Commands->Get_BHS_Version(PlayerID)

Returns the version ID of the player specified.

PlayerLeftHook(PlayerID)

Function that is called when a player leaves the game.

Commands->Verticle_Distance(Object)

Returns the distance between the z height you are to the next object below you.

Commands->All_Objects_Within_Distance(StartObj, Distance)

Returns an array of all objects within a certain distance.