

Actions

Actions are triggered several ways from within Horizons. They can be triggered from as part of an IF-THEN statement inside of an [Event](#) (see also: [conditions](#)) or triggered with a [Dialog Group](#).

Individual action detail pages coming soon!

| Name | Description |
|--------------------------|--|
| Adjust Time | Add or Remove mission time from the mission clock. |
| Cargo Add/Remove | Adds or removes cargo from an Object or Player. |
| Device: Command | Send a command to an external device. |
| Device: Poll | Trigger a poll on an external device. |
| DMX | Send a DMX lighting look. |
| Encounter: Check | Manually (re)check the chances of an Encounter and trigger it if they have been met. |
| Encounter: Enable | Enable the checking of the chances of an Encounter and trigger it if they have been met. |
| Encounter: Trigger | Manually trigger an encounter, disregarding the chances. |
| Event: Check | Manually (re)check the conditions of an Event and trigger it if they have been met. |
| Event: Enable | Enable the checking of the conditions of an Event and trigger it if they have been met. |
| Event: Trigger | Manually trigger an Event's actions, disregarding the conditions. |
| Mission: Set | Set the current mission. This Action is intended for use within Campaigns. |
| Mission: End | End the current mission. This Action is intended for use within Campaigns. |
| Mission End: Success | Manually ends the mission, marking it as a success. |
| Mission End: Failure | Manually ends the missions, marking it as a failure. |
| Mission Waypoint: Add | Add a waypoint that can be accessed by the Flight officer. |
| Mission Waypoint: Remove | Remove a waypoint that was accessible by the Flight officer. |
| Send Message | Send a message from one Object to another or a Player. |
| Send Message [Consoles] | Send a message directly to a player console. |
| Send Topic | Send a topic from an Object's dialog tree to a Player. |
| Steam Achievement | Trigger a steam achievement unlock for the player hosting the target Player bridge. |
| Objective: Completion | Mark an Objective as complete. |
| Objective: Visibility | Make an Objective visible or invisible. |
| Object: Property | Set or edit an Object Property. |
| Object: Spawn | Instantly add an object to the world. <i>Note: This object menu currently is more limited than the Object and Encounter Add-Object menu.</i> |
| Object: Despawn | Instantly remove an object from the world. |
| Object: Destroy | Trigger the self-destruct on an object, causing it to explode. |
| Pedia: Show/Hide | Show a Pedia entry on a specific player console. |
| Pedia: Visibility | Change the visibility of a Pedia entry. |
| Phillips Hue: Effect | Trigger an effect on a Phillips Hue bridge. |
| Phillips Hue: Scene | Trigger a scene on a Phillips Hue Bridge. |
| Script: Function | Run a custom script function. |

| Name | Description |
|------------------------|---|
| Sound: Play | Play an audio file from the module directory. |
| Tag: Add | Add a tag to an Object. |
| Tag: Clear | Clear a tag from an Object. |
| Task: Add | Add a task to an Object's queue. |
| Task: Clear | Clear an Object's queue of tasks. |
| Variable: Set | Set or edit the value of a Variable. |
| Waypoint: Local | Set a local waypoint that an Object can reference using the "Go To" Task. |
| Waypoint: Interstellar | Set an interstellar waypoint that an object can reference using the "Go To" Task. |
| Wait | Allow a specified amount of time to elapse before moving on to the next Action. |

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