so far, I have the following functions tested and working on windows and linux:
As_PhysicalGameObj (if the GameObject passed to it is a PhysicalGameObj, it returns the object otherwise it returns NULL)
As_DamegableGameObj (if the GameObject passed to it is a DamageableGameObj, it returns the object otherwise it returns NULL)
Get_Model (will get the model name of any valid PhysicalGameObj, returns "DUMMY" if its not a PhysicalGameObj)
Get_Object_Type (will get the Object Type, i.e. GDI, nod etc) for any valid DamageableGameObj (including buildings)
Get_Definition (will get the definition class for any GameObject)
and Get_Class_ID (will get the Class ID given a Definiton Class).

Each definition type in the game has a class ID, for example 0x3001 is the class ID of SoldierGameObjDef and 0x9002 is the class ID of MotorcycleDefClass (a Get_Phys_Definition function to get the physics Definition Class for a PhysicalGameObj is being written)