

# 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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