

Pedias

Pedia articles are in-game pages that can deepen the lore and immersion of a mission or campaign. Pedia entries can be added at the module level using the Designer and at the mission level by editing the mission XML file. Entries can be set to visible or hidden on creation. Actions exist to change the visibility of the article and to pop the article up on a player's screen as a floating window.

From:

<http://wiki.starshiphorizons.com/> - **Starship Horizons Wiki**

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Last update: **2021/05/08 05:47**

