Conditions

Conditions logical IF checks used to determine if Actions should be triggered. These are used in Events and Encounters at both the Module and Mission level.

Individual condition detail pages coming soon!

| Name | Description |
|---------------------------|---|
| Device: Property | Checks a property on an external device. |
| Device: State | Checks a state on an external device. |
| Device: Code | Checks a code on an external device. |
| Duration | Time elapsed since the event was enabled. |
| Emergency | |
| Mission: Percent Complete | Checks the percentage of mission objectives completed. |
| Mission: Score | Checks the mission score. |
| Mission: State | Checks the mission state. |
| Mission: Time Remaining | Checks the time remaining in the mission. |
| Mission: Success | Checks if the objectives are all complete. |
| Object: Cargo | Checks the cargo contents of an object. |
| Object: Controller | |
| Object: Count | Checks the current number of objects with a specific name or tag. |
| Object: Property | Checks a specific property of an object. |
| Object: Scanned | Checks to see if an object has been scanned by the Player. |
| Objective: Complete | Checks to see if an objective is complete. |
| Pedia: Viewed | Checks to see if a Pedia article has been viewed. |
| Pedia: Visible | Checks to see if a Pedia article is visible. |
| Player Hit: Shield | |
| Player Hit: Hull | |

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