector
 - **Description:** Where to spawn the structure.
- Alignment
 - **Type:** EnumProperty (ETedStructureAlignment)
 - **Description:** Where the structure should be facing (None = use default alignment for this structure, typically BottomRight).

Return value

- **Type:** Ted Structure Base Object Reference

Function Send Team Chat Message

Description: Sends a System message to the chat only for the specified team. If executed client-side, will only add a local message if your team matches.

Inputs

- In Msg
 - **Type:** StrProperty
 - **Description:** Message to send.
- In Team
 - **Type:** EnumProperty (ETedTeamID)
 - **Description:** Team to send the message to.

Function Send Private Chat Message

Description: Sends a System message to the specified player. If executed client-side, will only add a local message if you are that player.

Inputs

- In Msg
 - **Type:** StrProperty
 - **Description:** Message to send.
- In Player
 - **Type:** EnumProperty (ETedPlayerID)
 - **Description:** Player to send the message to.

Function Send Chat Message

Description: Sends a System message to the chat. If executed client-side, will only add a local message.

Inputs

- In Msg
 - **Type:** StrProperty
 - **Description:** Message to send.

Function Jukebox Set Paused

Description: Pauses or unpauses the current Jukebox track. Client-side or SP only.

Inputs

- Pause
 - **Type:** BoolProperty

Function Jukebox Fade Out

Description: Fades out the currently playing Jukebox track, if there is one. Client-side or SP only.

Inputs

- Fade Time
 - **Type:** FloatProperty

Function Jukebox Enable Mission Tracks

Description: Sets the Jukebox to use mission music tracks (MapSoundTracks in TedMapInfo). The user can still enable other modes manually. Client-side or SP only.

Inputs

- Enable
 - **Type:** BoolProperty

Function Is Valid Player

Pure

Description: Returns true if the specified Player ID corresponds to a valid player (bot or human).

Inputs

- In Player ID
 - **Type:** EnumProperty (ETedPlayerID)

Return value

- **Type:** BoolProperty

Function Is Valid Ground Location for Unit

Pure

Description: Returns true if Location corresponds to a point on a navmesh where the given unit can stand. If Extent2D is 0, uses the unit's radius for the Recast query extents.

Inputs

- Unit
 - **Type:** Ted Unit Base Object Reference
- Location
 - **Type:** Vector 2D Structure
- Extent 2D
 - **Type:** FloatProperty

Return value

- **Type:** BoolProperty

Function Is Valid Ground Location

Pure

Description: Returns true if given 2D coordinates correspond to a valid point on the navmesh.

Inputs

- Location
 - **Type:** Vector 2D Structure
 - **Description:** 2D coordinates to project onto the ground.
- Filter Class
 - **Type:** Navigation Query Filter Class Reference
 - **Description:** Optional navigation query filter.
- Extent 2D
 - **Type:** FloatProperty
 - **Description:** Recast query extents.
- Override Target Nav
 - **Type:** Recast Nav Mesh Object Reference
 - **Description:** Which navmesh to use, if not default.

Return value

- **Type:** BoolProperty

Function Issue Command by Type

Description: Issues a command to one Pawn. Server-side or SP only.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference
 - **Description:** Pawn to issue command to.
- Command Type
 - **Type:** Gameplay Tag Structure
 - **Description:** The command type's GameplayTag.
- Target Actor
 - **Type:** Actor Object Reference
 - **Description:** Actor to target, or NULL if a target Actor is not required.

- Target Location
 - **Type:** Vector
 - **Description:** Location to target, or zero if a target Vector is not required.
- Exec Mode
 - **Type:** EnumProperty (ETedCommandExecutionMode)
 - **Description:** Command execution mode.

Return value

- **Type:** BoolProperty
- **Description:** true if command started executing or was put in the queue, false otherwise.

Function Issue Batch Command by Type

Description: Issues a command to multiple Pawns. Server-side or SP only.

Inputs

- Command Pawns
 - **Type:** Array of Actor Object Reference
 - **Description:** Pawns to issue the command to.
- Command Type
 - **Type:** Gameplay Tag Structure
 - **Description:** The command type's GameplayTag.
- Target Actor
 - **Type:** Actor Object Reference
 - **Description:** Actor to target, or NULL if a target Actor is not required.
- Target Location
 - **Type:** Vector
 - **Description:** Location to target, or zero if a target Vector is not required.
- Exec Mode
 - **Type:** EnumProperty (ETedCommandExecutionMode)
 - **Description:** Command execution mode.

Return value

- **Type:** BoolProperty
- **Description:** true if command started executing or was put in the queue for at least one Pawn, false otherwise.

Function Is Skirmish

Pure

Description: Returns true if we're currently in a single player skirmish game.

Return value

- **Type:** BoolProperty

Function Is Multiplayer

Pure

Description: Returns true if we're currently in a multiplayer game.

Return value

- **Type:** BoolProperty

Function Is Location Visible for Player

Pure

Description: Is Location Visible for Player

Inputs

- In Location
 - **Type:** Vector
- In PS
 - **Type:** Ted Player State Object Reference

Return value

- **Type:** BoolProperty

Function Is Loading Saved Game

Pure

Description: Returns true if we're loading a saved game. Only works correctly before and during BeginPlay and maybe one extra frame.

Return value

- **Type:** BoolProperty

Function Is Jukebox Paused

Pure

Description: Returns true if the Jukebox is currently paused. Client-side or SP only.

Return value

- **Type:** BoolProperty

Function Is Inside World Bounds

Pure

Description: Returns true if WorldLocation is inside the specified world's bounding box.

Inputs

- World Location
 - **Type:** Vector

Return value

- **Type:** BoolProperty

Function Is Executing Command Of Type

Pure

Description: Checks if a Pawn is currently executing a command of the given type.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference
 - **Description:** Pawn to issue command to.
- Command Type
 - **Type:** Gameplay Tag Structure
 - **Description:** The command type's GameplayTag.

Return value

- **Type:** BoolProperty
- **Description:** true if command started executing or was put in the queue, false otherwise.

Function Is Executing Any Command

Pure

Description: Checks if CommandPawn is currently executing any command.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference

Return value

- **Type:** BoolProperty

Function Is Command Type Supported

Pure

Description: Checks if CommandPawn can execute commands of a given CommandType.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference
- Command Type
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Get World Bounds

Pure

Description: Returns a bounding box for the specified world.

Return value

- **Type:** Box Structure

Function Get Ted Player State by Player ID

Pure

Description: Returns the TedPlayerState for the specified Player ID.

Inputs

- In Player ID
 - **Type:** EnumProperty (ETedPlayerID)

Return value

- **Type:** Ted Player State Object Reference

Function Get Ted Player Data by Player ID

Pure

Description: Returns the TedPlayerData for the specified Player ID. May be unavailable or unsynced on the client for non-local players.

Inputs

- In Player ID
 - **Type:** EnumProperty (ETedPlayerID)

Return value

- **Type:** Ted Player Data Object Reference

Function Get Ted Player Controller by Player ID

Pure

Description: Returns the TedPlayerController for the specified Player ID.

Inputs

- Player ID
 - **Type:** EnumProperty (ETedPlayerID)

Return value

- **Type:** Ted Player Controller Object Reference

Function Get Ted Game Mode

Pure

Description: Returns the current GameMode actor. Will only work on the server or in Skirmish, since clients have no GameMode actor.

Return value

- **Type:** Ted Game Mode Base Object Reference

Function Get Pawns in Range

Description: Finds and returns all pawns (filtered by an optional Filter) in a Radius around the given Location.

Inputs

- Out Pawns
 - **Type:** Array of Ted Pawn Object Reference
 - **Description:** Array to put the found pawns into.
- Location
 - **Type:** Vector
 - **Description:** Location.
- Radius
 - **Type:** FloatProperty
 - **Description:** Radius around Location in which to search for pawns.
- Filter
 - **Type:** Ted Utils Pawn Filter Structure
 - **Description:** How to filter the found pawns.

Function Get Local Ted Player State

Pure

Description: Returns the TedPlayerState for the local player.

Return value

- **Type:** Ted Player State Object Reference

Function Get Ground Location Area Class

Pure

Description: Returns the NavArea class corresponding to the specified 2D coordinates.

Inputs

- Location
 - **Type:** Vector 2D Structure
 - **Description:** 2D coordinates to project onto the ground.
- Override Target Nav
 - **Type:** Recast Nav Mesh Object Reference
 - **Description:** Which navmesh to use, if not default.

Return value

- **Type:** Nav Area Class Reference

Function Get Ground Location

Pure

Description: Finds a 3D point on the navmesh that corresponds to the provided 2D coordinates.

Inputs

- Location
 - **Type:** Vector 2D Structure
 - **Description:** 2D coordinates to project onto the ground.
- Override Target Nav
 - **Type:** Recast Nav Mesh Object Reference
 - **Description:** Which navmesh to use, if not default.
- Extent 2D
 - **Type:** FloatProperty
 - **Description:** Recast query extents.

Return value

- **Type:** Vector

Function Get Definition by Id

Pure

Description: Returns the Definition asset with the given Definition Id, if there is one.

Inputs

- In Definition Id
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** Ted Definition Asset Object Reference

Function Get Current Command Type

Pure

Description: Returns the type tag of the command currently being executed by CommandPawn, or an empty tag if none.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference

Return value

- **Type:** Gameplay Tag Structure

Function Get Current Command Target Location

Pure

Description: Returns the target ground location of the command currently being executed by CommandPawn, or zero if none.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference

Return value

- **Type:** Vector 2D Structure

Function Get Current Command Target Actor

Pure

Description: Returns the target actor of the command currently being executed by CommandPawn, or NULL if none.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference

Return value

- **Type:** Actor Object Reference

Function Find Valid Ground Location

Pure

Description: Snaps a point to a valid position on the navmesh. Returns true if successful.

Inputs

- Location
 - **Type:** Vector
 - **Description:** Point to adjust.
- Filter Class
 - **Type:** Navigation Query Filter Class Reference
 - **Description:** Optional navigation query filter.
- Extent 2D
 - **Type:** FloatProperty
 - **Description:** Recast query extents.
- Override Target Nav
 - **Type:** Recast Nav Mesh Object Reference
 - **Description:** Which navmesh to use, if not default.

Return value

- **Type:** BoolProperty

Function Defeat Team

Description: Defeats all players on this team. Returns true if successful. Can fail if the player is already defeated, or if the game is already over, or if executed clientside.

Inputs

- In Team ID
 - **Type:** EnumProperty (ETedTeamID)

Return value

- **Type:** BoolProperty

Function Defeat Player

Description: Defeats this player. Returns true if successful. Can fail if the player is already defeated, or if the game is already over, or if executed clientside.

Inputs

- In PS
 - **Type:** Ted Player State Object Reference

Return value

- **Type:** BoolProperty

Function Deal Radial Damage

Description: Deals damage to all pawns (filtered by an optional Filter) within a given Radius of a specified Origin. Server-side or SP only.

Inputs

- Origin
 - **Type:** Vector
 - **Description:** Origin of the damage sphere.
- Params
 - **Type:** Radial Damage Params Structure
 - **Description:** Radial damage parameters.
- Damage Type Class
 - **Type:** Ted Damage Type Class Reference
 - **Description:** Type of damage to deal.

- **Damage Causer**
 - **Type:** Actor Object Reference
 - **Description:** Actor that's dealing the damage.
- **Filter**
 - **Type:** Ted Utils Pawn Filter Structure
 - **Description:** Which pawns to deal damage to.

Return value

- **Type:** Array of Ted Pawn Object Reference
- **Description:** Pawns that were actually damaged.

Function Damage Pawn

Description: Deals damage to a specific pawn. Server-side or single player only.

Inputs

- **In Pawn**
 - **Type:** Ted Pawn Object Reference
 - **Description:** Pawn to damage.
- **In Amount**
 - **Type:** FloatProperty
 - **Description:** Damage amount.
- **In Damage Class**
 - **Type:** Ted Damage Type Class Reference
 - **Description:** Type of damage to deal.
- **In Damage Causer**
 - **Type:** Actor Object Reference
 - **Description:** Actor that caused the damage.
- **Apply Full Damage to Pawns in Container**
 - **Type:** BoolProperty
 - **Description:** If set, will apply damage to pawns contained within InPawn, if any, ignoring resistances provided by the container.

Return value

- **Type:** FloatProperty
- **Description:** Amount of damage actually dealt to the pawn.

Function Clear Command Queue

Description: Clears CommandPawn's command queue. Server-side or SP only.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference

Function Capture Structure

Description: Starts capturing the given structure. Server-side or single player only. Returns true if successful. Will fail if the structure can't be captured by the given player or if executed clientside.

Inputs

- Target
 - **Type:** Ted Structure Base Object Reference
 - **Description:** Structure to capture.
- Instigator
 - **Type:** Actor Object Reference
 - **Description:** Actor that started the capture (e.g. a unit).
- New Owner
 - **Type:** Ted Player State Object Reference
 - **Description:** Player that is capturing the structure.
- Force Instant Capture
 - **Type:** BoolProperty
 - **Description:** If true, will capture the structure instantly, otherwise the usual rules apply.

Return value

- **Type:** BoolProperty

Function Can Execute Command by Type

Description: Checks if a given Pawn can execute a given command type.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference
 - **Description:** Pawn to check the command for.

- **Command Type**
 - **Type:** Gameplay Tag Structure
 - **Description:** The command type's GameplayTag.
- **Target Actor**
 - **Type:** Actor Object Reference
 - **Description:** Actor to target, or NULL if a target Actor is not required.
- **Target Location**
 - **Type:** Vector
 - **Description:** Location to target, or zero if a target Vector is not required.

Return value

- **Type:** BoolProperty
- **Description:** true if command can be executed by this Pawn, false otherwise.

Function Can Execute Batch Command by Type

Description: Checks if any of the given pawns can execute a command of the given type.

Inputs

- **Command Pawns**
 - **Type:** Array of Actor Object Reference
 - **Description:** Pawns to check the command for.
- **Command Type**
 - **Type:** Gameplay Tag Structure
 - **Description:** The command type's GameplayTag.
- **Target Actor**
 - **Type:** Actor Object Reference
 - **Description:** Actor to target, or NULL if a target Actor is not required.
- **Target Location**
 - **Type:** Vector
 - **Description:** Location to target, or zero if a target Vector is not required.

Return value

- **Type:** BoolProperty
- **Description:** true if command can be executed by at least one of the Pawns, false otherwise.

Function Cancel Current Command

Description: If CommandPawn is currently executing a command, cancels it. Server-side or SP only.

Inputs

- Command Pawn
 - **Type:** Ted Pawn Object Reference

Function Apply Definition Modifier

Description: Applies modifiers to this specific unit's Definition. This is only replicated in multiplayer if InMod has "Is Replicated" enabled. Modifiers do not persist after saving and loading, so you have to re-apply them on load.

Inputs

- In PS
 - **Type:** Ted Player State Object Reference
 - **Description:** Player for which the Definition will be modified.
- In Definition Id
 - **Type:** Gameplay Tag Structure
 - **Description:** The ID of the Definition to modify.
- In Mod
 - **Type:** Ted Definition Modifier Object Reference
 - **Description:** Modifier to apply.

Return value

- **Type:** BoolProperty
- **Description:** true if the modifier has been applied successfully.

Class TedNavMesh

Parent class: RecastNavMesh

Description: Ted Nav Mesh

Properties

- Debug Log Tile Info
 - **Type:** BoolProperty
 - **Description:** Logs data about a nav tile at the DebugLogTileCoordinate coordinates (with 'NavSmooth:' key word filter)
- Debug Log Tile Coordinate
 - **Type:** Int Vector Structure
 - **Description:** Coordinates of the nav tile whose data will be logged
- Debug Log Detail Triangles
 - **Type:** BoolProperty
 - **Description:** Enables logging of detailed data on nav tile triangles
- Debug Show Tree Node Bounds
 - **Type:** BoolProperty
 - **Description:** Enables debug display of tile tree node bounds
- Enable Smoothing
 - **Type:** BoolProperty
 - **Description:** Enables Nav mesh smoothing logic
- Tile Coordinate
 - **Type:** Int Vector Structure
 - **Description:** Tile coordinates for smoothing (filter only for Z(layer) if TileCoordDelta < 0)
- Tile Coord Delta
 - **Type:** IntProperty
 - **Description:** >= 0: all tiles from the TileCoordinate within the Delta will be smoothed; < 0: smooth all nav tiles
- Min Height
 - **Type:** FloatProperty
 - **Description:** All vertices of smoothed tiles will be raised to this minimum height
- Simplify Vertices Delta
 - **Type:** IntProperty
 - **Description:** Delta smoothing/merging of different tile vertices (slightly connects unjoined vertices/edges of neighboring tiles)
- Num Tile Smoothing Iterations
 - **Type:** IntProperty
 - **Description:** Number of iterations of smoothing the main vertices of the tile square
- Num Vertices Smoothing Iterations

- **Type:** IntProperty
 - **Description:** Number of iterations of smoothing the internal vertices of the tile square
-

Class TedNavPylon

Parent class: Actor

Description: Ted Nav Pylon

Properties

- Billboard Component
 - **Type:** Billboard Component Object Reference
-

Class TedPawnSpawner

Parent class: Actor

Description: A placeholder actor for placing pawns (units, structures, barrels, etc) on the map. Requires the pawn's blueprint class. Use TedPawnSpawner_Generic to place pawns that don't have blueprints provided for them.

Properties

- On Spawned Pawn Event
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Event that triggers whenever a pawn is spawned by this spawner.
- Pawn Class
 - **Type:** Class Object Reference
 - **Description:** Blueprint class of the pawn that should be spawned by this spawner.
- Static Mesh Comp

- **Type:** Static Mesh Component Object Reference
- **Description:** Preview mesh.
- Initial Upgrade Flags
 - **Type:** EnumProperty (ETedPawnUpgradeTypeFlags)
 - **Description:** If set, pawn will be upgraded instantly at the start of the game.
- Pawn Owner
 - **Type:** EnumProperty (ETedPlayerID)
 - **Description:** Which player will this pawn be given to. Neutral Conformations (Neutral Structures) are capturable by all players. Hostile pawns attack everyone.
- Activator Is Owner
 - **Type:** BoolProperty
 - **Description:** If set, ignores the Pawn Owner property and instead assigns the spawned pawns to whichever player was passed into the Spawn function. Pawns spawned on startup will still be assigned to Pawn Owner.
- Auto Spawn
 - **Type:** BoolProperty
 - **Description:** If set, spawner will be automatically triggered at BeginPlay.

Functions

Function Spawn

Description: Triggers the spawner. Executed automatically at BeginPlay if bAutoSpawn is on.

Inputs

- In Activator
 - **Type:** EnumProperty (ETedPlayerID)
 - **Description:** Player that activated the spawner, or None if not activated by a player. None will use PawnOwner.

Function Set Pawn Owner

Description: Changes the PawnOwner property of the spawner. InID has to be a valid PlayerID, Neutral or Hostile.

Inputs

- In ID
 - **Type:** EnumProperty (ETedPlayerID)

Function Set Pawn Class

Description: Changes the PawnClass property of the Spawner. InClass has to be a valid TedPawn subclass.

Inputs

- In Class
 - **Type:** Ted Pawn Class Reference

Function Get Pawn

Pure, Const

Description: Returns the pawn that was spawned by this spawner, if any.

Return value

- **Type:** Ted Pawn Object Reference
-

Class TedPawnSpawner_Generic

Parent class: TedPawnSpawner

Description: A placeholder actor for placing pawns (units, structures, barrels, etc) on the map. Uses the pawn's definition ID (tag) to select the pawn.

Properties

- On Spawned All Pawns Event
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered after all pawns have been spawned.
- Pawn Definition Id
 - **Type:** Gameplay Tag Structure
 - **Description:** Definition tag of the pawn (unit or structure) that this spawner will spawn.
- Pawn Count
 - **Type:** IntProperty
 - **Description:** How many pawns to spawn (at least 1).

Functions

Function Set Pawn Definition Id

Description: Changes the DefinitionId (and Class) of the Pawn that this Spawner will spawn.

Inputs

- In Def Id
 - **Type:** Gameplay Tag Structure

Function Set Pawn Count

Description: Changes the PawnCount property of the Spawner. InNewCount has to be at least 1.

Inputs

- In New Count
 - **Type:** IntProperty

Function Get Pawns

Pure, Const

Description: Returns all pawns spawned by this spawner, if any.

Return value

- **Type:** Array of Ted Pawn Object Reference

Class TedPawnSpawner_Structure

Parent class: TedPawnSpawner_Generic

Description: A placeholder actor for placing structures on the map.

Properties

- Structure Alignment
 - **Type:** EnumProperty (ETedStructureAlignment)

- **Description:** Direction which the spawned structure will face.
- **Structure Grid Size**
 - **Type:** Int Point Structure
 - **Description:** Size of the structure in grid cells.
- **Grid Pivot Offset Location**
 - **Type:** Vector
 - **Description:** Offset for structure rotation origin.

Class TedPawnSpawner_Bridge

Parent class: TedPawnSpawner_Structure

Description: A placeholder actor for placing repairable/destructible bridges on the map. Requires the pawn's blueprint class.

Properties

- **Activation Point 1**
 - **Type:** Vector
 - **Description:** Location on one end of the bridge where an Engineer will run to when tasked with repairing it.
- **Activation Point 2**
 - **Type:** Vector
 - **Description:** Location on the other end of the bridge where an Engineer will run to when tasked with repairing it.
- **Start Destroyed**
 - **Type:** BoolProperty
 - **Description:** If set, the bridge will spawn already destroyed.
- **Destroyed Mesh**
 - **Type:** Static Mesh Object Reference
 - **Description:** Preview mesh to display if bStartDestroyed is set.
- **Repaired Mesh**
 - **Type:** Static Mesh Object Reference
 - **Description:** Preview mesh to display if bStartDestroyed is disabled.

Class TedPawnContainerComponent

Parent class: ActorComponent

Description: Component that lets a pawn store other pawns within itself. Used by garrisons, carriers and the like.

Functions

Function Unload Pawns

Description: Unload the given pawns from the container if they're in it. Server-side or single player only.

Inputs

- Pawns
 - **Type:** Array of Ted Pawn Object Reference
- Location
 - **Type:** Vector 2D Structure
 - **Description:** Where to put unloaded pawns.
- Yaw
 - **Type:** FloatProperty
 - **Description:** Direction the pawns should face after unloading.
- Force
 - **Type:** BoolProperty
 - **Description:** If set, will unload pawns even if they can't fit in Location.

Function Set Number Of Slots

Description: Set how many pawns this container can fit. Server-side or single player only.

Inputs

- New Slots
 - **Type:** IntProperty

Function Request Store Pawns

Description: Attempt to store multiple pawns in the container. Returns true if at least one pawn was stored or false if not (e.g. it's already full).

Inputs

- In Pawns
 - **Type:** Array of Ted Pawn Object Reference

Return value

- **Type:** BoolProperty

Function Request Store Pawn

Description: Attempt to store a given pawn in the container. Returns true if successful or false if not (e.g. it's already full).

Inputs

- In Pawn
 - **Type:** Ted Pawn Object Reference

Return value

- **Type:** BoolProperty

Function Request Respawn Pawns

Description: Request Respawn Pawns

Return value

- **Type:** BoolProperty

Function Is Full

Pure, Const

Description: Returns true if this container has no empty slots remaining.

Return value

- **Type:** BoolProperty

Function Is Empty

Pure, Const

Description: Returns true if this container has no pawns in it.

Return value

- **Type:** BoolProperty

Function Has Pawns in Container

Pure, Const

Description: Returns true if this container currently has any pawns in it.

Return value

- **Type:** BoolProperty

Function Get Stored Pawns

Pure, Const

Description: Returns all pawns currently stored in this container.

Return value

- **Type:** Array of Ted Pawn Object Reference

Function Get Number Of Slots

Pure, Const

Description: Returns how many pawns this container can store.

Return value

- **Type:** IntProperty

Function Get Number Of Free Slots

Pure, Const

Description: Returns how many free slots for pawns remain in the container.

Return value

- **Type:** IntProperty

Function Force Unload All Pawns

Description: Unload all pawns stored in this container. Server-side or single player only.

Function Destroy Stored Pawns

Description: Kills all pawns currently stored in this container.

Inputs

- Damage Type
 - **Type:** Ted Damage Type Class Reference
 - **Description:** What type of damage to kill them with.

Function Can Units Fire from Inside

Pure, Const

Description: Returns true if units are allowed to attack while inside the container.

Return value

- **Type:** BoolProperty

Function Can Store Pawn

Pure, Const

Description: Returns whether this container can store a given pawn.

Inputs

- In Pawn
 - **Type:** Ted Pawn Object Reference

Return value

- **Type:** BoolProperty

Function Can Attack

Pure, Const

Description: Returns true if units are allowed to attack while inside the container and any of them actually have weapons to attack with.

Return value

- **Type:** BoolProperty

Class TedPlayerCameraComponent

Parent class: CameraComponent

Description: Ted Player Camera Component

Properties

- Fixed Camera Yaw
 - **Type:** FloatProperty
- Camera Pitch Range
 - **Type:** Vector 2D Structure
- Min Camera Offset
 - **Type:** FloatProperty
- Max Camera Offset
 - **Type:** FloatProperty
- Camera Starting Zoom Pct
 - **Type:** FloatProperty
- Camera Zoom Step
 - **Type:** FloatProperty
- Camera Zoom Rate
 - **Type:** FloatProperty
- Camera Zoom Interp Speed
 - **Type:** FloatProperty
- Camera Rotation Speed
 - **Type:** FloatProperty
- Camera Free Look Speed
 - **Type:** FloatProperty
- Camera Border Panning Speed
 - **Type:** FloatProperty
- Camera Panning Speed Zoomed in Pct
 - **Type:** FloatProperty
- Camera Active Border
 - **Type:** IntProperty
- Bounds Limit
 - **Type:** FloatProperty
- End Game Interp Time
 - **Type:** FloatProperty
- End Game Lock Time
 - **Type:** FloatProperty
- Allow for Diagonal Camera Border Panning
 - **Type:** BoolProperty

Class TedPlayerControllerBase

Parent class: PlayerController

Description: Ted Player Controller Base

Properties

- Input Mapping Contexts
 - **Type:** Array of Input Mapping Context Configuration Structure
 - **Description:** Input actions configuration.
- Input Action Mappings
 - **Type:** Map of NameProperty to Input Action Options Structure
 - **Description:** Input handlers.

Class TedPlayerController

Parent class: TedPlayerControllerBase

Description: Ted Player Controller

Functions

Function Is Spectator

Pure, Const

Description: True for both defeated players and those who started as a spectator.

Return value

- **Type:** BoolProperty

Function Is Only ASpectator

Pure, Const

Description: True only for players that joined the game as a spectator, false for defeated players.

Return value

- **Type:** BoolProperty

Function Get Player ID

Pure, Const

Description: Returns this player's PlayerID.

Return value

- **Type:** EnumProperty (ETedPlayerID)

Function Get Player Faction

Pure, Const

Description: Returns this player's faction.

Return value

- **Type:** EnumProperty (ETedFaction)

Function Get Player Data

Pure, Const

Description: Returns this player's TedPlayerData.

Return value

- **Type:** Ted Player Data Object Reference

Class TedPlayerMovementComponent

Parent class: PawnMovementComponent

Description: Ted Player Movement Component

Properties

- Ignore Time Dilation
 - **Type:** BoolProperty
 - Default Max Speed
 - **Type:** FloatProperty
 - Adjust to Floor
 - **Type:** BoolProperty
 - Floor Trace Range
 - **Type:** Vector 2D Structure
 - Floor Sweep Range
 - **Type:** Vector 2D Structure
 - Floor Sweep Radius
 - **Type:** FloatProperty
 - Floor Trace Channel
 - **Type:** ByteProperty
 - Adjustment to Floor Interp Speed
 - **Type:** FloatProperty
-

Class TedPlayerPawn

Parent class: Pawn

Description: Ted Player Pawn

Properties

- Player Movement Component
 - **Type:** Ted Player Movement Component Object Reference
 - Player Camera Component
 - **Type:** Ted Player Camera Component Object Reference
-

Class TedPlayerStart

Parent class: PlayerStart

Description: Ted Player Start

Properties

- **Snap to Grid**
 - **Type:** BoolProperty
 - **Description:** If enabled, this player start will snap to nav grid.
- **Spawn Locations Radius**
 - **Type:** FloatProperty
 - **Description:** Radius of a circle around which Unit Spawn Locations are generated when using ResetSpawnLocations function.
- **Unit Spawn Locations**
 - **Type:** Array of Vector
 - **Description:** Cached unit spawn locations.

Functions

Function Reset Spawn Locations

Description: Resets unit spawn locations to default, circle shape of radius defined in SpawnLocationsRadius property.

Class TedPlayerData

Parent class: ActorComponent

Description: Container for gameplay data associated with a particular player. Resources, owned units, etc.

Properties

- **On Owned Tags Change**
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered when this player gains or loses owned tags.
- **On Structures Change**
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered whenever this player gains or loses a structure.

- On Units Change
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered whenever this player gains or loses a unit.
- On Unlocked Upgrades Change
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered whenever this player gains or loses an upgrade.
- On Researched Doctrines Change
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered whenever this player researches a doctrine.

Functions

Function Is Tech Locked

Pure, Const

Description: Returns true if construction of things with the given definition tag is currently locked for this player.

Inputs

- In Tech
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Is Intel Relevant

Pure, Const

Description: Checks if intel is relevant for this player (i.e. they can gain it).

Return value

- **Type:** BoolProperty

Function Is in Low Power Mode

Pure, Const

Description: Returns true if this player is currently in low power mode.

Return value

- **Type:** BoolProperty

Function Is Immune to Low Power

Pure, Const

Description: Returns true if this player is immune to low power mode.

Return value

- **Type:** BoolProperty

Function Is Human Player Data

Pure, Const

Description: Returns whether this player is controlled by a human.

Return value

- **Type:** BoolProperty

Function Is Enlightened Relevant

Pure, Const

Description: Checks if Enlightened are relevant for this player (i.e. they can gain them).

Return value

- **Type:** BoolProperty

Function Is Bot Player Data

Pure, Const

Description: Returns whether this player is a bot (or a fake player like Neutral).

Return value

- **Type:** BoolProperty

Function Has Unit

Pure, Const

Description: Checks if this player owns a given unit.

Inputs

- **In Unit**
 - **Type:** Ted Unit Base Object Reference

Return value

- **Type:** BoolProperty

Function Has Structure

Pure, Const

Description: Checks if this player owns a given structure.

Inputs

- **In Structure**
 - **Type:** Ted Structure Base Object Reference

Return value

- **Type:** BoolProperty

Function Has Power Consumption

Pure, Const

Description: Returns if the player has anything that consumes power.

Return value

- **Type:** BoolProperty

Function Has Power

Pure, Const

Description: Returns true if this player has any available power.

Return value

- **Type:** BoolProperty

Function Has Owned Units by Definition Id

Const

Description: Returns true if this player owns any units with the given definition tag.

Inputs

- **In Tag**
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Has Owned Tag

Pure, Const

Description: Checks if this player data owns provided tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Has Owned Structures by Definition Id

Const

Description: Returns true if this player owns any structures with the given definition tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Has Infinite Resources

Pure, Const

Description: Returns true if this player has infinite resources (credits and intel).

Return value

- **Type:** BoolProperty

Function Has Infinite Power

Pure, Const

Description: Returns true if this player has infinite power.

Return value

- **Type:** BoolProperty

Function Has Enlightened

Pure, Const

Description: Has Enlightened

Return value

- **Type:** BoolProperty

Function Has Credits

Pure, Const

Description: Returns true if this player has any credits.

Return value

- **Type:** BoolProperty

Function Has Any Owned Tags

Pure, Const

Description: Checks if this player data owns any of the provided tags.

Inputs

- In Tags
 - **Type:** Gameplay Tag Container Structure

Return value

- **Type:** BoolProperty

Function Has All Owned Tags

Pure, Const

Description: Checks if this player data owns all of the provided tags.

Inputs

- In Tags
 - **Type:** Gameplay Tag Container Structure

Return value

- **Type:** BoolProperty

Function Get Upcoming Population

Pure, Const

Description: Returns how much the population will increase by after this player finishes building anything that is currently being built.

Return value

- **Type:** IntProperty

Function Get Unused Power

Pure, Const

Description: Returns how much free power this player has.

Return value

- **Type:** IntProperty

Function Get Starting Veterancy

Pure, Const

Description: Returns the veterancy level that this player's units start at.

Return value

- **Type:** EnumProperty (ETedVeterancyLevel)

Function Get Spare Population

Pure, Const

Description: Returns how many free population slots this player has left.

Inputs

- In Ignore Upcoming Population
 - **Type:** BoolProperty
 - **Description:** If set, will not consider upcoming population (i.e. from things that are currently building).
- Use Always Count Population
 - **Type:** BoolProperty

- **Description:** If set, will consider AlwaysCountToUpcomingPopulationSources.

Return value

- **Type:** IntProperty

Function Get Power Consumption

Pure, Const

Description: Returns how much power the player's owned pawns are currently consuming.

Return value

- **Type:** IntProperty

Function Get Power

Pure, Const

Description: Returns how much power this player currently generates.

Return value

- **Type:** IntProperty

Function Get Population Cap

Pure, Const

Description: Returns this player's population cap, i.e. how many units the player can have at once.

Return value

- **Type:** IntProperty

Function Get Population

Pure, Const

Description: Population that is currently used by this player.

Return value

- **Type:** IntProperty

Function Get Player Name

Pure, Const

Description: Returns the player's nickname.

Return value

- **Type:** TextProperty

Function Get Owing Player State

Pure, Const

Description: Returns the TedPlayerState that owns this TedPlayerData.

Return value

- **Type:** Ted Player State Object Reference

Function Get Owned Units by Tags

Const

Description: Returns all units owned by this player that have any of the given tags.

Inputs

- In Tags
 - **Type:** Gameplay Tag Container Structure
- Out Units
 - **Type:** Array of Ted Unit Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Units by Tag

Const

Description: Returns all units owned by this player that have the given tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure
- Out Units
 - **Type:** Array of Ted Unit Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Units by Definition Id

Const

Description: Returns all units owned by this player that have the given definition tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure
- Out Units
 - **Type:** Array of Ted Unit Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Units

Const

Description: Returns all units owned by this player.

Inputs

- Out Units
 - **Type:** Array of Ted Unit Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Unit by Tag

Const

Description: Returns the first unit owned by this player that has the given tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** Ted Unit Base Object Reference

Function Get Owned Super Weapons

Const

Description: Returns all superweapons owned by this player.

Inputs

- Out Super Weapons
 - **Type:** Array of Ted Structure Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Structures by Tags

Const

Description: Returns all structures owned by this player that have any of the given tags.

Inputs

- In Tags
 - **Type:** Gameplay Tag Container Structure
- Out Structures
 - **Type:** Array of Ted Structure Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Structures by Tag

Const

Description: Returns all structures owned by this player that have the given tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure
- Out Structures
 - **Type:** Array of Ted Structure Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Structures by Definition Id

Const

Description: Returns all structures owned by this player that have the given definition tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure
- Out Structures
 - **Type:** Array of Ted Structure Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Structures

Const

Description: Returns all structures owned by this player.

Inputs

- Out Structures
 - **Type:** Array of Ted Structure Base Object Reference

Return value

- **Type:** BoolProperty

Function Get Owned Structure by Tag

Const

Description: Returns the first structure owned by this player that has the given tag.

Inputs

- In Tag
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** Ted Structure Base Object Reference

Function Get Intel

Pure, Const

Description: Get Intel

Return value

- **Type:** IntProperty

Function Get Enlightened

Pure, Const

Description: Get Enlightened

Return value

- **Type:** IntProperty

Function Get Credits Pct

Pure, Const

Description: Returns a fraction representing how full is this player's credits store (credits / credits cap).

Return value

- **Type:** FloatProperty

Function Get Credits Cap

Pure, Const

Description: Get Credits Cap

Return value

- **Type:** IntProperty

Function Get Credits

Pure, Const

Description: Get Credits

Return value

- **Type:** IntProperty

Function Are Doctrines Enabled

Pure, Const

Description: Returns true if doctrines are enabled for this player.

Return value

- **Type:** BoolProperty

Function Add Power Consumption

Authority Only

Description: Adds a value to this player's power consumption. Server-side or single player only.

Inputs

- In Value
 - **Type:** IntProperty

Function Add Power

Authority Only

Description: Adds a value to this player's power production. Server-side or single player only.

Inputs

- In Value
 - **Type:** IntProperty

Function Add Intel

Authority Only

Description: Adds a value to this player's intel. Server-side or single player only.

Inputs

- In Value
 - **Type:** IntProperty

Function Add Enlightened

Authority Only

Description: Adds a value to this player's Enlightened count. Server-side or single player only.

Inputs

- In Value
 - **Type:** IntProperty

Function Add Credits Cap

Authority Only

Description: Adds a value to this player's credits cap. Server-side or single player only.

Inputs

- In Value
 - **Type:** IntProperty

Function Add Credits

Authority Only

Description: Adds a value to this player's credits. Server-side or single player only.

Inputs

- In Value
 - **Type:** IntProperty
- In Overflow
 - **Type:** BoolProperty
 - **Description:** Allow going above the credits cap.

Class TedPlayerState

Parent class: TedPlayerStateBase

Description: Ted Player State

Functions

Function Is Winner

Pure, Const

Description: Returns true if the match is over and this player is the winner of the match.

Return value

- **Type:** BoolProperty

Function Is Surrendered

Pure, Const

Description: Returns true if this player has surrendered in the current match.

Return value

- **Type:** BoolProperty

Function Is Defeated Spectator

Pure, Const

Description: Returns true if this player was defeated and then started spectating the match.

Return value

- **Type:** BoolProperty

Function Is Defeated or Has Surrendered

Pure, Const

Description: Returns true if this player was defeated or has surrendered in the current match.

Return value

- **Type:** BoolProperty

Function Is Defeated

Pure, Const

Description: Returns true if this player was defeated in the current match.

Return value

- **Type:** BoolProperty

Function Get Ted Player ID

Pure, Const

Description: Returns this player's PlayerID.

Return value

- **Type:** EnumProperty (ETedPlayerID)

Function Get Team ID

Pure, Const

Description: Returns this player's current team.

Return value

- **Type:** EnumProperty (ETedTeamID)

Function Get Player Faction

Pure, Const

Description: Returns this player's current faction.

Return value

- **Type:** EnumProperty (ETedFaction)

Function Get Player Data

Pure, Const

Description: Returns this player's TedPlayerData.

Return value

- **Type:** Ted Player Data Object Reference

Function Get Player Color

Pure, Const

Description: Returns this player's color index.

Return value

- **Type:** EnumProperty (ERTSColor)

Function Get Is Startup Bot

Pure, Const

Description: Returns true if this player is a bot and was always a bot.

Return value

- **Type:** BoolProperty

Function Get Initial Team ID

Pure, Const

Description: Returns the team that this player started the game with.

Return value

- **Type:** EnumProperty (ETedTeamID)

Function Get Camera Location

Pure, Const

Description: Returns this player's current camera location. Not accurate in net games.

Return value

- **Type:** Vector

Function Get Bot Strategy

Pure, Const

Description: If this is a bot, returns its strategy type, otherwise returns Default.

Return value

- **Type:** EnumProperty (ETedBotStrategy)

Function Get Bot Difficulty

Pure, Const

Description: If this is a bot, returns its difficulty level, otherwise returns Default.

Return value

- **Type:** EnumProperty (ETedBotDifficulty)

Class TedStructureBase

Parent class: TedPawn

Description: A structure (building).

Properties

- On Structure Sold Blueprint
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered when this structure is sold.
- On Structure Captured Blueprint Delegate
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered when this structure is captured.
- On Power Status Changed
 - **Type:** MulticastInlineDelegateProperty
 - **Description:** Triggered when this structure's power status is changed (e.g. it powers down).
- Alignment
 - **Type:** EnumProperty (ETedStructureAlignment)
 - **Description:** This structure's current alignment (rotation).

Functions

Function Set Power State Flag

Authority Only

Description: Enables or disables a given power state for this structure. Server-side or single player only.

Inputs

- In Flag
 - **Type:** EnumProperty (ETedPowerStateFlag)
- In Enable
 - **Type:** BoolProperty

Function Is Structure Being Teleported

Pure, Const

Description: Returns true if this structure is currently being teleported.

Return value

- **Type:** BoolProperty

Function Is Structure Being Sold

Pure, Const

Description: Returns true if this structure is currently being sold.

Return value

- **Type:** BoolProperty

Function Is Structure Being Captured

Pure, Const

Description: Returns true if this structure is currently being captured.

Return value

- **Type:** BoolProperty

Function Is Repairing

Pure, Const

Description: Returns true if this structure is currently being repaired.

Return value

- **Type:** BoolProperty

Function Is Constructing

Pure, Const

Description: Checks if this structure is constructing anything right now.

Return value

- **Type:** BoolProperty

Function Has Power State Flag

Pure, Const

Description: Checks if this structure is currently in a given power state.

Inputs

- In Flag
 - **Type:** EnumProperty (ETedPowerStateFlag)

Return value

- **Type:** BoolProperty

Function Get Teleport Target Transform

Pure, Const

Description: Returns a Transform representing the location where the structure is being teleported to, or identity if it isn't.

Return value

- **Type:** Transform

Function Get Structure Teleport Time

Pure, Const

Description: Returns how long it takes to teleport this structure, in seconds.

Return value

- **Type:** FloatProperty

Function Get Structure Teleport Progress

Pure, Const

Description: Returns a fraction representing this structure's current teleport progress, or 0 if it's not being teleported.

Return value

- **Type:** FloatProperty

Function Get Structure Sell Time

Pure, Const

Description: Returns how long it takes to sell this structure, in seconds.

Return value

- **Type:** FloatProperty

Function Get Structure Sell Progress

Pure, Const

Description: Returns a fraction representing this structure's current sell progress, or 0 if it's not being sold.

Return value

- **Type:** FloatProperty

Function Get Structure Sell Begin Time

Pure, Const

Description: Returns the server time when the owner started selling the structure, or 0 if it's not being sold.

Return value

- **Type:** FloatProperty

Function Get Structure Grid Size Aligned

Pure, Const

Description: Returns size in tiles this structure spans across considering a given rotation.

Inputs

- In Alignment
 - **Type:** EnumProperty (ETedStructureAlignment)

Return value

- **Type:** Int Point Structure

Function Get Structure Grid Size

Pure, Const

Description: Returns size in tiles this structure spans across using default rotation.

Return value

- **Type:** Int Point Structure

Function Get Structure Capture Time

Pure, Const

Description: Returns how long it takes to capture this structure, in seconds.

Return value

- **Type:** FloatProperty

Function Get Structure Capture Progress

Pure, Const

Description: Returns a fraction representing this structure's current capture progress, or 0 if it's not being captured.

Return value

- **Type:** FloatProperty

Function Get Structure Capture Begin Time

Pure, Const

Description: Returns the server time when someone began capturing this structure, or 0 if it's not being captured.

Return value

- **Type:** FloatProperty

Function Get Power Status

Pure, Const

Description: Returns the structure's current power status (e.g. LowPower).

Return value

- **Type:** EnumProperty (ETedPowerStatus)

Function Get Alignment

Pure, Const

Description: Returns this structure's current alignment (rotation).

Inputs

- Ignore Offset
 - **Type:** BoolProperty
 - **Description:** If false will return the structure's current alignment, otherwise will return structure's default alignment.

Return value

- **Type:** EnumProperty (ETedStructureAlignment)

Function Can Spawn Unit

Pure, Const

Description: Returns if this structure can spawn a unit right now.

Return value

- **Type:** BoolProperty

Class TedConformationBase

Parent class: TedStructureBase

Description: A neutral structure.

Functions

Function Request Change State

Authority Only

Description: Attempts to handle state change request as long as state is supported and CanChangeState returns true for this request. This is a server-side only function. Returns true if the structure will change state.

Inputs

- In Instigator
 - **Type:** Actor Object Reference
- In State
 - **Type:** Gameplay Tag Structure
- In Value

- **Type:** FloatProperty

Return value

- **Type:** BoolProperty

Function Is State Supported

Pure, Const

Description: Checks if given state is supported by this conformation.

Inputs

- In State
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Is State Change in Progress

Pure, Const

Description: Checks if given state is already requested by this conformation.

Inputs

- In State
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** BoolProperty

Function Get State Value

Const

Description: Returns value of given state or 0 if state isn't supported.

Inputs

- In State
 - **Type:** Gameplay Tag Structure

Return value

- **Type:** FloatProperty

Function Can Change State

Pure, Const, Event

Description: Checks if given state can changed on this conformation right now.

Inputs

- In Instigator
 - **Type:** Actor Object Reference
- In State
 - **Type:** Gameplay Tag Structure
- In Value
 - **Type:** FloatProperty

Return value

- **Type:** BoolProperty
-

Class TedConstructionSite

Parent class: TedStructureNeighborBase

Description: A construction site (not a Construction Yard!)

Functions

Function Was Ever Started

Pure, Const

Description: Was Ever Started

Return value

- **Type:** BoolProperty

Function Get Product Definition Id

Pure, Const

Description: Get Product Definition Id

Return value

- **Type:** Gameplay Tag Structure

Function Get Construction Progress

Pure, Const

Description: Get Construction Progress

Return value

- **Type:** FloatProperty

Class TedStructure_SuperWeapon

Parent class: TedStructureBase

Description: A Superweapon.

Functions

Function Is Super Weapon Fire Command Ready

Pure, Const

Description: Returns true if the superweapon is ready to fire its primary attack.

Return value

- **Type:** BoolProperty

Function Is Super Weapon Cooling Down

Pure, Const

Description: Returns true if the superweapon is currently recharging.

Return value

- **Type:** BoolProperty

Function Is Executing Super Weapon Command

Pure, Const

Description: Returns true if the superweapon is currently firing its primary attack.

Return value

- **Type:** BoolProperty

Function Get Super Weapon Progress

Pure, Const

Description: Returns a fraction representing how far along is this superweapon's recharge process.

Return value

- **Type:** FloatProperty

Function Get Super Weapon Cooldown Duration

Pure, Const

Description: Returns how long it takes this superweapon to recharge, in seconds.

Return value

- **Type:** FloatProperty

Function Clear Super Weapon Cooldown

Description: Finishes recharging the superweapon. Server-side or single player only.

Class TedTriggerVolume

Parent class: Volume

Description: Trigger volume that can detect TedPawns. Use this instead of the regular TriggerVolume.

Properties

- Mobility
 - **Type:** ByteProperty
- Auto Enabled
 - **Type:** BoolProperty
 - **Description:** If set, the volume will be enabled on spawn.
- Trigger Thickness
 - **Type:** FloatProperty
 - **Description:** Line thickness for the in-editor trigger box.
- Trigger Color
 - **Type:** Color Structure
 - **Description:** Line color for the in-editor trigger box.
- Opacity Fill
 - **Type:** BoolProperty
 - **Description:** Whether the in-editor trigger box should be opaque.
- Ecs Actor
 - **Type:** Ecs Actor Component Object Reference
 - **Description:** Do not touch.

Functions

Function Set Enabled

Authority Only

Description: Enable or disable the trigger volume. Server-side or single player only.

Inputs

- In Enabled
 - **Type:** BoolProperty

Function Get Overlapping Actors

Pure, Const

Description: Returns all actors overlapping this trigger volume.

Return value

- **Type:** Array of Actor Object Reference

Function Get Overlapping Actors (filtered)

Pure, Const

Description: Returns all actors overlapping this trigger volume filtered by InFilter.

Inputs

- In Filter
 - **Type:** Ted Pawn Filter Structure

Return value

- **Type:** Array of Actor Object Reference

Function Is Enabled

Pure, Const

Description: Returns whether this volume is currently enabled.

Return value

- **Type:** BoolProperty

Class TedUnitBase

Parent class: TedPawn

Description: A unit.

Properties

- Parent Factory
 - **Type:** Ted Structure Base Object Reference
 - **Description:** Factory that produced this unit, or NULL if it wasn't produced by a factory.

Functions

Function Set Follow Unit

Description: Makes this unit follow another unit. Server-side or single player only.

Inputs

- In Unit
 - **Type:** Ted Unit Base Object Reference
- In Follow Unit Speed Adjustment Distance Override
 - **Type:** FloatProperty
 - **Description:** If not 0, sets the distance below which the unit starts slowing down when approaching the target.

Function Set Allow Auto Attack from Stealth

Description: Enables or disables autoattacking from stealth for this unit. Server-side or single player only.

Inputs

- Allow Auto Attack from Stealth
 - **Type:** BoolProperty

Function Is Stealth Enabled

Pure, Const

Description: Returns true if the unit is currently in stealth.

Return value

- **Type:** BoolProperty

Function Get Follow Unit

Pure, Const

Description: Returns the unit that this unit is following, or NULL if none.

Return value

- **Type:** Ted Unit Base Object Reference

Function Get Default Navigation Filter Class

Pure, Const

Description: The NavigationQueryFilter that this unit normally uses for navigation.

Return value

- **Type:** Navigation Query Filter Class Reference

Function Get Allow Auto Attack from Stealth

Pure, Const

Description: Returns true if the unit is allowed to autoattack other units while in stealth.

Return value

- **Type:** BoolProperty

Class TedAircraft

Parent class: TedVehicle

Description: An air vehicle.

Functions

Function Rearms at Airpad

Pure, Const

Description: Returns true if this unit replenishes its ammunition when landing on an airpad.

Return value

- **Type:** BoolProperty

Function Is VTOL

Pure, Const

Description: Returns true if this unit takes off and lands vertically.

Return value

- **Type:** BoolProperty

Function Is Taking Off

Pure, Const

Description: Returns true if this unit is currently taking off.

Return value

- **Type:** BoolProperty

Function Is Landing

Pure, Const

Description: Returns true if this unit is currently landing.

Return value

- **Type:** BoolProperty

Function Is Airborne

Pure, Const

Description: Returns true if this unit is currently in the air.

Return value

- **Type:** BoolProperty

Function Get Parent Airpad

Pure, Const

Description: Returns the Airpad that this unit belongs to.

Return value

- **Type:** Ted Structure Base Object Reference

Function Get Current Airpad

Pure, Const

Description: Returns the Airpad that this unit is currently on, if any.

Return value

- **Type:** Ted Structure Base Object Reference

Class TedDrone

Parent class: TedAircraft

Description: An Aircraft that's owned by another pawn.

Functions

Function Get Drone Owner

Pure, Const

Description: Returns the pawn that owns this drone.

Return value

- **Type:** Ted Pawn Object Reference

Class TedInfantry

Parent class: TedUnitBase

Description: A unit that walks on land and isn't a vehicle.

Functions

Function Set Panic Mode

Description: Enables panic mode.

Inputs

- In Panic Mode
 - **Type:** BoolProperty

Function Is in Panic Mode

Pure, Const

Description: Returns true if this unit is currently in panic mode.

Return value

- **Type:** BoolProperty

Function Is Crawling

Pure, Const

Description: Returns true if this unit is currently crawling.

Return value

- **Type:** BoolProperty

Function Can Crawl

Pure, Const

Description: Returns true if this unit can crawl.

Return value

- **Type:** BoolProperty

Class TedWeapon

Parent class: Object

Description: A Weapon that Pawns can have. Describes attack behavior.

Functions

Function Get Definition Id

Pure, Const

Description: Returns the Definition ID of this Weapon.

Return value

- **Type:** Gameplay Tag Structure

Function Get Definition Asset

Pure, Const

Description: Returns the Definition Asset that describes this Weapon.

Return value

- **Type:** Ted Weapon Definition Asset Object Reference

Class TedWorldSettings

Parent class: WorldSettings

Description: Ted World Settings

Properties

- World Bounds
 - **Type:** World Bounds Actor Object Reference
 - **Description:** Actor which defines world bounds for camera movement and fog of war.
- Fog Of War Init Mode
 - **Type:** EnumProperty (EFogOfWarInitMode)
 - **Description:** Initial fog of war state.

Default - Fog of war will cover everything.

VisibleTerrain - Terrain will be visible by default but dimmed.

VisibleAll - Everything within world bounds will be visible, but there will be fog of war outside of them.

Disabled - No fog of war.

- Terrain Level ZSpan
 - **Type:** FloatProperty
 - **Description:** Height of one fog of war Z level. Not relevant when fog of war is disabled.
- Terrain Level ZMin
 - **Type:** FloatProperty
 - **Description:** Minimum Z limit for fog of war covered terrain.
- Terrain Level ZMax
 - **Type:** FloatProperty
 - **Description:** Maximum Z limit for fog of war covered terrain.
- Limit Min Terrain Level Z
 - **Type:** BoolProperty
- Limit Max Terrain Level Z
 - **Type:** BoolProperty
- Minimap State Settings
 - **Type:** EnumProperty (EMinimapStateMode)
 - **Description:** Initial minimap state. Can be overridden during gameplay.
- Minimap Ignores Permanent FoW?
 - **Type:** BoolProperty
 - **Description:** If set, permanent (100% black) fog of war will not be displayed on the minimap.
- Allow Player Commands
 - **Type:** BoolProperty
 - **Description:** Allow player commands (commands not tied to a unit, e.g. the ones in the command bar on the left side of the screen in the HUD)
- Use Map Info
 - **Type:** BoolProperty
 - **Description:** Use (and require) a TedMapInfo asset for this level. You want this to be enabled for persistent levels ONLY, not for sublevels.
- Map Info Asset
 - **Type:** Ted Map Info Object Reference
 - **Description:** Cached reference to the TedMapInfo asset used for this map. Set automatically.
- Map Info
 - **Type:** Ted Map Info Object Reference
 - **Description:** TedMapInfo asset used by this map. Usually set automatically.

Class TempestFieldElementProxy

Parent class: Object

Description: Tempest Field Element Proxy

Properties

- My Owner
 - **Type:** Ted Tempest Vines Base Object Reference
- My Index
 - **Type:** IntProperty
- ISMComp Class
 - **Type:** Class Object Reference
- No Placement Collision
 - **Type:** BoolProperty
 - **Description:** ignore collisions with other elements during placement
- Collision Radius
 - **Type:** FloatProperty
 - **Description:** 0 = effectively other elements will not collide with this
- Desired Num Per Tile
 - **Type:** IntProperty
- Use Random Transforms
 - **Type:** BoolProperty
- Fixed Random Seed
 - **Type:** IntProperty
 - **Description:** Can allow for synchronization between different proxies.
- Random XYOffset
 - **Type:** FloatProperty
- Random ZOffset
 - **Type:** Vector 2D Structure
- Random Rotation
 - **Type:** Rotator
- Random Scale
 - **Type:** Vector 2D Structure

Functions

Function Remove Element Components

Const

Description: Remove Element Components

Inputs

- Comp Class
 - **Type:** Scene Component Class Reference
- Destroy Delay
 - **Type:** FloatProperty

Function Remove Element Component

Const

Description: Remove Element Component

Inputs

- Comp
 - **Type:** Scene Component Object Reference
- Destroy Delay
 - **Type:** FloatProperty

Function Remove All Element Components

Const

Description: Remove All Element Components

Inputs

- Destroy Delay
 - **Type:** FloatProperty

Function Mark Component Render State Dirty

Const

Description: Mark Component Render State Dirty

Inputs

- Prim Comp
 - **Type:** Primitive Component Object Reference

Function Is Generated in Editor

Pure, Const

Description: Is Generated in Editor

Return value

- **Type:** BoolProperty

Function Get Element Transition Progress

Pure, Const

Description: Get Element Transition Progress

Return value

- **Type:** FloatProperty

Function Get Element Transition Data

Pure, Const

Description: Get Element Transition Data

Inputs

- Out Progress
 - **Type:** FloatProperty
- Out from Stage
 - **Type:** EnumProperty (ETempestFieldElementStage)
- Out to Stage
 - **Type:** EnumProperty (ETempestFieldElementStage)

Function Get Element Transform

Pure, Const

Description: Get Element Transform

Return value

- **Type:** Transform

Function Get Element SMInstances

Pure, Const

Description: Get Element SMInstances

Return value

- **Type:** Array of Field Tile Element ISMData Structure

Function Get Element SMInstance Count

Pure, Const

Description: Get Element SMInstance Count

Return value

- **Type:** IntProperty

Function Get Element SMInstance

Pure, Const

Description: Get Element SMInstance

Inputs

- Instance Index
 - **Type:** IntProperty

Return value

- **Type:** Field Tile Element ISMData Structure

Function Get Element Random Transforms

Pure, Const

Description: Get Element Random Transforms

Return value

- **Type:** Array of Transform

Function Get Element Next Stage

Pure, Const

Description: Get Element Next Stage

Return value

- **Type:** EnumProperty (ETempestFieldElementStage)

Function Get Element Current Stage

Pure, Const

Description: Get Element Current Stage

Return value

- **Type:** EnumProperty (ETempestFieldElementStage)

Function Get Element Components

Pure, Const

Description: Get Element Components

Inputs

- **Comp Class**
 - **Type:** Scene Component Class Reference

Return value

- **Type:** Array of Scene Component Object Reference

Function Get Element Component

Pure, Const

Description: Get Element Component

Inputs

- **Comp Class**
 - **Type:** Scene Component Class Reference

Return value

- **Type:** Scene Component Object Reference

Function Add Element SMInstance

Const

Description: Add Element SMInstance

Inputs

- Static Mesh
 - **Type:** Static Mesh Object Reference
- Transform
 - **Type:** Transform
- Num Custom Data Floats
 - **Type:** IntProperty

Return value

- **Type:** Field Tile Element ISMData Structure

Function Add Element Component Of Class

Const

Description: Add Element Component Of Class

Inputs

- Comp Class
 - **Type:** Scene Component Class Reference
- Transform
 - **Type:** Transform

Return value

- **Type:** Scene Component Object Reference

Function Add Element Component

Const

Description: Add Element Component

Inputs

- Comp
 - **Type:** Scene Component Object Reference

Class TempestFieldBuildConfigAsset

Parent class: DataAsset

Description: Tempest Field Build Config Asset

Properties

- Data
 - **Type:** Tempest Field Build Config Structure

Class TempestFieldEffectsConfigAsset

Parent class: DataAsset

Description: Tempest Field Effects Config Asset

Properties

- Data
 - **Type:** Tempest Field Effects Config Structure

Class TempestFieldGameplayConfigAsset

Parent class: DataAsset

Description: Tempest Field Gameplay Config Asset

Properties

- Data
 - **Type:** Tempest Field Gameplay Config Structure
- Override Easy Mode
 - **Type:** BoolProperty
- Easy overrides
 - **Type:** Tempest Field Gameplay Config Structure
- Override Hard Mode
 - **Type:** BoolProperty
- Hard overrides
 - **Type:** Tempest Field Gameplay Config Structure

- Override Very Hard Mode
 - **Type:** BoolProperty
- Very Hard overrides
 - **Type:** Tempest Field Gameplay Config Structure

Class TempestFieldConfigAsset

Parent class: DataAsset

Description: Tempest Field Config Asset

Properties

- Build Config
 - **Type:** Tempest Field Build Config Asset Object Reference
- Effects Config
 - **Type:** Tempest Field Effects Config Asset Object Reference
- Gameplay Config
 - **Type:** Tempest Field Gameplay Config Asset Object Reference

Class TempestFieldVolume

Parent class: TedTempestVinesBase

Description: Tempest field, the thing you get Tempest from. Automatically spawns Tempest plant visuals to cover the volume.

Properties

- Debug Field Grid
 - **Type:** BoolProperty
 - **Description:** Enable editor debug visuals for the navgrid tiles this field occupies.
- Debug Field Grid Color
 - **Type:** Color Structure

- **Description:** Color of the grid debug visuals.
- Random Seed
 - **Type:** IntProperty
 - **Description:** Random seed used to generate the field visuals.
- Root Location
 - **Type:** Vector
 - **Description:** Center of the field. Used in distance calculations.
- Field Config Asset
 - **Type:** Tempest Field Config Asset Object Reference
 - **Description:** Tempest field configuration. Select one of the assets provided with the editor.
- Build Priority
 - **Type:** IntProperty
 - **Description:** Higher priority fields takes build precedence when two fields occupy the same tile allowing to create nested or overlapping fields.
- Has Crater
 - **Type:** BoolProperty
 - **Description:** Crater settings
- Big Crater
 - **Type:** BoolProperty
- Crater Offset
 - **Type:** Vector
- Crater Scale
 - **Type:** Vector
- Crater Rotation
 - **Type:** Rotator
- Has Spline Roots
 - **Type:** BoolProperty
 - **Description:** Enable spline-based Tempest root meshes.
- Manual Spline Edit
 - **Type:** BoolProperty
- Growth Start Stage
 - **Type:** EnumProperty (ETempestFieldElementStage)
 - **Description:** Stage of growth that this field starts at. @note If this is not MaxGrowth, you need to enable craters for anything to actually grow.
- Growth Destination Stage
 - **Type:** EnumProperty (ETempestFieldElementStage)
 - **Description:** Stage of growth that this field progresses to over time.
- Resource Depleted
 - **Type:** BoolProperty
- Field Crater Coords
 - **Type:** Array of Offset Coords Structure
- Num Spline Comp
 - **Type:** IntProperty

- Num Spline Mesh Comp
 - **Type:** IntProperty
- Num Field Tile Elements
 - **Type:** IntProperty
- Num Field Tile Element Comps
 - **Type:** IntProperty
- Num Field ISMC
 - **Type:** IntProperty
- Num Field ISM
 - **Type:** IntProperty
- Num Pending Transition
 - **Type:** IntProperty
- Num Elements in Transition
 - **Type:** IntProperty
- Num Pending Destroy Element Comps
 - **Type:** IntProperty
- Tempest Field Audio Ambience
 - **Type:** Actor Component Object Reference

Functions

Function Reset Tempest Field Volumes

Editor Only

Description: Reset all TempestFieldVolumes in the world.

Function Num Claimed Tiles

Pure, Const

Description: Returns the amount of resource tiles not claimed by anyone.

Return value

- **Type:** IntProperty

Function Reset All Volumes

Editor Only

Description: Regenerate all field volumes.

Function Reset Volume

Editor Only

Description: Regenerate this field volume.

Function Is Resource Depleted

Pure, Const

Description: Returns true if there is no more Tempest in this volume.

Return value

- Type: BoolProperty

Function Has Unclaimed Resource Tile

Pure, Const

Description: Returns true if this volume has at least one resource tile that hasn't been claimed by anyone.

Return value

- Type: BoolProperty

Function Get Visible Resource Pct

Pure, Const

Description: Returns the percentage of visible (i.e. not under fog of war for the local player) available Tempest in this volume.

Return value

- Type: FloatProperty

Function Get Visible Resource Left

Pure, Const

Description: Returns the amount of Tempest left in this volume that can be seen by the local player (i.e. is not under fog of war).

Return value

- Type: FloatProperty

Function Get Resource Pct

Pure, Const

Description: Returns the percentage of available Tempest in this volume.

Return value

- Type: FloatProperty

Function Get Resource Left

Pure, Const

Description: Returns the amount of Tempest left in this volume.

Return value

- **Type:** FloatProperty

Function Get Resource at World Location

Pure, Const

Description: Returns the amount of Tempest remaining at the given Location in this volume.

Inputs

- Location
 - **Type:** Vector

Return value

- **Type:** FloatProperty

Function Get Closest Unclaimed Resource Tile

Pure, Const

Description: Returns the unclaimed resource tile in this volume that's closest to the given Location.

Inputs

- In Location
 - **Type:** Vector
 - **Description:** Location to check against.
- Out Closest Location
 - **Type:** Vector
 - **Description:** (Output) Location of the closest resource tile.
- Test Reachability
 - **Type:** BoolProperty
 - **Description:** If set, will only consider tiles that are reachable (on the navmesh) by InPawn.
- In Pawn

- **Type:** Ted Pawn Object Reference
- **Description:** Pawn to use for reachability checks.
- Ignores
 - **Type:** IntProperty

Return value

- **Type:** IntProperty
- **Description:** Tile index, or INDEX_NONE (-1) if there are no unclaimed resource tiles in this volume.

Class WorldBoundsActor

Parent class: Actor

Description: World Bounds Actor

Properties

- Box Component
 - **Type:** Box Collision Object Reference

Enum ETedPowerStatus

Description: ETed Power Status Values:

- ETedPowerStatus::FullPower (0)
- ETedPowerStatus::LowPower (1)
- ETedPowerStatus::NoPower (2)

Enum EGarrisonSlotSize

Description: EGarrison Slot Size Values:

- `EGarrisonSlotSize::Small` (1)
 - Takes up 1 slot in the garrison and 1X1 grid space in garrison UI
 - `EGarrisonSlotSize::Large` (4)
 - Takes up 4 slots in the garrison and 2X2 grid space in garrison UI
-

Enum ETedUnitType

Description: ETed Unit Type **Values:**

- `ETedUnitType::Infantry` (0)
 - `ETedUnitType::Specialist` (1)
 - `ETedUnitType::Commando` (2)
 - `ETedUnitType::CustomLimit` (3)
-

Enum ETedDefinitionModOp

Description: What to do with the definition property. **Values:**

- `ETedDefinitionModOp::Additive` (0)
 - $\text{NewValue} = \text{OldValue} + \text{OpValue}$. Works on numeric properties, tag containers and arrays
 - `ETedDefinitionModOp::Subtractive` (1)
 - $\text{NewValue} = \text{OldValue} - \text{OpValue}$. Works on numeric properties, tag containers and arrays
 - `ETedDefinitionModOp::Multiplicative` (2)
 - $\text{NewValue} = \text{OldValue} * \text{OpValue}$. Works on numeric properties
 - `ETedDefinitionModOp::Division` (3)
 - $\text{NewValue} = \text{OldValue} / \text{OpValue}$. Works on numeric properties
 - `ETedDefinitionModOp::Override` (4)
 - $\text{NewValue} = \text{OpValue}$
-

Enum EAudioParamValueSeekType

Description: EAudio Param Value Seek Type **Values:**

- `EAudioParamValueSeekType::None` (0)
 - `EAudioParamValueSeekType::Symmetric` (1)
 - `EAudioParamValueSeekType::Asymmetric` (2)
-

Enum ETedCommandExecutionMode

Description: ETed Command Execution Mode **Values:**

- ETedCommandExecutionMode::Exec (0)
 - Execute right now if possible, otherwise fail.
 - ETedCommandExecutionMode::Enqueue (1)
 - Put in queue.
 - ETedCommandExecutionMode::ExecOrEnqueue (2)
 - Execute right now if possible, otherwise put in queue.
-

Enum ETedVeterancyLevel

Description: ETed Veterancy Level **Values:**

- ETedVeterancyLevel::None (0)
 - ETedVeterancyLevel::Hardened (1)
 - ETedVeterancyLevel::Veteran (2)
 - ETedVeterancyLevel::Elite (3)
-

Enum ETedPawnUpgradeType

Description: ETed Pawn Upgrade Type **Values:**

- ETedPawnUpgradeType::Upgrade1 (1)
 - ETedPawnUpgradeType::Upgrade2 (2)
-

Enum ETedPawnFilterMode

Description: ETed Pawn Filter Mode **Values:**

- ETedPawnFilterMode::And (0)
 - ETedPawnFilterMode::Or (1)
-

Enum ETedBotDifficulty

Description: ETed Bot Difficulty **Values:**

- ETedBotDifficulty::Casual (0)
- ETedBotDifficulty::Easy (1)

- ETedBotDifficulty::Default (2)
 - ETedBotDifficulty::Hard (3)
-

Enum ETedBotStrategy

Description: ETed Bot Strategy **Values:**

- ETedBotStrategy::Default (0)
 - ETedBotStrategy::Aggressive (1)
 - ETedBotStrategy::Defensive (2)
-

Enum ETedFaction

Description: ETed Faction **Values:**

- ETedFaction::GDF (0)
 - ETedFaction::DYN (1)
 - ETedFaction::Veti (2)
 - ETedFaction::Civilian (3)
-

Enum ETedPlayerID

Description: Player slot index. **Values:**

- ETedPlayerID::Player_1 (0)
 - ETedPlayerID::Player_2 (1)
 - ETedPlayerID::Player_3 (2)
 - ETedPlayerID::Player_4 (3)
 - ETedPlayerID::Player_5 (4)
 - ETedPlayerID::Player_6 (5)
 - ETedPlayerID::Player_7 (6)
 - ETedPlayerID::Player_8 (7)
 - ETedPlayerID::Neutral (8)
 - Fake player for neutral pawns
 - ETedPlayerID::Hostile (9)
 - Fake player for pawns that are hostile to everything
 - ETedPlayerID::Spectator (14)
 - Slot for permanent spectators
-

Enum ETedTeamID

Description: Team index. **Values:**

- ETedTeamID::Team_1 (0)
 - ETedTeamID::Team_2 (1)
 - ETedTeamID::Team_3 (2)
 - ETedTeamID::Team_4 (3)
 - ETedTeamID::Team_5 (4)
 - ETedTeamID::Team_6 (5)
 - ETedTeamID::Team_7 (6)
 - ETedTeamID::Team_8 (7)
 - ETedTeamID::Neutral (8)
 - Fake team for neutral pawns
 - ETedTeamID::Hostile (9)
 - Fake team for pawns that are hostile to everything
 - ETedTeamID::Spectator (14)
 - Team for all-seeing spectators
-

Enum ETedPawnType

Description: ETed Pawn Type **Values:**

- ETedPawnType::Unknown (0)
 - ETedPawnType::Infantry (1)
 - ETedPawnType::Structure (2)
 - ETedPawnType::Vehicle (3)
 - ETedPawnType::Air (4)
-

Enum ETedServerType

Description: ETed Server Type **Values:**

- ETedServerType::Ranked (0)
 - ETedServerType::Unranked (1)
 - ETedServerType::Custom (2)
 - ETedServerType::Lan (3)
 - ETedServerType::Skirmish (4)
 - ETedServerType::None (5)
 - Singleplayer
-

Enum ETedPlayerControl

Description: ETed Player Control Values:

- `ETedPlayerControl::None` (0)
 - Not controlled. Has no presence in the game.
 - `ETedPlayerControl::Human` (1)
 - Controlled by a human player. Can be replaced by bots in Skirmish/MP.
 - `ETedPlayerControl::Bot` (2)
 - Always controlled only by bot AI.
 - `ETedPlayerControl::Uncontrollable` (3)
 - Present on the map, but can't be controlled directly. Used for neutral and always hostile factions.
-

Enum ERTSColor

Description: ERTSColor Values:

- `ERTSColor::Default` (0)
 - `ERTSColor::Color1` (1)
 - `ERTSColor::Color2` (2)
 - `ERTSColor::Color3` (3)
 - `ERTSColor::Color4` (4)
 - `ERTSColor::Color5` (5)
 - `ERTSColor::Color6` (6)
 - `ERTSColor::Color7` (7)
 - `ERTSColor::Color8` (8)
 - `ERTSColor::Color9` (9)
 - `ERTSColor::Color10` (10)
 - `ERTSColor::Color11` (11)
 - `ERTSColor::Color12` (12)
 - `ERTSColor::Color13` (13)
 - `ERTSColor::Color14` (14)
 - `ERTSColor::Color15` (15)
 - `ERTSColor::Color16` (16)
-

Enum ETedGameDifficulty

Description: ETed Game Difficulty Values:

- `ETedGameDifficulty::Easy` (0)
- `ETedGameDifficulty::Default` (1)

- `ETedGameDifficulty::Hard` (2)
 - `ETedGameDifficulty::VeryHard` (3)
-

Enum `ETedStartingArmySize`

Description: ETed Starting Army Size **Values:**

- `ETedStartingArmySize::ConYard` (0)
 - `ETedStartingArmySize::Small` (1)
 - `ETedStartingArmySize::Large` (2)
-

Enum `EFogOfWarInitMode`

Description: EFog Of War Init Mode **Values:**

- `EFogOfWarInitMode::Default` (0)
 - Fog of War will cover everything
 - `EFogOfWarInitMode::VisibleTerrain` (1)
 - Terrain will be visible by default
 - `EFogOfWarInitMode::VisibleAll` (2)
 - Only level boundaries will be covered with fog
 - `EFogOfWarInitMode::Disabled` (3)
 - Fog of War will be completely disabled
-

Enum `EMinimapStateMode`

Description: EMinimap State Mode **Values:**

- `EMinimapStateMode::Default` (0)
 - Minimap will be online if conditions are met, offline otherwise
 - `EMinimapStateMode::ForceOn` (1)
 - Minimap always on, can still be overridden by `UTedModAPI::SetMinimapState()`
 - `EMinimapStateMode::ForceOff` (2)
 - Minimap always off, can still be overridden by `UTedModAPI::SetMinimapState()`
-

Enum `ETedPlayerLockedTechMode`

Description: ETed Player Locked Tech Mode **Values:**

- `ETedPlayerLockedTechMode::UnlockAll` (0)
 - Unlocks construction of all Tech in the game.
 - `ETedPlayerLockedTechMode::UnlockList` (1)
 - Unlocks construction of Tech specified in List.
 - `ETedPlayerLockedTechMode::LockAll` (2)
 - Locks construction of all tech in the game.
 - `ETedPlayerLockedTechMode::LockList` (3)
 - Locks construction of Tech specified in List.
-

Enum `ETedPlayerDoctrineResearchMode`

Description: ETed Player Doctrine Research Mode **Values:**

- `ETedPlayerDoctrineResearchMode::Disabled` (0)
 - Doctrine research completely disabled.
 - `ETedPlayerDoctrineResearchMode::Enabled` (1)
 - Doctrine research enabled as normal.
 - `ETedPlayerDoctrineResearchMode::Unlimited` (2)
 - Doctrine research enabled and doctrine limit removed.
-

Enum `ETedStructureAlignment`

Description: Structure rotation. Structures are always grid aligned, so they can only be rotated in one of these directions. **Values:**

- `ETedStructureAlignment::TopRight` (0)
 - `ETedStructureAlignment::TopLeft` (1)
 - `ETedStructureAlignment::BottomLeft` (2)
 - `ETedStructureAlignment::BottomRight` (3)
 - `ETedStructureAlignment::None` (5)
-

Enum `EDamageKind`

Description: How a Weapon deals its damage. **Values:**

- `EDamageKind::Point` (0)
 - `EDamageKind::Radial` (1)
 - `EDamageKind::Cone` (2)
-

Enum ETempestFieldGrowthStage

Description: ETempest Field Growth Stage **Values:**

- ETempestFieldGrowthStage::Initial (0)
 - ETempestFieldGrowthStage::Vines (1)
 - ETempestFieldGrowthStage::SmallGrowth (2)
 - ETempestFieldGrowthStage::MediumGrowth (3)
 - ETempestFieldGrowthStage::MaxGrowth (4)
-

Enum ETempestFieldElementStage

Description: ETempest Field Element Stage **Values:**

- ETempestFieldElementStage::Initial (0)
 - ETempestFieldElementStage::Vines (1)
 - ETempestFieldElementStage::SmallGrowth (2)
 - ETempestFieldElementStage::MediumGrowth (3)
 - ETempestFieldElementStage::MaxGrowth (4)
 - ETempestFieldElementStage::Rotten (5)
 - ETempestFieldElementStage::Uninitialized (6)
-