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## **Function Reference**

Helper functions in the SOMA codebase, by category.

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

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