

Missions

The missions menu empowers Game Masters to create and edit missions within Starship Horizons Modules. There are many submenus for the mission editor.

General

This menu allows for the naming, categorization, and mission select settings for the mission. We recommend using the category menu to separate the missions in your module from the missions in other modules. Note the mission visibility toggle in the top right corner. This will toggle visibility on the mission select screen but the mission will always be available in Designer.

Marquee

This menu allows GMs to set the marquee image that is displayed when the mission is selected in the mission select screen.

Prologue & Epilogue

The Prologue and Epilogue messages will display before and after the mission, respectively. Use those menus to set the messages or deactivate them.

Players & Spawn Points

The **Players Menu** allows for the adding of player ships. Here GMs set the Name, Designation, Faction, Ship Class, and Startup (spawn point) for the player ship. Note that for multibrige play, each bridge requires a separate Player to connect to.

Each player ship requires a **Spawn Point**. Use the Spawn Point menu to set these points in space.

Objectives

Add objectives to track mission progress. Use the End Mission When Objectives Complete checkbox in the General Menu to choose if the mission ends when all objectives are complete.

Name The name of the objective as displayed in the objectives list on the comms screen.

Group The grouping of objectives inside the objectives list. This is used for organization.

Rank Choose between a primary mission objective and an optional objective.

Type The type of check required to mark the mission as complete.

- **Open** An objective that must be marked complete by an Event.
- **Commodity** An objective
- **Objects Destroyed** An objective
- **Objects Hailed**
- **Objects Scanned**
- **Objects Survived**
- **Timed**

Tags The variable used to check the type against. *example: Type:“Objects Destroyed” Tags:“Darts”* where “Darts” refer to the tag assigned in the object screen or spawning action.

Description The description displayed when an objective is clicked on the Comms Console.

Visible? If this is checked the mission will be visible on the Comms Console. If unchecked it will not be visible. Visibility can be changed through an Event or Dialog Action.

Comm Channels

This menu allows for creating predefined comm channels. These channels can contain more ships and be marked as not-closeable. Tagged ships (by name or object tag) will be in that channel with the Player ship.

Objects

The creation of an object will spawn the object at the launch of the mission. This is not to be confused with the spawn of an object through Event Actions and Dialog Actions, which are currently more limited.

General

- **Name** The ship name.
- **Description** Is displayed only for the GM in the GM screen.
- **Designation** The ship's hull number.
- **Faction** The ship's faction alignment. None will make the ship show as neutral.
- **Class** The ship class, which affects the 3D model and base component setup.
- **Tags** These tags are alternative references to the object. Names must be unique but tags can be shared by multiple objects.
- **Crew** This sets the number of crew that appears when the player scans the object.
- **Broadcasting?** If checked, the ship and its scan details will appear without the need to scan the object.
- **Invincible?** Check this box to prevent the ship from being damaged/destroyed.
- **Log Activity?** If the game is in Debug mode, the activity of this object will be logged in the GM Screen.

Location

- **Planet**
- **Position**
- **Orientation**

Cargo

- **Type** The commodity, ordinance, or component.
- **Value** The cargo quantity.

Hard Points

- **Hard Point** The hardpoint on the ship 3D model where the component is mounted.
- **(Property) Type** The type of component property that the following value will impact.
- **(Property) Value** The numerical value that pairs with the Type above.

Dialog

- **ID** The Name and reference for the dialog topic.
- **Links To** The ID of another Dialog Group that will be triggered after the activation of the current dialog group.
- **Text** The text sent from the NPC to the Player when this topic is triggered.
- **Topics** The text responses available to the Player that can trigger the NPC.
- → **Type** Sets the type of message being sent.
- → **ID** The ID of the topic.
- → **Links To** The next dialog group to be activated when this topic is sent to the NPC.
- → **Text** The content of the message from the Player to the NPC.
- **Actions** The actions triggered when this Dialog Group is activated.
- → See [Event Actions](#) for more details and parameters.

Tasks Object tasks are orders that are executed in the order that they are assigned. These actions currently include:

- **Type** The type of task that will be added to the task queue.
- → **Idle** Order the object to stand down.
- → **Go To** Order the object to set course for a waypoint.
- → **Patrol** Order the object to patrol the current planetary system and attack enemies.
- → **Evade** Order the object to evade enemies in the current planetary system.
- → **Attack** Order the object to attack a specific target or tag.
- → **Defend** Order the object to defend a specific target or tag.
- → **Investigate** Order the object to move to and assess a specific target or tag.
- → **Trade** Order the object to attempt trade with a specific target or tag. *(This Task is a work in progress.)*
- **Tags** The target parameter of the Type command.
- **Clear On Complete?** Check this box to clear this task from the task queue once it is completed. If unchecked, the task will remain in the queue unless canceled by an action.

Properties These object properties set or override specific parameters normally set by the ship class.

- **Type** The type of property to set or override.
- → **Alert**
- → **Behavior** The current active behavior for the object.
- → **CoreBehavior** The default behavior for the object.
- → **Dialog**

- → **Dialog [Group]**
- → **Integrity**
- → **Integrity [Relative]**
- → **Manuver**
- → **Planet** The planetary system where the object is currently located.
- → **Position** The x,y,z position within the system where the object is currently located.
- → **Star Position**
- → **Galatic Position**
- → **Speed**
- → **Speed [Target]**
- **Value** The new value for the selected Type.

Encounters

Encounters are events that activate on set intervals. These are akin to random monster spawns. GMs have the ability to adjust the likelihood and other details of the spawn.

Edit Encounter

The encounter editor allows for basic encounter settings and the adding of Groups.

- **Name** The name of the encounter. It will be used in the Designer and GM screens.
- **Faction** The faction alignment of the newly spawned encounter object(s).
- **Location** The spawn location of the encounter objects.
- **Change** The chance of the encounter being triggered. Values range from 0 - 1 where 1 = 100%.
- **Repeating?** Checking this box will allow the encounter to be triggered multiple times. Leaving this box unchecked will block the encounter from triggering more than once.
- **Active** Checking this box will allow the encounter to be triggered. Leaving it unchecked will prevent it from being triggered until otherwise enabled by an Action. If an encounter is set not to repeat, making it inactive and then active again will allow it to trigger an additional time.

Adding an Encounter Group

- **Index** is the unique identifier for the encounter group.
- **Name** the name for the encounter group. This is for organization.
- **Add Object** opens the same Add Object dialog box that is found in the Objects section above.
- **Add Action** opens the same Add Action dialog box that is found in the Event Actions section below.

Events

Events are actions that are triggered by specific conditions.

Basic Event Parameters

- **Name** The name for the event, as labeled in the Designer and the GM screen.
- **Frequency** How often or if the event will automatically trigger.
- → **Manual** The event will only trigger is triggered by an Action.
- → **Single** The event will only trigger one time. If deactivated and then reactivated, it may be

triggered again.

- → **Recurring** The event will trigger every time the conditions are met.
- **Mode** This selection will control if all or one of the conditions being met will trigger the event.
- → **All** If all conditions in the list are met at the same time, the event will trigger.
- → **Any** If any one condition in the list is met, the event will trigger.
- **Game Master** Checking this box will expose the event for manual triggering on the Game Master screen.
- **Active** Checking this box will cause the event to be active at the start of the mission. Leaving it unchecked will cause it to be inactive until activated by another Action or triggered manually.
- **Color** This color will set the background color of the button in the Game Master screen.

Conditions

- **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**

Actions

- **Adjust Time**
- **Cargo Add/Remove** Adds or removes cargo from an Object or Player.
- **Device: Command** Send a command to an external device.
- **Device: Poll** Trigger a poll on an external device.
- **DMX** Send a DMX lighting look.
- **Encounter: Check** Manually (re)check the chances of an Encounter and trigger it if they have been met.
- **Encounter: Enable** Enable the checking of the chances of an Encounter and trigger it if they have been met.
- **Encounter: Trigger** Manually trigger an encounter, disregarding the chances.
- **Event: Check** Manually (re)check the conditions of an Event and trigger it if they have been met.
- **Event: Enable** Enable the checking of the conditions of an Event and trigger it if they have been met.
- **Event: Trigger** Manually trigger an Event's actions, disregarding the conditions.
- **Mission: Set** Set the current mission. This Action is intended for use within Campaigns.

- **Mission: End** End the current mission. This Action is intended for use within Campaigns.
- **Mission End: Success** Manually ends the mission, marking it as a success.
- **Mission End: Failure** Manually ends the missions, marking it as a failure.
- **Mission Waypoint: Add** Add a waypoint that can be accessed by the Flight officer.
- **Mission Waypoint: Remove** Remove a waypoint that was accessible by the Flight officer.
- **Send Message** Send a message from one Object to another or a Player.
- **Send Message [Consoles]** Send a message directly to a player console.
- **Send Topic** Send a topic from an Object's dialog tree to a Player.
- **Steam Achievement** Trigger a steam achievement unlock for the player hosting the target Player bridge.
- **Objective: Completion** Mark an Objective as complete.
- **Objective: Visibility** Make an Objective visible.
- **Object: Property** Set or edit an Object Property.
- **Object: Spawn** Instantly add an object to the world.
- **Object: Despawn** Instantly remove an object from the world.
- **Object: Destroy** Trigger the self-destruct on an object, causing it to explode.
- **Pedia: Show/Hide** Show a Pedia entry on a specific player console.
- **Pedia: Visibility** Change the visibility of a Pedia entry.
- **Phillips Hue: Effect** Trigger an effect on a Phillips Hue bridge.
- **Phillips Hue: Scene** Trigger a scene on a Phillips Hue Bridge.
- **Script: Function** Run a custom script function.
- **Sound: Play** Play an audio file from the module directory.
- **Tag: Add** Add a tag to an Object.
- **Tag: Clear** Clear a tag from an Object.
- **Task: Add** Add a task to an Object's queue.
- **Task: Clear** Clear an Object's queue of tasks.
- **Variable: Set** Set or edit the value of a Variable.
- **Waypoint: Local** Set a local waypoint that an Object can reference using the "Go To" Task.
- **Waypoint: Interstellar** Set an interstellar waypoint that an object can reference using the "Go To" Task.
- **Wait** Allow a specified amount of time to elapse before moving on to the next Action.

Variables

Variables are numerical strings that store information that may be checked or edited later.

- **Name** The name of the variable. This is used to check using conditions or edit using actions. This name is also shown inside of Designer and the GM screen.
- **Type** Currently, only numerical string values are supported.
- **Value** The initial value of the variable when the mission starts.

Waypoints

Waypoints are named points in space that the Flight console can target and jump to.

Add a waypoint

- **Name** The name of the waypoint that appears in the Flight Screen's waypoint menu.

- **Description** The description of the waypoint that appears below the waypoint name in the Flight Screen's waypoint menu.
- **Type** The only type available at the moment is Planet.
- **Target** The planet that the waypoint is referencing.

Scripting

The scripting section allows for custom scripts written in C#.

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