
FMTK Documentation

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widberg

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FUEL

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DEVELOPER MENUS

1.1 Command Palette

See the *Commands documentation entry*.

1.2 Teleport

`EnablePopupMenu on` is the command to enable this feature. The `c` key will maximize the minimap and the arrow keys will navigate the crosshair. The `w` and `s` keys will zoom in and out respectively. The `t` key will toggle the GPS Target at the crosshair. The `enter` key will set the teleport target at the crosshair (there is no visual feedback that this has happened). Press `c` again to minimize the minimap and teleport to the teleportation target if it was set.

1.3 Debug Tools

`EnableDebugViewport` is the command to enable this feature. The `t` key will toggle the visibility of this menu. The arrow keys and `enter` are used to navigate.

COMMANDS

2.1 Notes

To access the console in game make sure you have the debug hud enabled. This is most easily done by loading the default `debug_tools` mod or uncommenting the `adhud` line in the `usergame.tsc` file in the FUEL root directory.

Only the capital letters in each command name are required. However, I recommend using the full command name in scripts. The in-game console can be accessed by pressing the `y` key in the game world. The game is paused while the console is open so you have to close it for your commands to take effect. Use the `wasd` keys to navigate the console keyboard. Use `r` to insert a space character and `x` to delete the last character. Pressing `y` while the console is open will close the console. Be careful not to confuse the letter `O` in the first row with the digit `0` in the second and third rows.

Due to the excessive number of commands, I will add details to the commands as I see fit. If there is a command that you would like me to add details to, open an issue with the command name and I will get to it when I have a chance.

2.2 Command List

1ST
2ND
3RD
4TH
ActivateAverageSpeed
ActivateGame
ACtivateGamePlayer
ActiveDebugHUD
Enables the Y console menu
ActiveTeleport

AddChampionShip

AddCharacter

AddComboChampionship

AddCommandAfterTeleport

AddConditionTROPHY

AddConnectionBot

AddConnectionNbBot

AddExtraCHAMPIONSHIP

AddExtraCHEAT

AddExtraConceptArt

AddExtraMovieClip

AddExtraMovieStill

AddExtraMulti

AddExtraSolo

AddGamePlayer

AddHighVibrationKey

AddHubCareerRaces

AddHubCHallengeRaces

AddHubTrafficVehicle

AddHubTutorialRaces

AddIGACell

AddIngameDiaLoG

AddInGameTextInfos

AddJoyStick
AddLangDefine
AddLevel
AddLevelDemoMenu
AddLevelMenu
AddLevelMPEG
AddLevelRTC
AddLowVibrationKey
ADdMarKer
AddMaterialLib
AddMenuItemButtonDyn
AddMenuItemButtonTT
AddMenuItemFillRect
AddMenuItemImage
AddMenuItemLabelDyn
AddMenuItemLabelTT
AddMenuItemListBoxTT
AddMenuItemRegionImage
AddMenuPlayer
AddMISSION
AddMissionCarOnline
AddMissionFuel
AddMissionIASpeed

AddMissionNeededVehicle

AddMissionPARAM

AddMissionSurfaceType

AddMissionTime

AddMpegMenu

AddMultiGame

AddMUSIC

AddNbMaxOnlineVehicle

ADdNewItem

AddNewTROPHY

AddPilotLivery

AddPilotLivery category index nameID <"ALWAYS"|"NONE"|"race identifier"> bonusCode

AddPilotLiveryColor

AddPointOfInterestFlush

AddRTC

AddStreamLevel

AddTextInfos

AddTTInfos

AddTypePointOfInterest

AddVehicleColor

AddVehicleGPS

AddVehicleInfo

AddVehicleInterfaceParams

AddVehicleLivery
AddVehicleParams
AddVehicleUnlock
ADDVibration
AICM
AskFailureMenu
AskMenuSave
AsynchCheckHandles
BackToMenu
Be100000PtsRicher
Be500000PtsRicher
Be50000PtsRicher
BeginRaceRecord
BeRich
BlindageFadeAfterRTC
BlocFader
BoxPatchClip
BSouRCe
BuildMissionList
BuyAll
CAMDebug
CameraMouseControl
CameraStaticMove

ChangeCurrentPerso

ChangeDebugInGamePlayer

ChangeRPMVehicle

ChangeStartBase

CheatNoRtc

CheckAutoStart

CheckHandles

CheckMemoryEveryFrame

CheckUnlock

ChoosePlayMovie

ChooseRandomStartBase

ChronoMarKer

CleanTempPic

CloneClass

CLONEClassDone

CloseAVI

CloseBF

CloseFogOfWar

CloseSBF

CompleteObjectif

ContinueAfterMission

ConvertToQuat

CrashIA

CreatePage
CreatGlobalInGameDatas
DeactivateGame
DeactivateGamePlayer
DeBugActionSphere
DeBugAINOSpeed
DebugAllWeapons
DeBugChangeGameMusic
DebugContextualMusic
DeBugCreatureGotoPos
DeBugCreatureState
DeBugCreatureUD
DeBugCreatureUDLod
DebugDraw3DElements
DebugDynamicInfo
DeBugFIRE
DebugFollowPath
DebugGenerateMission
DebugGenWorldTerrain
DeBuGGPS
DebugIA
DeBugInfos
DeBugInterfaceOnline

DebugItemMgr

DebugLevelMusic

DebugMC

DebugMenuBox

DebugMissionName

DebugNmyMgr

DeBugPlayerHead

DeBugPlayerLight

DebugPlayerPos

DeBugSightGUARD

DebugTheEnnemies

DeBugVirages

DebugWaitAnim

DebugWeaponCamera

DebugWhiteFade

DeltaTime

DisableAssert

DisableConsole

DisableDebugTools

DisableFileMirroring

DisableIngameConsole

DisableMouseForCamera

DisableMOvie

DisableMUSIC
DisableOSD
DisableShaderCompile
DisplayDebugOnline
DisplayFollowSplines
DisplayFPS
DisplayFrameBar
DisplayImage
DisplayLegalText
DisplayMemStatus
DisplaySoundInfo
DisplayStream
DisplayStreamPOPIng
DisplaySurfaceBox
DisplayVisibleObject
DoSkelDynamic
DPlayRtc
DrawMemGraph
DrawMEMInfos
DrawTEXInfos
EditCutRoad
EditDeleteRoad
EditLinkRoad

EditMakeRoad

EditStartRoad

EditTypeRoad

EMD_Begin

EMD_End

EMD_ExportVehicleName

EMD_ForceStartPosition

EMD_HideStartEnd

EMD_Save

EMD_SetAIElasticParam

EMD_SetCheckpoint

EMD_SetCheckpointTimerBonus

EMD_SetEndPos

EMD_SetEndRot

EMD_SetFilterIA

EMD_SetName

EMD_SetNbIA

EMD_SetNbLoop

EMD_SetPlayerAllowedClassFilter

EMD_SetPlayerAllowedGroupFilter

EMD_SetPlayerAllowedVehiculeFilter

EMD_SetPlayerForbiddenClassFilter

EMD_SetPlayerForbiddenGroupFilter

EMD_SetPlayerForbiddenVehiculeFilter

EMD_SetRaceMode

EMD_SetRaceScenario

EMD_SetStartPos

EMD_SetStartRot

EMD_SetTimer

EMD_SetTimerCheckBonus

EMD_SetWeatherScenario

EnableBF

EnableBloomEffect

EnableDebugM0use

EnableDebugTools

EnableDebugViewport

EnableDmaProfiler

EnableL2R2

EnableNightmareDifficulty

EnablePopupMenu

EnableTSProfiler

EnableVSYnc

EndDrawLoadingBitmap

EndLoadingLEVEL

EndMENURessourceParsing

EndOfMission

EndOfParsePilotLivery

EndOfParsingTSC

EndOfScriptStreamedBigfile

EndOfVehiclePP

EndRaceRecord

EndSTRIP

EnterRaceGameSession

eXit

FitOnObject

ForceBF

ForceDayTime

ForceDayTime beginning ForceDayTime xx.yy [00.00, 24.00)

ForceDestroyVehicle

ForceMeshIA

ForceUnLock

FreeLanguage

FreezeTheCons

FX

GAMEStarted

GenerateMission

GeneratePointOfInterest

GetMatrixUsage

GetMemoryStats

GotoDummyName
GotoDummyTeleport
Help
IADebug
InfiniteVision
InfoMissions
InitEmptySave
InitGameMgr
InitLanguageMC
InitRandomSeed
InputDefAdd
InstallGameFiles
JoinFreeRideGameSession
JoinFreeRideGameSessionWithFriends
JoinRaceGameSession
KillFade
KillHelicopter
KillMission
KillPlayer
LAUNCHMission
LiSTMarKer
Load
LoadATVFile

LoadFont

LoadGameData

LoadINPUT

LoadMarKer

LoadMaterialLib

LoadMissionData

LoadObjectLib

LoadRefWorld

LoadRoadFile

LoadRTC

LoadSysRtc

LoadWorldRef

LoadWorldRefS

LockAll

LoseCurrentMission

MakeAllBF

MakeAVI

MakeFlyVideo

MakeRTCBF

MarkMEMory

MemoryGraphColor

MENUDEBug

MENUDialog

MENUEndDialog
MENUEndWindow
MENUParseTSC
MENUPlatform
MENUPropertyBackgroundImage
MENUPropertyBitmapColorAndStyle
MENUPropertyBitmapStyle
MENUPropertyBOXStyle
MENUPropertyChecked
MENUPropertyCOLOR
MENUPropertyDisplayedItemCount
MENUPropertyEnabled
MENUPropertyForceDisplayScrollBar
MENUPropertyForegroundImage
MENUPropertyFrameAlignment
MENUPropertyGoToCriticalColor
MENUPropertyImage
MENUPropertyListItem
MENUPropertyLowerCaseForced
MENUPropertyMAXValue
MENUPropertyMINValue
MENUPropertyMoviePath
MENUPropertyOutlined

MENUPropertySmallFont

MENUPropertyScrollable

MENUPropertyStateVisibility

MENUPropertySTEPValue

MENUPropertyText

MENUPropertyTextAlign

MENUPropertyTextSCALE

MENUPropertyTextSTYLE

MENUPropertyUFlipped

MENUPropertyUpperCaseForced

MENUPropertyVFlipped

MENUPropertyVisible

MENUPropertyWaitingStyle

MENUStyleBITMAP

MENUStyleBITmapColor

MENUStyleBitmapDim

MENUStyleBox

MENUStyleTextScroll

MENUStyleTextStruct

MENUUpdate

MENUWindow

MissionFilter

MissionFilterCheckpoints

MissionFilterIA
MissionStatistIcS
MovePlayerTo
NbHandle
NoBackOmniInRtc
NoFadeAndStrip
NOTimeLimit
OpenAllFogOfWar
OpenBF
OpenBFS
OpenFogOfWar
OpenSBF
PackUnPackSaveBuffer
Pause
PauseAllAnimation
PauseConsole
PauseTheDynamics
PersoSPEED
PlayDIalog
PlayerGotoCoord
PlayerInvincible
PlayerPP
PlayerUnlimWeapons

PlayerVehicleEndSaveAnimation

PlayerVehicleStartSaveAnimation

PlayLevel

PlayLevelMulti

PlayLevelMUSIC

PlayMOVieRegisterNetManager

PlayMusic

PlayRTC

PosPersoDebug

PrintFreeMem

PrintSeadsUsage

ProtectOfflineMission

PutParameter

PutParameterVehicle

ReadParameters

ReloadAllInGamePages

ReloadVehicleParameters

RemapTextAdd

RemoveAllDialogs

RemoveAllMaterialLib

RemoveFont

RemoveGame

ReMoveGamePlayer

RemoveGeneratedMission
ReMoveMarKer
RemoveMaterialLib
RemoveObjectLib
RemoveSysRtc
RemoveWorld
RemoveWorldRefs
ResetAverageSpeed
ResetBaseMeshLiveryID
ResetFogOfWar
REsetGame
RESETTextAdd
RestartFromBufferSave
RestartFromEmptySave
RestartMission
Save
SaveBasegeneratedMission
SaveFogOfWar
SaveGameData
SavegeneratedMission
SaveGenWorldHeightMap
SaveGenWorldMap
SaveGenWorldMapTiles

SaveMarKer

SavePointOfInterest

SaveRoadFile

SaveTheRoadsMap

SayStartingDiaLoG

ScreenShot

SEarchRaceGameSession

SeeEnemies

SEERunningMission

SEESTartedMission

SEELocked

SetAutoCompletion

SetBFPath

SetBlackScreen

SetBlockFrame

SetBOrderMargin

SetBrightness

SetContrast

SetDBPath

SetDebugCamFOV

SetDebugSDMode

SetDefaultMissionValues

SetDefaultRatio

SetDFPath
SetFrame
SetGame
SetGameLogicAgent
SetGameTSCFolder
SetGamma
SetGammaRamp
SetGenWorldDetailMPEG
SetGPS3DVisibleState
SetHubTargetInfos
SetHudsVisibleState
SetLanguage
SetLanguageAuto
SetLightingType
SetLightLevel
SetLoadingDraw
SetLoadingStep
SetLodRender
SetLodTexture
SetLoginPassword
SetMaxAnisotropy
SetMESSAGEUserName
SetMonoGame

SetMUSIC

SetPersoCamera

SetPlayerCountLimit

SetRtcFatherDummy

SetRtcMusic

SetRtcSBF

SetSplitType

SetStartPageMenuItem

SetStartTTInfosIndex

SetTextureFiltering

SetTimeFactor

SetTimeFactor <time factor>

0 < time factor <= 1 float

SetWorldToSplit

Show3DArrow

ShowMostNbMalloc

ShowOFFlineMissionName

ShowONlineMissionName

ShowUnlockedTROPHY

ShowUnmarkedMEMory

SHutRTC

SkipM0vie

SortHubListByUID

SouRCe

SpecialUnlockAll

StackPlayRtc

StartDataBase

StartFadeFromBlack

StartFadeToBlack

StartFreeRideGameSession

StartHubHUD

StartIGA

StartLoadingLEVEL

StartLoadMenu

StartMENUDefinition

STARTMission

StartNetwork

StartRaceGameSession

StartRenderBench

StartSTRIP

StartTUTORIAL

StartVehicle

StopLevelMUSIC

StopMusic

StopPlayerAnimation

SwapStartButton

SwitchCameraUser

SwithCameraUser 0

Free cam toggle

SwitchChatHudState

SwitchDebugDialogState

SwitchDebugHudState

SwitchEnemies

SwitchFullscreen

SwitchGameToMono

SwitchGameToMulti

SwitchLockAllState

SwitchScreenMode

SwitchShortcutsDisplay

SwitchToNextVehicle

SwitchToPreviousVehicle

SwitchToVehicle

TelePort

TelePort|tlp x y z

x is east/west, y is north/south, and z is up/down

TeleportToHub

TeleportToMission

TeleportToMissionName

TestDurLow

TestDynamicMusic

TestRagDOLL

TESTVibration
TestWeatherScenario
TrafficOFF
TrafficON
TransText
TuneGenWorldTerrain
UnlockAll
UnlockFogOfWar
UnlockNeed
UnlockPlayMission
UnlockRTC
UnlockTrophy
UnlockTT
UnMuteSounds
UnPause
UnPauseFade
UpdateINPUTS
UpdateRes
UpdateSoundParameters
VehiclePP
VerboseNetwork
VOID
WinCurrentMission

3.1 FMTK SDK API

Defines

FMTKSDK_HPP

FMTK_VERSION

A c-style string literal containing the dot separated version number.

FMTK_VERSION_MAJOR

An integer literal containing the major component of the version number.

FMTK_VERSION_MINOR

An integer literal containing the minor component of the version number.

FMTK_VERSION_PATCH

An integer literal containing the patch component of the version number.

FMTK_VERSION_TWEAK

An integer literal containing the tweak component of the version number.

FMTKAPI

REGISTER_MOD(class_name)

Generates the necessary functions for the mod to be loaded by FMTK and initialize the fmtk global variable. This macro should only be used once per dll. This macro must appear after the mod class has been defined.

Parameters

- **class_name** – The fully qualified name of the class implementing *FMTKMod*. There should only be one class implementing *FMTKMod* per dll.

Enums

enum **LogLevel**

Log levels available for use with Log.

Values:

enumerator **TRACE**

This is a message for an FMTK developer. Exclude it from release builds.

enumerator **DEBUG**

This is a message for a mod developer.

enumerator **INFO**

This is a message for a user that everything is fine and no action is necessary.

enumerator **WARN**

This is a message for a user that something may be wrong but no action is necessary.

enumerator **ERR**

This is a message for a user that something is wrong but no action is necessary. A recoverable error.

enumerator **CRITICAL**

This is a message for a user that something is wrong and action is necessary. An unrecoverable error.

Functions

FMTKAPI `const FMTKVersion * GetFMTKVersion ()`

Get a pointer to the version of the FMTKSDK used to build the mod.

Returns A pointer to an *FMTKVersion* struct owned by the mod. This should not be freed.

Variables

const *FMTKVersion* **fmtkVersion**

const *FMTKApi* ***fmtk**

A pointer to an *FMTKApi* struct owned by FMTK and automatically initialized when the mod is registered. This should not be freed.

struct **FMTKVersion**

This structure contains the values of the version macros of FMTK SDK used to build the mod.

Public Members

unsigned int **major** = FMTK_VERSION_MAJOR
The major version.

unsigned int **minor** = FMTK_VERSION_MINOR
The minor version.

unsigned int **patch** = FMTK_VERSION_PATCH
The patch version.

unsigned int **tweak** = FMTK_VERSION_TWEAK
The tweak version.

class **FMTKApi**

This structure contains pointers to FMTK functions that should be filled in when the mod is loaded.

Public Members

const char *(***GetModsDirectoryPath**())
Get the mods directory path.

Get the absolute path of the mods directory as a c-style string.

Returns A c-style string containing the absolute path of the mods directory.

float *(***GetPlayerPosition**())
Get the players position.

Get the players position as a 3 element float array.

Returns A pointer to a 3 element float array containing the XYZ components of the player's position. Will be null if the players position cannot be obtained. This pointer is owned by FMTK and should not be freed.

bool (***RunCommand**)(const char *cmd)
Run a command string.

Run a command string.

Parameters **cmd** – A c-style string containing the command string. Owned by the caller.

Returns A bool that is true if the command ran successfully and false if it failed.

void (***RegisterCommand**)(const char *name, bool (*callback)(int argc, const char **argv))
Register a command.

Register a command.

Parameters

- **name** – A c-style string containing the command name. The abbreviated version of the command name will be generated from the capital letters taken in left to right order.
- **callback** – A pointer to a callback function to be run when the command is invoked.

void (***UnregisterCommand**)(const char *name)
Unregister a command.

Remove a previously registered command callback.

Parameters **name** – A c-style string containing the command name. Both the long form and short form are accepted.

void (***Log**)(*LogLevel* level, const char *source, const char *msg)
Submit a log message.

Submit a log message to FMTK to be output to the console and written to the log file as applicable.

Parameters

- **level** – The severity of the incident being logged.
- **source** – A c-style string containing the name of the event's source. This should be the name of the mod calling the function.
- **msg** – A c-style string containing the message to be logged.

void (***Alias**)(const char *originalPath, const char *newPath)
Alias a path.

Instruct fuel to open the newPath whenever it tries to open originalPath.

Parameters

- **originalPath** – The original path relative to FUEL's working directory. Case insensitive.
- **newPath** – The new path relative to FUEL's working directory. Case insensitive.

void (***Unalias**)(const char *originalPath)
Unalias a path.

Instruct fuel to open the originalPath whenever it tries to open originalPath undoing a previous Alias call.

Parameters **originalPath** – The original path relative to FUEL's working directory. Case insensitive.

class **FMTKMod**

The *FMTKMod* base class all mods inherit.

Public Functions

inline virtual void **Initialize**()
Initialize Hook.

This function is called before the game's WinMain entry point. At this point the ScriptManager is unavailable so calls to command functions will fail. This will always be the first hook to run.

inline virtual void **Tick**()
Tick Hook.

This function is called once per execution of the game's CoreMainLoop function.

inline virtual void **ScriptManagerInitialize**()
ScriptManagerInitialize Hook.

This function is called once the ScriptManager is initialized. This is the first legal place to call the register command function. None of the FUEL commands have been registered yet so RunCommand with them will fail.

inline virtual void **Shutdown()**
Shutdown Hook.

This function is called before the FMTK dll is unloaded. This will always be the last hook to run.

4.1 FMTK Lua Environment

When the game loads it will recursively check each subdirectory of the `<mods>/lua` directory for files named `autorun.lua`. If found it will run the file. Directories starting with the character `_` will not be searched and neither will their subdirectories, this provides a way to disable mods without deleting them. You can rename individual mods to begin with the character `_` or move them to a directory named something like `_disabled`.

The Lua runtime is LuaJIT 2.1 which is build on Lua 5.1 with some forward compatibility features. `<mods>/lua/shared` has been added to the front of both the `path` and `cpath` Lua package environment variables. `<mods>/lua` has been added to the `path` Lua package environment variable after `shared` and before everything else.

By default the following standard Lua packages are available:

- base
- bit32
- coroutine
- debug
- ffi
- io
- jit
- math
- os
- package
- string
- table
- utf8

By default the following 3rd-party Lua packages are available:

- sockets

4.2 FMTK Lua API

FMTK module

fmtk.hook(*event*, *id*, *callback*)
register a hook

Parameters

- **event** (*number*) – and Event enum value
- **id** (*str*) – a unique id to refer to this hook as
- **callback** (*function*) – function signature depends on the event

fmtk.unhook(*event*, *id*)
unregister a hook

Parameters

- **event** (*number*) – and Event enum value
- **id** (*str*) – the unique id of the hook

fmtk.get_fmtklua_version()
get the version of FMTK SDK that was used to build FMTKLua

Returns version

Return type version

fmtk.run_command(*cmd*)
run a command string

Parameters **cmd** (*str*) – The command string you would normally type into the command palette

Returns success

Return type boolean

fmtk.register_command(*name*, *callback*)
register command

Parameters

- **name** (*str*) – The name of the command. The abbreviated version of the command name will be generated from the capital letters taken in left to right order.
- **callback** (*fun(list[str]):boolean*) –

fmtk.unregister_command(*name*)
unregister a command

Parameters **name** (*str*) – The name of the command

fmtk.get_player_position()
get the position of the player

Returns position

Return type position

class **fmtk.version**

major: number


```

    minor:    number
    patch:   number
    tweak:   number
class fmtk.position

    x:    number
    z:    number
    y:    number
class fmtk.event

    INITIALIZE: number
        This hook is called before the game's WinMain entry point. At this point the ScriptManager is unavailable
        so calls to command functions will fail. This will always be the first hook to run.

    TICK: number
        This hook is called once per execution of the game's CoreMainLoop function.

    SCRIPT_MANAGER_INITIALIZE: number
        This hook is called once the ScriptManager is initialized. This is the first legal place to call the register
        command function. None of the FUEL commands have been registered yet so RunCommand with them
        will fail.

    SHUTDOWN: number
        This hook is called before the FMTK dll is unloaded. This will always be the last hook to run.
class fmtk.fs

    static alias(oldPath, newPath)
        alias a file path

        Parameters
        • oldPath (str) – The old path relative to the FUEL working directory or absolute.
        • newPath (str) – The new path relative to the FUEL working directory or absolute.

    static unalias(oldPath)
        unalias a file path

        Parameters oldPath (str) – The old path relative to the FUEL working directory or absolute.

    static get_mods_directory_path()
        get the mods directory path

        Returns absolute mods directory path

        Return type str

    static get_current_file_path()
        get the current lua file path

        Returns absolute current lua file path

        Return type str
class fmtk.log

```

static trace(*source*, *msg*)

log a trace message

Parameters

- **source** (*str*) – This should be the name of the mod calling the function.
- **msg** (*str*) –

static debug(*source*, *msg*)

log a debug message

Parameters

- **source** (*str*) – This should be the name of the mod calling the function.
- **msg** (*str*) –

static info(*source*, *msg*)

log an info message

Parameters

- **source** (*str*) – This should be the name of the mod calling the function.
- **msg** (*str*) –

static warn(*source*, *msg*)

log a warning

Parameters

- **source** (*str*) – This should be the name of the mod calling the function.
- **msg** (*str*) –

static error(*source*, *msg*)

log an error

Parameters

- **source** (*str*) – This should be the name of the mod calling the function.
- **msg** (*str*) –

static critical(*source*, *msg*)

log a critical error

Parameters

- **source** (*str*) – This should be the name of the mod calling the function.
- **msg** (*str*) –

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