

# Conditions

Conditions logical IF checks used to determine if **Event** Actions or **Encounter** Object Spawns should be triggered. These are used at both the **Module** and **Mission** level.

If using conditions as part of Events, see also: [Actions](#).

*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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