# 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 | |