

Accidental Woman Interface List (Incomplete) 8/21/18

```
interface NPC {
  core: object;
}

interface Window {
  jQuery:any,
  $:any,
  dice:any,
  Inventory:any,
}

interface Number {
  dice:any,
  fairmath:any,
  fm:any,
  d:any,
}

interface Math {
  clamp:any,
  fairmath:any,
  fm:any,
}

interface Engine {
  play: Function
}

interface Dialog {
  close: Function,
  open: Function
}

interface setup {
  drag: {
    create: Function,
    homeListener: Function,
    formatHome: Function,
    jewelry: Function,
    jewListener: Function,
    formatJewinv: Function,
    formatJew: Function
  },
  operations: {
    tryGlobal: boolean,
    nicknames: boolean,
    fmRange: [number, number]
  },
  dice: {
    processDice: Function,
    processString: Function,
```

```
roll: Function
  },
  fullscreen: Function,
  messageMacro: {
    default: string;
  },
  playTime: {
    options: {
      tryGlobal: boolean,
      storyVar: string,
      pauseTag: string
    },
    getMS: Function,
    getTimeArray: Function,
    get: Function,
    formatTime: Function,
    output: Function,
  },
  pBar: {
    start: Function,
    add: Function,
    set: Function,
    finish: Function
  },
  selectStore: Function,
  storeCode: Function,
  evalCode: Function,
  acc: object,
  clothes: {
    details: Function,
    wardList: Function,
    shopList: Function,
    shopSalePrice: Function,
    coordinate: Function,
    calculate: Function,
    wear: Function,
    referenceTryCount: number,
    referenceRebuild: Function,
    remove: Function,
    delete: Function,
    wearWords: Function,
    wearKeyParse: Function,
    sortButtons: Function,
    sort: Function,
    keyGen: Function,
    basePrice: Function,
    initialize: Function,
    defineObjects: Function,
    atrWord: Function,
    dirty: Function,
    health: Function,
    exposureWord: Function,
    sexyWord: Function,
    formalWord: Function,
```

```

colorHex: Function,
colorWord: Function,
icon: {
  panties: Function,
  bra: Function,
  "sports bra": Function,
  stocking: Function,
  top: Function,
  bottoms: Function,
  pants: Function,
  shorts: Function,
  skirt: Function,
  dress: Function,
  coat: Function,
  swimTop: Function,
  swimBottom: Function,
  swimOnePiece: Function,
  sportTop: Function,
  athleticTop: Function,
  sportBottom: Function,
  athleticBottom: Function,
},
hemWord: Function,
isOutfitName: Function,
PaperDollPrint: Function,
paperBody: Function,
paperClothes: Function,
paperAccessories: Function,
paperShoes: Function,
paperStatus: Function,
paperDollOptions: Function,
clearStoreInv: Function,
prologueGiver: Function,
quickPrint: Function,
defineCustomClothes: Function,
outfitInitialize:Function,
outfit:{
  remove:Function,
  wear:Function,
  empty:Function,
  delete:Function,
  save:Function,
  print:Function,
  check:Function,
  prologue:Function,
},
},
outfits:{
  Casual:clothingOutfit,
  Work:clothingOutfit,
  Fancy:clothingOutfit,
  Home:clothingOutfit,
  Night:clothingOutfit,
},
clothesGen: {
  panties: Function,
  bra: Function,
  stocking: Function,
  upperBody: Function,
  coat: Function,
  dress: Function,
  lowerBody: Function,
  swimBottom:Function,
  swimTop:Function,
  countSwimL:number,
  amtSwimL:number,
},
consumables: {
  options: any,
  ref: Function,
  getConsumable: Function,
  hasConsumable: Function,
  amtOfConsumable: Function,
  consumableExists: Function,
  getConsumableName: Function,
  getConsumableCode: Function,
  getConsumableDescr: Function,
  getAllConsumables: Function,
  getCarriedConsumables: Function,
  findConsumableByIndex: Function,
  findIndexOfConsumable: Function,
  deleteConsumable: Function,
  add: Function,
},
hair: {
  prop: Function,
  stylist: Function,
  do: Function,
  undo: Function,
  shower: Function,
  print: Function,
  known: Function,
  printButton: Function,
  printWear: Function,
  doSet: Function
},
sInv: {
  options: any,
  attachEvent: Function,
  inv: Function
},
shop: {
  emptyCart: Function,
  viewCartShop: Function,
  viewCart: Function,
  cartTotal:Function,
  cartTotalNumber:Function,
  deleteCartItem:Function,

```

```

purchase:Function,
process:Function,
cartCheck:Function,
skillPrice:Function,
pushInv:Function,
launch: {
  clothes:Function,
},
sortButtons:Function,
shopBanner:Function,
storeImages:object,
storeName:object,
storeText:object,
}
alert:Function,
homeItems:{
  sales:Function,
},
status:{},
time:{
  daytime:Function,
  timeBackup:time,
  dateBackup:date,
  saver:Function,
  add:Function,
  set:Function,
  chunk:Function,
  dateChange:Function,
  schedCheck:Function,
  missedCheck:Function,
  missed:Function,
  socialCount:Function,
  dayplans:Function,
  dayplansFull:Function,
  upcoming:Function,
  reminder:Function,
  status:Function,
  after:Function,
  until:Function,
  dayName:Function,
  monthName:Function,
  cycle:Function,
  dif:Function,
  now:Function,
  timer:Function,
  dateDisplay:Function,
  format:Function,
  toSleepMessage:Function,
  appointmentAlert:Function,
  addictNeedIncrease:Function,
  withdrawl:Function,
},
refresh:Function,
notify:Function,
jewel:{
  prop:Function,
  slot:Function,
  slotNames:string[],
  comboNames:string[],
  worn:Function,
  exists:Function,
  find:Function,
  owned:Function,
  removeAll:Function,
  putOn:Function,
  takeOff:Function,
  lose:Function,
  print:Function,
  sale:Function,
  printWorn:Function,
  wearCount:Function,
  buttonGen:Function,
  comboSlots:{
    wrist:string[],
    hand:string[],
    ring:string[],
    ear:string[],
    nip:string[]
  },
  slotWords:Function,
  slotChecker:Function,
},
statusLoad:Function,
statusSave:Function,
SCfunc:Function,
makeup:{
  calc:Function,
  wash:Function,
  smear:Function,
  shower:Function,
  applySet:Function,
}
generateStoreClothes:Function,
shopInv:any,
physicalATR:Function,
totalATR:Function,
bank:{
  loan:{
    apply:Function,
    pay:Function,
    minPayment:Function,
    interest:Function,
    accept:Function
  },
  savings:{
    apply:Function,
    deposit:Function,
    debit:Function,

```

```

    interest: Function,
    termCheck: Function,
    accept: Function
  },
  credit: {
    apply: Function,
    debit: Function,
    minPayment: Function,
    pay: Function,
    interest: Function,
    accept: Function
  },
  atm: Function,
  creditCheck: Function,
  faust: {
    name: string
  },
  indigo: {
    name: string
  }
},
bath: {
  brushTeeth: Function,
  pubeLength: object,
  shave: Function,
  shower: Function,
}
condition: {
  add: Function,
  fluid: Function,
  print: Function,
},
initCond: Function,
fert: {
  test: Function,
  cycle: Function,
  riskyDay: Function,
  thinkBC: Function,
  thinkPreg: Function,
  dayOfCycle: Function,
},
food: {
  eat: Function,
  fastfood: Function,
  fast: object,
},
home: {
  apartmentNameGen: Function,
  apartmentStreetGen: Function,
  apartmentScoreDisp: Function,
  apartmentDesc: Function
},
job: {
  goto: Function,
  startAt: Function,
  arrival: Function,
  startDay: Function,
  jobTasks: Function,
  focusEffect: Function,
  taskOutcome: Function,
  taskLabel: Function,
  endJob: Function,
  promote: Function,
  fire: Function,
  warning: Function,
  workCalendar: Function,
  institute: Function,
  time: {
    until: Function,
    late: Function,
    today: Function,
    tomorrow: Function,
  },
},
version: string,
ver: number,
map: {
  nav: Function,
  time: Function,
  downtownTime: Function,
  bullseyeTime: Function,
  residentialTime: Function,
  carTime: Function,
  worldDistance: Function,
  distToExit: Function,
  lookup: Function,
},
scene: {
  isLocName: Function,
  locationLib: Function,
  set: Function,
},
school: {
  scheduler: Function,
  temp: string,
  hours: Function,
  print: Function,
  coursePrint: Function,
  printButtons: Function,
  define: Function,
},
SCXfunc: Function,
SCFunc: Function,
skillup: Function,
skillGain: Function,
skillModCalc: Function,
sleep: {
  bar: Function,

```

```

start:Function,
dream:Function,
sleepProc:Function,
print:Function,
wakingUp:Function,
startNap:Function,
npcStart:Function,
sleepTime:Function,
getMissed:Function,
loneliness:Function,
sleepIn:Function,
sleepTotal:Function,
status:Function,
groomItems:Function,
goddessCheck:Function,
nap:Function,
morningText:Function,
},
getReadySettings: Function,
calcEnergyRate:Function,
timeDisp:Function,
now:Function,
}

```

```

interface aw {
  acc: object,
  L:Function,
  S:Function,
  con:{},
  get:Function,
  arrayCunt:Function,
  clothes: { Garment },
  slot: {
    panties: number,
    bra: number,
    leg: number,
    top: number,
    bottom: number,
    coat: number,
    bag: number,
    accA: number,
    accB: number,
    accC: number,
    accD: number,
    shoes: number,
  }
  hair: { Hairstyle },
  hairDefine: Function,
  invItems: {
    image: object,
    info: object
  },
  homeItemsSwitch:Function,
  homeItems:object,

```

```

homeItemsDefine:Function,
capital:Function,
jewel:object,
jewDefine:Function,
makeup:{
  eye:object,
  lip:object,
  gen:object,
},
makeupEyeDef:Function,
makeupLipDef:Function,
makeupGenDef:Function,
job:object,
school:object,
dreams:{
  standard:Function,
  none:Function,
  unsatisfied:Function,
  needy:Function,
  preg:Function,
  latePreg:Function
},
sleep:{
  startTime:time,
  startDate:date,
  social:number,
  missed:number,
  earlyWakeMins:number,
  minsToWake:number,
  totalmins:number,
  extramins:number,
  sleepIn:boolean,
  timeUntilWork:number,
  slpMsg:string[],
}
}

```

Macros List

```
<<accordion id name>>
```

```
  twee
```

```
  <<accord name>>
```

```
  twee
```

```
<</accordion>>
```

```
<<douchebag "variable" unchecked_val
checked_val">>
```

```
<<radiogaga "variable" default
labels_1,2,3,4,5>>
```

```
<<dialog title classNames>>
```

```

    twee
  <<onclose>> JS code
<</dialog>>

<<popup passage title classNames>>

<<dialogB title classes>>
  twee
<</dialogB>>

<<popupB passage title classNames>>

<<dropdown "variable" values[]>>

<<trigger "eventType" document>>

<<event "eventType" [selector]>>
  <<which selector>>
<</event>>

<<fadein time [delay]>>
  twee
<</fadein>>

<<fadeout time [delay]>>
  twee
<</fadeout>>

<<fullscreen>>

<<fullscreenlink linkText>>

<<message [btn] [text]>>
  twee
<</message>>

<<notify [time] [classes]>>
  twee
<</notify>>

<<playtime format>>

<<pbarnew ident [cur] [max]>>

<<pbaradd ident amt>>

<<pbarset ident value>>

<<pbarfinish ident>>
  twee
<</pbarfinish>>

[[revision set]]

<<openRightSidebar>>
<<closeRightSidebar>>

<<code "variable">>
  twee
<</code>>

<<wiki twinescript>><<eval
twinescript>>

<<tabset idcode tabName>>
  twee
  <<newtab tabName>>
  twee
<</tabset>>

<<radioset idcode "variable">>
  <<radioitem value [checked]>>label
<</radioset>>

<<typesim idcode label>>
  <<textnpc>>twee
<<textpc>>twee
<</typesim>>

<<genPanties num style fabric color
quality store>>
<<genBra num style fabric color quality
store>>
<<genStocking num style fabric color
quality store>>
<<genUpperBody num style fabric color
quality store>>
<<genOverWear num style fabric color
quality store>>
<<genDress num style fabric color
quality store>>
<<genLowerBody num style fabric color
quality store>>

<<clothStatus clothKey>>

<<newconsumable name [id]>>
  twee on-use code
  <<description [passage]>>
  twee description
  <<canuse>>
  JS that returns boolean
<</newconsumable>>

```

```

<<addconsumable id [amt]>>
<<dropconsumable id [amt]>>
<<clearconsumables ...id>>
<<deleteconsumables ...id>>
<<useconsumable id [amt]>>
<<sortconsumables>>
<<listconsumables>>
<<usableconsumables>>
<<usableconsumablesonly>>
<<newinventory "$var" [...items]>>
<<pickup "$var" item>>
<<drop "$var" item>>
<<transfer "$var1" "$var2" ...item>>
<<dropall "$var">>
<<sort "$var">>
<<inventory "$var" seperator>>
<<inventorydisplay "$var">>
<<linkedinventory linkText "$var"
"$var2">>
<<homeItemDisp>>
<<homeItemButtons>>
<<homeItemInfo>>
<<genSwimBottom number style fabric
color quality store>>
<<genSwimTop number style fabric color
quality store>>
<<calcPhysicalATR>>
<<pcTotalATR>>
<<gotomap [main,sub[,tert]]||main sub
[tert]>>

```