ExecSFTypeGraphics(SFType#, Illustration1, illustration2)
Set Illustrations#1 and #2 for SFType#

ExecLandscapeEntrench(LandscapeType, UnitGroup, AutoEntrench, MaxEntrench)
Sets the entrenchment value for a specific LandscapeType and UnitGroup. The third choice is the Auto entrenchment value, the last choice is the  Maximum entrenchment value.

ExecMessageBox(String)
Display short message message in a MessageBox during event execution. Intended for debugging. Variables can be accessed as usual, e.g., [tempvar]100[/tempvar].

ExecItemBlock(Item that blocks, Item that is blocked)
Sets item which item is blocked by the appearance of another item.

ExecItemRegimeSpecific(Item#, Regime#)
Sets RegimeSpecific variable for Item. Regime#= -2 => item blocked, -1 => all regimes can build, > -1 => only Regime# can build.

ExecAskPlayerYesNo(TempVarN to be set")
Interacts with player for Yes/No decision, with result returned in TempVarN (0<= N <= 999). Result = 1 for Yes and 0 for No.

ExecAskPlayerForString(TempStringN to be set)
Interacts with player for to enter a string for use in the event. The string is passed on in TemStringN (Number). If the requested TempString is invalid (0-999), then TempVarN is returned = 0. If valid, TempVar(N) = 1

ExecAskPlayerForNumber(TempVarN to be set)
Interacts with player for to enter an integer number for use in the event. The number is passed on in TempVarN (Number). If the requested TempVar is invalid (0-999) or the input is not a number, then TempVarN is returned = 0. If valid, TempVar(N) = 1.

ExecLoad_ModelsItemsTransfer()
Exec to transfer Model SFTypes and their Items into a game to be loaded."

ExecLoad_TransferHistorical(Regime # )
Transfer historical unit items associated with this regime"


ExecCreateSFTModelForRegime(SFTypeNr, RegNr)
Creates model for Regime RegNr based on SFType model concept SFTypeNr. CAUTION!!!

ExecUpgradeSFTModelForRegime(SFTypeNr, RegNr)
Upgrade model for Regime RegNr based on SFType model concept SFTypeNr.

ExecSetCoastDataInSlot(SlotNr)
Checks sea and cosatal areas and marks them in SlotNr. Value =1 Land on coast, =2 Sea adjacent to coast, =3 'deep sea'. A coast hex must be connected to a sea hex that is surrounded on all 6 sides by sea hexes.

ExecSetRegUnitName(RegimeNr, UnitName)
Sets name for newly created units for RegimeNr. RegimeNr = -1 sets for all regimes.

ExecSetRegHQName(RegimeNr, HQName)
Sets name for newly created HQs for RegimeNr. RegimeNr = -1 sets for all regimes.

ExecMutateSFTypeInUnit(UnitNr, From Sftype#, Too Sftype# (-1 to remove))
After completion sets # of changed individuals in tempvar[999].

ExecSetResearchPreeq(ResearchNr, PreeqNr, PreeqResearchNr)
Sets the index PreeqResearchNr of the ResearchType that is aa preequisite before discovering Research with index ResearchNr. PreeqNr = 1 or 2 for Preeq or Preeq2. Preeq ResearchNr is the index of the required research; -1 is none.

ExecSetResearchBlocks(ResearchNr, BlockingResearchNr"
Sets the index BlockingResearchNr of the ResearchType that is blocked by the discovery of ResearchType with index ResearchNr; -1 is none.

ExecDisableVariant(Variant Slot #"
Disables a variant set up in the masterfile in Variant Slot #. Useful for random games where an event is executed before game creation is finalized (or transitioning to a new game in a campaign) and an option, such as No Climate, should make a variant, such as Storms, inoperative.

ExecEnableVariant(Variant Slot #, GameVar #, Event #)
Enables/Creates a variant in Variant Slot # defined by GameVar#. Event# is the event to be coupled to this variant (-1 for none). Useful for random games where an event is executed before game creation is finalized (or transitioning to a new game in a campaign).

ExecLoadTOEForRegime(RegNr, Filename (string), ChngPpl)
Loads a TOE template in Filename (string) in the savedgames directory for Regime RegNr. If ChngPpl >= 1, auto change people to Regime people. If ChngPpl < 1, don't.

ExecSetUnitTOE(UnitNr, RegNr, TOENr)
Sets Unitnr belonging to Regime RegNr to a TOE template defined by TOENr owned by the regime. This number will generally be in the order that TOE models are loaded. Use with EXTREME caution, TOE models might have been deleted by players. Best used early, e.g., just after loading a TOE file for the regime."