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http://mohdatabase.wikispaces.com/file/view/icon_16_info.gif/41370183/icon_16_info.gif**Info:**  
This article sheds light on and facilitates using the Game Module Classes documents. One of which is available to use as an HTML extension on this page.  
However both are available for download at the bottom of the page.

http://mohdatabase.wikispaces.com/file/view/warningicon1.png/190848786/warningicon1.png**Note**: Some of the listed commands may not work (properly). Not all classes can be spawned.  
For the most complete version of all classes/commands, please refer to [this article](http://mohdatabase.wikispaces.com/Script+Commands" \t "_blank) instead.

**‍Game Module Classes**

The Game Module Classes basically lists all classes (including their hierarchy) and describes each of their commands / parameters you can use in   
MoH:AA and SH' scripting language.

**Table of Contents**

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**‍Origin**

The original document, being an .htm file, was shipped along with MoHRadiant to help mappers add the finishing touches to their maps in the mapscript.   
As the original document noted: *This file was generated with the in-game console command "dumpallclasses". Some of the listed commands may not work.*  
This also implies not all classes can be spawned in script.  
  
With the finished version of MoH, this file cannot be generated again. The only available command is cl\_dumpallclasses which generates  
the cl\_allclasses.html file. Said file only contains the internal classes for the UI (HUD, widgets and menu's) and the commands for .ui files.

**‍g\_allclasses file**

The g\_allclasses.htm file only lists the available classes alphabetically, not by structure, though they are indicated in reverse direction.  
Example:

Entity -> SimpleEntity -> Listener -> **Class**

The class *Entity* is the class you are currently viewing. The hierarchy is given in the opposite direction.   
  
*Class* is the parent object or data structure, its properties and commands are inherited by its children (respectively *Listener*, *SimpleEntity* and *Entity*).  
Same goes for class *Listener*. Next to its inheritance from *Class*, new commands inherent to Listener only are defined and are passed to its childeren  
(*SimpleEntity* and *Entity* respectively).  
  
With multiple inheritances, advanced classes such as the *Player* class (which enherits commands from 6 other classes) emerge with many detailed   
and complex commands allowing much more possibilities.

**‍Further Development**

It is unknown who did it or how many worked on it, but the messy and long .htm file was converted to a .chm file (Compiled HTML Help file).  
  
New classes and commands introduced with the release of Spearhead, have been added as well. The player easily checks if the command  
he's interested in is available for Allied AssaultAA.jpg and/or SpearheadSH.jpg. Extra information and extra descriptions were added where needed.  
  
Class structure is noted in the correct order at the top of a specifications page. Example:

/Class/Listener/SimpleEntity/Entity/Animate/Trigger

However the descriptions for some commands still remain a bit vague and no BT commands are added, although not many new commands and

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| [Class Specifications for the Listener Class](http://i1215.photobucket.com/albums/cc502/soldierofra/WIKI/ClassSpec.jpg) |
| Class Specifications for the Listener Class |

classes were introduced in Breakthrough. You can find a complete list of all commands [here](http://mohdatabase.wikispaces.com/Script+Commands" \t "_blank).  
  
Nonetheless if you script, be it beginner or pro, this is a recommended database to have indeed. It can shed light on the command use of certain entities and answer questions for you like "would this be possible to do?".

**‍Usage**

**Contents:** This tab unveils the true structure of the module classes. On the left hand side, there is a nagivation panel.  
A folder is a class with children. If you expand those, you can nagivate deeper into the structures of the module classes.  
  
Additionally if you click on a page or a folder, the *Class Specifications* are shown first in the right hand panel. Listing all inherent commands alphabetically with their availability and brief description.  
  
If you scroll down (or click on a command in the list), the *Function Specifications* can be found. Commands are listed alphabetically again, this time with full description and command parameters (where applicable).  
  
  
**Index:** This tab lists all individual commands alphabetically in the navigation panel on the left hand side.  
There is also a search function (found directly above the list) which allows you to quickly browse  
all commands to the one you seek.

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| Function Specifications for the Listener class (not all shown) |
| Function Specifications for the Listener class (not all shown) |

Clicking on one in the nagivation panel will make its *Function Specifications* appear on the right hand panel.  
  
  
**Search:** This tab allows you to search all classes for specific keyword(s). It searches parameters,   
commands and even words in the description. All the classes where the specified entry is found are then  
listed in the left hand search panel. Clicking on one of those classes or 'topics', will reveal its *specifications*  
*page* in the right hand panel.   
  
All found entries are highlighted in blue on the *specifications page*. Additionally, you can search any page  
on the right hand panel for any word using CTRL+F. Found entries using this method are highlighed in   
yellow.