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. *Note: This object menu currently is more limited than the Object and Encounter Add-Object menu.*
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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