

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 powerful IF-THEN statements that allow mission designers to manipulate the world of the mission when specific conditions are met.

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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