

| Folder      | File                                 | Interface code         |
|-------------|--------------------------------------|------------------------|
| Geoscape    | AlienBaseState.cpp                   | alienBase              |
| Basescape   | ManufactureStartState.cpp            | allocateManufacture    |
| Geoscape    | AllocateTrainingState.cpp            | allocateMartial        |
| Geoscape    | AllocatePsiTrainingState.cpp         | allocatePsi            |
| Basescape   | ResearchInfoState.cpp                | allocateResearch       |
| Geoscape    | BaseDefenseState.cpp                 | baseDefense            |
| Geoscape    | BaseDestroyedState.cpp               | baseDestroyed          |
| Basescape   | BaseInfoState.cpp                    | baseInfo               |
| Geoscape    | BaseNameState.cpp                    | baseNaming             |
| Basescape   | BasescapeState.cpp                   | basescape              |
| Basescape   | PurchaseState.cpp                    | buyMenu                |
| Battlescape | CannotReequipState.cpp               | cannotReequip          |
| Basescape   | ChangeHeadquartersState.cpp          | changeHeadquarters     |
| Battlescape | CommendationState.cpp                | commendations          |
| Battlescape | CommendationLateState.cpp            | commendationsLate      |
| Geoscape    | ConfirmCydoniaState.cpp              | confirmCydonia         |
| Geoscape    | ConfirmDestinationState.cpp          | confirmDestination     |
| Geoscape    | ConfirmLandingState.cpp              | confirmLanding         |
| Basescape   | MonthlyCostsState.cpp                | costsInfo              |
| Basescape   | CraftArmorState.cpp                  | craftArmor             |
| Basescape   | CraftEquipmentState.cpp              | craftEquipment         |
| Basescape   | CraftEquipmentLoadState.cpp          | craftEquipmentLoad     |
| Basescape   | CraftEquipmentSaveState.cpp          | craftEquipmentSave     |
| Geoscape    | CraftErrorState.cpp                  | craftError             |
| Basescape   | CraftInfoState.cpp                   | craftInfo              |
| Geoscape    | CraftPatrolState.cpp                 | craftPatrol            |
| Geoscape    | CraftNotEnoughPilotsState.cpp        | craftPilotError        |
| Basescape   | CraftPilotsState.cpp                 | craftPilots            |
| Basescape   | CraftPilotSelectState.cpp            | craftPilotsSelect      |
| Basescape   | CraftsState.cpp                      | craftSelect            |
| Basescape   | CraftSoldiersState.cpp               | craftSoldiers          |
| Basescape   | CraftWeaponsState.cpp                | craftWeapons           |
| Battlescape | DebriefingState.cpp                  | debriefing             |
| Basescape   | ManufactureDependenciesTreeState.cpp | dependencyTree         |
| Basescape   | DismantleFacilityState.cpp           | dismantleFacility      |
| Geoscape    | DogfightState.cpp                    | dogfight               |
| Geoscape    | DogfightErrorState.cpp               | dogfightInfo           |
| Menu        | StatisticsState.cpp                  | endGameStatistics      |
| Geoscape    | FundingState.cpp                     | fundingWindow          |
| Geoscape    | GeoscapeCraftState.cpp               | geoCraft               |
| Geoscape    | NewPossibleManufactureState.cpp      | geoManufacture         |
| Geoscape    | ProductionCompleteState.cpp          | geoManufactureComplete |
| Geoscape    | NewPossibleCraftState.cpp            | geoNewCraft            |
| Geoscape    | NewPossibleFacilityState.cpp         | geoNewFacility         |
| Geoscape    | NewPossiblePurchaseState.cpp         | geoNewItem             |
| Geoscape    | NewPossibleResearchState.cpp         | geoResearch            |
| Geoscape    | ResearchCompleteState.cpp            | geoResearchComplete    |
| Geoscape    | ResearchRequiredState.cpp            | geoResearchRequired    |
| Geoscape    | BuildNewBaseState.cpp                | geoscape               |

|             |                                 |                      |
|-------------|---------------------------------|----------------------|
| Geoscape    | ConfirmNewBaseState.cpp         | geoscape             |
| Geoscape    | GeoscapeState.cpp               | geoscape             |
| Geoscape    | SelectDestinationState.cpp      | geoscape             |
| Menu        | AbandonGameState.cpp            | geoscape             |
| Menu        | ListGamesState.cpp              | geoscape             |
| Menu        | ListLoadOriginalState.cpp       | geoscape             |
| Menu        | ListLoadState.cpp               | geoscape             |
| Menu        | ListSaveState.cpp               | geoscape             |
| Geoscape    | GraphsState.cpp                 | graphs               |
| Geoscape    | InterceptState.cpp              | intercept            |
| Geoscape    | ItemsArrivingState.cpp          | itemsArriving        |
| Geoscape    | LowFuelState.cpp                | lowFuel              |
| Menu        | MainMenuState.cpp               | mainMenu             |
| Menu        | OptionsConfirmState.cpp         | mainMenu             |
| Menu        | OptionsDefaultsState.cpp        | mainMenu             |
| Menu        | SetWindowedRootState.cpp        | mainMenu             |
| Basescape   | ManageAlienContainmentState.cpp | manageContainment    |
| Basescape   | ManufactureInfoState.cpp        | manufactureInfo      |
| Basescape   | ManufactureState.cpp            | manufactureMenu      |
| Geoscape    | TrainingState.cpp               | martialTraining      |
| Geoscape    | MonthlyReportState.cpp          | monthlyReport        |
| Geoscape    | MultipleTargetsState.cpp        | multipleTargets      |
| Menu        | NewBattleState.cpp              | newBattleMenu        |
| Menu        | NewGameState.cpp                | newGameMenu          |
| Menu        | OptionsAdvancedState.cpp        | optionsMenu          |
| Menu        | OptionsAudioState.cpp           | optionsMenu          |
| Menu        | OptionsBaseState.cpp            | optionsMenu          |
| Menu        | OptionsBattlescapeState.cpp     | optionsMenu          |
| Menu        | OptionsControlsState.cpp        | optionsMenu          |
| Menu        | OptionsGeoscapeState.cpp        | optionsMenu          |
| Menu        | OptionsModsState.cpp            | optionsMenu          |
| Menu        | OptionsNoAudioState.cpp         | optionsMenu          |
| Menu        | OptionsVideoState.cpp           | optionsMenu          |
| Menu        | PauseState.cpp                  | pauseMenu            |
| Basescape   | PlaceFacilityState.cpp          | placeFacility        |
| Basescape   | PlaceLiftState.cpp              | placeFacility        |
| Basescape   | PlaceStartFacilityState.cpp     | placeFacility        |
| Battlescape | PromotionsState.cpp             | promotions           |
| Geoscape    | PsiTrainingState.cpp            | psiTraining          |
| Basescape   | ResearchState.cpp               | researchMenu         |
| Basescape   | SackSoldierState.cpp            | sackSoldier          |
| Menu        | ConfirmLoadState.cpp            | saveMenus            |
| Menu        | DeleteGameState.cpp             | saveMenus            |
| Basescape   | BuildFacilitiesState.cpp        | selectFacility       |
| Basescape   | SelectStartFacilityState.cpp    | selectFacility       |
| Basescape   | NewManufactureListState.cpp     | selectNewManufacture |
| Basescape   | NewResearchListState.cpp        | selectNewResearch    |
| Basescape   | SellState.cpp                   | sellMenu             |
| Basescape   | SoldierArmorState.cpp           | soldierArmor         |
| Basescape   | SoldierDiaryOverviewState.cpp   | soldierDiary         |

|           |                                  |
|-----------|----------------------------------|
| Basescape | SoldierDiaryMissionState.cpp     |
| Basescape | SoldierDiaryPerformanceState.cpp |
| Basescape | SoldierInfoState.cpp             |
| Basescape | SoldiersState.cpp                |
| Basescape | SoldierMemorialState.cpp         |
| Basescape | StoresState.cpp                  |
| Geoscape  | TargetInfoState.cpp              |
| Basescape | TechTreeSelectState.cpp          |
| Basescape | TechTreeViewerState.cpp          |
| Geoscape  | MissionDetectedState.cpp         |
| Menu      | TestState.cpp                    |
| Geoscape  | TrainingFinishedState.cpp        |
| Basescape | TransferBaseState.cpp            |
| Basescape | TransferConfirmState.cpp         |
| Basescape | TransfersState.cpp               |
| Basescape | TransferItemsState.cpp           |
| Geoscape  | UfoDetectedState.cpp             |
| Geoscape  | UfoLostState.cpp                 |
| Ufopedia  | UfopaediaSelectState.cpp         |
| Ufopedia  | UfopaediaStartState.cpp          |
| Geoscape  | UfoTrackerState.cpp              |

|                         |
|-------------------------|
| soldierDiaryMission     |
| soldierDiaryPerformance |
| soldierInfo             |
| soldierList             |
| soldierMemorial         |
| storesInfo              |
| targetInfo              |
| techTreeSelect          |
| techTreeViewer          |
| terrorSite              |
| tests                   |
| trainingFinished        |
| transferBaseSelect      |
| transferConfirm         |
| transferInfo            |
| transferMenu            |
| UFOInfo                 |
| UFOLost                 |
| ufopaedia               |
| ufopaedia               |
| ufoTracker              |