

# Table of Contents

- About this document..... 1
- What are structs?..... 1
  - Internal structs..... 1
  - Data Table structs..... 2
  - Indirect Structs..... 2
  - Blueprint structs..... 2
- All Structs Referenced..... 3
  - Dropdown structs..... 3
  - Additional Structs..... 14
- I'm missing a struct!..... 16

## About this document

This document is meant as a reference to the different structs in Conan Exiles. It will attempt to describe the function of a struct in general as well as present as much pertinent information about each struct in the game devkit as possible (while also trying to not bloat the document).

While this document is mostly touching on structs, it will (by default) touch on most of the tables in the game as well, so if you are wondering what a specific struct or table does in the game, odds are you can search for it in this document.

## What are structs?

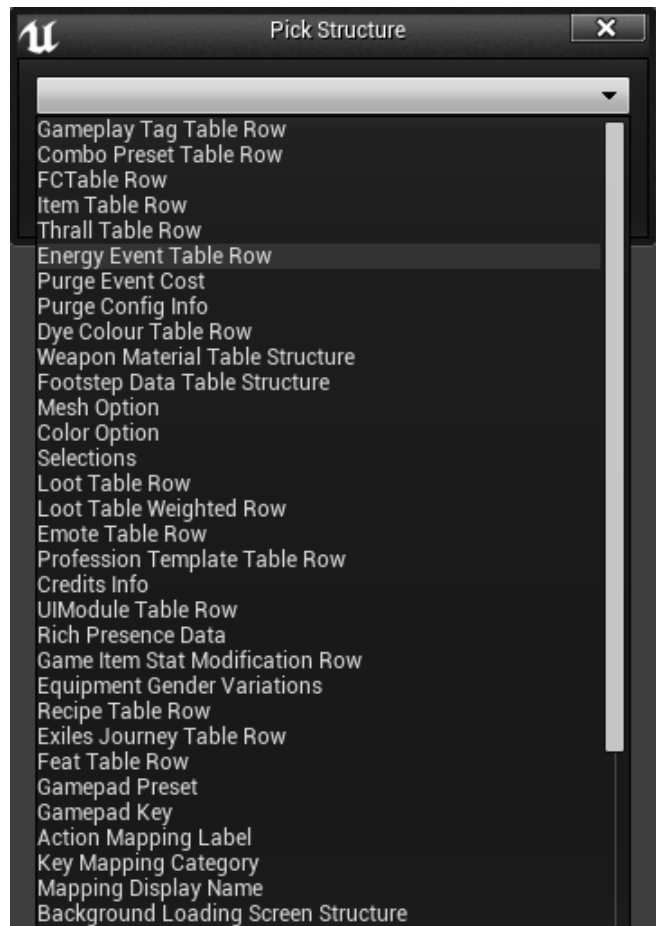
All Data-Tables have a basis in a struct(ure) - a struct is a way of telling Unreal how a data-table should be organized.

Structs can also be directly used in blueprints without the use of a data-table; however, most structs are used for data-tables in Conan Exiles.

## Internal structs

Some structs are not available for edit in the dev-kit - such structs are internal structs, and core to the game and have been disabled from modding.

An example of this is the struct for the **Item-Table**. Below, where we list all the structs, we note it in the file-location if a struct is an internal struct.



## Data Table structs

As mentioned before, most structs are used for data-tables (**Recipe table, Feat Table, Monster XP table, Profession Table**, etc) and where such tables exist, in the list below, you can find information about where the original data-table for the game lives.

## Indirect Structs

Some structs are referenced within other structs in order to create more complex tables or functions. These structs we will denote as "Indirect Structs" in the list below. These structs can have tables created from them, but such tables are rarely of any use unless the entire context of the master "meta-struct" is kept.

## Blueprint structs

Some structs are directly used in blueprints and not data-tables. These structs will be pointed out in the document below as such.

# All Structs Referenced

Below, all structs in Conan Exiles are referenced. The "Dropdown Structs" are structs that are valid selections when creating a new data-table and selecting from the structs-list. The Additional Structs are structs that exist, but not in the drop-down.

## Dropdown structs

### Gameplay Tag Table Row

File Location: Internal

Primary Table Location: No information - probably not used

### Combo Preset Table Row

File Location: Indirect

Primary Table Location: /Game/Systems/SpawnTable/ComboPresetsTable.ComboPresetsTable

Explained in the "Creating NPCs" guide - this controls what combos humanoid NPCs perform while equipped with certain weapons.

### FCTable Row

File Location: Internal

Primary Table Location: No information - probably not used

### Item Table Row

File Location: Internal

Primary Table Location: /Game/Items/ItemTable.ItemTable

This table is the most modded table in all of Conan Exiles - it's the main item table. You should always create a mod-controller when dealing with tables and in no case is this more true than in the case of the ItemTable. There is a primer guide about items called "Primer - ItemTable" in this same .zip file that details this table.

### Thrall Table Row

File Location: Indirect

Primary Table Location: /Game/Systems/Thrall/ThrallDataTable

This table is used for setting up the different thrall types with their default Behaviours and components. It also determines the diet of each of the different thralls

### Energy Event Table Row

File Location: Internal

Primary Table Location: /Game/Systems/EnergyEventTable

The player has a component called the EnergyReceiver. This component can host a number of different types of energy (currently, Temperature and Corruption are used). The Energy Event Table control what buffs run on the player when these energy levels go above/below certain levels.

### Purge Event Cost

File Location: Internal

Primary Table Location: /Game/Systems/AI/NewAI/PurgeEventConfigTable

This table determines what types of game events causes players/clan to get points added to their purge

pool.

### **Purge Config Info**

File Location: Internal

Primary Table Location: /Game/Systems/AI/NewAI/PurgeConfigTable

The contents of this table is discussed more in detail in the "Primer -The Purge" file in this .zip-file. In essence, it determines what enemies spawn during different purge waves.

### **Dye Colour Table Row**

File Location: Internal

Primary Table Location: /Game/Items/DyeColoursTable.DyeColoursTable

This table determines the colors of the different dye-values that is entered into the ItemTable.

### **Weapon Material Table Structure**

File Location: Internal

Primary Table Location: /Game/Sound/Tables/WeaponMaterialTable

This table maps the source and target materials of any combat hit and plays the correct sound for it.

### **Footstep Data Table Structure**

File Location: Internal

Primary Table Location: /Game/Sound/Tables/FootstepDataTable

Determines what sounds to play on what types of ground.

### **Mesh Option**

File Location: Internal

Primary Table Location: No information - probably not used

### **Color Option**

File Location: Internal

Primary Table Location: No information - probably not used

### **Selections**

File Location: Internal

Primary Table Location: No information - probably not used

### **Loot Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/Loot/TableSetup/ (most files here)

All actual loot-tables (not harvest tables) use this. The Loot Table Weighted Row refers to this list as well, but this table can be used as a stand-alone table as well.

### **Loot Table Weighted Row**

File Location: Internal

Primary Table Location: /Game/Systems/Loot/TableSetup/ (most files here)

All actual loot-tables (not harvest tables) use this. The Loot Table Weighted Row refers to this list as well, but this table can be used as a stand-alone table as well.

### **Emote Table Row**

File Location: Internal

Primary Table Location: /Game/Characters/Emotes/EmotesDataTable

This table maps all the emotes in the game to skeletons and emote-ID's and icons.

### **Profession Template Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/SpawnTable/ProfessionTemplateDataTable

### **Credits Info**

File Location: Internal

Primary Table Location: The credits of the game. Ignore this one.

### **UIModule Table Row**

File Location: Internal

Primary Table Location: /Game/UI/UIModuleTable

Determines what UI modules are open under what conditions, links sounds to them and so forth.

### **Rich Presence Data**

File Location: Internal

Primary Table Location: No information - probably not used

### **Game Item Stat Modification Row**

File Location: Internal

Primary Table Location: /Game/Items/ItemStatModificationTable

This table hosts the bonuses given to players from equipped/wielded weapons and armors, such as temperature bonuses, attribute bonuses, etc.

### **Equipment Gender Variations**

File Location: Internal

Primary Table Location: /Game/Items/EquipmentVariationTable

This table controls what armor pieces are shown when equipped - it also determines what other pieces of the armor/skin are hidden away when equipped.

### **Recipe Table Row**

File Location: Internal

Primary Table Location: /Game/Items/Recipes/RecipesTable

One of the three primary data-tables, this table hosts all the recipes for crafting in the game. A more comprehensive guide to this table can be found in the "Primer - Recipes Table" file in this zip-file.

### **Exiles Journey Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/Progression/DT\_ExilesJourney

This table holds all the text displayed to the player in the Journey GUI.

### **Feat Table Row**

File Location: Internal

Primary Table Location: /Game/Items/Feats/FeatTable

The third of the primary data-tables - this one contains all the Feats that players can buy. A more comprehensive guide to this table can be found in the "Primer - Feat Table" file in this zip-file.

### **Gamepad Preset**

File Location: Internal

Primary Table Location: /Game/UI/MainMenu/Settings/GamepadPresets

Determines the basic functions for the Gamepad Presets, as the name suggests.

### **Gamepad Key**

File Location: Internal

Primary Table Location: none

These are the actual keybindings and is not stored as an internal table, but rather, when the keybindings change, this is saved out as part of the configuration files.

### **Action Mapping Label**

File Location: Internal

Primary Table Location: /Game/UI/MainMenu/Settings/ActionMappingLabels

This table shows the on-screen key button helpers (for example: "Press C to swim").

### **Key Mapping Category**

File Location: Internal

Primary Table Location: None

No information on this at this time

### **Mapping Display Name**

File Location: Internal

Primary Table Location: None

No information on this at this time

### **Background Loading Screen Structure**

File Location: Internal

Primary Table Location: /Game/UI/HUD/LoadingScreen/LoadingScreenBackgroundDataTable

This table links to all the loading screen images the game cycles through while loading.

### **Hints Structure**

File Location: Internal

Primary Table Location: /Game/UI/HUD/Hints/HintsDataTable

Contains all the loading tips at the bottom of the loading screen.

### **Thrall Tier Entry**

File Location: Internal

Primary Table Location: /Game/Systems/Thrall/ThrallTierDataTable

This is not used at the moment but may be in the future. It contains a mapping of what professions should have what titles.

### **Map Marker Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/Map/MapMarkers

All the map marker locations of the game is stored in this table.

### **Energy Data Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/EnergyDataTable

This table contains information about what Energy-types are available in the game.

### **Crafting Station Name Table Row**

File Location: Internal

Primary Table Location: /Game/Items/Crafting/CraftingStationNameTable

This table maps the ID of a station to what name should be displayed at the top of the station while it is opened by a player.

### **Race Template Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/SpawnTable/RaceTemplateDataTable

This table determines the visual looks of humanoid NPC's. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

### **Equipment Template Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/SpawnTable/EquipmentTemplateDataTable

This table determines what equipment humanoid NPC's should have. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

### **Spawn Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/SpawnTable/SpawnDataTable

This table is the primary for creating NPC's. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

### **Stat Template Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/SpawnTable/StatTemplateDataTable

Secondary Table Location: /Game/Systems/SpawnTable/StatModifierTemplateDataTable

These tables affect the stats of NPCs when spawned, such as maximum hitpoints, consciousness and damage multipliers. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

### **Weighted Spawn Table Row**

File Location: Internal

Primary Table Location: /Game/Systems/SpawnTable/WeightedSpawnTableRow

This table allows randomization of spawned NPC's when used. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

### **Resource Loot**

File Location: Internal

Primary Table Location: none

Not used anymore

### **Item Name to Template ID Struct**

File Location: Internal

Primary Table Location: /Game/Systems/Survival/Gathering/Gathering\_v2/ItemNameToTemplateID

Some functions and references in the Devkit are made much more easy when referencing a human-readable for of items as opposed to the Template ID ("10001, 12404, 14500", etc) - This table contains a mapping of the more readable form and the template ID. When you create a new item, you will need to put it into this table as well.

### **Resource Loot Structure**

File Location: Internal

Primary Table Location: none

Not used anymore

### **Resource Stat Structure**

File Location: Internal

Primary Table Location: /Game/Systems/Survival/Gathering/Gathering\_v2/ResourceStatTable

This table maps certain resources to tools. This is the primary table to use when you have a new resource and want it to be available to certain, but not all, harvesting tools.

### **Resource Struct**

File Location: Internal

Primary Table Location: none

Not used anymore

### **Resource Template**

File Location: Internal

Primary Table Location: Indirect

There's no need to talk about this table specifically, since it is always part of resource-distribution/loot.

### **Resource Limited Loot**

File Location: Internal

Primary Table Location: Indirect

There's no need to talk about this table specifically, since it is always part of resource-distribution/loot.

### **Resource Struct Holder**

File Location: Internal

Primary Table Location: /Game/Systems/Survival/Gathering/Gathering\_v2/ResourceLootTemplates

This table is a meta-table that hosts other structs for the purposes of loot-distribution.

### **Riddle of Steel Struct**

File Location: /Game/Systems/RiddleOfSteel/RiddleofSteelStruct

Primary Table Location: Blueprint Struct

Used by the BPGameItemArmor and BPGameItemWeapon in the OnItemDropped event. References the BPGameItem\_RiddleOfSteel\_Master, in which the struct works to grant different stat bonuses to weapons and armor depending on item flags when an armor/weapon mod is dropped onto the item.



### **STR Anim Package**

File Location: /Game/Items/Weapons/STR\_AnimPackage

Primary Table Location: Blueprint Struct

Used by the AB\_Human\_Male, BaseWeaponInterface, BaseWeapon and BaseBPCombat as a reference to animation sets, etc

### **STR Combo Step Damage Mod**

File Location: /Game/Systems/Combat/ComboSystem/STR\_ComboStepDamageMod

Primary Table Location: Blueprint Struct

Used by the AB\_Human\_Male, BaseWeaponInterface, BaseWeapon and BaseBPCombat as a reference to animation sets, etc

### **STR Attack Data**

File Location: /Game/Systems/Combat/STR\_AttackData

Primary Table Location: Blueprint Struct

Used by the AB\_Human\_Male, BaseWeaponInterface, BaseWeapon and BaseBPCombat as a reference to animation sets, etc

### **ST Substate Rule**

File Location: /Game/Systems/ST\_SubstateRule

Primary Table Location: Indirect

There's no need to talk about this table specifically, since it is always part of the ST Substate Rule Master (see below)

### **STR Combo Step**

File Location: /Game/Systems/Combat/ComboSystem/STR\_ComboStep

Primary Table Location: /Game/Systems/Combat/ComboSystem/DT\_ComboRules

This table maps different weapon-types to different attacks and animation montages and could be considered the heart of the combat-system.

### **STR Knockback Execution Data**

File Location: /Game/Systems/Combat/STR\_KnockbackExecutionData

Primary Table Location: Blueprint Struct

This table is used to map knockback directions and velocities for combat.

### **STR Combo Step Effect**

File Location: /Game/Systems/Combat/ComboSystem/STR\_ComboStepEffect

Primary Table Location: /Game/Systems/Combat/ComboSystem/DT\_ComboRules

Together with the STR Combo Step table, this table determines the singular effects of a single attack anywhere in a combo-chain.

### **ST Perk Entry**

File Location: /Game/Systems/Perks/ST\_PerkEntry

Primary Table Location: /Game/Systems/Perks/PerkDataTable

This table contains information about all the perks in the game. Note that implementation for perks are not done in this table, since they are so varied. Rather, this table is a sort of look-up table for perks used in blueprints.

### **Conan Levelup Sound Struct**

File Location:

/Game/Sound/Voiceover/VO\_Dialogue/En/Conan\_the\_Cimmerian/Conan\_Levelup\_Sound\_Struct

Primary Table Location:

/Game/Sound/Voiceover/VO\_Dialogue/En/Conan\_the\_Cimmerian/Conan\_Levelup\_SoundTable

Not used. Was supposed to play sounds based on what level you level up to

### **Story Mission Struct**

File Location: /Game/Systems/Storymission/StoryMission\_Struct

Primary Table Location: /Game/Systems/Storymission/StoryMission\_Datatable

This table is specific to the "*Staff of the Triumvirate*" and is used to determine what sounds to play.

### **STR Feats Per Level**

File Location: /Game/Systems/Progression/STR\_FeatsPerLevel

Primary Table Location: /Game/Systems/Progression/DT\_FeatsPerLevel

This table determines how many feats are given to the player at which level.

### **STR Attribute System**

File Location: /Game/Systems/Progression/STR\_AttributeSystem

Primary Table Location: /Game/Systems/Progression/DT\_AttributeSystem

This table determines the cost of buying attributes at different levels of attributes, making it so that the cost of buying a single attribute point goes up as the attribute increases.

### **STR Experience System Level**

File Location: /Game/Systems/Progression/STR\_ExperienceSystemLevel

Primary Table Location: /Game/Systems/Progression/DT\_ExperienceSystemLevel

This table holds information about how much XP the game requires from players to level up.

### **Map Discovery XPStructure**

File Location: /Game/Systems/Progression/MapDiscoveryXPStructure

Primary Table Location: /Game/Systems/Progression/MapDiscoveryXPTable

This table grants XP to the player based on how many exploration points have been discovered so far.

### **STR Combat Action**

File Location: /Game/Systems/Combat/ComboSystem/STR\_CombatAction

Primary Table Location: Blueprint Struct

This is used for all combat entities to determine and use Combat Actions

### **Exiles Journey XPStruc**

File Location: /Game/Systems/Progression/ExilesJourneyXPStruc

Primary Table Location: /Game/Systems/Progression/DT\_ExilesJourneyXPTable

Determines the amount of XP you get from journey event IDs

### **Journey Lookup Armor**

File Location: /Game/Systems/Progression/JourneyLookups/JourneyLookup\_Armor

Primary Table Location: Blueprint Struct

Used in the BP\_AC\_ExilesJourney blueprint together with the JourneyLookups\_EpicArmor, JourneyLookups\_NorthernArmor and JourneyLookups\_RaiderArmor to grant specific journeysteps.

### **STR Monster XP**

File Location: /Game/Systems/Progression/STR\_MonsterXP

Primary Table Location: /Game/Systems/Progression/DT\_MonsterXP

Maps XP given to players to monster killed.

### **Facial Hair Table Entry**

File Location: /Game/UI/CharacterCreation/DataTables/FacialHairTableEntry

Primary Table Location: /Game/UI/CharacterCreation/DataTables/FacialHairStyleTable

Used in Character creation – determines what heads are used with which facial hairlines.

### **Hair Table Entry**

File Location: /Game/UI/CharacterCreation/DataTables/HairTableEntry

Primary Table Location: /Game/UI/CharacterCreation/DataTables/Male\_HairStyleSelections

Used in Character creation – determines hairlines for heads.

### **STR Attack Trail Socket**

File Location: /Game/Systems/Combat/AttackTrails/STR\_AttackTrailSocket

Primary Table Location: /Game/Systems/Combat/AttackTrails/DT\_AttackTrailSocket

Sets up sockets based on handedness of weapons.

### **STR Attack Trail Particle**

File Location: /Game/Systems/Combat/AttackTrails/STR\_AttackTrailParticle

Primary Table Location: /Game/Systems/Combat/AttackTrails/DT\_AttackTrailParticle

This table determines what particles/weapontrails are shown on special attacks like cripple, etc.

### **STR Combo Rules Key Map**

File Location: /Game/Systems/Combat/ComboSystem/STR\_ComboRulesKeyMap

Primary Table Location: Indirect

Uses the ComboInput Enum and maps it to ComboSteps based on weapon combo types

### **STR Knockback Threshold**

File Location: /Game/Systems/Combat/STR\_KnockbackThreshold

Primary Table Location: none

Not used anymore

### **Loot Table Structure**

File Location: /Game/Systems/Survival/Gathering/Gathering\_v2/LootTable\_Resource

Primary Table Location: /Game/Systems/Survival/Gathering/Gathering\_v2/LootTable\_Resource

This table is used when setting up loot-tables based on something called a "Physical Material". Physical Materials are set up for each monster and humans as well as plants, and resource objects.

### **STR Weapon Collision**

File Location: /Game/Systems/Combat/STR\_WeaponCollision

Primary Table Location: Blueprint struct

Used by the BaseWeapon blueprint to determine weaponcollision

### **Warpaint Set**

File Location: /Game/UI/CharacterCreation/DataTables/WarpaintSet

Primary Table Location: /Game/UI/CharacterCreation/DataTables/Female\_WarPaintSelections

Primary Table Location: /Game/UI/CharacterCreation/DataTables/Male\_WarPaintSelections

Sets up what textures to be used for specific warpaints for male and female meshes.

### **Texture Set**

File Location: /Game/UI/CharacterCreation/DataTables/TextureSet

Primary Table Location: See below

This is used repeatedly in the CharacterAssemblyLibrary and references many tables, amongst others "Female\_EyeBrowSelections" and so forth.

### **ST Attack Hitbox Data**

File Location: /Game/Systems/Combat/ST\_AttackHitboxData

Primary Table Location: Blueprint Struct

No information at this time

### **Siege Projectiles**

File Location: /Game/Systems/Building/Placeables/Trebuchet/Trebuchet\_V2/SiegeProjectiles

Primary Table Location:

/Game/Systems/Building/Placeables/Trebuchet/Trebuchet\_V2/SiegeProjectilesTable

Used to set up trebuchet projectiles.

### **Feat Tree Structure**

File Location: /Game/Systems/Progression/FeatTreeStructure.FeatTreeStructure

Primary Table Location: none

This is not used anymore and has been replaced by the "*Feat Table Row*" struct.

### **ST Substate Rule Master**

File Location: /Game/Systems/ST\_SubstateRuleMaster

Primary Table Location: Blueprint Struct

Used by ST\_SubstateRule in BaseBPChar to determine what movement-state/substates overrule others.

### **ST Weather Type**

File Location: /Game/Systems/Weather/ST\_WeatherType

Primary Table Location: None

This appears to not be used and may be something to implement later or has been left behind as a legacy-struct.

### **STR Movement Speed**

File Location: /Game/Systems/Combat/DirectionalMovement/STR\_MovementSpeed

Primary Table Location:

/Game/Systems/Combat/DirectionalMovement/DT\_CharacterMovementSpeed

Determines basic movement speeds

### **Surface to Resource Structure**

File Location: /Game/Systems/Survival/Gathering/SurfaceToResourceStructure

Primary Table Location: /Game/Systems/Survival/Gathering/SurfaceToResourceTable

Not used anymore

### **Voice Option**

File Location: /Game/UI/CharacterCreation/DataTables/VoiceOption

Primary Table Location: /Game/UI/CharacterCreation/DataTables/Female\_VoiceSelections

Primary Table Location: /Game/UI/CharacterCreation/DataTables/Male\_VoiceSelections

Used in character creation to determine the voice preset for the player.

### **Resource Bonus Struct**

File Location: /Game/Systems/Survival/Gathering/Gathering\_v2/ResourceBonusStruct

Primary Table Location:

### **Weapon Type Resource Stat Struct**

File Location: /Game/Systems/Survival/Gathering/Gathering\_v2/WeaponTypeResourceStatStruct

Primary Table Location:

/Game/Systems/Survival/Gathering/Gathering\_v2/WeaponTypeResourceStatTable

This table uses the ItemNameToTemplateID mapping-struct to map specific tools to specific resources, allowing tools to 'whitelist' certain resources.

### **Debug Item Struct**

File Location: /Game/Systems/Debug/DebugItem\_Struct.DebugItem\_Struct

Primary Table Location: none

Not used anymore

## Additional Structs

### AttributeInfo

File Location: /Game/UI/Inventory/Attributes/AttributeInfo

Primary Table Location: /Game/UI/Inventory/Attributes/AttributeDisplayData

Stores information for the player about the attributes, names, icons, etc

### CamSwitchModes\_Struct

File Location: /Game/Systems/ModeSwitcher/CamSwitchModes\_Struct

Primary Table Location: /Game/Systems/ModeSwitcher/CamSwitchModes\_Table

Stores information for the camera modes for different movement-types and for weapon handling such as targetlock and bow camera.

### CauldronAmmoTypes

File Location: /Game/Systems/Building/Placeables/SiegeDefense/CauldronAmmoTypes

Primary Table Location: /Game/Systems/Building/Placeables/SiegeDefense/CauldronAmmoTable

Used for siege cauldron. Contains references to item templates and other information about the ammo stored in the cauldron.

### CharacterData

File Location: /Game/UI/CharacterCreation/CharacterData

Primary Table Location: Blueprint Struct

This struct contains all of the character visual data for character creation

### CombatMusicIntensityStruct

File Location: /Game/Sound/Tables/CombatMusicIntensityStruct

Primary Table Location: /Game/Sound/Tables/CombatMusicTable

May not be in use. Determines what type of music is played when players fight certain difficulties of monsters.

### DodgeAnims

File Location: /Game/Systems/Combat/Dodge/DodgeAnims

Primary Table Location: Blueprint Struct

Uses the E\_DodgeType enum table entries, and is directly used in the AB\_Human\_Male BP

### FadeParams

File Location: /Game/Environment/Sandstorm/FadeParams

Primary Table Location: Blueprint Struct

Used to fade in the sandstorm ("BP\_Sandstorm\_Sky\_Fade")

### GodDescription

File Location: /Game/UI/CharacterCreation/DataTables/GodDescription

Primary Table Location: /Game/UI/CharacterCreation/DataTables/ReligionSelections

Contains descriptions and icons for gods.

### **HungerSystemNotificationWarningStruct**

File Location: /Game/Systems/Hunger/HungerSystemNotificationWarningStruct

Primary Table Location: Blueprint Struct

Used in the BP\_HungerSystem blueprint

### **LoreInfo**

File Location: /Game/Items/LoreObjects/LoreInfo

Primary Table Location: /Game/Items/LoreObjects/LoreObjectsTable

Contains all the text for all the lore actors

### **MonsterStatTableStruct**

File Location: /Game/Characters/NPCs/MonsterStatTableStruct

Primary Table Location: /Game/Characters/NPCs/MonsterStatTable

This table contains the core stats for monsters, such as turning radius, AI Lods and base hitpoints that are not loaded through the individual monster wildlife blueprints.

### **NpcDialogue\_PurchasePaymentStructure**

File Location: /Game/Systems/Dialogue/NpcDialogue\_PurchasePaymentStructure

Primary Table Location: /Game/Systems/Dialogue/NpcDialogues

Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

### **NpcDialogue\_PurchaseStructure**

File Location: /Game/Systems/Dialogue/NpcDialogue\_PurchaseStructure

Primary Table Location: /Game/Systems/Dialogue/NpcDialogues

Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

### **NPCDialogue\_TableStructure**

File Location: /Game/Systems/Dialogue/NPCDialogue\_TableStructure

Primary Table Location: /Game/Systems/Dialogue/NpcDialogues

Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

### **NpcDialogue\_ThrallPurchase**

File Location: /Game/Systems/Dialogue/NpcDialogue\_ThrallPurchase

Primary Table Location: /Game/Systems/Dialogue/NpcDialogues

Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

### **OrbEffectStruc**

File Location: /Game/Items/Weapons/Orbs/OrbEffectStruc

Primary Table Location: /Game/Items/Weapons/Orbs/OrbEffectsTable

The table this links to determines the different effects of what happens when you combine orb effects.

### **PlanterStruct**

File Location: /Game/Systems/Farming/PlanterStruct

Primary Table Location: /Game/Systems/Farming/PlanterTable.PlanterTable

This table contains all the information required to grow plants in the planters.

### **RaceDescription**

File Location: /Game/UI/CharacterCreation/DataTables/RaceDescription

Primary Table Location: none

Not used. Was supposed to show information about race-choices in character creation.

### **ResourceActorSoundDataStruc**

File Location: /Game/Sound/Tables/ResourceActorSoundDataStruc

Primary Table Location: /Game/Sound/Tables/ResourceActorSoundDataTable

Determines what sound is played when harvesting resources based on the physical material set up on the resource/monster.

## **I'm missing a struct!**

If you are missing a struct and believe it's important, please tell Robtheswede on the Conan Exiles modding Discord.