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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Permanent link: http://wiki.starshiphorizons.com/modding:conditions?rev=1620362055

Last update: 2021/05/07 04:34

