

# 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 multibridge 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.

## 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.

## 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.

## 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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