Game Events

This is where the REAL power of the Designer happens. This system checks for a set of "conditions" and then performs a set of "actions".

This system interfaces to a wide variety of ship systems components and variables.

Properties

Name	Description
Name	The title of this Event. This is considered the ID, and is used to compare when loading module and mission level events.
Frequency	The frequency with with an Event will attempt to trigger in an automated fashion.
Mode	The method used for matching the defined conditions to check for a triggered state.
Game Master	Is this event visible to the Game Master?
Active	The base state of the event. In-Active events can't trigger automatically.